

# THE ANCIENT TEMPLE

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

BY KARIM MAJERI

REVIEWED BY DONOVAN HICKS, PIERRE VAN ROODEN, AND PIETER SLEIJPEN  
PLAYTESTED BY EMMANUEL LEDUC, PHILIPPE LEGENDRE, FREDERIQUE  
ROBARDET, CHRISTOPHE SASMIRA, JEROME STK, NICK JONES, DAVE K,  
DAN Y, BRIAN JONES, DAVID BROWNE, CHRISTINE BRANDON, PATRICK  
BRANDON

While the wind blows through the plains of Impiltur, the Fraternity of Tharos is preparing new plan to destabilize the region. When the Fraternity learns an ancient temple may hold a relic of incredible power, they send an agent to recover the item. Can you stop him before it is too late for Impiltur? A *Living Forgotten Realms* adventure set in Impiltur for characters levels 11 - 14.

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

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## OFFICIAL D&D PLAY

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

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

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

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

## PREPARING FOR PLAY

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

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

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

## READING MONSTER STAT BLOCKS

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

## IMPORTANT DM INFORMATION

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

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

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

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

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

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

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

## APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 11 - 14. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

When the Spellplague struck, an earthquake shook the temple of Maglubiyet in Impiltur. Many goblins died in the ensuing collapse of the mountains around the temple. As people fled the destruction, possessions and

treasures of the temple were left behind. Recently, some tomes and papers that escaped the destruction of the temple have come into the possession of Lord Belgaros of the Grand Council of Impiltur.

Lord Belgaros is secretly a member of the Fraternity of Tharos and seeks to extend his influence on the Council and within the Fraternity. His greed and lust for power have led him to commit the vilest of crimes as he searches for any magic that might increase his power and force his will upon others. The papers from the temple of Maglubiyet indicate that the temple, known as Telluric Nod is located in the mountains east of the Monastery of the Yellow Rose in the Earthspur Mountains. Further research in the tomes has revealed that an artifact of evil, known as the Crown of Might of the Evil Regalia of Might is located within this temple.

Unknown to everybody the temple actually survived the earthquake intact. It is now located inside a great cave. An earth mote has formed beneath the temple itself while earthquakes have shattered the rest of the chamber. The temple is left floating in mid-air with a tenuous floating bridge leading to it. Belgaros' agents have recently located the specific cave. Should they recover the crown, Lord Belgaros believes he'll be able to rule Impiltur with impunity in the name of the Fraternity of Tharos.

Belgaros has sent one of his most trusted agents to retrieve the artifact. There is no law disallowing him from recovering salvage from a ruined temple of evil, but he does wish to protect himself from direct involvement until he is sure the crown truly exists. Using his agent, who is anonymous to all but his inner most circle, as his employee also allows him to deny any claims of culpability with the Fraternity should they come to light for this group.

The crown is rumored to allow its wielder to know the thoughts of those around him and to force his will upon them. With it, he would be able to take control of the council and have himself crowned King Belgaros of Impiltur. Those who would oppose Belgaros and the Fraternity of Tharos would find themselves on the wrong side of the law and hunted throughout the land. Belgaros needs time to study the item in private before he can use it though. His agent has been told that the crown may kill anyone who tries to use it.

The PCs are hired by one of their prior contacts to investigate the possible existence of this relic as well. This leads them into possible conflict with Belgaros's agent, if not with Belgaros himself.

## DM's INTRODUCTION

This adventures starts in New Sarshel with the PCs being invited to speak with one of three contacts that may hire them to undertake the quest this adventure details.

In Encounter 1, the PCs meet with Haldar, a halfling they may be familiar with; Donaar, a representative of the Luminous Society; or Tasha Etrigar, a priestess of Torm. Whichever contact the PCs meets with describes the current intrigue between the Fraternity of Tharos and those who are seeking the good of Impiltur. The contact also gives them details for the task they wish them to undertake.

Once Encounter 1 is ended, the PCs must undertake a skill challenge in Encounter 2 in order to reach the temple of Telluric Nod in time to stop an agent of the Fraternity of Tharos. Should they fail to get there in time, there may still be an opportunity for them to overtake the agent on the road back to New Sarshel.

As the PCs arrive at the temple, they find that the temple is now underground after an earthquake that occurred during the Spellplague. The Spellplague also left the temple floating on an earth node with several other nodes forming a partial bridge to the temple. The PCs have to not only make their way across this bridge, but also fight members of the group that arrived ahead of them.

Once these guards are dealt with, the party can enter the temple. Inside the temple, the PCs can explore the temple and may meet a construct that can impart some information to them about the others in the temple.

In the main temple, the PCs find Ivar, the Fraternity of Tharos's agent. Ivar prefers to avoid any violent confrontation with the PCs and tries to offer them a trade before engaging them in combat. If the PCs have arrived at the temple too late, Ivar and his personal guard have already left. The PCs then have to catch him on the journey back to New Sarshel on the plains between the mountains and the city.

Once Ivar has been dealt with, the PCs return to New Sarshel, hopefully with the artifact they were sent to recover. The PCs have to choose whether to confront Ivar's master if they learned of him regardless of if they recovered the artifact or not. The PCs must also report back to their contact and reveal any information about the affair they choose to the contact.

*The Fraternity of Tharos threatens all of Impiltur and beyond should it gain enough power. Its influence extends throughout the once prosperous nation from the lowest commoners to the halls of the Grand Council. The threat is ever present and Impiltur constantly needs brave souls to stand against the demonic forces that the Fraternity represents.*

*Your reputation in Impiltur or perhaps neighboring lands has preceded you amongst the more powerful figures of Impiltur. This has led to a letter inviting you to come to New Sarshel where a quiet, but wealthy opponent of the Fraternity has a proposition for you.*

## PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

# ENCOUNTER 1: INTRIGUE IN NEW SARSHIEL

## SETUP

### Important NPCs:

Haldar, male halfling

Donaar, male human

Tasha Etrigar, female human

In the opening encounter, the PCs meet with Haldar, the halfling from many Impiltur adventures who assists his father in a small shop in New Sarshiel; Donaar, a representative of the Luminous Society; or Tasha Etrigar, a human priestess of Torm. The PCs may have met Haldar in previous adventures or Donaar in IMPI1-5 *How to Hunt a Demon*. Depending on which contact the PCs are meeting with, use Tasha for those who do not know Haldar or Donaar or who do not have a preference for some reason.

If the PCs speak to Haldar, read or paraphrase the following:

*As you enter The Merry Adventurer, Haldar's father's shop, the halfling waves at you.*

*"Greetings, friends, you've responded to my invitation. That's good. A noble has asked me to procure your services to journey to an ancient temple, which is believed to have once belonged to the sect of Maglubiyet.*

*"Surely, you'll do this after I try to answer whatever questions you have. Time is of the essence as always, along with discretion."*

If the PCs speak to Donaar, read or paraphrase the following:

*As you enter The Wayward Dwarf Tavern, Donaar stands and waves you over to a large table he has reserved in the corner. Once drinks and food are ordered and served, he begins.*

*"Greetings, friends, you've responded to my invitation. The Luminous Society has learned that a member of the Fraternity of Tharos," - he spits on the floor at this point - "has learned of an ancient temple of Maglubiyet and seeks to retrieve an ancient artifact from the temple.*

*We are busy hunting the demons of the area, but after our last encounter, I thought that you might be interested in earning a fair amount of coin for assisting us in halting this evil enterprise. It is important that you set out at once should you choose to do this, as we have already wasted much time contacting you."*

*"What say you? I can answer other questions if you need more answers before you respond."*

If the PCs speak to Tasha, read or paraphrase the following:

*As you enter the small temple to Torm, a young human priestess approaches you and smiles, "I am Tasha Etrigar. Are you the adventurers I have heard so much about?"*

She pauses here to allow the PCs to respond before continuing.

*"Good, if I could see the letter I sent to confirm that, one cannot always trust every stranger they meet after all."*

Again, she pauses for the PCs to hand her the letter she had delivered to them.

*"Now that all that is done with, let us continue. I have asked you here, because we have recently learned of an ancient temple in the nearby Earthfast Mountains. We believe this to be an ancient temple of Maglubiyet and that there may be relics of power left behind from when the temple was destroyed during the Spellplague. My order has authorized me to contract you to go out and recover these relics if possible. We fear that time may be of the essence as we believe members of the Fraternity of Tharos are also after the relics.*

*"We are offering a fair wage for your time and effort. I can provide answers from our meager knowledge to any questions you might have. What say you?"*

Once the introduction is done, the PCs may ask any questions they have. The following should help with some answers:

- The noble Haldar refers to is Lord Grigor of the Van Deesbrock family.
- Lord Grigor sits on the Grand Council and he wishes to remain anonymous in this matter due to his enemies among the Fraternity of Tharos.
- The temple is located in the Earthspur Mountains, near the river Icehilt, approximately two days' journey into the mountains. There is a rough map, but landmarks have changed, since it is from before the Spellplague.
- There may be any number of relics, but spies within the Fraternity have indicated that an ancient artifact known as a Crown of Might may be hidden there. The crown is from a set of relics that are highly beneficial to evil beings. (A

DC 20 Arcana check reveals that there are other sets of the Regalia of Might devoted to other moralities. The Regalia are dangerous to those of opposing moralities).

- The PCs will be rewarded with a magic item from the treasury of Lord Grigor/the Luminous Society/the church of Torm if they are successful and 100/200 gp each for undertaking the quest right now.
- The employer believes the Fraternity's agent set out two days ago, so he has a fair head start. They also believe the person involved may be a member of the Grand Council of Impiltur, as there have long been suspicions that the Fraternity has infiltrated the Grand Council. Letters, which have been intercepted, have references to Grand Council business that only a member or very close aid of a member of the council would have knowledge about.
- If the PCs encounter this person and can provide evidence of his identity, it would help in the fight against the Fraternity. If they do not have substantial proof of his membership in the Fraternity of Tharos though, they should do nothing to challenge him in public as it may turn out badly for them if he is a member of the council. If they were to capture his agent alive, that might be helpful to the employers.

## ENDING THE ENCOUNTER

If the PCs have other questions, the DM should use the adventure background and DM's introduction sections as well as other information in the adventure to answer the questions as best as possible. All three contacts have very limited information about the temple and its actual location. Most of their information is through spies and informants within the Fraternity of Tharos or throughout Impiltur.

Once the PCs have asked all the questions they have of the contact and are ready to move on, proceed to Encounter 2.

## EXPERIENCE POINTS

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

## TREASURE

100/200 gp for each PC.

## ENCOUNTER 2: JOURNEY TO THE TELLURIC NOD

### SKILL CHALLENGE LEVEL 11/13 COMPLEXITY 2 (1200/1600 XP)

#### SETUP

The PCs raced across the plains of Impiltur north to the River Icehilt and journey into the Earthspur Mountains. In the mountains, the PCs search for the temple's location. They have a rough map, but landmarks have definitely changed and the temple is now in a great cave after an earthquake rocked the area during the Spellplague. Once the PCs locate the cave, they have to make their way through an area that has been altered by the Spellplague. The skill challenge takes place in 3 scenes and the PCs have to complete each scene before moving on to the next.

*You left the meeting with your contact and made good time racing to the Earthspur Mountains. The continual drizzle that continues even now has soaked those without magical means to dry themselves as well as all of your belongings.*

*Now that you are in the area where the temple should be according to your map, you do not see anything evidence of any temple. Hopefully, your unknown opponents in the race to gain the relic are having the same luck. It seems the map is wrong for some reason, and you need to find the temple on your own from here.*

The rain maintains a continuous drizzle throughout Impiltur for the next two weeks.

#### SKILL CHALLENGE: ENTERING TELLURIC NOD

**Goal:** The PCs must locate the cave within the Earthspur Mountains that holds Telluric Nod, make their way past the magical dangers of the cave, and cross the floating bridge to the temple.

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** <varies>

**Other Skills:** <varies>

**Victory:** If the PC's succeed at the skill challenge, they gain access to the temple and gain one round of planning against their adversaries in Encounter 3.

**Defeat:** If the PC's fail the skill challenge, the guards in Encounter 3 heard or saw the PC's approaching before

they were seen and have had a chance to hide. The NPC's gain a surprise round against the PC's in this case. In addition Ivar has already left the temple by the time the PCs enter the central chamber. If they hurry, they catch up, but outside on the fields (see Encounter 6 for details).

Note that if the PCs fail 3 checks early in the challenge, you should still run the challenge as written. Additional checks do not count towards success or failure, but other negative consequences (such as the loss of healing surges) still apply. Impress on the players the fact that they are losing a lot of time.

#### SCENE 1: THE EARTHSPUR MOUNTAINS

##### Two successes to move on to Scene 2.

The PCs have to search the area to try and figure out where the temple is now.

##### Arcana DC 16/17 (1 success, 1 maximum)

The PC is able to detect the presence of strong magic emanating from a nearby area. The PC cannot determine what the magic is from though as there seem to be multiple sources of magic within the area. Some seem related to elemental forces similar to the constant flux of magic seen around Akanul, while other aspects seem to be from other forces of magic. By following the source of the magic, the PCs are able to move closer to the cave containing Telluric Nod.

##### Dungeoneering DC 16/17 (1 success, 1 maximum)

The PC uses his knowledge to determine that an earthquake struck this area and how that might have changed the topography of the area. This allows the party to figure out where the temple may be located now.

##### History/Religion DC 16/17 (1 success, 1 maximum)

The PC recalls having read about several evil temples that used to be in this area and the great earthquake that devastated the area during the initial onslaught of the Spellplague. Using this knowledge, the PC is able to ascertain roughly where several of these temples were at the time and the most likely location to start searching for the Temple of Telluric Nod.

##### Perception DC 16/17 (0 successes)

The PC finds a cave, but it does not seem to be the right cave. It does have the corpses of what may have once been adventurers in it; they appear to have been caught in a cave-in and are still carrying sacks containing a large amount of coins that are now spilling all over the floor. One sack contains a small vial.

See the treasure section for what can be found here.

## SCENE 2: THE ENTRY TO TELLURIC NOD

### Two Successes to move on to Scene 3.

The cave that the PCs have found matches with a possible location for where the temple might have ended up. Inside the PCs can see flashes of light like fiery explosions and on occasion there are gusts of wind or violent eruptions of water that rush out of the cave mouth. The PCs must venture into this cave to determine if the temple is truly within this black pit.

There are certain rituals such as *Commune with Nature* that PCs can use to determine that the temple is indeed inside the cave. This does not count as a success as the PCs still have to journey through the cave to the floating bridge at Scene 3.

As the PCs travel through the cave, they realize that this area is still active with the chaotic disruptions of the Spellplague as there are constant eruptions of elemental power throughout the cave. This acts as both a hint at the hazard in Encounter 3, but also gives the PCs a chance to experience an area “corrupted” by the Spellplague.

**Acrobatics/Athletics/Endurance DC 16/17** (group check; 1 success, 2 maximum)

The plagueland caves are riddled with elemental explosions and blue flamed ripples. It is virtually impossible to avoid all such areas and at some point the PCs need to make a dash for it. A successful check gets the particular character past the outburst. Failure gets the character to suffer the full brunt of the blast, leading to the loss 1 healing surge and potentially dropping the character in a completely different part of the caves. If half or more of the PCs failed this check, it takes a lot of time to find one another, leading to 1 failure for the challenge as a whole.

**Arcana/Dungeoneering DC 21/22** (1 success, 1 maximum)

The PCs need to find a way through the Plagueland. Doing so is no easy feat. In doing so, the PC is able to direct his companions to move quickly out of the area just before an elemental explosion takes place releasing a burst of flames, a torrent of water, or a hurricane force wind through the area as well as not getting lost in the constantly changing maze.

Failure indicates the party is caught in an elemental explosion and/or lost for some time. In addition, the characters need to make an extra Acrobatic/Athletics/Endurance check (see above).

## SCENE 3: THE FLOATING BRIDGE

### Needs 2 successes.

As the PCs enter the cave containing the temple, read or paraphrase the following:

*Ahead in the darkness, you can make out a structure seemingly floating over a huge underground pit. Leading out to what can only be an earth node where the structure is are several rocks like stepping stones across a pond leading to the node. You must somehow navigate across the floating path without falling to the temple beyond.*

If PCs think to look or ask, they notice that there is a ledge approximately 50-feet below the stepping stones that juts out from the wall. Anyone falling would land here rather than the seemingly endless (200-feet) drop that exists beneath the temple itself. PCs can climb back up near the cave wall with a DC 15 Athletics check.

The floating rocks are separated by anywhere from 3 to 6 squares (15 to 30 feet) and the distance from the ledge to the earth mote the temple floats on is 15 squares (75 feet). Those with teleport type powers may be able to cross this way. If the entire party can be teleported across somehow, the party (or individual) should receive automatic successes in this scene of the skill challenge.

**Acrobatics/Athletics DC 16/17** (group check; 1 success, 2 maximum)

This is a group check and all members of the party must roll the check. If more than half of the group succeeds it counts as a single success towards the challenge otherwise it counts as single failure. Individual failure does not count as a failure in the skill challenge.

Failure indicates the PC who failed the check has fallen to the ledge below and takes 5d10 damage from the fall.

**Acrobatics/Athletics DC 16/17** (trained only; 0 success, 1 maximum)

The PC is able to contrive a rope scheme that allows PCs to use the rope as handrail to cross the stepping stones. A success gives the other characters a +2 circumstance modifier to Acrobatics/Athletics check to cross the stepping stones.

**Arcana/Nature DC 21/22** (1 success, 1 maximum)

The PC is able to intuit the movements of the free flowing stones in order to allow his party to better time their jumps and distances and avoids slipping or skidding off the rocks. If successful, the PCs need to make only one group Acrobatics/Athletics check. The check can be attempted only once.

## ENDING THE ENCOUNTER

At some point during the encounter - searching for the temple in the mountains is the most logical place, see Scene 1 - the PCs find a hidden cache of treasure. It appears to be several decades old based on the imprints of the coins.

**Success:** The PCs have reached Telluric Nod and as they cross the floating bridge, they notice some guards milling around the front entrance. This grants the PCs the opportunity to plan for one round or have a surprise round as they were able to approach within 6 squares of the end of the bridge without the guards noticing them. Go to Encounter 3.

**Failure:** The PCs have reached Telluric Nod, but the guards who were set here by the agent of Belgaros notice their approach and hide from view. As the party approaches within 6 squares of the end of the bridge, they surprise the party. Go to Encounter 3. In addition Ivar has already left the temple by the time the PCs enter the central chamber. If they hurry, they catch up, but outside on the fields (see Encounter 6 for details).

## EXPERIENCE POINTS

The characters receive 240/320 XP each for completing the skill challenge. They receive half this amount if they failed the challenge.

## TREASURE

The PCs find 200/400 gp each at the corpses of what appears to have been a group of adventurers found in the cave in Scene 2. There is also a *potion of vitality*.

## ENCOUNTER 3: FOR THE GLORY OF IMPILTUR

ENCOUNTER LEVEL 13/15 (4300/5900 XP)

### SETUP

This encounter includes the following creatures at the low tier:

- 1 elemental tiles hazard (level 13) (H)
- 3 fraternal giants (troll timber slinger) (G)
- 7 human archer minions (A)

This encounter includes the following creatures at the low tier:

- 1 elemental tiles hazard (H)
- 3 fraternal giants (troll timber slinger) (level 14) (G)
- 5 human archer minions (level 15) (A)

This encounter takes place at the entrance to the ruined temple of Maglubiyet, Telluric Nod.

If the PCs succeeded in the skill challenge in Encounter 2, the guards are at the temple entrance guarding the entrance to the temple while waiting for Ivor to return from inside the temple.

As the adventurers make their way across the bridge, read or paraphrase the following as the first PC makes it within 30-feet of the temple ledge:

*As you make your way across the floating bridge to Telluric Nod's island, you notice people moving about in front of the temple. Several giants carry out boxes through the front doors. None of them have seen you yet.*

If the PCs failed the skill challenge in Encounter 2, then the guards are in the process of loading up treasure that they have recovered from the temple for transport back to New Sarshel; Ivor has already departed the temple with his prize for Belgaros. If the PCs failed the skill challenge, the archers are on the ground and not on top of the building.

As the adventurers make their way across the bridge, read or paraphrase the following as the first PC makes it within 30-feet of the temple ledge:

*As you make your way across the floating bridge to Telluric Nod's island, arrows whizzing past your head greet you. On the roof of Telluric Nod are five human archers raining arrows down upon you. Several giants*

*lurk behind great piles of rubble near the earthmote's edge.*

In both cases, as soon as the PCs are spotted, the NPCs attack the PCs as they are attempting to cross the floating bridge.

### FEATURES OF THE AREA

**Illumination:** The area has dim illumination from some torches that the archers have lit near the door of the temple.

**Temple Roof** The area on the map behind the walls is the roof. Those on it (the archers if the PCs succeeded in Encounter 2) gain cover from the wall but they fire freely from behind it. The roof is 10 feet above the rest of the map.

**Temple Roof Guardwall:** The guardwall around the temple roof provides partial cover to anyone standing on the roof, but does not provide cover to those on the ground. Anyone dropping prone behind the wall on the roof has total cover. The wall is 10 feet high and can be climbed with a DC 15 Athletics check.

**Rubble:** This is difficult terrain. Creatures behind the rubble have cover against ranged attacks.

**Bridge Terrain:** Should the PCs be noticed as they are crossing the bridge, PCs might be forced into the uncomfortable position of trying to fight while still crossing. If this is the case, the terrain provides obstacles to the fight as the rocks float around and the NPCs try to use this to their advantage.

The giants lurk near the edge as long and ready to *timber swing* any opponents jumping towards the ledge while they are still in the air at the edge of the ledge - this gives the giant a +3 to hit the PC he attempts this on. The PC falls to the ledge 50-feet below and takes 5d10 points of damage unless he has a way to save himself (for example, a DM might use a PC with a teleport power and another action still available to activate that power). A PC making a saving throw to avoid this does not fall prone on the ledge, but instead catches himself on the edge of the ledge; hanging in a very precarious position - the PC may pull himself up from this position with a DC 15 Athletics check.

PCs falling to the ledge below may climb back up either at the opposite end or at the temple end of the ledge. This requires a DC 15 Athletics check at either end, and the PC must have a rope to climb up at the temple end as there is a gap between the ledge and the landmass of the earth node the temple is on.

In addition, the instability of the movement of the rock bridge causes any PC using ranged attacks (burst, area, or normal ranged) to incur a -2 penalty to all

attacks. There is also a 5% chance for each square distance from the temple ledge that the PC does not have a clear shot (cover for the NPC) at any NPC he is choosing to attack. This chance applies to the NPCs as well when attacking anyone on the bridge with ranged attacks.

In addition, the bridge acts as an elemental tiles hazard (see stat blocks below). H on the map marks the elemental tiles, X marks the chaos stone.

## TACTICS

The fraternal giants take cover behind the piles of rubble near the edge of the temple ledge. The three ready their *timber swing* attack if possible to knock off anyone leaping to the ledge. If they go after PCs, they use their *timber swing* power to knock PCs off the ledge if possible. If PCs attempt to remain at a distance from the giants, they use their *timber toss* power to attack PCs from their secure cover positions. Once the fraternal giants have used their *timber swing* attacks, they use a *bull rush* if feasible to push PCs off the edge as well.

The archers concentrate all of their attacks on a single person when possible. They target healers and spellcasters first when recognized and ranged opponents afterwards, only moving to attack heavy fighters if the giants need assistance or if the giants fall in battle.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove a fraternal giant.

**Six PCs:** Add a fraternal giant.

## ENDING THE ENCOUNTER

This encounter ends when all of the opponents are defeated or the PCs are defeated. If the opponents are defeated, proceed to Encounter 4.

## EXPERIENCE POINTS

Each PC gains 860/1180 xp for defeating the cultists.

## TREASURE

The treasure these guards have depends on if the PCs succeeded at the skill challenge in Encounter 2 or not.

**Skill Challenge Success:** These guards have no treasure.

**Skill Challenge Failure:** 900/1500 gp for each PC.

## ENCOUNTER 3: FOR THE GLORY OF IMPILTUR STATISTICS (LOW LEVEL)

Troll Timber Slinger		Level 12 Artillery
Large natural humanoid		XP 700
<b>Initiative</b> +10		<b>Senses Perception</b> +12
<b>HP</b> 109; <b>Bloodied</b> 54; see also troll healing		
<b>Regeneration</b> 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
<b>AC</b> 24; <b>Fortitude</b> 25, <b>Reflex</b> 23, <b>Will</b> 21		
<b>Speed</b> 8		
m <b>Claw</b> (standard; at-will)		
Reach 2; +16 vs. AC; 2d8 + 5 damage.		
r <b>Timber Toss</b> (standard; at-will) ♦ <b>Weapon</b>		
Area burst 1 within 15; +16 vs. Reflex; 2d6 + 5 damage. If you hit the creature in the origin square of the burst, that creature takes 1d6 extra damage.		
M <b>Timber Swing</b> (standard; encounter) ♦ <b>Weapon</b>		
Reach 3; +16 vs. Fortitude; 4d8 + 3 damage, and the target is pushed 3 squares.		
<b>Troll Healing</b> ♦ <b>Healing</b>		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
<b>Alignment</b> Chaotic Evil		<b>Languages</b> Giant
<b>Skills</b> Athletics +15, Endurance +15		
<b>Str</b> 22 (+12)	<b>Dex</b> 19 (+10)	<b>Wis</b> 13 (+7)
<b>Con</b> 18 (+10)	<b>Int</b> 5 (+3)	<b>Cha</b> 11 (+6)
<b>Equipment</b> Timber		

Human Archer Minion		Level 13 Minion
Medium natural humanoid (human)		XP 200
<b>Initiative</b> +13		<b>Senses Perception</b> +8
<b>HP</b> 1; a missed attack never damages a minion		
<b>AC</b> 25; <b>Fortitude</b> 24, <b>Reflex</b> 26, <b>Will</b> 24		
<b>Speed</b> 6		
m <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>		
+18 vs. AC; 7 damage.		
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>		
Ranged 20/40; +20 vs. AC; 8 damage.		
M/R <b>Coordinated Shot</b> (standard; at-will) ♦ <b>Weapon</b>		
The human archer makes a basic attack. The next human archer to attack the same target gains a +2 power bonus to the attack roll.		
<b>Alignment</b> Unaligned		<b>Languages</b> Common
<b>Str</b> 18 (+10)	<b>Dex</b> 24 (+13)	<b>Wis</b> 14 (+8)
<b>Con</b> 15 (+8)	<b>Int</b> 11 (+6)	<b>Cha</b> 12 (+7)
<b>Equipment</b> bow, arrow x10, leather armor		

Elemental Tiles (level 13)	Level 13 Obstacle
Trap	XP 800
<b>Trap:</b> Each of these traps has eight strategically placed tiles, and whenever a creature enters a tile space, it is attacked by a random form of elemental energy. Also, when creatures are in close proximity to the tiles, every so often a random tile erupts, spewing an area with hazardous elemental energy. This trap has two triggers and two attacks.	
<b>Perception</b>	
♦ No Perception check is needed to notice the tiles, because they are readily apparent.	
♦ DC 25: The character notices a focus device located in an out-of-the-way place. The device likely controls the magic of the tiles.	
<b>Additional Skill:</b> Arcana	
♦DC 25: The character realizes that the tiles are channeling the energy	

of the Elemental Chaos, and each does so in a dangerously unstable way.

♦DC 30: The character recognizes the focus device as a *chaos stone* – the controlling focus for this type of trap – which can be overloaded with the right kind of attacks or through careful manipulation. Successful manipulation requires a character to use the same energy that the tiles spew during the round in which that character attempts to manipulate the focus device.

### Trigger 1

A creature enters a square that contains an elemental tile. The trap then makes the following attack.

### Attack ♦ Varies

#### Opportunity Action Melee 1

**Target:** The creature that triggered the trap.

**Attack:** +16 vs. Fort

**Hit:** 2d8 + 6 damage of a type determined by a d6 roll (1, acid; 2, cold; 3, fire; 4, force; 5, lightning; 6, thunder damage), and the target is slowed (save ends).

### Trigger 2

Once enemy creatures are in the encounter area, roll initiative. On the trap's initiative count, a random elemental tile explodes with primordial energy, making the following attack.

**Initiative** +2

### Attack ♦ Varies

#### Standard Action Close burst 5

**Target:** Each creature in burst.

**Attack:** +16 vs. Ref

**Hit:** 1d10 + 6 damage of a type determined by a d6 roll (1, acid; 2, cold; 3, fire; 4, force; 5, lightning; 6, thunder damage), and the target is slowed (save ends). The burst creates a zone of difficult terrain until the end of the trap's next turn. The type of energy also determines the current vulnerabilities of the *chaos stone* (see Countermeasures).

### Countermeasures

♦Succeeding on a complexity 1 skill challenge (4 successes before 3 failures) using either Thievery or Arcana disables the trap. The characters disabling the elemental tiles must be adjacent to the *chaos stone* to make an attempt. Each attempt takes a standard action. On a failed check, all the tiles explode in the close burst attack.

♦The *chaos stone* has AC 11, Reflex 11, Fortitude 25, and hp 100.

When it is reduced to 0 hit points, the trap is destroyed. When the elemental tiles trap makes a close burst attack, its chaos stone focus is especially susceptible to the same kind of attack until the start of the trap's next turn. During that time, a successful attack against the *chaos stone* that deals the same type of damage as the trap's most recent attack automatically scores a critical hit on the *chaos stone*.

## ENCOUNTER 3: FOR THE GLORY OF IMPILTUR STATISTICS (HIGH LEVEL)

Troll Timber Slinger (level 14)		Level 14 Artillery
Large natural humanoid		XP 1000
Initiative +11		Senses Perception +13
HP 121; <b>Bloodied</b> 60; see also troll healing		
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
AC 26; <b>Fortitude</b> 27, <b>Reflex</b> 25, <b>Will</b> 23		
Speed 8		
m <b>Claw</b> (standard; at-will)		
Reach 2; +18 vs. AC; 2d8 + 6 damage.		
r <b>Timber Toss</b> (standard; at-will) ♦ <b>Weapon</b>		
Area burst 1 within 15; +18 vs. Reflex; 2d6 + 6 damage. If you hit the creature in the origin square of the burst, that creature takes 1d6 extra damage.		
M <b>Timber Swing</b> (standard; encounter) ♦ <b>Weapon</b>		
Reach 3; +18 vs. Fortitude; 4d8 + 4 damage, and the target is pushed 3 squares.		
<b>Troll Healing</b> ♦ <b>Healing</b>		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment Chaotic Evil		Languages Giant
Skills Athletics +16, Endurance +16		
Str 22 (+13)	Dex 19 (+11)	Wis 13 (+8)
Con 18 (+11)	Int 5 (+4)	Cha 11 (+7)
Equipment Timber		

Human Archer Minion (level 15)		Level 15 Minion
Medium natural humanoid (human)		XP 300
Initiative +14		Senses Perception +9
HP 1; a missed attack never damages a minion		
AC 27; Fortitude 26, Reflex 28, Will 26		
Speed 6		
m <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>		
+20 vs. AC; 8 damage.		
r <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>		
Ranged 20/40; +22 vs. AC; 9 damage.		
M/R <b>Coordinated Shot</b> (standard; at-will) ♦ <b>Weapon</b>		
The human archer makes a basic attack. The next human archer to attack the same target gains a +2 power bonus to the attack roll.		
Alignment Unaligned		Languages Common
Str 18 (+11)	Dex 24 (+14)	Wis 14 (+9)
Con 15 (+9)	Int 11 (+7)	Cha 12 (+8)
Equipment bow, arrow x10, leather armor		

Elemental Tiles	Level 16 Obstacle
Trap	XP 1,400
<b>Trap:</b> Each of these traps has eight strategically placed tiles, and whenever a creature enters a tile space, it is attacked by a random form of elemental energy. Also, when creatures are in close proximity to the tiles, every so often a random tile erupts, spewing an area with hazardous elemental energy. This trap has two triggers and two attacks.	
<b>Perception</b>	
♦No Perception check is needed to notice the tiles, because they are readily apparent.	
♦DC 25: The character notices a focus device located in an out-of-the-way place. The device likely controls the magic of the tiles.	
<b>Additional Skill:</b> Arcana	

♦DC 25: The character realizes that the tiles are channeling the energy of the Elemental Chaos, and each does so in a dangerously unstable way.

♦DC 30: The character recognizes the focus device as a *chaos stone* – the controlling focus for this type of trap – which can be overloaded with the right kind of attacks or through careful manipulation. Successful manipulation requires a character to use the same energy that the tiles spew during the round in which that character attempts to manipulate the focus device.

### Trigger 1

A creature enters a square that contains an elemental tile. The trap then makes the following attack.

### Attack ♦ Varies

**Opportunity Action** **Melee 1**

**Target:** The creature that triggered the trap.

**Attack:** +19 vs. Fort

**Hit:** 2d8 + 7 damage of a type determined by a d6 roll (1, acid; 2, cold; 3, fire; 4, force; 5, lightning; 6, thunder damage), and the target is slowed (save ends).

### Trigger 2

Once enemy creatures are in the encounter area, roll initiative. On the trap's initiative count, a random elemental tile explodes with primordial energy, making the following attack.

**Initiative** +2

### Attack ♦ Varies

**Standard Action** **Close burst 5**

**Target:** Each creature in burst.

**Attack:** +19 vs. Ref

**Hit:** 1d10 + 7 damage of a type determined by a d6 roll (1, acid; 2, cold; 3, fire; 4, force; 5, lightning; 6, thunder damage), and the target is slowed (save ends). The burst creates a zone of difficult terrain until the end of the trap's next turn. The type of energy also determines the current vulnerabilities of the *chaos stone* (see Countermeasures).

### Countermeasures

♦Succeeding on a complexity 1 skill challenge (4 successes before 3 failures) using either Thievery or Arcana disables the trap. The characters disabling the elemental tiles must be adjacent to the *chaos stone* to make an attempt. Each attempt takes a standard action. On a failed check, all the tiles explode in the close burst attack.

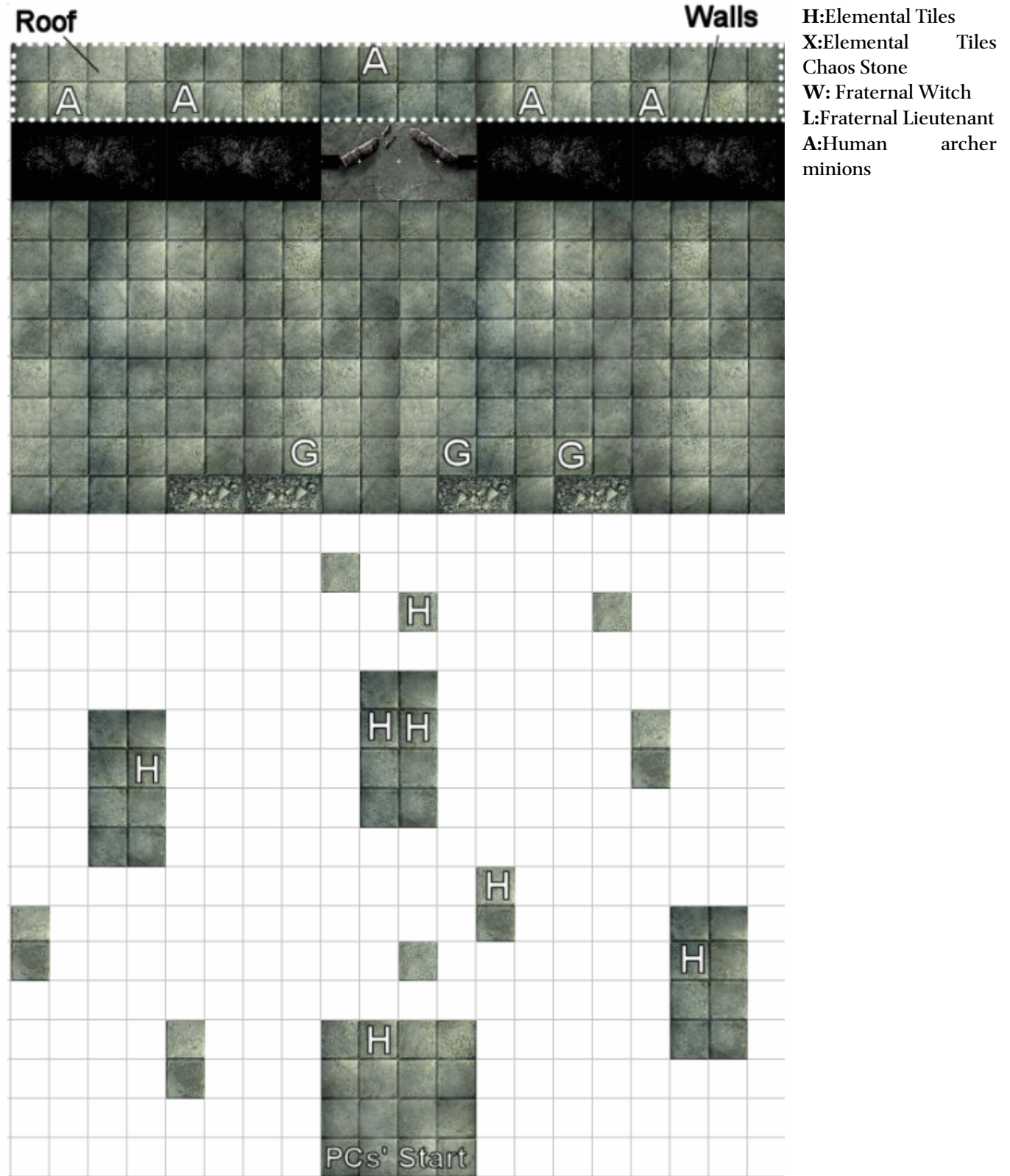
♦The *chaos stone* has AC 14, Reflex 14, Fortitude 28, and hp 100.

When it is reduced to 0 hit points, the trap is destroyed. When the elemental tiles trap makes a close burst attack, its chaos stone focus is especially susceptible to the same kind of attack until the start of the trap's next turn. During that time, a successful attack against the *chaos stone* that deals the same type of damage as the trap's most recent attack automatically scores a critical hit on the *chaos stone*.

# ENCOUNTER 3: FOR THE GLORY OF IMPILTUR MAP

## TILE SETS NEEDED

Arcane Corridors x2



## ENCOUNTER 4: EXPLORING THE TEMPLE

### SETUP

Use this encounter as the PCs explore the temple. Where each encounter occurs around the temple is labeled on the overview map in the Appendix with the encounter number from the adventure text.

This encounter is not meant to be forced on the players. It is here as a guide for those parties that like to explore the area. The key is a guide in order to give you and the players an idea of what else is in the temple. You should use it as you choose based on what the players might prefer or how you choose to run the adventure. See Ending the Encounter for where to go next if you choose to skip this encounter because you feel the players may not enjoy exploring empty rooms.

Below is a short description of the temple in general. You may read it, add to it, or modify it as you see fit to properly describe a temple that was heavily damaged by an earthquake 100 years ago and then trapped in a subterranean earth node.

*The temple floor is covered in dust. You can see the recent passage of humanoid creatures moving into and out of the temple. Torches have been tossed on the floor here and there as if someone was laying a path of light to guide their way. There are cracks throughout the structure in the walls, floors and ceilings. In some places, the ceilings have completely collapsed leaving rooms full of rubble.*

The following is a key to the overview map of the temple in the appendix. You can use it as a guide to describe the individual rooms that have no encounters and as a guide for the PCs' exploration of the temple.

**A - Temple Approach:** See Encounter 3.

**B - Antechamber:** This is the primary entry room of the temple. There are the remains of a small shrine to Maglubiyet here and little else of interest.

**C - Kitchen:** This was once the kitchen for the temple as evidenced by the faint dried remains of food left where it was when the temple was abandoned.

**D - Store Room:** This was the storeroom for the food supplies for the temple. Like the kitchen, the food has mostly gone.

**E - Dining/Common Room:** This was the dining and common room for the temple. Several large tables are buried beneath the rubble from the collapsed roof. The room is open to the sky above since half of the roof has collapsed.

**F - Priest Chambers:** This area once housed the priesthood of the temple. The bunk beds in the room are in various degrees of disrepair and decay. Some are completely whole while others have fallen over in a pile.

**G - Shrine:** See Encounter 5.

**H/I - Chief Priest Chambers:** These two rooms were the rooms of the two chief priests of the temple. Most of the items in these chambers is rotted or has long since been taken away by others. There is nothing of value here.

**K - Main Sanctuary:** see Encounter 6a

### ENDING THE ENCOUNTER

This encounter ends when the PCs leave the temple. A number of temple rooms are described in separate encounters (Encounters 3, 5 and 6a).

### EXPERIENCE POINTS

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

### TREASURE

The treasure is described in those encounters where it is recovered.

## ENCOUNTER 5: STRANGE FRIENDS

### SETUP

#### Important NPCs:

#### Idol (Great Maglubiyet)

As the party explores the temple trying to find the artifact, they come across an idol of Maglubiyet tossed on the floor. It is cracked and broken and only its torso and head remain. It would be of little consequence to adventurers normally except that it starts to talk to the PCs when they enter the room. The idol is an intelligent construct that has lost its potential for mobility due to the damage it has sustained. The fraternity members in the temple kicked it about when it spoke to them, so it helps the PCs if they show it any kindness. Read or paraphrase the following:

*As you enter this room, you notice that it appears to have been ransacked by someone searching for something recently. As you move forward, you hear a voice, "Hey! Please watch where you're going. I've been kicked around enough already, and I already told your friends what they wanted to know."*

When the PCs decide to look for the voice, they notice a half broken idol of Maglubiyet laying on the floor near where they were walking. As they stare at it, it speaks again, "That's right, I can talk."

The PCs may converse with the idol, which gives its name as Great Maglubiyet - that is what everyone used to call it when they spoke (prayed) to it. The idol knows the following information:

- Others came through before the PCs and kicked it around until it told them what they wanted to know.
- The number of people corresponds to the number of NPCs in Encounter 6.
- They were looking for a crown.
- The crown is located inside the altar in the main temple. The secret phrase to open the compartment where it is located is "praise Maglubiyet".
- The idol likes to be made whole or at least put back on a shelf, so no one kicks it about further.
- The temple was abandoned when an earthquake hit. Great Maglubiyet fell off the shelf and broke when that happened and has been trapped here ever since.
- There are other treasures in the temple that the thugs did not find.

- Great Maglubiyet tells the party where these treasures are hidden (beneath a secret trap door in the floor) if the PCs place Great Maglubiyet back on a safe shelf (or even better, heal/fix it somehow so it can move about again). (You can allow any reasonable method to be used to fix the idol again - the *make whole* ritual would be the most likely method).
- The leader of the group was named Ivor.
- Ivor continuously mentioned how his lord would be displeased if the crown were not recovered.

### ENDING THE ENCOUNTER

This encounter ends when the PCs have finished speaking with Great Maglubiyet.

#### EXPERIENCE POINTS

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

#### TREASURE

The treasure consists of a *Keoghtom's ointment* (low level version only), *ring of brotherhood* and a *cingulum of combat rushing*.

## Encounter 6: Fraternal Evil

### ENCOUNTER LEVEL 14/17 (5100/7800 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

**5 Possessed Brothers (soulrider devil drow) (12<sup>th</sup> level) (P)**

**1 Ivor, agent of Belgaros (Githyanki captain) (I)**

This encounter includes the following creatures at the high tier:

**5 Possessed Brothers (soulrider devil drow) (14<sup>th</sup> level) (P)**

**1 Ivor, agent of Belgaros (Githyanki captain) (16<sup>th</sup> level) (I)**

Note that though we use a githyanki statblock, Ivor is a human agent.

This encounter takes place in one of two areas.

**If the PCs were successful in the skill challenge in Encounter 2:** This takes place in what used to be the main sanctuary of the temple (use map 6a). Inside is Ivor, the agent of Belgaros and his two most trusted guards. He has already recovered the relic and has it in his backpack.

An extended search for the temple and the crown has slowed Ivor and his companions down to the point where Ivor has only just found and recovered the crown as the PCs enter the chamber.

*The former sanctuary of the temple is in ruins, pews are scattered across the room in pieces and what were obviously the braziers for lighting the room are rusted and crushed on the floor. At the altar is a huge man with salt and pepper hair. He is just finishing putting something in the pack on his back. At his side is a strange silver tinged longsword.*

*He looks at you as he notices you and nods to you, “I have no quarrel with you. I was here to salvage treasures from the temple as you obviously are. Let us just go our separate ways, you with your treasure and me with what little I have gathered.”*

Use map A to run the encounter.

**If the PCs failed the skill challenge in Encounter 2:** This takes place in the wilderness on the way back to New Sarshel (use map 6b).

Once the party decides to go after Ivor, read or paraphrase:

*As you give chase to Ivor, you make your way out of the mountains and into the plains of Impiltur. At a hard pace, you are able to close the distance between yourself and the Fraternity’s minions as they only had a couple of hours’ head start on you. Ahead you see 3 or 4 men riding across the plains at a leisurely pace due to the large sacks of loot weighing down their mounts.*

Use map B to run the encounter.

**In both cases:** Ivor and his guards are prepared for a fight, but would prefer to avoid one if possible. They truly just want to walk away with the treasure they have already found and let the PCs do the same, and Ivor’s statement of both sides leaving in peace is honest. Ivor does not reveal what he found no matter what. He tells them it is but a single minor trinket.

If overtaken on the plains, how they react is determined by how the PCs confront them. You may wish to remind the PCs that Ivor and his agents have not done anything illegal or “wrong” based on the laws and ethics of Impiltur or any civilized nation at this point.

## FEATURES OF THE AREA

### Map A (Temple):

**Illumination:** This area is brightly lit as Ivor and his guards have placed several sunrods around the area as they conducted their search.

**Rubble:** Rubble is difficult terrain. In addition, fighting on the rubble is difficult due to the constant shifting of the rubble under foot. Any creature standing on the rubble when making an attack must make a DC 15 Acrobatics check or fall prone.

**Crevasse:** The temple has a huge crevasse in the floor from the earthquake. The bottom of the crevasse is 30-feet below the level of the floor. Creatures falling into the crevasse take 3d10 falling damage and must succeed at a DC 15 Athletics check to climb out of the crevasse.

**Braziers:** The two braziers next to the altar are unlit and have sunrods setting in them to help provide illumination to the room. They provide cover.

**Altar:** The altar provides cover to anyone prone behind it.

**Water Pool:** In one half of the temple, a depression in the floor caused by the earthquake has filled with

water. The pool is one to two feet deep and acts as difficult terrain for any creature moving through it.

**Statues/Columns:** The statues and columns are all no longer soundly supported and can be pushed over on top of anyone in an adjacent square with a DC 20 Athletics check. The objects attack using +17/+19 versus the attacked creature's Reflex defense. The attack deals 3d8 + 5 / 3d8 + 6 damage on a hit, and the target is knocked prone. The square that was attacked becomes difficult terrain.

**Crown (Special):** The crown is intelligent and has chosen to assist Ivor and his companions. As a move action, any of the monsters may teleport 6 squares.

### Map B (Plains):

**Illumination:** This area is brightly lit, as it is daytime.

**Ponds:** The two ponds are both several feet deep. Creatures must make a DC 10 Athletics check to move across them and creatures in the ponds grant combat advantage to those outside it. It costs 3 squares of movement for each square to move across the ponds.

**Trees:** The trees provide cover through the center squares and concealment through other squares due to low hanging branches.

**Bushes:** The small hedgerow provides concealment to anyone hiding inside of it. It counts as difficult terrain for movement.

**Rock Piles:** The rock piles are difficult terrain and can be stood on top of with no penalty.

**Ruined Shack:** The ruined shack has walls on three sides which provide total cover. The fourth side is open and provides no cover.

**Crown (Special):** The crown is intelligent and has chosen to assist Ivor and his companions. As a move action, any of the monsters may teleport 6 squares.

## TACTICS

Ivor attempts to engage any obvious tank in the party first. He uses his *mind hook* to mark his combatant by one of the arena champions. He then waits for an opportune moment to utilize his *psychic upheaval* on as many enemies and allies as possible. If possible, he will use his *astral engagement* power in conjunction with a possessed brother's *charging swipe* ability. Ivor prefers his *astral engagement* ability to the teleport ability granted by the crown and use it instead when it is available.

The possessed brothers try to remain hidden if possible and then strike with "surprise" using their *Charging Swipe* power if possible. The possessed brothers try to eliminate spellcasters and ranged fighters while Ivor deals with the heavy fighters if possible. They try to

remain as mobile as possible using the teleport ability granted by the crown or their own powers to shift away.

The possessed brothers and Ivor all fight to the death if engaged in combat. Their moment of mercy for any PC is when they offer the opportunity for both sides to walk away without a fight.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove two possessed brothers.

**Six PCs:** Add two possessed brothers.

## ENDING THE ENCOUNTER

This encounter ends when Ivor and his companions leave without a fight or when they have been defeated by the PCs.

If Ivor is somehow taken alive, Intimidation might be used to convince him to tell who his master is, but even then there is no proof of this on his person. It would be only his word against Lord Belgaros'. The arena champions are hired and paid by Ivor, so they have no knowledge of Belgaros.

If Ivor is defeated, a letter can be found on him that details his instructions for dealing with the crown and that touching it causes death. The crown does not necessarily kill anyone, but does cause 5d10 necrotic damage to anyone not of evil alignment who touches it. The crown is in a box inside of Ivor's bag. If anyone has story award **IMPI09 The Blood Soaked Letters**, the handwriting on the note matches that of the handwriting on these letters, indicating a link between the demons from *IMPI1-5 How to Hunt a Demon* and this agent. PCs receive the story award **IMPI12 Mysterious Letter** if this is the case.

## EXPERIENCE POINTS

Each PC receives 1020/1560 XP for recovering the crown.

## TREASURE

If the PCs were successful in Encounter 2's skill challenge, they find 900/1500 gp in coins (instead of finding it in Encounter 3).

Ivor has also collected the following from the temple treasury: an *amulet of false life* +3 and a *wand of aptitude* +3.

The Black Crown, although magical, is an attempted duplication of the relic everyone thinks it is (a DC 25 Arcana check reveals this).

## ENCOUNTER 6: FRATERNAL EVIL STATISTICS (LOW LEVEL)

Soulrider Devil Human (level 12)		Level 12 Skirmisher
Medium immortal humanoid (devil)		XP 700
<b>Initiative</b> +14 <b>Senses</b> Perception +6; darkvision		
<b>HP</b> 121; <b>Bloodied</b> 60		
<b>AC</b> 26; <b>Fortitude</b> 24, <b>Reflex</b> 25, <b>Will</b> 23		
<b>Resist</b> 5 fire; <b>Vulnerable</b> while the soulrider would be dazed or tunned, it does not suffer the normal effects of that condition. Instead, it attacks its nearest ally. While in this state, it cannot use soulrider sacrifice.		
<b>Speed</b> 6, teleport 6		
m <b>Longsword</b> (standard; at-will) ♦ <b>Poison, Weapon</b>		
+17 vs. AC; 2d8 + 4 poison damage.		
M <b>Charging Swipe</b> (standard; usable while wielding a longsword; encounter) ♦ <b>Poison, Weapon</b>		
The soulrider devil makes a charge attack; +18 vs. AC; 4d8 + 5 damage, then shifts 3 squares.		
R <b>Darkfire</b> (minor; encounter)		
Ranged 10; +15 vs. Reflex; until the end of the soulrider devil's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.		
C <b>Darkflame Blade</b> (standard; encounter) ♦ <b>Fire, Necrotic</b>		
Close burst 1; +17 vs. AC; 3d8 + 4 fire and necrotic damage. <i>Miss</i> : 2d8 fire damage. <i>Effect</i> : The soulrider devil shifts 4 squares after making all the attacks.		
<b>Soulrider Sacrifice</b> (minor; at-will)		
The soulrider devil takes 10 damage and recharges charging swipe or darkflame blade. If the soulrider devil would be killed by this damage, it instead kills its host and becomes unattached, and it shifts 3 squares as a free action.		
<b>Confused when Dazed or Stunned</b>		
While the soulrider devil would be dazed or stunned, it does not suffer the normal effects of that condition. Instead, on its turn it attacks its nearest ally. While in this state, it cannot use soulrider sacrifice.		
<b>Alignment</b> Evil	<b>Languages</b> Infernal	
<b>Str</b> 14 (+8)	<b>Dex</b> 23 (+12)	<b>Wis</b> 10 (+6)
<b>Con</b> 17 (+9)	<b>Int</b> 15 (+8)	<b>Cha</b> 15 (+8)
<b>Equipment</b> longsword, leather armor		

**Note:** It is a soulrider devil drow, these creatures appear as humans who are possessed by demons with an item power added.

Githyanki Captain		Level 13 Elite Soldier (Leader)
Medium natural humanoid		XP 1600
Initiative +11		Senses Perception +10
HP 256 Bloodied 128		
AC 29; Fortitude 26, Reflex 25, Will 25		
Saving Throws +2; +4 against charm effects		
Speed 5, teleport 6		
Action Points 1		
m Silver Greatsword (standard; at-will) ♦ Psychic, Weapon		
+18 vs. AC; 1d10 + 6 damage plus 1d10 psychic damage, plus an extra 2d10 psychic damage against an immobilized target.		
r Mindhook (standard; at-will) ♦ Psychic		
Ranged 10; +17 vs. Will; 2d8 + 3 psychic damage, and the githyanki captain or an ally of the captain's choice marks the target (save ends).		
MR Double Attack (standard; at-will)		
The githyanki captain makes two basic attacks.		
R Telekinetic Leap (move; encounter)		
Ranged 10; the githyanki captain or an ally within range can fly up to 8 squares.		
C Psychic Upheaval (standard; recharges when first bloodied) ♦ Psychic		
Close burst 3; targets enemies; +16 vs. Fortitude; 2d10 + 4 psychic damage, and the target is immobilized (save ends). Allies within the area gain 10 temporary hit points.		
Astral Engagement (move; recharge 4-6) ♦ Teleportation		
The captain teleports 6 squares to a square adjacent to an enemy, and one ally within 5 squares of the captain's start or end point can charge the same enemy.		
Amulet of False Life (minor, when bloodied; daily)		
The githyanki captain gains 32 temporary hit points.		
Alignment Evil	Languages Common, Deep Speech	
Skills Arcana +15, History +17		
Str 21 (+11)	Dex 12 (+7)	Wis 19 (+10)
Con 16 (+9)	Int 18 (+10)	Cha 16 (+9)
Equipment silver greatsword, bitter glass communication device, plate armor, amulet of false life		

**Note:** though we use a githyanki statblock, Ivor is a human agent. In addition a teleportation speed has been added due to the Crown as well as the *amulet of false life* ability.

## ENCOUNTER 6: FRATERNAL EVIL STATISTICS (HIGH LEVEL)

Soulrider Devil Drow (level 14)		Level 14 Skirmisher
Medium immortal humanoid (devil)		XP 1000
<b>Initiative</b> +15 <b>Senses</b> Perception +7; darkvision		
<b>HP</b> 137; <b>Bloodied</b> 68		
<b>AC</b> 28; <b>Fortitude</b> 26, <b>Reflex</b> 27, <b>Will</b> 25		
<b>Resist</b> 5 fire; <b>Vulnerable</b> while the soulrider would be dazed or tunned, it does not suffer the normal effects of that condition. Instead, it attacks its nearest ally. While in this state, it cannot use soulrider sacrifice.		
<b>Speed</b> 6, teleport 6		
m <b>Longsword</b> (standard; at-will) ♦ <b>Poison, Weapon</b>		
+19 vs. AC; 2d8 + 5 poison damage.		
M <b>Charging Swipe</b> (standard; usable while wielding a longsword; encounter) ♦ <b>Poison, Weapon</b>		
The soulrider devil makes a charge attack; +20 vs. AC; 4d8 + 6 damage, then shifts 3 squares.		
R <b>Darkfire</b> (minor; encounter)		
Ranged 10; +17 vs. Reflex; until the end of the soulrider devil's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.		
C <b>Darkflame Blade</b> (standard; encounter) ♦ <b>Fire, Necrotic</b>		
Close burst 1; +19 vs. AC; 3d8 + 5 fire and necrotic damage. <i>Miss</i> : 2d8 fire damage. <i>Effect</i> : The soulrider devil shifts 4 squares after making all the attacks.		
<b>Soulrider Sacrifice</b> (minor; at-will)		
The soulrider devil takes 10 damage and recharges charging swipe or darkflame blade. If the soulrider devil would be killed by this damage, it instead kills its host and becomes unattached, and it shifts 3 squares as a free action.		
<b>Confused when Dazed or Stunned</b>		
While the soulrider devil would be dazed or stunned, it does not suffer the normal effects of that condition. Instead, on its turn it attacks its nearest ally. While in this state, it cannot use soulrider sacrifice.		
<b>Alignment</b> Evil	<b>Languages</b> Infernal	
<b>Str</b> 14 (+9)	<b>Dex</b> 23 (+13)	<b>Wis</b> 10 (+7)
<b>Con</b> 17 (+10)	<b>Int</b> 15 (+9)	<b>Cha</b> 15 (+9)
<b>Equipment</b> longsword, leather armor		

**Note:** It is a soulrider devil drow, these creatures appear as humans who are possessed by demons with an item power added.

Githyanki Captain (level 16)			Level 16 Elite Soldier (Leader)
Medium natural humanoid			XP 2800
Initiative +13		Senses Perception +12	
HP 288 Bloodied 144			
AC 32; Fortitude 29, Reflex 28, Will 28			
Saving Throws +2; +4 against charm effects			
Speed 5, teleport 6			
Action Points 1			
m Silver Greatsword (standard; at-will) ♦ Psychic, Weapon			
+21 vs. AC; 1d10 + 8 damage plus 1d10 psychic damage, plus an extra 2d10 psychic damage against an immobilized target.			
r Mindhook (standard; at-will) ♦ Psychic			
Ranged 10; +20 vs. Will; 2d8 + 5 psychic damage, and the githyanki captain or an ally of the captain's choice marks the target (save ends).			
MR Double Attack (standard; at-will)			
The githyanki captain makes two basic attacks.			
R Telekinetic Leap (move; encounter)			
Ranged 10; the githyanki captain or an ally within range can fly up to 8 squares.			
C Psychic Upheaval (standard; recharges when first bloodied) ♦ Psychic			
Close burst 3; targets enemies; +19 vs. Fortitude; 2d10 + 6 psychic damage, and the target is immobilized (save ends). Allies within the area gain 10 temporary hit points.			
Astral Engagement (move; recharge 4-6) ♦ Teleportation			
The captain teleports 6 squares to a square adjacent to an enemy, and one ally within 5 squares of the captain's start or end point can charge the same enemy.			
Amulet of False Life (minor, when bloodied; daily)			
The githyanki captain gains 36 temporary hit points.			
Alignment Evil		Languages Common, Deep Speech	
Skills Arcana +17, History +19			
Str 21 (+13)		Dex 12 (+9)	Wis 19 (+12)
Con 16 (+11)		Int 18 (+12)	Cha 16 (+11)
Equipment silver greatsword, bitter glass communication device, plate armor, amulet of false life			

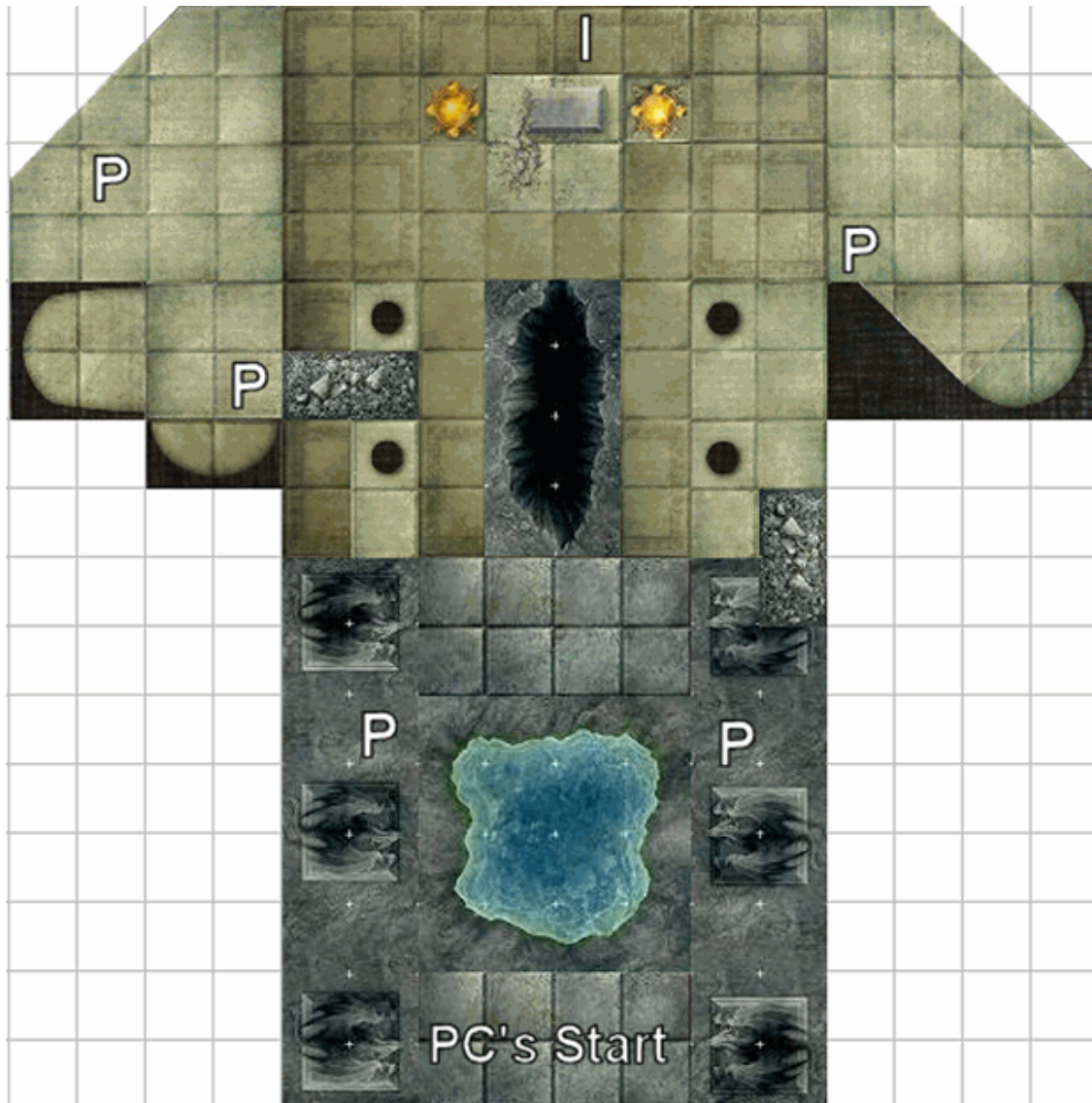
**Note:** though we use a githyanki statblock, Ivor is a human agent. In addition a teleportation speed has been added due to the Crown.

## ENCOUNTER 6: FRATERNAL EVIL MAP A (TEMPLE)

### TILE SETS NEEDED

Dungeon Tiles x2

Fane of the Forgotten Gods x1



A or A/C: Arena Champion

I: Ivor

## ENCOUNTER 6: FRATERNAL EVIL MAP B (PLAINS)

### TILE SETS NEEDED

*Ruins of the Wild* x1



**A or A/C:** Arena Champion

**I:** Ivor

## ENCOUNTER 7: ENEMIES OF THAROS

The PCs may end the adventure in a couple of different ways depending on their success at recovering the relic. No matter, which contact receives the relic, it is eventually destroyed either by the Church of Ilmater or the Church of Torm.

### CROWN RECOVERED

*You watch as the crown is taken away and given over to one of the high priests of the Church of Ilmater/Torm. Your contact has assured you that they know how to destroy relics such as this and the relic will harm no one further.*

*Before you leave, your contact shows you the items in his/her vault and offers you a choice if you want it.*

*In your mind, you are sure that this crown, though an item of power, is not what the Fraternity member was truly searching for. There is also the matter of the note that Ivor carried and whether the writer can ever be identified without a doubt.*

The PCs receive the story award **IMPI10 Trusted Agent**. In addition the PCs gain a champions symbol +3 and at high levels a battle standard of the fiery legion.

### NO CROWN

*Your contact was not happy that you did not recover the relic. They allowed you to keep your pay, but you were not allowed access to their vaults, since you were unsuccessful. They did provide you with a night's stay and dinner at the finest Inn in New Sarshel though.*

*You are sure that Ivor had the relic, but your failure to do battle with him allowed the relic to pass from your grasp.*

The PCs receives no story award for this conclusion by itself.

### CROWN FOUND AND KEPT

*Your contact was not happy that you did not recover the relic. They allowed you to keep your pay, but you were not allowed access to their vaults, since you were unsuccessful. They did provide you with a night's stay and dinner at the finest Inn in New Sarshel though.*

*A few days after departing New Sarshel, you notice that the crown is missing along with the box it was stored in. You have no clue where it has gone to, but (insert one of the PC's names here) recalls a strange dream he had where he took the crown and gave it to a*

*strange little winged demon. No amount of questioning reveals whether this truly happened or not, but the crown is gone.*

The PCs who agree to this conclusion receive **IMPI11 Dishonest** and does not receive **IMPI10 Trusted Agent**.

### ALL CONCLUSIONS WHERE PCs WISH TO CONFRONT BELGAROS

*You felt you had enough information to confront Belgaros about his involvement with the Fraternity of Tharos. Your contact considered this possibility with you though and advised against it at this time.*

*He/She says, "This may seem reasonable, but you are challenging a member of the Grand Council. He will surely have many allies on the council and you will surely fail with this circumstantial evidence. I would suggest we all tread more carefully and wait until a time when we have more firm evidence against Lord Belgaros, so that even other possible allies on the Council will be unable to protect him."*

*You would need your contact's influence to gain an audience with the Grand Council, so perhaps heeding his/her advice is the best course at this time.*

PCs receiving this conclusion, receive the story award **IMPI12 Mysterious Letter** in addition to either **IMPI10** or **IMPI11** depending on whether they recovered the crown and what they did with it.

### TREASURE

The PCs get a champions symbol +3 and at high levels a battle standard of the fiery legion as a reward.

## REWARDS SUMMARY

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

### EXPERIENCE POINTS

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

**Encounter 2: Journey to the Telluric Nod:**

**240 / 320 XP**

**Encounter 3: For the Glory of Impiltur**

**860 / 1180 XP**

**Encounter 6: Fraternal Evil**

**1020 / 1560 XP**

**Minor Quest: Recovered the Crown**

**120 / 140 XP**

**Total Possible Experience**

**2240 / 3200 XP**

**Gold per PC**

**1200 / 2200 gp**

(Encounter 1: 100/200 gp, Encounter 2: 200/400 gp, Encounter 3 OR 6: 900/1500 gp)

### TREASURE

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

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

receive 50% of the market price for ritual books and alchemical formulas.

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

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

**EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:**

**Bundle A:** *Keoghtom's ointment* (low-level version only) (level 12; *Player's Handbook*)

Found in Encounter 5

**Bundle B:** *cingulum of combat rushing\** (paragon tier) (level 12; *Adventurer's Vault*)

Found in Encounter 5

**Bundle C:** *amulet of false life +3* (level 14; *Player's Handbook*)

Found in Encounter 6

**Bundle D:** *ring of brotherhood\** (level 14; *Adventurer's Vault*)

Found in Encounter 5

**Bundle E:** *champion's symbol +3\** (level 15; *Adventurer's Vault* 2)

Found in Encounter 7

**Bundle F:** *wand of aptitude +3\** (level 15; *Adventurer's Vault* 2)

Found in Encounter 6

**Bundle G:** *battle standard of the fiery legion\** (high level version only) (level 16; *Adventurer's Vault*)

Found in Encounter 7

**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 vitality* plus 1100/2000 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 2100/3000 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

## STORY AWARDS

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

### IMPI10 Trusted Agent

You earned the unswerving trust of the Luminous Society/the van Deesbrock family/the Church of Torm. You also recovered a note that may lead to more substantial proof against a member of the Grand Council of Impiltur if the handwriting can ever be matched and linked to a crime in Impiltur.

How the unswerving trust is applied during any given adventure is at the discretion of the DM unless the adventure specifically calls out this story award.

### IMPI11 Dishonest

You have been labeled as a person not to be trusted by those who require loyalty and trust in their business dealings. You are often treated rudely or accused of being a thief and a liar by those wishing to hire you in Impiltur and no noble trusts you. You also recovered a note that may lead to more substantial proof against a member of the Grand Council of Impiltur.

How NPCs actually treat you due to this story award is up to the discretion of your DM unless the adventure specifically calls out this story award.

### IMPI12 Mysterious Letter

You have gathered some circumstantial evidence against Lord Belgaros of Impiltur, implicating him as a member of the Fraternity of Tharos. You have a letter that may be in his handwriting that matches other letters and his agent accidentally revealed his name. You have been advised to continue to look for more firm evidence against this noble. This continues the major quest started with *IMPI1-5 How to Hunt a Demon* and will be completed in *IMPI2-3 Rooting Out Corruption*

## ADVENTURE QUESTIONS

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

### 1. What happened to the crown?

- a. The PCs recovered it and returned it to their contacts - the crown has been destroyed.
- b. The PCs recovered it and kept it for themselves - its current whereabouts are unknown.
- c. Ivor took the crown and gave it to Lord Belgaros

### 2. Did the PCs confront Lord Belgaros about his association with the Fraternity of Tharos?

- a. Yes
- b. No

## NEW RULES

### BATTLE STANDARD OF THE FIERY LEGION

Lvl 16 45,000 gp

#### Wondrous Item

**Power (Encounter ♦ Fire, Zone):** Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. You and each ally in the zone gain resist 10 fire and can choose to have any attack you make deal fire damage instead of its normal damage type.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

**Reference:** *Adventurer's Vault*, page 179.

### CHAMPION'S SYMBOL +3

**Level:** 15

**Price:** 25,000 gp

#### Implement (Holy Symbol)

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** The target is dominated until the end of your next turn.

**Power (Daily \* Charm):** Free. Trigger: You hit an enemy with a fire or radiant power and deal damage to it using this holy symbol. Effect: That enemy is dominated until the end of your next turn and takes a -5 penalty to Bluff checks until the end of the encounter.

**Reference:** *Adventurer's Vault* 2.

### CINGULUM OF COMBAT RUSHING

Lvl 12 13,000 gp

**Item Slot:** Waist

**Power (Daily):** Minor Action. You can move into squares occupied by enemies until the end of your next turn. Your movement provokes opportunity attacks as normal, and you cannot end your move in an occupied space.

**Reference:** *Adventurer's Vault*, page 165.

### RING OF BROTHERHOOD

Lvl 14 21,000 gp

**Item Slot:** Ring

**Property:** Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

- The current hit points and general status (alive, dying, or dead) of the other ring wearer

- The number of healing surges the other ring wearer has remaining
- Any effects currently affecting the other ring wearer
- The current emotional state of the other ring wearer
- The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

**Special:** These rings come in pairs. If one ring is disenchanting, the other loses all its magic. The cost covers a set of rings.

**Power (Daily):** Free Action. Transfer a single healing surge to the wearer of the other ring. This cannot bring the recipient above his or her total healing surges. If you've reached at least one milestone today, transfer two healing surges.

**Reference:** *Adventurer's Vault*.

### WAND OF APTITUDE +3

**Level:** 15

**Price:** 25,000 gp

#### Implement (Wand)

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** When you use the inspire competence power through this wand, each affected ally adds this wand's enhancement bonus to skill checks made with the skill you selected.

**Power (Daily \* Arcane):** Minor. As the bard's inspire competence power (*Player's Handbook* 2, page 70).

**Reference:** *Adventurer's Vault* 2.

# TELLURIC NOD TEMPLE OVERVIEW MAP

