

STIR NOT THE WORLD'S DOOM

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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You've read a moldy tome, spoken to one marked by flame, and learned when the next Conflagration of Souls will be. Now, journey to fresh ruins foretold by legend: Darkturret. You must discover the key to your fate before someone else does! A *Living Forgotten Realms* adventure set in Returned Abeir for characters levels 11-14.

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

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OFFICIAL D&D PLAY

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

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

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

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

PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

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

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following 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 11-14. 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.

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

slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

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

LASTING EFFECTS

Sometimes a PC will have a lasting effect that won't be easily resolved within the span of the adventure's scope. The two most common instances of lasting effects are the death penalty and diseases.

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

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for days (or after a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark (such as

milestones) should be recorded and tracked across adventures.

ADVENTURE BACKGROUND

In the Embers of Dawn Mini-Campaign (MINI1-1 *Stirring the Embers*, MINI1-2 *The Burning Scent of Perfumed Swords*, MINI1-3 *Building the Pyre*, MINI1-4 *Coaxing the Flame*, MINI1-5 *Pyrophobia*, and MINI1-6 *Quench the Fire of the Raging God*), the adventurers stopped a cult called The Reborn Flame from awakening Achazar (also known as The Raging Flame), a sleeping Dawn Titan in the center of the city of Tarmalune. A previous ally, Rathloff (first met in MINI1-3 *Building the Pyre* and again in MINI1-6 *Quench the Fire of the Raging God*), was corrupted by reading the crazed ramblings of an ancient moldy tome. Since then Rathloff has come to believe in the divinity of the Dawn Titans and formed a new cult, Those of Fire and Ice. Now he attempting to awaken a different Dawn Titan and the Dawn Titan's bride.

DM'S INTRODUCTION

At the beginning of the adventure, the PCs are summoned by Queen Imreera of Gontal (see **Appendix I: Gontal**). She has had visions that a new cult is attempting to awaken a Dawn Titan. After an optional fortune telling by Yulis the Fortune Teller (last seen in MINI1-4 *Coaxing the Flame*), the PCs head off to the Ruins of Darkturret to find a "frozen key" and retrieve a moldering tome.

If a character has story object MINI22 *Champion of the Brand* (they have played all six of the adventures in the Embers of Dawn Mini-campaign), they are lead into the Ruins from a secret passageway (entering the treasure vault first). Otherwise, the characters must enter from the top of the ruins.

The Ruins of Darkturret contain a number of treasure vaults (some with cursed treasure, magical treasure, minor traps, and puzzles). As a result of the Spellplague, the ruins travel through time and space (opening up opportunities to interact with adventurers from the past and witness the Spellplague).

Eventually, the PCs defeat and convince the ghosts that live in Darkturret to help them. The ghosts will inform the PCs that the "frozen key" has already been taken by the cultists to Fimbrul.

Upon traveling to Fimbrul and navigating a cave complex, the PCs see the cultists in a trancelike state. An otherworldly creature (an oni) who guards the sleeping titan will allow the PCs to enter the dreamworld to

battle the cultists. The cultists will succeed in awakening The Bride of the sleeping Dawn Titan, however the PCs may be able to stop the awakening of the Dawn Titan itself.

After their partial success or failure, the characters return to report to Queen Imreera.

PLAYER'S INTRODUCTION

Important NPCs:

Queen Imreera Hethkantan (Arcana +17, Bluff +15, Diplomacy +15, History +17, Insight +13)

Yulis the Fortune Teller (Arcana +12, Diplomacy +5, Heal +5, Insight +8, Perception +8, Streetwise +5)

Read the following aloud:

For some of you, sleep has been restless. Something is calling you, yearning for your being. Strange visions are afoot.

Have each player roll a saving throw. For each adventure in the Embers of Dawn Mini-Campaign that a character has played (MINI1-1 through MINI1-6) they have a -2 penalty to the saving throw. Those who fail receive one of the dreams in **Player's Handout 1: Nightmares**. Give each PC a different dream.

Read or paraphrase the following to the players:

However, this night is not one where your sleep will go uninterrupted. You open your eyes to see a swirling portal appear near your respective bed, tree, bar stool, or nest. The lurching feeling of teleportation magic is unmistakable.

You reappear in an elaborate ritual room. The woman who summoned you is wearing an embroidered dressing robe and has a shrewd demeanor. She states,

"I am Queen Imreera Hethkantan of Gontal. I apologize for summoning you at such a late hour, but there is precious little time."

"This is Yulis the Fortune Teller," an elder woman in fanciful blue garment introduces herself. (She will nod to any PC that has her Favor, MINI17 Gratitude of Yulis from MINI1-4 Coaxing the Flame).

The time is four bells. This is a good place for character introductions. Use the information provided below to answer any questions.

Why did you summon us here?

"I have been haunted by dreams of a forgotten force awakening and wreaking havoc upon the world. I performed a ritual that would summon those that fate deemed would prevent this awakening. Hopefully, the ritual worked," she smiles wryly.

What is the matter?

"My spies and divinations tell me that a group of cultists is headed for The Ruins of Darkturret, where they seek an item called the Key to Citrotralech which can be used to awaken a Dawn Titan. I believe this item is located in the moathouse, not the main set of ruins. You must get the key before the cultists can. Also, it is vital to retrieve the tome they are using to cast the awakening ritual."

Is the sleeping Dawn Titan Achazar, the Raging Flame?
"It is possible."

Who are the cultists?

"I do not know who they are. I can't see most of their faces, but in my visions they were lead by a frail old man with white hair, carrying a moldering tome. Some foul malevolence was corrupting his aura.

But I sense this tome is important. You must fetch it at all costs."

- DC 20 Intelligence: Only for those who played MINI1-3 Building the Pyre, MINI1-4 Coaxing the Flame, or MINI1-6 Quench the Fire of an Angry God, to identify the description as former ally Rathloff, grandfather of Glindarra.
- DC 25 Insight: Queen Imreera is clearly very disturbed and holding back information. If pressed, she can be convinced to tell the PCs that she saw a small tentacle under the hood of the cult leader.

What are The Ruins of Darkturret?

"Fifty years ago, a family named Garrandar built a stronghold. They were a rich and prosperous family, that disappeared many years back. Supposedly, there is great wealth hidden in their now decaying structures."

- DC 20 History: The Garrandar family stole from the other Twelvefold families (the nobles of Gontal) and were victims of revenge.
- DC 25 History: Supposedly, the Garrandar family stole from the other Twelvefold families. Consequently, the Garrandar family was murdered. The upper levels of Darkturret contain

restless ghosts, while the lower levels contain monsters.

- DC 30 History: The very bottom lair of the moathouse of Darkturret contains the vaults, where traps and treasure await the bold.

How will we get there?

"I will use this same teleportation circle that I used to bring you here, to send you directly outside of Darkturret. Can any of you cast Linked Portal?"

If someone can cast Linked Portal, the Queen is pleasantly surprised. She will temporarily enchant this character's weapon or implement to be one plus higher (lasts until the characters leave Darkturret). This will only be performed for one PC. She will also give the PC 500 gp in residuum for rituals (to be returned if not used). If no one can cast Linked Portal, she will cast the spell herself. Either way, she will give the PCs a Linked Portal Ritual Scroll so that they can return to Gontal.

You said we had precious little time?

"Yes, you must hurry. Do not rest until you have recovered the frozen key retrieved the tome from the cultists."

What can you tell us about this key?

"I do not know much. All I know is that legend says the Key to Cirotralech can be used to unlock a Dawn Titan in Fimbrul."

Which Dawn Titan does the cult plan to awaken?

"I am not certain. The only name we have to go on is that of the key, Cirotralech, but I have been unable to find any Dawn Titan of that name. If his name is lost to history, I fear that he may have been a horrific creature indeed for the gods to wipe his name from the memory of the universe."

What is Fimbrul?

"It is an mountain range enveloped in eternal winter. I recommend protecting yourself from its icy grasps. In addition, earth giants and orcs plague the region, as well as dwarves."

- DC 25 History: The last of the Dawn Titans are said to have slept here since they were overthrown by their dragon mounts.

Now the important question, payment!

"Payment!" Queen Imreera clearly looks aghast. "Who among you will only complete this dire mission for payment?"

She is sorely disappointed in the characters for not wanting to save the world. The fate of Toril hangs in the balance. If pressed, she will give them 500 gp in residuum to use on the adventure.

Yulis, what brings you here?

"I have heard whispers from beyond. I felt drawn here and sought an audience with the Queen. I have some part to play in all this... Tell your fortune?"

If a character says yes, she will warn them first.

"Before I do this, I must warn you. It is very, very dangerous. I see pieces of your future, but I can try to manipulate the Weave and give you a little advantage. But let it be known, sometimes the Weave can be enraged by those who seek to control her and punishes them. Do you wish to proceed?"

If a character has their fortune told, use **Appendix II: Fortune** and **Appendix III: Fortune/Spellplague Results**. Each PC makes this choice individually.

To characters who have **MINI22 Champion of the Brand** from **MINI1-6 Quench the Fire of the Raging God** read:

Yulis locks eyes with you. A bolt of blue energy passes between your eyes. "I can see that you already have a little help."

(Gain Resist 5 Fire until the end of the adventure, this stacks with any other resistance).

ENDING THE ENCOUNTER

Once the PCs have finished questioning Queen Imreera and (optionally) getting their fortunes told, they can teleport to Gontal. Remember to record which fortune each PC receives; this will be important in **Encounter 2: A Blight Upon Your Souls**.

<Insert Queen Imreera Hethkantian or PC Name> directs everyone to form a circle. As s/he begins to chant, blue flecks of light streak from Yulis to each of you.

"Good luck to you in retrieving the key and tome. May the smiling face of Tymora light your way."

After another “fun” stomach lurching you appear outside a decaying set of buildings. A haze blurs the shattered windows and crumbling towers. As you stare at the moathouse, your destination, whether it is a trick of the fading light or the residual dazing of your mind from the teleport, it seems to blink out of existence for just a fraction of a second. A frigid breeze tugs at your armor, daring you to enter.

TREASURE

Depending on the PCs, Queen Imreera may have temporarily enchanted one of the PC's implements or weapons to be one plus higher and given them 500 gp of residuum.

EXPERIENCE POINTS

This encounter gives no experience and does not count toward a milestone.

THE RUINS OF DARKTURRET

Unknown to most beings, the Ruins of Darkturret travel through time and space. The first part of the structure was originally built long ago by a unnamed wizard (hence, why some books written hundreds of years ago mention the Ruins of Darkturret, before the Garrandar family “built” the manor). When the Spellplague hit Toril, the manor started shifting through time. Some creatures inside the manor are from the future or past (depending how you look at it, the PCs are in the creatures' future or past!) For reference, the current game year is 1479.

The Garrandar family came upon this curious manor in modern Toril and moved in, claiming to the general public that they built the manor and its surrounding buildings. The Garrandars assumed all the strange happenings were due to the area being haunted. Hence, they never entered the moathouse or the lower levels of their own manor.

If at least one of the PCs has played ALL of the Embers of Dawn Mini-Campaign adventures read this to the chosen PCs:

Your mind clears. An unknown dark gravelly voice speaks to you, “I sense the Raging Flame within you. I reveal to you my secrets.”

You are drawn to the far side of the decaying moathouse. A well-kept slab of grey rock slowly moves aside revealing a stair case down, down, into the heart of darkness.

This staircase leads to **Encounter 1: The Vaults**.

If no one has completed all of the Embers of Mini-Campaign adventure and the story object *MINI22 Champion of the Brand*, even if they should find the secret entrance, there is no way to enter it (barring Breaching Armor or some other fantastic route).

In this case, the PCs may enter the Moathouse Ruins through **Encounter 3: Memories of the Past**.

ENCOUNTER 1: THE VAULTS

SETUP

This encounter assumes the PCs enter through the secret door into the vaults below the moathouse that is made up of many small rooms. If the PCs were not directed to the secret door, you should proceed to **Encounter 3**.

If you are running this as a timed event, feel free to skip some of the rooms or summarize their exploration. If people are replaying the adventure, feel free to change or move the traps around. There is a map provided for Player and DM ease.

Most of the rooms contain a piece of magical treasure typed in **bold** (see **Player's Handout 2: Item's from the Ages** for descriptions). One of the pieces of treasure will be cursed by the magic of Darkturret. Roll randomly to see which one (see **Player's Handout 3: Curses from the Ages**). The cursed piece of treasure will function normally until a Combat Encounter, in which case it stops functioning and is unable to be taken off without a Remove Affliction ritual. The cursed treasure can be identified as such before the curse activates with a DC 35 Arcana check. At the end of the adventure, Queen Imreera or Yulis can cast a ritual to remove the offending piece of treasure.

ROOM 1: TREASURE CHAMBER

This room does not have a door, more of an opaque screen of green fog that occasionally sparks. You can barely make out a large pile of coins and other items inside the small room.

If a character passes through the Electric Green Fog, it makes an attack: +15/19 vs. Fortitude Ongoing 10 Lightning and Poison damage (save ends). A character with lightning or poison resistance has a +5 to their Fortitude Defense and a +5 to their saving throw to end the ongoing damage. A DC 28 Arcana Check will identify it as Electric Green Fog, an arcane ward, that will do lightning and poison damage to anyone who touches it.

Alternatively to passing through the fog, a character could teleport into the room and be unaffected.

None of the treasure in this room radiates magic other than the **Heward's Handy Companion Bag**:

- Starfire Ruby Ring with a symbol of a rising sun (Religion DC 20 to identify it as referring to Lathander, the previous incarnation of

Amaunator) worth 250 gp. Wearing this ring allows the wearer to take no damage from the trap on Room 2.

- Emerald Circlet with a prayer to Tempus etched in Supernal on the inside worth 1,000 gp. This will allow the wearer to step through the Electric Green Fog unharmed.
- **Heward's Handy Companion Bag**
- 15 Platinum Pieces
- 1,000 Silver Pieces
- 10,000 Fake Gold Pieces (Perception DC 29/33 to notice it is painted over copper)) Whoever carries the fake gold will be cursed to be *encumbered* when they enter a combat scenario (slowed, -2 attacks and defenses) until they remove the fake gold. This penalty applies even if the character puts the gold in an extradimensional space. This penalty does not apply to a creature who is *insubstantial* (hence, a clever character might use a Thievery check to place the gold on a substantial enemy that has pockets). The gold's true nature can be revealed with a DC 29/33 Arcana or Dungeoneering check. The gold is not cursed in such a way that you cannot get rid of it, however, depending on how much gold a character takes, it could take a while to remove all the gold from one's person. The fake gold vanishes if it leaves Darkturret and reappears in the Treasure Chamber.

ROOM 2: CHAPEL

The door to this room is made of steel and radiates heat. The Blazing Face of Amaunator gazes at you.

The door has a Flame Warding upon it (DC 30 Perception or Arcana to Notice, DC 28/30 Thievery or DC 30/32 Arcana to disable).

If the door is opened without disabling the trap, (or if someone fails to disable it by 5 or more) the door makes the following attack: Blast 6 +15/19 vs. Reflex 3d6+15 radiant damage. The trap takes 24 hours to reset, so the PCs do not have to worry about setting off the trap more than once.

As the adventurers enter the area, read:

Inside this room you see an etching of a beautiful woman in blue-white robes with blazing blue eyes. She is flanked by an etching of a unicorn and an old man with a wooden beard. Draconic words are etched along her long flowing hair. Several small gems are embedded in

the etching. Near the ground are seven holes arranged horizontally. To the right of the holes is a miniature landing.

This room is currently in a time period before Mysteryl (the depicted goddess) sacrificed herself to save Faerun and became Mystra.

Use this important information as the players investigate:

- The words in Draconic read, ***“If you wish to pass The Lady of Mysteries, evoke her prism and offer her treasure.”***
- The gems in the painting are removable and include an Amethyst, Ruby, Sapphire, Tiger's Eye, Citrine, Emerald, and Iolite. They look valuable (DC 20 Perception) but a closer look reveals they are fakes (DC 31 Perception).
- DC 20 Religion: The unicorn is Mielikki and the old man is Silvanus. They look like they are allies of the rainbow woman.
- DC 25 Arcana, History, or Religion: The woman in the etching is Mysteryl.
- DC 30 Arcana, History, or Religion: Mysteryl was known for her flowing rainbow hair.
- DC 22 Intelligence Check: Each of the gems is a distinctive color (a dwarf or gnome will receive a +5 bonus to this check).
- DC 29 Perception: The small landing holding is shaped vaguely like a small pot.
- DC 20 Nature: The order of a rainbow is Red, Orange, Yellow, Green, Blue, Indigo, Violet.

The gems must be placed in rainbow order in the small holes; Ruby (Red) Tiger's Eye (Orange), Citrine (Yellow), Emerald (Green), Sapphire (Blue), Iolite (Indigo), Amethyst (Violet). An amount of gold (at least 500 gp) must be placed in the small landing.

The DM may wish to encourage roleplaying centric tables by animating the silent etching of Mystyl: blowing kisses as the characters do the right things, or sneering if they place the gems in the wrong order or do not offer enough gold. Also feel to animate the etchings of Mielikki and Silvanus.

Alternatively, if everyone is replaying the adventure or your players would rather roll skill checks than puzzle it out, the PCs must succeed at three DC 23/25 Intelligence or Wisdom checks (a dwarf, gnome or deva will receive a +5 bonus to the check). Failure at a check results in the loss of a healing surge.

When the proper sequence is finished (or the statistic checks are made) read the following text:

QUES2-1 *Stir Not the World's Doom*

The woman in the etching gives you a whimsical smile. The gold pieces melt from sight and the gems reappear in the proper place in the painting. Some of you see her wink as she blows you a kiss (those with an arcane power source or worshippers of Selune regain a healing surge or gain temporary hit points equal to a healing surge is they are uninjured). ***A piece of the wall cascades away like a waterfall revealing a hidden room.***

The hidden chamber contains an elven-sized statue of Mysteryl wearing **Prismatic Earrings**.

ROOM 3: BLANK

The door to this room is made of a strange sturdy shimmering metal.

As the adventurers open the door and enter the area, read:

Before you is a room filled with dust and gloom. At the far side of the room is a sturdy door made of the same strange shimmering metal as the door to this room. A large lock made of the same metal hangs near the handle.

The metal is adamantine (any Dwarf will recognize this on sight, otherwise a DC 20 Dungeoneering or Nature check will identify it).

The room was crafted to delay possible thieves who might rob the Garrandars. The door is fake and can't be opened. The lock is not pickable as its not actually connected to the door mechanism (though PCs are welcome to try thievery checks). The lock can be broken off with an Athletics check DC 35. The lock does radiate magic (DC 32 Arcana to pinpoint it as illusion magic) and is enchanted to fall off if a Knock ritual is cast upon it. This is still does not open the door, which is embedded in the stone wall. If the PCs are refusing move on, before they conquer the door, the DM should eventually let the PCs discover that the door is fake.

ROOM 4: BLANK CLONE

The door to this room is made of a strange sturdy shimmering metal.

As the adventurers enter the area, read:

Before you is a room filled with dust and gloom. At the far side of the room is a sturdy door made of a strange shimmering metal. A large lock made of the same metal hangs near the handle.

The can be picked with a Thievery DC 30. A ritual of Knock will also open it. Inside the room are many burnt out ioun stones, including one that still works, a **Dusty Rose Ioun Stone**.

ROOM 5: BLANK TRIAGE

The door to this room is made of a strange sturdy shimmering metal.

As the adventurers enter the area, read:

Before you is a empty room filled with dust and gloom.

There is a fake secret door (DC 25 Perception) in the same place as the fake door in Room 3 and real door in Room 4. There is a real secret door (DC 34 Perception) on another side of the room. Behind the real secret door is a small decaying chamber with a **Luckstone** that rolled into one of its cracks (DC 28 Perception to notice). There is also an adamantine nugget in another corner worth 1,000 gp/2,000 gp to the right buyer.

ROOM 6: MEMORIES OF THE FUTURE

The door to this room is made of a sturdy red wood that seems to flicker in and out of existence.

Currently, this room is in the characters' possible future - at a time many years from now when the land has been purified of the Spellplague: 2421 DR. A DC 28 Arcana check (*detect magic*, trained only) will reveal that the door to the room does not seem unsafe, however, there is a strange aura of temporal magic penetrating the room.

As the adventurers enter the area, read:

Before you is an empty room filled with heavy dust and hanging gloom.

If any of the characters are Spellplagued, their spellscar or any other Spellplague effects are temporarily gone in this room. This effect applies to items the PCs carry that have been affected by the Spellplague, such as items from ADCP2-1 *The Paladin's Plague*.

QUES2-1 *Stir Not the World's Doom*

A DC 25 Perception Check will reveal traces of dust and splinters of wood, as if furniture used to be in this room but had decayed long ago. The Perception Check will also reveal a ritual book under a layer in one of the corners. The Ritual Book contains *Aria of Revelation**, *Consult Mystic Sages*, *Consult Oracle*, *Fool's Gold**, *Detect Treasure**, and *Remove Affliction*. Tucked inside the book is a gold rod worth 1,000 gp (the material focus for Detect Treasure).

After a minute or so passes, have each PC roll percentile dice. If a PC rolls a 35% or under, one of the adventurers from the future is going to appear in their square, so they must make a save or take 1d10 points of damage and be knocked prone as they are shunted to the nearest open space. Then, read the following text:

As you ponder this empty room, you feel reality shift. A group of armed adventurers appears: a robed human, an armored half-dwarf, a pale skinned wild-eyed gnome woman with scant tufts of hair, a choker, and an elf or eladrin with vibrant green leaves enveloping half of her body.

"Identify yourselves," the green-skinned woman demands in a strange accent. She clearly means business.

The adventuring party includes the following:

- Geneleese (tree elf) - cautious, protective, wary of drow, orcs, gnolls, and bugbears (Diplomacy +12, Insight +14)
- Sir Orlando (human) - spellcaster, frightened of everything, talks to his magic orb "Roundy" (Arcana +18, Religion +18)
- Mirren Axeforger (half-dwarf) - shy, secretly likes non-dwarven spirits (elven wine, halfling honey mead, etc) (Endurance +10)
- Nita Gemfinder Chatterbox (svirfneblin) - overexcited, finder of unlost objects (Bluff +20, Thievery +15)
- Tulip (choker) - speaks broken common, occasionally eats a stray rat, bat, or other tiny creature (Dungeoneering +18, Intimidate +14)

Geneleese is the leader of this band and thinks that the PCs are trying to ambush them and steal their treasure. She states they have rights to explore this area of Darkturret. They can be calmed from attacking with some good roleplaying or a few Diplomacy, Intimidate, or Bluff checks (DC 24/28). If a fight breaks out, roleplay the combat briefly and inform the PCs that they

defeat the strange adventurers (everyone loses a healing surge), but before they can question or search them, the strange adventurers vanish in the same manner they appeared. A History or Streetwise check DC 20 will reveal that the heraldry on the adventurers does not match anything they have ever encountered or read about.

If the adventurers have been calmed, feel free to roleplay as much as the players like. Eventually, have Nita excitedly identify one PCs as a famed hero of legend (If possible, choose someone with **SPEC10 Wielder of Faervian**, **DALE15 Vengeance is Mine** (wielder of the mysterious ring of blue shadows), **MINI22 Champion of the Brand**, or **ADCP03 Defender of Eltrurel**, in that order. Nita will then try to pickpocket a **Friendship Bracelet** onto that character, in hopes of gaining more fame for herself.

The adventurers are confused by the appearance of the PCs, and likely their apparent fame. They have no idea how the PCs came to be there, but believe that they simply appear, as if by teleportation (just as they appeared to the PCs).

When this encounter has gone on as long as you see fit (based on the players desire to roleplay with the time-traveling NPCs), have the strange adventurers vanish in the same way they appeared. A DC 28 Arcana Check (*detect magic*, trained only) will show traces of Temporal magic with their appearance and disappearance.

ROOM 7: FOREVER LOST

This room is divided from the hallway by a barred gate. Looking between the bars you see a scarred emaciated female gnoll in a tattered dress chained to the wall. She looks up at you, and starts pleading [in Abyssal]:

“Hey You! Let me outta here. I promise I won't steal from the party again.”

Dangling just out of his reach is a rusty sword in a well-made scabbard.

This cell is locked but can be opened by a DC 25 Thievery check or broken down by a DC 30 Athletics check. All of the doors defenses (except Will, which it does not have) are 5 and it has 60 hit points.

After opening the door, a DC 30 Perception will notice a thin shimmering curtain of orange separating the room from the hallway. A DC 28 Arcana check (*detect magic*, trained only) will reveal that the curtain is radiating Temporal magic, and is not harmful.

The gnoll, **Riff (Bluff +5, speaks Abyssal, Giant, and Goblin)**, is in the past: 569 DR. She was caught

stealing from her party, so she was chained up and left here as punishment. She claims that it was her torchbearers turned against her, stole all her things, lied to the rest of her party, and locked her up. She scours at any “heroic” looking adventures (elves, eladrin, halflings and the like) and tries to appeal to the more corrupt looking races (tieflings, shadar-kai, drow, etc). Any modern race (deva, dragonborn, etc) shocks her as she has never seen them before.

If a PC enters the room, they seem to vanish! When a PC enters the cell, read the following:

Before you is a musty cell with empty shackles attached to the wall. Lying in the center of the room is a dusty scabbard.

The only part of the room the PCs can access is in their current time, hence a search of the room will reveal a small amount of dust (the gnoll rotted away many, many years ago) and the **Villain's Scabbard**. There is no way to rescue Riff, as she died nearly a thousand years before the PCs ever arrived.

ENDING THE ENCOUNTER

After the PCs have finished exploring this area, there are stairs at the end of the hallway leading up into an enormous room, **Encounter 2: A Blight Upon Your Soul!**

Experience Points

The characters receive 300/450 experience for exploring the vaults.

Special Note: This encounter as a whole counts towards a milestone.

TREASURE

Heward's Handy Companion Bag, **Prismatic Earrings**, **Dusty Rose Ioun Stone**, **Luckstone**, **Friendship Bracelet**, and **Villain's Scabbard** detailed in **Player's Handout 2** (Remember, one of the magic items will be cursed, see **Player's Handout 3**). All of these items' power will fade at the end of the adventure, since they have been removed from Darkturret.

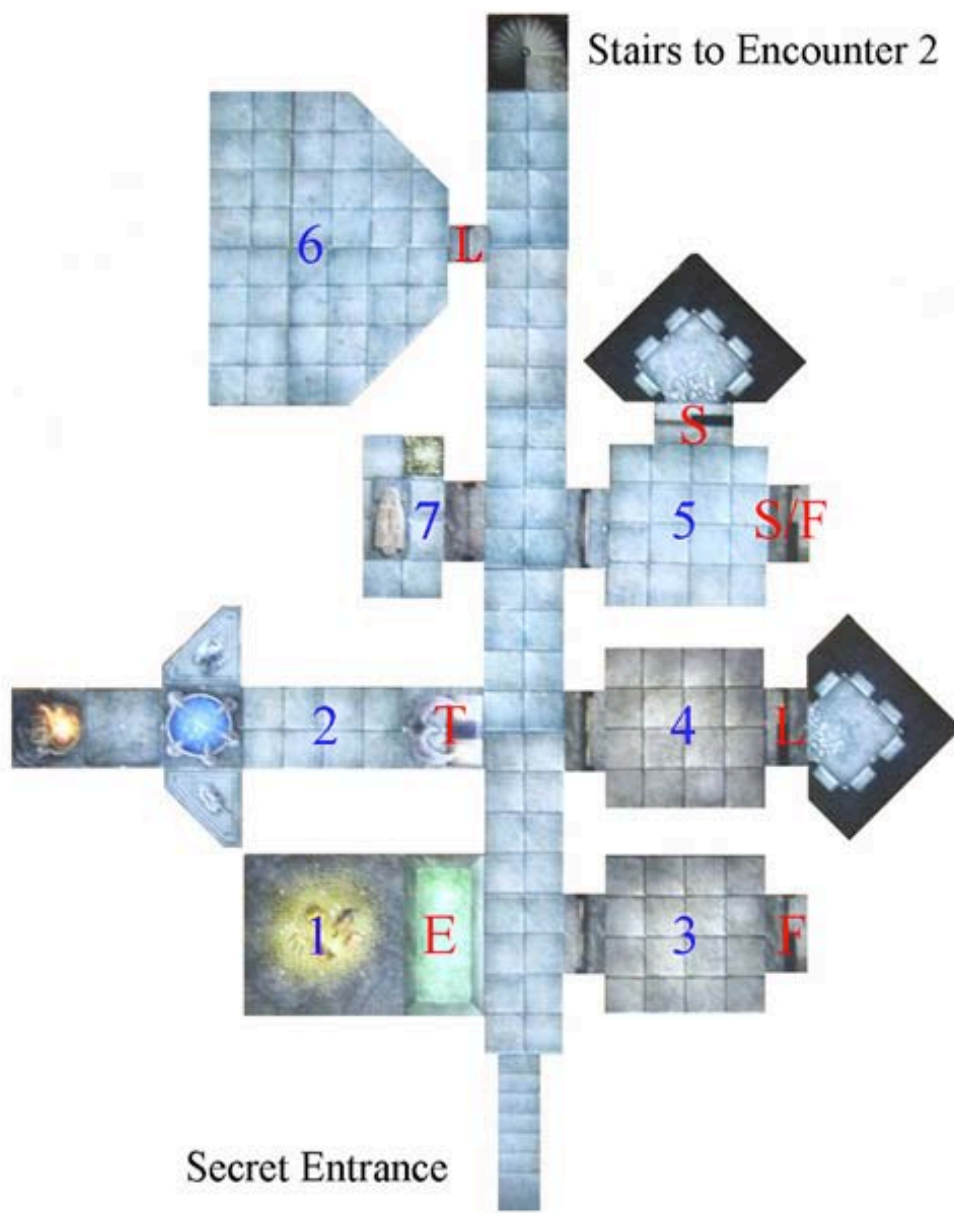
Starfire Ruby Ring 250 gp, Emerald Circlet 1,000 gp, 15 pp, 1,000 sp, 10,000 cp and adamantite nugget 1,000 gp/2,000 gp. Ritual Book containing *Aria of Revelation**, *Consult Mystic Sages*, *Consult Oracle*, *Fool's Gold**, *Detect Treasure**, *Remove Affliction* and *Gold Nugget*.

ENCOUNTER 1: VAULTS MAP

1: Treasure Chamber, 2: Chapel, 3: Blank, 4: Blank Duo, 5: Blank Trio, 6: Memories of the Future, 7: Lost Forever
E: Electric Green Fog, T: Flame Warding, F: Fake Door, S: Secret Door, L: Locked

TILE SETS NEEDED

Dungeon Tiles x1, Hidden Crypts x1



ENCOUNTER 2: A BLIGHT UPON YOUR SOULS

SETUP

This encounter does not include any creatures.

This room, like rooms 6 and 7 on the floor below, has links to different eras of time (past, present, and future), represented by the different types of flooring.

As the adventurers enter the area, read:

You enter an enormous haphazard room with another set of stairs leading <up or down, depending on which direction the PCs are coming from> on the opposite side of the room. The floor is made of random splotches of ivory marble, black volcanic rock, and blue stone. A number of white crystal balls on low pedestals are placed throughout the room.

FEATURES OF THE AREA

This area has a few important features. No map is provided, the DM can spread these areas throughout the room as desired.

Illumination: This room is dimly lit by the soft glow of the white crystal balls.

Ivory Marble: Anyone with the divine or arcane power source feels empowered when standing on the white marble. Consequently, powers from these sources are empowered and have a +1 bonus per die. Any healing power used while on these squares gains a +2 bonus if it heals a flat number and no dice are rolled. Clever characters will use these areas for healing. This property can be recognized with an DC 26 Arcana or Religion Check.

Volcanic Rock: The area of black volcanic rock are Dead Magic zones. Any character with an arcane, divine, primal or psionic power sources will have a slight headache when standing in these areas. No magical effects (powers not of the martial power source) or magic items function within the confines of this area; similarly, these effects cannot pass into this area.

Blue Stone: If examined, these areas fluctuate between radiating magic and not radiating magic. Any character with a Spellscar is outlined in blue faerie fire if they step onto these areas.

White Crystal Balls: There are a number of these balls placed throughout the room. Each of them shows a different scene in the past, present, or future. Let the characters discover the time period with a DC 27

Arcana, History, Nature, or Religion Check as you see fit (based on what they can see in the scene). If you are familiar with Forgotten Realms, feel free to add crystal balls with events relevant to the PCs. The time period referenced is in parentheses. Also, the game effect listed for each one only happens to the first character to look into a particular crystal ball. Some examples are below:

- A cloaked figure watches as a number of Yuan-ti (snake people) and Nagas are hatching from pulsating eggs. “Yessss my prettiesss... grow, GROW!” You feel new life flowing through you as these races are created. Regain a Class Daily Power. If you have not used a Daily Power, the next person to look in the crystal ball will regain a Daily Power (Days of Thunder).
- Several small sprites and nixies are placing offerings of fruit and gems before a bloated red faerie wearing a miniature crown. A cornucopia of fruit and vegetables appears on your head (some of the fruit and vegetables are made of precious metal, some are eatable: ripe red apple, hot buttered corn, fresh snap peas, pert strawberries, baked sweet potato) (Days of Thunder).
- A picturesque city floats in the sky: tall stone buildings, myriads of people, waterfalls that must be powered by magic. Your view zooms out and you see many similar floating cities. Suddenly, a wave of force thunders across the sky. Make a saving throw or be knocked prone and take 1d10+1 force damage. You can barely make out the horrible music of a thousand voices screaming in unison as the floating city crumbles, falling fatally to the ground below. (DC 25 Arcana or History identifies the cities as Netheril) (Karsus's Folly).
- A hideous orc man morphs into a young halfling woman before deciding on the form of a lovely dryad (DC 30 History or Religion to recognize this as the dead goddess Leira, mistress of deception and illusions). While she ponders her current state, a human scoundrel with a palpable aura, obviously some sort of thief or assassin, quietly footpads up to her with a jagged longsword (Make a saving throw or take 2d6 damage as you feel a serrated blade cut into your back; DC 25 Religion or History to identify this as Cyric, the god of lies and murder) (Times of Trouble).
- You see <PC chosen in Encounter 1: Vaults Room Six - Memories of the Future as the "famed hero"> in a truly epic battle. She battles a

fierce dawn titan. She is bloodied. The dawn titan is bloodied. All of the hero's companions have fallen and it left to her to save the day. She focuses, gathering inner strength, a light shines down from the heavens and... The PC shown regains a healing surge, or if not missing a surge, gains an extra healing surge for use during this adventure.

- Through a swath of blue flames, a horseshoe-shaped continent materializes in an ocean. The flames continue to skip across the sea's surface, striking other land masses. The blue fire transforms the landscapes, creating rivers where there once was dessert, and destroying century's old buildings (Spellplague). When someone looks in this ball, also read the following:

A curtain of orange energy ebbs throughout the room. Several of the white crystal balls (the ones showing scenes of the Spellplague) shoot forth blue energy that touches some of you, tainting your very beings.

Any character that had their fortune told, now has a temporary Spellscar and feels the effect of **Appendix III: Fortune/Spellplague Results**. If a character already had a Spellscar, the character has the benefit (or penalty) of the chosen Spellscar without any visible physical change.

At the end of the adventure, the character may choose make the Spellscar permanent by taking **QUES21 Spellscar**. This Spellscar does grant them any special benefits other than roleplaying and counting as a Spellplagued creature (as per *Forgotten Realms Player's Guide*, p. 41).

ENDING THE ENCOUNTER

Once the PCs have been Spellplagued they can either take the stairs down to **Encounter 1: Vaults** or follow a passageway up to **Encounter 3: Memories of the Past**.

TREASURE

The cornucopia of fruit and vegetables is contains several fruits cast from precious metals worth 500 gp.

ENCOUNTER 3: MEMORIES OF THE PAST

SETUP

This encounter does not include any creatures.

This room contains a puzzle lock. Once the PCs put the correct pieces in place, a pedestal was supposed to rise which contains, well used to contained, the Key to *Cirotalech*. Another safeguard, a set of restless ghosts, also guarded the Key. Rathloff and his cultists solved the puzzle, stole the key, and defeated the ghosts before the PCs arrived.

As the adventurers enter the area, read:

The stairs lead to a pitch black room.

<For those who have darkvision or a light source>

Three tombs are closed, with the fourth being broken open. In the center of the tombs are some strange items: a volcanic slab with removable ivory marble tiles, a crystal bowl containing scraps and scrapings of various materials, and a small grid with pictographs.

Player's Handout 4: Remember is provided as an aid.

Volcanic Slab with removable marble tiles:

- The Caves of Twilight
- The Darkturret Account
- Songs of Worship: a prayer book
- Igneus Fatum
- Xavier Farrealm
- Brooke Peaseblossum
- Cyrild Vaftac
- Blank tile

White Crystal Bowl with different material samples

- Mahogany
- Paper
- Papyrus
- Leather
- Copper
- Gold

There is a 3 x 5 grid. The rows are labeled in Supernal (and have pictographs next to them): Title of Book (book symbol), Author (stick figure), and Material (no picture). If no one can speak Supernal or figure out the symbols,

let the PCs roll a DC 25 Insight Check to guess what the first two symbols mean.

The PCs must match up the right sets of tiles and materials. The correct matching follows (it does not matter which order the book titles are in):

- The Caves of Twilight - Blank Tile - Mahogany
- The Darkturret Account - Xavier Farrealm - Leather
- Songs of Worship - Brooke Peaseblossum - Papyrus
- Igneus Fatum - Cyrild Vaftac - Copper

Clues: The players might ask if their characters know anything about these books. Beyond having encountered many of these books in their quest to get here, some skill checks might be made to gain clues. For each clue, a character can only roll on one skill listed as an option. Feel free to allow the PCs to make other checks you think are relevant.

- History or Religion (DC25): A hymnal book is often written on papyrus or paper.
- Arcana, Dungeoneering, or History (DC 24): the word "Fatum" translates to some sort of fiery metal. If the check is made by 5 or more (29 or higher), the character realizes it refers to copper.
- Arcana, History, or Streetwise (DC 25): Cyrild Vaftac sounds like it is a name that belongs to a tiefling, an infernal being who loves fire (A tiefling PC will automatically know this).
- Perception (DC 28): The tile labeled The Caves of Twilight has a smudge on the back of it, as if someone was scratching on it with bark.
- Nature or Religion (DC 25) OR History (DC 28): Eldath is the forgotten goddess of rivers and streams.
- Arcana (DC 20): The leather piece is made of demon's skin. A second Arcana or History (DC 28) made after the successful Arcana check allows the PC to recall that a minor demon who you've frequently read about in relations to cults and prophecies signs his works XF.
- Wisdom or Intelligence Check (DC 22): Allows the PC to remember a bit of the Nightmare from the **Introduction**. Reread the passage to the player.
- Perception (DC 5): One of the marble tiles is blank.

The puzzle is obviously trapped. A DC 25 Arcana Check (*detect magic*, trained only) will reveal that the puzzle radiates Necromantic magic. If someone makes a DC 25 Athletics (to break the trap) or Thievery (to disrupt the trap) check, the next character that is hit by a bolt of necrotic energy gets a +2 to their save. This check can only be done once per attempt on the puzzle.

If a character matches a book title with the incorrect author and material, read the following text:

A jolt of necrotic energy jumps at you: make a saving throw (with a -2/4 penalty)!

A character with necrotic resistance gains a +2 bonus to the saving throw. Failing the save will cause the PC to lose a random encounter power, not from a magic item, (their choice), until **Encounter 5: To Sleep, Perchance to Dream**. If the PC has no encounter powers remaining, they lose a healing surge instead.

FEATURES OF THE AREA

Illumination: This room is pitch black unless the characters bring their own light.

Crypts: These count as blocking terrain (a character can jump on one as part of movement with a DC 15 Acrobatics or Athletics check). Each of these contains a decayed body. These can be identified with a Heal Check DC 25: female half-elf, male elf, multiple bodies of elves, eladrin, and half-elves stitched together.

Empty Crypt: This is difficult terrain. This contains rotting bodies as well. A DC 25 Heal or Nature Check will identify dog, large cat, snake, and large bird bodies. Another check will reveal that these are all types of animals that are ranger pets.

Skulls: This is a pile of skulls. Note if anyone takes a skull, as it affects Encounter 4A.

ENDING THE ENCOUNTER

Once the characters solve the puzzle, read the following:

As <insert character's name> puts the final piece in place, their body is covered in a wave of ebony fire. A blue crystal pedestal rises from the ground with a glass case containing... nothing?

The character who put the final piece in place is restored an encounter power (if they are missing one) or gains an extra use of an encounter power of their choice for the upcoming combat (if they were not missing one).

Let the PCs examine the empty case. It does seem like something key-shaped used to rest in the display case. Strong residual magic still radiates. Now proceed to **Encounter 4A: Wake Not the Dead**.

EXPERIENCE POINTS

The characters receive 340/450 experience points each for solving the puzzle.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 4A: WAKE NOT THE DEAD

ENCOUNTER LEVEL 14/16
(5000/7000)

SETUP

This encounter includes the following creatures.

- 1 "Carric Treecarver" Tainted Priest (C)
- 1 "Jennaleese Treecarver" Flameharrow (J)
- 1 "Buster" Blaspheme Imperfects (I)
- 2 "Revenge" & "Burn" Blood Amniotes (B)

When the adventurers complete the puzzle in **Encounter 4: Wake Not the Dead**, read the following:

As you ponder the empty case, it collapses back into the ground, revealing a spiked pit. The piled skulls transform from bone to ruby and onyx. An agonized something wails. Another scream joins it, as does another shriek, and finally two beastly howls. The pedestal begins to glow an eerie blue as a ghostly half-elven woman wielding a flaming dagger materializes; one of her eyes glows like a ruby, the other like polished obsidian. Her guard wears the markings of an elven warpriest. A brutal man dressed as rangers cracks his knuckles then pets an amorphous creature dripping with blood.

"Trespassers have violated my house for the last time," the elven ghost states, "Make them suffer!"

This is a combat with the restless spirits of an adventuring party hired to defend the Garrandar family.

Once the ghosts are bloodied, the adventurers shout things such as *"filthy heathens," "orc-faced thieves," "backwater cultists," "I curse you in the name of Corellon!"* etc.

If the PCs are having a tough time with the battle (or your table is pressed for time in a convention setting), feel free to allow the PCs to roll two Bluff or Diplomacy (DC 28/30) checks against a bloodied Carric or Jennaleese to convince them to temporarily dissipate. The "ranger" Buster and his pets can be convinced after bloodied by a Bluff or Intimidate (DC 28/30). If you go this route, describe the ghosts as fighting half-heartedly

and have Jennaleese beg the PCs to return the Key to Citrotralech in exchange for her leaving them alone.

FEATURES OF THE AREA

This area has a few important features.

Illumination: This room is pitch black unless the characters bring their own light. All of the monsters have darkvision or blindsight.

Pit: After solving the puzzle, this area becomes a pit. The pit is 20 feet deep. Anyone falling into the pit can make an Acrobatics Check DC 18/20 or take 1d10+5/1d10+9 damage from the spikes. This is in addition to falling damage. Climbing out of the pit is very easy (Athletics DC 13).

Crypts: These count as blocking terrain (a character can jump on one as part of movement with a DC 15 Acrobatics or Athletics check).

Empty Crypt: This is difficult terrain.

Skulls: The skulls have temporarily turned to ruby and onyx during this fight. Describe them as sparking and flaring with arcane energy. Anyone who has a skull from this pile does not take the ongoing radiant damage provided by Jennaleese's aura. This property can be identified by a DC 24 Arcana, Perception (only if someone possesses a skull), or Religion check.

TACTICS

All of the undead stay near Jennaleese the Flameharrow to take advantage of her aura. Remember that she also has Death's Salvation which might keep one of her allies standing. Jennaleese and Carric target drow first and then non-elven (if logical). She will use her Deadfire Gaze to immobilize obvious melee combatants away from the melee.

Carric the Tainted Priest will use his longsword and curse until most of his allies are injured; then, he will use Holy Eruption.

The Blaspheme will latch onto a target and drain them dry. The blood amniote protects the Blaspheme. When the blood amniote becomes bloodied, describe the items it is carrying as falling out of its body.

SCALING THE ENCOUNTER

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

Four PCs: Remove a blood amniote.

Six PCs: Add another blood amniote.

ENDING THE ENCOUNTER

As each undead is defeated, describe it as fading from existence. Once the PCs defeat the ghosts, proceed to **Encounter 4B: Wake Not the Dead**.

EXPERIENCE POINTS

The characters receive 1,000/1,400 experience points each for defeating the undead.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 4A: WAKE NOT THE DEAD (LOW LEVEL)

Carric Treecarver (L13 Tainted Priest)		
Level 13 Artillery (Leader)		
Medium fey animate (undead) XP 800		
Initiative +7 Senses Perception +17; darkvision		
HP 130; Bloodied 65		
AC 27; Fortitude 26, Reflex 20, Will 28		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 6		
m Unholy Sword (standard; at-will) ♦ Healing, Necrotic, Weapon		
+19 vs AC; 2d8 + 7 damage (crit 3d10 necrotic damage + 23), and the target loses a healing surge and Carric regains 5 hit points		
r Corellon's Curse (standard; at-will) ♦ Radiant		
Ranged 10; +17 vs Fortitude; 3d8 + 9 radiant damage and the target is weakened (save ends)		
A Holy Eruption (standard; encounter) ♦ Healing, Radiant		
Close Burst 2; +17 vs Fortitude; 3d6 + 9 radiant damage and the target is stunned until the end of its next turn. In addition, each undead ally in the burst regains 20 hit points.		
A Waves of the Grave (free, when first bloodied; encounter) ♦ Necrotic		
Close Blast 5; +17 vs Fortitude; 4d6 + 8 damage and ongoing 10 necrotic damage (save ends)		
Necroshard Longsword +3 (free; daily)		
Carric can add 3d8 necrotic damage done to a target with a Weapon attack; the target is also weakened until the end of his next turn.		
Elven Accuracy (free; encounter)		
Carric can reroll an attack roll and must use the second roll, even if it's lower.		
Alignment Unaligned	Languages Common, Elven	
Skills Arcana +14, Religion +14		
Str 15 (+8)	Dex 13 (+7)	Wis 22 (+12)
Con 18 (+10)	Int 17(+9)	Cha 17 (+9)
Equipment Longsword, Leather Armor, Holy Symbol of Corellon		

Necroshard Longsword +3; gives a +1 bonus on attacks vs. Fortitude against living creatures.

Religion DC 25: The Tainted Priest and Flameharrow are different from their normal counterparts, perhaps because they were not intentionally created undead. Instead of only drawing upon the forces of darkness and unlfe (necrotic energy), they also draw upon the forces of light and life (radiant energy).

Unrisen Lore

Religion DC 15: An unrisen is the corrupt result of a failed attempt to resurrect a beast or a humanoid. After the failed ritual, a short time passes after the creature is buried before it rises up to take revenge on nearby living creatures, which it views as responsible for its death.

Blaspheme Imperfect		
Medium natural animate (construct, undead)		
Level 12 Brute		
XP 700		
Initiative +7 Senses Perception +9; darkvision		
Life Sap aura 1; any living enemy that starts its turn within the aura takes 5 necrotic damage. Each round, if at least one enemy is damaged by the aura, the blaspheme imperfect regains 5 hit points.		
HP 143; Bloodied 71		
AC 24; Fortitude 25, Reflex 21, Will 22		
Immune disease; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 7		
m Slam (standard; at-will) ♦ Necrotic		
+15 vs AC; 2d10 + 5 necrotic damage		
M Deadly Clutch (standard; at-will) ♦ Necrotic		
Requires free hand; +15 vs Reflex; 2d10 + 5 necrotic damage, and the target is grabbed		
M Life Drain (standard; encounter) ♦ Healing, Necrotic		
Targets a creature grabbed by the blaspheme imperfect; +13 vs Fortitude; 2d10 + 3 necrotic damage and the target loses a healing surge and the blaspheme regains 10 hit points		
Bloodied Degeneration (while bloodied)		
The blaspheme imperfect's body begins to degenerate, and it enters a state of bloodlust. The blaspheme gains vulnerable 5 to all damage and deals 2d6 extra damage on a hit.		
Alignment Evil	Languages , ---	
Str 23 (+12)	Dex 13 (+7)	Wis 18 (+10)
Con 13 (+7)	Int 13 (+7)	Cha 11 (+6)

Blaspheme Lore

Religion DC 11: Blasphemes are created from pieces of multiple corpses. Through carefully guarded rituals, these crafted forms are given life or, in a few cases, infused with the creator's intelligence. Blasphemes are smart, cunning creatures.

Religion DC 23: Not all blasphemes were created for evil ends. Some were given life in the pursuit of knowledge, to befriend a xenophobic arcanist, to restore a bereaved's lost love, or to create a body in which to house one's consciousness.

Jennaleese Treecarver (L12 Flameharrow)	
Level 12 Elite Controller (Leader)	
Medium natural animate (undead)	XP 1400
Initiative +9	Senses Perception +13; darkvision
Spiritual Inferno aura 5; each undead ally within the aura gains resist 10 fire and deals ongoing 5 radiant damage (save ends) in addition to the normal damage from its attacks	
HP 244; Bloodied 122	
AC 26; Fortitude 24, Reflex 25, Will 26	
Immune disease, poison; Resist 15 fire, 10 necrotic; Vulnerable 10 radiant	
Saving Throws +2	
Speed 6, Teleport 3	
Action Point 1	
m Radiant Dagger (standard; at-will) ♦ Radiant, Necrotic	
+17 vs AC; 1d10 + 5 fire damage and the target can't spend healing surges until the end of Jennaleese's next turn	
A Infernal Glance (minor 1/round; at-will) ♦ Fear, Gaze, Fire	
Close blast 10; targets one enemy; +16 vs Will; 1d8 + 5 fire damage and the target is pushed 4 squares. The target is dazed until the end of Jennaleese's next turn.	
A Deadfire Gaze (minor 1/round; encounter) ♦ Fear, Fire, Gaze	
Close blast 5; +16 vs Reflex; 1d8 + 6 necrotic damage and the target takes ongoing 5 fire damage and is immobilized (save ends both)	
R Death's Salvation (immediate interrupt when an undead ally is reduced to 0 hit points; recharge 4 5 6) ♦ Healing	
Range 10; the triggering ally regains 15 hit points	
Alignment Unaligned	Languages Common, Elven
Skills Diplomacy +18, Insight +13	
Str 15 (+8)	Dex 16 (+9) Wis 15 (+8)
Con 17 (+9)	Int 18 (+10) Cha 21 (+11)
Equipment Dagger x2, Locket with picture of Carric, Onyx Eye, Elemental Prism Eye	

Flameharrow Lore

Religion DC 15: A flameharrow is a rare undead creature, and it has a red jewel in one eye socket and a black jewel in the other. It possesses several fire- and fear- based powers.

Religion DC 20: The jewels in the skull lose their magic properties when removed or when the creature dies, but they are still valuable.

Blood Amniote		Level 9 Elite Soldier	
Large natural animate (blind, ooze, undead)		XP 1000	
Initiative +12		Senses Perception +8; blindsight	
HP 238; Bloodied 119			
AC 26; Fortitude 24, Reflex 22, Will 23			
Immune disease, gaze, poison			
Saving Throws +2			
Speed 6, Climb 4			
Action Point 1			
m Blood Call (standard; at-will) ♦ Necrotic			
Reach 3; +14 vs Fortitude; 2d8 + 4 necrotic damage and the target is grabbed. If the blood amniote scores a critical hit, the target loses a healing surge			
A Body Snatch (minor; recharge 5 6) ♦ Necrotic			
Close burst 3; targets enemies; +14 vs Fortitude; the target is pulled to a space adjacent to the blood amniote and is grabbed.			
Blood Drain (minor 1/round; at-will)			
Targets each creature grabbed by the blood amniote; the target loses a healing surge (no attack roll required)			
Grasping Tendrils			
A blood amniote can sustain a grab as a free action.			
Alignment Unaligned		Languages ---	
Skills Stealth +14			
Str 24 (+11)	Dex 20 (+9)	Wis 15 (+6)	
Con 22 (+9)	Int 1 (-1)	Cha 1 (-1)	
Equipment Wolf Collar, Bird Cage, Snake Food, Whistle			

Blood Amniote Lore

Religion DC 15: Scholars debate whether the blood amniote arises spontaneously or is crafted intentionally through necromantic rites and mass sacrifices.

Religion DC 25: Legend has it that priests of Orcus once unleashed a storm that rained burning blood on two opposing armies. The storm slew the soldiers, and from the blood-soaked ground arose blood amniotes.

ENCOUNTER 4A: WAKE NOT THE DEAD (HIGH LEVEL)

Carric Treecarver (L15 Tainted Priest)		
Level 15 Artillery (Leader)		
Medium fey animate (undead) XP 1200		
Initiative +9 Senses Perception +18; darkvision		
HP 147; Bloodied 73		
AC 29; Fortitude 28, Reflex 23, Will 30		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 6		
m Unholy Sword (standard; at-will) ♦ Healing, Necrotic, Weapon		
+21 vs AC; 2d8 + 7 damage (crit 3d10 necrotic damage + 23), and the target loses a healing surge and Carric regains 5 hit points		
r Corellon's Curse (standard; at-will) ♦ Radiant		
Ranged 10; +19 vs Fortitude; 3d8 + 9 radiant damage and the target is weakened (save ends)		
A Holy Eruption (standard; encounter) ♦ Healing, Radiant		
Close Burst 2; +19 vs Fortitude, 3d6 + 9 radiant damage and the target is stunned until the end of its next turn. In addition, each undead ally in the burst regains 20 hit points.		
A Waves of the Grave (free, when first bloodied; encounter) ♦ Necrotic		
Close Blast 5; +17 vs Fortitude; 4d6 + 8 damage and ongoing 10 necrotic damage (save ends)		
Necroshard Longsword +3 (free; daily)		
Carric can add 3d8 necrotic damage done to a target with a Weapon attack; the target is also weakened until the end of his next turn.		
Elven Accuracy (free; encounter)		
Carric can reroll an attack roll and must use the second roll, even if it's lower.		
Alignment Unaligned	Languages Common, Elven	
Skills Arcana +16, Religion +16		
Str 16 (+10)	Dex 14 (+9)	Wis 23 (+13)
Con 19 (+11)	Int 19(+11)	Cha 18 (+11)
Equipment Longsword, Leather Armor, Holy Symbol of Corellon		

Necroshard Longsword +3; gives a +1 bonus on attacks vs. Fortitude against living creatures.

Religion DC 25: The Tainted Priest and Flameharrow are different from their normal counterparts, perhaps because they were not intentionally created undead. Instead of only drawing upon the forces of darkness and unlife (necrotic energy), they also draw upon the forces of light and life (radiant energy).

Unrisen Lore

Religion DC 15: An unrisen is the corrupt result of a failed attempt to resurrect a beast or a humanoid. After the failed ritual, a short time passes after the creature is buried before it rises up to take revenge on

nearby living creatures, which it views as responsible for its death.

Blaspheme Imperfect		
Level 14 Brute		
Medium natural animate (construct, undead) XP 1000		
Initiative +9 Senses Perception +12; darkvision		
Life Sap aura 1; any living enemy that starts its turn within the aura takes 5 necrotic damage. Each round, if at least one enemy is damaged by the aura, the blaspheme imperfect regains 5 hit points.		
HP 164; Bloodied 82		
AC 26; Fortitude 27, Reflex 23, Will 25		
Immune disease; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 7		
m Slam (standard; at-will) ♦ Necrotic		
+17 vs AC; 2d10 + 6 necrotic damage		
M Deadly Clutch (standard; at-will) ♦ Necrotic		
Requires free hand; +17 vs Reflex; 2d10 + 6 necrotic damage, and the target is grabbed		
M Life Drain (standard; encounter) ♦ Healing, Necrotic		
Targets a creature grabbed by the blaspheme imperfect; +15 vs Fortitude; 2d10 + 3 necrotic damage and the target loses a healing surge and the blaspheme regains 10 hit points		
Bloodied Degeneration (while bloodied)		
The blaspheme imperfect's body begins to degenerate, and it enters a state of bloodlust. The blaspheme gains vulnerable 5 to all damage and deals 2d6 extra damage on a hit.		
Alignment Evil	Languages , ---	
Str 24 (+14)	Dex 14 (+9)	Wis 19 (+11)
Con 14 (+9)	Int 14 (+6)	Cha 12 (+8)

Blaspheme Lore

Religion DC 11: Blasphemes are created from pieces of multiple corpses. Through carefully guarded rituals, these crafted forms are given life or, in a few cases, infused with the creator's intelligence. Blasphemes are smart, cunning creatures.

Religion DC 23: Not all blasphemes were created for evil ends. Some were given life in the pursuit of knowledge, to befriend a xenophobic arcanist, to restore a bereaved's lost love, or to create a body in which to house one's consciousness.

Jennaleese Treecarver (L14Flameharrow)	
Level 14 Elite Controller (Leader)	
Medium natural animate (undead)	XP 2000
Initiative +91 Senses Perception +15; darkvision	
Spiritual Inferno aura 5; each undead ally within the aura gains resist 10 fire and deals ongoing 5 radiant damage (save ends) in addition to the normal damage from its attacks	
HP 278; Bloodied 139	
AC 28; Fortitude 27, Reflex 27, Will 28	
Immune disease, poison; Resist 15 fire, 10 necrotic; Vulnerable 10 radiant	
Saving Throws +2	
Speed 6, Teleport 3	
Action Point 1	
m Radiant Dagger (standard; at-will) ♦ Radiant, Necrotic	
+19 vs AC; 1d10 + 6 fire damage and the target can't spend healing surges until the end of Jennaleese's next turn	
A Infernal Glance (minor 1/round; at-will) ♦ Fear, Gaze, Fire	
Close blast 10; targets one enemy; +18 vs Will; 1d10 + 6 fire damage and the target is pushed 4 squares. The target is dazed until the end of Jennaleese's next turn.	
A Deadfire Gaze (minor 1/round; encounter) ♦ Fear, Fire, Gaze	
Close blast 5; +18 vs Reflex; 1d8 + 7 necrotic damage and the target takes ongoing 5 fire damage and is immobilized (save ends both)	
R Death's Salvation (immediate interrupt when an undead ally is reduced to 0 hit points; recharge 4 5 6) ♦ Healing	
Range 10; the triggering ally regains 15 hit points	
Alignment Unaligned	Languages Common, Elven
Skills Diplomacy +20, Insight +15	
Str 15 (+10)	Dex 17 (+10) Wis 16 (+10)
Con 18 (+11)	Int 19 (+11) Cha 22 (+13)
Equipment Dagger x2, Locket with picture of Carric, Onyx Eye, Elemental Prism Eye	

Flameharrow Lore

Religion DC 15: A flameharrow is a rare undead creature, and it has a red jewel in one eye socket and a black jewel in the other. It possesses several fire- and fear- based powers.

Religion DC 20: The jewels in the skull lose their magic properties when removed or when the creature dies, but they are still valuable.

Blood Amniote		Level 12 Elite Soldier	
Large natural animate (blind, ooze, undead)		XP 1400	
Initiative +14		Senses Perception +9; blindsight	
HP 256; Bloodied 128			
AC 30; Fortitude 27, Reflex 25, Will 26			
Immune disease, gaze, poison			
Saving Throws +2			
Speed 6, Climb 4			
Action Point 1			
m Blood Call (standard; at-will) ♦ Necrotic			
Reach 3; +17 vs Fortitude; 2d8 + 5 necrotic damage and the target is grabbed. If the blood amniote scores a critical hit, the target loses a healing surge			
A Body Snatch (minor; recharge 5 6) ♦ Necrotic			
Close burst 3; targets enemies; +17 vs Fortitude; the target is pulled to a space adjacent to the blood amniote and is grabbed.			
Blood Drain (minor 1/round; at-will)			
Targets each creature grabbed by the blood amniote; the target loses a healing surge (no attack roll required)			
Grasping Tendrils			
A blood amniote can sustain a grab as a free action.			
Alignment Unaligned		Languages ---	
Skills Stealth +17			
Str 26 (+14)		Dex 22 (+12)	
Con 24 (+13)		Int 3 (+2)	
		Wis 15 (+6)	
		Cha 3 (+2)	
Equipment Wolf Collar, Bird Cage, Snake Food, Whistle			

Blood Amniote Lore

Religion DC 15: Scholars debate whether the blood amniote arises spontaneously or is crafted intentionally through necromantic rites and mass sacrifices.

Religion DC 25: Legend has it that priests of Orcus once unleashed a storm that rained burning blood on two opposing armies. The storm slew the soldiers, and from the blood-soaked ground arose blood amniotes.

ENCOUNTER 4: MEMORIES OF THE PAST/WAKE NOT THE DEAD MAP

When the PCs first enter this room, use an Arcane Runes map where the pit is. That is where the puzzle sits. Make sure the PCs who are actively moving pieces in the puzzle have their miniatures near this area. When the combat starts, place the Blood Amniote and Blaspheme Impefect in such a way that they are defending Carric and Jennaleese.

TILE SETS NEEDED

Dungeon Tiles x1, Hidden Crypts x1, Arcane Corridors x1



ENCOUNTER 4B: WAKE NOT THE DEAD

SETUP

This encounter includes the following creatures:

"Carric Treecarver" Religion +16, Arcana +16)

"Jennaleese Treecarver" (Diplomacy +18, Insight +15)

"Buster"

"Burn" & "Revenge" Blood Amniotes

After the characters have defeated the restless spirits in **Encounter 4A: Wake Not the Dead**, read the following:

Just as you are about to rest, the elven ghost and his half-elven companion rematerialize.

"I am sorry," says the woman. "My name is Jennaleese Treecarver. In life, we were hired to protect the Garrandar family. In death, we are bound to this place and sometimes become too infuriated to mind our manners. This is my companion Carric."

She waits for the PCs to introduce themselves.

Jennaleese can be pressed into explaining that she was the only one that survived an attack on the Garrandar manor. She tried to raise her mate, Carric, but the ritual failed and he rose as an undead. Consequently, she went a bit mad and tried to piece together one of her old friends, Buster, with bits and pieces from all the corpses. The blood amniote rose as if summoned by Buster, who had been ranger beastmaster in life.

The PCs may have questions for the undead:

What is troubling you?

We were recently awoken when a group of cultists bearing the symbol of a lizard with a three heads who took the sacred Key to Cirotralech. We are bound to defend it, but cannot leave this room, so we cannot rest again until these cultists are stopped.

Where did they go?

To awaken a Dawn Titan in the icy depths of Fimbrul. If you wish to go there, I suggest protecting yourself from the elements.

Can you help us? (If the party has not explored **Encounter 1: Vaults**)

We can, but we recommend you get the treasure in the vaults below. Some of it may aid you in your quest; though must gather it as quickly as you can.

Can you help us? (if the party has already explored **Encounter 1: Vaults**)

We can transport you to Fimbrul, very near to where these cultists will perform the ritual.

ENDING THE ENCOUNTER

When the PCs are ready to go to Fimbrul (the ghosts will only allow them to take one or two short rests at most, unless they must search the vaults below first), read the following:

Jennaleese begins chanting in elven, as Carric gathers you together closely. He removes a delicate silver wire from his pouch and ties it around your group.

"You must hurry," Jennaleese whispers, "I fear you may already be too late."

And with that you feel yourself plummeting through the folds of space.

TREASURE

Jennaleese offers the adventurers the jewels from her eye socket: an *elemental prism* and an onyx worth 500 gp/3,000 gp. Carric offers the adventurers his *Necroblade Longsword* +3.

ENCOUNTER 5: TO SLEEP, PERCHANCE TO DIE

SETUP

Cunning (Arcana + 15, Bluff + 17, Diplomacy +14, Insight +13)

The PCs arrive in a mountain range in Fimbrul. They must choose the correct cave, navigate the tunnels, and pick the correct tower. Keep in mind that certain rituals, like Hand of Fate, can also be used to pick the correct choice.

The weather here is frigidly cold. If a PC is not protected from the elements by cold resistance, an Endure Elements or a similar ritual, that character must make a DC 25 Endurance Check or lose a healing surge. If he is bundled in heavy furs or similar gear a PC gets a +2 to the check. Frequently emphasize how cold the area is.

You arrive in the howling wastelands of what can only be Fimbrul. A ring of enormous snow-capped mountains encloses your party. Three caves offer refuge from this cold. Glancing quickly over your options, you see that one glints with sunstones, another moonstones, and the final contains strange black opals with blue flecks. Which one will you choose?

Some clues might be gain by further examination:

- Nature or Dungeoneering (DC 25): Each of the caves symbolizes a different time of day: high noon, night, and twilight.
- Intelligence Check (DC 22) (only for those who have played *MINI1-3 Building the Pyre*): A book title from your memory jumps out at you: *The Caves of Twilight*.

The correct answer is the cave with black opal and blue flecks (this references a task clue: The Caves of Twilight, one of the books the PCs read on their quest).

If the incorrect answer is chosen, have everyone roll a Dungeoneering Check. Whoever rolls the lowest takes 3d6+3/4d6+3 points of psychic damage as their mind is assaulted by a vision with the correct cave. Assuming they live, they can impart the correct choice to the rest of the party.

After weaving through the cavern lit by reflective black opals, you find yourself at a three-pronged fork in the

path. Examining each direction, you see that each is marked by a tiny engraving: a closed eyelid, eyes that blaze with fire, a single open eye with a cat's pupil.

Some clues might be gain by further examination:

- Perception or Dungeoneering (DC 30): There are more footprints going down the corridors with the blazing eye and closed eyelids. If a character makes both checks, they can determine that there are the most footprints down the corridor with the blazing eye.
- Intelligence Check (DC 22, only for those who have played *MINI1-1 Stirring the Embers*, or *MINI1-3 Building the Pyre*): In the books you've read you remember horrific paintings of fiery eyes.

The correct answer is the blazing eye (once again, a reference to several of the task clues).

If the incorrect answer is chosen, each party member will take 1d10+10 fire and cold damage as the incorrect cavern ignites after they pass into it. Further down the path, the incorrect caverns come to a dead end, requiring the PCs to come back and start anew.

Once the PCs have gone down the correct path, read:

You are so close. You can feel the power of some unnamed being emanating from somewhere dangerously close to you. It pounds against the tattered edges of your sanity.

The underground tunnel you have been walking through spreads open into a wide cavern with three towers that stand before you: a dark tower with a light shining in the highest window, a windowless ivory tower, and a tower built of a dark red stone with sparks coming shooting from the door.

Some clues might be gain by further examination:

- Arcana (DC 32, *detect magic*, trained only): Abjuration (Arcane, binding) magic is radiating from the tower with one light. Divine (radiant) magic is radiating from the white tower. Evocation (lightning) magic is radiating from the tower with red sparks.
- Religion (DC 30): A single bright light is often used in cult ceremonies.
- Wisdom Check (DC 22), only for those who have played *MINI1-3 Building the Pyre*: You feel drawn to the dark tower by the stories Rathloff once told you.

If the incorrect answer is chosen (the second or third tower), have everyone roll a save. Those who fail here cackling laughter in their head and mocks in Abyssal and Supernal (This is the Oni, Cunning, from the next encounter).

Please note whether the PCs took the correct paths on the first try for **Encounter 6: A Conflagration of Souls**. If the PCs made any mistakes trying to get to **Encounter 6**, it will affect their positioning at the start of that encounter.

After walking up the long winding staircase of the dark tower, the PCs reach a chapel to the Dawn Titans. Rathloff and his followers have already started the ceremony to release a Dawn Titan and The Bride. This ceremony, however, can only be performed from the realm of dream (similar but not identical to the ritual some of the PCs might have participated in during *MINI1-5 Pyrophobia*). Rathloff has cast a ritual to put himself and his associates into an invulnerable trance.

However, there is someone who does not want the Dawn Titan to awaken: Cunning the Oni. He fears (but tries not to reveal) that reawakening the Dawn Titans will cause many onis to die or lose the power they have accumulated since the Dawn Titan's slumber. Hence he feels that the enemy of my enemy is my ally. Cunning does not believe he is powerful enough to stop the cultists, but the PCs have conveniently showed up:

You enter a small chapel carved out of unflawed ice. Its beauty is awesome. The unconscious body of a frail old man delicately lays on the mirrored floor; it holds an ancient tome in one hand, and in the other, a fluctuating key made of the purest ice. Several cloaked figures, all with the symbol of lizard with three heads, lie beside him, also unconscious and their faces hidden in shadow.

"You must be the adventurers." a large blue-skinned, horned creature wearing only a tiger-skin loincloth states.

"You are too late. Rathloff and his minions will awaken the Dawn Titan Citrotralech and the bride momentarily. Unless you are here to stop them," he sneers.

The PCs can make a DC 20 Nature check to identify Cunning as some kind of oni, an ogre-like creature with magical powers..

Cunning does not know very much about Citrotralech, the Dawn Titan imprisoned here, only that he has been described as having multiple heads, one of

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fire, and one of ice. Cunning also knows that Citrotralech was entombed with many of his followers, including a powerful Primordial known as The Bride; a terrible creature that was Citrotralech's consort.

If the PCs admit they are here to stop the Dawn Titan, Cunning will offer to help the PCs if they will all promise him a favor in the future... *"I'm not quite sure what I have in mind, but I'm sure we can figure something out..."*

Cunning especially tries to get the favor of those who appear the purest in soul (priests and paladins of lawful good or good gods, knights, etc). As far as races go, he prefers Eladrin, Devas, and Halflings, and doesn't really desire a favor from a Warforged, fealing their aren't actually "people."

He can be bargained down to only half the party owing him favors (DC 25 Bluff, Diplomacy or Intimidate check) or only *"one special little friend"* owing him a favor if the previous check is made, along with a DC 30 Bluff, Diplomacy, or Intimidate check. At least someone must take Cunning's bargain or he refuses to help the party.

Rathloff and the cultists subdued Cunning, before entering the trance to awaken The Bride, so he looks quite bruised but has since become quite inured to pain and will no longer be intimidated.

ENDING THE ENCOUNTER

Once at least one of the PCs has agreed to Cunning a "favor," read the following:

"One last warning. This Rathloff and his companions are very powerful."

Cunning hands each of you a small vial with diaphanous pale blue liquid.

"If you find retreat the better part of valor, drink this to be transported back to your precious home where you started your journey."

Cunning points to you (those who have agreed to owe a favor) and you feel a bit of your heart being pierced by the tiniest needle. All of you fall to the ground, unconscious, and awaken in a nightmare.

Anyone who agreed to owe Cunning a favor will receive **QUES22 Favor to an Oni**.

TREASURE

The characters receive vials of diaphanous blue liquid that they can use to leave the dream sequence.

ENCOUNTER 6: CONFLAGRATION OF SOULS

ENCOUNTER LEVEL 14/17
(5000/8000 XP)

SETUP

This encounter includes the following creatures.

- 1 The Bride (B)
- 1 "Rathloff" Scion of Ice (R)
- 1 "Jaina" Priestess of the Slumbering Titan (J)
- 2 Son of Winter (W)
- 1 Sunsearer (S)

If the adventurers took the correct path on the first try in **Encounter 6: To Sleep, Perchance to Die**, they awaken standing. If they took an incorrect path, they awaken prone. As the adventurers awaken, read:

You come to in a foggy dream-like room. Two braziers radiate intense heat. Two channels of fire surround an arcane circle on the ground. Four smaller circles pulsate, growing stronger and stronger. They draw energy from a key made of the purest ice, hanging in mid-air.

"Yes, yes," a cloaked man carrying a staff and a moldering tome states. He has a wild look in his eyes that speaks of the deepest insanity. "Soon... SHE will appear. But let us watch the arcane circles channel energy a bit longer... HE will awake as well!" He smiles to a woman of unholy beauty with an aura of malevolence.

"No... nooooooooo... Why are YOU here? (If he recognizes anyone from MINI1-3, MINI1-4 or MINI1-6 he greets them). Can you not see? SHE will be here soon. And we have almost awakened HIM. No. I see. You are here to interfere.

"Get them my slaves!" he commands several armed halberdiers with a look of intense madness in their eyes. Something seems otherworldly about all of them. A blinding mote of solid light manifests at the same time as they charge.

Having seen that it contains powerful spells in MINI1-6 *Quench the Fire of the Raging God*, some PCs might try to QUES2-1 *Stir Not the World's Doom*

take the Moldering Tome away from Rathloff. If Rathloff is knocked unconscious or killed, this can be done easily. A DC 30 Thievery Check will also snatch it out of his hands. If a character successfully grabs or stuns Rathloff, they can make Strength Check vs. his Intelligence + 3/5 as a standard action to rip the book from his hands.

DM Note: If someone can take away Rathloff's moldering tome during the combat, he loses the ability to use Corrupting Blood or Seed of Madness.

STOPPING THE RITUAL

The PCs have two rounds of combat to stop the ritual (a very difficult task). At the beginning of round three, The Bride appears and the sleeping titan awakens (the former cannot be stopped, but with luck or skill the PCs might keep the Dawn Titan in his slumbers).

To stop the ritual, each of the **four small rune circles (R)** must be deactivated, and then the **Key to Citrotralech (K)** must be removed (it is floating at the center of the Arcane Circle). If there are only four PCs, remove one of the small rune circles. If there are six PCs, they must also disable the inner arcane circle in addition to removing the key from it. Describe the runes as glowing almost to full brightness at the top of round 2.

A character with **MINI22 Champion of the Brand** receives a +3 bonus to all these checks. For these checks only, if a player rolls a natural 20 on the check, they automatically succeed, regardless of the total. This is the end of a great quest spanning much of the PCs' career, so everyone should be valuable.

To disable a circle, requires a move action and the PC must be standing next to or on the circle:

- Thievery (DC 28/30): The PC disables the magical circle by scratching out a few important runes that are similar to runes they have seen in magical traps. This method causes no magical feedback.
- Athletics (DC 30/33): The PC furiously wipes away as much of the circle as possible, though success generates magical feedback as the circle explodes doing: 3d6+6/4d6+8 points of fire and cold damage.
- Arcana or Religion (DC 29/31): A character who succeeds at this check successfully channels the ritual energy into themselves, diverting it from the circle. The PC: gains half a surge value (rounded down) in temporary hit points.

To remove the **Key to Citrotralech**, requires one check that can only be made after the circles have been disabled. Removing the key is a move action in the form of a statistic check. The PC uses their highest ability bonus + half of their level vs. a DC of 23/25.

If the key is removed, it melts away, reappearing safely in the hands of the Garrandar ghosts back at the Ruins of Darkturret. Rathloff and Jaina are dazed for one round due the disruption of the ritual.

Read the following:

The key of pure ice melts away. The hooded man and entrancing woman shriek in anguish.

To your dismay, the electric blue barrier drops. A three-headed female of great stature appears. Her three sets of ruby lips smile.

She speaks in divine words. The robed man and female beauty reply in the same language; a language who's utterances cause your mind to ache.

If the ritual completes itself at the beginning of round three, read the following:

Boom. Boom. Slam. Slam. Everyone (NPCs included), make a saving throw or be knocked prone. A deafening roar echoes through your hazed dream land. Reality rips through for just a second. Something great has awakened and fled.

To your dismay, the electric blue barrier drops. A three-headed female of great stature appears. Her three sets of ruby lips smile.

She speaks in divine words. The robed man and female beauty reply in the same language; a language who's utterances cause your mind to ache.

FEATURES OF THE AREA

This area has a few important features.

Flame Channels: These channels of orange flame are flecked with sparks of blue. They are considered hazardous terrain. The flame channels grant concealment. Starting or entering one's turn in the flames deals 15 fire damage (remember that those with **MINI22 Champion of the Brand**, have Resist 5 fire), however you also gain Resist 15 cold. Entering a space or starting your turn next to a flame channel deals 5 fire damage. A DC 25 Arcana Check will reveal this property. The damage is not cumulative, so should a

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character move straight through passing through a square next to the channel, then the channel itself, and then a square next to the channel, they would only take 15 points of fire damage.

Braziers: The braziers radiate heat waves of scintillating black energy. Any character starting their turn next to a brazier takes 5 radiant and necrotic damage. The braziers cannot be moved. The braziers can be turned off with a DC 18/20 Thievery Check or DC 22/24 Arcana Check.

Electric Blue Barrier: This barrier is impassible and any character that tries receives a nasty jolt: 2d6 force and lightning damage before bouncing off. The PCs can see through it to a room coated in a green haze (DC 20 Arcana suggests the room is under the effect of a *dimensional lock*, a powerful and ancient ritual preventing teleportation effects from entering or leaving the warded area) with a summoning circle in it. At the beginning of round three, the barrier drops.

TACTICS

When you roll initiative, have Rathloff take the highest roll, followed by the sunsearar, then Jaina, then the sons of winter.

Rathloff opens with Lashing Winter (if the party is in a group) and then dominates someone with Corrupting Blood. Remember that he can Consume Soul on his allies to gain extra energy. He stays in the middle of his companions to give them all resistances.

Jaina uses Mind Twist on a dangerous looking opponent. Remember that she can teleport someone once (into the brazier) if a PC comes adjacent to her. She also defends her allies with Unkind Intervention. Jaina stays near her allies to give them a bonus to hit and necrotic resistance.

The sons of winter will knock someone prone, and then mark anyone harassing Rathloff or Jaina. When a son of winter dies, he dominates someone for one round with Seed of Madness. (Some PCs may remember seeing these halberdiers among the mansion guards during *MINI1-6 Quench the Fire of the Raging God*.)

The sunsearar blinds someone from range, then moves so that as many PCs as possible start their turn next to it.

Rathloff and Jaina have *potions of escape* just like the PCs do. If the ritual is completed, The Bride has left, and they are bloodied, consider having Rathloff or Jaina drink their potion to teleport back to Tarmalune. If

Rathloff is defeated and no one picks up the moldering tome, Jaina walks over and picks it up.

DM Note: If Rathloff is knocked unconscious or killed, put a token on the map to represent the Moldering Tome.

TACTICS FOR THE BRIDE

The Bride is a Huge-sized, three-headed woman with ruby lips. Each head has flowing icy hair, each a different shade of blue. She wears a form-fitting diaphanous blue dress and nothing on her feet. She also has three sets of arms: one carries a tome, another a jagged sword, and the third set is empty.

If the party wishes to engage The Bride, describe her as having three separate heads to attack. She is epic level, so she is mostly immune to creatures in the paragon tier; though feel free to pretend to react to what the PCs do (recording damage, "using abilities" to remove status effects, etc...). The Bride chooses to go at the top of the initiative order. She has an aura 1; Unmistakable Cold: Anyone entering or starting in this aura takes 10 cold damage (this ignores elemental or damage resistance unless you have **MINI22 Champion of the Brand**).

If a character, decides to attack her, consider her all her defenses to be 30/32. If a character does something to "incapacitate" one of her heads: stunning, removing to a pocket dimension, etc. or if the characters do 45/65 damage in one round to a head, take away one of her three listed actions for the round.

You have a lot of latitude with The Bride. Feel free to deviate from her tactics, move her around the battlefield and generally do as she pleases. For example, if a PC really impresses her with a compliment (DC 35/40 Bluff Check) perhaps she chooses not to include them in the wave of blue energy and grant them a standard or move action instead.

A Kenku can make a Bluff Check to try to repeat what Rathloff, Jaina, or the sunrsearer say in response to The Bride, hence gaining the benefit.

MAKE THE BATTLE ALMOST EPIC!

The PCs are bound up in major events, were they fight to prevent the return of one of the Dawn Titans while battling his bride, a powerful abomination. The Bride is an Epic level creature who is more amused by the events around her, happy to have finally been

awakened. How she acts depends on how successful in disrupting the ritual.

IF THE PARTY SUCCEEDED IN DISRUPTING THE RITUAL:

Round One: She simply watches and cackles in Supernal.

Round Two: The bride asks in Supernal, "**Who has summoned me?**" Anyone who replies to her in supernal (Rathloff and Jaina do), receives the first two benefits:

- +5 damage bonus for the round
- Move Action
- For all that did not reply: A wave of blue energy flows out hitting the PCs (unless they replied in the correct language), the Sunsearer and Sons of Winter dealing 3d6+6/4d6+8 damage (this ignores all resistances).

Round Three: The bride asks in Common, "**Who will worship me?**" Anyone who replies in a positive (all the NPCs do), receives the following benefits:

- +3 to hit for the round
- Move Action
- Damage Reduction 3/all for the round

Round Four: The Bride finds the combat tedious and teleports away.

IF THE PARTY DID NOT SUCCEED IN DISRUPTING THE RITUAL:

Round One: The bride asks, "**Who has summoned me?**" Anyone who replies to her in supernal (Rathloff and Jaina do), receives the following benefits:

- +5 damage bonus for the round
- Move Action
- Damage Reduction 5/all for the round

Round Two: The bride sneeringly asks in Primordial, "**Speak to me in the words of earth, fire, wind, and ice from the depths of your heart.**" Anyone who replies to her in Primordial (Rathloff, the Sons of Winter, and the Sunsearer do), receives the first two benefits:

- Gains a +3 to hit for the round
- Renews a Recharge or Encounter Power
- A wave of blue energy flows out and hits Jaina and any PC who has not responded at least once in the proper language 3d6+6/4d6+8 damage (this ignores resistances)

Round Three: The bride asks in common, "**Who will worship me?**" Anyone who replies yes to her in common (the NPCs do), receives the first two benefits:

- Regains a healing surge value in hit points

- Minor Action
- A wave of blue energy flows out and hits any PC who has not responded at least once in the proper language or said yes to the last question
3d6+3/4d6+4 damage (this ignores resistances)

Round Four: The Bride finds the combat tedious and teleports away.

SCALING THE ENCOUNTER

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

Four PCs: Remove one Son of Winter.

Six PCs: Add one Son of Winter.

ENDING THE ENCOUNTER

Once the PCs are either defeated, read the Linked Portal scroll from Queen Imreera or drink the potion vial that Cunning gave them, proceed to the **Conclusion**.

EXPERIENCE POINTS

The characters receive 1,000/1,600 experience points each for defeating Rathloff and his allies

TREASURE

Rathloff and Jaina have a *Frozen Tome of the North* +3/4, and *Githweave Shadowdance Armor* +3, respectively.

ENCOUNTER 6: CONFLAGRATION OF SOULS (LOW LEVEL)

Rathloff, Scion of Ice	Level 13 Elite Controller (Leader)
Medium natural humanoid	XP 1600
Initiative +12	Senses Perception +7; low-light vision
Shield of Abyssal Majesty aura 5; Allies in the aura gain Rathloff's resistances	
HP 254; Bloodied 127	
AC 28; Fortitude 27, Reflex 27, Will 28	
Resist 20 fire, 10 cold, 10 radiant, 10 poison	
Saving Throw +2	
Speed 6	
Action Point 2	
m Staff (standard; at-will) ♦ Cold, Weapon	
+18 vs. AC; 1d6 + 8 damage plus 2d6 cold damage	
r Burning Blood Spittle (standard; at will) ♦ Acid	
Ranged 10; +17 vs Reflex; 2d8 + 10 damage	
R Corrupting Blood (standard; recharge 5 6) ♦ Charm	
Close burst 8; targets one enemy; +17 vs Will; the target is dominated (save ends). Rathloff can only dominate one creature at a time. Aftereffect: The target is dazed (save ends).	
A Icefall (standard; encounter) ♦ Cold, Zone	
Area burst 3 within 20; +18 vs Reflex; 2d10+9 cold damage (3d8+29 cold damage) and ongoing 5 cold damage (save ends). Effect: The burst creates a zone that lasts until the end of the encounter. Each creature other than Rathloff that starts its turn within the zone falls prone.	
A Lashing Winter (standard; recharge 6) ♦ Cold	
Close blast 3; +18 vs Reflex; 3d6+11 cold damage (crit 3d8+29 cold damage), and the target is blinded until the end of Rathloff's next turn.	
Consume Soul (immediate reaction; when an ally within 5 squares of Rathloff is reduced to 0 hit points)	
Rathloff gains hit points equal to one half his level.	
Abyssal Might	
Rathloff gains a +4 bonus to damage (already figured in).	
Far Realm Action	
Rathloff gains 1 action point.	
Seed of Madness (when an enemy reduces Rathloff to 0 hit points)	
♦ Charm	
Rathloff makes the following attack against the triggering enemy: Ranged 20; +14 vs Will; the target is dominated until the end of its next turn. Rathloff still chooses the dominated creature's action, even though he is dead or unconscious.	
Alignment Evil	Languages Abyssal, Common, Draconic, Primordial, Supernal
Skills Arcana +19, Religion +17	
Str 18 (+10)	Dex 15 (+8) Wis 12 (+7)
Con 20 (+10)	Int 22(+12) Cha 18 (+10)
Equipment Staff, Cloak, Tentacle, Moldering Tome of the North Wind +3	

A cloaked old man with white hair clutches to gnarled staff and desperately clutches a moldering tome.

Tome of the North Wind +3; when Rathloff hits a creature with a cold power and it is slowed, it takes 5 damage if it moves while slowed.

DM Note: If someone can take away Rathloff's moldering tome during the combat, he loses the ability to use **Corrupting Blood** or **Seed of Madness**.

Perception DC 25: You notice a small tentacle flick out from the hood of his cloak.

Son of Winter	Level 13 Soldier
Medium natural humanoid (human)	XP 800
Initiative +11	Senses Perception +13
HP 130; Bloodied 65	
AC 29; Fortitude 26, Reflex 24, Will 24	
Speed 5	
m Frozen Halberd (standard; at-will) ♦ Cold, Weapon	
Reach 2; +20 vs. AC; 2d10 + 4 cold damage, and the target is marked until the end of the son's next turn.	
A Far Realm Manifestation (minor 1/round; usable only after this creature is first bloodied; at-will)	
Close burst 1; targets enemies; +16 vs. Reflex; the target is slowed until the end of the creature's next turn. <i>Effect</i> : The creature is marked until the end of its next turn.	
M Powerful Strike (standard; recharge 5 6) ♦ Weapon	
Requires a halberd; reach 2; +21 vs AC; 3d10 + 6 damage and the target is knocked prone	
R Crossbow (standard; at-will) ♦ Cold, Weapon	
Ranged 15/30; +20 vs AC; 1d8 + 8 cold damage, and the target is slowed (save ends)	
Seed of Madness (when an enemy reduces the son of winter to 0 hit points) ♦ Charm	
This son of winter makes the following attack against the triggering enemy: Ranged 20; +14 vs Will; the target is dominated until the end of its next turn. The son of winter that used seed of madness still chooses the dominated creature's action, even if it is dead or unconscious.	
Alignment Evil	Languages Common, Primordial
Skills Athletics +18, Streetwise +14	
Str 20 (+11)	Dex 17 (+9) Wis 14 (+7)
Con 18 (+10)	Int 12 (+7) Cha 16 (+9)
Equipment Chainmail, Halberd, Crossbow	

An armored halberdier with a crazed look in his eye. Can that be madness?

Jaina, Priestess of the Sleeping Titan		
Level 14 Artillery (Leader)		
Medium natural humanoid (human)		XP 1000
Initiative +11	Senses Perception +10	
Titan's Blessing aura 3; any ally within the aura gains resist 5 necrotic and a +1 bonus to attack rolls.		
HP 106; Bloodied 53		
AC 27; Fortitude 26, Reflex 26, Will 26		
Speed 6		
Action Point 1		
m Sickle (standard; at-will) ♦ Weapon		
+11 vs AC; 2d6 + 3 damage, and the target gains vulnerable 5 cold or 5 necrotic until the end of Jaina's next turn		
r Shadow Well (standard; at-will) ♦ Cold, Necrotic		
Ranged 10; +19 vs Fortitude; 2d8 + 5 cold and necrotic damage and any enemy adjacent to the target takes 5 cold damage		
R Mind Twist (standard; recharge 5 6) ♦ Charm		
Ranged 10; +19 vs Will; the target makes an at-will attack against one of its allies. The creature that uses mind twist chooses the attack and its target. In addition, the target makes opportunity attacks against its allies (save ends).		
R Winter's Bitter Grasp (standard; encounter) ♦ Cold		
Ranged 10; +19 vs Fortitude; 1d8 + 5 cold damage and Jaina slides the target 3 squares, and the target is immobilized (save ends). Aftereffect: Jaina slides the target 3 squares and the target is slowed (save ends).		
Unkind Intervention (immediate reaction; when an enemy within 5 squares of Jaina hits an ally of Jaina's; recharge 5 6) ♦ Cold, Necrotic		
The enemy must reroll the attack and use the second result. If the attack misses, the enemy takes 5 cold and necrotic damage.		
Furious Dismissal (immediate interrupt; when an enemy enters an adjacent square; encounter) ♦ Teleportation		
Targets the triggering creature; no attack roll; the target teleports 5 squares and Jaina or an ally makes a basic attack against the target.		
Far Realm Action		
Jaina gains 1 action point.		
Alignment Evil	Languages Abyssal, Common, Draconic, Supernal	
Skills Intimidate +17, Religion +15		
Str 8 (+5)	Dex 13 (+7)	Wis 16 (+9)
Con 16 (+9)	Int 18(+10)	Cha 23 (+12)
Equipment Shadowdance Armor +3, Sickle x2, Holy Symbol		

A woman of unholy beauty with a sickle on her belt and shadowy armor. You can feel an aura of malevolence surrounding her.

Shadowdance Armor +3; Jaina's area and ranged attacks don't provoke opportunity attacks.

Sunsearer		Level 13 Artillery
Medium elemental magical beast (fire)		XP 800
Initiative +12	Senses Perception +9	
Dazzling Radiance aura 1; each enemy that starts its turn within the aura is blinded until the start of its next turn.		
HP 103; Bloodied 51		
AC 25; Fortitude 25, Reflex 27, Will 24		
Immune blinded, disease, poison; Resist 10 fire, 10 radiant		
Speed 2, Fly 8 (hover)		
m Sunstrike (standard; at-will) ♦ Fire, Radiant		
+18 vs Reflex; 1d6 + 3 fire damage plus 1d6 + 3 radiant damage		
r Blinding Ray (standard; at-will) ♦ Fire, Radiant		
Ranged 10; +18 vs Fortitude; 1d6 + 3 fire damage plus 1d6 + 3 radiant damage, and the target is blinded (save ends)		
A Sunblast (standard; recharge 4 5 6 or recharges when the sunsearer takes fire or radiant damage) ♦ Fire, Radiant		
Area burst 2 within 10; +17 vs Reflex; 1d8 + 5 fire plus 1d8 + 5 radiant damage, and the target takes a -2 penalty to attack rolls and grants combat advantage (save ends both). Miss: half damage.		
Alignment Unaligned		Languages Primordial
Str 7 (+4)	Dex 23 (+12)	Wis 17 (+9)
Con 19 (+10)	Int 5(+6)	Cha 6 (+4)

A mote of solid light.

ENCOUNTER 6: CONFLAGRATION OF SOULS (HIGH LEVEL)

Rathloff, Scion of Ice	Level 16 Elite Controller (Leader)
Medium natural humanoid	XP 2800
Initiative +15	Senses Perception +10; low-light vision
Shield of Abyssal Majesty aura 5; Allies in the aura gain Rathloff's resistances	
HP 305; Bloodied 152	
AC 31; Fortitude 29, Reflex 29, Will 31	
Resist 20 fire, 10 cold, 10 radiant, 10 poison	
Saving Throw +2	
Speed 6	
Action Point 2	
m Staff (standard; at-will) ♦ Cold, Weapon	
+21 vs. AC; 1d6 + 9 damage plus 2d6 cold damage	
r Burning Blood Spittle (standard; at will) ♦ Acid	
Ranged 10; +20 vs Reflex; 2d8 + 11 damage	
R Corrupting Blood (standard; recharge 5 6) ♦ Charm	
Close burst 8; targets one enemy; +20 vs Will; the target is dominated (save ends). Rathloff can only dominate one creature at a time. Aftereffect: The target is dazed (save ends).	
A Icefall (standard; encounter) ♦ Cold, Zone	
Area burst 3 within 20; +21 vs Reflex; 2d10+10 cold damage (3d8+30 cold damage) and ongoing 5 cold damage (save ends). Effect: The burst creates a zone that lasts until the end of the encounter. Each creature other than Rathloff that starts its turn within the zone falls prone.	
A Lashing Winter (standard; recharge 6) ♦ Cold	
Close blast 3; +21 vs Reflex; 3d6+12 cold damage (crit 3d8+30 cold damage), and the target is blinded until the end of Rathloff's next turn.	
Consume Soul (immediate reaction; when an ally within 5 squares of Rathloff is reduced to 0 hit points)	
Rathloff gains hit points equal to one half his level.	
Abyssal Might	
Rathloff gains a +4 bonus to damage (already figured in).	
Far Realm Action	
Rathloff gains 1 action point.	
Seed of Madness (when an enemy reduces Rathloff to 0 hit points)	
♦ Charm	
Rathloff makes the following attack against the triggering enemy: Ranged 20; +14 vs Will; the target is dominated until the end of its next turn. Rathloff still chooses the dominated creature's action, even though he is dead or unconscious.	
Alignment Evil	Languages Abyssal, Common, Draconic, Primordial, Supernal
Skills Arcana +22, Religion +20	
Str 20 (+13)	Dex 17 (+11) Wis 14 (+10)
Con 21 (+13)	Int 24(+15) Cha 20 (+13)
Equipment Staff, Cloak, Tentacle, Holy Symbol, Moldering Tome of the North Wind +3	

A cloaked old man with white hair clutches to gnarled staff and desperately clutches a moldering tome.

Tome of the North Wind +4; when Rathloff hits a creature with a cold power and it is slowed, it takes 5 damage if it moves while slowed.

Special Note: If someone can take away Rathloff's moldering tome during the combat, he loses the ability to use **Corrupting Blood** or **Seed of Madness**.

Perception DC 25: You notice a small tentacle flick out from the hood of his cloak.

Son of Winter	Level 16 Soldier
Medium natural humanoid (human)	XP 1400
Initiative +14	Senses Perception +16
HP 156; Bloodied 78	
AC 32; Fortitude 29, Reflex 27, Will 27	
Speed 5	
m Frozen Halberd (standard; at-will) ♦ Cold, Weapon	
Reach 2; +23 vs. AC; 2d10 + 5 cold damage, and the target is marked until the end of the son's next turn.	
A Far Realm Manifestation (minor 1/round; usable only after this creature is first bloodied; at-will)	
Close burst 1; targets enemies; +19 vs. Reflex; the target is slowed until the end of the creature's next turn. <i>Effect:</i> The creature is marked until the end of its next turn.	
M Powerful Strike (standard; recharge 5 6) ♦ Weapon	
Requires a halberd; reach 2; +24 vs AC; 3d10 + 6 damage and the target is knocked prone	
R Crossbow (standard; at-will) ♦ Cold, Weapon	
Ranged 15/30; +23 vs AC; 1d8 + 9 cold damage, and the target is slowed (save ends)	
Seed of Madness (when an enemy reduces the son of winter to 0 hit points) ♦ Charm	
This son of winter makes the following attack against the triggering enemy: Ranged 20; +17 vs Will; the target is dominated until the end of its next turn. The son of winter that used seed of madness still chooses the dominated creature's action, even if it is dead or unconscious.	
Alignment Evil	Languages Common, Primordial
Skills Athletics +19, Streetwise +17	
Str 22 (+14)	Dex 19 (+12) Wis 16 (+11)
Con 20 (+13)	Int 14 (+10) Cha 18 (+12)
Equipment Chainmail, Halberd, Crossbow	

An armored halberdier with a crazed look in his eye. Can that be madness?

Jaina, Priestess of the Sleeping Titan		
Level 16 Artillery (Leader)		
Medium natural humanoid (human)		XP 1400
Initiative +14	Senses Perception +12	
Titan's Blessing aura 3; any ally within the aura gains resist 5 necrotic and a +1 bonus to attack rolls.		
HP 120; Bloodied 55		
AC 29; Fortitude 28, Reflex 28, Will 28		
Speed 6		
Action Point 1		
m Sickle (standard; at-will) ♦ Weapon		
+13 vs AC; 2d6 + 4 damage, and the target gains vulnerable 5 cold or 5 necrotic until the end of Jaina's next turn		
r Shadow Well (standard; at-will) ♦ Cold, Necrotic		
Ranged 10; +21 vs Fortitude; 2d8 + 6 cold and necrotic damage and any enemy adjacent to the target takes 5 cold damage		
R Mind Twist (standard; recharge 5 6) ♦ Charm		
Ranged 10; +21 vs Will; the target makes an at-will attack against one of its allies. The creature that uses mind twist chooses the attack and its target. In addition, the target makes opportunity attacks against its allies (save ends).		
R Winter's Bitter Grasp (standard; encounter) ♦ Cold		
Ranged 10; +21 vs Fortitude; 1d8 + 6 cold damage and Jaina slides the target 3 squares, and the target is immobilized (save ends). Aftereffect: Jaina slides the target 3 squares and the target is slowed (save ends).		
Unkind Intervention (immediate reaction; when an enemy within 5 squares of Jaina hits an ally of Jaina's; recharge 5 6) ♦ Cold, Necrotic		
The enemy must reroll the attack and use the second result. If the attack misses, the enemy takes 5 cold and necrotic damage.		
Furious Dismissal (immediate interrupt; when an enemy enters an adjacent square; encounter) ♦ Teleportation		
Targets the triggering creature; no attack roll; the target teleports 5 squares and Jaina or an ally makes a basic attack against the target.		
Far Realm Action		
Jaina gains 1 action point.		
Alignment Evil	Languages Abyssal, Common, Draconic, Supernal	
Skills Intimidate +20, Religion +18		
Str 10 (+8)	Dex 15 (+9)	Wis 18 (+12)
Con 18 (+12)	Int 20(+13)	Cha 25 (+15)
Equipment Shadowdance Armor +3, Sickle x2, Holy Symbol		

A woman of unholy beauty with a sickle on her belt and shadowy armor. You can feel an aura of malevolence surrounding her.

Shadowdance Armor +3; Jaina's area and ranged attacks don't provoke opportunity attacks.

Sunsearer		Level 14 Artillery
Medium elemental magical beast (fire)		XP 1000
Initiative +14	Senses Perception +11	
Dazzling Radiance aura 1; each enemy that starts its turn within the aura is blinded until the start of its next turn.		
HP 110; Bloodied 55		
AC 26; Fortitude 26, Reflex 28, Will 25		
Immune blinded, disease, poison; Resist 10 fire, 10 radiant		
Speed 2, Fly 8 (hover)		
m Sunstrike (standard; at-will) ♦ Fire, Radiant		
+19 vs Reflex; 1d6 + 3 fire damage plus 1d6 + 3 radiant damage		
r Blinding Ray (standard; at-will) ♦ Fire, Radiant		
Ranged 10; +19 vs Fortitude; 1d6 + 3 fire damage plus 1d6 + 3 radiant damage, and the target is blinded (save ends)		
A Sunblast (standard; recharge 4 5 6 or recharges when the sunsearer takes fire or radiant damage) ♦ Fire, Radiant		
Area burst 2 within 10; +18 vs Reflex; 1d8 + 5 fire plus 1d8 + 5 radiant damage, and the target takes a -2 penalty to attack rolls and grants combat advantage (save ends both). Miss: half damage.		
Alignment Unaligned		Languages Primordial
Str 8 (+6)	Dex 24 (+14)	Wis 18 (+11)
Con 20 (+12)	Int 6(+5)	Cha 7 (+5)

A mote of solid light.

ENCOUNTER 6: A CONFLAGRATION OF SOULS

TILE SETS NEEDED

Dungeon Tiles x1, Arcane Corridors x1



CONCLUSION

Upon escaping the trance, all of the effects from Dark Turret have worn off: the Fortune/Spellplague effects have gone away unless a character chooses **QUES21 Spellscar** and the unusual magic items have become non-magical versions of themselves (with the exception of the cursed item, which Queen Imreera will remove). The characters are welcome to keep the non-magical versions of the items to aid in roleplaying.

You appear in Queen Imreera's summoning chamber. Her face is lined with worry.

"You have returned adventurers! Please, tell me what happened! Do you have the key? Does the power still sleep?"

Yulis stands in her shadow, as if she already knows the answer.

CONCLUSION A: DEFEAT

The PCs failed to disrupt the ritual or recover the tome.

The Queen's Face darkens and you hear a rumble of thunder in the distance.

"So The Bride has awakened. This is an ill omen indeed," she sighs with defeat.

"I thank you for trying. Let me at least give you some gold from the treasury for your heroic efforts."

Yulis who has been standing in the Queen's shadow states, "I should have known as much. A primordial walks Toril again. Know adventurers, that fate may call upon you again, and in that doomed hour, I hope you will realize your destiny and defend Toril."

Queen Imreera rewards the PCs with 1,000 gp/2,000 gp for their efforts.

CONCLUSION B: THE TOME RETURNED, A TITAN AWAKENED

The PCs failed to disrupt the ritual but did recover the tome.

The Queen's Face darkens and you hear a rumble of thunder in the distance.

"So The Bride has awakened. This is an ill omen indeed," she sighs with defeat.

"I thank you for retrieving this tome. It may help us in the trying times to come. If you let me have it, I will

reward you with some gold from the treasury for your heroic efforts."

Yulis who has been standing in the Queen's shadow states, "I should have known as much. A primordial walks Toril again. Know adventurers, that fate may call upon you again, and in that doomed hour, I hope you will realize your destiny and defend Toril."

Queen Imreera rewards the PCs with 2,500 gp/5,000 gp if they give her the Moldering Tome of North.

The Queen recognizes some as true champions of fate. Anyone who has **MINI22 Champion of the Brand** receives a pick of treasure from Queen Imreera's collection: a L13/15 Arms, Feet, Hand, Head, Waist or Wondrous Item from a player legal source (treasure bundle F/G).

CONCLUSION C: THE TOME LOST, A TITAN SLUMBERS

The PCs disrupted the ritual but failed to recover the tome.

The Queen ponders the night's unfolding, but there is hope in her eyes.

"So The Bride has awakened. This is an ill omen indeed," she sighs.

"The Moldering Tome is still in the cult's possession but, more importantly, you stopped a great power from awakening. I will reward you with some gold from the treasury for your heroic efforts."

Yulis who has been standing in the Queen's shadow states, "You have done well, adventurers. We must guard the frozen tomb carefully lest the cult uses the tome and tries again. Know adventurers, that fate may call upon you again, and in that doomed hour, I hope you will realize your destiny and defend Toril."

Queen Imreera rewards the PCs with 1,500 gp /3,000 gp for their efforts.

The Queen recognizes some as true champions of fate. Anyone who has **MINI22 Champion of the Brand** receives a pick of treasure from Queen Imreera's collection: a L13/15 Arms, Feet, Hand, Head, Waist or Wondrous Item from a player legal source (treasure bundle F/G).

CONCLUSION D: SUCCESS

The PCs disrupted the ritual and recovered the tome.

The Queen is entranced by your paragon tale!

"However, The Bride has awakened. This is an ill omen, but nothing we can't defeat!" she boldly exclaims.

"I thank you for retrieving this tome. If you let me have it, I will reward you with some gold from the treasury for your heroic efforts."

Yulis who has been standing in the Queen's shadow states, "You have done well, adventurers. We must guard this tome carefully lest the cult finds it and tries again. Know adventurers, that fate may call upon you again, and in that doomed hour, I hope you will realize your destiny and defend Toril."

Queen Imreera rewards the PCs with 2,500 gp / 5,000 gp if they give her the Moldering Tome of North. The PCs receive **QUES23 Champion of Ice/Brand of Fire & Ice**.

The Queen recognizes some as true champions of fate. Anyone who has **MINI22 Champion of the Brand** receives a pick of treasure from Queen Imreera's collection: an Arms, Feet, Hand, Head, Waist or Wondrous Item of 13th level / 15th level or less from a player legal source.

FINAL CONCLUSION

The surroundings are a bleak silver nothing. Not even land, or sea, or sky. Just nothing. Something that might be a large sailing ship floats there, millennia of damage and its strange multiple prowed design make it barely recognizable.

A huge three-headed woman with ruby lips and icy hair stands on the upper deck, her stature dwarfed by the size of the ship and the crowds that start up at her in rapture.

You realize now that you are standing in the crowd, pressed close amongst thousands who bow the varied bodies before her as her painfully beautiful words drip like honey and thunder.

"This existence has been forced upon you as a joke played by our advisories who claim to be your creators. It is a lie. A story told by those whom would imprison your true masters. This is a fable the we shall burn away with a new Dawn. We will wake all of those who still slumber and now that the worlds that were split have been rejoined, we shall begin the war again."

There is a hushed silence as your breast wells with an unnatural joy and fear, before she speaks again.

"And this time... We will win!" The Bride raises three fists into the air and the crowd erupts. The cheering echoes through the emptiness, its fury raging like a crashing wave across the sand.

QUES2-1 Stir Not the World's Doom

You wake in a cold sweat, knowing fate is not done with you.

Bride is a Huge-sized, three-headed woman with ruby lips. Each head has flowing icy hair, each a different shade of blue. She wears a form-fitting diaphanous blue dress and nothing on her feet. She also has three sets of arms: one carries a tome, another a jagged sword, and the third set is empty.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Note: In some cases the XP and treasure awards in this adventure exceed the normal maximum for a levels 11-14 adventure. This is intentional, and the PCs may earn the full amounts listed.

Encounter 1: The Vaults
300 / 450 XP

Encounter 3: Memories of the Past
340 / 450 XP

Encounter 4: Wake Not the Dead
1,000 / 1,400 XP

Encounter 7: A Conflagration of Souls
1,000 / 1,600 XP

Retrieving the Moldering Tome
300 XP

Total Possible Experience
2,940 / 4,200 XP

Gold per PC
1,250/2,290 gp

Encounter 1: Starfire Ring 50 gp, Emerald Circlet 200 gp, Treasure Pile 100 gp, Adamantine Nugget 200 gp / 400 gp;

Encounter 2: Cornucopia 100 gp;

Encounter 4: Onyx 100 gp / 600 gp;

Conclusion: Optional Reward for Defeat 200 gp / 400 gp, or The Tome Returned, A Titan Awakened 500 gp / 1,000 gp, The Tome Lost, a Titan Slumbers 300 gp / 600 gp, or Success Imreera 500 gp / 1,000 gp

TREASURE

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

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

****A PC must have the story award *MINI22 Champion of the Brand* to choose either Treasure Bundle F or Treasure Bundle G.**

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *Elemental Prism**

Found in Encounter 4: Wake Not the Dead

Bundle B: *Necroshard Weapon +3**

Found in Encounter 4: Wake Not the Dead

Bundle C: *Shadowdance Armor +3**

Found in Encounter 4: Wake Not the Dead

Bundle D: *Moldering Tome of the North +3** (low-level version only)

Found in Encounter 7: A Conflagration of Souls

Bundle E: *Moldering Tome of the North +4** (high-level version only)

Found in Encounter 7: A Conflagration of Souls

Bundle F:** Any Arms, Feet, Hand, Head, Waist or Wondrous Item of 13th level or less from a player legal source (Low-level version only)

Found in Conclusion

Bundle G:** Any Arms, Feet, Hand, Head, Waist or Wondrous Item of 15th level or less from a player legal source (high-level version only)

Found in Conclusion

Bundle H: Ritual Book containing *Aria of Revelation**, *Consult Mystic Sages*, *Fool's Gold**, *Detect Treasure**, *Hallowed Temple**, and *Remove Affliction*

Found in Encounter 1: Vaults

Consumable Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *sliver of salvation**. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable (and no gold) instead of any other reward. Players may note that the value of the consumable exceeds the value of the "More Gold" option. This is true, but remember that consumables only sell for 20% of market price which is significantly less than the value of the "More Gold" option.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1,300 / 2,100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

In this adventure, some or all of the PCs may earn all three of the listed story awards, if they qualify.

QUES21 *Spellscar*

You have been exposed to the Spellplague and are now a spellscarred creature! Effects that apply to spellscarred creatures apply to you. You have Spellscarred Susceptibility and Spellplague Sense from page 41 of the *Forgotten Realms Player's Guide*, but no other spellscarred abilities. The specific game effect from the adventure has worn off but you may choose to still have the same visible (roleplaying) change to your character. If you do not wish to keep the change then strike through this entire story award.

This does not qualify you to take the Student of the Plague feat unless you have put the appropriate Player Rewards card in your stack.

Describe your spellscar on this certificate. Once you establish the description, you may not change it.

QUES22 *Favor to an Oni*

You occasionally feel the prick of the tiniest needle deep within your heart. You now owe a favor to the oni known as Cunning. Was that a good idea? Only time will tell...

QUES23 *Champion of Ice / Brand of Fire & Ice*

You have seen the fabled Key of Cirotralech and greatly impressed Queen Imreera of Gontal.

You gain the benefits of a *demonskin tattoo* (level 13 wondrous item from *Adventurer's Vault 2*) although it takes the form of a brand, and is not made of demonskin. This occupies one of your found item slots (you may decline the boon and strike through this paragraph if you so choose).

If you have **MINI22 Champion of the Brand**, the scar on your face is so cold it burns. The *demonskin tattoo* does not occupy one of your found item slots in this case.

Unlike a typical *demonskin tattoo*, this item only allows you to choose either cold or fire resistance when activated. However, it does NOT occupy your "magic tattoo" item slot (meaning you may still make use of another tattoo if you purchase or find one).

ADVENTURE QUESTIONS

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

1. How did the party enter the ruins?

- a. Through the secret entrance; a PC had played the entire Embers of Dawn Mini-Campaign.
- b. Through the secret entrance, an ingenious method was used.
- c. Through the normal entrance.

2. Did the players enjoy Encounter 1: The Vaults?

- a. The players would love to see more encounters like this one in future adventures.
- b. Most of the players enjoyed the encounter.
- c. Some players liked it, some players didn't like it.
- d. The players hope that they never, ever see another encounter like this one again.

3. Was the sleeping titan awakened?

- a. Yes.
- b. No.

4. Did the PCs recover Rathloff's moldering tome?

- a. Yes, they gave it to Queen Imreera.
- b. Yes, they gave it to another organization.
- c. Yes, they kept it for themselves.
- d. No.

5. What was Jaina's Fate?

- a. She was slain like the cultist she is!
- b. She was subdued then released.
- c. She was subdued and turned over.
- d. She still roams Toril.

6. What was Rathloff's Fate?

- a. He was slain like the cultist he is!
- b. He was subdued then released.
- c. He was subdued and turned over.
- d. He was subdued and turned over to Halagothra the Healer in Tarmalune.
- e. He still roams Toril.

NEW RULES

Tome of the North Wind

Level 13/18

Covered in a thin patina of frost even in blazing heat, this tome unlocks the secret of ice magic.

Lvl 13 +3 17,000 gp Lvl 18 +4 85,000 gp

Item Slot: Off-hand

Enhancement: Attack rolls and damage rolls

Critical: +1d8 cold damage per plus

Property: When you use a wizard cold power through this tome, and the target of the power is slowed, that target takes damage equal to your Constitution modifier if it moves while slowed.

Property: This tome contains two wizard daily cold powers. Both powers must be of a level equal to or level than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.

Power (Daily ♦ Arcane, Cold, Implement): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

ttack roll when using a *holy*

avenger as an implement.

Reference: *Arcane Power*, page 152.

Githweave Shadowdance Armor +3 Level 15

This armor shrouds you like dim light woven into threads and sewn into garments.

Lvl 15 +3 25,000 gp

Armor: Cloth, Leather

Enhancement: AC

Property: Your area and ranged attacks don't provoke opportunity attacks.

Power (Daily): Free Action. Trigger: You move more than 3 squares. Effect: In bright light, your space and all adjacent spaces become shrouded in dim light until the end of your turn. If you were already in dim light, your space and all adjacent squares become dark, blocking line of sight, until the end of your next turn. You can see perfectly in this area of dim light or darkness.

Description: Githzerai weavers first taught other peoples the methods of making githweave. It's clear that the githzerai took these techniques from their erstwhile masters, the mind flayers.

AC Bonus: +0

Minimum Enhancement Value: +3

Special : +1 Will

Type : Cloth

Reference: *Seekers of the Ashen Crown*.

Reference: *Adventurer's Vault*, page 7.

Elemental Prism

Level 16

This flickering prism focuses elemental power and converts it to a different element, bathing you in a protective glow.

Lvl 16 +3 45,000 gp

Power (Encounter): Free Action. Use this power when you make an attack that deals acid, cold, fire, lightning, poison or thunder damage. Change all your attack's damage to a different type of your choice among those above. You gain resist 15 to your attack's original damage type until the end of your next turn.

Reference: *Dungeon Magazine* 165, page 50.

Necroshard Weapon +3

Level 15

This large black gem can be placed in the hilt of a melee weapon imbuing the weapon with necrotic power.

Lvl 15 +3 25,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +3d10 necrotic damage

Property: Weapon attacks made with the weapon against living creatures gain a +1 bonus on attack rolls vs. Fortitude.

Power (Daily ♦ Necrotic): Free Action. Use this power when you hit with the weapon. The target takes an extra 2d8 necrotic damage and is weakened until the end of your next turn.

Reference: *Dungeon Magazine* 176, page 37.

Sliver of Salvation

Level 17

You throw off the lingering effects of enemy spells and ill effect with great ease.

Lvl 17 2,600 gp

Special: Using this item counts as a use of a magic item daily power.

Power (Consumable): Minor Action. You gain a +4 power bonus to the next saving throw you make before the end of the encounter.

Reference: *Dragon Magazine* 382, page 105.

Demonskin Tattoo

Level 13

Not all societies understand that tattooing a portion of demonskin onto your body isn't an evil act.

Lvl 13 17,000 gp

Wondrous Item

Property: When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 10 to the chosen damage type until the end of the encounter.

Reference: *Adventurer's Vault* 2

NEW RITUALS

Aria of Revelation

Your operatic notes spark new ideas, helping your allies overcome a challenging problem.

Level: 10 **Component Cost:** 400 gp,
Category: Divination plus a focus worth 1,000 gp
Time: 10 minutes **Market Price:** 1,000 gp
Duration: Instantaneous **Key Skill:** Arcana
Prerequisite: Bard

When you finish performing the ritual, each ally who heard it can make an Arcana, Dungeoneering, a History, a Nature, or a Religion check to uncover a clue or recall a bit of useful information. The ally must be trained in the skill and gains a bonus to the check based on your Arcana check result.

Arcana Check Result	Bonus
19 or lower	+5
20-29	+10
30-39	+15
40 or higher	+20

Focus: A musical instrument you play as part of performing the ritual.

Reference: *Player's Handbook 2*, page 211.

Detect Treasure

You use a gold rod to indicate where nearby treasure is found. After a moment, the rod begins to vibrate, pulling you toward a large cache of loot.

Level: 9 **Component Cost:** 325 gp,
Category: Exploration plus a focus worth 1,000 gp
Time: 10 minutes **Market Price:** 800 gp
Duration: 5 minutes **Key Skill:** Arcana

You hold out a gold rod while you focus your mind on finding nearby treasure. The rod pulls in your hands, pointing towards the most valuable concentration of wealth within a number of squares determined by your Arcana check result. You can reduce the range if you choose. When you finish performing the ritual, you can command the rod to detect only valuable within certain categories: metals, gems, other (art objects, maps, ritual components, and so on), or any combination of the above.

Arcana Check Result	Maximum Range
9 or lower	10 squares
10-19	20 squares
20-29	50 squares
30-39	100 squares
40 or higher	200 squares

Focus: A gold rod you use in the performance of the ritual.

Reference: *Arcane Power*, page 154.

Fool's Gold

You turn a pile of base metal or lesser coins into a mound of gold.

Level: 3 **Component Cost:** Varies
Category: Deception
Time: 1 minute **Market Price:** 125 gp
Duration: Special **Key Skill:** Arcana

You create an amount of illusory gold that vanishes after a certain amount of time. The gold looks, feels, and smells like real gold and weighs as much as real gold. You create an amount of false gold equal to the amount you spend as the ritual's component cost times a multiplier based on your Arcana check result. Your Arcana check result also determines how long the illusory gold exists. For example, if you expend 100 gp as the component cost and you achieve a result of 25 on your Arcana check, you create 1,000 gp worth of illusory gold that lasts for 4 hours.

Arcana Check Result	Duration/Multiplier
9 or lower	1 hour/x2 multiplier
10-19	2 hours/x5 multiplier
20-29	4 hours/x10 multiplier
30-39	8 hours/x20 multiplier
40 or higher	24 hours/x100 multiplier

Any creature can discern the true nature of the illusory gold by succeeding on a Perception check or Arcana check against a DC equal to your Arcana check result.

Reference: *Arcane Power*, page 155.

Hallowed Temple

A brilliant shrine appears in the area, welcoming those pure of heart and striking fear in those who know only corruption.

Level: 12	Component Cost: 520 gp
Category: Creation	
Time: 1 hour	Market Price: 1,300 gp
Duration: 8 hours	Key Skill: Religion (no check)

The Hallowed Temple ritual creates a shimmering temple associated with your deity. The temple occupies a close burst 7 as it materializes around you. The structure incorporates as many appropriate artistic elements as you like: the exterior features iconography, stained-glass windows, and other decorative features, and the interior contains an altar, statues, or other appropriate items related to your faith.

The temple is comfortable, and creatures inside it feel close to your god. It is immune to damage. Access to the interior is through the temple's front (and only) door. The walls of the temple, including the door, are solid obstacles. The temple and all its contents (even items removed from the temple) vanish at the end of the ritual's duration.

Demons and undead creatures cannot cross the temple's threshold. Any creatures within the burst (except for you) when the temple materializes are displaced to a space outside the temple as close to their former location as possible. If insufficient space exists either for the temple itself or for the displacement of creatures, the ritual cannot be performed.

Reference: *Divine Power*, page 157.

APPENDIX 1: GONTAL

Excerpts from “Gontal” by Bruce R. Cordell and Ed Greenwood *Dragon* 366.

Gontal

Isolated from the bustle of Returned Abier, Gontal is a western land that hunkers behind its mountainous border and reveals little of itself to outsiders except for irregular trade that trickles out of Gontal Pass east across the Esmur Flats into the Dusk Ports. The trade consists primarily of lotions, oils, wines, and specialty herbs, as well as the occasional magical elixir and oddly ornamented golemwork toy.

Gontal City

Capital City; Population 30,000

The capitol of Gontal is a walled city of narrow, closed packed stone buildings with tile roofs, most three to five floors high. The streets are of cobblestone, and its grander mansions are enclosed in stone walls that feature ornamental spires and small corner-towers and gatehouses.

Gontal is the seat of the queen and hosts the mansions of the Twelfefold. Many murmur that the Twelfefold have become the real rulers of Gontal, but not in the hearing of the queen. Rumors have it each of the Twelfefold have gold vaults under their mansions, and that each vault is secured by traps, guardians, and even misleading sham vaults that contain only a single, mocking gold coin.

Gontal City hosts a competent, highly trained patrol known as the Tabards, who wear distinctive black armor and answer ultimately to the queen.

Overland trade through the Gontal Pass is organized at the city's eastern gate. When visitors from other parts of Returned Abeir visit (a rare event), they come first to Gontal city, but if they're lucky, they don't fall prey to the tapestried lies of the Twelfefold before they learn the lay of the land.

APPENDIX 11: FORTUNE

Yulis the Fortuneteller offers to tell each character's fortune. If a PC chooses to have their fortune told, roll 1d20 and apply the modifiers listed below. Do not apply more than one chart penalty (ie. If a PC is Born Under a Bad Sign and is from Thay, they only receive a -5 Penalty, not a -10 Penalty). Similarly, if a character qualifies on "Roll Twice on Chart" in more than one way, only roll twice (ie. do not roll three or four times, etc...).

When a character's fortune is determined, reveal the word or short phrase that is the title of their fortune (example: "***I see the power of your mind swapping with the weakness of your body,***" or "***You are fortunate, you will be lucky, very lucky once. A second chance you might say...***") Feel free to be very dramatic when roleplaying Yulis.

Remember to record the fortune that comes up so it can be used in **Encounter 2: A Blight Upon Your Souls**.

MINI17 Gratitude of Yulis from *Mini1-4: Coaxing the Flame*

+5 Chart Bonus

Background: Auspicious Birth, Born Under a Bad Sign, Cursed, Omen

Home Region: East Rift, High Imaskar, Netheril, Thay

God Worshipped: Ilmater

-5 Chart Penalty

Race: Halfling, Gnome, Deva, Revenant

Background: Blessed, Blazestone, Chaos Born, Eldritch Harlequin, Frostfell, Rare Egg

Home Region: Aglarond, Amn, Moonshae Isles, Tymanthor

God Worshipped: Baravar Cloakshadow, Brandobaris, Erevan Ilesere, Kossuth, Tymora

Class: Sorcerer (wild magic), Warlock (fey pact, star pact)

Paragon Path: Celestial Scholar, Divine Philosopher, Everflame Guardian, Fey Beguiler, God Fragment, Primordial Channeler, Rimetongue Caller, Summer Rhymer, Snow Tiger

Roll Twice on Chart, PC may choose based on the title of their fate

Background: Bearer of the Heirloom, Trained from Birth for a Specific Prophecy, Prophecy

Home Region: Any place in the Windrise Ports (like Harglast, Imdolphyn, Sambral, Tarmalune, etc)

Paragon Path: Sea Tyrant Oracle, Weaver of Chance, Wild Mage

Roll Twice on Chart, PC may choose based on description of their fate

APPENDIX III: FORTUNE/SPELLPLAGUE RESULTS

< 0	Cursed	Dark violet storm cloud appears on your forehead (Automatically fail your first save of each encounter)
0	Patchy	Visible pieces of your skin/exterior fall off at random (Gain Vulnerable 1 All)
1	Confuddled	Your mind is clouded by an impenetrable fog (Start each combat as if you are <i>dazed</i> - granting combat advantage and limited to one action - lasts for one round)
2	Locusts	Barely visible locusts crawl about your body (Start each combat <i>blind</i> , lasts for one round)
3	Mind-Body Swap	Switch your second highest mental and second lowest physical statistic (If two statistics are the same, you may choose)
4	Body-Mind Swap	Switch your second highest physical and second lowest mental statistic (If two statistics are the same, you may choose)
5	Powered Down	Sometimes your form seems to flicker out of existence (70% chance of starting an encounter missing a random encounter power)
6	Backlash	Your first attack of every encounter causes a lightning bolt of blue fire to rebound back on you dealing half the amount of damage you dealt in fire & cold damage.
7	Pain	Electricity seems to flow through your body with every step (-1 attack rolls).
8	Wild Magic	As you move, you occasionally leave spots of blue flame. Magic Item Encounter and Daily Powers have a 40% chance of malfunctioning when you use them.
9	Useless	A non-functional third arm grows and constantly gets in your way (-1 Skill Checks).
10	Tail-Spin	Spotted leopard or bushy fox tail grows; If you already have a tail, it vanishes (+2 Acrobatics, -2 Acrobatics if your tail vanishes)
11	Tattoo	Glyphs appear on your cheeks (When you tell the truth they glow a warm blue-white, when you lie, they gain a pulse black)
12	Bloodied	Tiny droplets of crimson blood occasionally drip from your eyes (+2 Intimidate)
13	Reach	The tips of your finger occasionally spark blue. Once during the adventure you may add one to your melee reach or 5 to the distance of a ranged attack.
14	Kissed by Magic	An imprint of kissed lips appears on your cheek (+2 Arcana, Bluff & Diplomacy)
15	One with the Elements	Blue Fire drips from your hand (gain the ability to make a cold attack also deal fire damage and vice versa)
16	Warm (or Cold) Blooded	Your blood turns to ice (for warm-blooded living creatures) or to flowing lava (for constructs or cold-blooded or dead creatures). Take your healing surge value in damage. When you first become bloodied in an encounter, adjacent enemies take your healing surge value in cold or fire damage.
17	Hungry Like the Wolf	You can manifest fangs, As a minor action you can bite an opponent; half your level+ Str or Dex + 6 vs. AC, 1d4+Str or Dex+5 fire and cold damage.
18	Extra Sight	You grow a third eye that can only be seen in darkness (+5 Perception/Insight).
19	Third Leg	Grow a third leg, complete with armor and boot if appropriate (+1 movement)
20	Jumpy	Gain Teleport 1 as a movement mode (your eyes glow a vibrant purple if you teleport). If you already have Teleport as a movement mode, add 1 to the speed.
21	Phoenix	In dim light your body is covered in rippling blue flames (If you spend a healing surge while bloodied, gain temporary hit points equal to half your surge value).
22	Powered Up	Any weapon or implement you wield turns to shimmering chartreuse crystal (Attacks gain Brutal 1 property, if already Brutal 1 increase to Brutal 2)
23	Tough As Nails	Your skin gains a silvery or sky blue sheen (Gain Resist 1 All or increase Resist All by 1)
24	Lucky	A slight jingle jangle is heard when you step (-2 Stealth, Reroll one attack roll, skill check, or ability check during the adventure and take the better result)
25	Angelic	Vestigial wings appear on your back; If you already have wings, they now glitter with silver and gold sparkles (Automatically Roll a 20 on one save during the adventure; if it is a death save, you also stand and remove any adverse conditions you have)

PLAYER'S HANDOUT 1: NIGHTMARES

At the beginning of the adventure, every character must make a save. For each adventure in the Embers of Dawn Mini-Campaign a character has played (MINI1-1 through MINI1-6) they have a -2 penalty to the saving throw. Those who fail receive one of the dreams (you may choose who receives which dream). Do NOT give this handout to the players. Only allow the player to hear the dream at most twice. For a more dramatic effect, pull each player aside as you read the dream to them.

Dream One: A teenage tiefling stares at a black marble table containing a copper-plated tome. The tiefling lifts a single talon and fire erupts from it. With practiced dexterity, he uses the flaming talon to forge words in an archaic language on the copper cover. A sneer manifests on his previously stone cold face. Minuscule blood droplets trickle from his incisors.

Dream Two: A hooded man with ink-stained hands thoughtfully composes words in a leather bound tome. You watch the man for what seems like an eternity, unable to clearly see his face. His writing changes to scribbles, his scribbles transform into scrawls. His scrawls deteriorate into cockatrice scratch. While continuing to write, his head slowly rises. His eyes turn to you. You can feel a burning hatred emanating from his vibrant blue eyes. Abruptly, he closes the leather bound tome, simultaneously lifting his gaze rises to meet yours. He stares directly into your soul while penning the words "The Darkturret Account" on the leather tome's cover. With a finality, he etches the letters XF and smiles at you, while a small black tentacle flicks out from under his hood.

Dream Three: An aquamarine-eyed young human woman wearing the simple robes of a priestess kneels in prayer before a pulpit. Suddenly, her head jerks back and she screams in agony. She rises like a marionette being yanked by its strings. Jerking, she withdraws a scripture book from the pulpit. As if in a trance, she solemnly draws musical notes in the book while humming an eerie tune. When she finishes, she returns the scripture book to the pulpit and sits in the first pew, smiling a cruel vacant smile. (DM NOTE: Religion Check DC 20 will reveal that the woman worships a forgotten goddess of singing waters who is related to Mielikki and Silvanus, Religion Check DC 25 or History Check DC 28 will reveal the woman as a worshipper of Eldath - a pacifist goddess of rivers and streams).

Dream Four: Before you rests a mahogany wooden door with no handle. Etched on its surface is a barren landscape of snow... or is it sand... Hidden within the swirling landscape is a tower with a single star scratched where the highest window would be. A howling wind sucks the mahogany door open. Behind you, the light of the setting sun floods into a cave filled with strange deep dark opals with flecks the color of the night sky.

Dream Five: Dwarves and gnomes are working to build an elaborate manor. As the scene shifts, you can see them building a small moathouse. They greedily bring carts of treasure for storage, eyeing their wares as they carry them down a long depth of stairs that spirals into the darkness. Occasionally, a worker blinks out of existence; the other workers shrug and move on as a half-elf in archaic clothing blinks into existence.

Dream Six: An old white-haired man (DC 20 Intelligence Check for those who played MINI1-3 *Building the Pyre*, MINI1-4 *Coaxing the Flame*, or MINI1-6 *Quench fire of an Angry God*, to identify the description as former ally Rathloff, grandfather of Glindarra) invites an entrancing woman, and several men wielding halberds to stand around him. He chants from a moldering tome. They all stand close, so close together, as if by standing near each other they are more powerful. The man shakily pulls from his pocket a key made of the purest ice. But the tome. You can feel its power pulsating. If only you can get it from him, then you will have his power.

PLAYER'S HANDOUT 2: ITEMS FROM THE AGES

If the characters find these items, feel free to cut these apart and give them to the players. Remember that one of the items will be cursed from the magic of Darkturret. These items do not remain magical after the adventure and none of these items take up a item slot.

Heward's Handy Companion Bag: In addition to acting like a *Heward's Handy Haversack* (*Player's Handbook* 254), the bag can also hold the bearer's familiar, animal companion, or spirit companion. Summoning forth the creature from this bag is a free action once per round.

Prismatic Earrings: The wearer of these earrings gains Resist 2 to acid, cold, fire, poison, thunder, and lightning damage (that stacks with any resistance she might already have).

Dusty Rose Ioun Stone: This ioun stone floats around the user's head, granting him a +1 luck bonus to Fortitude, Reflex, and Will (but not AC).

Luckstone: The bearer of this trinket feels more spritely and giddy and gains a +1 luck bonus to all ability checks and all skill checks.

Friendship Bracelet: Whoever wears this hand-woven bracelet feels a sense of calm and loving. He gains the following power: A Friend Indeed (Encounter): Immediate Reaction; Trigger, an enemy hits an ally within 10 squares; Effect, teleport to a square adjacent to the ally.

Villain's Scabbard: This finely made scabbard can be attuned to any bladed weapon during a short rest. When the attuned weapon is used with a Weapon keyword power by the scabbard bearer, the weapon will do an additional 1 damage of either cold, fire, necrotic, or radiant damage. The type can be changed as a minor action once per round. On critical hits, the weapon does 1d6 extra damage of the chosen type instead.

PLAYER'S HANDOUT 3: CURSE FROM THE AGES

One of the magic items found in **Encounter 1: The Vaults** has been corrupted by the magic of Darkturret. When the PCs enter the vaults, roll to see which item is cursed. The cursed treasure can be identified as such before the curse activates with a DC 35 Arcana check. Pull the player aside who has the item, and tell them that their item is cursed. It is now replaced by the new item.

The cursed item cannot be removed from the unfortunate creature's possession without a Remove Affliction ritual or by Queen Imreera and Yulis at the end of the adventure.

1 Heward's Heavy Companion Bag: This item functions as a Heward's Handy Haversack (*Player's Handbook* 254), however, the bearer has a 50% chance of being *slowed* each round.

2 Prismatic Earrings: The wearer of these earrings gains Vulnerable 2 to acid, cold, fire, thunder, and lightning damage and removes any resistance she might have to the chosen element. Special Note: If a character has **MINI22 Champion of the Brand** the vulnerability and loss of resistance to fire caused by these earrings does not apply.

3 Sparkling Rose Ioun Stone: This ioun stone floats around the user's head, granting him a -2 luck penalty to Fortitude, Reflex, and Will (but not AC).

4 Cursestone: This small polished black pearl curses the bearer, causing him to trip over his own feet and make a fool of himself (-5 luck penalty to Athletics, Acrobatics, Bluff, Diplomacy, Intimidate, and Thievery).

5 Enemies Bracelet: At the start of each of the wearer's turns, the wearer has a 25% chance of being teleported up to 10 squares to a dangerous square (this effect cannot teleport the wearer into damaging terrain or into mid-air, but elevation changes are possible as long as the target square is a ground square) as chosen by their opponents (the DM chooses the most deleterious square).

6 True Villain's Scabbard: This finely made scabbard forces the bearer to re-roll any critical hit she makes and take the result of the second roll.

PLAYER'S HANDOUT 4: REMEMBER

It may be easier for the players if you cut out the marble tiles & material samples.

Volcanic Slab with removable marble tiles:



White Crystal Bowl with different material samples

- Mahogany, Paper, Papyrus, Leather, Copper, Gold

There is a 3 x 5 grid on another Volcanic Slab. The columns are labeled in Supernal (and have pictographs next to them): symbol of a book, stick person, no picture. The removable tiles and material types will fit into the spaces on the slab below.

