

LURU1-2

THE GIBBOUS MOON

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

BY ROBERT WILLS

REVIEWED BY CREIGHTON BROADHURST AND PIETER SLEIJPEN
PLAYTESTED BY CREIGHTON BROADHURST, ANDREW LEWIS, PETER SIMS,
ROBERT WILLS, AND NEIL WRIGHT

In the oldest part of Everlund whispered rumors of dark deeds slither through the chilled, narrow streets. A *Living Forgotten Realms* adventure set in Luruar for characters levels 4-7.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2008 Wizards of the Coast, Inc.

For rules questions specific to this document email rpgasanctioning@wizards.com.

RPGA[®] SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure and receive rewards from the RPGA REWARDS program, you must sanction it as part of an RPGA 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 sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event, called the senior gamemaster, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA 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 senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the RPGA REWARDS program. Playing this adventure is worth four (4) points.

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

To learn more about RPGA event sanctioning and RPGA REWARDS, visit the RPGA website at www.rpga.com.

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

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

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 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 first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

The Gibbous Moon is one of the many taverns set in the narrow, winding streets of the oldest part of Everlund. Larger than most, the inn has a reputation for being a rough, raucous place. However, locals avoid staying at the inn as of late it has gained a sinister reputation. Several travelers are alleged to have disappeared while staying at the inn. Its owner, Helios Dunthlon (a balding, lanky middle-aged man of indeterminate origin and dour demeanor), swears they simply rose early and left. Regardless, on several occasions companions of the missing travelers have come across items they believe belonged to their friends in Everlund's Bell Market.

The sinister truth of the matter is that for several months, Torment Uldon, a loathsome tiefling, who follows the depraved teachings of Asmodeus, is blackmailing Helios Duthlon. Torment knows much of the inn keep's past in Sundabar where he was a smuggler of weapons forged in the Everfire before being forced to flee with the city guard on his heels. Torment uses this knowledge to bend Helios to his will, allow him free reign to kidnap likely targets renting rooms at the Gibbous Moon before sacrificing them to Asmodeos. Helios, miserable and terrified by Torment, is trapped in an impossible position, and very reluctantly has been helping the Tiefling cover his tracks.

PLAYER'S INTRODUCTION

It has been a cold, boring journey through Turlang's Wood, with little to show for the last five days of so-called adventuring. It looks like all the beasts and bandits have taken a holiday for this un-seasonable cold spell. In the oppressive half-light of the woods the color has seemed to drain from the landscape. Up ahead there is a change; sunlight and open sky signals your approach to Everlund.

Additional player information:

LURU1-2 The Gibbous Moon

- Everlund is a mercantile city with a population of 23,000.
- The weather is bitterly cold; the city is busy but subdued in the chill.
- Off the main roads the city's narrow streets are overshadowed by tall buildings; only a little light reaches street level.
- It is market day tomorrow, so it is expected that this evening will be quiet as everyone prepares to the long day ahead.
- It is dusk as the PCs arrive. Shops will only be open for another hour or so.

The PCs can gain access to the city with little trouble. Allow the PCs time to trade and such like. While they wander, they can accomplish Task 1 for the RPGA reward card *Black Cloaks and Bitter Rivalries*. Continue, when the players are ready:

Wandering in the old town you witness a confrontation in the doorway of an inn below a sign of a rising moon. A child appears to be attacking a balding man who is holding up his hands in surrender. The child screams out, "Where is he? What have you done with him?" The balding man responds gruffly, "I told you he left at first light, now be on your way." He is clearly losing his patience.

If the PCs approach, skip the next paragraph.

The child continues his assault, the balding man raises his voice, "I said be off with you, I have a business to run, go annoy someone else". With that, he shoves the child hard in the chest, bowling him over onto the cobbles.

As the PCs approach, continue:

Now on his feet, tears roll down the boy's face. "You must help please," he cries "he is gone and I am alone!" He breaks down into uncontrollable sobbing.

When the PCs are ready, proceed to Encounter 1.

DM'S INTRODUCTION

The adventure opens with the PCs witnessing an argument between a child and an innkeeper. The entire adventure takes place during the subsequent evening of investigation, fighting, chasing, and fighting, at the end of which they will still have time to get a good night's sleep and be ready for breakfast!

The PCs investigate and discover that the child's father is missing and that the circumstances are worth investigating. (If the PCs report the instance to the

watch, they care little - it's a large city and children get abandoned all too frequently. They recommend the child be left at a local church.)

The PCs discover that the innkeeper is complicit in the kidnapping, and that the PCs themselves are now targets. An attack of wights in the late evening should spur the PCs to chase a lone rider racing from the scene. A mounted chase ensues which leads the PCs to an old, burned-out townhouse. A brief encounter with some rats and a snake sees them safely into the home of Torment. After a brief search the PCs find Torment's sacrificial cave, and if they arrived quickly they may catch Torment himself. If not, he escapes, possibly to return another day.

ENCOUNTER 1: THE GIBBOUS MOON

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 1 (100 / 150 XP)

SETUP

Number of Successes: 4

Number of Failures: 2

Primary Skills: Diplomacy, Insight, Perception, and Streetwise.

The PCs undergo this skill challenge to determine what is going on.

You set about your investigations as dusk cloaks the Gibbous Moon. It becomes apparent that the inn is better used as an eating-house and flophouse, not a drinking den.

There are several avenues of investigation open to the PCs. Alternatively, they can ignore the situation and move on. If they do this, however, Oliff runs after them and pleads for their help. If the PCs are still uninterested in helping him, he offers them all of his father's money (see below for more details).

As soon as they enter the inn, they can interact with Ingrid or the inn's patrons.

THE INN

Additional information about the inn:

- The inn is in a poor state of repair.
- Though ale is served, most customers are having a meal, some sort of stew.
- The clientele are not wealthy and are mainly from the lower classes.
- There are only about a dozen customers.
- There are no locks on the bedroom doors.

OLIFF SUREHAND (THE CHILD)

Male human (ten-year-old child)

Appearance: Tall but not skinny; wears well-made clothes.

Personality: Oliff is a happy, content child, with great interest in his father's trading. He is used to calculating situations and deals. He is distressed when the PCs meet him, but regains his composure very quickly.

Goals: Love for his father is foremost. Aspires to be like his dad, for now though his only goal is to find his dad.

Useful Knowledge: Oliff can impart the following pieces of additional information:

- I was asleep under my Pa's bed, when I awoke he was missing.
- When I woke up the innkeeper was going through my Pa's things.
- Pa was just here to buy goods to ship to Sundabar. He thinks there is an opportunity to set up a permanent trade franchise.
- Describes his father (Darvin Surehand) as a tall man with brown hair, confident-looking and has an honest face. He was wearing smart clothes of someone who does not work with the lower classes when he disappeared.
- If the PCs think Oliff is not telling the truth or is not interested in helping he responds: "I have my father's money, it was hidden under the bed, look." He tips out a blue bag of silver coins and a smaller number of gold (see Treasure below) and offers it to the PCs as a reward for finding his father.

HELIOS DUTHLON THE INNKEEPER

Male human

Appearance: Tall balding man with the muscles of someone able to throw out drunks if the need arises. Wears light-colored clothing with a stained brown apron tied at his waist.

Personality: Miserable, grumpy man who acts like some great reward is owed to him by all of creation just because he could be bothered to turn up. Everything costs money as far as he sees it.

Goals: Live and survive. He lives in constant fear that Torment will rat him out and that he will be arrested and returned to Sundabar.

Useful Knowledge: Knows that Torment Uldon is behind the kidnappings and that none of the victims have been seen again. He does not know the location of Torment's lair. He can provide the following information (in a very droll tone):

- I was going through this bloke's stuff as he had left, he paid his bill, but sometimes people leave something worth a few coins behind.
- The guy left this morning before dawn. I did not know the child was in the room. But he is not the last little brat to be abandoned and he will not be the last.
- You have wasted enough of my time, if you want to take a look around, be my guest, just

keep that kid out of my hair so I can get the place ready for this evening.

- If the PCs manage to force Helios to confess he tells them that he has warned Torment that someone was poking about.

WARNING TORMENT

As the PCs investigate, Helios becomes nervous, and sends a message to Torment that there is trouble afoot.

If a PC refuses allow him privacy, even in his own cellar, Helios asks him to leave and threatens to call the watch.

CLUES

There are six specific clues that the PCs can find within the inn to learn more about what is going on.

Diplomacy (DC 15 / 16): Ingrid, the serving hag, confirms that Oliff and his father (Darvin) stayed here last night. She also relates that Darvin seemed a devoted father and would be unlikely just to abandon Oliff. After this revelation, she clams up and hurries off, citing “much to do.”

Insight (DC 15 / 16): You notice that Helios, though he has not lied to you, may be hiding something, and is not at ease with your attention or your investigation in his inn.

A subsequent Insight check reveals that the punters are all alert, like creatures drinking alone at a watering hole in fear of a lurking predator.

Perception (DC 15 / 16): In Darvin Surehand’s room there are scuffmarks on the floor, consistent with someone being dragged away. The marks end at the doorway. There is also a newly made hidey-hole under the bed.

Any perception check in Darvin Shurehand’s room also finds a silver *+1 symbol of dire fate of Selûne* under the bed against the wall. It is covered in blood and has been here for some time. The name Elin’qa Silverstar is etched on the back. Elin’qa is a previous victim of Torment. It should be obvious that something is up since nobody leaves something this personal and valuable behind. A DC 12 / 13 Diplomacy check with the maid Ingrid, or a DC 12 / 13 Streetwise amongst the patrons, reveals that Elin’qa is one of the missing guests.

Streetwise (DC 15 / 16): Talking with some of the customers and those on the street reveals that The Gibbous Moon has become somewhere to avoid of late. People have gone missing from that inn.

A second success reveals that Helios is a very private man, who keeps himself to himself. He does,

however, listen very carefully to talk of Sundabar and takes note of any official visitors from that city.

ENDING THE ENCOUNTER

Once the PCs have four clues they can confront Helios, and he confesses his part in the crimes. However, of course, if the players are having fun allow them to continue their investigations remembering that once they have achieved four successes they have won the skill challenge,

If the PCs confront him he explains that Torment is blackmailing him. He is reluctant to explain what Torment knows about him, but eventually (if the PCs press the matter) confesses that he used to smuggle weapons forged in the Everfire out of Sundabar. When the PCs complete the skill challenge, impart the information below and proceed to Encounter 2.

Success: Helios tells all; the PCs will be ready for Encounter 2.

- A mad tiefling called Torment kidnapped the man.
- The tiefling has been threatening Helios, and he lives in constant fear of him.
- He has warned Torment, who is likely to send friends to take care of the PCs during the night
- He does not know where Torment lives.

If Helios has confessed to the PCs he does not unlock the back door of the inn or the cellar door.

Failure: Helios does not confess. Helios leaves the inn’s rear door and the cellar door open for Torment’s minions.

EXPERIENCE POINTS

The characters receive 20 / 30 experience points each for successfully completing the skill challenge.

TREASURE

There is a possibility of getting a small payment from Oliff, if the PCs want to barter with him for their services. Each PC receives 10 gp. Helios gives each PC 25 gp to keep his past indiscretions to himself. In that case they also receive the Friend of Helios story award. Finally, they can find a *+1 symbol of dire fate of Selûne* (see New Rules Items; level 5) under the bed in Darvin Surefoot’s room.

ENCOUNTER 2: DINNER GUESTS

ENCOUNTER LEVEL 5 / 7 (1125 / 1650 XP)

SETUP

This encounter features the following creatures:

3 Deathlock Wights (D)

2 Wights (W)

1 Battle Wight (B)

Helios is expected the attack to come during the night, but Torment is impatient and instructs the wights to attack at closing time. If the PCs are aware of the impending attack allow them to make what preparations they wish. In either event, Helios offers them a meal on the house as he is closing up for the night (which in itself may alert perceptive PCs that something is not quite right).

Helios has ushered the few drinkers out, closing early for market day tomorrow. He returns to his mopping of the floor. As you complete your everfeast there is a sudden splintering sound as wood and dust from behind the bar explode into the room. A plate-clad human leaps through the devastation, his unsheathed longsword glowing with an ominous green radiance.

If the PCs succeeded at the previous skill challenge, add:

There is a thump on the front door, and the frame shudders under the impact. Sounds of sudden movement also emanate from the cellar, as second impact can be heard on the door from there.

If the PCs failed the previous skill challenge, add:

The front door bursts open, another creature enters, a shriveled human figure with long weapon like nails and white hair, a third creature appears at the top of the stairs from the cellar.

FEATURES OF THE AREA

Doors: The doors here (AC 5, Fortitude 10, hp 10) are badly maintained.

Windows: The Gibbous Moon's windows (AC 8, Fortitude 5, hp 5) barely keep out the breeze. They do not have shutters.

Tables and Chairs: Treat all obstacles in the room as difficult terrain (it costs 1 extra square of movement to enter these squares).

Bar: Treat as table, but it also provides cover.

TACTICS

Torment has ordered his minions to kill everyone, sparing only Helios for later sacrifice. During the fight, describe the wights leaping over chairs and tables during their movement (this is a pub fight, after all).

The doors may delay entrance of the wights, each followed by a deathlock wight. If the doors are barred, the wights make one attack as described in the read aloud text, and continue attacking until the door is demolished.

The wights support the battle wight, using their maneuverability to gain flanking positions. The deathlock wights try to remain at range using *grave bolt* if any wight falls one immediately uses *reanimate*. They do not hesitate to use *horrific visage* even if it could affect another wight.

SCALING THE ENCOUNTER

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

Four PCs: Remove the battle wight; have one of the wights enter first instead.

Six PCs: Add one battle wight. Both battle wights enter together.

ENDING THE ENCOUNTER

If the PCs stay at a different inn or they failed the skill challenge they still become embroiled with Torment. If they stay in a different inn, one of Torment's minions trails them there and the wight attack later. Use the same map and tactics as detailed in this encounter.

Once the wights have been defeated, the PCs hear a horse whining outside, followed by the sound of a horse galloping on a cobbled street.

If they proceed outside, go to Encounter 3.

EXPERIENCE POINTS

The characters receive 225 / 330 experience points for eliminating the wights.

TREASURE

A small amount of trinkets and gold found on the slain amounts to 20 / 40 gp for each PC. Amongst the wights' possessions are holy symbols of Asmodeus.

ENCOUNTER 2: DINNER GUESTS STATISTICS (LOW LEVEL)

Deathlock Wight		Level 4 Controller
Medium natural humanoid (undead)		XP 175
Initiative +4	Senses Perception +1; darkvision	
HP 54; Bloodied 27		
AC 18; Fortitude 15, Reflex 16, Will 17		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
m Claw (standard; at-will) ♦ Necrotic		
+9 vs. AC; 1d6 necrotic damage, and the target loses 1 healing surge.		
R Grave Bolt (standard; at-will) ♦ Necrotic		
Ranged 20; +6 vs. Reflex; 1d6 + 4 necrotic damage, and the target is immobilized (save ends).		
R Reanimate (minor; encounter) ♦ Healing, Necrotic		
Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock white's level +2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.		
C Horrific Visage (standard; recharge 4-6) ♦ Fear		
Close blast 5; +7 vs. Will; 1d6 damage, and the target is pushed 3 squares.		
Alignment Evil		Languages Common
Skills Arcana +10, Religion +10		
Str 10 (+2)	Dex 14 (+4)	Wis 9 (+1)
Con 14 (+4)	Int 16 (+5)	Cha 18 (+6)

Wight		Level 5 Skirmisher
Medium natural humanoid (undead)		XP 200
Initiative +7	Senses Perception +0; darkvision	
HP 62; Bloodied 31		
AC 19; Fortitude 18, Reflex 17, Will 16		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 7		
m Claw (standard; at-will) ♦ Necrotic		
+10 vs. AC; 1d6+4 necrotic damage, and the target loses 1 healing surge, and the white shifts 3 squares.		
Alignment Evil		Languages Common
Skills Stealth +10		
Str 18 (+6)	Dex 16 (+5)	Wis 6 (+0)
Con 14 (+4)	Int 10 (+2)	Cha 15 (+4)

Battle Wight (level 5)		Level 5 Soldier
Medium natural humanoid (undead)		XP 200
Initiative +5	Senses Perception +1; darkvision	
HP 66; Bloodied 33		
AC 21; Fortitude 18, Reflex 14, Will 18		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
m Souldraining Longsword (standard; at-will) ♦ Necrotic		
+11 vs. AC; 1d8 + 3 necrotic damage, and the target loses 1 healing surge and is immobilized (save ends).		
R Soul Reaping (standard; recharge 5-6) ♦ Necrotic		
Ranged 5; affects an immobilized target only; +8 vs. Fortitude; 2d8 + 3 necrotic damage, and the battle white regains 10 hit points.		
Alignment Evil		Languages Common
Skills Intimidate +12		
Str 20 (+7)	Dex 13 (+3)	Wis 9 (+1)
Con 18 (+6)	Int 12 (+3)	Cha 20 (+7)
Equipment plate armor, heavy shield, longsword		

ENCOUNTER 2: DINNER GUESTS STATISTICS (HIGH LEVEL)

Deathlock Wight (level 6)		Level 6 Controller
Medium natural humanoid (undead)		XP 200
Initiative +5 Senses Perception +2; darkvision		
HP 70; Bloodied 35		
AC 20; Fortitude 17, Reflex 18, Will 19		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
m Claw (standard; at-will) ♦ Necrotic		
+11 vs. AC; 1d6 + 1 necrotic damage, and the target loses 1 healing surge.		
R Grave Bolt (standard; at-will) ♦ Necrotic		
Ranged 20; +8 vs. Reflex; 1d6 + 5 necrotic damage, and the target is immobilized (save ends).		
R Reanimate (minor; encounter) ♦ Healing, Necrotic		
Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock white's level +2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.		
C Horrific Visage (standard; recharge 4-6) ♦ Fear		
Close blast 5; +9 vs. Will; 1d6 + 1 damage, and the target is pushed 3 squares		
Alignment Evil Languages Common		
Skills Arcana +11, Religion +11		
Str 12 (+3)	Dex 14 (+5)	Wis 9 (+2)
Con 14 (+5)	Int 16 (+6)	Cha 18 (+7)

Wight (level 7)		Level 7 Skirmisher
Medium natural humanoid (undead)		XP 300
Initiative +8 Senses Perception +1; darkvision		
HP 78; Bloodied 31		
AC 21; Fortitude 20, Reflex 19, Will 18		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 7		
m Claw (standard; at-will) ♦ Necrotic		
+12 vs. AC; 1d8 + 5 necrotic damage, and the target loses 1 healing surge, and the white shifts 3 squares.		
Alignment Evil Languages Common		
Skills Stealth +11		
Str 18 (+7)	Dex 16 (+6)	Wis 6 (+1)
Con 14 (+5)	Int 10 (+3)	Cha 15 (+5)

Battle Wight (level 7)		Level 7 Soldier
Medium natural humanoid (undead)		XP 300
Initiative +6 Senses Perception +2; darkvision		
HP 82 Bloodied 41		
AC 23; Fortitude 20, Reflex 16, Will 20		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
m Souldraining Longsword (standard; at-will) ♦ Necrotic		
+13 vs. AC; 1d8 + 4 necrotic damage, and the target loses 1 healing surge, and is immobilized (save ends).		
R Soul Reaping (standard; recharge 5-6) ♦ Necrotic		
Ranged 5; affects an immobilized target only; +10 vs. Fortitude; 2d8 + 4 necrotic damage, and the battle white regains 10 hit points.		
Alignment Evil Languages Common		
Skills Intimidate +13		
Str 20 (+8)	Dex 13 (+4)	Wis 9 (+2)
Con 18 (+7)	Int 12 (+4)	Cha 20 (+8)
Equipment plate armor, heavy shield, longsword		

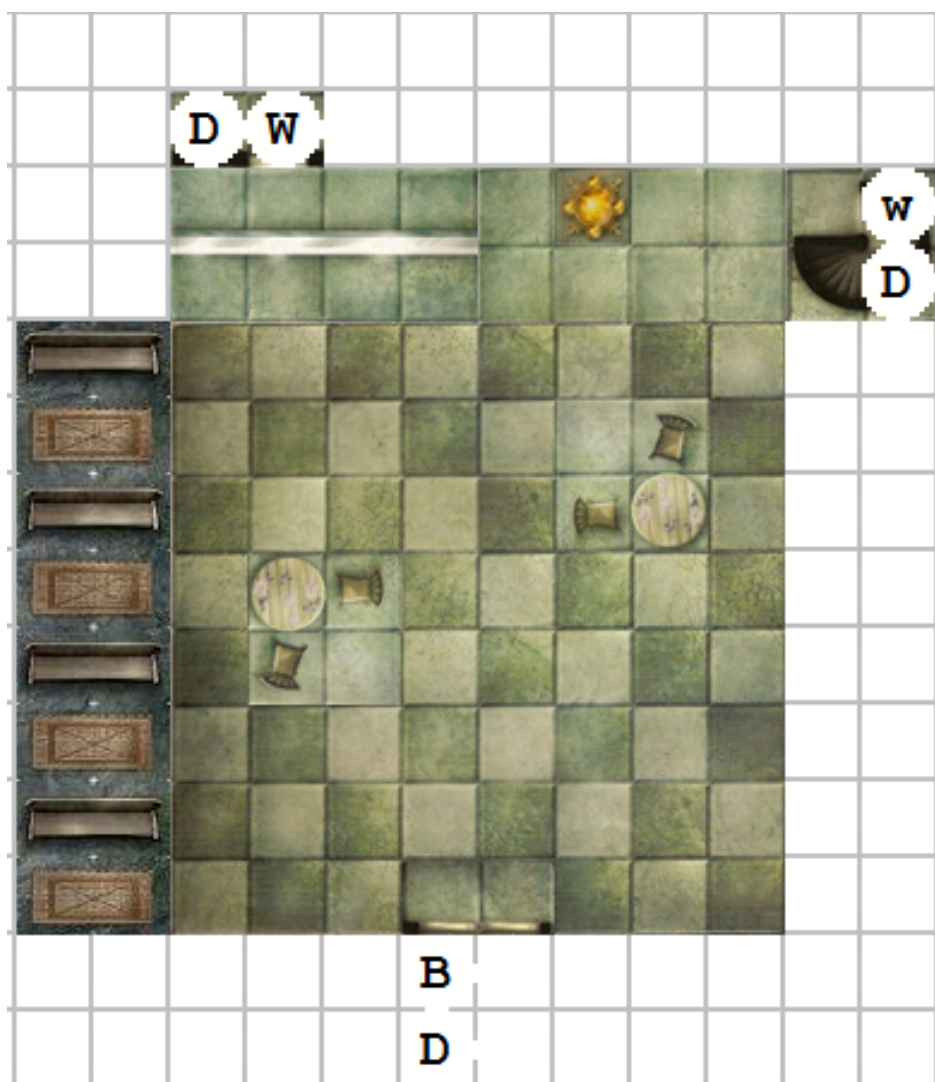
ENCOUNTER 2: DINNER GUESTS MAP

DUNGEON TILES I ARCANE CORRIDORS

Couches / Floor	8x2	x2
-----------------	-----	----

FANE OF THE FORGOTTEN GODS

Checkerboard floor / Outdoor Shrine	8x8	x1
Table & Chairs / Alcove	2x2	x2
Wall / Mists	4x2	x1
Floor w/Divider / Floor w/Columns	2x4	x1
Flaming Basin / Broken Statue	1x1	x1
Closed Wood Doors / Open Wood Doors	1x2	x1
Spiral Stairs Down / Spiral Stairs Up	2x2	x1
Closed Stone Door / Open Stone Door	2x1	x1



ENCOUNTER 3: FOLLOW THAT HORSE!

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 1 (100 / 150 XP)

SETUP

Number of Successes: 4

Number of Failures: 2

Primary Skills: Athletics, Diplomacy, Intimidate, Perception, and Streetwise.

To progress the adventure, the PCs must give chase, if they are unable or unwilling to give chase immediately they fail the skill challenge. If they eschew the horses and give chase on foot, they are too slow, and fail the challenge. They can still continue with the adventure by using Streetwise and Diplomacy to ask around about a cloaked rider. See the Failure option in the Ending the Encounter section.

SKILL CHALLENGE

The PCs undergo this skill challenge to catch the mysterious cloaked stranger fleeing the scene of the wights' ambush.

There are six horses tethered a little way up the street, they seem a little skittish. Beyond, a lone, cloaked figure wildly lashes a horse as it moves rapidly away from you. As you watch, the cloaked figure disappears around the corner.

The other horses were used by the wights that the PCs have just slain. Although they are more used to undead riders, they accept the PCs with little complaint.

Once the PCs give chase, begin the skill challenge. After the PCs' first successful check, add;

Up ahead many people spill onto the street. A mixture of humans and elves, all dressed in splendid clothes, all are fighting. A female elf in a long flowing white dress is hitting a morose human male with a rapidly reducing bunch of flowers.

Many possibilities for inventive skill use exist in this skill and it is impossible to list them all here. Allow the PCs to be as inventive as they wish.

Athletics/Nature (DC 15 / 16): Horse riding; there are too many possibilities to list here. Allow the PCs to be as inventive as they wish. Only two Athletics successes can contribute to this skill challenge.

Diplomacy (DC 15 / 16): You reign in your mount and call out to a passing watchman, he hurriedly tells you a cloaked rider just knocked him down. He points in the direction the mount was going.

The PCs can use other Diplomacy checks to question other people on the streets to ascertain the cloaked horseman's route.

Intimidate (DC 15 / 16): The PCs can use Intimidate to shout at the wedding combatants to clear a path. One such success contributes to the skill challenge.

Perception (DC 15 / 16): Keep an eye on the rider ahead and notice where he ducked into a side alley. Two Perception checks can contribute to this skill challenge.

Streetwise (DC 15 / 16): Find a back alley through which to take a short cut and gain ground on the cloaked horseman. After two successes no more Streetwise successes contribute to this skill challenge.

ENDING THE ENCOUNTER

Select the appropriate option below, before continuing with Encounter 4.

Success: The PCs nearly catch up with the rider, and just see him disappear into what appears to be a burned out townhouse. The PCs face Torment, in the final encounter.

Failure: The PCs lose track of the rider in the night. Eventually, by asking around, the PCs are directed to a burned out townhouse. The PCs face a spined devil in the final encounter, instead of Torment who has fled by the time the PCs reach his lair. The same happens if the PCs take an extended rest after their battle with the wights.

EXPERIENCE POINTS

The characters receive 20 / 30 experience points for successfully completing this skill challenge.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: RATS AREN'T DANGEROUS!

ENCOUNTER LEVEL 4 / 6 (850 / 1300 XP)

SETUP

This encounter includes the following creatures.

4 Wererats (W)

1 Snake (S)

1 Floor trap (T)

As the PCs enter the area, read:

The cloaked horseman's mad dash through the ebon shrouded streets has led you to the burnt out remains of an old townhouse.

After the PCs search the area, read:

A brief search reveals a stone staircase leading down.

No matter what the outcome of the skill challenge, the wererats are ready to deal with intruders.

FEATURES OF THE AREA

This area has a few important features.

Illumination: There are two torches burning in the room, one either side of the door leading to the next area. These provide illumination for the whole room.

Trap: There are three trapped squares marked on the map.

Floor: Stone tiles a foot square form the floor. General street rubbish and detritus is all around the room. Anywhere within 5 ft. of a wall, other than immediately in front of the staircase and the door, is treated as difficult terrain (it costs 1 extra square or movement to enter these areas). These areas can also be used by prone combatants to gain concealment and cover. While in these squares, wererats gain automatically benefit from cover and concealment.

Doors: The old doors (AC 5, Fortitude 10, hp 10) are badly maintained.

Stone Staircases: Solid steps; none are trapped.

Walls & Ceiling: The walls and ceilings are of brickwork. The ceilings are 10 feet high and a bit damp.

TACTICS

The wererats take cover in the debris scattered around the room and start the fight in rat form.

The wererats wait until either someone reaches the door or until the trap is triggered, before attacking from ambush.

They attempt to bull rush a PC onto one of the pits if the PCs have not already activated the trap. Even after the traps are open, the wererats may still try to bull rush a PC into an open pit, especially if no one has yet fallen in.

The snake attacks anyone falling into the pit. If the pit is triggered and no one falls in, it slithers up a remaining support beams and joins the combat. It does not fight cohesively with the wererats, but does not attack its rat masters.

SCALING THE ENCOUNTER

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

Four PCs: Remove one wererat.

Six PCs: Add one wererat.

ENDING THE ENCOUNTER

Once the PCs defeat the wererats and snake, they are free to continue through the door. Proceed with Encounter 5.

EXPERIENCE POINTS

The characters receive 170 / 260 experience points each for defeating the encounter.

TREASURE

The wererats have a small amount of treasure amounting to 40 / 50 gp each and one has hidden an *cloak of resistance* +2 in the rubbish here.

ENCOUNTER 4: RATS AREN'T DANGEROUS! STATISTICS (LOW LEVEL)

Deathrattle Viper (level 3)	Level 3 Brute
Medium natural beast (reptile)	XP 150
Initiative +5 Senses Perception +6; low-light vision	
Death Rattle (Fear) aura 2; enemies in the aura take a –2 penalty to attack rolls	
HP 55; Bloodied 27	
AC 15; Fortitude 14, Reflex 16, Will 14	
Resist 10 poison	
Speed 4, climb 4	
m Bite (standard; at-will) ♦ Poison	
+6 vs. AC; 1d6 + 3 damage, and the deathrattle viper makes a secondary attack against the same target. <i>Secondary Attack:</i> +4 vs. Fortitude; 1d8 + 1 poison damage and ongoing 5 poison damage (save ends)	
Alignment Unaligned Languages -	
Str 12 (+2)	Dex 19 (+5) Wis 10 (+1)
Con 15 (+3)	Int 2 (-3) Cha 14 (+3)

Wererat	Level 3 Skirmisher
Medium natural humanoid (shapechanger)	XP 150
Initiative +7 Senses Perception +7; Low light vision	
HP 48; Bloodied 24	
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn.)	
AC 17; Fortitude 15, Reflex 16, Will 13	
Immune filth fever	
Speed 6, climb 4 (not in human form)	
m Short Sword (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d6 + 4 damage.	
m Bite (standard; at-will) ♦ Disease	
+8 vs. AC; 1d4 + 2 damage, and the target takes ongoing 2 damage (save ends) and contracts filth fever (see below)	
Change Shape (minor; at-will) ♦ Polymorph	
A wererat can alter its physical form to appear as a dire rat or unique human (see change shape, page 280). It loses its bite attack in human form.	
Combat Advantage	
The wererat deals an extra 1d6 damage on melee attacks against any target it has combat advantage against	
Alignment Evil Languages Common	
Skills Bluff +6, Stealth +10, Streetwise +6, Thievery +10	
Str 10 (+1)	Dex 18 (+5) Wis 12 (+2)
Con 16 (+4)	Int 10 (+1) Cha 11 (+1)
Equipment Cloak, shortsword	

Pit Trap	Level 1 Warder
Trap	XP 100
<i>Three covered traps are scattered around the room. Timber covered with flagstones is rigged to fall when a creature (Medium sized or larger) walks upon it dropping the creature 10 ft. to a complex of rooms below.</i>	
Trap: Three 2-by-2 sections of the floor hide a 10-foot deep fall.	
Perception	
♦DC 20: The character notices the false stonework.	
Trigger	
The trap attacks when a creature enters one of the trapped squares. All the trapped squares are set to open at the same time, no pit trap in the room is hidden after the first attack.	
Attack	
Immediate Reaction	Melee
Targets: The creature that triggered the trap.	
Attack: +4 vs. Reflex	
Hit: Target falls in to pit, takes 1d10 damage, and falls prone.	
Miss: Target returns to the last square it occupied and its move action ends immediately	
Effect: The false floor opens and the pit trap is no longer hidden. All the traps in the room are linked and open together, no traps remain hidden after the first activation.	
Countermeasures	
♦An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit. In addition this would also activate all trapped areas in the room, no traps remain hidden.	
♦An adjacent character can disable the trap with a DC 25 Thievery check (standard action). This would disable all the traps at once, the floor is now safe.	
♦A character who makes an Athletics check (DC 11, or DC 21 without a running start) can jump over the pit	
♦A character can climb out with a DC 15 Athletics check.	

ENCOUNTER 4: RATS AREN'T DANGEROUS! STATISTICS (HIGH LEVEL)

Deathrattle Viper		Level 5 Brute
Medium natural beast (reptile)		XP 200
Initiative +6 Senses Perception +7; low-light vision		
Death Rattle (Fear) aura 2; enemies in the aura take a –2 penalty to attack rolls		
HP 75; Bloodied 37		
AC 17; Fortitude 16, Reflex 18, Will 16		
Resist 10 poison		
Speed 4, climb 4		
m Bite (standard; at-will) ♦ Poison		
+8 vs. AC; 1d6 + 4 damage, and the deathrattle viper makes a secondary attack against the same target. <i>Secondary Attack:</i> +6 vs. Fortitude; 1d8 + 2 poison damage and ongoing 5 poison damage (save ends)		
Alignment Unaligned		Languages -
Str 12 (+3)	Dex 19 (+6)	Wis 10 (+2)
Con 15 (+4)	Int 2 (-2)	Cha 14 (+4)

Wererat (level 6)		Level 6 Skirmisher
Medium natural humanoid (shapechanger)		XP 250
Initiative +8 Senses Perception +8; Low light vision		
HP 72; Bloodied 36		
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn.)		
AC 20; Fortitude 18, Reflex 19, Will 16		
Immune filth fever		
Speed 6, climb 4 (not in human form)		
m Short Sword (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d6 + 5 damage.		
m Bite (standard; at-will) ♦ Disease		
+11 vs. AC; 1d4 + 3 damage, and the target takes ongoing 3 damage (save ends) and contracts filth fever (see below)		
Change Shape (minor; at-will) ♦ Polymorph		
A wererat can alter its physical form to appear as a dire rat or unique human (see change shape, page 280). It loses its bite attack in human form.		
Combat Advantage		
The wererat deals an extra 1d6 damage on melee attacks against any target it has combat advantage against		
Alignment Evil		Languages Common
Skills Bluff +7, Stealth +11, Streetwise +7, Thievery +11		
Str 10 (+2)	Dex 18 (+6)	Wis 12 (+3)
Con 16 (+5)	Int 10 (+2)	Cha 11 (+2)
Equipment Cloak, shortsword		

Pit Trap		Level 1 Warder
Trap		XP 100
<i>Three covered traps are scattered around the room. Timber covered with flagstones is rigged to fall when a creature (Medium sized or larger) walks upon it dropping the creature 10 ft. to a complex of rooms below.</i>		
Trap: Three 2-by-2 sections of the floor hide a 10-foot deep fall.		
Perception		
♦DC 20: The character notices the false stonework.		
Trigger		
The trap attacks when a creature enters one of the trapped squares. All the trapped squares are set to open at the same time, no pit trap in the is hidden after the first attack.		
Attack		
Immediate Reaction		Melee
Targets: The creature that triggered the trap.		
Attack: +4 vs. Reflex		
Hit: Target falls in to pit, takes 1d10 damage, and falls prone.		
Miss: Target returns to the last square it occupied and its move action ends immediately		
Effect: The false floor opens and the pit trap is no longer hidden. All the traps in the room are linked and open together, no traps remain hidden after the first activation.		
Countermeasures		
♦An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit. In addition this would also activate all trapped areas in the room, no traps remain hidden.		
♦An adjacent character can disable the trap with a DC 25 Thievery check (standard action). This would disable all the traps at once, the floor is now safe.		
♦A character who makes an Athletics check (DC 11, or DC 21 without a running start) can jump over the pit		
♦A character can climb out with a DC 15 Athletics check.		

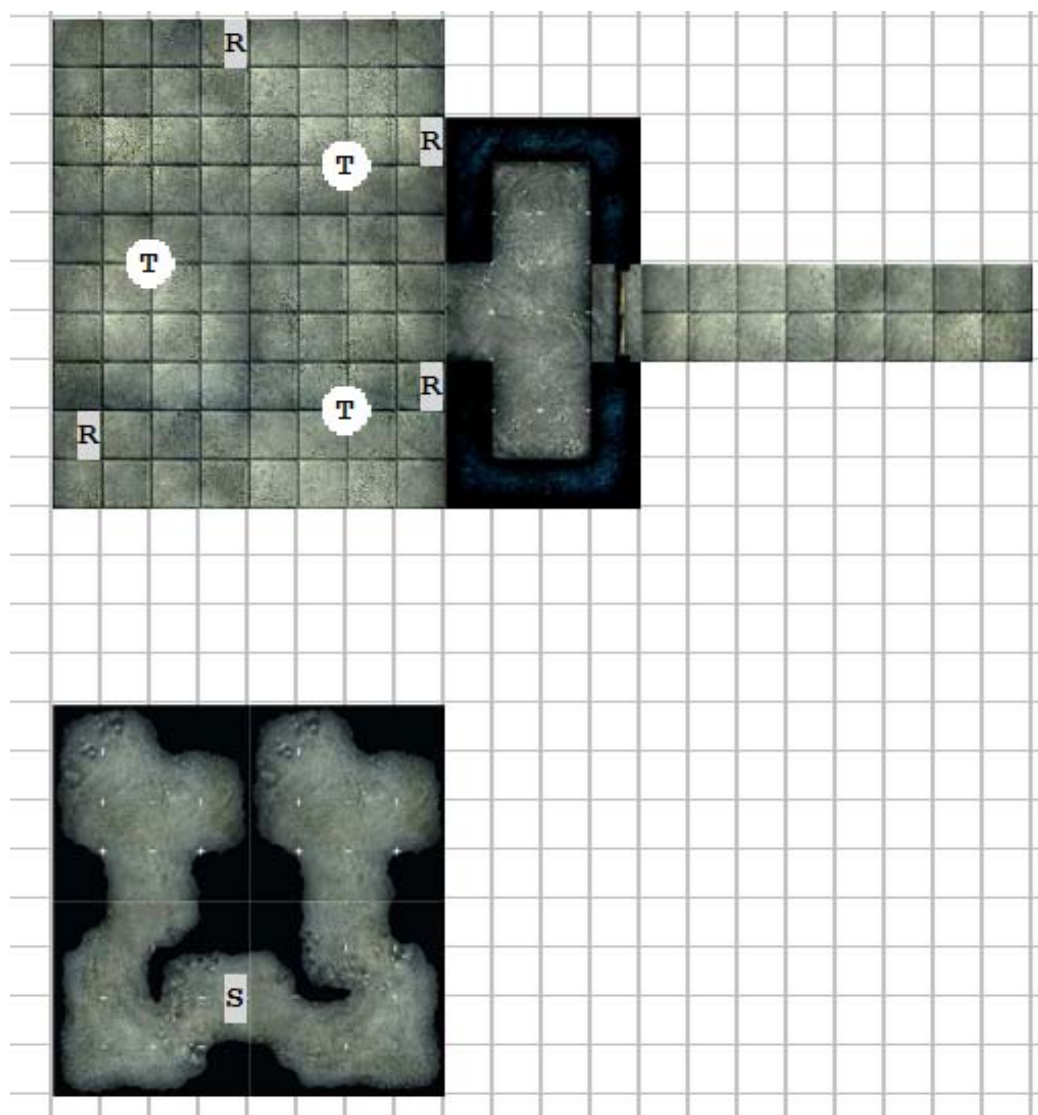
ENCOUNTER 4: RATS AREN'T DANGEROUS!

DUNGEON TILES

Cave / Floor	4x8	x1
Double Doors / Rubble	2x1	x1
Dragon Statues / Floor	8x2	x1
Stairs Landing / Floor	4x2	x1
Shop / Floor	8x10	x1

LOST CAVERNS OF THE UNDERDARK

Cave Offshoot / Tunnel End	4x4	x2
Dragon Skull / Tunnel Bend	4x4	x2



ENCOUNTER 5: DEMON!

ENCOUNTER LEVEL 4 / 6 (850 / 1250 XP)

SETUP

This encounter includes the following creatures.

2 Ghouls (G)

1 Bonepile Skeleton (B)

And either

1 Tiefling Heretic (D) or 1 Spined Devil (D)

The result of the skill challenge in Encounter 3 determines exactly what the PCs face here. If the PCs have taken an extended rest at any point or failed the skill challenge in Encounter 3 Torment has fled. In this case they face a spined devil Torment summoned to slow them down.

There are two other rooms the PCs pass through before finding the main chamber of bones.

Living Area: General living area, with a bed and a large wooden box, which contains many strange writings. Many are religious documents dedicated to Asmodeus.

Trap Room: A strange square room. The floor is made of large 2-foot square wooden boards. Each appears to be positioned carefully. There is a windless on the left wall and a wooden lever on your right. The walls and floors are stone.

The room is intended to make a very cunning trap, once Torment has located sufficient funds to pay for the magic to enchant the area. Now however it is just a room with a lever and a windless in it.

Shrine: As the adventurers enter the room, read:

The door opens inwards; two ghouls are chewing to your left and a demon-like figure is waiting at the far end of the room. The entire room is decorated with bones. There is a shrine of some sort and a throne at the far end of the room. Several ropes decorated with skulls dangle down from the ceiling in various places.

Additional information for the DM:

- Success in Encounter 3 means Darwin Surehand is alive, tied to the shrine. If the PCs failed the skill challenge, or if they took an extended rest previous to reaching this point, means the ghouls are eating him.
- There is a bone made door at the back of the room, it leads to Torment's escape tunnel.

- Torment's treasure is stashed in a secret compartment in the shrine. A DC 25 perception reveals its location. (Darvin Surehand can also tell the PCs where this is if he is alive.)
- **Identify the Bonepile Skeleton:** PCs making a DC 15 Religion check identify the bonepile skeleton. Bonepile skeletons are created by the same necromantic ritual as skeletons. They utilize the remains of many different bodies. The magic forms a cyclone of whirling bones.

FEATURES OF THE AREA

General: The walls, floors, shrine and throne are all made of bone and can be climbed with a DC 15 Athletics check.

Floor: Bones are heaped upon the floor, making it difficult terrain (it costs 1 extra square of movement to enter such areas).

Ceiling: The ceiling is vaulted. In the center of the chamber it is 30 ft. high.

Walls: A 5-foot wide ledge runs around the whole room at a height of 10 feet.

Lighting: Torches scattered around the room providing light.

Ropes: All throughout the chamber, in the shaded squares on the room tile, ropes dangle from the ceiling. Affixed to the ropes at various points are skulls and other large bones. These ropes can be climbed with a DC 10 Athletics check. The ropes do not block line of sight or provide any sort of cover in the room, but might be useful to reach the spined devil if it's flying about the chamber.

TACTICS

The spined devil fights to the death, while Torment tries to flee if things go badly. Both stay out of range of the PCs, and use their ranged powers for as long as possible.

The ghouls relentlessly attack any target that they can hurt.

The bonepile skeleton throws its powers into combat as soon as it can. It starts the combat in the bone floor and is not immediately visible.

SCALING THE ENCOUNTER

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

Four PCs: Remove one ghoul

Six PCs: Add one ghoul.

CONCLUSION

The players are now free to search the area, rescuing Darwin or recovering his remains for a decent burial. The PCs gain the Friend of Darwin Surefoot story award if he survives.

EXPERIENCE POINTS

The characters receive 170 / 250 experience points for taking out the monsters. In addition if they rescued Darwin, they succeeded at the minor quest and gain 35 / 60 xp each.

TREASURE

Torment has a treasure stash within the altar containing 40 / 60 gp, and at low level a +1 *staff of storm* and at high level a *thundering weapon* +2.

ENCOUNTER 5: DEMON! STATISTICS (LOW LEVEL)

Bonepile Skeleton (level 5)		Level 5 Skirmisher
Natural animate (undead)		XP 200
Initiative +7	Senses Perception +4; darkvision	
HP 63; Bloodied 31		
AC 19; Fortitude 19, Reflex 17, Will 15		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6; see also <i>bone furrow</i>		
m Claws (standard; at-will)		
+10 vs. AC; 1d8 + 4 damage.		
C Bone Cyclone (recharge; 5-6) ♦ Necrotic		
Close burst 2; + 6 vs. Reflex; 2d6 + 4 necrotic damage, and the target is pushed 1 square and knocked prone. Miss: half damage and the target is neither pushed nor knocked prone.		
M Bone Furrow (move; at-will)		
The bonepile skeleton can shift 6 squares and move through other creatures' squares. If the bone cloud enters another creature's square, it makes an attack against the creature; +2 vs. Fortitude; target is knocked prone.		
Speed of the Dead		
When making an opportunity attack, the bonepile skeleton gains a +2 bonus to the attack roll and deals and extra 1d6 damage.		
Alignment Evil	Languages -	
Str 18 (+6)	Dex 16 (+5)	Wis 14 (+4)
Con 15 (+4)	Int 3 (-2)	Cha 3 (-2)

Tiefling Heretic		Level 6 Artillery	
Medium natural humanoid		XP 250	
Initiative +8		Senses Perception +6; low-light vision	
HP 60; Bloodied 30			
AC 20; Fortitude 17, Reflex 18, Will 18			
Resist 11 fire			
Speed 6			
m Dagger (standard; at-will) ♦ Weapon			
+10 vs. AC (+11 against a bloodied target); 1d4 + 2 damage.			
r Balefire (standard; at-will) ♦ Fire			
Ranged 10; +9 vs. Reflex (+10 against a bloodied target); 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends)			
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic			
Ranged 10; illusory snakes appear and attack the target; +9 vs. Will (+10 against a bloodied target); 1d6 + 5 psychic damage, and ongoing 5 psychic damage (save ends)			
Cloak of Escape (immediate reaction, when the Tiefling heretic is hit by a melee attack; at-will) ♦ Teleportation			
The Tiefling heretic teleports 5 squares			
Infernal Wrath (minor; encounter)			
The Tiefling heretic gains a +1 power bonus to its next attack Roll against an enemy that hit it since the Tiefling heretic's last turn. If the attack and deals damage, the heretic deals and extra 5 damage.			
Alignment Evil		Languages Common	
Skills Bluff +15, Insight +11, Stealth +15			
Str 15 (+5)	Dex 20 (+8)	Wis 16 (+6)	
Con 18 (+7)	Int 13 (+5)	Cha 20 (+8)	
Equipment dagger			

Ghoul		Level 5 Soldier	
Medium natural humanoid (undead)		XP 200	
Initiative +8	Senses Perception +2; darkvision		
HP 63; Bloodied 31			
AC 21; Fortitude 18, Reflex 20, Will 17			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 8, climb 4			
m Claws (standard; at-will)			
+12 vs. AC; 1d6 + 4 damage, and the target is immobilized (save ends).			
M Ghoulish Bite (standard; at-will)			
Target must be immobilized, stunned or unconscious; +10 vs. AC; 3d6 + 4 damage, and the target is stunned (save ends)			
Alignment Chaotic evil		Languages Common	
Skills Stealth +11			
Str 14 (+4)	Dex 19 (+6)	Wis 11 (+2)	
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)	

Spined Devil (level 7)		Level 7 Skirmisher	
Medium immortal humanoid (Devil)		XP 300	
Initiative +7		Senses Perception +10; darkvision	
HP 78; Bloodied 39			
AC 21; Fortitude 19, Reflex 17, Will 17			
Resist 20 fire			
Speed 5, fly 7 (hover)			
m Claws (standard; at-will)			
+12 vs. AC; 2d6 + 4 damage.			
R Rain of Spines (standard; at will) ♦ Fire, Poison			
The spined devil flings spines that ignite as they fly through the air. Ranged 10; +10 vs. Reflex; 1d10 damage plus 1d6 fire damage, and the spined devil makes a secondary attack against the same target. Secondary attack: +10 vs. Fortitude; the targets takes ongoing 5 poison damage and is slowed (save ends both)			
Alignment Evil		Languages -	
Str 18 (+7)	Dex 17 (+5)	Wis 14 (+5)	
Con 14 (+5)	Int 10 (+3)	Cha 11 (+3)	

ENCOUNTER 5: DEMON! STATISTICS (HIGH LEVEL)

Bonepile Skeleton		Level 7 Skirmisher
Natural animate (undead)		XP 200
Initiative +8 Senses Perception +5; darkvision		
HP 79; Bloodied 39		
AC 21; Fortitude 21, Reflex 19, Will 17		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6; see also <i>bone furrow</i>		
m Claws (standard; at-will)		
+12 vs. AC; 1d8 + 5 damage.		
C Bone Cyclone (recharge; 5-6) ♦ Necrotic		
Close burst 2; +8 vs. Reflex; 2d6 + 5 necrotic damage, and the target is pushed 1 square and knocked prone. <i>Miss</i> : half damage and the target is neither pushed nor knocked prone.		
M Bone Furrow (move; at-will)		
The bonepile skeleton can shift 6 squares and move through other creatures' squares. If the bone cloud enters another creature's square, it makes an attack against the creature; +4 vs. Fortitude; target is knocked prone.		
Speed of the Dead		
When making an opportunity attack, the bonepile skeleton gains a +2 bonus to the attack roll and deals and extra 1d6 damage.		
Alignment Evil	Languages -	
Str 18 (+7)	Dex 16 (+6)	Wis 14 (+5)
Con 15 (+5)	Int 3 (-1)	Cha 3 (-1)

Tiefling Heretic (level 8)		Level 8 Artillery
Medium natural humanoid		XP 350
Initiative +9 Senses Perception +7; low-light vision		
HP 76; Bloodied 38		
AC 22; Fortitude 19, Reflex 20, Will 20		
Resist 13 fire		
Speed 6		
m Dagger (standard; at-will) ♦ Weapon		
+12 vs. AC (+13 against a bloodied target); 1d4 + 3 damage.		
r Balefire (standard; at-will) ♦ Fire		
Ranged 10; +11 vs. Reflex (+12 against a bloodied target); 1d8 + 6 fire damage, and ongoing 5 fire damage (save ends)		
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic		
Ranged 10; illusory snakes appear and attack the target; +11 vs. Will (+12 against a bloodied target); 1d6 + 6 psychic damage, and ongoing 5 psychic damage (save ends)		
Cloak of Escape (immediate reaction, when the Tiefling heretic is hit by a melee attack; at-will) ♦ Teleportation		
The Tiefling heretic teleports 5 squares		
Infernal Wrath (minor; encounter)		
The Tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the Tiefling heretic's last turn. If the attack and deals damage, the heretic deals and extra 5 damage.		
Alignment Evil	Languages Common	
Skills Bluff +16, Insight +12, Stealth +16		
Str 15 (+6)	Dex 20 (+9)	Wis 16 (+7)
Con 18 (+8)	Int 13 (+6)	Cha 20 (+9)
Equipment dagger		

Ghoul (level 7)		Level 7 Soldier
Medium natural humanoid (undead)		XP 300
Initiative +9 Senses Perception +3; darkvision		
HP 79; Bloodied 39		
AC 23; Fortitude 20, Reflex 22, Will 19		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8, climb 4		
m Claws (standard; at-will)		
+14 vs. AC; 1d6 + 5 damage, and the target is immobilized (save ends)		
M Ghoulish Bite (standard; at-will)		
Target must be immobilized, stunned or unconscious; +12 vs. AC; 3d6 + 5 damage, and the target is stunned (save ends)		
Alignment Chaotic evil	Languages Common	
Skills Stealth +12		
Str 14 (+5)	Dex 19 (+7)	Wis 11 (+3)
Con 15 (+5)	Int 10 (+3)	Cha 12 (+4)

Spined Devil (level 9)		Level 9 Skirmisher
Medium immortal humanoid (Devil)		XP 300
Initiative +8 Senses Perception +10; darkvision		
HP 94; Bloodied 47		
AC 23; Fortitude 21, Reflex 19, Will 19		
Resist 20 fire		
Speed 5, fly 7 (hover)		
m Claws (standard; at-will)		
+14 vs. AC; 2d6 + 5 damage.		
R Rain of Spines (standard; at will) ♦ Fire, Poison		
The spined devil flings spines that ignite as they fly through the air. Ranged 10; +12 vs. Reflex; 1d10 + 1 damage plus 1d6 fire damage, and the spined devil makes a secondary attack against the same target. Secondary attack: +12 vs. Fortitude; the targets takes ongoing 5 poison damage and is slowed (save ends both)		
Alignment Chaotic evil	Languages -	
Str 18 (+8)	Dex 15 (+6)	Wis 14 (+6)
Con 14 (+6)	Int 10 (+4)	Cha 11 (+4)

ENCOUNTER 5: DEMON!

DUNGEON TILES

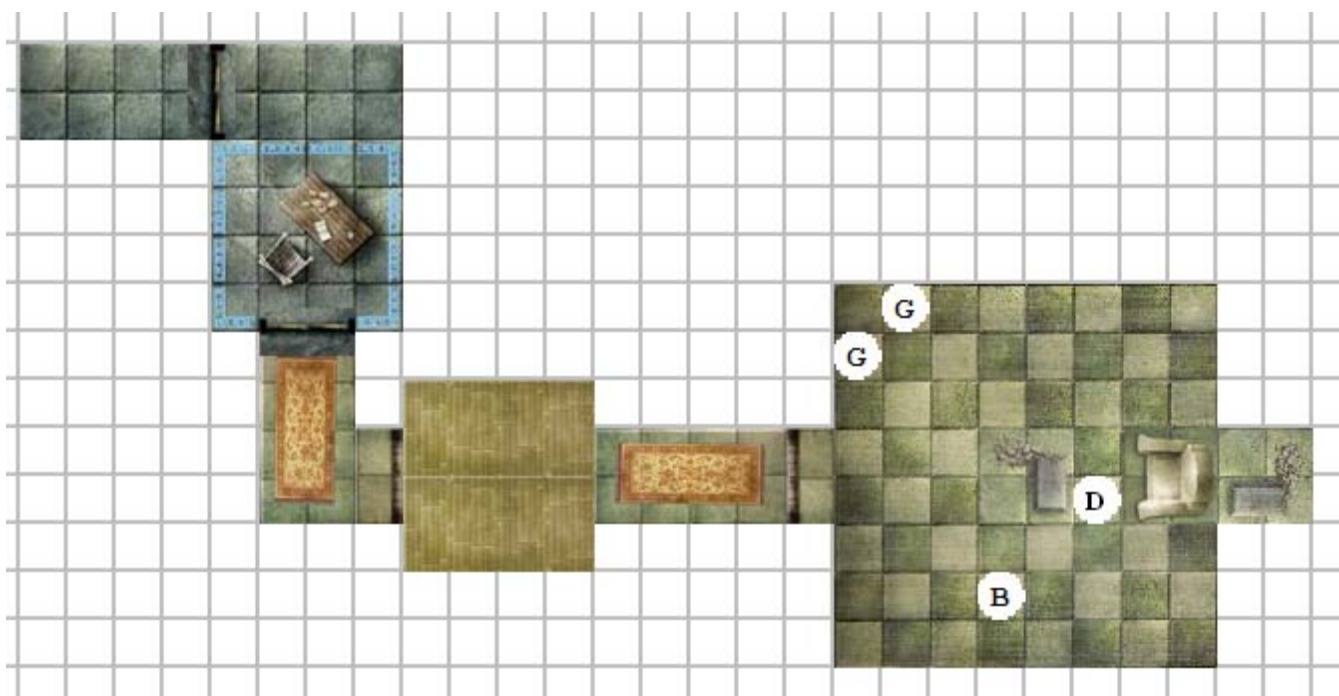
Double Doors / Rubble	2x1	x2
-----------------------	-----	----

ARCANE CORRIDORS

Flame Blast / Floor	4x2	x2
Natural Pit / Desk	4x4	x1

FANE OF THE FORGOTTEN GODS

Checkerboard floor / Outdoor Shrine	8x8	x2
Broken Altar / Alcove	2x2	x2
Carpeted Floor / Floor w/Divider	2x4	x2
Stone Throne / Raised Floor	2x2	x1
Plank Floor / Floor	4x2	x2
Closed Wood Doors / Open Wood Doors	2x1	x2



REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

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

EXPERIENCE POINTS

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

Encounter 1: The Gibbous Moon?

20 / 30 XP

Encounter 2: Dinner Guests

225 / 330 XP

Encounter 3: Follow that Horse!

20 / 30 XP

Encounter 4: Rats Aren't Dangerous!

170 / 260 XP

Encounter 5: Demon!

170 / 250 XP

Minor quest: Rescuing Darwin

35 / 60 XP

Total Possible Experience

640 / 960 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely)

that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

Gold Per PC

100 / 150 gp

(Encounter 1: 35 / 35 gp (optional), Encounter 2: 20 / 40 gp, Encounter 4: 40 / 50, Encounter 5: 40 / 60 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *+1 symbol of dire fate** (level 5)

Found in Encounter 1

Bundle B: *cloak of resistance +2* (level 7)

Found in Encounter 4

Bundle C: *+1 staff of storms* (level 5) (low-level version only)

Found in Encounter 5

Bundle D: *thundering weapon +2* (level 8) (high-level version only)

Found in Encounter 5

Potion Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 75 / 200 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250 gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session. Make sure to mark the story award codes next to each character that earned them on the tracking form.

LURU03 Friend of Helios

You have shown great faith in the Innkeeper of the Gibbous Moon in Everlund. You have purposely allowed him to remain unpunished for his past crimes in Sundabar. You have free board and lodging when staying in Everlund, although the Gibbous Moon is in no way palatial. Helios may from time to time be able to pass useful information to you, though this will undoubtedly cost a few coins.

LURU04 Friend of Darvin Surehand

Saving the life of Darvin and helping his son, Oliff, has given you two friends for life. If in the future you require his assistance he has pledged to give it to you. In addition being a merchant, he may be able to offer you rare trinkets in future Luruar adventures that would not otherwise be available.

ADVENTURE QUESTIONS

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

1. Was Helios' crime exposed and reported to the authorities by the PCs?

- a. Yes
- b. No

2. Did Torment escape?

- a. Yes
- b. No

3. Was Darvin Surefoot rescued?

- a. Yes
- b. No

NEW RULES

Symbol of Dire Fate

Level 5+

This symbol glimmers with divine light as you press your advantage against an enemy.

Lvl 5 +1	1,000 gp	Lvl 20 +4	125,000 gp
Lvl 10 +2	5,000 gp	Lvl 25 +5	625,000 gp
Lvl 15 +3	25,000 gp	Lvl 30 +6	3,125,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 damage per plus against enemies currently marked by you.

Property: When you use this holy symbol to attack a target currently marked by you, you gain a +1 bonus to the attack roll.

Reference: *Adventurer's Vault*, page 88.