

BALD1-3

TOME OF THE TRAITOR

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY JC ALVAREZ

REVIEWED BY OTÁVIO A. GONÇALVES AND M. SEAN MOLLEY
PLAYTESTED BY DAN PEERY, MIKE LEE, THOM LITTLE, WILLIAM BRAUN,
CLAYTON GRIFFON, AND JETHRO BARGER

When a scribe of Candlekeep betrays his brethren to pursue his own goals, terrible knowledge escapes the walls of the Edificant Library. Who will take the responsibility of wielding this power? A *Living Forgotten Realms* adventure set in Baldur's Gate for characters levels 7-10.

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

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 Game System License (GSL), 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.wizards.com/rpga.

DUNGEONS & DRAGONS, D&D, DM REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC 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. © 2009 Wizards of the Coast LLC.

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

RPGA[®] SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, 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 enrolled in the Wizards Play Network (or WPN for short). Information on enrolling in the program can be found at www.wizards.com/wpn. The person who sanctions the event, called the organizer, 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 organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to run this adventure if you are not the organizer.

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

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

About a century ago, a powerful mage named Maradros was studying in Candlekeep. Maradros was particularly interested in the worship of the mad god Cyric, and in the course of his studies the mage collected a number of powerful spells and rituals pertaining to the Prince of Lies. After years of studying Cyric's own works and the

works of his most depraved followers, Maradros himself finally succumbed to insanity, becoming obsessed with transforming himself into an exarch of Cyric.

Locking himself away somewhere below the Edificant Library, Maradros recorded the details of his thoughts and efforts in a journal that was later named the *Tome of Twisted Truths*. It is filled with the details of Maradros' search to understand and use the power of Cyric, followed by his quest to achieve demi-godhood and eternal servitude to the Supreme Throne.

No one knows what became of Maradros, but his ramblings were discovered decades later. The scholars of the Keep who studied the diary realized that although Maradros did not succeed in his quest, the mage's insights into the mind of Cyric make his writings very dangerous. The tome was placed in a reserved room in Candlekeep for safekeeping, a closely-guarded chamber where some of the most secret tomes are kept. Only those with high clearance are allowed entry and no book can be borrowed or copied. The Tome of Twisted Truths is itself magical; many scholars who have studied it believe that some of Maradros' own soul and personality are infused into its blood-soaked pages.

And so the Tome of Twisted Truths has been kept safe through the decades, as with so many other volumes of secret lore, in the halls of the Edificant Library... until a couple of days ago, when Nithu of Estagund, a high-level scribe of the Keep, found the Tome and decided to steal it from Candlekeep to sell it to the highest bidder, betraying the Readers for the promise of riches and power. After all, a lot of organizations, starting with the Church of Cyric, would be very interested in any information that might help reveal the secrets of their imprisoned master.

DM'S INTRODUCTION

This adventure assumes that the adventurers have come to Candlekeep in response to a personal request from First Reader Galimateas of Candlekeep. All the PCs know from the letters they received is that they have been asked to help the Library with a "delicate situation." For those who need promises of personal gain in order to embark on adventures, a bit of research quickly indicates that Candlekeep is very wealthy and the First Reader is the second-highest ranking scholar in residence (behind only the Keeper of Tomes), making him well positioned to adequately reward those who help him. The reward might take the form of knowledge, magic items, or simple coin.

This hook can be tailored to each character. Those who are natives of Baldur's Gate might have been dispatched here at the request of the Flaming Fists if

they are of a martial bent, or they might have direct connections at Candlekeep or through the Church of Oghma if they are scholarly types. Those characters who are not from the region could have been sent by a contact in Waterdeep, Cormyr, or Luruar. The First Reader has correspondents all over Faerûn, so any of the PCs could have been asked to come here by someone they trust, someone who received a cry for help that he or she was unable to answer in person, but sent the character instead.

The details of the journey to Candlekeep are unimportant. Even if the PCs came from the Heartlands, it is most likely that they first arrived in Baldur's Gate and caught a ship to Candlekeep instead of going straight to Candlekeep along the Trade Way through the dangerous wilderness of the Cloak Wood. Regardless of how they reach the keep, the PCs should have an opportunity to introduce themselves to one another during the journey, if they are not acquainted already.

PLAYER'S INTRODUCTION

Read or paraphrase the following when the player characters arrive at Candlekeep:

Dark waves crash against grey cliffs on this cloudy morning, giving the whole landscape the appearance of a black and white picture. From here, the main tower of Candlekeep overlooks the coast. It seems less like a library and more like a sea fortress - the retreat of some dark wizard who clearly wants no visitors. Due to the Spellplague-induced withdrawal of the Sea of Swords, the keep is no longer on the coast, but slightly inland instead. From an improvised dock, a road leads up to the keep. The road is guarded by dour and straight-faced monks who greet you curtly, with no effort to make you feel welcome.

The monks question the PCs regarding the purpose of their visit to Candlekeep, but once they are shown the letter from Galimateas, they nod and escort the group to the keep.

The monks lead you up the road to the cliff summit and to the outer walls of Candlekeep, but not within. The monks explain that visitors are not allowed to enter the keep unless they first pay the fee - a donation of a rare tome of sufficient value to impress the Readers. You are asked to wait in an antechamber built next to the outer walls.

The PCs can make skill checks to discover some additional information on Candlekeep (History,

Arcana). Higher check results also reveal the information for the lower DCs.

INFORMATION ON CANDLEKEEP

DC 15: Candlekeep is a fortress library created millennia ago to store all knowledge and lore. Initially the monks that lived at the keep stored and studied the prophecies of the sage Alaundo, who arrived at the keep in 75 DR and made a lot of predictions regarding the future of the Realms.

DC 20: Candlekeep boasts one of the finest libraries in Faerûn. The keep's major income comes from copying books and tomes at the request of visitors. The library's collection expands through the donations of those outsiders who wish to study its collection. The price of entry is but a single book, which must be of sufficient rarity or value to impress the Readers. The church of Oghma also has a strong presence in Candlekeep.

DC 25: Sages and ascetics know that many important tomes are kept inside the walls of Candlekeep. Many of the priceless volumes housed here are the only known copies of those works to exist anywhere in the world. The collection encompasses all things mundane and magical. Some of the books hold powers and secrets (magical or otherwise) that, in the wrong hands, could grant one sway over entire sects and even nations.

It's not entirely out of the question that one or more of the PCs might have some kind of story object or other rare volume that would in fact be sufficient to pay the entry fee to Candlekeep; however, doing so only permits the visitor to stay for a tenday, and any character who made such a contribution would surely want to spend the allotted time studying in the vast libraries, which would keep that PC from participating in the adventure. So, the monks respectfully decline to accept any such offers that the PCs might wish to make. They explain that as the PCs were invited here, the First Reader will come out of the keep to see them.

The waiting area is much nicer than it appears from outside. You are greeted by the warmth of a small reading hall. A few monks and students pick through its shelves and stacks, lit by the light of a hundred candles, even this early in the day. Perhaps this is the reason behind the Candlekeep's name.

After a surprisingly short wait, you are greeted by Master Galimateas, First Reader of Candlekeep.

Proceed to Encounter 1.

ENCOUNTER 1: LARCENY AT THE LIBRARY

SETUP

Important NPC: Master Galimateas (Diplomacy +12, History +19, Insight +14, Perception +14)

Description: The First Reader is a tall, lanky human in his early sixties, with a flowing mane of gray hair and heavy maroon robes. His cobalt eyes are sharp and knowing, and his manners are that of a cloistered scholar - clearly well-educated, but with little time for social niceties. When the PCs meet him, he looks upset but contained, disappointed but hopeful, and desperate but focused.

After being introduced to Master Galimateas, the PCs are taken to a side room where they can have more privacy. Once the PCs are all seated around the conference room table and their needs have been seen to (including tea and biscuits for those so wishing), Galimateas abruptly stands up, walks towards a window, and begins speaking. He cuts directly to the chase, hands clasped behind his back, without looking at the PCs.

"It is a rare occurrence for Candlekeep to require help from the outside, but the current circumstances call for discretion. It was... difficult to get the Keeper of Tomes' permission to call for help on this, so I hope you won't disappoint me."

"I suppose I should start at the beginning: Master Nithu of Estagund, a trusted scribe under my authority, had betrayed Candlekeep... and stolen a very important and valuable volume."

"The missing book is known as The Tome of Twisted Truths. Perhaps you have heard of it?"

Any character who succeeds on a DC 25 History check has indeed heard of the volume. Such a character would know the basic outline of the book's history as explained in the Adventure Background, but of course would have no knowledge of its current situation. After a pause for any characters who wish to try and impress Galimateas with their knowledge, the First Reader continues:

"The tome was written by a mage called Maradros, who studied here about a century ago and then disappeared without notice. At the time, no one knew what had become of him. It was assumed that he had simply moved on to other avenues of study. The Tome of

Twisted Truths was discovered only decades later, revealing what became of Maradros. The mage had collected a number of powerful rituals pertaining to the god Cyric and was attempting to use this blasphemous knowledge to elevate himself to the status of exarch. His quest did not succeed, but he left behind a record of his efforts.

"Maradros' journal, which has come to be known as the Tome of Twisted Truths, records his studies on the power of the God of Lies. It reveals hidden knowledge, explains the mage's research into various rituals, all the details of Maradros' preparations to ascend to demigodhood in the service of Cyric. By the end of the book, it transforms into the mumblings of a madman who succumbed to powers much greater than himself."

"Some of the tome's contents have never truly been deciphered, including certain cryptic passages that might be prophecies - or might just be gibberish. Nevertheless, the book contains a number of powerful rituals. It also has magical properties of its own, properties that are not fully understood. Maradros was quite powerful, even if he was insane, and it is believed that he penned the tome in his own blood, infusing it with some of his personality and thoughts. Even the barest echo of those thoughts might hold terrible evil."

"As you can see, the dark power of Maradros' journal is far too dangerous to even consider letting the volume out of the library, much less in the hands of a traitor. Nevertheless, that is exactly the situation in which we find ourselves."

"According to my contacts, Nithu fled to Baldur's Gate after the theft and there he remains. Although we don't know what he intends to do with the tome, any number of organizations could benefit from the dark powers of this book, which is why it was always kept in a reserved area of the library."

"We have an address for a place near the docks where Nithu was reportedly seen, but we have no means of tracking him through the city. Furthermore, if word gets out of what has been taken, even more attention will be drawn, attention of a sort that I can assure you we do not want. To all appearances both inward and outward, business at Candlekeep must continue as usual. That is why I need you."

Galimateas has given the PCs all of the information that he has available. He answers any questions that the PCs have, although there's little to add. Feel free to pull additional tidbits regarding Tome of Twisted Truths from the Adventure Background as needed. The scene of the crime is irrelevant, so if the PCs ask to enter the Keep and search for clues, Galimateas impatiently

assures them that their quarry is somewhere in Baldur's Gate. Wasting time in Candlekeep would not do anything to help the investigation.

The First Reader promises to reward each PC with 100 / 125 gp should they successfully recover the Tome and return it to Candlekeep. He also hints that he might be able to reward them in other ways if they are particularly quick and particularly discreet about their investigation, but he doesn't promise anything specific. Once the PCs are ready to depart, Galimateas offers them the use of a ship back to Baldur's Gate, sending them on their way. He urges the PCs to act quickly, since any delay could mean that the book will slip further away from their grasp. If Nithu takes the tome away from Baldur's Gate, it is very unlikely ever to be seen again.

ENDING THE ENCOUNTER

When the PCs leave for Baldur's Gate, read the following:

Master Galimateas arranges for a ship to take you on the short trip to Baldur's Gate and you arrive at the great city just as the sun is beginning to set.

The buildings, walls, and piers growing out of the bay look collectively like a crescent moon - or a claw attempting to grab the sea. As you pass the Seatower of Balduran in the fading evening light, you are granted the spectacle of a thousand lights, twinkling on the docks and beyond. By the time you get off the ship, only these lights illuminate the darkness.

The PCs land in the docks district near the address they were given by the First Reader. Any local can guide them through the alleys to the place they are seeking - or to a tavern, shop, or whatever the PCs want, if they don't intend to proceed directly to their destination.

TREASURE

First Reader Galimateas promises payment of 100 / 125 gp per PC, along with the possibility of additional favors, but he doesn't advance any part of the reward.

ENCOUNTER 2: AND... AUCTION!

ENCOUNTER LEVEL 7 / 9 (1,500 / 2,000 XP)

SETUP

This encounter includes the following creatures at the low tier:

3 doppelganger assassins (Level 7) (D)

2 succubi (Level 7) (S)

This encounter includes the following creatures at the high tier:

3 doppelganger assassins (Level 9) (D)

2 succubi (S)

Whenever the PCs are ready, they can proceed to the address they were given, which is located in the docks district of Baldur's Gate. Unbeknownst to the PCs, Nithu plans on auctioning the tome to the highest bidder. This is the night the auction will take place, and some of those invited are already gathered at the site.

Midnight draws near, as you make your way through the claustrophobic alleys of Baldur's Gate to the address Master Galimateas gave you. The building is almost invisible among the high walls and tight passages of the docks district, but the green rune painted on the door is unmistakable. As you approach the entrance, a hooded little man opens it to let you in, with nary a question about your identity or purpose, and motions you to follow him after closing the door behind you.

After a short walk through a warren of meandering corridors and narrow halls, you enter a somewhat larger chamber. It could not differ more from the lonely, dead alleyways you just left; this room is crowded and quite warm. Lamplight gives a yellowish tint to the impatient faces of the dozen or so shady characters packing the hall.

Behind a large old wooden desk is a man with his hands resting on a heavy book wrapped in leather. This can be none other than Nithu, the deserter from Candlekeep, the man you came to find. Behind him, a curtain in the wall provides an obvious escape route.

The PCs are asked by the doorman to keep their weapons sheathed at all times. They are warned that any disturbances will be frowned upon by the other guests (and you should make it clear that immediately attacking Nithu would be a bad idea for the PCs due to

the number of persons gathered here, all of whom look like they are capable of defending themselves).

As the PCs get settled, Nithu is just about to begin the auction. He has invited a collection of nobles, spies, and envoys from several houses and organizations of Baldur's Gate. What Nithu himself doesn't know is that one of these organizations intends to obtain the tome forcefully, and already has a scheme in motion to disrupt the auction. The agents of this organization, known as the Hand of Turagh, are followers of the mad god Cyric and have been after the Tome of Twisted Truths for years. Unable to break into the Edificant Library, they intend to take advantage of the situation and refuse to let the book fall into anyone else's hands.

To help set the scene, you should go ahead and draw the battle map and allow the PCs to decide where they want to position themselves in the room. That way when the fight breaks out, you don't have to interrupt the flow of the encounter. They may also ask questions about the area (see the **Features of the Area** section), the other bidders, and Nithu himself before beginning the auction.

- The bidders are thirteen nondescript individuals, mostly male, of undefined ages and backgrounds. Most of them wear fine clothes, half-heartedly disguised with dark cloaks and hoods. They are a mix of legitimate and illegitimate interests. A History, Religion, or Streetwise check (DC 19 / 21) lets the PCs recognize the symbols of the Baldur's Gate Ducal Palace, the Church of Oghma, the Twilight Brotherhood, and other local criminal societies.
- Nithu stands behind an old wooden desk against the back wall, facing his guests and resting his hands over a heavy, leather-bound volume, which must be the Tome of Twisted Truths. If any PC approaches within 10 squares of Nithu, that character notices that he stands behind a translucent, shimmering, paper-thin wall of energy. This is the result of an Arcane Barrier ritual (*Dragon Magazine* 366; see the New Rules appendix for details).

If the PCs try to interact with the NPCs, they are mostly ignored. The other bidders are either too shady to want anyone to know their identities, or too embarrassed to be here as representatives of otherwise legitimate organizations, and aren't likely to be speaking to anyone.

Nithu seems receptive to conversation, and is talking with a couple of the guests when the PCs arrive. He may chit-chat with the PCs from behind the Arcane Barrier, since he is protected, but after a few minutes, he

asks them to go to their seats or leave, so he can begin the auction.

If the PCs threaten him or tell him that they were sent by Candlekeep or that they intend to take the book back by force, Nithu will be unimpressed. Nithu says that if the First Reader wants the Tome of Twisted Truths, then he'd better have supplied the PCs with enough gold to outbid everyone else here. If the PCs become aggressive, Nithu will smile and warn them that it's no use. If they persist, go ahead and trigger the entry of the agents of the Hand of Turagh, who attack upon seeing the PCs disrupting the proceedings. When this happens, Nithu immediately leaves through the curtain behind him.

If Nithu is allowed to begin the auction, proceed:

“Welcome to all. I am Master Nithu of Estagund. I thank you all for your presence here tonight, especially on such short notice. You are all gathered here for the same reason, so let me present it to you.

“This is the one and only Tome of Twisted Truths, written by the mad mage Maradros, who spent his entire life researching the secrets of the mad god of strife and lies. Here is where he wrote all his discoveries!

“Yes, my friends! This book holds the secrets of Cyric! But I warn you, this tome is only for those strong enough to keep their sanity while reading its contents! Mad Maradros penned every letter with his own blood, and I believe that a portion of his very soul is still contained within its pages. This item is certainly not suitable for the weak, the foolish, or the faint-hearted.

“Now, who among you shall be worthy of holding the Tome's secrets in their hands? Let us begin the auction. My initial price is 100 platinum pieces.”

As Nithu finishes speaking, the first offers are announced. The bidding quickly escalates into the thousands of gold pieces. Some people, obviously surprised by the size of the initial bids, stand up and head for the exit. But before anyone can leave, the sound of a man being thrown to the ground draws everyone's attention. (If any of the PCs are specifically watching the entrance, they see a man and a woman force their way through the door, pushing the doorman to the ground.)

A woman strides into the room, accompanied by a cloaked figure who brandishes a gleaming dagger. “Stop the auction!” she cries. “This book is ours by right. Just stay in your seats and no one will get hurt.”

Needless to say, most of the participants in the auction, including the PCs, are probably not the sorts of people to comply with that sort of command. Everyone in the

room leaps to their feet, some looking to escape, while others draw weapons or prepare spells. A few activate magic items and simply vanish. Nithu is not willing to risk his personal safety, so he grabs the book from the desk in front of him and runs to the back room behind the curtain. There he activates a previously prepared, single-use portal which takes him back to his hideout.

If for some reason the PCs actually do not initiate combat right away, the succubi go after Nithu, while the doppelgangers threaten the guests. Combat may begin at any time now, but if the PCs continue to wait, the first succubus becomes furious when she crashes into the Arcane Barrier. She shouts a curse in Supernal, which everyone in the room understands in their own language.

“It's no use, he's escaped. Leave no witnesses!”

FEATURES OF THE AREA

The auction hall is an old abandoned house, which has been empty for some time. The walls and floor are a mix of wood and stonework. The ceiling is barely held up by six wooden columns.

Illumination: The room is brightly illuminated by lanterns hanging on the walls.

Arcane Barrier: The blue area around the desk indicated on the map shows the location of the barrier. It was created with an Arcana check result of 24, so it requires a DC 29 check for Knock or a similar ritual to collapse the barrier, or a DC 34 Strength check to break through. The wall has 100 hit points, AC and Reflex 3, Fortitude 15, and it is immune to attacks that target Will.

Benches: Squares occupied by benches are treated as difficult terrain, costing 2 squares of movement.

Doors: The two side doors are locked (DC 25 Thievery to pick the lock, or DC 20 Strength to break the door down). The main entrance door is not locked. None of the doors lead to anyplace of interest.

Other Bidders: The other bidders should be treated as minions (those indicated on the map are the ones who didn't have escape routes pre-planned). They have AC 17/19, all other defenses 15/17, and they have 1 hit point each. They are mostly there to get in the way, although they make good targets for the succubi to use *charming kiss* (see below).

TACTICS

The PCs can be anywhere they wish on the map when the monsters arrive. Two of the doppelgangers and one of the succubi are already hidden among the guests, using *change shape* to appear innocuous. You should check the PCs' passive Insight scores against the

monsters' Bluff check results to determine how effectively these monsters conceal their intentions; if they are able to avoid detection, they gain combat advantage for their initial attacks.

As soon as combat begins, the remaining guests try to flee the room, with some heading towards the side doors only to discover that those exits are locked, causing them to stampede for the main doors. The NPC non-combatants move 5 squares per round.

Each succubus attempts to *dominate* a PC who looks like a defender or other burly type, sending them to attack the less-heavily-armored PCs. If they are forced into melee, they use *charming kiss* and thereafter try to keep adjacent to the charmed target so that it can absorb incoming attacks. A succubus can use *charming kiss* on one of the NPC bidders to obtain a disposable minion if there is no good PC target available.

The doppelgangers typically use *shapeshifter feint* as a minor action to gain combat advantage for a dagger attack. When most or all of the PCs are within range, they use *cloud mind* to become invisible and try to set up a coordinated strike against a particularly dangerous PC.

Both the succubi and the doppelgangers can make use of *change shape* to attempt to impersonate a specific guest. They can enter the square of one of the NPC bidders as a move action for this purpose. Telling the two apart requires an opposed Insight check by the PC versus the monster's Bluff check. (For this purpose, the monsters do not get the normal +20 bonus to their Bluff checks described on page 280 of the *Monster Manual*.) If the PC wins the opposed check, he or she can tell which "person" is the monster and accurately target attacks against that individual. Otherwise, any attacks made by the PC have a 50% chance to target the victim instead of the monster. (Of course, the first successful hit on any NPC bidder is fatal, which ruins the disguise.)

SCALING THE ENCOUNTER

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

Four PCs: Remove one doppelganger assassin.

Six PCs: Add another doppelganger assassin.

ENDING THE ENCOUNTER

By the time the combat ends, there should be no one left in the room but the PCs - all of the other guests should be dead or have escaped, the monsters should be defeated, and Nithu has departed for an unknown destination thanks to his pre-arranged escape route.

However, all is not lost. Searching the succubi, the PCs find a letter (distribute **Handout 1** at this time) from their employers. Even if some of the monsters were

kept alive instead of killed, they won't reveal any information, except that they were sent by a group called the Hand of Turagh.

In the back room, behind the curtain, the PCs find a small desk with ink and parchments. This is where Nithu wrote the invitations and set up the auction. On the wall behind the desk the PCs can still spot two fading symbols marked in coal. A DC 22 Arcana or Perception check reveals the presence of a keyed portal through which Nithu has probably left the building. The exact nature of the key cannot be identified at this moment, but the PCs should write down the fading symbols on the wall as part of the clues to deciphering this portal network (distribute **Handout 2**, but make sure you fold or cut the page in half to show only the blurred symbols at this time). A Linked Portal ritual cannot reestablish this portal, and an Analyze Portal ritual cannot determine its endpoint, since the portal is not active unless the symbols are written correctly on the wall.

When the PCs have done all the investigating that they want to do in this location, they discover that there is still one person waiting for them at the entrance to the house. Dressed in the garments of a priest of Oghma, the man introduces himself as Inspirator Magmoran. Proceed to Encounter 3.

EXPERIENCE POINTS

Each PC earns 300 / 400 XP for defeating the doppelgangers and succubi.

TREASURE

Along with the note from the Hand of Turagh, the PCs find either a *cunning weapon* +2 (low tier only) or a *voidcrystal weapon* +3 (high tier only).

ENCOUNTER 2: “AND... AUCTION!” STATISTICS (LOW LEVEL)

Doppelganger Assassin (Level 7)	Level 7 Lurker
Medium natural humanoid (shapechanger)	XP 300
Initiative +12 Senses Perception +9	
HP 63; Bloodied 31	
AC 22; Fortitude 17, Reflex 20, Will 20	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d4 + 5 damage.	
M Shapeshifter Feint (minor; at-will)	
+10 vs. Reflex; the doppelganger assassin gains combat advantage against the target until the end of the doppelganger assassin's next turn.	
C Cloud Mind (standard; sustain minor; encounter) ♦ Charm	
Close burst 5; +10 vs. Will; the doppelganger assassin is invisible to the target. Affected targets are unable to see the doppelganger for as long as it sustains the effect, until the doppelganger attacks, or until it is hit by an attack.	
Combat Advantage	
The doppelganger assassin deals an extra 2d6 damage against any target it has combat advantage against.	
Change Shape (minor; at-will) ♦ Polymorph	
A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.	
Alignment Evil Languages Common	
Skills Bluff +14, Insight +11, Stealth +13	
Str 12 (+4) Dex 21 (+8) Wis 12 (+4)	
Con 15 (+5) Int 13 (+4) Cha 19 (+7)	
Equipment dagger	

Succubus (Level 7)	Level 7 Controller
Medium immortal humanoid (devil, shapechanger)	XP 300
Initiative +7 Senses Perception +7; darkvision	
HP 74; Bloodied 37	
AC 21; Fortitude 15, Reflex 19, Will 21	
Resist 20 fire	
Speed 6, fly 6	
m Corrupting Touch (standard; at-will)	
+12 vs. AC; 1d6 + 5 damage.	
M Charming Kiss (standard; at-will) ♦ Charm	
+12 vs. AC; the succubus makes a secondary attack against the same target. <i>Secondary Attack</i> : +10 vs. Will; the target cannot attack the succubus, and if the target is adjacent to the succubus when the succubus is targeted by a melee or a ranged attack, the target interposes itself (as an immediate interrupt) and becomes the target of the attack instead. The effects last until the succubus or one of its allies attacks the target or until the succubus dies. If the target is still under the effect of this power at the end of the encounter, the succubus can sustain the effect indefinitely by kissing the target once per day. The succubus can affect only one target at a time with its charming kiss.	
R Dominate (standard; at-will) ♦ Charm	
Ranged 5; +10 vs. Will; the target is dominated until the end of the succubus's next turn.	
Change Shape (minor; at-will) ♦ Polymorph	
A succubus can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.	
Alignment Evil Languages Supernal	
Skills Bluff +14, Diplomacy +14, Insight +12	
Str 11 (+3) Dex 18 (+7) Wis 19 (+7)	
Con 10 (+3) Int 15 (+5) Cha 22 (+9)	

ENCOUNTER 2: “AND... AUCTION!” STATISTICS (HIGH LEVEL)

Doppelganger Assassin (Level 9)	Level 9 Lurker
Medium natural humanoid (shapechanger)	XP 400
Initiative +13 Senses Perception +10	
HP 75; Bloodied 37	
AC 24; Fortitude 19, Reflex 22, Will 22	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d4 + 5 damage.	
M Shapeshifter Feint (minor; at-will) ♦ Weapon	
+12 vs. Reflex; the doppelganger assassin gains combat advantage against the target until the end of the doppelganger assassin's next turn.	
C Cloud Mind (standard; sustain minor; encounter) ♦ Charm	
Close burst 5; +12 vs. Will; the doppelganger assassin is invisible to the target. Affected targets are unable to see the doppelganger for as long as it sustains the effect, until the doppelganger attacks, or until it is hit by an attack.	
Combat Advantage	
The doppelganger assassin deals an extra 2d6 damage against any target it has combat advantage against.	
Change Shape (minor; at-will) ♦ Polymorph	
A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.	
Alignment Evil Languages Common	
Skills Bluff +15, Insight +12, Stealth +14	
Str 12 (+5) Dex 21 (+9) Wis 12 (+5)	
Con 15 (+6) Int 13 (+5) Cha 19 (+8)	
Equipment dagger	

Succubus	Level 9 Controller
Medium immortal humanoid (devil, shapechanger)	XP 400
Initiative +8 Senses Perception +8; darkvision	
HP 90; Bloodied 45	
AC 23; Fortitude 17, Reflex 21, Will 23	
Resist 20 fire	
Speed 6, fly 6	
m Corrupting Touch (standard; at-will)	
+14 vs. AC; 1d6 + 6 damage.	
M Charming Kiss (standard; at-will) ♦ Charm	
+14 vs. AC; the succubus makes a secondary attack against the same target. <i>Secondary Attack</i> : +12 vs. Will; the target cannot attack the succubus, and if the target is adjacent to the succubus when the succubus is targeted by a melee or a ranged attack, the target interposes itself (as an immediate interrupt) and becomes the target of the attack instead. The effects last until the succubus or one of its allies attacks the target or until the succubus dies. If the target is still under the effect of this power at the end of the encounter, the succubus can sustain the effect indefinitely by kissing the target once per day. The succubus can affect only one target at a time with its charming kiss.	
R Dominate (standard; at-will) ♦ Charm	
Ranged 5; +12 vs. Will; the target is dominated until the end of the succubus's next turn.	
Change Shape (minor; at-will) ♦ Polymorph	
A succubus can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual.	
Alignment Evil Languages Supernal	
Skills Bluff +15, Diplomacy +15, Insight +13	
Str 11 (+4) Dex 18 (+8) Wis 19 (+8)	
Con 10 (+4) Int 15 (+6) Cha 22 (+10)	

ENCOUNTER 2: “AND... AUCTION!” MAP

TILE SETS NEEDED

DT1 Dungeon Tiles x1, DT2 Arcane Corridors x1, DT6 Fane of the Forgotten Gods x1

B = Bidders
N = Nithu
DP = Doppelganger Assassins
S = Succubi



ENCOUNTER 3: MAGMORAN

SETUP

Important NPC: Inspirator Magmoran (Arcana +12, Insight +13, Religion +12)

INSPIRATOR MAGMORAN

The Oghmanyte agent is a middle-aged man, dressed in the ritual vestments of his church, his reddish-brown hair tied into a long braid and held by a silver headband. He has big, penetrating eyes, and he always looks as he is about to smile at some personal thought, but doesn't.

Magmoran's approach - and his character - is truthful and well-intentioned, and he has no qualms about revealing that his church sent him for the Tome.

Seeing that the PCs were also sent for the tome, but managed to handle themselves much better during the fight than most of the other bidders, Magmoran presumes them to be mercenaries and is intrigued as to who sent them. He will try to get that information from the PCs, but even if he fails, he will try to convince them to change their allegiance, for he truly believes that the goals of his church are nobler.

After introductions and small talk about what just happened, Magmoran gets down to business:

"I must ask you to reconsider your allegiance in this matter. My church believes that no one should be allowed to recover the Tome of Twisted Truths. Someone with access to the knowledge accumulated by Maradros could wreak terrible havoc. I do not know what evil rituals might be found in that book, but the world cannot bear the risk of it falling into the hands of his demented followers."

"I am sure you are honorable, and as such, you are bound by your promise to deliver the tome to your employer. However, please keep my words in mind. The repercussions of your actions could be far larger than any of us can imagine. The Tome of Twisted Truths must be dealt with in such a fashion that its words can never see the light of day again."

"I beseech you to seek me at the High House of Wonders once you have the book. Our church's gold is at least as good as anyone else's, but our magical gifts can be even better."

Magmoran asks the PCs for any information they might have learned about Nithu. When they tell the Inspirator that Nithu disappeared through a portal, he asks if he may take a look at the symbols. (If the PCs are still

suspicious of the priest's intentions and do not share this information with Magmoran, then he investigates the area himself. The PCs will need access to the Halls of Wonder in order to solve the puzzle of the portal and find Nithu's hideout, so make sure you include this scene.)

"Hmm. I have never seen a portal quite like that, although I do recognize one of these sigils. It seems that the one on the bottom is that of High Priest Mag'Nuall, an old High Priest of Oghma. This is intriguing indeed. I would copy this sequence of symbols if I were you, before it fades completely."

"You may be able to find out more about these markings at our great library in the High House of Wonders. As a token of good will, I shall grant you passage to the library so you may proceed with your investigation. This of course does not obligate you in any way with regards to my earlier request."

If the PCs haven't copied the sequence of blurred symbols, they may do so now (distribute **Handout 2**).

If the PCs reveal that Candlekeep sent them, Magmoran will add the following:

"Please understand, I bear no ill will towards Candlekeep. However, the tome is too dangerous to return to the Edificant Library. They will continue to make it available for study - and when it is perused, evil flourishes in the reader's mind."

"The Readers don't see the obvious, that the evil forces who seek the Tome of Twisted Truths already know where it was stolen from. Returning it to its former home would be like painting a bull's eye on Candlekeep for future attacks. These people will stop at nothing. Each attack they make will be more powerful than the last. And who knows when the next Nithu might come along and betray the Readers from within?"

ENDING THE ENCOUNTER

After talking with the PCs, Magmoran leaves promptly. He warns the PCs that the guests leaving in panic may have drawn the Flaming Fist's attention.

Indeed, after the PCs copy the symbols and decide to leave the premises, they are faced with the Flaming Fist outside. Proceed to Encounter 4.

TREASURE

Although Magmoran won't make an advance payment, he is willing to match the PCs' existing offer (100 / 125 gp each). He also hints that he might be able to get them access to some magic items from the Church of Oghma.

ENCOUNTER 4: THE DUKE'S MAN

SETUP

Important NPC: Lord Balkal (Diplomacy +13, Insight +12, Perception +12, Streetwise +13)

A squadron of a dozen Flaming Fist soldiers led by a corporal approaches the PCs as soon as they leave the house. You should improvise a short roleplaying scene in which the PCs are asked to explain the disturbances (sounds of battle, magical explosions, etc.) coming from this location. The PCs are given more deference if any of them are members of the Flaming Fist. The PCs are given less deference if there are dead bodies in the house other than those of the monsters.

After the PCs finish their explanation, the soldiers decide that this situation is above their pay grade and that the PCs need to speak with the Fist captain on duty. If the PCs don't agree to come quietly, the corporal takes them aside and quietly explains that this is actually not only a Flaming Fist request; a very important man called Lord Balkal is interested in talking to the PCs. The officer promises that Lord Balkal is a representative of the Grand Duke and he does not mean them harm.

TROUBLESHOOTING

Many players dislike being forced to take meetings with NPCs. If the PCs decide that they can simply fight the guards, you should discourage this behavior. Tell the PCs that the guards are well armed and may be able to call reinforcements. Also remind them that the Flaming Fist is known to be a force of justice in the region and not easily corrupted. The PCs have done nothing wrong, so they have nothing to fear by agreeing to meet with Lord Balkal.

If the players absolutely insist on refusing the meeting, then you can improvise a quick skill challenge for the PCs to slip away from their Flaming Fist escort. This should not be terribly difficult (and the PCs do not earn any XP for it). Any reasonable plan will work. However, the PCs lose out on the information they could have gotten from Lord Balkal and they have no opportunity to return to the book to the Ducal Palace at the end of the adventure.

If the players absolutely insist on fighting the city guards, use the statistics for Human Guards on page 163 of the *Monster Manual* (regardless of whether you are playing low tier or high tier). There are 12 guards on the scene, and they will also call for reinforcements who arrive in 10 rounds. This second wave is essentially unbeatable, with as many high-level soldiers and officers as needed. Make it clear to the players that the Flaming

Fist is more than capable of defeating and imprisoning the PCs. This adventure is over, as the PCs will have to flee the city to avoid imprisonment. The characters earn XP for the foes they defeated in Encounter 2, plus 360 XP per PC for defeating the initial wave of Flaming Fist guards, but they receive no gold and do not get access to any treasure bundles. They also lose any favorable story awards that they have ever earned with the Flaming Fist.

Assuming the PCs decide to accompany the guards, read:

After about an hour of walking through the darkened streets of Baldur's Gate, you are taken not to the Flaming Fist headquarters, but the Ducal Palace itself, the city's seat of power. Its stark, bare design makes it look more imposing than most other buildings of its kind. An elite force of the Flaming Fist guards the entry to this mini-district.

After your escorts have a few words with the sentries at the entrance, you are led to a smaller building inside the castle, trooping through a series of staircases and hallways to a well-furnished if austere office.

LORD BALKAL

The PCs are introduced to Lord Balkal, the city's current Director of Intelligence (chief spy). He is a stout, pensive man with closely-cropped black hair. His eyes betray a more hardened character than is suggested by his neat persona and fancy clothes.

Before discussing business, Lord Balkal will offer the PCs something to drink from the Ducal winery and also some fine bread and fruit. The palace's stores are mildly enchanted: each PC taking the moment to relax and enjoy the offered repast regains one healing surge.

"I understand that you were involved in that mess near the docks. A dreadful business, no?"

"You are here on behalf of the Candlekeep Readers, are you not? There's no need to deny it; my sources are quite reliable. I also know what you are after and who else is after the same thing."

"We also had someone present at the auction, you see. Although Nithu is a traitor to Candlekeep, he broke none of the city's laws, so we planned to play along with his little game. The Tome of Twisted Truths is a powerful item and it represents a danger to the public. When we heard about the auction we decided to participate and take the book out of circulation. However, the situation has changed, and so we will use a different approach. Nithu is now a criminal as far as the city is concerned. The bloodbath at the docks is

sufficient evidence that he cannot be allowed to continue running around with that book.

“As we speak, I have men looking for Nithu, and I am sure you are eager to get back to your own search. I will not try to stop you from doing so. Instead, should you be the first to locate the Tome, I would like to try to persuade you to bring it here rather than deliver the tome back to the Readers.

“We are talking about a very dangerous item here. The city authorities can trust no one with that tome. Why leave such a thing at the library for all to see? Do you trust the Readers to allow only the right people in? Who are the right people, anyway? Has this madness not caused trouble enough already?”

Lord Balkal pauses here for a moment to get a sense of what the PCs are thinking. If anyone asks what the city authorities would do with the book should they get it, he smiles and adds the following:

“The Grand Duke has a commitment to his citizens and will not let them come to harm. There is great power in that book. Now, power can certainly be used for evil, but it can also be used for good, by men and women of noble heart, do you not agree? Each of you has power, and you choose how you will use that power. That is no more and no less than what we who watch over this city must also do. If the power of the Tome of Twisted Truths has the ability to help the city against her enemies, then we cannot turn our back on such a weapon. In the Grand Duke’s eyes, nothing comes before the protection of Baldur’s Gate and her people. Even if we cannot use it, as long as that book is in any other hands but ours, it poses a threat to the city, and I cannot allow that threat to remain. I promise you, we have only the noblest of intentions.”

Regardless of what the PCs do or do not promise Lord Balkal, the meeting is basically over once he has made his request. If any of the PCs mention the note they found, however, he asks to see it. He reads it quickly and then says:

“The Hand of Turagh? This is worse than I thought. They are a sect of assassins working in the name of Cyric. I’m certain that they will do anything and everything in their power to get the tome. I advise you to be very cautious. The Hand is extremely dangerous.”

INFORMATION ON THE HAND OF TURAGH

Whether the PCs speak with Lord Balkal on the subject or not, they might want to ask around a bit about the Hand of Turagh. The following information can be gained with Streetwise checks. History or Religion

checks could also be used, but the DCs are 5 higher. If the PCs have indicated an interest in accepting his offer, Lord Balkal might also share some or all of this information, as you see fit.

DC 15: The Hand of Turagh is a sect of murderers and spies under the direct orders of Cyric's church. For their own safety, common informants make sure they don't find out too much about the organization.

DC 20: Although the members of the Hand are exclusively Cyricists, they also take jobs for others, most notably the Twilight Brotherhood (an evil merchant consortium that is involved in many shady dealings). The Hand's members are considered elite mercenaries, with a reputation surpassing even that of the Zhentarim. The Hand's members are chosen not only for their skills but also for their religious fervor. If anyone would take the lead in trying to use the Tome of Twisted Truths in furtherance of the evil designs of Cyric, it would be the Hand of Turagh.

DC 25: One of the senior members of the Hand of Turagh, a blackguard named Fangul Garoth, was until recently imprisoned in the Seatower of Balduran along with other members of a criminal organization known as the Deadly Five. The members of the Deadly Five recently escaped from their captivity during a recent night of unrest when parts of the city were menaced by undead. Fangul's current whereabouts are unknown.

ENDING THE ENCOUNTER

After their talk with Lord Balkal, the PCs are free to go. Proceed to Encounter 5.

TREASURE

Like the other power groups who have courted the PCs, Lord Balkal is willing to pay 100 / 125 gp per PC for the Tome of Twisted Truths, and he also suggests that he can get them access to magic items from the Ducal armory.

ENCOUNTER 5: TRACKING THE TOME

**SKILL CHALLENGE LEVEL 7 / 9,
COMPLEXITY 3 (850 / 1,200 XP)**

SETUP

Number of Successes: 8

Number of Failures: 3

Primary Skills: Arcana, Bluff, Diplomacy, History, Intimidate, Perception, Religion, Stealth, Streetwise

The only good lead that the PCs have is the blurry symbols that seem to be connected to the portal Nithu used to escape from the scene at the docks. As a result of their conversation with Inspirator Magmoran, the PCs have been granted access to the High House of Wonders (the main temple of Oghma in Baldur's Gate). If the PCs did not speak with Inspirator Magmoran for some reason, then they can still arrive here by doing research on their own. Any skill checks they make regarding the symbols they found will eventually lead them here. (The PCs might also decide to research the symbols back at Candlekeep. Master Galimateas is still trying to keep a lid on the news about the tome's disappearance, however, so he encourages them to go to the High House of Wonders instead, particularly since the symbols do appear to be related to Oghma in some fashion.)

Once a temple to the god of artificers and now dedicated to Oghma, the High House of Wonders is the largest and most spectacular temple in Baldur's Gate. It holds the inventions, arcane discoveries, collected history, and ancient secrets of two churches.

The massive building is a temple, university, museum, and library all rolled into one. It remains open at all hours and plays host to a steady stream of worshippers, scholars, and tourists. As you enter the imposing library section, you cannot help but marvel at the history and power (and budget) of this place.

The library is filled with shelves upon shelves of ancient tomes, practical manuals, traveling books, forbidden grimoires, fantasy tales, poetry anthologies, biographies, cultural legends, government archives, legal registries, and news collections, among countless other legacies that have fallen into the church's hands. If the secret to deciphering the other half of the portal sequence exists, it can surely be found here.

The goal of this skill challenge is to find clues towards solving the puzzle of the symbol sequence in Nithu's portal, by researching the two symbols that were still visible. As the skill challenge progresses, the PCs gradually discover more clues to decipher the puzzle. Their starting point is the blurry symbols found on **Handout 2**.

THE PUZZLE

A successful check using any of the skills below grants a clue to the puzzle. The DCs are the same no matter which skill is used. Initially, the DCs are easy, but as the PCs begin to understand the puzzle, they need more and more clues. Time goes by and additional details are harder to obtain, making the DCs higher.

Each task takes one hour to complete, be it studying, trying to persuade or intimidate someone, or roaming the streets looking for information. The PCs can split up and work on multiple things at the same time. Because of the variety of possible approaches, encourage all the PCs to try something before allowing a second check by any PC that has already made a successful check. Still, if a particular PC does not have any of the skills above, or can't come up with an idea to help, you can allow that character to assist another, by making a DC 10 check against any of the listed skills (conferring a +2 bonus to the primary character's check).

Rather than describing the results of each individual type of skill check, this challenge instead explains each new clue that the PCs discover. The clues are the same regardless of which skills the PCs use. You should describe the discovery of each clue in a fashion that corresponds to the skill used:

- Checks with **Arcana**, **History**, **Religion** and **Perception** are made inside the library, through research and reading various books.
- Checks with **Bluff**, **Diplomacy** and **Intimidate** can also occur inside the library. These checks will usually involve speaking with the library personnel (priests and clerks) to discover information.
- **Stealth** can be used to access otherwise private sections of the library.
- Checks with **Streetwise** are made out in the city, using the character's contacts (legitimate and otherwise).

First Clue (DC 8 / 9) - The PCs discover that both symbols on **Handout 2** represent previous High Priests of Oghma in Baldur's Gate. The first one is Lucan and the second is Mag'Nuall.

Second Clue (DC 14 / 15) - Additional research on Lucan and Mag'Nuall reveals the following:

- Lucan was the first High Priest of Oghma in Baldur's Gate. The first temple to Oghma was located in a small house near the docks. Further investigation suggests that the place Nithu used for the auction might be this same house.
- Mag'Nuall greatly expanded Oghma's influence in the city, following the lead of his predecessor High Priest Llunyan, who founded the Unrolling Scroll, an early temple of the God of Knowledge.

Third Clue (DC 14 / 15) - Searching for information on portals with the city, the PCs discover pieces of history that talk about how the Oghmanytes were renowned for their ability to travel quickly from the Unrolling Scroll and other places of worship to various laboratories and libraries around the city. These passages raise the possibility of a network of linked portals. However, any knowledge of how this network might have been activated has apparently been lost.

Fourth Clue (DC 14 / 15) - The character discovers a letter between two priests of Oghma. The elder instructs his student on how to quickly escape a bad situation in case he is ever in danger. The text doesn't explicitly state that there is a portal network, but two sentences draw the reader's attention:

"And don't forget your history classes, for to reach your destination you must have knowledge not only of where you want to go, but also of where you are. We are nothing if we don't remember those that came before us and our accomplishments mean nothing if they are not honored by those who follow."

Fifth Clue (DC 14 / 15) - The PCs now understand that they must find a listing of the symbols and the chronology of all High Priests of Oghma in the history of Baldur's Gate. Distribute **Handout 4**.

Sixth Clue (DC 19 / 20) - The name of High Priest Elman is hardly mentioned in most of the official records of the church. The fact that he was a Banite spy was sufficient justification to strike his name from the history books. This is probably reflected elsewhere in church traditions and rituals. (In other words, High Priest Elman does not count as part of the official line of succession.)

Seventh Clue (DC 19 / 20) - The PCs finally discover clear information about the portal network:

"There are two sequences needed to activate any portal in the network. Above, place the symbols of the

High Priests related to the point of departure, and below, place the symbols of the High Priests related to the destination. Always respect the succession and place the symbols in this order: predecessor, founder, successor."

Eighth Clue (DC 19 / 20) - The eighth and final successful skill check gives away the full mechanics of the puzzle.

Each portal has two sequences. The first one, above the line, is composed of the sequence of symbols related to the place the portal is located. The second sequence, below the line, is that of the destination portal. The symbol in the center of each sequence is that of the High Priest associated with the founding of that specific place. The symbol to the left is that of the High Priest who preceded the founder. The symbol to the right is that of the High Priest who succeeded the founder.

In the case of Nithu's portal, the sequence on top is that of the first High Priest of Oghma in Baldur's Gate, who founded a small gathering place to worship Oghma, near the docks. Since he was the first, there is no symbol to the left. The sequence below leads to an underground chamber in the Unrolling Scroll; this is revealed by the symbol of High Priest Mag'Nuall, to the right. In this case, since High Priest Elman was a traitor, the sequence continues to the left with Llunyan and Zamyr. Llunyan was the founder of the Unrolling Scroll.

Success: Once the PCs have figured out the puzzle, they can go back to the house in the docks and draw the symbols as shown on **Handout 3**. This will open a portal directly to Nithu's hideout.

Failure: If the PCs fail the skill challenge, they don't manage to understand the portal network in time and someone else beats them to the prize. However, all is not lost. Suddenly, a commotion rises among the librarians, and they start speaking of some kind of attack at the "old Unrolling Scroll building" involving "demons and a Candlekeep thief." The PCs must travel there immediately if they still have any hope of claiming the book and their reward.

ENDING THE ENCOUNTER

EXPERIENCE POINTS

The PCs receive 170 / 240 XP each for successfully completing the skill challenge, or half that if they failed.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: THE UNROLLING SCROLL

ENCOUNTER LEVEL 7 / 9 (1,500 / 2,100 XP)

SETUP

Important NPC: Nithu of Estagund (Arcana +14, History +14)

This encounter includes the following creatures at the low tier:

Fangul Garoth, Paladin of Cyric

4 human lackeys

1 shadar-kai warrior (Level 7)

1 tiefling darkblade

This encounter includes the following creatures at the high tier:

Fangul Garoth, Paladin of Cyric (Level 10)

4 human lackeys

1 shadar-kai warrior (Level 9)

1 tiefling darkblade (Level 9)

The encounter begins as the PCs arrive at the Unrolling Scroll building, either by foot or by portal. If the PCs successfully activated the Portal, skip the introduction and proceed to the **Nithu's Chamber** section below.

If the PCs failed the skill challenge at **Encounter 5**:

Arriving at the Unrolling Scroll, you find the place crowded with Flaming Fist guards. Besides the typical onlookers, there are a number of angry scholars standing in the street, looking helplessly at the building, while the guards keep everyone from entering.

Asking around, you learn that fiends and thugs invaded the building a few minutes ago. The Flaming Fist has evacuated most civilians from the building and sent officers inside to deal with the problem. There have been casualties on both sides.

The PCs are allowed entrance to the building (per Lord Balkal's orders), but they are warned that there are demons and assassins loose inside the building.

Half a century since it was last used as a temple, the Unrolling Scroll looks like the ancient manor of an esoteric scholar, or some kind of club for old librarians. The stone pillars have an air of dignity, and the bas-relief of a curled parchment in the entrance arch seems

like the sign of a bookstore or a center of learning, rather than the holy sanctuary it used to represent.

The old temple is currently used as a laboratory, library, warehouse, and living quarters for scholars and guests of the church of Oghma. There are couches, tables, and bookcases everywhere, all illuminated by old-fashioned brass lanterns. Carpeted hallways lead to dormitories, discreet and well-furnished. In any other situation, the place would seem comfortable and welcoming; now, it is nothing short of ominous, as it is a charnel house. Battles between the Flaming Fists, the Hand of Turagh, and even some of the Oghmanytes have left many dead and caused great damage to the building.

After some exploration amidst the dead corpses of city officers and the invading forces, the PCs hear the sound of clanging steel from behind one of the walls in an out-of-the-way corner. Closer examination reveals there is a secret door here, beyond which is a flight of stairs. Following the stairs, the PCs arrive in a basement full of paintings, candelabras, and cobwebs – and, from there, make their way to the room the sounds are coming from...

NITHU'S CHAMBER

This is the chamber that Nithu has been using as his hideout in Baldur's Gate. Back when the Unrolling Scroll was still a temple, the chamber served as a priestly sanctum, which is why it is connected to the Oghmanyte portal network that Nithu has been using for mobility.

The scene the PCs find depends on how they arrived here.

- If the PCs came through the portal, they find Nithu himself hurriedly trying to gather his belongings in order to flee. Somewhere above, the sounds of battle and screams permeate the room – the PCs are not the only ones who have found him. When Nithu sees the PCs, he panics and begs for mercy, offering the book in exchange for his life. As the PCs take the book, the noise above draws nearer; a group of assassins from the Hand of Turagh bursts into the room. They have come for Nithu and the book. Roll initiative, but the PCs have the opportunity to set themselves up and possibly gain a surprise round on the invaders.
- If the PCs failed the skill challenge in **Encounter 5**, they arrive through the main door, only to find Nithu already dead and the Hand of Turagh assassins ransacking the place, with the book in their possession. The PCs will have to fight these

murderers if they intend to recover the tome. Roll initiative. There is no surprise round.

FEATURES OF THE AREA

Illumination: The only light source in the room is a lonely candlestick mounted on the wall, which provides dim illumination.

Altar: The altar to Oghma is considered blocking terrain and can provide cover.

Bed, chair, and desk: These squares are treated as difficult terrain, costing 2 squares of movement.

Bookcases: The bookcases run floor to ceiling. They can be tipped over. (Athletics DC 17 to topple; +13 vs. Fortitude against all creatures within 2 squares of the bookcase in the direction of its fall; 2d6 + 5 damage; all squares in the area become difficult terrain.)

Messy Floor: Around the bed, bookcase, and altar, books, cloths and other Nithu's possessions are scattered across the floor, making it difficult terrain. A PC can clear any of these squares as a minor action.

Door: The door to the basement is unlocked.

Portal: If the PCs came through the portal, it fades 2 rounds after the last PC enters through it.

TACTICS

The position of the PCs, Nithu and the attackers on the map depend on whether the PCs came through the portal or through the stairs.

If the PCs came through the portal, they can be anywhere they want, while the attackers storm through the door (human lackeys first, then the shadar-kai and tiefling, then Fangul).

If the PCs came through the door, Nithu is already dead and the attackers are scattered around the room, searching through Nithu's possessions.

Fangul Garoth uses *divine challenge* to mark the PC who looks like the greatest threat. He then engages that enemy, leading with *thunder smite* against the marked target. If he is fighting one-on-one, he relies on *unholy strike*; if there is more than a single foe adjacent to him, he switches to *valiant strike*. When he becomes bloodied, his *thunder smite* recharges. If he drops a foe and has some breathing room, he uses *second wind* to regain some hit points, but he will not forgo a round of attacks to use *second wind* until he is in bad shape.

The human lackeys engage with little strategy, while the shadar-kai will try to lock down mobile PCs with *cage of gloom*. The tiefling darkblade will go for weaker targets and if threatened will flee with *cloak of lurking* then re-engage. As his allies go down, Fangul's aura allows them a final attack.

After the last strike on Fangul, before falling unconscious, he utters his last words:

"I may fall, but Maradros has left a last resource for the faithful within the Tome itself. Cyric, I call upon thee to redeem my failure!"

SCALING THE ENCOUNTER

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

Four PCs: Remove the shadar-kai warrior.

Six PCs: Add a second shadar-kai warrior.

ENDING THE ENCOUNTER

Give the PCs time to search the room and take a short rest. If they left Fangul alive for questioning, he only smiles and answers no questions.

About ten minutes after the battle ends, the Tome of Twisted Truths begins to emit a thick, red mist. The book suddenly floats into the air, tearing itself free from the grasp of anyone holding it, as the entire room is filled with a thick veil that appears to be gaining physical form. If he is still alive, Fangul begins laughing maniacally and plunges into the mist, whereupon his body is pulled apart in a spray of blood.

The PCs are forced outside the room by the expanding mist, up to the halls of the Unrolling Scroll, as the walls start to succumb to the pressure and crumble. As the nearer walls begin to fall, the PCs are forced outside the building.

There, the remaining Flaming Fist officers are gathered and startled by the sounds of the collapsing building. Suddenly, from one of the outer walls above the hideout an explosion takes place and from the smoke and debris emerges a very large creature of blood and madness. A fierce roar marks the start of the last encounter.

EXPERIENCE POINTS

If the PCs defeat the Hand of Turagh agents, award them 300 / 420 XP each.

TREASURE

If the PCs search the room, they find a stack of Nithu's possessions buried under the rubble, containing 50 / 75 gp, an *elven cloak* +3, and a +2 *bloodcurse rod*.

ENCOUNTER 6: “THE UNROLLING SCROLL” STATISTICS (LOW LEVEL)

Fangul Garoth, Paladin of Cyric	Level 7 Elite Soldier
Medium natural humanoid	XP 600
Initiative +7 Senses Perception +3	
HP 148; Bloodied 74	
AC 23; Fortitude 23, Reflex 21, Will 23	
Saving Throws +3	
Speed 5	
Action Points 1	
m Greatsword (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d12 + 8 damage (plus an additional 2d12 damage on a critical hit).	
M Unholy Strike (standard; at-will) ♦ Divine, Necrotic, Weapon	
Requires greatsword; +12 vs. AC; 1d12 + 8 necrotic damage. If Fangul marked the target, he deals an additional 3 damage.	
M Valiant Strike (standard; at-will) ♦ Divine, Weapon	
Requires greatsword; +12 vs. AC; 1d12 + 8 damage; Fangul gains a bonus to the attack roll equal to 1 per enemy adjacent to him.	
M Thunder Smite (standard; encounter; recharges when first bloodied) ♦ Divine, Thunder, Weapon	
Requires greatsword; +12 vs. AC; 2d12 + 8 thunder damage, and the target is knocked prone. Can score a critical hit against a marked enemy on a roll of 19-20.	
C Divine Challenge (minor; at-will) ♦ Divine, Necrotic	
Close burst 5; targets one creature; the target is marked until Fangul uses this power against another target. If the target makes an attack that doesn't include Fangul as a target, the target takes a -2 penalty to attack rolls and takes 4 necrotic damage.	
Divine Strength (minor; encounter) ♦ Divine	
Fangul applies his Strength bonus (+5) as extra damage on his next attack this turn.	
Cyric's Rebuke (immediate reaction)	
When Fangul is hit by a melee attack, he makes a basic attack.	
Second Wind (standard; encounter) ♦ Healing	
Fangul spends a healing surge and regains 37 hit points. He gains a +2 bonus to all defenses until the start of his next turn.	
Alignment Evil Languages Abyssal, Common	
Skills Intimidate +12	
Str 20 (+8) Dex 11 (+3) Wis 16 (+6)	
Con 10 (+3) Int 13 (+4) Cha 12 (+4)	
Equipment plate mail, greatsword, holy symbol of Cyric	

Human Lackey	Level 7 Minion
Medium natural humanoid	XP 75
Initiative +3 Senses Perception +4	
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 17, Reflex 14, Will 15; see also <i>mob rule</i>	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+12 vs. AC; 6 damage.	
Mob Rule	
The human lackey gains a +2 power bonus to all defenses while at least 2 other human lackeys are within 5 squares of it.	
Alignment Evil Languages Common	
Str 16 (+6) Dex 11 (+3) Wis 12 (+4)	
Con 14 (+5) Int 10 (+3) Cha 13 (+4)	
Equipment leather armor, club	

Shadar-kai Warrior (Level 7)	Level 7 Soldier
Medium shadow humanoid	XP 300
Initiative +10 Senses Perception +5; low-light vision	
HP 78; Bloodied 39	
AC 23; Fortitude 18, Reflex 19, Will 16	
Speed 5; see also <i>shadow jaunt</i>	
m Katar (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d6 + 2 damage (crit 1d6 + 10).	
M Double Attack (standard; at-will) ♦ Weapon	
The shadar-kai warrior makes two katar attacks.	
M Cage of Gloom (standard; recharge 5 6)	
The shadar-kai warrior makes a katar attack. If the attack hits, the shadar-kai warrior makes a secondary attack as strands of shadow coil around the target. <i>Secondary Attack</i> : +10 vs. Reflex; the target is restrained (save ends).	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai warrior teleports 3 squares and becomes insubstantial until the start of its next turn.	
Alignment Unaligned Languages Common	
Skills Acrobatics +14, Stealth +14	
Str 17 (+6) Dex 20 (+8) Wis 14 (+5)	
Con 14 (+5) Int 12 (+4) Cha 11 (+3)	
Equipment chainmail, 2 katars	

Tiefling Darkblade	Level 7 Lurker
Medium natural humanoid	XP 300
Initiative +12 Senses Perception +5; low-light vision	
HP 64; Bloodied 32	
AC 20; Fortitude 17, Reflex 19, Will 17	
Resist 8 fire	
Speed 6; see also <i>cloak of lurking</i>	
m Poisoned Short Sword (standard; at-will) ♦ Poison, Weapon	
+12 vs. AC (+13 against a bloodied target); 1d6 + 5 damage, and the tiefling darkblade makes a secondary attack against the same target. <i>Secondary Attack</i> : +10 vs. Fortitude; ongoing 5 poison damage (save ends).	
Cloak of Lurking (move; recharge 6) ♦ Teleportation	
The tiefling darkblade teleports 5 squares and becomes invisible until the end of its next turn.	
Infernal Wrath (minor; encounter)	
The tiefling darkblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling darkblade's last turn. If the attack hits and deals damage, the darkblade deals an extra 3 damage.	
Alignment Evil Languages Common	
Skills Bluff +13, Stealth +15	
Str 13 (+4) Dex 20 (+8) Wis 14 (+5)	
Con 16 (+6) Int 13 (+4) Cha 16 (+6)	
Equipment leather armor, poisoned short sword	

ENCOUNTER 6: “THE UNROLLING SCROLL” STATISTICS (HIGH LEVEL)

Fangul Garoth, Paladin of Cyric (Level 10)	Level 10 Elite Soldier
Medium natural humanoid	XP 1,000
Initiative +9 Senses Perception +5	
HP 196; Bloodied 98	
AC 26; Fortitude 26, Reflex 24, Will 26	
Saving Throws +3	
Speed 5	
Action Points 1	
m Greatsword (standard; at-will) ♦ Weapon	
+15 vs. AC; 1d12 + 10 damage (plus an additional 2d12 damage on a critical hit).	
M Unholy Strike (standard; at-will) ♦ Divine, Necrotic, Weapon	
Requires greatsword; +15 vs. AC; 1d12 + 10 necrotic damage. If Fangul marked the target, he deals an additional 3 damage.	
M Valiant Strike (standard; at-will) ♦ Divine, Weapon	
Requires greatsword; +15 vs. AC; 1d12 + 10 damage; Fangul gains a bonus to the attack roll equal to 1 per enemy adjacent to him.	
M Thunder Smite (standard; encounter; recharges when first bloodied) ♦ Divine, Thunder, Weapon	
Requires greatsword; +15 vs. AC; 2d12 + 10 thunder damage, and the target is knocked prone. Can score a critical hit against a marked enemy on a roll of 19-20.	
C Divine Challenge (minor; at-will) ♦ Divine, Necrotic	
Close burst 5; targets one creature; the target is marked until Fangul uses this power against another target. If the target makes an attack that doesn't include Fangul as a target, the target takes a -2 penalty to attack rolls and takes 4 necrotic damage.	
Divine Strength (minor; encounter) ♦ Divine	
Fangul applies his Strength bonus (+5) as extra damage on his next attack this turn.	
Cyric's Rebuke (immediate reaction)	
When Fangul is hit by a melee attack, he makes a basic attack.	
Second Wind (standard; encounter) ♦ Healing	
Fangul spends a healing surge and regains 49 hit points. He gains a +2 bonus to all defenses until the start of his next turn.	
Alignment Evil Languages Abyssal, Common	
Skills Intimidate +14	
Str 20 (+10) Dex 11 (+5) Wis 16 (+8)	
Con 10 (+5) Int 13 (+6) Cha 12 (+6)	
Equipment plate mail, greatsword, holy symbol of Cyric	

Human Lackey	Level 7 Minion
Medium natural humanoid	XP 75
Initiative +3 Senses Perception +4	
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 17, Reflex 14, Will 15; see also <i>mob</i> rule	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+12 vs. AC; 6 damage.	
Mob Rule	
The human lackey gains a +2 power bonus to all defenses while at least 2 other human lackeys are within 5 squares of it.	
Alignment Evil Languages Common	
Str 16 (+6) Dex 11 (+3) Wis 12 (+4)	
Con 14 (+5) Int 10 (+3) Cha 13 (+4)	
Equipment leather armor, club	

Shadar-kai Warrior (Level 9)	Level 9 Soldier
Medium shadow humanoid	XP 400
Initiative +11 Senses Perception +6; low-light vision	
HP 94; Bloodied 47	
AC 25; Fortitude 20, Reflex 21, Will 17	
Speed 5; see also <i>shadow jaunt</i>	
m Katar (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d6 + 3 damage (crit 1d6 + 11).	
M Double Attack (standard; at-will) ♦ Weapon	
The shadar-kai warrior makes two katar attacks.	
M Cage of Gloom (standard; recharge 5 6)	
The shadar-kai warrior makes a katar attack. If the attack hits, the shadar-kai warrior makes a secondary attack as strands of shadow coil around the target. <i>Secondary Attack</i> : +12 vs. Reflex; the target is restrained (save ends).	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai warrior teleports 3 squares and becomes insubstantial until the start of its next turn.	
Alignment Unaligned Languages Common	
Skills Acrobatics +15, Stealth +15	
Str 17 (+7) Dex 20 (+9) Wis 14 (+6)	
Con 14 (+6) Int 12 (+5) Cha 11 (+4)	
Equipment chainmail, 2 katars	

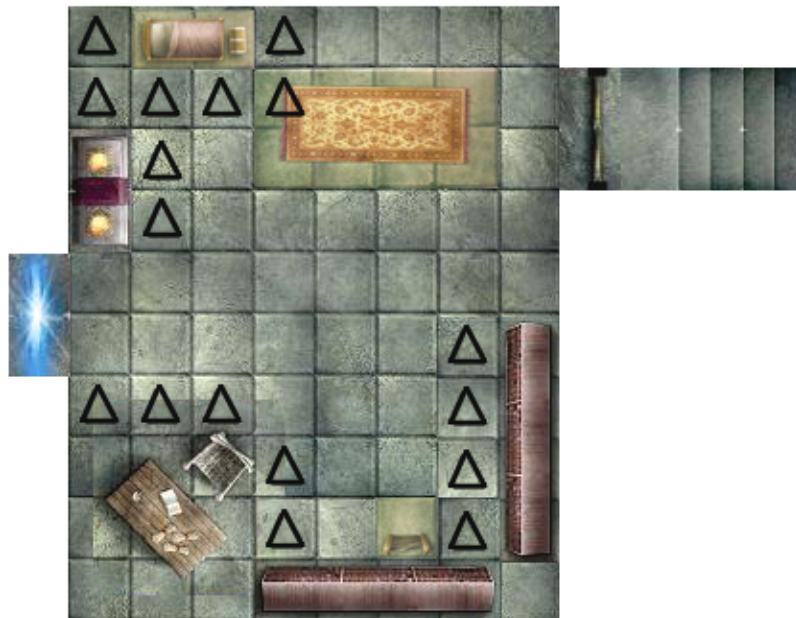
Tiefling Darkblade (Level 9)	Level 9 Lurker
Medium natural humanoid	XP 400
Initiative +13 Senses Perception +6; low-light vision	
HP 76; Bloodied 38	
AC 22; Fortitude 19, Reflex 21, Will 19	
Resist 9 fire	
Speed 6; see also <i>cloak of lurking</i>	
m Poisoned Short Sword (standard; at-will) ♦ Poison, Weapon	
+14 vs. AC (+15 against a bloodied target); 1d6 + 6 damage, and the tiefling darkblade makes a secondary attack against the same target. <i>Secondary Attack</i> : +12 vs. Fortitude; ongoing 6 poison damage (save ends).	
Cloak of Lurking (move; recharge 6) ♦ Teleportation	
The tiefling darkblade teleports 5 squares and becomes invisible until the end of its next turn.	
Infernal Wrath (minor; encounter)	
The tiefling darkblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling darkblade's last turn. If the attack hits and deals damage, the darkblade deals an extra 3 damage.	
Alignment Evil Languages Common	
Skills Bluff +14, Stealth +16	
Str 13 (+5) Dex 20 (+9) Wis 14 (+6)	
Con 16 (+7) Int 13 (+5) Cha 16 (+7)	
Equipment leather armor, poisoned short sword	

ENCOUNTER 6: “THE UNROLLING SCROLL” MAP

TILE SETS NEEDED

DT1 Dungeon Tiles x1, DT2 Arcane Corridors x1, DT6 Fane of the Forgotten Gods x1

△ = Difícil Terrain



ENCOUNTER 7: CYRIC'S CARNAGE

ENCOUNTER LEVEL 8 / 10 (1,750 / 2,700 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 blood elemental (CB)
- 2 shadar-kai witches (SW)

This encounter includes the following creatures at the high tier:

- 1 blood elemental (Level 13) (CB)
- 2 shadar-kai witches (Level 8) (SW)

This encounter also includes the equivalent of a level 8 / 9 skill challenge at complexity 1 (see below).

Emerging from the smoke and debris you see a thing of nightmares; a swirling vortex of malignant evil that seems to be composed of pure blood. Perhaps the blood of Maradros himself, soaked into the pages of the Tome of Twisted Truths, has been called forth to serve Cyric's mad wishes one final time.

Perception DC 20:

Indeed, you almost think you can see the leather binding of the book itself, embedded deep within the creature's pulsating, coagulated form.

Even if none of the PCs make the initial Perception check to notice the book, they cannot help but see it as the encounter progresses.

While PCs take the lead in this combat, the Flaming Fist officers - who are clearly unable to deal with such a problem - will help the fleeing citizens.

Two shadar-kai witches from the Hand of Turagh are outside the Unrolling Scroll, hiding over the roof of a side building. They have been preparing a ritual of Earthen Ramparts and will go to the aid of the elemental after they unleash their ritual. When the fight begins, the witches only have two rounds of casting left to complete the ritual.

During combat, as maddened citizens rush through, and buildings collapse upon the battlefield, the PCs will be forced to react to certain situations. These situations are presented in the manner of a skill challenge, but you should work them into the battle in a natural fashion. In other words, don't stop the combat to run the skill

challenge; just present each scene as part of the overall encounter.

FEATURES OF THE AREA

Illumination: The area is brightly illuminated during both the day and night, either by sunlight or by a full moon and street lamps.

Carriages, Fruit Cart, and Tents: All of these objects are treated as blocking terrain, and can provide cover.

Fountain: The fountain squares are treated as difficult terrain (but not for the blood elemental).

Barrels, Benches, and Crates: These squares are treated as difficult terrain.

Debris: The wreckage of the Unrolling Scroll is treated as difficult terrain. Throughout the encounter, as other building collapse, their squares also become difficult terrain.

Earthen Ramparts: See the New Rules appendix for the details of this ritual. The wall is 10 feet high, requiring:

- Jump check DC 20 (DC 10 with a running start) to grab the top, followed by a Climb check DC 15 to actually get over the wall;
- Jump check DC 40 (DC 20 with a running start) to jump directly atop the wall;
- The wall has 100 hit points per 5-foot square. It is immune to attacks that target Will, has an AC and Reflex of 3, and a Fortitude of 15;
- Athletics check DC 20 to climb the wall;
- DC 35 Strength check to smash through a 5-foot square;
- Characters making ranged attacks from atop the wall gain a +1 bonus due to the higher ground.

Ranged attacks from over the wall have a +2 bonus, due to the higher ground.

Houses: The houses are 20 feet tall. The walls may be scaled with a DC 20 Athletics check. Characters making ranged attacks from atop the houses gain a +1 bonus due to the higher ground.

Mob: The mobs of commoners shown on the map indicate their starting positions. They flee from the blood elemental (towards the PCs) as quickly as possible during the first round. While the mobs are on the map, their squares are treated as difficult terrain, and they provide cover to Medium or smaller creatures. The mobs move at a rate of 5 squares per round. Any attack that deals at least 1 point of damage in a mob square kills multiple commoners (no attack roll required) and shrinks the size of that mob by 5 feet square.

SKILL CHALLENGE LEVEL 8 / 9,

COMPLEXITY 1 (350 / 400 XP)

(XP INCLUDED IN THE ENCOUNTER)

SETUP

During the encounter, the chaos around the neighborhood rages on, making it harder for the PCs to fight the blood elemental and the shadar-kai witches. At the beginning of every combat round, play out one of the scenes described below - the PCs need to react during that round or suffer the consequences.

During each scene, PCs will have the option of reacting to it or ignoring it. The consequences for failing a scene are defined in each scene. There are a total of 6 scenes, although not every character will necessarily need to make a check in every scene. Keep the skill checks within initiative order, unless otherwise noted, adding more decision-making and strategy to each individual character's turn.

A lot of these scenes present physical obstacles that might be able to be overcome by clever use of powers. That is perfectly fine, and you should reward any suitably creative uses of powers by the characters with automatic successes. The goal here is to make the battlefield itself feel like part of the encounter rather than just scenery.

SCENE 1

As you rush forward to face the monster a wave of crazed and frantic citizens is heading in the opposite direction, right towards you. Destroying everything in their way, the mob threatens to overwhelm you unless you do something about it.

The PCs need two successes during the round to defeat this scene. Each skill check attempt requires a standard action. The incoming mob won't allow the PCs to attack the creature in this first round, but the creature also won't attack the PCs and the witches will be finishing their ritual.

Acrobatics (DC 14 / 15): As the PC dodges the incoming mob, he also manages to deflect some of the people away from his colleagues.

Athletics (DC 14 / 15): The PC uses sheer strength to clash against the mob, knocking them down or away from his path.

Bluff (DC 14 / 15): The PC tries to draw the attention of the mob away from the main path and with a swift jump he gets back to his friends.

Endurance (DC 14 / 15): The PC uses his own body to stand in front of the mob protecting his friends.

Intimidate (DC 19 / 20): This is a little harder due to the panicked state of the mob, but it is still possible to get their attention.

Failure: Each PC loses one healing surge as the mob pounds and kicks them in passing.

SCENE 2

As the massive vortex of blood rampages forward from the wreckage of the Unrolling Scroll, a shock wave ripples out from its body, flinging wreckage from the ground and ripping boards and bricks from the surrounding buildings. The flying debris crashes into you at high speed.

Each PC needs to make a skill check (unlike the other checks, this happens at the beginning of the round and affects all the PCs at once) to try and dodge or lessen the effects of the blast. Any character may drop prone as a free action to gain a +5 bonus on his or her check.

Acrobatics, Athletics, or Endurance (DC 19 / 20): The PC manages to dodge the worst of the blows or simply tough it out.

Perception (DC 19 / 20): The PC sees the blast coming and manages to take cover.

Failure: Each PC that fails this skill check is dazed for one round.

SCENE 3

Suddenly, in the middle of the battlefield, mounds of earth erupt, breaking through the paved street. The battlefield is now split in two, those that stand near the creature and those that now stand on the other side. You see a pair of shadar-kai standing atop the roof of a nearby building, cackling evilly as they prepare to cast another spell.

Only those PCs who are standing on squares where the walls erupt need to make skill checks during this scene. You should also now place the two shadar-kai witches on the battle map.

Acrobatics, Athletics, Endurance, or Perception (DC 14 / 15): A successful skill check allows the PC to react in time and chose which side of the battlefield he wants to jump to, suffering no ill effects.

Failure: The PC is caught by surprise and is raised into the air by the mounds. The PC is knocked prone on a random side of the wall (50-50 chance for either side) and takes 1d10 points of damage.

SCENE 4

Another shock wave erupts from the creature, causing a nearby building to collapse. As its form shakes violently, you catch a glimpse of the Tome of Twisted Truths within the very center of the monster's huge body.

The monster collapses the building across the street from the building where the shadar-kai witches are positioned (see the battle map). Any PC who is on that building or who is within 3 squares of it must react as a free action.

Acrobatics (DC 14 / 15): The PC manages to dodge out of the way of the collapsing building, suffering no damage.

Athletics or Endurance (DC 19 / 20): The PC decides to raise a shield or simply tough it out, allowing the collapsing building to crash down upon him.

Dungeoneering (DC 19 / 20): At the last instant, the PC sees a weak point in the collapsing building (similar to a cave-in) and manages to position himself to avoid the worst of the damage.

Perception (DC 19 / 20): The PC spots a window or other opening in the collapsing building and manages to be in the right place to avoid having a wall land on him.

Failure: Each PC failing the check loses a healing surge and falls prone as debris rains down on him. The squares where the building was located are now considered difficult terrain.

SCENE 5

You hear a high-pitched scream for help, and see two small children cornered on a building that is about to fall. The Flaming Fist officers will not be able to attend to this situation, as it is too close to the rampaging monster.

Place a marker on the corner of the building in the upper right-hand corner of the map. This is the location of the woman and her children. The PCs must figure out a way to get them down in the next two rounds, or else the building they are standing on collapses, killing them.

The PCs can succeed in this scene in a variety of ways. For example, a PC might run past the monster (provoking an opportunity attack), climb up the side of the building (Athletics DC 20), and carry the victims to safety (Strength DC 20 or Endurance DC 14 / 15). A PC might try to calm them down and shout out instructions to them (Diplomacy or Intimidate DC 19 / 20 as a standard action to get them to move 4 squares or

climb 2 squares). The PCs might also have various teleportation powers or other ways to help the children escape before the building collapses.

Success: If the PCs save the children before the building collapses, the guards cheer and the morale boost gives everyone a +2 bonus on all their d20 rolls for the next round.

Failure: If the building collapses, the children vanish from view and are almost certainly killed. There is no game-mechanical penalty for this, but it should be a tragic moment.

SCENE 6

As the first of the twin blood elementals is destroyed, its twin continues to rampage through the city streets. Suddenly, the Tome of Twisted Truths becomes visible in the center of the creature, within arm's reach. Its malign energies seem to be momentarily weaker, as if it is struggling to hold the mass of coagulated blood together.

This scene should not occur until after the blood elemental has used its *bloodied spawn* ability and one of the two spawns has been destroyed. The PCs have only a few seconds to try to grab the book before it can gather strength and disappear again. The PCs can act collectively to try and break it loose, weakening the blood elemental. The PCs need a total of three successes in one round in order to tear the book out of the blood elemental. The idea here is for this to be a climactic scene where one or a few of the PCs plunge into the blood elemental itself, risking their lives to try and bring the battle to a dramatic conclusion.

Arcana, Nature, or Religion (DC 19 / 20): The PC tries to attack the book with raw magic, divine, or primal energy, attempting to loosen its power and disrupt the elemental.

Acrobatics or Athletics (DC 19 / 20): A PC must be adjacent to the blood elemental to attempt this check. The PC sticks his hand through the creature's body and tries to grab the tome and rip it out. This also requires an immediate Endurance check (DC 14 / 15) to avoid losing a healing surge as the character is partially engulfed by the blood elemental.

Failure: The PCs are unable to rip the book from the body of the blood elemental. The fight continues.

Success: The PCs manage to pull the book out of the blood elemental's roiling body. The creature immediately collapses and dissipates.

TACTICS

During the first scene of the skill challenge, the PCs can't manage to attack due to the fleeing mob. The blood elemental also does not attack, moving forward to position itself over the fountain. The witches are still casting the Earthen Rampart ritual and can't attack.

During the second round, combat proceeds normally between the PCs and the elemental, while the witches are still casting the ritual. The ritual is unleashed at the beginning of the third round, and the witches also act normally during that round.

The blood elemental uses *flowing form* to its best tactical advantage. Once its *bloodied spawn* ability triggers, the two new elementals work in concert to flank victims.

The witches use *beshadowed mind* on any targets south of the earthen rampart. If they don't recharge their ability, they will *shadow jaunt* to the ground (to face the PCs on the south side of the earth mounds while the elemental fights those on the north side). They activate their *deep shadow* ability and attack with *blackfire touch*. They will use *beshadowed mind* whenever they recharge it, especially against targets that use ranged attacks. They fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the shadar-kai witches. (The remaining witch is still able to cast the Earthen Ramparts ritual by herself.)

Six PCs: Increase the blood elemental's level by 1. This gives it an additional 20 hit points, improves all its attacks and defenses by 1, adds 1 to its damage, and increases its initiative, skill, and ability modifiers by 1.

ENDING THE ENCOUNTER

After the blood elemental is defeated (either cinematically via the final scene of the skill challenge, or the more traditional way) the Tome of Twisted Truths is apparently inert. The Flaming Fists have their hands full cleaning up the wreckage and seeing to the terrified citizens in the area, leaving the PCs free to decide what they want to do with the book. They can return it to Candlekeep, give it to the Church of Oghma, hand it over to the Ducal authorities, give it to some other group of their choosing, or even destroy it or hide it. The one thing they cannot do is keep it, because that would result in endless waves of attacks by the followers of Cyric until the PCs are eventually killed.

EXPERIENCE POINTS

Award each character 350 / 540 XP for completing this encounter.

TREASURE

Among the witches' possessions, the PCs will find a ritual book with the Earthen Ramparts and Excavation rituals.

Returning the Tome of Twisted Truths to any suitable organization will earn the reward of 100 / 125 gp, plus a specific magic item as shown below.

CONCLUDING THE ADVENTURE

If the PCs end the encounter with the tome in their possession, they may now choose who to take it to: Lord Balkal at the Ducal Palace, Inspirator Magmoran at the High House of Wonders, or Master Galimateas back at Candlekeep. The PCs' choice determines part of their magic item reward and the Story Award they will be given.

- If the PCs return the tome to Candlekeep, they will be awarded a +2 *staff of elemental prowess* and the *Friend of the Library* story award.
- If the PCs take the tome to the Church of Oghma, they will be awarded a suit of *exalted armor* +2 and the *Keeper of Knowledge* story award.
- If the PCs take the tome to Lord Balkal at the Ducal Palace, they will be awarded a suit of *bloodiron armor* +2 and the *Loyal to the Duke* story award.

If the PCs can't seem to decide on the destination of the tome, then the players will have to vote and go with the decision of the majority.

If any individual PC desires a magic item that will not be awarded to the group due to their collective decision, you can let that character choose the item at the expense of the story award he or she would otherwise receive. Assume the PC disagreed with the group's choice and went to the other faction to explain the tome's destination, gaining their appreciation (and access to the magic item) in the process.

If the blood elemental defeats the PCs, the shadar-kai witches or other agents of the Hand of Turagh take the tome back to their dark masters, where it will surely be used for some terrible purpose.

ENCOUNTER 7: “CYRIC’S CARNAGE” STATISTICS (LOW LEVEL)

Blood Elemental		Level 9 Elite Brute
Huge elemental magical beast (blind, ooze, water)		XP 800
Initiative +11	Senses Perception +5; darkvision	
HP 232; Bloodied 116		
AC 23; Fortitude 23, Reflex 22, Will 19		
Immune disease, gaze, illusion, poison; Resist 10 necrotic		
Vulnerable 5 radiant		
Saving Throws +2		
Speed 6, climb 4		
Action Points 1		
m Coagulated Smash (standard; at-will) ♦ Necrotic		
+16 vs. AC; 2d8 + 5 damage, and ongoing 5 necrotic damage (save ends).		
Flowing Form (move; at-will)		
The blood elemental shifts up to 4 squares.		
Bloodied Spawn (when first bloodied; encounter)		
The blood elemental splits into two Huge individuals, the second one occupying a space adjacent to the original creature. Each of the two creatures has hit points equal to one-half the original's current hit points. Both creatures act on the original creature's initiative count. Effects applied to the original blood elemental do not apply to either of the individuals after the split occurs. A blood elemental can't split if reduced to 0 hit points by the attack that bloodied it. If out of combat for 5 minutes, the two halves combine back into one blood elemental, which has hit points equal to the combined value of the two halves.		
Alignment Unaligned	Languages Primordial, telepathy 5	
Str 20 (+9)	Dex 16 (+7)	Wis 12 (+5)
Con 16 (+7)	Int 9 (+3)	Cha 10 (+4)

Shadar-kai Witch		Level 7 Controller
Medium shadow humanoid		XP 300
Initiative +6	Senses Perception +4; low-light vision	
HP 77; Bloodied 38		
AC 21; Fortitude 18, Reflex 19, Will 19		
Speed 6; see also <i>shadow jaunt</i>		
m Blackfire Touch (standard; at-will) ♦ Fire, Necrotic		
+11 vs. Reflex; 2d6 + 4 fire and necrotic damage.		
R Beshadowed Mind (standard; recharge 4 5 6) ♦ Necrotic		
Ranged 10; +11 vs. Will; 2d6 + 4 necrotic damage, and the target has no line of sight to anything more than 2 squares from it (save ends).		
C Deep Shadow (standard; sustain minor; encounter) ♦ Necrotic		
Aura 2; thick, writhing shadows surround the shadar-kai witch. The witch and any other shadow creatures in the area gain concealment. In addition, enemies that enter or start their turns in the aura take 5 necrotic damage, and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action. However, the effect ends if she uses <i>shadow jaunt</i> or moves more than half her speed on her turn.		
Shadow Jaunt (move; encounter) ♦ Teleportation		
The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.		
Alignment Evil		Languages Common
Skills Acrobatics +8, Arcana +12, Religion +12, Stealth +13		
Str 13 (+4)	Dex 16 (+6)	Wis 12 (+4)
Con 13 (+4)	Int 19 (+7)	Cha 17 (+6)

ENCOUNTER 7: “CYRIC’S CARNAGE” STATISTICS (HIGH LEVEL)

Blood Elemental (Level 13)		Level 13 Elite Brute
Huge elemental magical beast (blind, ooze, water)		XP 1,600
Initiative +13	Senses Perception +7; darkvision	
HP 312; Bloodied 156		
AC 27; Fortitude 27, Reflex 26, Will 23		
Immune disease, gaze, illusion, poison; Resist 10 necrotic		
Vulnerable 5 radiant		
Saving Throws +2		
Speed 6, climb 4		
Action Points 1		
m Coagulated Smash (standard; at-will) ♦ Necrotic		
+20 vs. AC; 2d8 + 7 damage, and ongoing 5 necrotic damage (save ends).		
Flowing Form (move; at-will)		
The blood elemental shifts up to 4 squares.		
Bloodied Spawn (when first bloodied; encounter)		
The blood elemental splits into two Huge individuals, the second one occupying a space adjacent to the original creature. Each of the two creatures has hit points equal to one-half the original's current hit points. Both creatures act on the original creature's initiative count. Effects applied to the original blood elemental do not apply to either of the individuals after the split occurs. A blood elemental can't split if reduced to 0 hit points by the attack that bloodied it. If out of combat for 5 minutes, the two halves combine back into one blood elemental, which has hit points equal to the combined value of the two halves.		
Alignment Unaligned		Languages Primordial, telepathy 5
Str 20 (+11)	Dex 16 (+9)	Wis 12 (+7)
Con 16 (+9)	Int 9 (+5)	Cha 10 (+6)

Shadar-kai Witch (Level 8)		Level 8 Controller
Medium shadow humanoid		XP 350
Initiative +7	Senses Perception +5; low-light vision	
HP 85; Bloodied 42		
AC 22; Fortitude 19, Reflex 20, Will 20		
Speed 6; see also <i>shadow jaunt</i>		
m Blackfire Touch (standard; at-will) ♦ Fire, Necrotic		
+12 vs. Reflex; 2d6 + 5 fire and necrotic damage.		
R Beshadowed Mind (standard; recharge 4 5 6) ♦ Necrotic		
Ranged 10; +12 vs. Will; 2d6 + 5 necrotic damage, and the target has no line of sight to anything more than 2 squares from it (save ends).		
C Deep Shadow (standard; sustain minor; encounter) ♦ Necrotic		
Aura 2; thick, writhing shadows surround the shadar-kai witch. The witch and any other shadow creatures in the area gain concealment. In addition, enemies that enter or start their turns in the aura take 5 necrotic damage, and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action. However, the effect ends if she uses <i>shadow jaunt</i> or moves more than half her speed on her turn.		
Shadow Jaunt (move; encounter) ♦ Teleportation		
The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.		
Alignment Evil		Languages Common
Skills Acrobatics +9, Arcana +13, Religion +13, Stealth +14		
Str 13 (+5)	Dex 16 (+7)	Wis 12 (+5)
Con 13 (+5)	Int 19 (+8)	Cha 17 (+7)

ENCOUNTER 7: "CYRIC'S CARNAGE" MAP

TILE SETS NEEDED

DT5 Lost Caverns of the Underdark x1, DU2 Streets of Shadow x1

SW = Shadar-Kai Witch

CB = Coagulated Blood (blood elemental)



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 can and should track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

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

Encounter 2: And... Auction!

300 / 400 XP

Encounter 5: Tracking the Tome

170 / 240 XP

Encounter 6: The Unrolling Scroll

300 / 420 XP

Encounter 7: Cyric's Carnage

350 / 540 XP

Total Possible Experience without Major Quest

1120 / 1600 XP

Major Quest: *Flaming Fist Apprenticeship*

350 / 500 XP

Total Possible Experience with Major Quest

1470 / 2100 XP

Gold per PC

150 / 200 gp

(Encounter 6: 50 / 75 gp; Encounter 7: 100 / 125 gp, the reward promised to the PCs in Encounter 1)

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. 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 amount to that character's base gold award, and ensure you enter the total amount of gold gained (minus any expenditures) online. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *cunning weapon +2** (low-level version only) (level 8; AV)

Found in Encounter 2

Bundle B: *+2 bloodcurse rod** (level 9; AV)

Found in Encounter 6

Bundle C: *+3 elven cloak* (level 12; PH)

Found in Encounter 6

Bundle D: *+2 staff of elemental prowess** (level 9; AV)

Found in Encounter 7, ONLY if the PCs give the Tome to Candlekeep

Bundle E: *exalted armor +2* (level 10; PH)

Found in Encounter 7, ONLY if the PCs give the Tome to the Church of Oghma

Bundle F: *bloodiron armor* +2* (level 8; AV)

Found in Encounter 7, ONLY if the PCs give the Tome to Lord Balkal at the Ducal Palace

Bundle G: *voidcrystal weapon* +3* (high-level version only) (level 14; AV)

Found in Encounter 2

Bundle H: ritual book containing *Earthen Ramparts** and *Excavation** (both from *Dragon Magazine*)

Found in Encounter 6

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 *potion of healing* plus 300 / 450 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350 / 500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Note that in this adventure, all three story awards are mutually exclusive. The PCs can receive only one of the awards, based on which group ended up with the Tome of Twisted Truths.

BALD06 *Keeper of Knowledge*

Thanks to you, the Tome of Twisted Truths is safely locked away, perhaps forever, in the care of the Temple of Oghma in Baldur's Gate. They consider you a friend, allowing you free access to the High House of Wonders, with its museum, temple, and library.

BALD07 *Dedicated to the Duke*

You have trusted the judgment of Lord Balkal that the Baldur's Gate government will use the knowledge found in the Tome of Twisted Truths to keep in check the groups that seek to further the goals of evil.

If you haven't completed it already, this story award also completes the *Flaming Fist Apprenticeship* major quest from BALD1-1. (You can't complete a quest more

than once, so if you've already completed it, you don't get the bonus XP in this adventure.)

If you are on the *Flaming Fist Apprenticeship* major quest but you did not receive this award, you have not failed the quest! Keep an eye out for future Baldur's Gate regional adventures that may allow you another opportunity to impress the leaders of the Flaming Fist.

BALD08 *Friend of the Library*

Thanks to you, the Tome of Twisted Truths has been returned to its rightful owners at Candlekeep. The First Reader holds you in high regard, and has granted you one free pass to the Edificant Library, allowing you to visit the library for one day without having to provide a rare book to get inside.

ADVENTURE QUESTIONS

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

1. Who did the PCs give the Tome to?

- a. The Church of Oghma.
- b. They took it back to Candlekeep.
- c. Lord Balkal of Baldur's Gate.
- d. They failed their quest and the book was retrieved by the Cyricists.
- e. The PCs gave the Tome to a group not listed above, or the PCs tried to keep it, or the PCs destroyed or hid it so that nobody could get it.

2. How did the PCs arrive at the Unrolling Scroll?

- a. They teleported in, having figured out the operation of the Oghmanyte portal network.
- b. They arrived after the commotion started and the assassins had already found their way to Nithu.
- c. The PCs reached the Unrolling Scroll via some other method that was not anticipated by the adventure.

NEW RULES

Cunning Weapon +2	Level 8
<i>Finely crafted and ornately etched, this weapon makes its target succumb more easily to adverse conditions</i>	
Weapon: Any melee	
Enhancement: Attack rolls and damage rolls	
Critical: +1d8 damage per plus	
Property: Against any effect delivered with this weapon that a save can end, the target takes a –2 penalty to saving throws.	
Reference: <i>Adventurer's Vault</i> , page 67.	

Voidcrystal Weapon +3	Level 14
<i>This black crystal weapon can briefly banish a creature to a dark, secluded location..</i>	
Weapon: Any melee	
Enhancement: Attack rolls and damage rolls	
Critical: +1d6 damage per plus	
Power (Daily ♦ Teleportation): Free Action. Use this power when you hit a creature with this weapon. The target disappears from the world until the start of your next turn, at which point the target reappears in an unoccupied space of your choice within 3 squares of you.	
Reference: <i>Adventurer's Vault</i> , page 82.	

+2 Bloodcurse Rod	Level 9
<i>This rod empowers its wielder to use his pact boon more often.</i>	
Implement (Rod)	
Enhancement: Attack rolls and damage rolls	
Critical: +1d6 damage per plus	
Property: Your pact boon triggers when an attack you make with this rod makes a target affected by your Warlock's Curse bloodied. (It still triggers when you reduce a target to 0 or fewer hit points.)	
Reference: <i>Adventurer's Vault</i> , page 98.	

+2 Staff of Elemental Prowess	Level 9
<i>This staff grants mastery over—and protection from—the harsh elements.</i>	
Implement (Staff)	
Enhancement: Attack rolls and damage rolls	
Critical: +1d6 damage of the same type as the attack per plus.	
Property: Gain a +1 item bonus to damage rolls when you deal acid, cold, fire, or lightning damage with this implement.	
Power (Daily): Immediate Interrupt. Use this power when you are attacked by a power with the fire, cold, acid, or lightning keyword. Choose one of those damage types. You and all allies within 2 squares of you gain resist 10 against that damage type until the end of your next turn.	
Reference: <i>Adventurer's Vault</i> , page 105.	

Bloodiron Armor +2	Level 8
<i>Forged from hammered iron cooled in blood, this armor protects best those who shed the most blood.</i>	
Armor: Scale, Plate	
Enhancement: AC	
Property: When you hit a target, you gain a +2 item bonus to AC against attacks from that target until the end of your next turn.	
Reference: <i>Adventurer's Vault</i> , page 42.	

ARCANE BARRIER

You pound on the translucent wall and shout, but no amount of brute force seems able to penetrate the barrier in your path.

Level: 12	Component Cost: 1,000 gp
Category: Warding	Market Price: 3,200 gp
Time: 10 minutes	Key Skill: Arcana

Duration: 4 hours

You create a magical barrier that is up to 2 squares long and tall, and is typically large enough to block a doorway or the entrance of a hallway. The obstruction is invisible from more than 10 squares away but is readily apparent as a translucent, shimmering, paper-thin wall from closer than that. When creating the barrier, you also determine circumstances that open the barrier; this is the same as for Arcane Lock (*Player's Handbook*, page 301). Your Arcana check, with a +5 bonus, determines the DC for Knock or similar rituals to open it, and the DC to burst the barrier with a Strength check is 5 greater than that.

Reference: *Dragon Magazine* 366, page 27

EARTHEN RAMPARTS

At your command, walls of earth rise around your position and offer protection.

Level: 6	Component Cost: 80 gp
Category: Exploration	Market Price: 360 gp
Time: 10 minutes	Key Skill: Arcana or Nature

Duration: Instantaneous

You channel the earth around you into defensive mounds. Earth rises to create a wall 2 within 10 squares of you. The wall is 2 squares high. On one side of the wall (your choice), the earthen mound is sloped so creatures can climb atop the wall. Climbing atop the mound from that side costs an extra square of movement. For every 10 points you have on an Arcana or Nature check result, you can create another wall 2 within 10 squares.

Reference: *Dragon Magazine* 366, page 28

EXCAVATION

Earth and loose stone disappear bit by bit before your eyes, leaving a rough trench in its wake.

Level: 6	Component Cost: 70 gp
Category: Exploration	Market Price: 300 gp
Time: 10 minutes	Key Skill: Arcana

Duration: 1 minute

You clear 1 square of earth and loose stone within 5 squares of you, leaving the start of a trench or a tunnel. For every 10 points on the Arcana check result, you clear another square. The material disappears over the course of the ritual's duration and is scattered across the world.

Reference: *Dragon Magazine* 366, page 29

PLAYER HANDOUTS

Handout 1: Letter from the Hand of Turagh

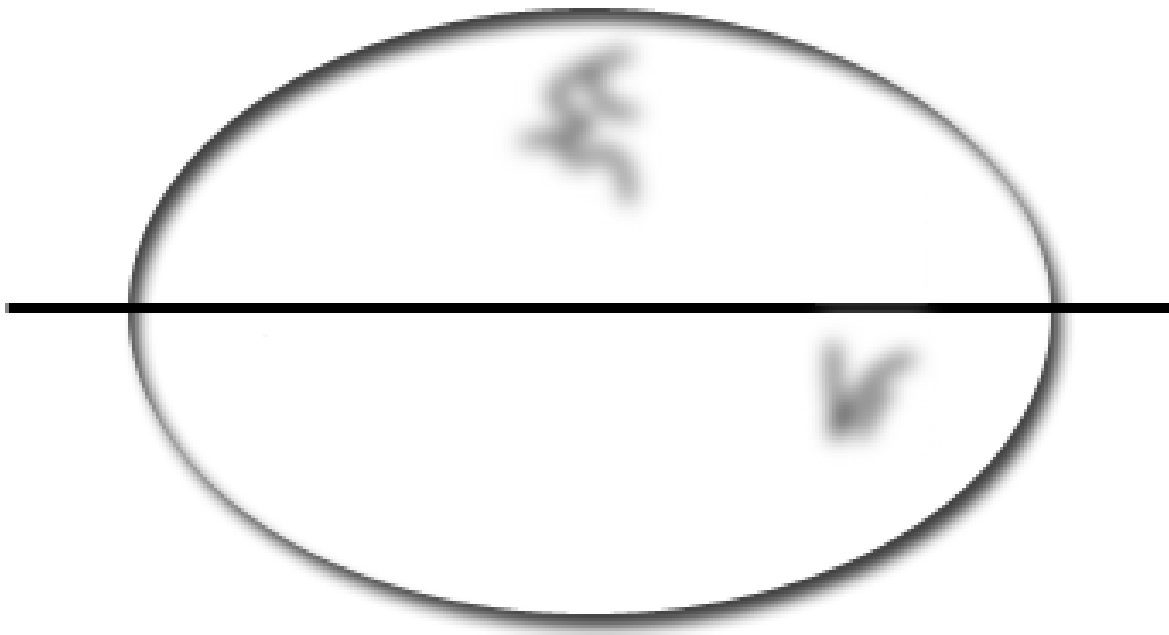
YOU ARE TO ESCORT THE SUMMONED
DEMONESSES TO THE AUCTION TAKING
PLACE AT THE ADDRESS GIVEN IN THE
PREVIOUS LETTER.

STOP THE AUCTION BY ANY MEANS
POSSIBLE, AND RETRIEVE THE BOOK.
SHOULD YOU FAIL TO DO SO, KILLING
EVERYBODY AT THE AUCTION IS YOUR
PRIORITY - IF THE MONK ELUDES US,
WE WANT AS LITTLE COMPETITION
AS POSSIBLE WHEN WE GO AFTER HIM.

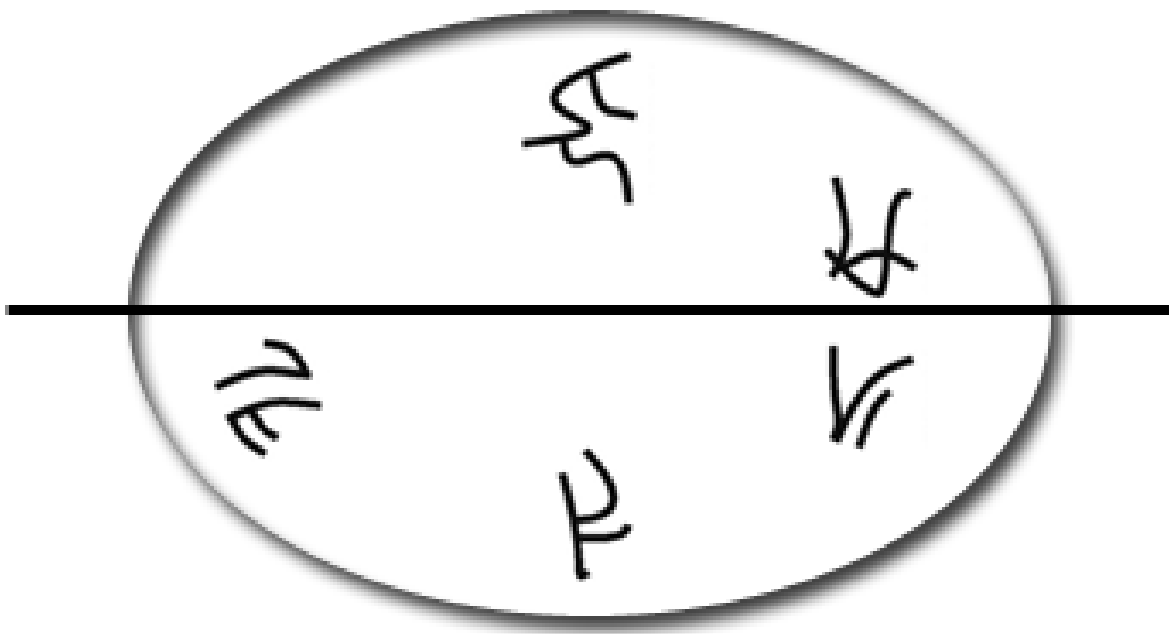
YOUR USUAL REWARD SHALL BE
WAITING UPON YOUR RETURN
WITH THE TOME.

A stylized, handwritten mark or signature, possibly initials, consisting of a large 'C' shape with a vertical line extending downwards from the right side.







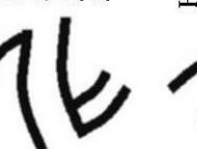

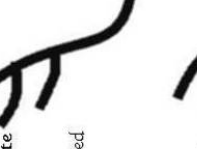
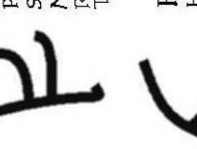


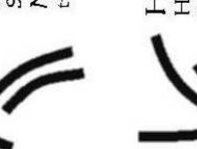





Handout 2: Auction House Portal symbols



Handout 3: Correct sequence of symbols



Handout 4: Chronology of Oghma's High Priests in Baldur's Gate

	High Priest Lucan High Priest of Oghma in Baldur's Gate Predecessor: None Successor: High Priest Mardan Notes: Founder of the first Church of Oghma in Baldur's Gate, in a small adapted warehouse near the docks		High Priest Luggan High Priest of Oghma in Baldur's Gate Predecessor: MagNuall Successor: High Priest Morgan Notes: Murdered by Zhentanim		High Priest Llumyan II High Priest of Oghma in Baldur's Gate Predecessor: Liam Successor: High Priest Abren Notes: First priest to be chosen by council, the new appointing tradition would start with him
	High Priest Mardan High Priest of Oghma in Baldur's Gate Predecessor: Lucan Successor: High Priest Zamyrr Notes: The son of High Priest Lucan		High Priest Morgan High Priest of Oghma in Baldur's Gate Predecessor: Luggan Successor: High Priestess Velinna Notes: Known for his strict adherence to Oghma's tenets, opposed High Priest Cormac		High Priest Abren High Priest of Oghma in Baldur's Gate Predecessor: Llumyan II Successor: High Priest Conan (or Elman) Notes: Known for his arcane knowledge and abilities
	High Priest Zamyrr High Priest of Oghma in Baldur's Gate Predecessor: Mardan Successor: High Priest Llumyan Notes: First foreigner to hold this title		High Priest Velinna High Priest of Oghma in Baldur's Gate Predecessor: Morgan Successor: High Priest Seilann Notes: First woman to hold the title, named as a replacement for High Priest Cormac, who never held office		High Priest Devon High Priest of Oghma in Baldur's Gate Predecessor: Abren Successor: High Priest Conan Notes: Follower of Llumyan's line, supposedly a half-elf
	High Priest Llumyan High Priest of Oghma in Baldur's Gate Predecessor: Zamyrr Successor: High Priest Elman Notes: Native of Cormyr, called 'The Renewer', founder of the Unrolling Scroll Temple		High Priest Seilann High Priest of Oghma in Baldur's Gate Predecessor: Velinna Successor: High Priestess Moragh Notes: Known as 'the gentle', lover of song, poetry and dance		High Priest Conan High Priest of Oghma in Baldur's Gate Predecessor: Devon Successor: High Priest Seilann II Notes: First to promote the acquisition of the Hall of Wonders as Oghma's temple (refused)
	High Priest Elman High Priest of Oghma in Baldur's Gate Predecessor: Llumyan Successor: High Priest MagNuall Notes: Known as 'the traitor'; not considered a true high priest, as he was actually a Banite spy		High Priestess Moragh High Priest of Oghma in Baldur's Gate Predecessor: Seilann Successor: High Priest Liam Notes: Second woman to hold the title, named her son Liam as successor		High Priest Seilann II High Priest of Oghma in Baldur's Gate Predecessor: Conan Successor: High Priest Llumyan III Notes: Founder of the Library of Oghma in the Elven quarter of the city
	High Priest MagNuall High Priest of Oghma in Baldur's Gate Predecessor: Elman Successor: High Priest Luggan Notes: Called 'the fierce' for the zeal of his character		High Priest Liam High Priest of Oghma in Baldur's Gate Predecessor: Moragh Successor: High Priest Llumyan II Notes: Died before end of term, Llumyan II named by council of elders		High Priest Llumyan III High Priest of Oghma in Baldur's Gate Predecessor: Seilann II Successor: None; the Unrolling Scroll was abandoned after his term Notes: Successfully enacted the Temple of Oghma's transferal from the Unrolling Scroll to the Hall of Wonders