

DALE2-1

FOREVER

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

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In a world where even gods die, nothing lasts. Yet, some may seek any means to recover old glory, regain love, or cling to the vestiges of life itself. A *Living Forgotten Realms* adventure set in the Dalelands for characters levels 4-7. This adventure is a loose sequel to *DALE1-4* and features NPCs from that adventure.

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

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OFFICIAL D&D PLAY

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

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

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4 - 7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

Azzam Krystel was a scholar, a man of magical research. He was a man who lived happily with his family (his wife Jadyth and their 2 children, Jade and Levi) in their mansion, just outside Essembra.

Azzam had a fascination for the 'old' magic system that existed pre-Spellplague, and he devoted much time in the study of that system. He believed that 'the Weave', regardless its limits, allowed for more versatility and faster casting, and he spend quite some time researching on recovering this method, by increasingly risky experiments with plague-touched materials.

Azzam's research failed time and time again, until he came upon a diary of an alchemist describing a fantastic artifact. The artifact, a machine named the Apparatus, could allegedly trap and change the nature of the human soul. Azzam found clues that he could adapt the research to create a machine that could instead trap and change the nature of magic - or how it was wielded. He poured all his time in it, sacrificing some of his own morals in the process of creating it. He never realized how he slowly alienated from his wife and children.

One day, during the Year of the Staves Arcane (1415 DR), Azzam activated the machine, summoning a creature of magic and trapping it. The creature refused to comply with Azzam's wishes and even warned it off the consequences, but Azzam didn't listen, and continues his experiment. Disaster struck in the form of a spellplague surge. This surge split part of Azzam's spirit away. Leaving his body behind as a shrivelled husk of what it once was, his other part became a spectre of pure evil - the Spellplague Ghost. His evil shadow desires constant nourishment in the form of the life force from living humanoids that he drains from them, as he possesses them.

Azzam was unable to prevent his evil self from killing off his family members. The spirit possessed them one by one over the course of a week, using an uncanny ability to lock the house and keep its victims locked inside. The ordeal drove Azzam insane. He threw himself further in his studies, hoping to find a way to reclaim his soul, and return his dear ones to him.

Forces from Sembia overrun Essembra in the Year of the Walking Trees (1421 DR). A group of mercenaries forced entry into Krystel House. The vengeful Spellplague Ghost possessed them one by one. All died in the house, but not before one struck Azzam a killing blow.

Rest was not granted to Azzam. The next night, under the influence of darker powers, he rose as a sort of revenant. He found his family similarly animated, looking much as they were when they were alive. His good self thus would lead a seemingly normal life, cursed to lure innocent people inside the mansion to provide a constant stream of nourishment to his evil twin spirit.

The Spellplague Ghost is bound to the mansion and is unable to leave it although he has quite some control on its surroundings, including manipulating the weather.

The PCs come near the ghost holds when they are escorting Sureen Tevernesta, a plaguescarred woman, to Battledale. Sureen is known as the 'Lady in Flames', and is infused with shadow magic. She has impressive regenerative powers. Sureen first appeared in DALE1-4 *the Lady in Flames*.

When the ghost senses Sureen getting near he can't let her pass, as he hopes he can use her special qualities to finally gain the power he craves and set himself free. Meanwhile, Azzam sees in her a means to resurrect his family to true life.

DM's INTRODUCTION

Before play check which players at your table have played DALE1-4 and know Sureen Tevernesta already.

After being hired by the mayor of Shadowdale to transport Sureen to the Abbey of the Sword in Battledale the party is hit by an unnatural storm that drives them to an isolated mansion. This storm is summoned by one of the mansions occupants, the Spellplague Ghost. The party needs to seek shelter inside this house until the storm passes over. This won't happen until the ghost is defeated since he is the one maintaining the storm.

While resting inside the mansion Sureen is abducted by the Ghost and taken to the top of the tower. The party have to chase them through the mansion, defeat the Ghost and disable to artifact. After doing so the storm outside subsides. The Ghost inhabits the entire mansion. At the same time Sureen is in a state of torpor and sets the entire house a flame with spellplague like blue bolts of fire. The party then needs to run for their lives and keep ahead of the magical burning flames. When they escape the entire house burns to the ground, killing the Ghost for good and the party can continue their way to the Abbey.

Please note the overview map in Appendix II, and the room descriptions in Appendix III. Use this when the party explores the mansion. This map can also be used when the party gets into a combat encounter and start to move around the mansion.

The entire mansion fits on a standard battle map. Keep this in mind when mapping out the mansion, i.e. when the PCs explore. Doing this also aids the PCs when plotting a route to escape in Encounters 8 and 9.

Separate encounters have detailed maps. Use the map in Appendix II for the rooms that are not detailed.

In Slumber Remain: Check if any of the PCs have quest card "In Slumber Remain", and if they fulfilled the

other two tasks. They may receive an answer to the question for the third task. This answer can be obtained at the end of Encounter 7.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You have received an invitation by the Lady-Mayor Addee Ulphor, to meet her at Silverhand farm in Shadowdale to discuss some urgent business.

PCs who played DALE1-4 *The Lady in Flames* have received the invitation directly from Lady Addee Ulphor. PCs who played DALE1-2 *Blades for Daggerdale* received it from Swift Elyan, the halfling they. PCs who are a member of the Fellowship of Gentle Adventurers or otherwise befriended the Nenthyn twins (have awards DALE02 or DALE03 from DALE1-1 *The Prospect*, or DALE20 from DALE1-7 *Arts*), receive the invitation from Kira Nenthyn from the Fall of Stars. PCs who played in SPEC1-3 *Ghosts of the Past* receive theirs from Ynendre Ulondarr, a knight of Myth Drannor. Other PCs were recommended and receive their invitation through various contacts throughout the Realms.

Approaching the farm, what was originally only a drizzle of rain gets worse and worse the closer you get, turning in a full downpour.

The farm is quiet. It has a large stable that seems empty except for a few bales of hay. Chicken freely run and fly about. The farm holds some land, but is partly left untended. Copious herbs and mixed vegetables are grown right around the farmhouse, and one stretch of land is used to grow a sweet corn, recognizable as sugartassel.

Storm Silverhand originally owned Silverhand Farm, though the most famous - if infrequent - resident is the reclusive sage Elminster. Three farm hands tend this farm. Ailen Fouland is a male elf, tall, strong, quiet and withdrawn. Yeleda Manádaur is a female half-elf with long blond tresses and fair skin. Mishell Nymonen is a dark-haired wood elf, who is not often seen by townsfolk. Aside from tending the farm, they keep nosy people away from bothering Elminster.

At this moment, Elminster is not present (Yeleda won't comment on where they are), and Mishell has already left for Battledale.

ENCOUNTER 1: MEETING IN SHADOWDALE

SETUP

Lady-Mayor Addee Ulphor, Mayor of Shadowdale
Yeleda Manádaur, caretaker of Silverhand Farm

Lady-Mayor Addee Ulphor and Yeleda Manádaur (a blond half-elf who lives at Silverhand Farm) hires the PCs to escort Sureen Tevernesta to the Abbey of the Sword in Battledale.

Lady-Mayor Addee Ulphor thanks the PCs for coming. She states:

“We would like to hire you as an escort to make sure that a woman in our care, Sureen Tevernesta arrives at her destination swiftly and safely. We are willing to pay you for your troubles.”

PCs who played DALE1-4 *The Lady in Flames* have met Sureen, who is known to them as the Lady in Flames. PCs who played DALE1-2 *Blades in Daggerdale* have met Dorrington and Elyan, Sureen's former companions, and may be on a quest to find her. If PCs played both these adventures, Dorrington and Elyan have already been informed about Sureen's whereabouts. They have agreed to meet Sureen in the Abbey of the Sword.

The following summarizes what lady Addee Ulphor knows about Sureen:

- Sureen is a half-elf woman who is plaguescarred. She was found several months ago when adventurers rescued her from Spiderhaunt woods.
- Yeleda Manádaur is currently caring for Sureen at Silverhand farm.
- She has a strange effect on fey, seems to unwittingly alter the weather in certain (fey or shadow touched) areas, and regenerates from every wound.
- She also grows sharp shards of glass from her body (they break through her skin).
- When Sureen was first found, the sharp shards spread disease amongst fey when they pierce the skin of said fey. The shards don't seem to do that anymore, but most fey still get agitated around her.
- She has no control of her powers, though being agitated or in a fey-touched area increases her power.

- The mayor knows that Sureen doesn't do any of this on purpose, but she can't rule out any accidents.
- The reason to move her is that due to her powers, she is a danger to those in Shadowdale.
- Sureen is a priestess of Malar, the god of beasts. Malar is an evil deity, but Yeleda believes that Sureen, while initially aggressive and unkind, is not evil at heart. She hopes the priestess can be made to change her ways, and in fact believes through her ordeal she has already set the first steps to a better life. Yeleda asks the PCs to give Sureen a chance, and show her kindness so she may learn to show kindness in return.

If the party asks for more information on their destination or the reason they are supposed to make the trip read or paraphrase the following after making sure the PCs know of Sureen's condition.

Sureen's condition seems to be getting worse. I fear that if she doesn't get help soon she will become more and more a threat not only to herself but also to her surroundings.

Arrangements have therefore been made for her to get treatment in New Velar. Until arrangements have been made, we need to give her shelter at a safe place. Therefore, we need you to escort her to the Abbey of the Sword in Battledale.

The following summarizes what Lady Addee Ulphor tells about the mission:

- The destination is the Abbey of the Sword in Daggerdale.
- Due to Sureen's condition, it is not possible to teleport her, hence the long route.
- The PCs are to make sure she gets to Battledale.
- Yeleda's friend, the elf Mishell Nymonen, was sent ahead to arrange shelter for Sureen at New Velar. She will meet the PCs at the Abbey.
- Sureen will stay at the Abbey for a few weeks until arrangements in New Velar have been made. Mishell and the PCs are to then take her to New Velar.
- Due to her disease Sureen is not very fit. She is able to walk, but not for long periods of time and then only at a slow pace. She sometimes suffers from relapses where she enters an almost coma like state. The mayor arranges for a small cart pulled by an old donkey for Sureen to ride in.
- The Mayor offers the party 100/150 gold per PC.

- The Mayor pays half up front and the rest when Sureen is safely delivered.
- The trip is approximately 5 days in good weather. Given the state of Sureen's affliction you can expect the weather to be less than ideal.

If the PCs wish to see or talk to Sureen, they are brought upstairs, where Sureen is sitting near a window, staring out. See Appendix I for if the PCs wish to question or examine her.

Sureen is eager to go, hoping to find a way to deal with her pain.

ENDING THE ENCOUNTER

If PCs attempt to teleport despite the warnings, the ritual fails. In the backlash of the ritual's failing, everyone involved loses a healing surge.

Once the PCs leave for Battledale, continue with Encounter 2.

EXPERIENCE POINTS

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

TREASURE

Half of the gold offered as payment 50/75 gp.

ENCOUNTER 2: THE STORM

The travel is uneventful for the first 3 days. The PCs have some time to interact with Sureen. Try to build a connection between the PCs and Sureen, so the PCs have an investment to rescue her later on. Though she tires easily, Sureen is interested to talk and discuss all kinds of things, especially religious matters as she is struggling with her own faith. She does not turn from Malar, but instead tries to find a place for her own feral side (which she believes resides in everyone).

The third day the party passes through the desolate ghost town Essembra. The town is totally empty - nobody lives here anymore

With a DC 15 History check (automatic for people from the Dalelands), a PC recalls that the town was destroyed during a clash of forces from Sembia and Myth Drannor in the Year of the Walking Trees (1421 DR). The dark magic that was used fouled the area, and many people fled.

The PCs can hear moans and what sounds like whispers coming from around them, and it seems that shadows move on their own, but the PCs can pass without hinder. Investigating the ruins of the town does not at this point yield anything, except for glimpsing movement out of the corner of their eyes, and the feeling that someone is watching them the whole time.

After passing Essembra, they get near the Azzam estate. Here the party is assailed by an unnatural storm.

Traveling through the countryside has been uneventful. As you are about halfway to your destination the wind picks up and in the distance ahead a storm approaches at an almost unnatural speed.

The Spellplague Ghost has great control over Krystel Mansion and its environment (the entirety of which counts as a shadow crossing - where the material world and the Shadowfell overlap) including the weather. The ghost uses the storm to lure people to the mansion.

In order, the following events take place:

- It starts to rain (light concealment). The wind picks up.
- It continues to rain, mud puddles start to form. Transforming the ground into difficult terrain. Moving the cart with Sureen in it becomes difficult.
- The rain gets even worse (concealment).
- Lightning starts to strike in the distance and thunder can be heard.
- The winds are so bad that all movement is halved. In combination with the mud, the cart is almost impossible to move. Athletics checks to

pull/push the cart with increasingly harder DCs (start with a DC 10, increase it with 1 each round after that) are needed to move it. Taking out Sureen and carrying her is a better option to move her around.

- Lightning strikes in rapid succession, getting closer and closer to the party until it finally hits a tree next to them.

At the same time the tree gets struck they see a light from a window shine through the rain in the distance. This is the Krystel Mansion and the only available place to seek shelter for miles around. If the party tries to build a shelter strong gusts of wind blow their tents away. As soon as they leave the cart behind and move towards the mansion lightning strikes again - this time hitting the cart, blowing it to smithereens.

TROUBLESHOOTING

If the party tries to keep walking through the storm and have no intention to move towards the mansion they find that their way through the woods always miraculously leads back towards the mansion. It is impossible for them to move further away than 1 mile. With a DC 12 Nature check a PC notices that even though they are definitely moving away, they end up back at the same spot (people from the Dalelands notice this automatically). A DC 15 Arcana check reveals this to be some sort of effect powered by shadow magic, and a DC 25 Arcana pinpoints the location of the centre of this effect to be the Mansion.

If the party thinks that Sureen is the cause of the storm they can try to calm her down, but they quickly realize that this storm isn't due to anything Sureen is doing. It won't stop even if Sureen is calmed or unconscious.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: MEETING THE FAMILY

SETUP

Important NPCs:

Azzam, human male (Bluff +13)

His wife Jacynth, human female (Bluff +12)

His daughter Jade, human female (Bluff +12)

His son Levi, human male (Bluff +12)

The PCs arrive at Krystel mansion in the middle of a thunderstorm. When they knock (or if they tally before the house's front), Azzam opens the door.

The mansion's front door opens. A middle-aged man stands in the doorway and motions for you to hurry and come inside. He says: "Be welcome inside our home. Please come in from the cold, and warm yourself at the fire place."

If the PCs accept his invitation and enter the mansion, the man introduces himself as Azzam. A woman, whom he introduces as his wife Jacynth, enters with some towels. She offers them to the PCs so they can dry themselves off and asks them to follow her (through a small storage room) into the dining area where they can warm themselves at the fireplace.

Use Appendix I and II (map and legend) to describe the mansion as the PCs move through it.

Once the PCs are settled, she goes to prepare some warm drinks and food.

- Azzam, his wife Jacynth and their children Jade and Levi should be played as friendly people. They try to make the party feel as comfortable as possible. The daughter brings in warm tea with cookies after the party has taken a seat around the fireplace. The infant son tries to get friendly looking PC's to pick him up so he can give them a hug and sit on their lap, moving from one to the other.
- While Jacynth and the children are undead, they are unaware of it, and there are no outward signs. As far as they know, they have peacefully lived here for the past years. None remember anything going wrong with Azzam's experiments. Only during the night do they awaken to their condition. This is part of Azzam's curse.
- The family owns a dog, called Snout, with a bunch of puppies (Mutt, Pickles, and Snowball). The puppies play with the children and - if they

let them - the party. The family had another dig (the puppies father), but it died of old age and is buried in the arboretum.

- If asked Azzam says that he and his family have lived here for a long time now and they are a very happy family. He is a historian. He invites PCs to make use of his library, which is full of books of both recent and ancient history.
- PCs who do so may also find books that deal with arcane lore and religion, specifically the old religions of Mystra. Azzam admits that he dabbles in magic but stopped practicing years ago, as it was not getting him anywhere. He'd rather not talk about his 'failures'.
- If asked about the weather Azzam says that storms are common in the area but that one as swift and violent as this one are rare. In fact this is one of worst storms he has ever encountered.
- The kids beg their parents to let them stay up longer so that the adventurers can tell stories about their heroic deeds. They are a very pleasant audience for any stories the PCs might tell.
- With a DC 17 Insight (passive allowed) a PC senses that this family is indeed kind and helpful, but that they seem to worry about something. If asked about this they try to change the subject of the conversation, explaining that it's nothing (excuses given are that the wife worries about what to do for breakfast tomorrow with so many more mouths to feed, Azzam is anxious about the storm wrecking the arboretum, and the kids wonder where they left their toys)
- With a DC 17 Perception (passive allowed) a PC notices that the shadows around the Krystel family seem a bit off, but this could just be a trick due to the flickering hearth fire. If a PC tries to investigate this phenomenon they don't see it anymore.
- With a DC 13 Perception (passive allowed) a PC notices that a lot of the furniture is antique, including a few portraits that hang on the walls. If anyone takes a closer look they are portraits of what appear to be Azzam and his family. The paintings are old and when asked about this Azzam explains that they are of their ancestors (his great-uncle and his wife grand-mother, and the kids are his wives parents) and any resemblances are purely coincidental.

ENDING THE ENCOUNTER

Azzam invites the party to spend the night at his house, as he would never send anyone outside in a storm like this. He has 3 rooms available; one with a single bed and two bigger rooms with bunk beds. He suggests that the single room goes to Sureen since she is ill and needs her rest, and the single room is closer to the bathroom.

TROUBLE SHOOTING

It is entirely possible that the PCs don't want to leave Sureen by herself. If they come up with suggestions as to leave a healer with her Azzam concurs, if they want to leave a heavily armored guard he is slightly offended but he doesn't push the issue.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: A RUDE AWAKENING

While Sureen rests, the Spellplague Ghost that has plagued Azzam decides to move against her. The ghost seeks to possess her, so he can benefit from her abilities. When he is unable to possess her, he abducts her, to use the Apparatus in the tower to force his way.

The encounter starts with any sleeping PC's having a dream vision about Azzam standing over Sureen trying to possess her.

A tall, gauntly man is standing over you. His eyes burn with a desire to control you, to suck the life energy out of you, to possess every living fiber of your being. His hands stretch out towards you; trying to grab you, seemingly envelop you! You must get away from this horrible man...even though he looks faintly familiar to you. Then with a final gasp you snap out of this horrible vision.

PCs do not recognize the man in their dream beyond the feeling of familiarity - the dream is not clear enough for more.

The PCs wake as they hear a dreadful sound coming from Sureen's room.

ENDING THE ENCOUNTER

Once the PCs move into the corridor, go to Encounter 5.

TROUBLESHOOTING

The party may decide to leave one of their own in the small bedroom with Sureen as a guard, or to keep Sureen in the bigger bedroom with the rest of the party.

Sureen's room is quite small and full with furniture. There is only room for one PC guard. In the PC rooms, up to 3 people (including Sureen) can stay in a room (two on the bunk bed and one on the floor).

Sureen has a few nightmares and tosses around in her bed. This is distracting to any PC who stands guard. Once well in the night, when the PCs are getting tired, the ghost strikes.

- The Spellplague Ghost phases through the wall or the floor. He makes a Stealth check with a +8/+9 to his roll vs. the passive Perception of the PC in the room.
- If the PC succeeds on his Perception, roll initiative, and allow PCs to take an action. The Spellplague Ghost's statistics are in encounter 7.
- On his turn, the ghost ignores the PCs. Instead he grabs Sureen and melts with her into the house's floor or walls, which teleports him to

the tower room, disappearing from view. This is a special ability unique to the ghost, due to the ghost's connection to the house. Grabbing and melting into the floor only takes a standard action and counts as a teleport power. The ghost can do this when immobilized, but not when he is stunned.

- If the PC failed his Perception, the ghost tries to possess Sureen and fails.
- The ghost then grabs Sureen and shifts back into the wall or floor, taking her with him.
- The PC notices the ghost as he shifts with Sureen through the wall or floor.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: UNEXPECTED VISITORS

ENCOUNTER LEVEL 4/7 (825/1450 XP)

(Note: this is area 14 on the map)

SETUP

This encounter includes the following creatures at low tier:

- 1 mother (shambling nexus) (level 5) (M)
- 2 children (corpses of despair) (level 5) (D)
- 1 gravehound (H)
- 3 undead puppies (pack zombie) (level 1) (P)

This encounter includes the following creatures at high tier:

- 1 mother (shambling nexus) (M)
- 2 children (corpses of despair) (level 8) (D)
- 1 gravehound (level 7) (H)
- 3 undead puppies (pack zombie) (P)

When the adventurers enter the corridor, read:

The doors of other rooms in the corridor have also opened; Jacynth is in the hallway, comforting her children, who apparently walked out of their rooms to see what's going on.

When the characters move to Sureen's room, read:

Jacynth and her children turn to you, an agonized look on their faces. They position themselves between you and your destination.

With night falling, the inhabitants of Krystel House are becoming aware of their true undead nature, and are forced to act against the PCs. They do not speak. When the PCs draw near, a horrible transformation takes place.

The flesh of Azzam's family members and their pets starts to peel back from their faces and bodies. It reveals dead skin, decayed flesh and bare bone.

Make the following attack before combat starts:

C Horrifying Revelation ♦ Fear

Close burst 5; +9/+11 vs. Will; the target suffers a -2 penalty to all attack and damage rolls (save ends)

FEATURES OF THE AREA

This area has a few important features.

Illumination: The corridor is illuminated by a few candles, which place the entire area in dim light.

Tapestries: A character can tear down a tapestry while in a square adjacent to a tapestry as a standard action. See the stat block for the tapestry's effects.

A creature that is under a tapestry can get from underneath it by moving out of the area of effect, or by spending a standard action to shrug the tapestry off.

Statue: The statue next to the door is blocking terrain. It can be shifted to an adjacent unoccupied square as a standard action with a DC 25 Strength check, or toppled in any adjacent square as a standard action with a DC 20 Strength check. The creature toppling the statue may make a basic melee attack against any creature in the target square. On a hit, a creature in the square takes 1d10 + 4 damage and is pushed one square. If the creature cannot be pushed, it is knocked prone. The target square becomes difficult terrain.

Sureen's room: If there was nobody with Sureen to witness the ghost attack, then as soon as someone opens the door to Sureen's room they catch a glimpse of the Spellplague Ghost as it grabs Sureen and shifts through the wall or the floor.

TACTICS

The zombies position themselves between the PC's and the door leading into Sureen's room.

If a PC was in the single room with Sureen the shambling nexus directs attacks to that PC.

SCALING THE ENCOUNTER

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

Four PCs: Remove the gravehound.

Six PCs: Add another gravehound.

ENDING THE ENCOUNTER

If the PCs have not witnessed the ghost yet, if they open the door to Sureen's room, they see the Spellplague Ghost lurking over her. As soon as the ghost notices the PCs he grabs her and shifts through the wall or floor.

Go to Encounter 6.

EXPERIENCE POINTS

The characters receive 165/290 experience points each for defeating the zombies.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: UNEXPECTED VISITORS STATISTICS (LOW LEVEL)

Shambling Nexus (level 5)		Level 5 Controller
Medium natural animate (undead)		XP 200
Initiative +1 Senses Perception +3; dark vision		
HP 65; Bloodied 32		
AC 19; Fortitude 18, Reflex 15, Will 16		
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
m Slam (standard; at-will) ♦ Weapon		
+10 vs. AC; 2d6 + 4 damage.		
Speed of the dead (standard; at-will)		
One undead ally within 5 squares makes a basic attack with a +2 bonus or moves its speed +2 as a free action.		
Alignment Unaligned		Languages —
Str 17 (+5)	Dex 10 (+2)	Wis 13 (+3)
Con 17 (+5)	Int 1 (-2)	Cha 2 (-2)

Note: She has an intelligence of 12 and speaks Common and Chondathan.

Corpse of Despair (level 5)		Level 5 Brute
Medium natural animate (undead)		XP 200
Initiative +2 Senses Perception +3; darkvision		
HP 76; Bloodied 38		
AC 17; Fortitude 18, Reflex 14, Will 15		
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
m Slam (standard; at-will) ♦ Necrotic		
+8 vs. AC; 2d8 + 3 damage.		
M Crushing Despair (standard; at-will)		
+8 vs. AC; 2d6 + 3 damage, and the target is dazed (save ends).		
Death of Hope ♦ Psychic		
A dazed target hit by the corpse of despair also takes ongoing 5 psychic damage (save ends)		
Alignment Unaligned		Languages -
Str 19 (+6)	Dex 10 (+2)	Wis 13 (+3)
Con 16 (+5)	Int 2 (-2)	Cha 1 (-3)

Note: They have an intelligence of 8 and speak Common and Chondathan.

Gravehound		Level 3 Brute
Medium natural animate (undead)		XP 150
Initiative +2 Senses Perception +1; low-light vision		
HP 54; Bloodied 27		
AC 15; Fortitude 14, Reflex 12, Will 11		
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
m Bite (standard; at-will) ♦ Necrotic		
+7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller		
M Death Jaws (when reduced to 0 hit points) ♦ Necrotic		
The gravehound makes a bite attack against a target within its reach.		
Zombie weakness		
Any critical hit to the zombie reduces it to 0 hit points instantly.		
Alignment Unaligned		Languages -
Str 16 (+4)	Dex 13 (+2)	Wis 10 (+1)
Con 14 (+3)	Int 1 (-4)	Cha 3 (-3)

Pack Zombie (level 1)		Level 1 Minion Soldier
Medium natural animate (undead)		XP 25
Initiative +5 Senses Perception +0; dark vision		
HP 1; a missed attack never damages a minion		
AC 13; Fortitude 13, Reflex 9, Will 10		
Immune disease; poison		
Speed 4		
m Claw (standard; at-will) ♦ Weapon		
+6 vs. AC; 4 damage.		
Pack attack		
A pack zombie gains a +2 bonus to its attack roll if it is adjacent to at least one other pack zombie.		
Lurching Sacrifice (encounter; immediate interrupt)		
This power triggers automatically when a nonminion ally adjacent to a pack zombie is hit by a melee attack. The pack zombie is destroyed and the damage dealt to the ally is reduced by 5.		
Alignment Unaligned		Languages -
Str 14 (+3)	Dex 6 (-1)	Wis 8 (+0)
Con 10 (+1)	Int 1 (-4)	Cha 3 (-3)

Tapestry	Single Use Terrain
Standard Action	
Requirement: You must be adjacent to the tapestry.	
Check: Athletics check (DC 12) to pull the tapestry down.	
Success: The tapestry falls.	
Target: Each creature in a close blast 3 put from the tapestry.	
Attack: +7 vs. Reflex	
Hit: the target is blinded and slowed until it is no longer underneath the tapestry.	

ENCOUNTER 5: UNEXPECTED VISITORS STATISTICS (HIGH LEVEL)

Shambling Nexus	Level 8 Controller
Medium natural animate (undead)	XP 350
Initiative +4	Senses Perception +5; dark vision
HP 89; Bloodied 44	
AC 22; Fortitude 21, Reflex 18, Will 19	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
m Slam (standard; at-will) ♦ Weapon	
+13 vs. AC; 2d6 + 5 damage	
Speed of the dead (standard; at-will)	
One undead ally within 5 squares makes a basic attack with a +2 bonus or moves its speed +2 as a free action	
Alignment Unaligned	Languages —
Str 17 (+7)	Dex 10 (+4)
Con 17 (+7)	Int 3 (+0)
	Cha 2 (+0)

Note: She has an intelligence of 12 and speaks Common and Chondathan.

Corpse of Despair (level 8)	Level 8 Brute
Medium natural animate (undead)	XP 350
Initiative +4	Senses Perception +5 darkvision
HP 106; Bloodied 53	
AC 20; Fortitude 21, Reflex 17, Will 18	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
m Slam (standard; at-will) ♦ Necrotic	
+11 vs. AC; 2d8 + 5 damage	
M Crushing Despair (standard; at-will)	
+11 vs. AC; 2d6 + 5 damage, and the target is dazed (save ends)	
Death of Hope ♦ Psychic	
A dazed target hit by the corpse of despair also takes ongoing 5 psychic damage (save ends)	
Alignment Unaligned	Languages -
Str 19 (+8)	Dex 10 (+4)
Con 16 (+7)	Int 2 (+0)
	Cha 1 (-1)

Note: They have an intelligence of 8 and speak Common and Chondathan.

Gravehound (level 7)	Level 7 Brute
Medium natural animate (undead)	XP 300
Initiative +4	Senses Perception +3; low-light vision
HP 94; Bloodied 47	
AC 18; Fortitude 18, Reflex 16, Will 15	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
m Bite (standard; at-will) ♦ Necrotic	
+11 vs. AC; 1d6 + 5 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller	
M Death Jaws (when reduced to 0 hit points) ♦ Necrotic	
The gravehound makes a bite attack against a target within its Reach.	
Zombie weakness	
Any critical hit to the zombie reduces it to 0 hit points instantly.	
Alignment Unaligned	Languages -
Str 16 (+6)	Dex 13 (+4)
Con 14 (+5)	Int 1 (-2)
	Cha 3 (-1)

Pack Zombie	Level 2 Minion Soldier
Medium natural animate (undead)	XP 31
Initiative +5	Senses Perception +0; dark vision
HP 1; a missed attack never damages a minion	
AC 14; Fortitude 14, Reflex 10, Will 11	
Immune disease, poison	
Speed 4	
m Claw (standard; at-will) ♦ Weapon	
+7 vs. AC; 4 damage.	
Pack attack	
A pack zombie gains a +2 bonus to its attack roll if it is adjacent to at least one other pack zombie.	
Lurching Sacrifice (encounter; immediate interrupt)	
This power triggers automatically when a nonminion ally adjacent to a pack zombie is hit by a melee attack. The pack zombie is destroyed and the damage dealt to the ally is reduced by 5.	
Alignment Unaligned	Languages -
Str 14 (+3)	Dex 6 (-1)
Con 10 (+1)	Int 1 (-4)
	Cha 3 (-3)

Tapestry	Single Use Terrain
Standard Action	
Requirement: You must be adjacent to the tapestry.	
Check: Athletics check (DC 13) to pull the tapestry down.	
Success: The tapestry falls.	
Target: Each creature in a close blast 3 put from the tapestry.	
Attack: +9 vs. Reflex	
Hit: the target is blinded and slowed until it is no longer underneath the tapestry.	

ENCOUNTER 5: UNEXPECTED VISITORS MAP

TILE SETS NEEDED

Hidden Crypts x4



DOORS LEAD TO:

A: Azzam's bedroom
B: Bathroom
H: hallway
J: Jade's Room
K: Kitchen
L: Library
S: Sureen's bedroom
P: PC's rooms
c: Lavatory

CREATURES:

M: Mother (Jadyynth)
D1: Daughter (Jade)
D2: Son (Levy)
G: Greyhound (Snout)
P: Puppies (Mutt, Pickles, and Snowball)

FEATURES:

Dotted Lines: Tapestries

ENCOUNTER 6: AZZAM'S CONFESSION

SETUP

Once the PCs defeat the zombies, Azzam comes cowering out of his own bedroom, cradling what's left of his family members. If the party doesn't storm off in pursuit of Sureen and her kidnapper they can find out more about what has been going on.

Azzam is upset - not so much with the death of his family, who he knows return to their mockery of life the next dawn, but because he feels he has yet again be used to trap innocents in the claws of his evil self - the Spellplague Ghost. While he wants to help - and claims so to the PCs - part of him is reluctant to reveal his own part in the story, as he cannot cope with the guilt he feels over so many deaths.

Have the PCs work a bit, either through diplomacy or treats, to get Azzam to talk. However, as the PCs are likely in a hurry, do not draw this out too much. Finally, Azzam explains the following:

- The creature the PCs spotted is not just a ghost. It is an evil fragment of Azzam's soul.
- The 'Spellplague Ghost', as Azzam calls it, broke apart from Azzam during a failed experiment
- The experiment was intended to analyze and even reform a part of the Weave, the old magic system of yore. To accomplish this, Azzam used old notes from an alchemist's book, and created a mighty artifact, the Apparatus.
- The Apparatus is in the tower. Likely, the Spellplague Ghost took Sureen there.
- The door to the tower is locked with an Arcane Barrier, but Azzam can provide the key phrase ('Dweomerheart').
- If the Spellplague Ghost manages to either successfully possess Sureen or use the artifact to drain her energies, he might get enough power to break free from his confinement within this mansion to roam free through the world.
- Azzam only went along with luring Sureen (and the party) here because he thought Sureen would provide enough magical power to restore his family to life and not just to their current undead state.
- The Spellplague Ghost can never truly be destroyed while the mansion is still intact.
- Azzam believes that the Spellplague Ghost can also never truly be destroyed while Azzam himself is still alive. He does not volunteer that

information unless the PCs succeed in a DC 20 Diplomacy check.

During this exchange, Azzam rambles on about how sorry he is and how much he loved his family.

ENDING THE ENCOUNTER

If the PCs move to rescue Sureen, move to Encounter 7. The PCs can freely move through the mansion (including the kitchen), as the ghost does not control the house at this point.

If you want to make things a bit more difficult, you can elect to have the ghost possess the kitchen area when the PCs enter through there (as it is aware of their movement through the house). In that case, run Encounter 8a now. The fight in the kitchen does not count as a delay for the effects in Encounter 7.

If the PCs instead decide to leave Sureen where she is and escape, the ghost notices their attempts to leave and possesses the house to stop them. Continue with Encounter 8b. Note that this approach does mean that the PCs miss encounters, and thus won't gain all the xp for this adventure.

TROUBLE SHOOTING

The PCs might decide that they need to kill Azzam now, if they want to have any chance of defeating the Spellplague Ghost. If they strike out at him, Azzam appears to die. However, just like the Spellplague Ghost can't truly be destroyed while Azzam lives, the same is true the other way around. Azzam recovers later, and still shows up in the Conclusion.

If the PCs kill or ignore Azzam before they get the key phrase to the Arcane Barrier of the tower, they have to break or pick it open. The lock is hard to open (DC 25 Thievery or DC 30 Athletics).

Opening the barrier eventually succeeds, but it incurs a delay that has effect on the fight in Encounter 7.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

Encounter 7: The Apparatus

ENCOUNTER LEVEL 5/7 (1050/1500 XP)

SETUP

This encounter includes the following creatures at low tier:

1 Spellplague Ghost (G)

1 Apparatus (Dark Energy Pillar) (level 8) (A)

Sureen Tevernesta (S)

This encounter includes the following creatures at high tier:

1 Spellplague Ghost (Level 10) (G)

1 Apparatus (Dark Energy Pillar) (level 10) (A)

Sureen Tevernesta (S)

Note: this is area 1 on the map in Appendix I. The party starts outside the room.

They just opened the Arcane Barrier - either with Azzam's password or by using their skills. The latter takes a lot more time.

When the PCs open the door read:

A huge machine dominates this room. It stands over 25 feet tall and is 15 feet wide at the base. A glass globe 10 feet high rests upon a massive tripod made of wood and steel, 15 feet from the floor. The globe encases a spinning ball of sulphur. A network of cold-forged steel tops the sphere.

Two smaller globes, each the height of a man are suspended below the large one. The pair, linked by a narrow glass neck, looks like an hourglass on its side. A 3-foot-wide trap door opens from the bottom of each smaller globe. A steel tubular arch links each smaller globe's to the mother sphere above. Sparks of lightning and dark energy run across the huge machine's surface.

A pillar of dark energy reaches from the top sphere down to the floor. Energy surges occasionally leap from it.

Show the players Handout I.

Sureen's location is marked on the map. She is unconscious and ten feet up in one of the Apparatus' glass spheres.

In one of the suspended spheres lies Sureen, pale and unconscious. In the other one is an incorporeal and twisted likeness of Azzam.

If the party hurried and never wasted time after they found out Sureen had been taken (if they didn't take more than one short rest between Encounter 4 and 7, did not try to escape the mansion first, and did not waste time breaking through the Arcane Barrier) they arrive to find out that the Spellplague Ghost still hasn't been able to possess Sureen.

Otherwise, the Spellplague Ghost linked through the Apparatus with Sureen and has drained away some of her energies already. In this case the Spellplague Ghost has regeneration 5.

The ghostly creature laughs manically as energy moves from Sureen's sphere into his.

When the party starts to enter the room it acts:

The specter pulls a large crystal rod from the machine. He phases through the bottom of his sphere to hover a few inches above the floor.

He looks at you and says: "Do you really think you have any chance of stopping me now?"

FEATURES OF THE AREA

Illumination: The area is brightly lit from all the magical energies leaping all around the Apparatus.

The Apparatus: This machine is hanging above the battlefield. To reach Sureen a PC adjacent to the dark energy pillar has to make a climb or jump check (DC 10 Athletics) to reach her trapdoor, which can then be entered without any trouble. Aside from a small part of the machine (at the top of the energy pillar, reachable in melee when a creature stands next to it) the apparatus is near indestructible.

The machine has an aura that affects the entire room. Whenever a power with the psychic or charm keyword hits, the attacker can augment his attack by sacrificing some of his life force to the Apparatus. If that is done, the attack deals +2d6 additional psychic damage, but the attacker takes the same amount of damage as well (which cannot be prevented in any way).

Dark Energy Pillar: This pillar is underneath the machine and is a trap the party has to deal with if they want to rescue Sureen from her sphere. The area of effect is indicated with a dotted line. The stairs are safe.

The top of the pillar is the vulnerable part of the Apparatus - most of the rest of it, despite looking fragile, is near invulnerable.

SCALING THE ENCOUNTER:

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

Fours PCs: Decrease the level of the Spellplague Ghost by 1: -1 to attack and to all defenses, -16 to hit points.

Six PCs: Increase the level of the Spellplague Ghost by 1: +1 to attack and all defenses, +16 to hit points.

TACTICS

The first thing the Spellplague Ghost does is to activate *fire shield* to gain resistance against fire and cold attacks. He then uses his *fiery burst* power, hoping to set everyone in the room on fire. When the Spellplague Ghost has no one possessed he uses an action point to try to possess someone who appears to have a low Will defense – or if that is hard to determine, at striker.

When he has someone possessed, he uses that person's at-will attacks against the party, unafraid to have his vessel killed by its former friends.

He does not possess Sureen during the fight, as she has no offensive abilities that he can use.

Note: The Spellplague Ghost is spellscarred. Remember that as a result PCs with a spellscar suffer from their *spellscarred susceptibility* when attacked by the ghost (they suffer a -2 penalty to all defenses and saving throws). Similarly the ghost is susceptible against attacks from those PCs.

ENDING THE ENCOUNTER

When defeated, the Spellplague Ghost slowly expands into an enormous shadow, darkening the walls, expanding until it encompasses the entire mansion. A DC 15 Arcana check is enough to figure out that the shadow possesses the mansion. It may be hard to get out, though it doesn't look like it is an immediate threat.

The party can elect to take a short rest at this point. Among the wreckage, they find Azzam's notes. These contain his diary (Handout II), as well as a list of events of the last 87 years that he collected (Handout III). These should help PCs understand the enormity of what Azzam did, and how long he has been imprisoned since.

Once the PCs have dealt with the books have them notice the following:

The Apparatus, now shattered, starts to glow. A blue light shimmers in the largest glass sphere, taking the form of a gigantic pointing hand. As it expands, the globe shatters.

The Apparatus was trapping an entity in the largest sphere and destroying it has set the otherworldly creature free.

A telepathic message reaches your mind.

“My gratitude, mortals. You have set me free. Weak I am, and dying, but free. Little I can do to aid. Yet, I may reward you with the gift of lore, as I gave them in life. Ask, and I may answer.”

Despite its claim, the entity can answer only a few questions.

If any of the PCs have quest card “In Slumber Remain”, and they fulfilled the other two tasks, the creature can answer the question for the third task (remind players of the possibility).

The following questions it can answer:

- **About himself:** I was once in service to Azuth, Lord of Spells, who in turn served Mystra, Lady of Mystery, goddess of magic. I was dying when I was trapped, as both my master, and his mistress, were destroyed long ago through treachery.
- **About Azzam or the Spellplague Ghost:** The mortal Azzam Krystel trapped me to satisfy his own morbid curiosity. When he did not like my answer to his impertinent question, he dabbled with the nature of the universe itself, trying to use this Apparatus in ways it was not meant to function. He suffered for it, splitting himself in two.
- **About Azzam's Question:** He asked if Mystra will return.
- **About the Apparatus:** It is a machine that separates souls, twisting good into evil. It was first created long ago, in a long lost land. Yet it may be older than that still. Azzam tried to use the machine to change the laws of magic, but failed.
- **About the Sleeping Titan (“Where does the sleeping Titan lie?”):** Even now, others seek to open the conflagration of souls. In doing so, they mean to wake that which should in slumber remain. The Darkturret key can wake or seal the icy prison of the dawn titan entombed within a glacier in Fimbrul. If you are to become involved, you will need to get to Darkturret and from there, to Fimbrul.
- **About Sureen:** She was touched by the darkest of magic. Shadow, gone wild. Yet I see a destiny in her, if only she learns to deal with her pain, when the Lady in Flames finds the Way of the Lash.
- **About Mystra (“Will Mystra return?”):** Some say there is life after death. But for gods? For us? Who can say? I can feel that Mystra will not be back. I am the last of the old ways. The last of

the Weave. Soon, I will die, and then it will be all gone. Forever.

Once the questions are answered, the spirit dissipates.

Sureen can be woken up during the short rest. Even if she “died” in this encounter she regenerates back to life. She can move on her own but is slow.

As the PCs decide to leave the room, read:

A last blast of crackling energy suddenly strikes out at Sureen from the Apparatus’ remains. Sureen’s eyes fog over and she screams. Blue spellfire bursts from her, setting the building on fire with blue flames.

The party can’t put out the unnatural fire even if they try. The flames spread across the room in 1 round, dealing 1d6 fire damage per round.

EXPERIENCE POINTS

The characters receive 210/300 experience points each for successfully defeating the Spellplague Ghost and overcoming the Apparatus.

TREASURE

The crystal rod that was used to control the Apparatus is sprouting similar shards as Sureen. It has some magical residue left, but not enough to power the Apparatus. The rod is in fact a *rod of malign conveyance* +2. It looks valuable on its own but with these shards it might fetch a pretty price to the right collector.

ENCOUNTER 7: THE APPARATUS STATISTICS (LOW LEVEL)

Spellplague Ghost	Level 8 Elite Controller
Medium shadow humanoid (undead, spellscarred)	XP 700
Initiative +12 Senses Perception +9; darkvision, spellplague sense HP 114; Bloodied 57 AC 20; Fortitude 16, Reflex 18, Will 19; -2 against attacks from spellscarred creatures Immune disease, poison; Resist insubstantial Saving Throws +2 (except against attacks from spellscarred creatures) Action Points 1 Speed 6, fly 6 (hover); phasing	
m Grave touch (standard; at-will) ♦ Necrotic, Plaguetouched +12 vs. Fortitude; 2d6 necrotic damage.	
M Ghostly possession (standard; recharge 6) ♦ Charm, Plaguetouched Target must be a living humanoid; +12 vs. Will; the Spellplague Ghost enters the target's space and is removed from play, and the target is dominated (save ends). The ghost can use this power against only one creature at a time. When the target is no longer dominated, or when the ghost chooses to end its ghostly possession (a free action), the ghost reappears in a square of its choice adjacent to the target.	
C Thunder wave (standard; at-will) ♦ Thunder, Plaguetouched Close blast 3; +12 vs. Fortitude; 1d6 +4 damage, and the target is pushed 1 square.	
Fire Shield (minor action; encounter) ♦ Fire, Plaguetouched The Spellplague Ghost gains resist 10 cold and resist 10 fire until the end of the encounter. Whenever a creature makes a melee attack against the ghost, that creature takes 2d6 + 4 fire damage. No creature can take this damage more than once per turn.	
M Thunderstaff (immediate interrupt, when an enemy moves with 2 squares; daily) ♦ Thunder, Plaguetouched Reach 2; +12 vs. Fortitude; 2d6 + 4 damage, and the target is Deafened and dazed until the end of the Spellplague Ghost's next turn. <i>Miss</i> : half damage, and the target is deafened until the end of the Spellplague Ghost's next turn. <i>Effect</i> : The target is pushed 5 squares.	
Staff of defense (immediate interrupt, when hit by an attack; encounter) The Spellplague Ghost gains a +2 bonus to defense against the attack.	
Trapbound The Spellplague Ghost cannot voluntarily move outside Krystel Mansion	
Spellplague Sense The Spellplague Ghost knows when a plaguechanged or spellscarred creature is within 5 squares of him.	
Alignment Evil	Languages Common, Infernal
Skills Bluff +13, Arcane +10	
Str 10 (+4)	Dex 18 (+8) Wis 11 (+4)
Con 14 (+6)	Int 18 (+8) Cha 16 (+7)
Equipment staff, robes	

Note: The Spellplague Ghost is a trap haunt with the wizard template. If the PCs wasted time getting to the tower, the ghost has regeneration 5.

The Apparatus (Dark Energy Pillar)	Level 8 Blaster Trap
Trap	XP 350
<i>This pillar of dark energy sometimes lashes out with an energy surge</i> Perception	
♦ DC 14: Just before a character enters the pillar's attack area, the character notices that the pillar moves slightly as if it reacts to the PCs' movement.	
♦ DC 19: The character notices a group of warding runes on the base of the apparatus.	
Additional Skill: Arcana	
♦ DC 19: The character realizes that the pillar is made with the help of magic, and it might be dangerous or even animate in nature.	
♦ DC 22: An arcane check to detect magic sees an arcane aura that surrounds the trap (3 squares in every direction) and recognizes that this might be a trigger aura for an effect.	
Trigger When an enemy enters the magical aura radiating 3 squares around the pillar, the pillar animates and attacks that creature with the following attack, but as an immediate reaction instead of a standard action. Then roll for the statue's initiative. It acts each round on that turn, until no creature is within its trigger area. Initiative +2.	
Attack	Necrotic
Immediate Reaction or Standard Action or Opportunity Action or Free Action	Melee 3
Target: One creature Attack: +11 vs. Reflex Hit: 1d8 + 5 damage, and the target is restrained and takes ongoing 5 necrotic damage.	
Special: The pillar can have only two creatures restrained at one time, and if two are restrained, it cannot make another attack until it releases a creature or a creature escapes. The pillar can release a creature from being restrained at any time with a free action.	
Countermeasures	
♦ A restrained character can use an escape action (DC 19 Acrobatics / Athletics check) to free himself and end the necrotic damage.	
♦ As a standard action, a creature adjacent to the pillar can disrupt the controlling enchantment with a DC 14 Thievery or Arcana check. Doing so renders the pillar inert until the start of that creature's next turn and causes the statue to release any creatures it currently has restrained. If this check fails by 5 or more, the statue can instead make the above attack against the creature, but as an opportunity attack instead of a standard action.	
♦ Succeeding on a complexity 1 skill challenge (4 successes before 3 failures) using either Thievery or Arcana successfully disables the statue. The characters disabling the pillar must be adjacent to it. Each attempt takes a standard action, and with each failure, the pillar can make an attack as a free action against the failing creature (if it already had two creature restrained, it releases one before this attack)	
♦ The pillar has AC 10, Reflex 10, Fortitude 20 and hp 120. When it is reduced to 0 hit points, the trap is destroyed.	

ENCOUNTER 7: THE APPARATUS STATISTICS (HIGH LEVEL)

Spellplague Ghost (level 10)	Level 10 Elite Controller
Medium shadow humanoid (undead, spellscarred)	XP 1000
Initiative +13 Senses Perception +10; darkvision, spellplague sense HP 133; Bloodied 66 AC 22; Fortitude 18, Reflex 20, Will 21; -2 against attacks from spellscarred creatures Immune disease, poison; Resist: insubstantial Saving Throws +2 (except against attacks from spellscarred creatures) Action Points 1 Speed 6, fly 6 (hover); phasing	
m Grave touch (standard; at-will) ♦ Necrotic, Plaguetouched +14 vs. Fortitude; 2d6 + 1 necrotic damage.	
M Ghostly possession (standard; recharge 6) ♦ Charm, Plaguetouched Target must be a living humanoid; +14 vs. Will; the Spellplague Ghost enters the targets space and is removed from play, and the target is dominated (save ends). The ghost can use this power against only one creature at a time. When the target is no longer dominated, or when the ghost chooses to end its ghostly possession (a free action), the ghost reappears in a square of its choice adjacent to the target.	
C Thunder wave (standard; at-will) ♦ Thunder, Plaguetouched Close blast 3; +14 vs. Fortitude; 1d6 +5 damage, and the target is pushed 1 square.	
Fire Shield (minor action; encounter) The Spellplague Ghost gains resist 10 cold and resist 10 fire until the end of the encounter. Whenever a creature makes a melee attack against the ghost, that creature takes 2d6 + 5 fire damage. No creature can take this damage more than once per turn.	
M Thunderstaff (immediate interrupt, when an enemy moves with 2 squares; daily) ♦ Thunder, Plaguetouched Reach 2; +14 vs. Fortitude; 2d6 + 5 damage, and the target is deafened and dazed until the end of the Spellplague Ghost's next turn. <i>Miss</i> : half damage, and the target is deafened until the end of the Spellplague Ghost's next turn. <i>Effect</i> : The target is pushed 5 squares.	
Staff of defense (immediate interrupt, when hit by an attack; encounter) The Spellplague Ghost gains a +2 bonus to defense against the attack.	
Trapbound The Spellplague Ghost cannot voluntarily move outside Krystel Mansion	
Spellplague Sense The Spellplague Ghost knows when a plaguechanged or spellscarred creature is within 5 squares of him.	
Alignment Evil	Languages Common, Infernal
Skills Bluff +14, Arcane +11	
Str 10 (+5)	Dex 18 (+9) Wis 11 (+5)
Con 14 (+7)	Int 18 (+9) Cha 16 (+7)
Equipment staff, robes	

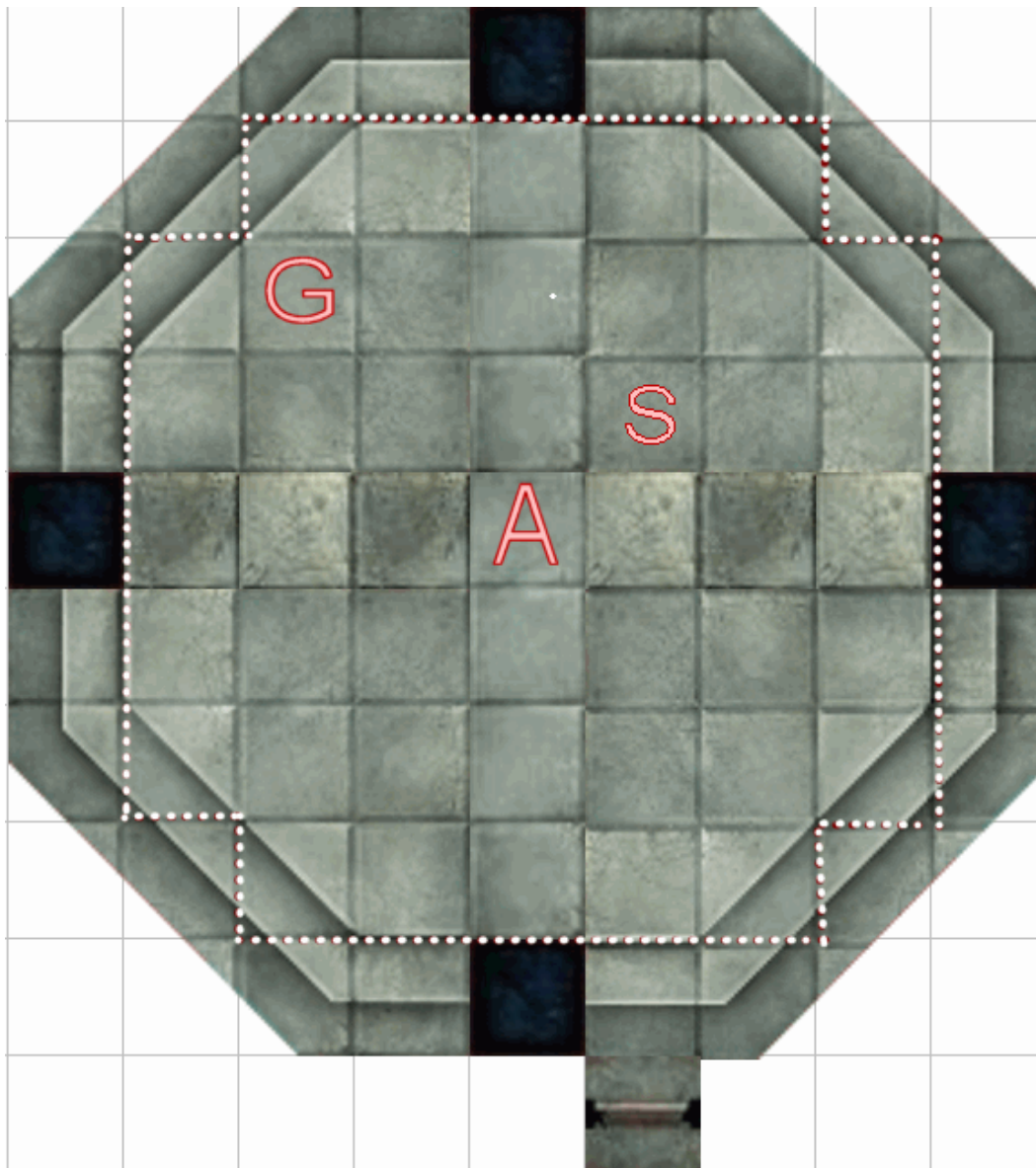
Note: The Spellplague Ghost is a trap haunt with the wizard template. If the PCs wasted time getting to the tower, the ghost has regeneration 5.

The Apparatus (Dark Energy Pillar)	Level 10 Blaster Trap
<i>This pillar of dark energy sometimes lashes out with an energy surge</i> Perception	
♦ DC 16: Just before a character enters the pillar's attack area, the character notices that the pillar moves slightly as if it reacts to the PCs' movement.	
♦ DC 21: The character notices a group of warding runes on the base of the apparatus.	
Additional Skill: Arcana	
♦ DC 21: The character realizes that the pillar is made with the help of magic, and it might be dangerous or even animate in nature.	
♦ DC 24: An arcane check to detect magic sees an arcane aura that surrounds the trap (3 squares in every direction) and recognizes that this might be a trigger aura for an effect.	
Trigger When an enemy enters the magical aura radiating 3 squares around the pillar, the pillar animates and attacks that creature with the following attack, but as an immediate reaction instead of a standard action. Then roll for the statue's initiative. It acts each round on that turn, until no creature is within its trigger area.	
Initiative +2.	
Attack	Necrotic
Immediate Reaction or Standard Action or Opportunity Action or Free Action	Melee 3
Target: One creature Attack: +13 vs. Reflex Hit: 1d8 + 5 damage, and the target is restrained and takes ongoing 5 necrotic damage.	
Special: The pillar can have only two creatures restrained at one time, and if two are restrained, it cannot make another attack until it releases a creature or a creature escapes. The pillar can release a creature from being restrained at any time with a free action.	
Countermeasures	
♦ A restrained character can use an escape action (DC 21 Acrobatics / Athletics check) to free himself and end the necrotic damage.	
♦ As a standard action, a creature adjacent to the pillar can disrupt the controlling enchantment with a DC 16 Thievery or Arcana check. Doing so renders the pillar inert until the start of that creature's next turn and causes the statue to release any creatures it currently has restrained. If this check fails by 5 or more, the statue can instead make the above attack against the creature, but as an opportunity attack instead of a standard action.	
♦ Succeeding on a complexity 1 skill challenge (4 successes before 3 failures) using either Thievery or Arcana successfully disables the statue. The characters disabling the pillar must be adjacent to it. Each attempt takes a standard action, and with each failure, the pillar can make an attack as a free action against the failing creature (if it already had two creature restrained, it releases one before this attack)	
♦ The pillar has AC 10, Reflex 10, Fortitude 22 and hp 140. When it is reduced to 0 hit points, the trap is destroyed.	

ENCOUNTER 7: THE APPARATUS MAP

TILE SETS NEEDED

Hidden Crypts x2



CREATURES:

G: Spellplague Ghost

A: Dark Energy Pillar (manifestation of the Apparatus)

S: Sureen (10 feet up)

ENCOUNTER 8A: IF YOU CAN'T TAKE THE HEAT...

ENCOUNTER LEVEL 1/2 (425/550 XP)

This encounter includes the following traps at the low tier:

1 Flame Jet Trap (level 6) (S)

1 Whirling Blades Automatons (level 4) (W)

This encounter includes the following traps at the high tier:

1 Flame Jet Trap (S)

1 Whirling Blades Automatons (level 5) (W)

When you run this encounter, the ghost has taken control of the mansion, either because the PCs defeated it (in Encounter 7), or they are perceived as a threat. You can elect to run this encounter before Encounter 7. In that case, this fight does not count towards the delay.

When the party enters the kitchen read the following:

You enter a large kitchen. In one corner is a stove and along the walls are cabinets and drawers filled with enough utensils to prepare food for a small army.

As soon as someone moves forward and passes in front of a stove the fire jet trap traps trigger. The control panel is above the stove next to the door (marked with a C on the map). Read the following:

Suddenly there is all sorts of activity around you. The door of the stove opens and the fire burning inside it flares up. It's almost as if the stove itself is spitting fire.

As soon as someone passes near the west side of the room the spinning blades appear. The area marked W is the origin of the blades (the dotted line shows their initial attack area). Read the following:

Kitchen drawers all around open on their own and knives, forks and cleavers start to fly out, gathering in a huge ball of spinning sharp metal.

FEATURES OF THE AREA

Illumination: The area is lit the fires burning in the stoves.

Stoves: The stoves are blocking terrain, but can be climbed with a move action. The stove surface is unstable and slippery with grease. A creature standing

or moving on a stove needs to make a DC 15 Acrobatics checks or fall off, ending prone in front of the stove.

Doors: The doors to the dining area or corridor (if the PCs come from the tower) are magically locked. They can be opened with a successful DC 15 Thievery, Arcana or Athletics check.

The doors to the tower (if the PCs came from the corridor) are barred with an Arcane Barrier. They can be opened with a successful DC 25 Thievery or Arcana, or a DC 30 Athletics check.

TACTICS

The trap and automatons follow a routine. The stoves belch every round at their initiative whether there are people in front of them or not. The blades move about at random (the exact path is up to you) and slash at everyone in their path.

The blades do not slash at the stoves, but the fire of the stoves can hit the blades. Because the blades fly about, they can fly over the stoves.

Closing the stoves: If the party lack someone trained in thievery to deal with the stoves, they can try to close the stoves with force. The stoves are too big to really damage, but PCs can use force to wrench the stoves shut.

The stove doors: AC 16, other defenses 13; hp 55; resist 5 all. Wrecking the doors closes the stoves and prevents them from firing into the kitchen.

ENDING THE ENCOUNTER

The PCs can go north (room 1), east (room 3) or south (room 14). Don't forget that the tower is originally barred with an Arcane Barrier, and the other doors have Arcane Locks on them.

If the PCs take a short rest at this time, they earn one failure for the skill challenge in Encounter 8b.

EXPERIENCE POINTS

The characters receive 85/110 experience points each for successfully defeating or getting past the traps.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 8A: IF YOU CAN'T TAKE THE HEAT STATISTICS (LOW LEVEL)

Flame Jet (level 6)	Level 6 Blaster
Trap	XP 250
<i>Two hidden nozzles let loose a blast of flame</i>	
Trap:	
When the trap is triggered, two hidden nozzles in the walls (the stoves) attack each round on their initiative.	
Perception	
DC 17: The character notices the nozzles	
DC 21: The character notices the hidden control panel	
Initiative +5	
Trigger	
When a character enters the blast area of one of the flame jets, it makes its first attack as an immediate reaction. It then rolls initiative, attacking each round.	
Attack	
Immediate Reaction or Standard Action	Close blast 3
Target: All creatures in blast	
Attack: +9 vs. Reflex	
Hit: 3d6 + 4 fire damage and ongoing 5 fire damage	
Miss: Half damage, no ongoing damage.	
Countermeasures	
♦ Thievery DC 17: An adjacent character can disable one flame jet with a successful check.	
♦ Thievery DC 21: A character can engage in a skill challenge to deactivate the control panel. Complexity 1 (4 successes before 3 failures). Success disables the trap. Failure causes the control panel to explode (close blast 3, 3d6 + 4 damage to all creatures in blast) and the trap remains active.	

Whirling Blades Automatons (level 4)	Level 4 Skirmisher
Small natural animate (blind, construct)	XP 175
Initiative +8 Senses Perception +0; blindsight	
HP 50; Bloodied 25	
AC 18; Fortitude 16, Reflex 18, Will 14	
Immune disease, knocked prone, poison	
Speed 5	
C Whirling Blades (standard; at-will)	
Close burst 1; +8 vs. AC; 1d6 + 3 damage, and the automaton can shift 1 square for each target it hits up to 3 squares.	
C Remove Mark (minor; at-will)	
Close burst 5; +7 vs. Will; the target's mark is removed from the whirling blade automaton.	
C Bladed Destruction (when reduced to 0 hp)	
The whirling blade automaton explodes, launching blades in all directions. Close burst 5; +8 vs. AC; 1d10 + 1 damage.	
Alignment Unaligned	
Str 14 (+4)	Dex 19 (+6)
Con 10 (+2)	Int 2 (-2)
Languages -	
Wis 6 (+0)	
Cha 2 (-2)	

ENCOUNTER 8A: IF YOU CAN'T TAKE THE HEAT STATISTICS (HIGH LEVEL)

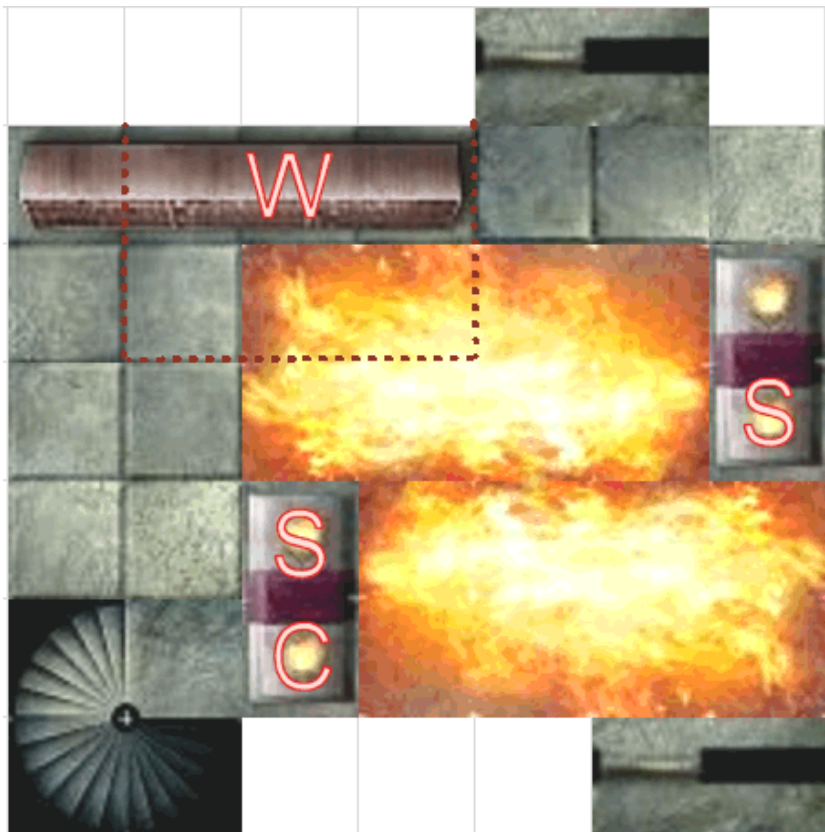
Flame Jet	Level 8 Blaster
Trap	XP 350
<i>Two hidden nozzles let loose a blast of flame</i>	
Trap:	
When the trap is triggered, two hidden nozzles in the walls (the stoves) attack each round on their initiative.	
Perception	
DC 19: The character notices the nozzles	
DC 23: The character notices the hidden control panel	
Initiative +5	
Trigger	
When a character enters the blast area of one of the flame jets, it makes its first attack as an immediate reaction. It then rolls initiative, attacking each round.	
Attack	
Immediate Reaction or Standard Action	Close blast 3
Target: All creatures in blast	
Attack: +11 vs. Reflex	
Hit: 3d8 + 4 fire damage and ongoing 5 fire damage	
Miss: Half damage, no ongoing damage.	
Countermeasures	
♦ Thievery DC 19: An adjacent character can disable one flame jet with a successful check.	
♦ Thievery DC 23: A character can engage in a skill challenge to deactivate the control panel. Complexity 1 (4 successes before 3 failures). Success disables the trap. Failure causes the control panel to explode (close blast 3, 3d8 + 4 damage to all creatures in blast) and the trap remains active.	

Whirling Blades Automatons (level 5)	Level 5 Skirmisher
Small natural animate (blind, construct)	XP 200
Initiative +9 Senses Perception +1; blindsight	
HP 58; Bloodied 29	
AC 19; Fortitude 17, Reflex 19, Will 15	
Immune disease, knocked prone, poison	
Speed 5	
C Whirling Blades (standard; at-will)	
Close burst 1; +9 vs. AC; 1d6 + 4 damage, and the automaton can shift 1 square for each target it hits up to 3 squares.	
C Remove Mark (minor; at-will)	
Close burst 5; +8 vs. Will; the target's mark is removed from the whirling blade automaton.	
C Bladed Destruction (when reduced to 0 hp)	
The whirling blade automaton explodes, launching blades in all directions. Close burst 5; +9 vs. AC; 1d10 + 2 damage.	
Alignment Unaligned	Languages -
Str 14 (+5)	Dex 19 (+7) Wis 6 (+1)
Con 10 (+3)	Int 2 (-1) Cha 2 (-1)

ENCOUNTER 8A: IF YOU CAN'T TAKE THE HEAT MAP

TILE SETS NEEDED

Arcane Corridors x2



Traps:

W: Whirling Blades origin/control panel

S: Stoves

C: Control panel of both stoves

ENCOUNTER 8B: RUN!

SKILL CHALLENGE LEVEL 4/6, COMPLEXITY 1 (175/250 XP)

See Appendix II and III for a keyed map of the mansion and descriptions of the rooms.

This encounter can also be used when the PCs decide to leave the mansion (possibly without trying to retrieve Sureen) or decide to start investigating it early. Use the scenes you need depending on the PCs' actions. The way out is either through the front door (Area 6, which triggers a combat with the crawling gauntlets in Encounter 9A), by breaking a window in the atrium (Area 9, which triggers a combat with the bloodthorn vines in Encounter 9B), or by breaking through a room in a bedroom or the cellar.

The fire is only present if they defeated the Spellplague Ghost in Encounter 7 ignore references to fire if that did not happen.

If the party didn't take a short rest after Encounter 7, lower all skill DC's by 2 to reflect the fact that the Spellplague Ghost's hold on the Mansion isn't complete yet.

The party has to escape the mansion (as magical fire threatens to consume them) and the mansion itself tries to stop them from escaping. This is a series of scenes, which leads the party from room to room combined in an overall skill challenge.

The group is most likely together at the beginning of the encounter. The PCs can split up and make their own way through the mansion, use common sense when they do this. Don't let one PC make all the checks and then have all the PCs arrive at Encounter 9 but instead try to have a logical succession per scene.

Keep the action flowing, making sure you keep the fire on the PCs trail until the skill challenge is over

SKILL CHALLENGE: ESCAPE FROM THE HAUNTED MANSION

Goal: The PCs escape from Krystel Mansion, ahead of the fire

Complexity: 1 (4 successes before 3 failures, but see below)

Primary Skills: Acrobatics, Athletics, Diplomacy, Intimidate, Endurance

Victory: The PCs are able to make their way through the mansion ahead of fire, and arrive at encounter 9a or 9b.

Defeat: The PCs still make it to Encounter 9a or 9b, but are delayed. The fire effects in Encounter 9a or 9b start at beginning of round 1 instead of round 3.

This skill challenge ends when the PCs reach area 11 or area 13 or get outside, regardless of how many successes or failures they accumulate. If, by the time they reach either room, they have not accumulated three failures, they succeed on the challenge (even if they have not accumulated four successes).

Use the map in Appendix II to track the PCs progress, and to determine the scenes as they unfold below. The areas are numbered according to the rooms on the map. Not all areas have events.

AREA 1: TOWER

This room is covered in Encounter 7, and is where the PCs start after their fight with the Spellplague Ghost.

From here, the PCs can move towards area 2.

The tower is a closed of area and has no windows - the ones that were there originally were bricked in long ago to create an undisturbed workspace.

AREA 2: KITCHEN

This room is described in Encounter 8a. If the PCs take a short rest after their fight with the traps they earn one failure for the skill challenge.

From here, the PCs can move east to the dining room (area 3), or south to the corridor (area 7).

The few narrow windows here are too small to allow a small or larger creature to squeeze through. If all PCs somehow manage to get through these windows anyway (i.e. by making themselves tiny or through teleporting), end the skill challenge, and run Encounter 9b, using the plants around the estate rather than the ones in the arboretum.

Stairs lead down to a basement cellar (Area 2B).

AREA 2B: BASEMENT CELLAR

The cellar is empty except for a small window, fortified with heavy iron bars. Use an improvised version of the challenge in area 7a if PCs try to break through the window to get outside. Opening the window and bending its bars does not yet lend freedom. PCs still need to get through the window:

Acrobatics DC 12/13 (1 success, no maximum)

You squirm your way through the window. On a failure, you get stuck, and it takes considerable time to pry you loose.

Once they are outside, run Encounter 9b, using the plants around the estate rather than the ones in the arboretum.

AREA 3: DINING ROOM

In the middle of this large room is a huge dining table. In the corner is a cosy fireplace, in front of it a dog's sleeping basket.

At the table are the shimmering images of a woman and girl, preparing a meal. A similarly spectral boy and dog are at play near the fireplace.

The PCs can easily recognize the woman and children as those of their hosts.

As soon as the PCs enter the room, the haunts move towards the PCs, to invite them over for dinner. If the PCs decline, they block their path and attempt to grasp them. The haunts cannot harm the PCs, but they can impede the PCs and block the exits. Likewise, the PCs cannot harm the haunts - attacks pass through them.

The PCs need two successes to get the haunts to step aside. Alternately, the PCs can step through the haunts - which requires an Endurance check.

Bluff DC 12/13 (1 success, 2 maximum)

You promise to return to have dinner with them later.

Diplomacy DC 17/18 (1 success, 2 maximum)

You politely refuse to have dinner with them at this time, or convince the haunts of their true nature.

Endurance DC 12/13 (no successes)

You step through the haunts. Failing this check grants a failure on the skill challenge and causes the PC to be immobilized (save ends).

Intimidate DC 17/18 (1 success, 2 maximum)

You attempt to scare the haunts into letting you through.

Religion DC 12/13 (no successes)

You use your knowledge of the undead to get an edge. This grants +2 bonus to the next Diplomacy or Intimidate check.

Turn Undead (2 successes, 2 maximum)

Channel Divinity: turn undead or a similar power chases the haunts away. No attack rolls are necessary in this way, though the power is expended and cannot be used in the combat in Encounter 9a.

The PCs can take either the door on the southwest to the bathroom (area 4) or the southeast to the storage room (area 5).

If the PCs try the windows (which the haunts initially also seek to block) they find them fortified with

heavy iron bars. Use an improvised version of the challenge in area 7b if PCs try to break through the windows to get outside. Once they are outside, run Encounter 9b, using the plants around the estate rather than the ones in the arboretum.

AREA 4: BATHROOM

A quickly expanding puddle of water lies between the sink and the bathtub. It slowly turns dark red and vicious, like blood.

The pool is an illusion, but looks very real - it is sticky and slippery, and hurrying through it requires some quick navigation. Those who fall end up covered in the fluid, and getting up again is incredibly difficult due to its the illusory effects.

There are three exits from the bathroom: to the dining room (area 3), the hallway (area 6), and the corridor (area 7).

Perception DC 12/13 (no successes)

When moving slowly it is possible to see the spots on the floor which still can be safely stepped on, which grants a +2 bonus on Acrobatics checks.

Insight DC 12/13 (no successes)

You realize that the puddle isn't real, it's only an illusion and you can walk through the room without any danger at all. Informing anyone else of the illusion grants a non-cumulative +2 bonus on future Insight checks. This opens up the use of Arcana.

Arcana DC 17/18 (trained only, 1 success, 1 maximum, only available after a successful insight check)

You use your mastery of the arcane arts to dispel the illusion of the slippery puddle. Once this succeeds, everyone can pass through safely.

Acrobatics DC 12/13 (1 success, no maximum)

You quickly move across the puddle and manage to retain your footing. On a failure, you lose your balance and fall prone, taking precious time to get up again.

Athletics DC 12/13 (1 success, no maximum)

You jump across the puddle. On a failure, you fall prone, taking precious time to get up again. The running start for a jump is calculated in the DC.

Athletics DC 17/18 (1 success, no maximum)

You aid someone else by carrying them as you jump across the puddle. On a failure, you and the one you are

carrying fall prone, taking precious time to get up again. The running start for a jump is calculated in the DC.

Teleport (no successes)

You attempt to teleport over the pool. You need a teleport of 3 or more to get over the pool.

Anyone can notice the book that lies on a small table next to the bathtub. Azzam liked to do some reading while soaking in the tub. The book is in fact a ritual book of Dark Light (this is the same as the book found in the library, there will be only one book present).

AREA 5: STORAGE ROOM

This room contains just about anything imaginable which could be used in or around the house.

There are two exits from the storage room: to the dining room (area 3) and the hallway (area 6).

When a PC enters brooms, garden supplies, provisions and all kinds of wares etc. start to pour down from their shelves and try to land on the PCs. They can only be dodged or slammed aside, or the PC needs to simply take the hit.

PCs should realize they have to get through this quick. They can pull back or wait, but this earns them one failure, and the wares keep piling until they effectively block the other door, forcing the PCs to use Area 9.

Acrobatics DC 12/13 (1 success, no maximum)

You dodge through the falling wares. On a failure, you are hit and get buried under a series of falling items. You lose one healing surge as you crawl your way out.

Athletics DC 12/13 (1 success, 1 maximum)

You shoulder yourself through the falling wares. On a failure, you get buried under a series of falling items. You lose one healing surge as you crawl your way out.

Endurance DC 12/13 (1 success, 1 maximum)

You are hit everywhere by falling items, but shrug of the assault. On a failure, you get buried under a series of falling items. You lose one healing surge as you crawl your way out.

Endurance DC 17/18 (when shielding someone, 1 success, 1 maximum)

You try to shield someone else to get through the library unharmed, taking hits for both people.

On a failure, you are knocked prone under a series of attacks. You lose one healing surge, and the person

you shielded must make a DC 12/13 Endurance check to get out unscathed.

Teleport (no successes)

You attempt to teleport through. You need a teleport of 3 or more to get through.

AREA 6: HALLWAY

The PCs reach one possible way out. This ends the skill challenge. Continue with Encounter 9A.

AREA 7: CORRIDOR

A moaning sounds as you enter the corridor. It slowly rises up to a wail. Barrages of emotions overwhelm you: fear, anger and hate seek to possess you.

The mental assault attempts to turn the PCs back or to turn them crazy. Each PC is stunned as they are overwhelmed by negative emotions. They can turn the tide by relying on their intellect, wisdom, or force of personality (use Intimidate).

Only let a character roll once - on a failed roll, a PC does eventually snap out of it, it merely takes much longer.

Arcana or Religion DC 12/13 (1 success, 1 maximum)

You reason with yourself, finding logical ways or using edicts of your faith to dispel the emotions.

Diplomacy DC 17/18 (only when no longer affected, no successes)

You reason with another PC, letting him realize that the emotions are not real. This can undo one failure in the challenge.

Insight DC 12/13 (1 success, 1 maximum)

You realize that the emotions you and others are experiencing are not real.

Intimidate DC 12/13 (1 success, 1 maximum)

You channel your own fury to shrug the negative feelings out of your system.

At the end the party can take the door east to the hallway (area 7b), or go further south to the door leading towards the library (area 8). The PCs can also try the bathroom (area 4) or any of the bedrooms (areas 10-15).

AREA 7B: DOOR TO THE HALLWAY (AREA 11)

This door is fortified by magic and iron. It is quite hard to open, and need two successes before it budes.

This scene can also be used when the PCs try to get out through one of the fortified windows in the cellar, dining room or bedrooms.

Arcana DC 17/18 (1 success, 1 maximum)

You dispel the arcane lock on the door or window.

Athletics DC 17/18 (1 success, 2 maximum)

You attempt to break open the door or window.

Dungeoneering DC 12/13 (no successes)

You determine the architectural design of the door or window. This grants a +2 bonus on the next Thievery check.

History or Religion DC 17/18 (no successes)

You find traces of a symbol on the door (seven stars encircling a wisp of mist) that signifies Mystra, the long-dead deity of magic. This helps identify the nature of the arcane lock and grants a +2 bonus on the next Arcana check.

Thievery DC 12/13 (1 success, 1 maximum)

You pick the lock or unhinge a window.

After this the party can go to area 6 (or outside if they break through a window).

AREA 8: LIBRARY

This room is filled top to bottom with bookcases. Lining the walls and standing in the middle of the room.

When the PCs enter the books start flying out from the shelves, raking them with paper cuts and slamming them with hardbound covers. They can only be dodged or slammed aside, or the PC needs to simply just take the hit.

Acrobatics DC 12/13(1 success, no maximum)

You dodge through the flying books. On a failure, you are hit and knocked prone under a series of attacks. You lose one healing surge as you crawl your way out.

Athletics DC 12/13 (1 success, 1 maximum)

You shoulder yourself through the flying books. On a failure, you are knocked prone under a series of attacks. You lose one healing surge as you crawl your way out.

Endurance DC 12/13 (1 success, 1 maximum)

You are hit everywhere by books and paper cuts, but shrug off the assault. On a failure, you are knocked

prone under a series of attacks. You lose one healing surge as you crawl your way out.

Endurance DC 17/18 (when shielding someone, 1 success, 1 maximum)

You try to shield someone else to get through the library unharmed, taking hits for both people.

On a failure, you are knocked prone under a series of attacks. You lose one healing surge, and the person you shielded must make a DC 12/13 Endurance check to get out unscathed.

Teleport (no successes)

You attempt to teleport through. You need a teleport of 5 or more to get through unscathed.

Note: One rather expensive looking book lands near the outer door, where it falls silent. This is in fact a ritual book of Dark Light (this is the same as the book found in the bathroom, there is only one book present).

The opposing door leads to area 9.

AREA 9: ARBORETUM

The PCs reach one possible way out. This ends the skill challenge. Continue with Encounter 9B.

AREA 10 -15: BEDROOMS

The bedrooms do not pose a specific danger. They all contain standard furniture (beds, closets). The windows are fortified with heavy iron bars.

Use an improvised version of the challenge in area 7a if PCs try to break through the windows to get outside. Once they are outside, run Encounter 9b, using the plants around the estate rather than the ones in the arboretum.

ENDING THE ENCOUNTER

Completing the skill challenge takes the PCs to Encounter 9a (from Area 6) or 9b (from Area 9). If the PCs break through a window or leave through the basement, run Encounter 9b.

If the PCs succeed at the skill challenge, they escape before the fire catches up with them.

If the PCs fail, the fire catches up with them, making the combat at Encounter 9a or 9b harder.

EXPERIENCE POINTS

The characters receive 35/50 experience points for successfully completing the skill challenge.

TREASURE

A ritual book of Dark Light can be found in area 6 or 8.

ENCOUNTER 9A: CLAWING YOUR WAY OUT

ENCOUNTER LEVEL 2/4 (600/825 XP)

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

- 1 crawling claw swarm (S)
- 5 crawling claws (C)
- 1 gibbering head (H)

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

- 1 crawling claw swarm (level 6) (S)
- 4 crawling gauntlets (level 4) (C)
- 1 gibbering head (level 9) (H)

When the PCs open the door leading into the corridor read:

The door leading out of this mansion is at the end of the hallway.

Lining the sides of the walls are suits of ornamental armor.

When all PCs have entered the room read:

The suits of armor through the entire corridor start to shake. The gauntlets detach themselves from the rest of the armor and fall on the floor. The armors fall apart on the floor, releasing more dismembers hands. Those jump up on their finger tips and scurry across the floor. The pole holding up one of the armors still stand, a severed head mounted on top of it.

This is what is left of the Spellplague Ghost previous victims.

FEATURES OF THE AREA

Illumination: Unless the party brings his own source of light, the area is dark.

Suits of Armor: The collapsed suits of armor are considered hindering terrain.

Niches: Due to the collapsed suits of armor, these also are considered hindering terrain.

The exit door: The door is locked and barred. It can either be opened by:

- 2 successful Thievery checks (one for each lock) at DC 17/18.
- 2 successful Athletics checks to bash it down at DC 17/18. The first check opens it far enough for a small sized creature to squeeze through. A check result of 22/23 opens it far enough in a

single attempt for a medium sized creature to pass through.

- The door can be attacked (AC 15/17 Fortitude and Reflex defenses 13/15 Will can not be targeted, hit points 50, resist 5 to all damage)

Chandelier: A large chandelier hangs above the area. Loosing the chain that holds it up can drop it from above. The chain is accessible from the area next to the door to the library. See the chandelier stat block for mechanics.

The gauntlets are mindless, and do not use the chandelier, but the ghost-possessed house can, and drops it on the start of the 2nd round (or afterwards) if any PCs are below it and it has not been dropped already.

The Burning Building: If the PCs defeated the Spellplague Ghost in Encounter 7 the building has been set on fire. If the PCs failed the skill challenge in Encounter 9, all events start 2 rounds earlier:

- In round 3 of the combat smoke starts to pour into the room. This causes light concealment in the entire area
- In round 4 the walls of the area are on fire, causing 1d6/1d6+1 fire damage to all creatures that make contact with them. If a creature is forcefully moved far enough that there would have been enough movement left to take them past a wall by a push or slide assume that they get slammed into a burning wall (a save prevents slamming in the wall but knocks a creature prone).
- In round 5 burning pieces part of the ceiling collapses. Make an attack against everyone in the area room:

Falling debris

Attack: +7/+9 vs. Reflex

Critical Hit : the creature becomes trapped underneath the debris and is immobilized (save ends)

Hit: 1d6/1d6 +2 damage and 1d4 fire damage, and the target is knocked prone.

Miss: half damage.

Effect: all squares in the area become difficult terrain.

- From round 6 onward the smoke becomes much thicker (heavy concealment) whenever someone takes damage, he must make a DC 20 Endurance check at the end of his turn or loose a healing surge.
- Also in round 6, the entire area is set ablaze (1d6/1d6+1 fire damage per round).

TACTICS

The gauntlets and head are near mindless. They pick a target to gang up on, and focus their attack on it, trying to swarm it.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PC present

Four PCs: Remove the crawling claw swarm

Six PCs: Add another crawling claw swarm

ENDING THE ENCOUNTER

The PCs make it out of the mansion. Continue with Encounter 10.

EXPERIENCE POINTS

The characters receive 120/165 experience points each for defeating the crawling claws. Award half experience points if they failed.

TREASURE

One of the pair of gauntlets turns out to be a pair of *gauntlets of the ram*. Note that this is the same as the pair found in encounter 9B, it is only present in one of the encounters in case the party does both.

ENCOUNTER 9A: CLAWING YOUR WAY OUT STATISTICS (LOW LEVEL)

Crawling Claw	Level 1 Minion
Tiny natural animate (undead)	XP 25
Initiative +3	Senses Perception +0; tremor sense
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 11, Reflex 13, Will 10	
Immune disease, poison; Resist 5 necrotic	
Speed 6, climb 4	
m Jumping Claw (standard; at-will)	
+3 vs. Reflex; 2 damage.	
Digit slide (encounter; move)	
The crawling claw shifts up to 8 squares.	
Hampering Claws	
A creature that starts its turn adjacent to three or more crawling claws is slowed until the start of its next turn.	
Alignment Unaligned	Languages -
Skills Stealth +8	
Str 3 (-4)	Dex 16 (+3)
Con 13 (+1)	Int 3 (-4)
	Cha 6 (-2)

Crawling Claw Swarm	Level 4 Soldier
Medium natural animate (swarm, undead)	XP 175
Initiative +7	Senses Perception +5; tremor sense 10
Swarm Attack aura 1; the crawling claw swarm makes a swarm of claws attack as a free action against any enemy that starts its turn within the aura	
HP 53; Bloodied 26	
AC 20; Fortitude 15, Reflex 17, Will 14	
Immune disease, poison; Resist half damage from melee and ranged attack; Vulnerable 10 against close and area attacks	
Speed 8, climb 4	
m Swarming Claws (standard; at-will)	
+9 vs. Reflex; 1d8 + 5 damage, and the target is immobilized.	
Alignment Unaligned	Languages -
Str 15 (+4)	Dex 16 (+5)
Con 13 (+3)	Int 3 (-1)
	Cha 6 (+0)

Gibbering Head	Level 7 Blaster
Trap	XP 300
Trap: This cursed head scours its target's mind for memories that it incorporates into horrifying psychic treats.	
Perception	
♦ DC 19: The character notices that the head twitches, and its lips move every so often.	
Trigger	
When a character comes within 2 squares of it, the head begins to gibber and yell, and it attacks.	
Attack	
Immediate reaction	Close burst 2
Target: Each living creature in burst.	
Attack: +10 vs. Will	
Hit: 2d10 psychic damage. After the initial attack, the gibbering head repeats the attack each round as a standard action at an initiative count one higher than the highest PC initiative count	
Countermeasures	
♦ The head can be destroyed. It has AC 10, Fortitude 5, Reflex 10 and 50 hit points. It is immune to necrotic damage and has vulnerability 10 radiant.	

Chandelier	Single Use Terrain
Standard Action	
Check: From a distance, to sever or loosen the rope or chain holding the chandelier aloft, make a ranged attack (the chandelier's defenses are 9); Alternatively, you can spend a standard action to cut the rope while adjacent to either the chandelier or the rope or chain keeping it aloft.	
Success: The chandelier falls to the ground and smashes to pieces.	
Target: Each creature in an area burst 1 beneath the chandelier.	
Attack: +7 vs. Reflex	
Hit: 2d8 + 2 damage.	
Miss: half damage.	
Effect: the area where the chandelier fell becomes difficult terrain.	

ENCOUNTER 9A: CLAWING YOUR WAY OUT STATISTICS (HIGH LEVEL)

Crawling Gauntlet (level 4)		Level 4 Minion
Tiny natural animate (undead)		XP 44
Initiative +6 Senses Perception +3; tremor sense 10		
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 18, Reflex 19, Will 14		
Immune disease, poison; Resist 10 necrotic		
Speed 8, climb 4		
m Jumping Claw (standard; at-will)		
+4 vs. Reflex; 7 damage.		
Digit slide (encounter; move)		
The crawling claw shifts up to 8 squares.		
Anchoring Claws		
A creature that starts its turn adjacent to three or more crawling Claws is immobilized until the start of its next turn.		
Alignment Unaligned		Languages -
Str 7 (+0)	Dex 18 (+6)	Wis 12 (+3)
Con 15 (+4)	Int 3 (-2)	Cha 10 (+2)

Crawling Claw Swarm (level 6)		Level 6 Soldier
Medium natural animate (swarm, undead)		XP 250
Initiative +8 Senses Perception +1; tremor sense		
Swarm Attack aura 1; the crawling claw swarm makes a swarm of claws attack as a free action against any enemy that starts its turn within the aura		
HP 69; Bloodied 34		
AC 22; Fortitude 18, Reflex 19, Will 16		
Immune disease, poison; Resist half damage from melee and ranged attack; Vulnerable 10 against close and area attacks		
Speed 8, climb 4		
m Swarming Claws (standard; at-will)		
+11 vs. Reflex; 1d8 + 6 damage, and the target is immobilized.		
Alignment Unaligned		Languages -
Str 15 (+5)	Dex 16 (+5)	Wis 10 (+3)
Con 13 (+5)	Int 3 (-1)	Cha 6 (+1)

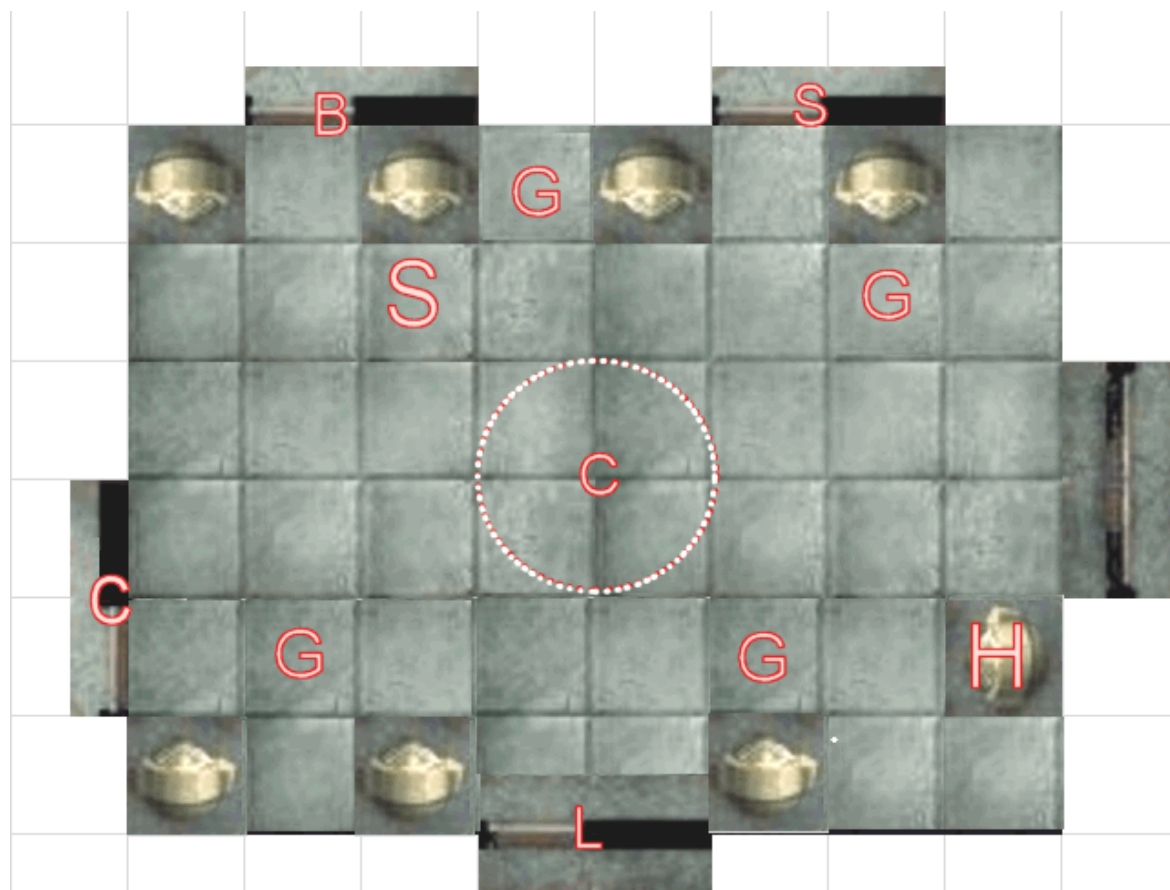
Gibbering Head (level 9)		Level 9 Blaster
Trap		XP 400
Trap: This cursed head scours its target's mind for memories that it incorporates into horrifying psychic treats.		
Perception		
♦ DC 20: The character notices that the head twitches, and its lips move every so often.		
Trigger		
When a character comes within 2 squares of it, the head begins to gibber and yell, and it attacks.		
Attack		
Immediate reaction		Close burst 2
Target: Each living creature in burst.		
Attack: +12 vs. Will		
Hit: 2d10 + 1 psychic damage. After the initial attack, the gibbering head repeats the attack each round as a standard action at an initiative count one higher than the highest PC initiative count		
Countermeasures		
♦ The head can be destroyed. It has AC 12, Fortitude 7, Reflex 12 and 60 hit points. It is immune to necrotic damage and has vulnerability 10 radiant.		

Chandelier	Single Use Terrain
Standard Action	
Check: From a distance, to sever or loosen the rope or chain holding the chandelier aloft, make a ranged attack (the chandelier's defenses are 11); Alternatively, you can spend a standard action to cut the rope while adjacent to either the chandelier or the rope or chain keeping it aloft.	
Success: The chandelier falls to the ground and smashes to pieces.	
Target: Each creature in an area burst 1 beneath the chandelier.	
Attack: +9 vs. Reflex	
Hit: 2d8 + 3 damage.	
Miss: half damage.	
Effect: the area where the chandelier fell becomes difficult terrain.	

ENCOUNTER CLAWING YOUR WAY OUT MAP

TILE SETS NEEDED

Hidden Crypts x1 (but replace markers for armor)



DOORS LEAD TO:

B: bathroom

C: corridor

L: Library

S: Storage Room

CREATURES:

H: Gibbering Head

G: crawling Gauntlets/Crawling Claw

S: Crawling Claw Swarm

FEATURES:

C: Chandelier

ENCOUNTER 9B: BECOMING ENTWINED

ENCOUNTER LEVEL 2/4 (600/825 XP)

This encounter includes the following creatures at low tier:

2 **bloodthorn vines** (level 4) (B)

1 **greenwise vine** (level 6) (G)

This encounter includes the following creatures at high tier:

2 **bloodthorn vines** (level 4) (B)

2 **greenwise vine** (level 6) (G)

This encounter can also be run if the PCs left the mansion by breaking through a window. In that case, plants right outside the mansion attack the PCs. The fire may still be a hazard, though it is easier for the PCs to get away.

Otherwise, this fight takes place in the Arboretum. In that case, read:

In front of you, behind the glass outer wall on the other side of this plant filled room you can see your destination...the outside world.

When the PCs step through the doorway (or the windows) read:

As you pass through, the plants closest to you animate, their vines twisting, trying to warp them selves around you.

FEATURES OF THE AREA

Plants: All squares contain plants in this area and are considered hindering terrain.

Exit: The exit from the garden is an iron gate, behind the statue. The gate is locked and chained. It can either be opened by:

- 2 successful Thievery checks (one for the lock and one for the chain) at DC 17/18
- 2 successful Athletics checks to bash it down at DC 21/22. The first check breaks the lock. The second breaks the chain. Note that this can be combined with Thievery.
- The lock and chain can be attacked (AC 20/22 Fortitude and Reflex defenses 18/20 Will can not be targeted, hit points 20 (lock) and 30 (chain), resist 5 to all damage).

The Glass Panes: An opening can either be created by:

- Two successful Thievery checks at DC 17/18
- 2 successful Athletics checks to bash it down at DC 17/18. The first check shatters a pane big enough for a small sized creature to squeeze through. A check result of 22/23 opens it far enough for a medium sized creature to pass through.
- The glass can be attacked (AC 11/13, Fortitude and Reflex 9/11 Will can not be targeted, hit points 50. Vulnerability 5 against melee attacks). The first 30 points of damage breaks a pane big enough for a small sized creature to squeeze through. Another 30 point of damage creates enough room for a medium sized creature.

Plants: Plants are difficult terrain and provide concealment to ranged attacks.

Rubble: The loose stones and rubble are difficult terrain. A creature that is pushed or pulled in this area must make a save or be knocked prone.

Statue: The statue is blocking terrain and cannot be moved. It depicts a gracious woman holding a vase from which flows water.

The Burning Building: If the PCs defeated the Spellplague Ghost in Encounter 7 the building has been set on fire. If the PCs failed the skill challenge in Encounter 9, all events start 2 rounds earlier:

- In round 3 of the combat smoke starts to pour into the room. This causes light concealment in the entire area
- In round 4 the walls of the area are on fire, causing 1d6/1d6+1 fire damage to all creatures that make contact with them. If a creature is forcefully moved far enough that there would have been enough movement left to take them past a wall by a push or slide assume that they get slammed into a burning wall (a save prevents slamming in the wall but knocks a creature prone).
- In round 5 burning pieces part of the glass dome collapses. Make an attack against everyone in the area room:

Falling debris

Attack: +7/+9 vs. Reflex

Critical Hit: the creature becomes trapped underneath the debris and is immobilized (save ends)

Hit: 1d6/1d6 +2 damage and 1d4 fire damage, and the target is knocked prone.

Miss: half damage.

Effect: all squares in the area becomes difficult terrain.

- From round 6 onward the smoke becomes much thicker (heavy concealment). Whenever someone takes damage, he must make a DC 20 Endurance check at the end of his turn or lose a healing surge.
- Also in round 6, the entire area is set ablaze (1d6/1d6+1 fire damage per round).

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PC present

Four PCs: Change the greenwise vine to a bloodthorn vine

Six PCs: Change one bloodthorn vine to a greenwise vine

ENDING THE ENCOUNTER

The PCs make it out of the mansion. Continue with Encounter 10.

EXPERIENCE POINTS

The characters receive 120/165 experience points each for defeating the vines. Note that at high level there is an over cap of 5 experience points per PC, which you can use if the PC lost xp due to failing the skill challenge.

TREASURE

At the base of the statue next to some gardening tools is a pair of gardening gloves that turn out to be a pair of *gauntlets of the ram*. Note this is the same as the pair found in Encounter 9A, it is only present in one of the encounters in case the party does both.

ENCOUNTER 9B: BECOMING ENTWINED STATISTICS (LOW AND HIGH LEVEL)

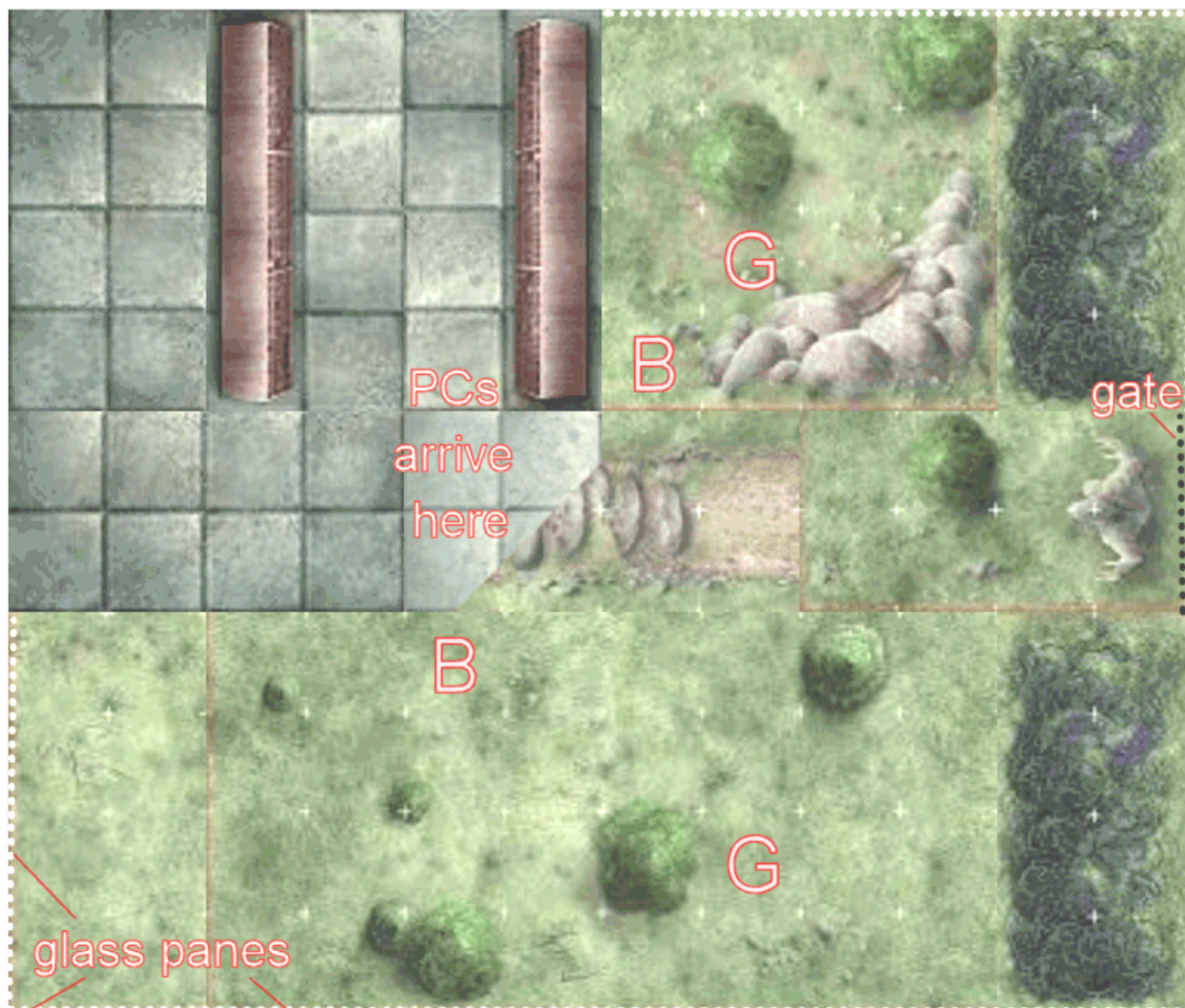
Bloodthorn Vine (level 4)		Level 4 Soldier
Medium natural beast (plant)		XP 175
Initiative +4 Senses Perception +4; blindsight 10		
HP 58; Bloodied 29		
AC 20; Fortitude 17, Reflex 14, Will 16		
Speed 5 (forest walk)		
m Striking Vine (standard; at-will)		
+11 vs. AC; 1d8 + 6 damage.		
M Impaling Thorn (recharges when the bloodthorn vine doesn't have a creature grabbed; standard) ♦ Healing		
The vine impales the targets flesh with a thorn; +9 vs. Fortitude; 1d8 + 5 damage; and the target is grabbed. Sustain Standard; the vine sustains the grab, the target takes 2d8 + 5 damage, and the vine regains 5 hit points.		
Pulling Vines (minor; at-will)		
The bloodthorn vine shifts 1 square, pulling any creature grabbed by it into a space adjacent to it.		
Alignment Unaligned		Languages —
Str 17 (+5)	Dex 10 (+2)	Wis 14 (+4)
Con 17 (+5)	Int 2 (-2)	Cha 6 (+0)

Greenvise Vine (level 6)		Level 6 Soldier
Large natural beast (plant)		XP 250
Initiative +3 Senses Perception +5; blindsight 10		
HP 75; Bloodied 37		
AC 22; Fortitude 20, Reflex 16, Will 18		
Speed 4 (forest walk)		
m Striking Vine (standard; at-will)		
+13 vs. AC; 1d10 + 6 damage.		
M Ensnaring Vine (encounter; at-will)		
Reach 4; +9 vs. Reflex; 1d10 + 6 damage, and the target is grabbed.		
M Vise Bite (minor; recharges when no creature is affected by this power)		
Targets a creature grabbed by the greenvise vine; +10 vs. Fortitude; 2d4 damage, and the target is restrained and takes ongoing 5 damage (save ends both).		
Pulling Vines (minor; at-will)		
The bloodthorn vine shifts 1 square, pulling any creature grabbed by it into a space adjacent to it.		
Alignment Unaligned		Languages -
Str 19 (+7)	Dex 10 (+3)	Wis 14 (+5)
Con 19 (+7)	Int 2 (-1)	Cha 6 (+1)

ENCOUNTER 9B: BECOMING ENTWINED MAP

TILE SETS NEEDED

Ruins of the Wild x1



CREATURES:

B: Bloodthorn Vine

G: Greenwise Vince

ENCOUNTER 10: CONCLUSION

The party has made it out of the mansion. Read or paraphrase the following if they escaped with Sureen.

A faint noise can be heard coming from the burning mansion. It turns out to be Azzam, coughing in the doorway.

He looks up and yells: "I will repent for what I did. I will make sure the Evil that was inside me stays gone forever. And who knows, maybe the Gods will grant me my dearest desire now and let me spend eternity with my loving family."

He then turns around and walks back into the burning building.

PCs who desire to 'save' Azzam can rush back in and drag him out of the house. They may need to knock him out or tie him up to prevent him running back in again. If they leave him to sacrifice himself, continue with the following:

A few short moments later the house collapses with an earthshaking crash.

Is it just a trick of your imagination or does the smoke and flying ash really form the outline of a smiling creature flying towards the skies at the same moment?

Read or paraphrase the following if they escaped without Sureen:

A maniacal laughter can be heard coming from the building echoing through the countryside. A sinister shadow spreads around the building and seems to widen to envelop the surrounding countryside as well.

If the PCs search the building, they eventually find Sureen among the debris. She is dazed and stuck, but her regeneration has fully healed her. The PCs can easily dig her out. From Azzam or his family they find no trace.

If the PCs leave without Sureen, she digs herself out, and eventually finds her own way.

Without too much difficulty the PCs make it to the Abbey of the Sword in Daggerdale. There they meet the wood elf Mishell Nymonen (who they may have met before in DALE1-4) who introduces them to some of the priests of the Abbey. They ask the party to tell their story.

If all PCs earlier played DALE1-2 *Blades for Daggerdale*, the dwarf Dorrington and the halfling woman Elyan are also present to meet with Sureen. The meeting is awkward for a few moments, until Sureen steps forward and hugs Elyan, to the halfling's surprise.

If the party succeeded in defeating the Apparatus in Encounter 7 and brought along the crystal rod with the shard still attached (or brought some of the shards if they broke them off) one of the priests asks to see the rod, which is sprouting the shards. After a quick examination he tells the party that they are infused with powerful magic residue and it's easy to alter them into various magic items. As an additional reward he offers to do this for the PCs if they wish to do so. The options the PCs can choose from are:

- Arrows, where the arrowheads are small slivers of the crystal (consumable, 1 *forbiddance* bolt)
- A dagger or blade made almost entirely from one big crystal shard with a metallic handle. (*quicksilver blade* +2 / *incisive dagger* +2).
- A spear, where the spear head is made from one of the bigger crystal fragments (*totemic spear* +2)
- A holy symbol devoted to Tempus, or one of his exarches: Uthgar, Valkur, or the Red Knight (*fist of Kord* +2).
- An amulet, by smoothing some of the edges, drilling a hole in it and attaching a necklace to it (*amulet of double fortune* +2).

If any of the PCs accept his offer they earn story **DALE23 Fragment of the Crystal Rod**.

If the PCs escaped the mansion along with Sureen they receive **DALE22 Escaped the Haunted Mansion**. If PCs have not yet story award **DALE12**, this story award counts as having received that story award. This allows them to continue or start the quest to rejoin Sureen with her former adventure companions (if PCs have not yet received this quest, Sureen asks the PCs to look for them).

If they failed to bring Sureen with them when they escaped the mansion they receive **DALE24 Haunt of Krystel House**.

If the party saved Azzam, he is morose, but otherwise appears unhurt. As they part, they notice how his skin now shows wrinkles, and his hair has started to turn gray.

TREASURE

The PCs may choose to have a magic item made for them from the list given above. If PCs instead buy a magic item this adventure (following the rules from the CCG), they can instead opt to have that item imbued with the shard's magic.

Have the players note the item that was invested with a piece of the rod on their log sheet.

CONCLUDING THE ADVENTURE

If the party escaped the mansion with Sureen: The party says their goodbye's to a thankful Sureen. They gain 25/45 minor quest xp for making it out of the haunted mansion and delivering Sureen to her destination and receive the rest from their payment (50 / 75 gp).

If the left Sureen in the Mansion but later retrieved her: The party makes it to the rendezvous point and tells what happened. They receive the other half of the promised pay. They don't receive the minor quest xp, and earn Sureen's and Mishell's disfavor for initially leaving her behind.

If the party failed to bring Sureen along on their escape from the mansion: The party makes it to the rendezvous point and tells what happened. They get to keep their initial payment but don't receive the other half of the promised pay or the minor quest xp.

They may learn later that a farmer, who took her to the Abbey, found Sureen.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 5: Unexpected Visitors

165 / 290 XP

Encounter 7: The Apparatus

210 / 300

Encounter 8a: If You Can't Stand the Heat...

85 / 110 XP

Encounter 8b: Run!

35 / 50 XP

Encounter 9a: Crawling Your Way Out

120 / 165 XP

Encounter 9b: Becoming Entwined

120 / 165 XP

Minor Quest: Escaping the Mansion with Sureen

25 / 45 XP

Total Possible Experience

640 / 960 XP

Gold per PC

100 / 150 gp

(Encounter 1: 50 / 75 gp, Encounter 10: 50 / 75 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 that spends more gold than

he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *quicksilver blade +2** (low-level version only) (level 7; *Adventurers Vault 2*)

Found in Encounter 10

Bundle B: *rod of malign conveyance +2** (level 8; *Adventurers Vault*)

Found in Encounter 7

Bundle C: *amulet of double fortune +2** (level 7; *Adventurers Vault 2*)

Found in Encounter 10

Bundle D: *gauntlets of the ram* (level 8; *Player's Handbook*)

Found in Encounter 9a or 9b

Bundle E: *totemic spear +2** (level 7; *Adventurers Vault 2*)

Found in Encounter 10

Bundle F: *fist of Kord +2** (level 8; *Adventurers Vault*)

Found in Encounter 7

Bundle G: *incisive dagger +2** (high-level version only) (level 9; *Adventurers Vault 2*)

Found in Encounter 10

Bundle H: *ritual book of Dark Light** (level 4; *Forgotten Realms Player's Guide*)

Found in Encounter 8

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 *forbiddance bolt +2** plus 0 / 90 gp to their rewards from this adventure. The player should write the consumable gained on their adventure

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

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125/215 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

DALE22 Escaped the Haunted Mansion

You made it out of the Krystel Mansion. When telling your haunting tale this story is sure to get you a free drink when told late at night at a cozy fire. This puts you in favor with Sureen Tevernesta and Mishell Nymonen and their allies.

In addition, if you have not yet earned it, this story counts as if you earned **DALE12 Byar's Seven**. You found Sureen Evereska, who belonged to an adventuring group, known as Byar's Seven. They consisted of:

- **Byar**, a well-known male adventurer. Current whereabouts unknown.
- **Dorring Brightaxe**, a honorable male dwarven fighter, and Elyan's best friend.
- **Lubeq**, a nobleman warrior, who fell to shadows. Missing.
- **Sureen Tevernesta**, a female half-elf cleric of Malar. You managed to rescue her unconscious body from a group of ettercaps.
- **Mikon Nazhan**, a male human wizard with a fascination for fire. Now dead.
- **Ainell**, Mikon's apprentice (a female human who seemed smarter than her mentor). Dragged off by unspeakable horrors. Missing ever since.
- **Swift Elyan**, female halfling.

Besides Sureen, only Elyan, Dorring, and Byar survived their last adventure. You are tasked to find out and confirm what happened to them. This either starts or continues the Major Quest: Byar's Seven. If this adventure starts the quest, it continues in *DALE1-2 Blades of Daggerdale*.

DALE23 Fragment of the Crystal Rod

You own a magic item that is partly composed from a shard that grew on a crystal rod that used to control a Spellplague empowered artifact. Note on your logsheet which item was composed of it.

You noted how the item vibrates softly or glows a soft blue when in the presence of a creature or location affected by the Spellplague, such as Sureen Tevernesta.

DALE24 Haunt of Krystel House

You made it out of Krystel mansion but you left Sureen behind. The Spellplague Ghost was able to gain enough energy from her to permanently break free of his restraints and is now free to travel the Dalelands.

This puts you in disfavor with Sureen Tevernesta and Mishell Nymonen and their allies.

ADVENTURE QUESTIONS

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

1. Did the party escape with Sureen?

- a. Yes
- b. No, they left her behind
- c. No, they never made it out of the mansion
- d. No, they tried to kill her

2. Was the Apparatus destroyed?

- a. Yes
- b. No, the party left it intact or had to flee
- c. No, they never encountered it

3. Was the Spellplague Ghost destroyed?

- a. Yes
- b. No, the party had to flee
- c. No, they never encountered it

4. What happened to Azzam?

- a. He sacrificed himself
- b. He was killed by the party
- c. The party dragged him out of the house and took him with them
- d. Unknown, as the party fled the house without destroying the ghost

5. Did any of the party choose to take an item made from a fragment of the crystal rod?

- a. Yes
- b. No

NEW RULES

Forbiddance Bolt

Level 9+

Lvl 9 +2 160 gp
Lvl 14 +3 800 gp
Lvl 19 +4 4,200 gp

Ammunition:

Enhancement: Attack rolls and damage rolls

Property: when you hit an enemy with an attack using this ammunition, that enemy can't teleport until the end of its next turn, and no creature can teleport to a space within 2 squares of that target until the end of its next turn.

Totemic Spear

Level 2+

Lvl 2 +1 520 gp
Lvl 7 +2 2,600 gp
Lvl 12 +3 13,000 gp
Lvl 17 +2 65,000 gp
Lvl 22 +2 325,000 gp
Lvl 27 +2 1,625,000 gp

Weapon: Spear

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Shamans can use this weapon as an implement for shaman powers and shaman paragon path powers.

Property: You can target any enemy within 2 squares of your spirit companion with attacks that have a range of "Melee spirit."

Fist of Kord

Level 8+

Lvl 3 +1 680 gp
Lvl 8 +2 3,400 gp
Lvl 13 +3 17,000 gp
Lvl 18 +2 85,000 gp
Lvl 23 +2 425,000 gp
Lvl 28 +2 2,125,000 gp

Implement: Holy Symbol

Prerequisite: You must worship Kord (Tempus or one of his exarchs in the Forgotten Realms)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 lightning damage per plus

Property: When you hit with an attack delivered by this implement, you gain a bonus to damage rolls with melee weapon attacks equal to the holy symbol's enhancement bonus until the end of your next turn. (This bonus stacks with any enhancement bonus of the weapon delivering the attack.)

Incisive dagger

Level 9+

Lvl 9 +2 4,200 gp
Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp
Lvl 24 +5 525,000 gp
Lvl 29 +6 2,625,000 gp

Weapon: Dagger

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You can use this power as a focus when performing a travel ritual that involves creating or moving through portals. You can add the dagger's enhancement bonus as an item bonus to any skill checks related to the ritual performance.

Property: When you use a teleportation power, the distance you can teleport increases by a number of squares equal to the dagger's enhancement.

Power (Daily, teleportation): Minor action. You teleport 5 squares.

Quicksilver Blade

Level 2+

Lvl 2 +1 520 gp
Lvl 7 +2 2,600 gp
Lvl 12 +3 13,000 gp
Lvl 17 +2 65,000 gp
Lvl 22 +2 325,000 gp
Lvl 27 +2 1,625,000 gp

Weapon: Light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You add an item bonus to initiative checks equal to the blade's enhancement bonus.

Power (Daily,): Free action. *Trigger:* You score a critical hit with this weapon. *Effect:* You gain a move action that you must use before the end of your turn.

Amulet of Double Fortune

Level 2+

Lvl 2 +1 520 gp
Lvl 7 +2 2,600 gp
Lvl 12 +3 13,000 gp
Lvl 17 +2 65,000 gp
Lvl 22 +2 325,000 gp
Lvl 27 +2 1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: When you score a critical hit, you make a saving throw against one effect that a save can end. You gain an item bonus to that saving throw equal to the amulet's enhancement bonus

Rod of Malign Conveyance

Level 3+

Lvl 3 +1 680 gp
Lvl 8 +2 3,400 gp
Lvl 13 +3 17,000 gp
Lvl 18 +2 85,000 gp
Lvl 23 +2 425,000 gp
Lvl 28 +2 2,125,000 gp

Implement: Rod

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: On a critical hit you teleport the target a number of squares equal to the rod's enhancement bonus.

Power (Daily, Teleportation): Move Action. Teleport yourself, an ally within 5 squares of you, and an enemy within 5 squares of you each a number of squares equal to the rod's enhancement bonus.

Dark Light Ritual

Level: 4

Category: Exploration

Time 1 minute

Duration 1 day

Component cost: 30 gp

Market price: 150 gp

Key skill: Arcane (no check)

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

The Dark light ritual creates a ball of shadows that floats with you as you walk. It sheds dim light within 6 squares around it. In it's light, you can see everything clearly. Only creatures within the light's radius can see the Dark Light ball or the dim light it creates. Vision within the Dark Light effect is in black and white, and color variations appear in shades of gray.

APPENDIX I: NPCs AND LOCATIONS

This section lists information the PCs can gather about locations and NPCs in this adventure. Apply this where necessary.

Streetwise checks represent instant knowledge the PCs gained through interaction with locals prior to the adventure's start. If PCs actually take time to gather info they gain a +2 bonus on their checks.

PCs from the Dalelands region gain a +2 bonus on their skill checks to know any of the information listed under Lady Addee Ulphor, the Pendant of Ashaba or the Abbey of the Sword.

SUREEN TEVERNESTA

Sureen is an auburn haired half elf with green eyes that stare vacantly in the distance. Mirror like shards riddle her body. She is wearing a simple but sturdy gown that in many places is pierced, exposing the shards that pierce her skin. Her hand is clenching as if she is biting back her pain.

Note: there are no stats for Sureen as she is a non-combatant. If needed, assume that Sureen has AC 17, Fort 15, Ref 17, Will 19, 54 hp, and regeneration 5.

A character knows the following information about Sureen with a successful Streetwise check. Lady Addee Ulphor, Yeleda Manádaur, or Sureen provide this information when asked:

DC 15: Sureen is a Malarite priestess. She was once part of an adventurer band - the Byar's Seven.

DC 20: Sureen originally belonged to a Hunt - a group of Malarites - who hunted game for small villages near the Galena Mountains, north of the Moonsea. The band was a vicious one, but they kept the villagers fed and their hunts were limited to game. It is unknown why Sureen left the Hunt, and she doesn't tell.

DC 25: The band set out about a year ago to investigate a dungeon under Semberholme. Sureen was affected by a powerful surge of wild magic when she destroyed a magic mirror that sealed a portal in that dungeon. The effects are similar to what the Spellplague did - though it is not a true spellplague effect.

Due to the effect, she continuously grows mirror like fragments from her skin. These cause intense pain, but also regenerate all other wounds she has. She regenerates even from mortal wounds.

DC 28: Sureen wears a non-magical necklace with a pearl. This is a gift from a man named Byar, her former lover, who is yet missing.

DC 30: Since the ordeal, Sureen has had doubts about her formerly violent way of life. She has not

turned from Malar, but is considering how to turn her faith in a new direction.

PCs who have a spellscar can detect Sureen as a plaguechanged creature.

A character who investigates Sureen's body may learn the following:

- Sureen heals any damage (other than the shards in her body) remarkably fast. She has regeneration 5, which even works when she is at or below 0 hp.
- If a PC pulls hard on a shard, it breaks off, and a new one grows in place within a minute.
- The shards are non-magical (PCs who played DALE1-4 may notice that this has changed).

LADY ADDEE ULPHOR

Lady Addee is a sturdy woman, short but broad and well built. She has dark brown eyes and brown hair with a spot of gray around the ears.

She dresses in an ankle-length gown with a solid cloth shoulder-cloak. She wears breeches and men's leather boots under her gowns. A silver crescent moon hangs from a silver chain around her neck.

A character knows the following information about Lady Ulphor with a successful History or Streetwise check:

DC 10: Lady Addee Ulphor is the ruler of Shadowdale, as the pendant she wears testifies.

DC 12: Lady Ulphor is human, though her first name and her eyes bespeak elven blood in her past.

DC 15: She is swift-witted, has a superb memory for names and faces, is conservative and apt to be disapproving of new ways and manners (though not prim), and can be quite sharp-tongued when she wants to be.

DC 20: Lady Ulphor is not much charmed of the sage Elminster, and disapproves of those who "goes to strange places, does strange things, indulges in whimsy, and doesn't keep quiet about it, so that he puts odd ideas into the heads of folk and it all leads to tumult and upset." On the other hand, she has been friends for a long time with Yeleda Manádaur.

DC 22: She's a good cook, physically active and not afraid of hard work.

YELEDA MANÁDAUR

Yeleda Manádaur is a female half-elf with long blond tresses and fair skin. She has grey eyes and heavy

eyebrows. Only the few wrinkles around her eyes indicate she has seen quite a few summers.

A character knows the following information about Yeleda Manádaur with a successful Streetwise check:

DC 15: Yeleda Manádaur is a resident of Shadowdale. She lives on Silverhand farm, where she leads the farm's staff.

DC 20: She is a person with a minor talent for magic. She is also one of the farm's most outgoing persons. Her friendship with Addee Ulphor goes back a long time, before the lady mayor received the Pendant of Ashaba.

DC 25: Yeleda works for Elminster, but her exact relation to him is unknown. Besides caring for the farm and keeping nosy people away, she also maintains the former shrine to Mystra, now a memorial to the local heroine Syluné.

THE PENDANT OF ASHABA

The Pendant of Ashaba is a silver crescent moon with the horns pointed upward. It hangs from a silver chain.

A character knows the following information about the Pendant of Ashaba with a successful History check (Lady Addee Ulphor knows all of this and can explain if asked):

DC 10: Lady Addee Ulphor is wearing a magic item known as the Pendant of Ashaba. This item, which predates the Spellplague, serves as the symbol of office for the Lord of Shadowdale, and each new Lord of Shadowdale receives it when taking on the mantle of this office.

DC 15: Lady Addee gained the pendant twenty years ago (year of the Forged Sigil) when Azalar Falconhand resigned from his post.

DC 17: Upon command, a magic mouth effect speaks the words, "The bearer of this token be the one and true lord of Shadowdale."

DC 20: There are several stories that suggest the pendant contains powerful divinatory magic, though the exact nature of its magical power is unclear.

DC 25: The wizard Ashaba, who wore it while acting as the first Lord of Shadowdale, made the pendant. The witch Syluné created the chain on which it hangs during Aumry's reign.

THE ABBEY OF THE SWORD:

A character knows the following information with a successful History or Religion check:

DC 10: A temple dedicated to Tempus in Battledale. Its priests and warriors are known as the Sword-Sworn.

DC 12: It was founded just shortly after the Time of Troubles.

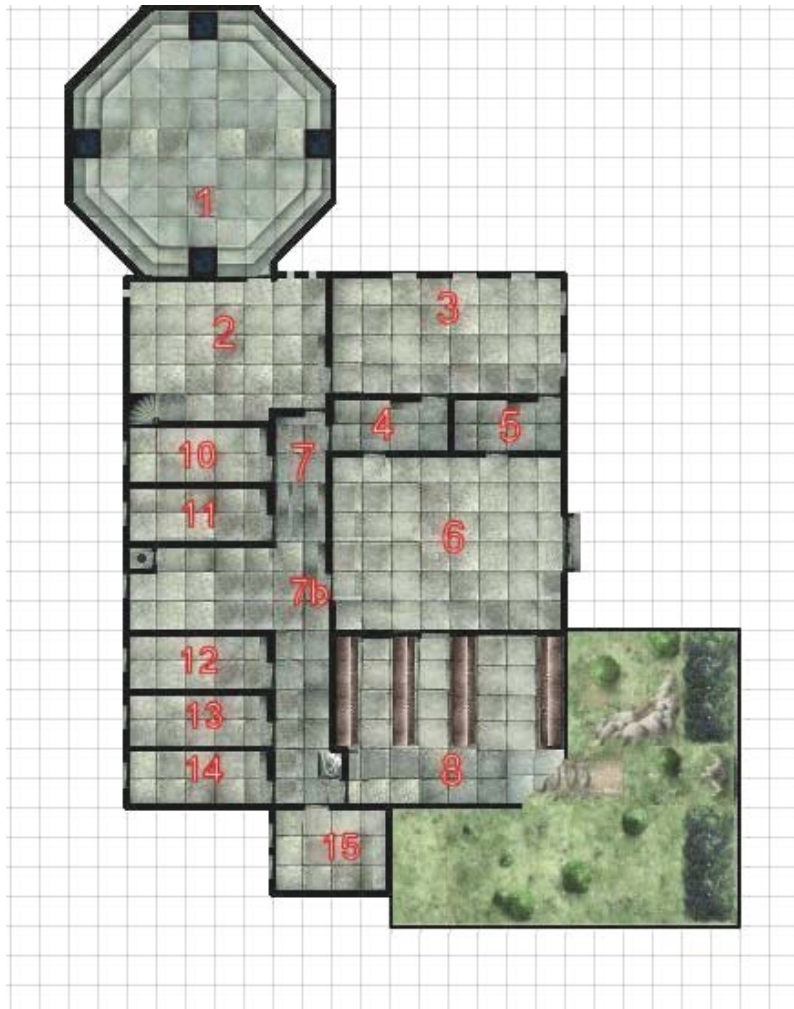
DC 15: It was built on the location of a shattered, ancient castle where Tempus was thought to have descended to Faerûn in the Fall of the Gods.

DC 20: It is built near a network of caverns leading to the Underdark and many caverns contain portals

A character knows the following information with a successful History check:

DC 20 The founder was an Amnian priest of Tempus named Eldan Ambrose who built the Abbey on that location after having spent the night there and receiving a dream in which Tempus appeared to him, confirming that this place was henceforth to be held sacred to the Lord of Battles.

APPENDIX II: MANSION MAP



LEGEND

- 1: Azzam's Tower
- 2: Kitchen
- 3: Dining Room
- 4: Bathroom
- 5: Storage Room
- 6: Hallway
- 7: Corridor
- 7b: Door to Hallway
- 8: Library
- 9: Arboretum
- 10: Sureen's Room
- 11: Jade's Room
- 12: Levy's Room
- 13: PC's' Room #1
- 14: PC's'Room #2
- 15: Azzam and Jadynth's Room

APPENDIX III: MAP LEGEND

Use this section to describe rooms as the PCs explore the mansion. The tower (room 1) is off limits (the doors are locked) until encounter 6.

1: AZZAM'S TOWER

A huge machine dominates this room. It stands over 25 feet tall and is 15 wide at the base. A glass globe 10 feet high rests upon a massive tripod made of wood and steel, 15 feet from the floor. The globe encases a spinning ball of sulphur. A network of cold-forged steel tops the sphere.

Two smaller globes, each the height of a man are suspended below the large one. The pair, linked by a narrow glass neck, looks like an hour glass on its side. A 3-foot-wide trap door opens from the bottom of each smaller globe. A steel tubular arch links each smaller globe's to the mother sphere above. Sparks of lightning and dark energy run across the huge machine's surface.

After Encounter 6 add:

A pillar of dark energy reaches from the top sphere down to the floor. Energy surges occasionally leap from it.

2: KITCHEN

This is a large kitchen. It has two stoves, and along the walls are cabinets and drawers filled with enough utensils to prepare food for a small army.

Before Encounter 8, the stoves and utensils are not possessed and therefore harmless. Once the Spellplague Ghost possesses the mansion, they turn into deadly traps. Until then, there is nothing peculiar to note about them.

In a corner, wooden stairs lead down into a basement cellar.

3: DINING ROOM

In the middle of this large room is a huge dining table. In the corner is a fireplace, in front of it a dog's sleeping basket. All of the furniture in this room looks antique; this includes the paintings hanging on the walls.

If anyone takes a closer look they are portraits of what appear to be Azzam and his family. The paintings are quite old. When asked about this Azzam explains they are of their ancestors (his great-uncle and his wife's grand-mother, and the kids are his wife's parents).

4: BATHROOM

This is a rather luxurious bathroom. A huge bathtub is filling almost one third of this room. On the other side of the room are a sink and some clothing pins are sticking out of the wall to hang your clothes or towels on.

Originally, this room was part of the hallway, used as a wardrobe. A wall was added and the room refurnished to serve as a bathroom when Levy was born and the family needed more space.

The bathroom still connects to the hallway and the dining room.

5: STORAGE ROOM

This room contains just about anything imaginable which could be used in or around the house. Most of it is neatly stored on shelves or in crates. Some of it is just lying in every available space stacked on top of each other.

This room connects to the hallway and the dining room, and the family uses it to get from that room to the hallway and back.

6: HALLWAY

A large chandelier hanging in the center of the room dominates this grand hallway. Ancient suits of ornamental armor line the walls and doors lead out of this room to various other places.

Before Encounter 9, the armors are empty. Once the Spellplague Ghosts possesses the mansion, the spirits of the ghost's past victims manifest inside the armors.

A PC may spot movement from the corner of their eyes, or hear a soft clang, but there is nothing peculiar to note about the armors when examined directly.

7: CORRIDOR

The corridor has many doors leading either to the bedrooms or further into the mansion. Hanging on the walls are some tapestries. One of them is an image of a forest filled with woodland creatures; another is a composition of colorful shapes. Standing along the walls are some statues.

8: LIBRARY

This room is filled top to bottom with bookcases full of books on almost every subject imaginable,

Most topics deal with history, some with arcane lore and religion - specifically the old religion of Mystra. The books are neatly organized by category and if one knows what one is looking for it shouldn't take too much time to find it.

9: ARBORETUM

The outer walls of this room are made from glass allowing enough sunlight to make its way into this plant filled room.

At the edge stands a statue of a young woman holding a jug that pours water into a basin. She is sculpted to gaze out over the garden.

Before Encounter 9, the plants in the arboretum are not possessed and therefore harmless. Once the Spellplague Ghosts possess the mansion, they turn into animate plants.

A PC may spot movement from the corner of their eyes, or hear rustling, but there is nothing peculiar to note about the plants when examined directly.

A DC 20 religion check identifies the statue as Eldath, the former goddess of peace (in reality an archfey). In front of the statue is a small grave, where one of the family's dogs is buried.

After Encounter 6, if there are 6 or more PCs, this grave is open (the undead dog crawled out for the fight in Encounter 6).

10: SUREEN'S ROOM

This is one of the smaller bedrooms. It contains only one bed and seems to be mostly used for storage judging from the amount of spare furniture inside.

11: JADE'S ROOM

A typical girl's room, on the floor lays a pink and white carpet and on a dressing table in the corner of the room lay ribbons in various colors.

12: LEVI'S ROOM

Toys are littering most of the floor of this room.

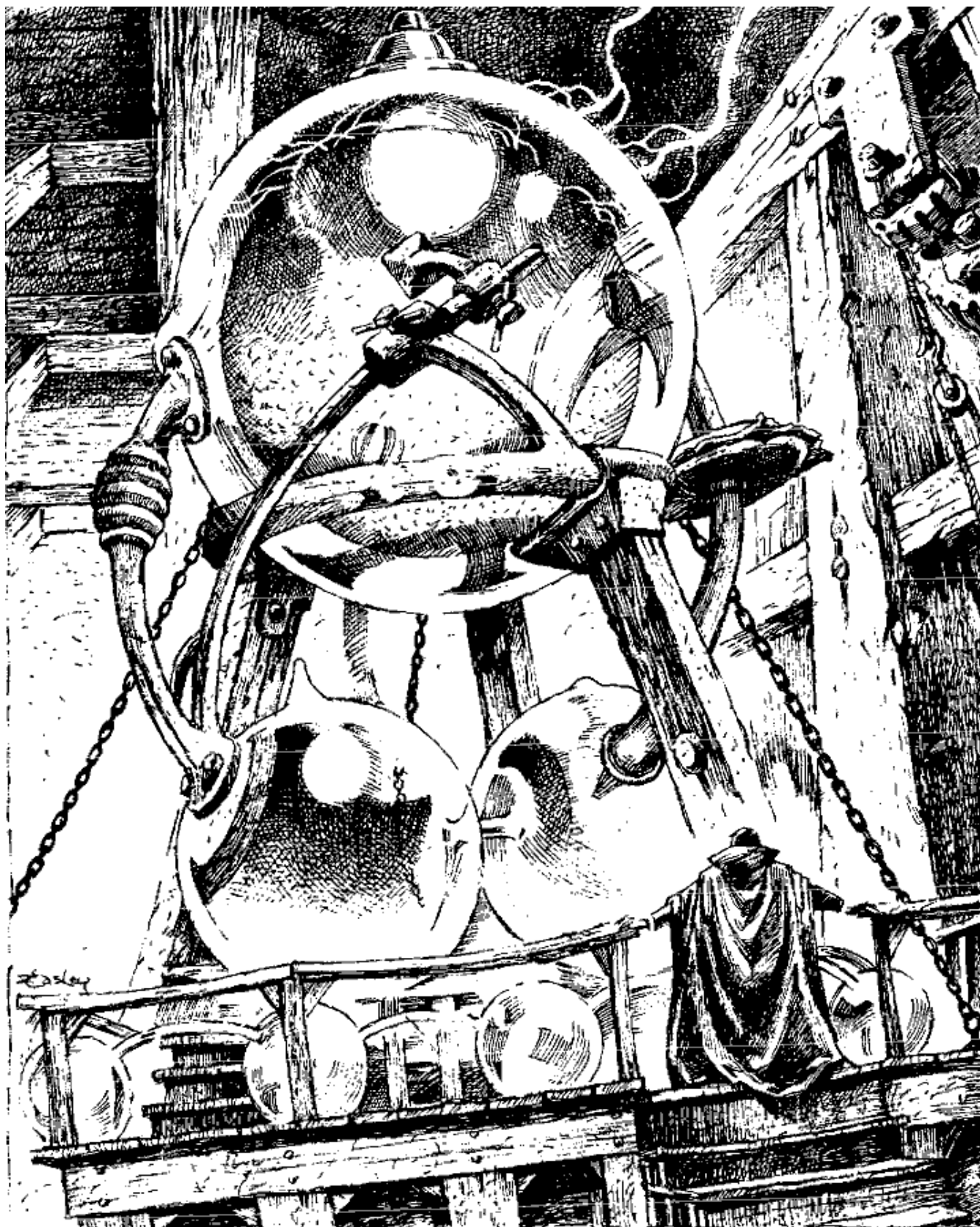
13/14: PCs' ROOMS

This room contains a bunk bed. Although the blankets are clean they have just the lightest hint of mothballs on them. In a corner is an empty closet.

15: AZZAM AND JACYNTH'S ROOM

The master bedroom of the mansion is dominated by a huge bed framed by bedposts in the center of the room. On each side of the bed is a small table, on one of which there is a book. On opposite walls are two massive closets. One is open to reveal a lot of dresses hanging inside.

HANDOUT I: THE APPARATUS



Source: Ravenloft II: The House on Gryphon Hill. Original art by Jeff Easley

HANDOUT II: THE DIARY

Marpenoth 17, Year of the Staves Arcane (1415 DR)

I am a man of arcane power. Magic flows in my veins. I can sense it in the earth, I can sense it in the sky. Yet, it is elusive. When captured it is fragile, when released it is brutal destruction. Wish I could handle it so much easier, in so much more a delicate way, with so much more precision.

It was not always so. In early times, magic flowed through precise arcane means - those who attempted to wield power directly from its source were rogues, charlatans. Now, the art is for each to grab, no longer...exclusive.

Then came the vision. I saw a way by which I might rid myself of this chaos, this anarchy. Indeed, could I not draw forth the Weave and gift it to the world itself? This would surely be perfection, joy and treasure. This was the Apparatus and once my mind conceived it, I could not rest until its completion.

Many nights did I work in the darkness of my secluded laboratory, my mind fevered with the immensity of what I would accomplish. Yet did success elude me! Failure after failure did I suffer. The key to calling forth the Weave was ever hanging before me, without shape or substance; ever in a haze of taunting obscurity.

One night I boiled with hate and anger, and cried out! Why had Mystra abandoned us? Why must we be tortured, faced with a reality that refuses to be bound to our will? I would conquer this if I could. I would defy the laws!

Then came to me with clarity the knowledge of what I must do. I saw the missing piece, its rod of crystal hewn just so; its length just thus. The sulphur sphere... it all made sense. I vowed to leave thus for a time the paths decreed by the just gods, for in the end much good could be accomplished... surely the gods would understand the need of that.

Within a fortnight the deed was done. The Apparatus stood complete within my laboratory. The great sulphur ball in its mechanism, the receptors below all arranged properly about the lead glass sphere. The tests had all been successful...

I activated the machine to call forth the Weave. The power surged with the spinning sphere. Lightning laced the chamber. Arrows of brilliance flew from the receptors and pierced the glass... a light arose in the central sphere... it screamed!

There, in the sphere, was a creature of magic, an arcane manifestation of Weave itself. I marvelled at it! But the creature rejected me. It spurned my desires and refused to answer - nay, it lied to my questions! No good could come from it, it said. Mystra, the Weave, it was gone and could never brought back! But I refuse to believe it. Once more, I activated the machine to draw forth its power.

But my pride had played one last trick upon me. The Apparatus fled from my control! Lightning arced around, piercing me, piercing my very soul. Black darkness solidified within the crystal globe.

It took form, unbidden and terrible. The creature . . . for no other name would suit . . . emerged from the shattering globe. It laughed maniacally, and I screamed in terror, for I looked upon a twisted face that was my own!

Such horror should have existed within me! And now it was free!

...

HANDOUT III: A BRIEF HISTORY OF THE DALES

(As created through correspondence and eyewitness accounts - a work in progress)

Year of the Lords' Coronation (1418 DR):

Featherdale has fallen in hands of Sembian investments. *(from Saevis in Scardale)*

Year of the Dark Goddess (1420 DR):

Sembian mercenaries out of Yhaunn have overrun Tasseldale. *(Saevis again)*

Year of the Walking Trees (1421 DR):

A Sembian mercenary army arrived in Chandler's Cross. They slaughtered many folk of the Scar and scattered the rest. *(Last I heard from Saevis from Scardale)*

Year of the Walking Trees (1421 DR):

Forces from Netheril attacked our Dale! Essembra has evacuated *(But I can't leave. I can't...! Still, they entered my house, but they ruded the day! All died, but they struck me down as well... I seem fine now, though I feel... strange.)*

Year of Seven Sisters (1425 DR)

The Dales Compact has been reaffirmed with Myth Drannor. The Standing Stone has been restored. *(I wish that could please me. But I can't travel and see this miracle ...I can't even leave the house.)*

Year of the Elfqueen's Joy (1428 DR):

The Seven Burghers of Harrowdale announced a formal alliance with Myth Drannor and renamed the city New Velar. *(from a letter with young man Lucus Rivenstave)*

Year of Silent Shadows (1436 DR):

Several Cormorean cities bordering Netheril and Sembia were blanketed by an unnatural miasma, blocking out the sun. *(unsure about this source... can I trust a Sembian report?)*

Year of the Silent Tear (1439 DR):

Cormyr and Sembia wage a series of increasingly hot battles. Seems like they are at war. *(Well, apparently I can)*

Year of Azuth's Woe (1440 DR):

Sembia marched a large mercenary army against Archenbridge but was repelled. The Swords were unmasked and found to be traitors to Sembia.

Year of Resurrections Rampant (1441 DR):

Cormyr marched troops from Daerlun and Highcastle to besiege Saerb and Urmlaspyr. That ended the war, at the *Treaty of Griffonfang Bridge*. *(According to Rivenstave)*

Year of the Godly Invitation (1449 DR):

Death of King Azoun V. Coronation of King Foril. *(How can I be jealous of a man's death?)*

Year of the Forged Sigil (1459 DR):

Azalar Falconhand resigned lordship of Shadowdale. New lady mayor is Addee Ulphor. *(in a long letter by the old sage, as he inquired after my experiments and advised me to cease. Does he not know? Or does he mock me? I did not reply.)*

Year of the Dark Circle (1478 DR):

Shadow creatures start appearing at random places in eastern Cormanthor. *(The first visitor in almost two decades came to my door fleeing the beasts. I am so sorry he didn't come to a safe place...)*

Year of the Ageless One (1479 DR):

The Burghers of New Velar joined an alliance with Myth Drannor and Vesperin against Shade. *(from Rivenstave)*

Year of Deep Water Drifting (1480 DR):

After a long time, new visitors arrive!