

CORE2-6

RIPPLES IN THE STREAM OF SOULS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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The pacts that some make with infernal forces grant only personal power. Some lead to terrible fates. And some, when left unchecked, threaten the peace and safety of many innocents. A *Living Forgotten Realms* adventure set in Rashemen for characters levels 14-17. Loose sequel to *CORE1-9 Ages Best Forgotten*.

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

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OFFICIAL D&D PLAY

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

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

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 14-17. 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 one century ago a Rashemi druid named Actilis lived on the northern edge of Erech forest. She served Mielikki (good aligned goddess of the forests) faithfully and used her powers to protect Rashemen from the evil spirits and dark fey living in the forest.

As she approached the end of her life she was overtaken by the fear that upon her passing no druid would come forth to fulfill the duties that she had so faithfully discharged. Her fear for, and love of, the creatures of the forest and Rashemen outweighed her good sense. Fifty-five years ago, in a moment of weakness, she made a pact with a representative of Asmodeus. In return for her soul, she was promised a long life and increased power over nature. She had been enticed into making the deal under the insidious whispers of the infamous warlock Connel Bey, a vile man responsible for many more contracts (see *CORE1-9 Ages Best Forgotten*).

Part of the deal was that the soul of any sapient creature killed by Actilis would be sent to Asmodeus. Actilis thought little of it, reasoning that she would only be killing evil creatures and they got coming what they deserved. Unbeknownst to her, the ritual that sealed the pact opened a sliver of a crack to Asmodeus' domain. Each soul fueled into it would widen the crack until finally a permanent portal to Hell would open.

First to fall to Actilis after the sealing of the pact was the formorian king Dordan. He was killed at the source of a small stream, soon named after said king. The vile ruler fell in a great battle and none noticed the planar crack. Actilis left the scene of her greatest victory, never to return, but with each enemy she destroyed the rift became bigger and its effects on the stream more noticeable. In her pride Actilis simply dismissed any news on bad things happening around Dordan's Stream as having nothing to do with that fateful event.

Now, more than fifty years later, only one more soul is required to open the rift, that of Actilis herself. Unfortunately, the most convenient source of power for his agents to harness resides in his 'business associate' Actilis. This is unfortunate for Asmodeus for his pact with her forbids any devils from taking her life. However, he has grown tired of waiting to collect her soul, but more importantly, if she does not die before the next Feast of the Moon (the yearly holiday at the start of winter in which ancestors and the honored dead are honored) the rift will collapse. Luckily, there are always others willing to do the killing...

DM'S INTRODUCTION

Before the adventure starts, check whether any of the PCs played **CORE1-9 Ages Best Forgotten**, **CORE1-14 What Storms May Come**, or have had any other interactions with Rashemen (such as through backgrounds). Learn how the individual PCs feel about Rashemen and its inhabitants and vice versa and try to use this information while running the adventure. Of special interest are the story awards **CORE17 Brand of the Golden Scroll**, **CORE18 Infernal Pacts Revealed** both from **CORE1-9** and **CORE26 Entrusted of the Wychlaran** from **CORE1-14**.

The adventure starts when the PCs are contacted by Brother Cieran, a priest of Oghma from Waterdeep. (PCs who played **CORE1-9** should remember him as the priest who hired them to locate the tomb of Connel Bey, a mortal agent of Asmodeus.) Brother Cieran has gained information about a person mentioned in the journal of Connel Bey. Brother Cieran's investigation has brought him to a Waterdhavian explorer named Ruttlund Opelstrop (unknown to Cieran an agent of Asmodeus).

In the process of researching an expedition to the ruin of Citadel Tralkarn (a Nar ruin in the heart of the Erech Forest) Ruttlund has heard about strange and powerful corrupt magic seen in the northern section of Erech Forest. Ruttlund's inquiries at the Font of Knowledge regarding the area put him in contact with Brother Cieran. Together they have deduced that a druid named Actilis (who sold her soul to Asmodeus) is most likely responsible. Divinations have warned the two that something bad is about to happen with Actilis at its center. Cieran and Ruttlund want the PCs to stop Actilis before it is too late, never contemplating Actilis' death might actually trigger those events.

The adventure begins at the Font of Knowledge in Waterdeep. Waterdeep is a long way from Rashemen so the next part begins with the PCs entering Rashemen through a Linked Portal ritual and learning where to find Actilis. This leads them to Immilmar, the capital, and the House of the Three or the small mystical village of Urling and the Wychlaran. The PCs learn where Actilis is and may learn more about the situation if they dig deeper. Doing so educates the PCs about an old Actilis who is nothing like the current one. This could lead to the village of Mulptan and the journal of Garret Zon where they discover that the old and new Actilis are one and the same.

From here the PCs go to Erech Forest where they find a group of dark fey torturing one of Actilis' men. Words bantered about by the fey during the fight and

questioning them afterwards tells the PCs more about Actilis and Dordan's Stream. After that the PCs find the stream and follow it to Actilis. Do they fight Actilis or do they talk to her? If they join her, bounty hunters attack with the intent to kill Actilis. If Actilis is killed Dordan's Stream goes from bad to worse and the souls of the dead begin getting pulled into the rift to Hell.

Regardless, Actilis tells the PCs what she knows (if she's killed her ghost gives them the information). This leads to a final encounter with Zeltius, the devil who first made the contract (Connel being the person who functioned as the intermediary between the two). He and his minions are working to keep the planar rift to Nessus and Hell open. If Actilis has died then Zeltius has gotten enough magical energy to 'wedge' the planar rift open. Souls that have effectively been sacrificed to Asmodeus and trapped in Dordan's Stream begin flowing through the rift. If Actilis is still alive then Zeltius is still trying to keep the planar rift open. The PCs can work to close the rift and end the threat.

Note: The adventure uses the DCs from the *Rules Compendium* for skill checks.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Responding to a request for your particular expertise combined with an inducement suited to your appetites you arrive at the Font of Knowledge in Waterdeep, Oghma's grand temple in that city. A well-muscled portly man wearing plain robes, Brother Cieran, greets you.

PCs who played **CORE1-9 Ages Best Forgotten** have met Brother Cieran. Brother Cieran acknowledges them personally, still grateful for their help. If they received story award **CORE18 Infernal Pacts Revealed**, then the PCs also recognize the name Actilis.

"A year ago, adventurers retrieved the journal of Connel Bey, an infamous warlock from Thay. One of the names recovered from the diary is Actilis, a Rashemini druid, who traded her soul and all those whom she would kill for longevity and power.

In itself such things are not new and not of particular interest for powerful people such as you. The famous explorer Ruttlund though learned of vile and powerful magic being used in the northern parts of Erech Forest in Reshemen. Ever curious, I performed a few divination rituals, only to learn that by midnight at the end of the Feast of the Moon Actilis will cause permanent harm to the Stream of Souls,

increasing Asmodeus' power to dangerous levels. You must find her as fast as possible and stop her before it is too late."

Brother Cieran can also provide the following information, if questioned by the PCs:

- The next Feast of the Moon is in two rides (20 days). If the PCs hurry, this should give them enough time to investigate Actilis in Rashemen before hunting her down.
- The best information available is that Actilis lives somewhere in the northern section of the Erech Forest of Rashemen.
- Actilis is Rashemi, so information useful for defeating her might be gathered in that country.
- Ruttland has already left Waterdeep on other business.
- Cieran is not entirely sure what the "Stream of Souls" is, but remembers stories of the souls gathering in one place before flowing into the Fugue Plane (the place where the dead souls gather before being sent off to their just reward). Nobody should mess with such forces.
- Asmodeus is an evil greater deity of sin, the supreme master of Hell and corrupter of all things, including knowledge. Asmodeus is a powerful and extremely dangerous deity. Whatever he wants with the Stream of Souls cannot be good.
- Erech Forest is a dark and dangerous forest. Most parts are dominated by dark fey, and the ghosts of the evil witches that once ruled the forest but were destroyed by the Wychlaran (the female witches whom rule Rashemen). The northern parts are a bit safer due to influence of the Wychlaran.
- The Wychlaran are insular, disliking foreigners getting involved in what they consider their business. Trod lightly.
- Rashemen is a cold country, and even though it is Uktar, snow is to be expected.
- Brother Cieran can offer the PCs a *peripat of wisdom* +4, and 800 gp each. If at least one PC has the story award CORE18, they get the *peripat* as advance payment.
- Cieran performs a special blessing on a character with the story award **CORE17**. For the duration of this adventure the character gains the benefit of a level 18 *Oghma's revelation* (renamed divine boon *Ioun's revelation*). See New Rules section for details.

- Brother Cieran can arrange transport via linked portal ritual to Immilmar, capital of Rashemen. From there the PCs can gather information about Actilis or simply set out for Erech Forest immediately.

TREASURE

If the PCs have the story award CORE18 they gain a *peripat of wisdom* +4. If a character has the story award CORE17 that character gains *Ioun's revelation* (level 18) for the duration of this adventure.

ENCOUNTER 1: WORRY IN RASHEMEN

SETUP

Veruud of the Urling (in Urling)

Ioyna of the Wychlaran (in Urling)

Sister Filia, priestess of Mielikki (in Immilmar)

Esser Grans, priest of Mielikki (in Immilmar)

Tess Zon, Garret Zon's daughter (in Mulptan)

Callie and Callen Zon, Tess' children (in Mulptan)

Once the PCs arrive in Rashemen, they can go to the northern parts of Erech Forest and wander around till they come across the dark fey torturing one of Actilis' men (see Encounter 2). In this case you can ignore this encounter. The PCs can also travel at a slower pace, trying to acquire information on Actilis and Erech Forest. As long as the PCs ask the right person the right questions they acquire what information is available. Characters of the PCs' stature have no problem dealing with commoners. Since it is primarily a role-play encounter, you might need to summarize it when you run the adventure in a time sensitive environment.

The PCs begin in Rashemen's capital city of Immilmar, where they can speak with the priests of the House of the Three (Scene 2), or proceed to the country of Rashemen. Scene 3 and 4 describes what happens if their investigation leads them to the town of Urling. The PCs learn things that place doubt in their minds about what they should do with Actilis when they eventually locate her.

Searching further into history reveals a much older Actilis who was a hero to the people of Rashemen and shouldn't be alive today. This leads to Mulptan and Garret Zon who once fought alongside the old Actilis (Scene 5). When they arrive they find Garret has passed away from old age but his daughter Tess has a journal he left behind which recollects the day Actilis made a pact with an emissary of Asmodeous.

SCENE 1: ARRIVAL IN IMMILMAR

After the brief discomfort of the linked portal ritual you arrive in Immilmar, capital city of Rashemen. The weather here is colder than that in Waterdeep, but the city's streets still bustle with people.

Rashemen is home to the Wychlaran, witches and arcanists who protect the lands with an iron fist. If anyone would know of a threat to Rashemen it would

be them. They live in the Urlingwood but death comes to all who enter there without permission. If the PCs wish to consult the Wychlaran then the hamlet of Urling at the southern edge of the Urlingwood is a good place to begin your search.

PCs might realize that if Actilis is active in a woodland within Rashemen it is possible that the local nature priests know something of her. The House of the Three in Immilmar is a temple dedicated to Selûne, Mielikki, and Chauntea.

If the PCs simply ask around on the streets of Immilmar they learn that most folks have never heard of her. Some suggest that the Wychlaran are a good place to ask, and still others suggest that the House of the Three. Eventually the PCs also learn about a local legend. The legend tells that Actilis is a spirit of the Moon. She watches over Rashemen, protecting the forests, rivers, and souls of the dead. The souls travel at night to the lands of Kelemvor. But during the new moon she leads those souls to the pits of Hell. That's the price she pays to keep Rashemen safe.

- If the PCs make inquiries at the House of the Three go to Scene 2.
- If the PCs wish to Urling go to Scene 3.
- If the PCs proceed directly to Erech forest, go to the end of Ending the Encounter.

SCENE 2: THE HOUSE OF THE THREE

The House of Three consists of three lodges, whose backs form a triangle. Each of the lodges is dedicated to one of the three deities to whom the temple is dedicated: Chauntea (lawful good greater goddess of life), Mielikki (good goddess of forests) and Selûne (good greater goddess of the moon). In the square between the lodges stand a large statue of a pregnant woman riding a unicorn and wearing a crown of moons - a fountain (empty of water in this time of the year).

If the PCs enter any other temple than that of Mielikki and make inquiries, they are directed to the temple of Mielikki. In the lodge of Mielikki, the young human priestess Filia, a polite woman, meets them. She has long black hair and a sun-tanned skin wearing warm forester's clothing.

Sister Filia does know about Actilis and the Erech Forest but she isn't supposed to talk about it. If convinced the PCs are in need of this information (with some role-playing and a social or knowledge skill check) she takes them to Father Esser Gran who is in the Courtyard of the House of the Three.

Sitting by a fountain, reading a book, is an older priest with graying black hair. When he sees you he stands with a little difficulty, stretches out, and smoothes down his robes.

"Hello sister Filia, who might these folks be?"

Father Gran is a kind man but also evasive when it comes to Actilis. Father Gran never denies knowing Actilis or that she lives in the Erech Forest but he isn't very interested in talking about her.

Once the PCs have convinced him of their good intentions, Father Gran tells the PCs a tale of a young man who came to the temple years ago. The man's right foot had been transformed into a hoof. Father Gran was not supposed to overhear the conversation between the man and his teacher, Father Hilner. Apparently somebody called "Actilis" had fallen, which had inflicted the curse that had transformed the foot. The man's name was Garret Zon, and Actilis a protector of the Erech Forest and Rashemen. Father Gran also relates the following:

- Garret Zon lives or lived in Mulptan.
- According to history dark Fey inhabit the Erech Forest and 55 years ago would have wreaked havoc across Rashemen if not for Actilis.
- Today a vicious druid wages the same war against the dark fey of Erech Forest.
- Not much is known about this druid except it goes by the name Actilis and this druid uses the brutality and precision of a devil.

SCENE 3: URLING

When the PCs arrive at Urling, Veruud comes out to greet them. If a PC has story award **CORE26 Entrusted of the Wychlaran** they are treated as honored guests, getting their answers without trouble. Otherwise the reception is colder, although once they learn who the PCs are, the information is provided. There is also the chance that the PCs have been to Rashemen and failed the Wychlaran in a previous adventure. If this is the case adjust how Veruud deals with the PCs as the situation dictates.

The hamlet of Urling looks small and sleepy. But you know better. The mystical power of the Urlingwood is clear to the senses of even the untrained. As you approach the hamlet an old man covered in several thick cloaks and sporting a bushy gray beard stands from a large log and walks towards you.

"Ah, I was wondering when you would arrive. Dashra said you'd be coming and told me to wait for you, but she couldn't tell me why."

CORE2-6 Ripples in the Stream of Souls

He gives you a questioning look before smiling again.

If he knows the PCs (those who played CORE1-14) he does not bother to introduce himself, otherwise he introduces himself as Veruud, a servant of the Wychlaran and the one charged with welcoming guests to the village.

After getting in his sparsely furnished hill house Veruud asks them how they've been and why they have come. When Actilis comes up he relates the following information:

- If the PCs ask, Dashra is a *hathran* (a Wychlaran) that is very skilled with arcane magic.
- Actilis is the protector of Erech Forest.
- The rumor is that Actilis' methods are harsh, but she gets the job done.
- The Wychlaran are accepting of Actilis. They understand the need to be brutal at times.
- Veruud is uncomfortable with some of the stories he's heard, but they're just stories, second- or third-hand accounts.
- If the PCs wish to know more about Actilis they should speak with Ioyna. She met Actilis once, but it was a long time ago. Veruud will speak on the PCs' behalf to set up the meeting.

Where do we go from here?

- If the PCs want to talk to Ioyna go to Scene 4.
- If the PCs are traveling to Mulptan go to Scene 5.
- If the PCs are going to the Erech Forest go to Ending the Encounter.

SCENE 4: URLING □ IOYNA'S LODGE

Read this when the PCs enter Ioyna's Lodge:

You enter Ioyna's small lodge and a feeling of peace and focus enters your mind. Maybe it's the furniture. There isn't much but what she has gives the place a homey feel. The smell of pumpkin pie catches your attention as does the old crone of a woman standing by the iron boxes. She turns from the stove to face you. Ioyna may have been tall when she was younger, but time and the weight of her duties has bent her. Like all Wychlaran she wears a mask.

"Welcome, Veruud has told me that you seek my knowledge."

As the PCs ask questions Ioyna takes the pumpkin pie out of the oven and she makes small talk with the PCs

until they ask about Actilis. They notice she becomes defensive and nervous after that. Actilis is not a comfortable subject and getting her to speak of it requires some convincing. Unless extremely rude she eventually relents.

- She met Actilis a long time ago when she was a young woman. Actilis was a righteous protector of Erech Forest. She tried to make the dark fey see reason and work with her to defend instead of corrupt the forest. That was 73 years ago, Actilis was already an older woman, and she was human.
- Ioyna doesn't believe the old Actilis and the one in Erech Forest are the same.
- Ioyna went to Erech Forest to see if there was any credence to the rumors of this new Actilis and her more destructive and vicious ways. She found one of Actilis's victims and it wasn't pretty.
- She never met the new Actilis but she knows of a man named Garret Zon who has. He lives in the village of Mulptan but he would be very old now.

In role-playing Ioyna remember that she might not like the methods that Actilis uses, but she and the other Wychlaran have turned a blind eye to her actions. If Actilis is an infernally bound servant of Asmodeous it would look bad for the Wychlaran.

Where do we go from here?

- If the PCs are traveling to Mulptan go to Scene 5.
- If the PCs are going to the Erech Forest go to Ending the Encounter.

SCENE 5: MULPTAN

Mulptan is a sprawling, windswept city on a crossroads between Immilmar, Citadel Rashemar, and Nathoud. Damaras, Nars, and even Tuigans come here to trade in the great field outside the city.

When the PCs come looking for Garret Zon they learn from any of the local city folk that he has passed away, but his daughter is still around and living on the Zon homestead. The climate isn't suited for farming, so the citizens of Mulptan raise rothé (musk ox like herd animals raised by humans in Faerûn's northern areas), sheep, reindeer, and longhaired goats to eat.

When the PCs reach the Zon homestead read or paraphrase the following:

The 'Zon Farmstead' is a large lodge. Behind the lodge you note a small herd of rothé and sheep. A

teenage boy is playing at swords with a girl about his age in the front yard. They stop as they see you approach. The boy sizes you up for a moment and then grins as if he just had an epiphany.

"Adventures!" he says and looks to his sister. "Look Callie, they're real live adventurers."

The boy's name is Callen and the girl is Callie. They're Tess's youngest children. Tess is inside the house. Both children are very enthusiastic to meet the PCs. Callen asks them a million questions. Callie is star struck and is especially fond of a PC who is heroic looking. She even recognizes him. Callie follows the PC around stammering as she tries to ask a question but can never get it out. Eventually Tess comes to check on her children and sees the PCs. This is assuming they haven't gotten Callen to take them to his mother yet.

You regard a woman with auburn hair starting to turn light gray. Her hands are leathery as if used to hard farm labor but her eyes have the spark all the folk of Rashemen seem to share. A vigor only life on the frontier can bring.

As long as the PCs don't threaten the kids or Tess she's OK with them, but their weapons make her nervous. When it comes to Garret Zon, they learn he died a year ago of old age. Tess has his journal and offers to let the PCs read it as long as they don't take it. It is the last thing she has left of her father. Her father also told her to keep it secret until someone she deemed worthy comes. He didn't explain more than that and those were his dying words.

Tess gives the PCs her father's journal. Give the PCs Handout 1.

ENDING THE ENCOUNTER

Whatever the PCs do they should know that Actilis is in Erech Forest. As soon as the PCs go to the Erech Forest go to Encounter 2.

EXPERIENCE POINTS

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

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 2: UNKIND FEY

ENCOUNTER LEVEL 14/16 (5000/7000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 cyclops dreadnought (H)
- 1 Chariss Vor'tune (cource of mischief and strife) (level 14) (M)
- 3 centaur hunters (level 14) (C)
- Duvik (D)

This encounter includes the following creatures at the high tier:

- 1 cyclops dreadnought (level 16) (H)
- 1 Chariss Vor'tune (cource of mischief and strife) (level 16) (M)
- 3 centaur hunters (level 16) (C)
- Duvik (D)

Erech Forest is a dark sinister (mostly) pine forest pinned between the Fireward Mountains to the north and Lake Ashane to the south. The snow-covered huge mountain, Mount Nar, dominates the horizon, towering above the Fireward Mountains. The forest is considered part of Rashemen, but except for some border regions, it is but in name. In reality dark fey, and even darker spirits, rule the place. It was once the domain of the Durthans, evil witches, but they were supposedly destroyed long ago. Rumors about their return surface often, but have never been confirmed.

The woods of the Erech Forest are dense, and heavy snow makes passage difficult. Trails are few and many end into walls of brambles, steep rock cliffs, or snow covered gorges. Where space does open between the huge pine trees, snow falls thickly upon the ground. Snow clings thick to their branches, threatening to bury unsuspecting travelers. Sounds are muffled at times and echo at others. Visibility varies; where the pines grow thick it can be difficult to see much more than ten feet. Where the leafless trees are prevalent you can see much farther.

The first few hours the PCs do not find many signs of life. The forest is mostly silent, and the characters have the feeling they are being watched. A half foot of snow covers the ground. It doesn't effect movement but

there is a lot of snow in the trees. After a couple hours the silence is pierced by a loud scream of intense pain.

Chariss Vor'tune and a cyclops are torturing Duvivk. Duvivk is one of Actilis's men and is nearly dead. Chariss and the cyclops take great pleasure in their sport, mocking Duvik as they torture him. The centaur hunters are off the map scouting the area and Chariss Vor'tune is invisible 4 squares up in the tree they've pinned Duvick against (a PC with a passive Perception score of 31/32 or better spots something invisible in the tree).

Sneaking up on the fey requires a DC 25/26 Stealth check. If the PCs fail the monsters are notice them. Success gives them a surprise round.

You pick your way through the dense pine trees to a clearing. A plate wearing cyclops holds a great sword in one hand and a torch in the other. A shirtless man is staked to a tree with icicles. His hair, shoulders, arms, and part of his face are covered in a layer of ice.

A threatening voice, apparently directed at the prisoner, comes from somewhere: "Tell me where Actilis is and what she's done to Dordan's Stream."

As soon the dark fey note the PCs, roll initiative. They are not about to talk with what they consider enemies from Rashemen. Fast-talking characters with the fey origin might be able to convince the fey they are friends, but it is unlikely, and the fey are certainly not going to release the prisoner. Adjust the encounter as necessary if the PCs do try to talk.

Remember that these fey are dark and evil, serving the formorians that rule the deeper parts of the forest. If the non-fey remain hidden, the centaurs eventually spot them.

FEATURES OF THE AREA

Dense Forest: The clusters of trees grant cover, concealment, and are also difficult terrain.

Snow Filled Trees: The trees with the red outlines are leafless but have a ton of snow on the branches. The center square of a large tree is blocking terrain. If attacked, the snow falls off the branches in a rush possibly burying anyone standing underneath. The cyclops and centaurs know about the trees, and use it to their advantage.

Snow Filled Tree

Single-Use Terrain

The leafless trees are laden with snow.

Standard Action (whether as part of an attack covering the tree or as a specific action aimed at the tree)

Requirement: The tree must be within range (whether the center or the branches).

Target: Each creature in a burst 1 around the tree trunk.

Attack: +18 vs. Reflex

Hit: 2d10 + 7 cold damage. The target knocked prone and is buried in snow (save ends). While buried in snow a creature is restrained and takes ongoing 10 cold damage

Miss: Half damage, and the target is not knocked prone and not buried in snow.

Effect: The area where the snow fell becomes difficult terrain.

Ponds: The ponds are hindering terrain. If a creature enters or starts their turn in a pond it must succeed on a DC 21/22 Acrobatics check or fall through the ice as it breaks, taking ongoing 10 cold damage and becoming slowed (save ends both). After a creature has fallen through the ice the square becomes difficult terrain and any creature that enters the pond or that starts its turn there takes ongoing 10 cold damage and is slowed (save ends both).

Mound of Earth: The mound of earth is 15 feet tall, snow covered, and easy to climb.

Rocks: The rocks are the edge of a large rock formation that rises up 80 feet (16 squares) and has a 15-foot radius. There is no door.

TACTICS

Once the PCs are discovered the cyclops yells for the centaurs. The centaurs enter combat at their initiative spending a move action doing so. The cyclops goes on the defensive, taking cover behind the mound and using his threatening reach to his advantage until the centaurs appear. When the cyclops rejoins combat his first priority is to guard Chariss.

The Chariss Vor'tune stays hidden in his tree, using his *spark of strife* against the PC that wields the largest weapon. He stays on the moving, trying to remain hidden, and to make it difficult to pin him down. If cornered and unable to teleport he uses *winds of luck's mischief* for his rapier.

If Chariss dies, any remaining combatants run away. If Chariss is knocked unconscious any remaining combatants try to grab his unconscious body and run off.

SCALING THE ENCOUNTER

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

Four PCs: Remove one centaur hunter.

Six PCs: Add one cyclops dreadnought.

ENDING THE ENCOUNTER

If the PCs capture Chariss they can question him. He wants to live so he attempts to stall them for up to five minutes so that he can turn invisible and teleport

away. Coure's are considered fey nobility so play him that way. He tells the following about Actillis:

- I've fought that monster for years. She killed my brother and I want vengeance.
- She's a devilish creature. Evil right down to her core. You should see some of the atrocities she has committed against my brethren. They're so horrid that words can't describe them.
- You can probably find the devil dog down by Dordan's Stream. They say she created it when she sold her soul.
- Kill her and I'm sure that my uncle would pay you well.
- My uncle is Essyk Vor'tune. High Thorn of the Bramble Court.

Going to the Bramble Court is outside the scope of this adventure. Remind the players that the fey are cruel and capricious who hold nothing but contempt for non-fey. If they insist, the PCs are hired to kill Actilis, and not Telicanthus. Adjust Encounter 3 as necessary. The fey pay the same reward as Brother Ceiran.

Duvick is still alive but has suffered so much frost bite that normal healing won't save him. Any surgeless healing or rituals such as Remove Affliction do. Regardless, before he dies he can relate the following information:

- Actilis is making her way down Dordan's Stream. Her attention was drawn to the stream recently, something about visionary dreams, but he does not know the details.
- Duvick tries to convince the PCs that Actilis isn't evil, just misguided and asks them to help her.

Proceed to Encounter 3.

EXPERIENCE POINTS

The characters receive 1000/1400 experience points for successfully defeating the enemies.

TREASURE

Chariss carried a nice assortment of five rings on his hands that total 700 / 3,400 gp per PC.

ENCOUNTER 2: UNKIND FEY STATISTICS (LOW LEVEL)

Cyclops Dreadnought	Level 14 Soldier
Large fey humanoid	XP 1,000
HP 140; Bloodied 70	Initiative +12
AC 30, Fortitude 28, Reflex 24, Will 26	Perception +17
Speed 8	Truesight 6
TRAITS	
Threatening Reach	
The dreadnought can make opportunity attacks against all enemies within 2 squares of it.	
STANDARD	
m Greatsword (Weapon) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 1d12 + 16 damage, and the target is immobilized until the end of the dreadnought's next turn.	
TRIGGERED ACTIONS	
Dreadnought Resolve • Recharge 4-6	
Trigger: The dreadnought fails a saving throw.	
Effect (No Action): The dreadnought rerolls the saving throw with a +2 bonus.	
Skills Athletics +19	
Str 24 (+14)	Dex 16 (+10) Wis 20 (+12)
Con 20 (+12)	Int 8 (+6) Cha 23 (+13)
Alignment chaotic evil Languages Elven	
Equipment greatsword, plate armor.	
Note: Ogre dreadnought flavored as a cyclops.	

Chariss Vor'Tune (level 14)	Level 14 Lurker
Medium fey humanoid	XP 1,000
HP 111; Bloodied 55	Initiative +18
AC 28, Fortitude 25, Reflex 27, Will 25	Perception +10
Speed 6, teleport 6	Low-light vision
Resist 20 radiant; Vulnerable necrotic (a course of mischief and strife that takes necrotic damage is slowed until the end of its next turn)	
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Rapier (Weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 5 damage.	
R Spark of Strife (Charm, Psychic) • At-Will	
Requirement: Chariss must be invisible.	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: 2d10 + 4 psychic damage, and the target is dazed until the end of its next turn. At the start of the target's next turn, it charges its nearest ally or makes a basic attack against its nearest ally as a free action. If the target's attack hits, the course of mischief and strife uses spark of strife against the attacked creature as a free action.	
C Winds of Luck's Mischief • Encounter	
Attack: Close burst 3 (enemies in burst); +17 vs. Will	
Hit: The target misses with an attack that has an odd number on the attack roll (save ends).	
Invisibility (Illusion) • At-Will	
Chariss becomes invisible until it misses with an attack or takes damage.	
Skills Bluff +17, Insight +15, Stealth +19	
Str 14 (+9)	Dex 24 (+14) Wis 16 (+10)
Con 21 (+12)	Int 12 (+8) Cha 21 (+12)
Alignment .Unaligned Languages Common, Elven	
Equipment leather armor, rapier.	
Note: Chariss is a normal course of mischief and strife.	

Fey Centaur Hunter (level 14)	Level 14 Artillery
Large fey humanoid	XP 1,000
HP 108; Bloodied 54	Initiative +12
AC 25, Fortitude 24, Reflex 25, Will 23	Perception +15
Speed 8	Low-light vision
TRAITS	
Close Combat Archer	
When making ranged attacks, a centaur hunter does not provoke opportunity attacks from the targets.	
STANDARD ACTIONS	
m Bastard Sword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 1d10 + 5 damage, plus 1d6 damage when charging.	
R Lightning-Fast Shots (Weapon) • At-Will	
Attack: Ranged 25/50 (one creature); +21 vs. AC	
Hit: 1d12 + 3 damage.	
Effect: Make the attack one more time against the same target or a different one.	
R Charger Arrow (Weapon) • At-Will	
Attack: Ranged 25/50 (one creature); +21 vs. Fortitude	
Hit: 1d12 + 6 damage, and the target is pushed 3 squares and knocked prone.	
R Triple Shot (Weapon) • Encounter	
Attack: Ranged 25/50 (one, two, or three creature); +21 vs. AC	
Hit: 1d12 + 6 damage.	
M/R Surprise Attack (Weapon) • Recharge 5-6	
Requirement: The centaur must be hidden.	
Attack: Make an at-will melee or ranged attack.	
Hit: Same as the at-will attack plus 2d8 extra damage.	
TRIGGERED ACTIONS	
M Quick Kick • At-Will	
Trigger: when a creature moves into a space where it flanks the centaur hunter.	
Attack (Immediate Reaction): +19 vs. AC	
Hit: 1d6 + 5 damage.	
Fade Away (Illusion) • Encounter	
Trigger: When the centaur takes damage.	
Effect (Immediate Reaction): The centaur becomes invisible until it attacks or until the end of its next turn.	
Skills Athletics +16, Nature +17, Stealth +19	
Str 18 (+11)	Dex 20 (+12) Wis 16 (+10)
Con 18 (+11)	Int 10 (+7) Cha 12 (+8)
Alignment .Unaligned Languages Elven	
Equipment arrows x40, bastard sword, longbow.	
Note: Centaur hunter modified with feywild denizen theme.	

ENCOUNTER 2: UNKIND FEY STATISTICS (HIGH LEVEL)

Cyclops Dreadnought (level 16)		Level 16 Soldier
Large fey humanoid		XP 1,400
HP 156; Bloodied 78		Initiative +13
AC 32, Fortitude 30, Reflex 26, Will 28		Perception +18
Speed 8		Truesight 6
TRAITS		
Threatening Reach		
The dreadnought can make opportunity attacks against all enemies within 2 squares of it.		
STANDARD		
m Greatsword (Weapon) • At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 1d12 + 17 damage, and the target is immobilized until the end of the dreadnought's next turn.		
TRIGGERED ACTIONS		
Dreadnought Resolve • Recharge 4-6		
Trigger: The dreadnought fails a saving throw.		
Effect (No Action): The dreadnought rerolls the saving throw with a +2 bonus.		
Skills Athletics +20		
Str 24 (+15)	Dex 16 (+11)	Wis 20 (+13)
Con 20 (+13)	Int 8 (+7)	Cha 23 (+14)
Alignment chaotic evil Languages Elven		
Equipment greatsword, plate armor.		
Note: Ogre dreadnought flavored as a cyclops.		

Chariss Vor'Tune (level 16)		Level 16 Lurker
Medium fey humanoid		XP 1,400
HP 123; Bloodied 61		Initiative +19
AC 30, Fortitude 27, Reflex 29, Will 27		Perception +11
Speed 6, teleport 6		Low-light vision
Resist 20 radiant; Vulnerable necrotic (a creature of mischief and strife that takes necrotic damage is slowed until the end of its next turn)		
Saving Throws +5 against charm effects		
STANDARD ACTIONS		
m Rapier (Weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d8 + 6 damage.		
R Spark of Strife (Charm, Psychic) • At-Will		
Requirement: Chariss must be invisible.		
Attack: Ranged 10 (one creature); +19 vs. Will		
Hit: 2d10 + 5 psychic damage, and the target is dazed until the end of its next turn. At the start of the target's next turn, it charges its nearest ally or makes a basic attack against its nearest ally as a free action. If the target's attack hits, the creature of mischief and strife uses spark of strife against the attacked creature as a free action.		
C Winds of Luck's Mischief • Encounter		
Attack: Close burst 3 (enemies in burst); +19 vs. Will		
Hit: The target misses with an attack that has an odd number on the attack roll (save ends).		
Invisibility (Illusion) • At-Will		
Chariss becomes invisible until it misses with an attack or takes damage.		
Skills Bluff +18, Insight +16, Stealth +20		
Str 14 (+10)	Dex 24 (+15)	Wis 16 (+11)
Con 21 (+13)	Int 12 (+9)	Cha 21 (+13)
Alignment Unaligned Languages Common, Elven		
Equipment leather armor, rapier.		
Note: Chariss is a normal creature of mischief and strife.		

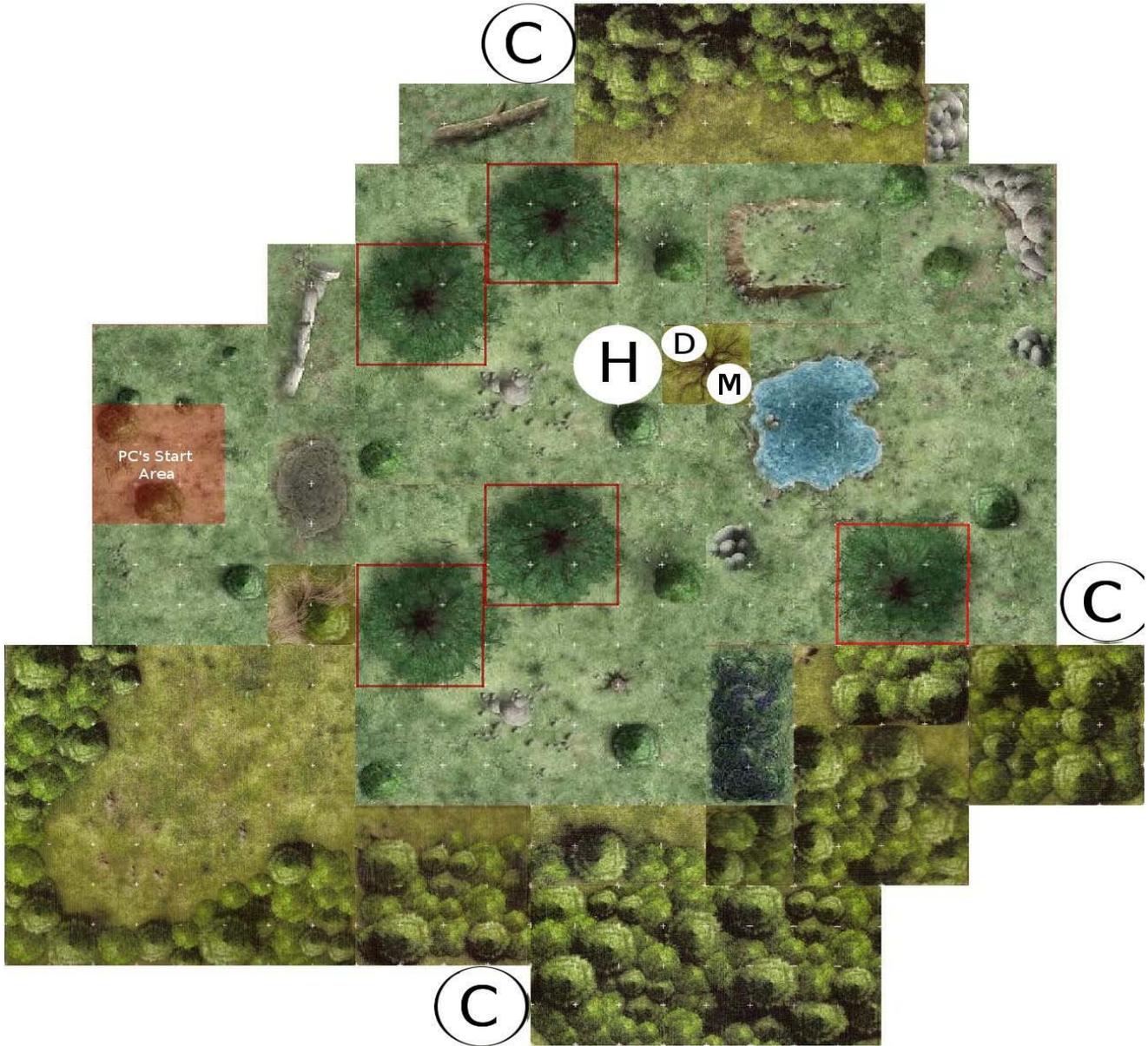
Fey Centaur Hunter (level 16)		Level 16 Artillery
Large fey humanoid		XP 1,400
HP 120; Bloodied 64		Initiative +13
AC 27, Fortitude 26, Reflex 27, Will 25		Perception +16
Speed 8		Low-light vision
TRAITS		
Close Combat Archer		
When making ranged attacks, a centaur hunter does not provoke opportunity attacks from the targets.		
STANDARD ACTIONS		
m Bastard Sword (Weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 1d10 + 6 damage, plus 1d6 damage when charging.		
R Lightning-Fast Shots (Weapon) • At-Will		
Attack: Ranged 25/50 (one creature); +23 vs. AC		
Hit: 1d12 + 4 damage.		
Effect: Make the attack one more time against the same target or a different one.		
R Charger Arrow (Weapon) • At-Will		
Attack: Ranged 25/50 (one creature); +23 vs. Fortitude		
Hit: 1d12 + 7 damage, and the target is pushed 3 squares and knocked prone.		
R Triple Shot (Weapon) • Encounter		
Attack: Ranged 25/50 (one, two, or three creature); +23 vs. AC		
Hit: 1d12 + 7 damage.		
M/R Surprise Attack (Weapon) • Recharge 5-6		
Requirement: The centaur must be hidden.		
Attack: Make an at-will melee or ranged attack.		
Hit: Same as the at-will attack plus 2d8 extra damage.		
TRIGGERED ACTIONS		
M Quick Kick • At-Will		
Trigger: when a creature moves into a space where it flanks the centaur hunter.		
Attack (Immediate Reaction): +21 vs. AC		
Hit: 1d6 + 6 damage.		
Fade Away (Illusion) • Encounter		
Trigger: When the centaur takes damage.		
Effect (Immediate Reaction): The centaur becomes invisible until it attacks or until the end of its next turn.		
Skills Athletics +17, Nature +18, Stealth +20		
Str 18 (+12)	Dex 20 (+13)	Wis 16 (+11)
Con 18 (+12)	Int 10 (+8)	Cha 12 (+9)
Alignment Unaligned Languages Elven		
Equipment arrows x40, bastard sword, longbow.		
Note: Centaur hunter modified with feywild denizen theme.		

ENCOUNTER 2: UNKIND FEY MAP

TILE SETS NEEDED

Ruins of the Wild x1

Sinister Woods x1



ENCOUNTER 3: ACTILIS

ENCOUNTER LEVEL 15/17 (5900/8000 XP)

SETUP

This encounter includes the following creatures the low tier:

Actilis (level 15) (A)

1 infernal drakkoth rager (level 14) (D)

5 human archer minions (level 15) (H)

This encounter includes the following creatures the high tier:

Actilis (level 17) (A)

1 infernal drakkoth rager (level 16) (D)

5 human archer minions (level 17) (H)

As the PCs find and follow the stream they find Actilis and a drakkoth rager. If the PCs attempt to be stealthy then have them make a DC 29/30 Stealth check. If the PCs succeed they get a surprise round. If they fail Actilis and her group is forewarned - adjust the placement of Actilis and the drakkoth rager but they should always start on the opposite side of the stream.

The PCs approach from the west (right) side of the map.

You make your way alongside the stream and pull up short of a clearing as you see a woman with red eyes kneeling next to the stream. Beside her is a large four legged, green scaled, dragon-like centaur, holding a huge axe.

- If the PCs successfully sneak up they get a surprise round before they are spotted.
- A PC who makes a DC 22/23 Arcana, Nature or Religion check can learn that the woman is using a ritual to learn what enchantments are on the stream.
- A DC 30/31 Arcana check shows that the woman and the stream have a magical bond.
- If they asked Duvik for a description, or when they have the story award **CORE18** they recognize her as Actilis.
- **Important:** Characters with story award **CORE18** gain a +2 bonus on defenses against attacks made by Actilis and a +2 bonus on saving throws against effects inflicted by her.

SPEAKING WITH ACTILIS

If the PCs try to speak with Actilis she doesn't stop her assault until they say something to give her pause. Mentioning Garret Zon is a possibility, saying they wish to help her is another, or simply showing restraint helps as well. If the PCs get her attention Actilis asks them to explain themselves.

- For this particular situation limit the PCs as to how much they can say as they are being attacked and only have seconds to speak.
- Once the PCs give Actilis pause, it's enough to change the fight in negotiations. The PCs and Actilis need to feel each other out and Actilis need to explain the current situation. Keep it edgy. Actilis has some temper issues.
- If the PCs reason with Actilis and convince her she's on their side with a DC 22/23 Diplomacy check. She joins the group, assuming the PCs want to help her find the cause of the river's corruption.

If the PCs befriend Actilis she can relate the following information:

- The drakkoth's name is Ergantius, an old friend and bodyguard.
- The stream is a conduit for the souls of the dead. It traps them and pulls them down. The stream flows into the earth at the place where she originally made her pact with a devil.
- She made a deal with a devil named Zeltius. She sold her soul in return for everlasting youth and increased magical ability. She did it so that she could stop the fomorian Dordan.
- She knows she's connected to the stream in some way. That connection is what feeds her youth and her power.
- Something has changed recently. Her bond with the stream feels stronger, and she is not completely sure why. She is making her way to the end of the stream to see if she can find answers.
- She knows that the soul of any sapient creature killed by her is sacrificed to Asmodeus, and is only recently realizes it might have something to do with the river. She is beginning to feel guilty about it.

FEATURES OF THE AREA

Dense Forest: The clusters of trees grant cover, concealment, and are difficult terrain.

Large Trees: There isn't as much snow in these trees as in Encounter 2. The center square of a large tree is blocking terrain.

Small Trees and Rock Piles: Are difficult terrain and provide cover.

Pond: The ponds are hindering terrain. If a creature enters or start their turn in a pond it must succeed on a DC 22/23 Acrobatics check or fall through the ice as it breaks, taking ongoing 10 cold damage and becomes slowed (save ends both). After a creature has fallen through the square becomes difficult terrain and any creature that enters the pond or that starts its turn there takes ongoing 10 cold damage and is slowed (save ends both).

The Stream of Souls: The stream is iced over and difficult and hindering terrain. Anyone who walks over it needs to make a DC 30/31 Acrobatics check or fall through and take ongoing 10 cold damage and become slowed (save ends both). The creature is also attacked by the souls. Make a +18/+20 vs. Reflex attack. On a hit the creature takes ongoing 10 necrotic damage (save ends).

TACTICS

The human snipers target the PC, preferring targets that do not have cover. They are in the pine trees 4 squares up, which grants them cover and concealment.

The drakkoth rager wades into battle trying to get as many enemies around him as possible so he can use his *raging cleave*. He uses his *venomous hiss* if he can catch two or more PCs with it. He takes opportunity attacks in order to get to a place to do the most damage.

Actilis keeps her distance, using *grasping tide* early in the fight, hoping to catch melee opponents in its effects before they can get close. As soon as opponents are locking her in melee, or she can hit several opponents with it, she uses *awestrike*, doing so again if it recharges. She uses *baleful polymorph* only once she is bloodied on the most dangerous opponent, using *feral accuracy* just before it.

SCALING THE ENCOUNTER

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

Four PCs: Decrease Actilis' and the drakkoth rager's attacks and defenses by 1 and their hp by 65.

Six PCs: Increase Actilis' and the drakkoth rager's attacks and defenses by 1 and their hp by 65.

ENDING THE ENCOUNTER

If the PCs talked things through with Actilis instead of fighting her, she sends the archer minions away and the group begins to follow the stream. Before they get away more than a few steps assassins start their attack. Proceed with Encounter 4. The PCs get a short rest between Encounter 3 and Encounter 4.

If the PCs fought and defeated Actilis, but did not kill her, they can talk with her. See above for what she knows and how she behaves. Since she wants to learn what is going on with Dordan's Stream, she tells everything, hoping to entice the PCs to help her. In this case, if the PCs follow the river downstream proceed directly to Encounter 5. The dark fey observed how handily defeated Actilis, and decide they don't stand a chance.

KILLING ACTILIS

If the PCs kill Actilis read the following:

As Actilis falls, she lets out a horrid scream. Her body is immolated by a sudden burst of flames. The smoke rising from her body is coalescing into a hazy shade of the druid you've just slain. She looks around for a moment and then falls to her knees and begins to weep. However no tears fall from the eyes of ghosts.

Actilis' ghost can tell the PCs the same things as when she was alive, in addition to following:

- She feels that her death has opened a planar rift to Hell. The souls of the dead are now being drawn into it.
- She now understands the folly of her pact, but believes that she can still help stop Zeltius if the PCs are willing to allow her.

Assuming she convinces the PCs to travel upstream to the source of the trouble, proceed with Encounter 5.

EXPERIENCE POINTS

The characters receive 1160*/1600 experience points each for defeating Actilis and her companions. If they talked with her instead, don't provide any experience points. Talking to Actilis and agreeing to assist her begins the minor quest *Actilis and the Stream of Souls*. * Remaining 20 experience points is overcap and it is lost.

TREASURE

Actilis carried a +4 *flameheart totem* and an *inner warmth armor* +4 that can be taken if Actilis is killed. The drakkoth rager carried a +4 *feyslaughter weapon* and a *frostwolf pelt* +4.

ENCOUNTER 3: ACTILIS STATISTICS (LOW LEVEL)

Actilis (level 15)	Level 15 Elite Controller (leader)
Medium natural humanoid, human	XP 2,400
HP 296; Bloodied 148	Initiative +8
AC 28, Fortitude 26, Reflex 28, Will 29	Perception +19
Speed 7	
Saving Throws +2; Action Points 1	
TRAITS	
O Shared Clarity • Aura 10	
Each ally within the aura gains a +2 bonus to saving throws.	
STANDARD ACTIONS	
m Hell's Touch (Implement, Psychic) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 2d8 + 4 psychic damage, and the target takes a -2 penalty to attack rolls against Actilis until the end of Actilis' next turn.	
R Grasping Tide (Implement) • At-Will	
Attack: Area burst 1 within 10 (each creature in burst); +17 vs. Fortitude.	
Hit: 2d6 + 4 damage, and the target is under Tidal Influence until the end of Actilis' next turn.	
R Bend Perception (Illusion, Implement, Psychic) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. Will.	
Hit: 2d6 + 4 psychic damage, and until the end of Actilis' next turn, the target is slowed and takes a -2 penalty to attack rolls and saving throws.	
R Baleful Polymorph (Implement, Polymorph) • Daily	
Attack: Ranged 10 (one creature); +17 vs. Will.	
Hit: The target is stunned and assumes the form of a mouse (save ends both). As a minor action Actilis can end the baleful polymorph, subjecting the target to the aftereffect.	
Aftereffect: 2d10 + 4 damage.	
Miss: 2d10 + 4 damage and the target is dazed (save ends).	
C Awesstrike (Healing, Implement, Psychic) • Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +17 vs. Will.	
Hit: 2d6 + 4 psychic damage, Actilis slides the target 6 squares, and the target is dazed (save ends).	
Effect: Actilis slides one ally in the burst 6 squares, and that ally regains 10 hit points.	
MINOR ACTIONS	
Feral Accuracy • Daily	
Until the end of her next turn Actilis may reroll an attack rolls that miss, but she must use the second roll.	
TRIGGERED ACTIONS	
Tidal Pull • At-Will	
Trigger: A target under Tidal Influence moves out of the original burst of grasping tide attack.	
Attack (Opportunity Action): +17 vs. Reflex.	
Hit: Target is knocked prone.	
Veil of Inscrutability • At-Will	
Trigger: When Actilis is missed by a melee or ranged attack.	
Effect (Immediate Reaction): Actilis shifts 2 squares and gains a +2 bonus to AC and Reflex until the end of its next turn.	
Skills Arcana +18, Insight +19, Nature +19, Religion +18	
Str 12 (+8)	Dex 12 (+8) Wis 24 (+14)
Con 20 (+12)	Int 22 (+13) Cha 15 (+9)
Alignment Unaligned Languages Common, Supernal	
Equipment robes, staff	
Note: Re-flavored human mystagogue with druid template.	

Human Archer Minion (level 15)	Level 15 Minion
Medium natural humanoid, human	XP 300
HP 1; a missed attack never damages a minion.	Initiative +14
AC 27, Fortitude 26, Reflex 28, Will 26	Perception +9
Speed 6	
STANDARD	
m Dagger (Weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 8 damage.	
r Longbow (Weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +20 vs. AC	
Hit: 8 damage.	
R Coordinated Shot (Weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +20 vs. AC	
Hit: 8 damage.	
Effect: The next human archer to attack the same target gains a +2 power bonus to the attack roll.	
Skills Stealth +18	
Str 18 (+11)	Dex 24 (+14) Wis 14 (+9)
Con 15 (+9)	Int 11 (+7) Cha 12 (+8)
Alignment unaligned Languages Common	
Equipment bow, arrow x10, leather armor.	

Infernal Drakkoth Rager (level 14)	Level 14 Elite Brute
Large natural humanoid (reptile)	XP 2,000
HP 346; Bloodied 173	Initiative +17
AC 26, Fortitude 29, Reflex 28, Will 28	Perception +12
Speed 7	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Drakkoth Rage	
While bloodied the drakkoth rager gains a +2 bonus to attack rolls and a +5 bonus to damage rolls. In addition once per round when the drakkoth rager hits with an attack, it gains 10 temporary hit points.	
STANDARD ACTIONS	
m Battleaxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 8 damage.	
M Infernal Wound (Weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 8 damage, the target is marked and takes ongoing 10 damage (save ends).	
C Raging Cleave (Poison, Weapon) • At-Will	
Attack: Close burst 1 (enemies in burst); +17 vs. AC	
Hit: 2d10 + 8 damage plus 5 poison damage.	
MINOR ACTIONS	
C Venomous Hiss (Poison) • Recharge when bloodied	
Attack: Close blast 2 (creatures in blast); +15 vs. Reflex	
Hit: 3d6 + 5 poison damage, and the target takes ongoing 5 poison damage (save ends).	
Str 18 (+11)	Dex 20 (+12) Wis 20 (+12)
Con 23 (+13)	Int 12 (+8) Cha 14 (+9)
Alignment Unaligned Languages Common, Draconic	
Equipment battleaxe, hide armor.	
Note: Drakkoth rager with Legion of Avernus theme (infernal wound and legion initiative).	

ENCOUNTER 3: ACTILIS STATISTICS (HIGH LEVEL)

Actilis (level 17)	Level 17 Elite Controller (leader)
Medium natural humanoid, human	XP 3,200
HP 328; Bloodied 164	Initiative +9
AC 30, Fortitude 28, Reflex 30, Will 31	Perception +20
Speed 7	
Saving Throws +2; Action Points 1	
TRAITS	
○ Shared Clarity • Aura 10	
Each ally within the aura gains a +2 bonus to saving throws.	
STANDARD ACTIONS	
m Hell's Touch (Implement, Psychic) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 2d8 + 5 psychic damage, and the target takes a -2 penalty to attack rolls against Actilis until the end of Actilis' next turn.	
R Grasping Tide (Implement) • At-Will	
Attack: Area burst 1 within 10 (each creature in burst); +19 vs. Fortitude.	
Hit: 2d6 + 5 damage, and the target is under Tidal Influence until the end of Actilis' next turn.	
R Bend Perception (Illusion, Implement, Psychic) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Will.	
Hit: 2d6 + 5 psychic damage, and until the end of Actilis' next turn, the target is slowed and takes a -2 penalty to attack rolls and saving throws.	
R Baleful Polymorph (Implement, Polymorph) • Daily	
Attack: Ranged 10 (one creature); +19 vs. Will.	
Hit: The target is stunned and assumes the form of a mouse (save ends both). As a minor action Actilis can end the baleful polymorph, subjecting the target to the aftereffect.	
Aftereffect: 2d10 + 5 damage.	
Miss: 2d10 + 5 damage and the target is dazed (save ends).	
C Awestrike (Healing, Implement, Psychic) • Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +19 vs. Will.	
Hit: 2d6 + 5 psychic damage, Actilis slides the target 6 squares, and the target is dazed (save ends).	
Effect: Actilis slides one ally in the burst 6 squares, and that ally regains 10 hit points.	
MINOR ACTIONS	
Feral Accuracy • Daily	
Until the end of her next turn Actilis may reroll an attack rolls that miss, but she must use the second roll.	
TRIGGERED ACTIONS	
Tidal Pull • At-Will	
Trigger: A target under Tidal Influence moves out of the original burst of grasping tide attack.	
Attack (Opportunity Action): +19 vs. Reflex.	
Hit: Target is knocked prone.	
Veil of Inscrutability • At-Will	
Trigger: When Actilis is missed by a melee or ranged attack.	
Effect (Immediate Reaction): Actilis shifts 2 squares and gains a +2 bonus to AC and Reflex until the end of its next turn.	
Skills Arcana +19, Insight +20, Nature +20, Religion +19	
Str 12 (+9)	Dex 12 (+9) Wis 24 (+15)
Con 20 (+13)	Int 22 (+14) Cha 15 (+10)
Alignment Unaligned Languages Common, Supernal	
Equipment robes, staff	
Note: Re-flavored human mystagogue with druid template.	

Human Archer Minion (level 17)	Level 17 Minion
Medium natural humanoid, human	XP 400
HP 1; a missed attack never damages a minion.	Initiative +15
AC 29, Fortitude 28, Reflex 30, Will 28	Perception +10
Speed 6	
STANDARD	
m Dagger (Weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 9 damage.	
r Longbow (Weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +22 vs. AC	
Hit: 9 damage.	
R Coordinated Shot (Weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +22 vs. AC	
Hit: 9 damage.	
Effect: The next human archer to attack the same target gains a +2 power bonus to the attack roll.	
Skills Stealth +19	
Str 18 (+12)	Dex 24 (+15) Wis 14 (+10)
Con 15 (+10)	Int 11 (+8) Cha 12 (+9)
Alignment unaligned Languages Common	
Equipment bow, arrow x10, leather armor.	

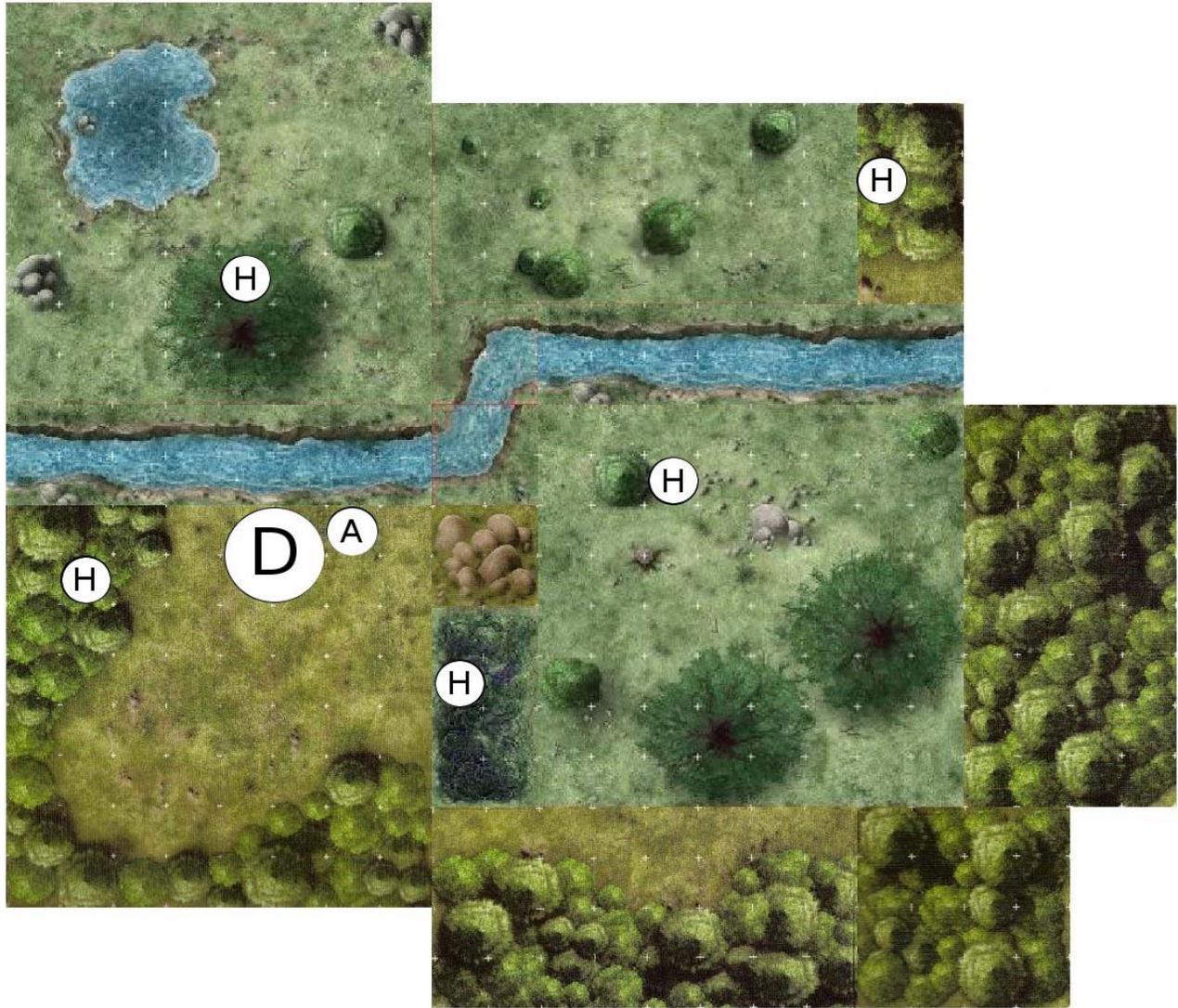
Infernal Drakkoth Rager (level 16)	Level 16 Elite Brute
Large natural humanoid (reptile)	XP 2,800
HP 386; Bloodied 193	Initiative +18
AC 28, Fortitude 31, Reflex 30, Will 30	Perception +13
Speed 7	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Drakkoth Rage	
While bloodied the drakkoth rager gains a +2 bonus to attack rolls and a +5 bonus to damage rolls. In addition once per round when the drakkoth rager hits with an attack, it gains 10 temporary hit points.	
STANDARD ACTIONS	
m Battleaxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d10 + 9 damage.	
M Infernal Wound (Weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d10 + 9 damage, the target is marked and takes ongoing 10 damage (save ends).	
C Raging Cleave (Poison, Weapon) • At-Will	
Attack: Close burst 1 (enemies in burst); +19 vs. AC	
Hit: 2d10 + 9 damage plus 5 poison damage.	
MINOR ACTIONS	
C Venomous Hiss (Poison) • Recharge when bloodied	
Attack: Close blast 2 (creatures in blast); +17 vs. Reflex	
Hit: 3d6 + 6 poison damage, and the target takes ongoing 5 poison damage (save ends).	
Str 18 (+12)	Dex 20 (+13) Wis 20 (+13)
Con 23 (+14)	Int 12 (+9) Cha 14 (+10)
Alignment Unaligned Languages Common, Draconic	
Equipment battleaxe, hide armor.	
Note: Drakkoth rager with Legion of Avernus theme (infernal wound and legion initiative).	

ENCOUNTER 3: ACTILIS MAP

TILE SETS NEEDED

Sinister Woods x1

Ruins of the Wild x1



ENCOUNTER 4: ENEMIES WITHIN

ENCOUNTER LEVEL 15/17 (5800/8200 XP)

SETUP

This encounter includes the following creatures at low tier:

Telicanthus (level 15)

2 amalgamations (level 14) (A)

3 snaketongue dire winter wolf iceclaw (level 13) (D)

Actilis (NPC on PC's side)

This encounter includes the following creatures at high tier:

Telicanthus (level 17)

2 amalgamations (level 16)(A)

3 snaketongue dire winter wolf iceclaw (level 15) (D)

Actilis (NPC on PC's side)

This encounter is run only if the PCs didn't fight Actilis and her men. After deciding to help each other Actilis' snipers scout ahead. Just before the PCs leave the area they hear the screams of the snipers being ripped apart.

Telicanthus is a plant-like bounty hunter working for the dark fey and the devil Zeltius. It's been hired to kill Actilis. Telicanthus has inhabited the drakkoth rager's body and is waiting for the right moment to betray Actilis and attack. Telicanthus was waiting for Actilis to reach the devils at the end of the stream to betray her but it must advance its plans.

As the PCs decide to leave the area read:

You start to move down the stream when you hear screams from the east. Seconds later horse sized wolves with bloody fangs come rushing through the woods.

To the north a huge humanoid creature shambles into the small clearing. The man-shaped creature is composed of the bodies of countless other creatures. As the creature advances the low moan of a thousand tortured throats precedes it.

When Telicanthus makes itself known read this:

The drakkoth rager begins to bulge, its scales flaking off and the skin underneath bending this way and that as if something alive is thrashing just beneath it. Finally the

body rips in half and a humanoid made of vines stands amid the gore.

FEATURES OF THE AREA

Dense Forest: The clusters of trees grant cover, concealment, and are difficult terrain.

Large Trees: There isn't as much snow in these trees as in Encounter 2. The center square of a large tree is blocking terrain.

Small Trees and Rock Piles: Are difficult terrain and provide cover.

Pond: The ponds are hindering terrain. If a creature enters or start their turn in a pond it must succeed on a DC 22/23 Acrobatics check or fall through the ice as it breaks, taking ongoing 10 cold damage and becomes slowed (save ends both). After a creature has fallen through the ice the square becomes difficult terrain and any creature that enters the pond or that starts its turn there takes ongoing 10 cold damage and is slowed (save ends both). Creatures with ice walk are unaffected by the pool.

The Stream of Souls: The stream is iced over and difficult and hindering terrain. Anyone without ice walk who walks over it needs to make a DC 30/31 Acrobatics check or fall through and take ongoing 10 cold damage and become slowed (save ends both).

The creature is also attacked by the souls traveling down the stream. Make a +18/+20 vs. Reflex attack. On a hit the creature takes ongoing 10 necrotic damage (save ends).

TACTICS

The main focus of this battle for Telicanthus is to kill Actilis. He doesn't care about the PCs. On the other hand he can't collect his reward if he dies. Keep these two factors in mind as the battle progresses.

Telicanthus waits until the amalgamation and dire winter wolves have drawn some of the PCs away before revealing itself and attacking Actilis. The amalgamation targets the closest enemy unless Telicanthus commands it to do otherwise (which it does if the amalgamation is near Actilis).

Telicanthus opens with *binding suggestions* if he can get some high damage strikers in the area. If he dominates a PC he orders them to use their most damaging at-will attack against Actilis.

The dire winter wolves use their mobility to keep away from defenders and try to get to more lightly armored opponents or even Actilis.

Actilis is a combatant on the side of the PCs. She dies when at 0 hit points or below, and she has 2 healing surges (unless one has already been used in Encounter 3). Her simplified stats can be found in Appendix 1. Her presence accounts for the 2nd amalgamation for which the characters do not get experience points. Depending on circumstances you can decide to keep her on the sidelines dealing with the amalgamation on her own.

SCALING THE ENCOUNTER

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

Four PCs: Remove a snaketongue dire winter wolf iceclaw and decrease Telicanthus' hit points by 60/65.

Six PCs: Add a snaketongue dire winter wolf iceclaw and increase Telicanthus' hit points by 60/65.

ENDING THE ENCOUNTER

See Encounter 3 for what happens when Actilis is killed. Once Telicanthus kills Actilis he and the dire wolves retreat from battle having accomplished their objective. The amalgamation fights to the death.

If the PCs defeat Telicanthus then Actilis is grateful yet sad for the death of her companions. She is now more trusting of and willing to work with the PCs.

If Telicanthus is captured and questioned it offers to tell the PCs what it knows if they let go. If the PCs don't agree to its terms then a DC 30 Intimidate check can coax it out of him.

- He is a bounty hunter hired by Zeltius and the dark fey to kill Actilis.
- It's nothing personal; just business.
- He doesn't know anything about Zeltius or his forces except that Zeltius pays well. This is a lie and a DC 31/33 Insight check (as well as appropriate rituals and magical items) can detect it.
- If the PCs see through Telicanthus' lie and it is confronted about it (requiring another Intimidate check) it admits that it knows how many devils Zeltius has with him and what they look like. (This information varies depending on the number of PCs, so give numbers and descriptions as appropriate).
- If pressed, and somebody bothers to ask, he admits to worshipping Zehir (evil god of poison and assassins). The wolves are members of the cult as well.

Proceed to Encounter 5 once the PCs leave the area to follow the river upstream.

EXPERIENCE POINTS

The characters receive 1160/1600* experience points each for keeping Actilis alive and defeating Telicanthus, the amalgamation and the dire winter wolf iceclaws. The characters receive only half experience if Actilis is killed. * The remaining 40 experience points are overcap and are lost.

TREASURE

Actilis (if she was still alive at the start of the encounter) carried a +4 *flameheart totem* and an *inner warmth armor +4* that can be taken if Actilis is killed. Telicanthus carried a +4 *feyslaughter weapon*. One of winterwolf fur can be made into a *frostwolf pelt +4*.

ENCOUNTER 4: ENEMIES WITHIN STATISTICS (LOW LEVEL)

Telicanthus (level 15)	Level 15 Elite Controller (Leader)	
Medium natural humanoid (plant)	XP 2,400	
HP 292; Bloodied 146	Initiative +12	
AC 29, Fortitude 26, Reflex 27, Will 29	Perception +10	
Speed 6, fly 6 (clumsy)	Low-light vision	
Saving Throws +2, +4 against charm effects; Action Points 1		
TRAITS		
O Deathless Fanaticism • Aura 5		
When a lower-level ally within the aura is reduced to 0 hit points, it dies if damage again or at the end of its next turn – whichever comes first.		
STANDARD ACTIONS		
m/r Mindhammer (Psychic) • At-Will		
Attack: Melee 2 or Ranged 10 (one creature); +19 vs. Will		
Hit: 2d8 + 6 psychic damage, and the target is slowed until the end of Telicanthus' next turn and pushed 2 squares.		
M/R Double Hammering (Psychic) • At-Will		
Effect: Telicanthus makes two <i>mindhammer</i> attacks.		
M Force Switch (Force) • Recharge 5-6		
Attack: Melee 4 (two creature); +19 vs. Fortitude		
Hit: 2d10 + 4 force damage, and the targets switch places. Telicanthus' allies take no damage from this attack.		
M Suffering Ties (Psychic) • Encounter		
Attack: Melee 1 (one creature); +19 vs. Fortitude		
Hit: 1d10 + 6 psychic damage, and until the start of Telicanthus' next turn, attacks that hit Telicanthus deal half damage to him and half to the target. Non-damaging effects that such attacks impose affect the target of suffering ties and not Telicanthus. Any healing the target gains is halved between the target and Telicanthus.		
C Binding Suggestions (Psychic) • Recharge 6 after being bloodied		
Attack: Close burst 2 (enemies within burst); +17 vs. Will		
Hit: The target is dazed (save ends).		
Secondary Attack:		
Requirement: Enemy starting its turn dazed by <i>binding suggestion</i> ;		
Attack: Within line of effect (creature affects by <i>binding suggestion</i>); +19 vs. Will.		
Hit: The target takes 6 psychic damage and is dominated (save ends).		
Miss: The target takes 2d6 + 6 psychic damage.		
Skills Bluff +22, Diplomacy +22, Insight +16		
Str 12 (+8)	Dex 17 (+10)	Wis 18 (+11)
Con 18 (+11)	Int 21 (+12)	Cha 24 (+14)
Alignment evil		
Languages Common, Deep Speech		
Equipment robes		

Snaketongue Dire Winter Wolf Iceclaw (level 13)	Level 13 Skirmisher	
Large natural magical beast	XP 800	
HP 136; Bloodied 68	Initiative +17	
AC 27, Fortitude 25, Reflex 26, Will 24	Perception +18	
Speed 8 (ice walk)	Low-light vision	
Resist 20 cold		
TRAITS		
Combat Advantage		
The dire winter wolf iceclaw gains combat advantage against a target that has one or more of the dire winter wolf iceclaw's allies adjacent to it. The dire winter wolf deals an extra 2d6 cold damage on attacks against any target it has combat advantage against.		
Silther Away		
While bloodied the winter wolf gains a +2 bonus to speed and a +2 bonus to all defenses.		
STANDARD ACTIONS		
m Bite (Cold) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 1d10 + 6 damage, plus 2d8 cold damage.		
m Claw and Run (Cold) • At-Will		
Attack: Melee 1 (one or two creatures); +18 vs. AC		
Hit: 2d8 + 6 cold damage.		
Effect: After the first or second attack, the dire winter wolf iceclaw can shift 4 squares.		
C Freezing Breath (Cold) • Recharge 5-6		
Attack: Close blast 5 (creatures in blast); +16 vs. Reflex		
Hit: 2d8 + 6 cold damage, and ongoing 5 cold damage (save ends).		
Miss: Half damage.		
MINOR ACTIONS		
Snaketongue Poison (Poison) • Recharge 6		
The next time this creature hits with a <i>bite</i> attack, the target of the attack takes ongoing 10 poison damage (save ends).		
TRIGGERED ACTIONS		
Slipstream • At-Will		
Trigger: When an attack damages the dire winter wolf.		
Effect (Immediate Reaction): The dire winter wolf shifts 4 squares and gains +2 to all defenses until the start of its next turn.		
Skills Stealth +22 (+5 to Stealth checks when in ice or snow)		
Str 26 (+14)	Dex 28 (+15)	Wis 24 (+13)
Con 24 (+13)	Int 12 (+7)	Cha 18 (+10)
Alignment evil		
Languages Common, Giant		
Note: Dire wolf winterclaw with snaketongue cultist theme (<i>snaketongue poison</i> and <i>slither away</i>).		

Amalgamation (level 14)		Level 14 Brute
Huge natural animate (blind, construct)		XP 1,000
HP 173; Bloodied 86	Initiative +9	
AC 26, Fortitude 28, Reflex 23, Will 23	Perception +9	
Speed 5	Blindsight 10	
Saving Throws +2 against ongoing damage.		
TRAITS		
O Stench (Poison) • Aura 2		
Enemies within the aura take a -2 penalty to attack rolls.		
Fragile Construction (Acid)		
While bloodied, at the start of the amalgamation's turn, it takes 10 acid damage, and each creature within 2 squares of the amalgamation takes 10 acid damage.		
STANDARD ACTIONS		
m Tide of Flesh • At-Will		
Attack: Melee 3 (one creature); +17 vs. AC		
Hit: 3d6 + 8 damage.		
TRIGGERED ACTIONS		
m Fearsome Backhand • Encounter		
Trigger: When first bloodied.		
Attack (Free): Close burst 2 (enemies within burst); +17 vs. AC		
Hit: 3d6 + 8 damage, and the amalgamation makes a secondary attack against the same target.		
Secondary Attack: +15 vs. Fortitude		
Hit: 3d6 + 10 damage, and push the target 8 squares and knock the target prone.		
Str 25(+14)	Dex 14 (+9)	Wis 15 (+9)
Con 23 (+13)	Int 3 (+3)	Cha 6 (+5)
Alignment unaligned		Languages -

ENCOUNTER 4: ENEMIES WITHIN STATISTICS (HIGH LEVEL)

Telicanthus (level 17)		Level 17 Elite Controller (Leader)	
Medium natural humanoid (plant)		XP 3,200	
HP324; Bloodied 162		Initiative +13	
AC 31, Fortitude 28, Reflex 29, Will 31		Perception +13	
Speed 6, fly 6 (clumsy)		Low-light vision	
Saving Throws +2, +4 against charm effects; Action Points 1			
TRAITS			
O Deathless Fanaticism • Aura 5			
When a lower-level ally within the aura is reduced to 0 hit points, it dies if damage again or at the end of its next turn – whichever comes first.			
STANDARD ACTIONS			
m/r Mindhammer (Psychic) • At-Will			
Attack: Melee 2 or Ranged 10 (one creature); +21 vs. Will			
Hit: 2d8 + 7 psychic damage, and the target is slowed until the end of Telicanthus' next turn and pushed 2 squares.			
M/R Double Hammering (Psychic) • At-Will			
Effect: Telicanthus makes two <i>mindhammer</i> attacks.			
M Force Switch (Force) • Recharge 5-6			
Attack: Melee 4 (two creature); +21 vs. Fortitude			
Hit: 2d10 + 5 force damage, and the targets switch places. Telicanthus' allies take no damage from this attack.			
M Suffering Ties (Psychic) • Encounter			
Attack: Melee 1 (one creature); +21 vs. Fortitude			
Hit: 1d10 + 7 psychic damage, and until the start of Telicanthus' next turn, attacks that hit Telicanthus deal half damage to him and half to the target. Non-damaging effects that such attacks impose affect the target of suffering ties and not Telicanthus. Any healing the target gains is halved between the target and Telicanthus.			
C Binding Suggestions (Psychic) • Recharge 6 after being bloodied			
Attack: Close burst 2 (enemies within burst); +19 vs. Will			
Hit: The target is dazed (save ends).			
Secondary Attack:			
Requirement: Enemy starting its turn dazed by <i>binding suggestion</i> ;			
Attack: Within line of effect (creature affects by <i>binding suggestion</i>); +21 vs. Will.			
Hit: The target takes 7 psychic damage and is dominated (save ends).			
Miss: The target takes 2d6 + 7 psychic damage.			
Skills Bluff +23, Diplomacy +23, Insight +17			
Str 12 (+9)	Dex 17 (+11)	Wis 18 (+12)	
Con 18 (+12)	Int 21 (+13)	Cha 24 (+15)	
Alignment evil		Languages Common, Deep Speech	
Equipment robes			

Snaketongue Dire Winter Wolf Iceclaw		Level 15 Skirmisher	
(level 15)		XP 1,200	
Large natural magical beast		XP 1,200	
HP 152; Bloodied 76		Initiative +18	
AC 29, Fortitude 27, Reflex 28, Will 26		Perception +19	
Speed 8 (ice walk)		Low-light vision	
Resist 20 cold			
TRAITS			
Combat Advantage			
The dire winter wolf iceclaw gains combat advantage against a target that has one or more of the dire winter wolf iceclaw's allies adjacent to it. The dire winter wolf deals an extra 2d6 cold damage on attacks against any target it has combat advantage against.			
Slither Away			
While bloodied the winter wolf gains a +2 bonus to speed and a +2 bonus to all defenses.			
STANDARD ACTIONS			
m Bite (Cold) • At-Will			
Attack: Melee 1 (one creature); +20 vs. AC			
Hit: 1d10 + 7 damage, plus 2d8 cold damage.			
m Claw and Run (Cold) • At-Will			
Attack: Melee 1 (one or two creatures); +20 vs. AC			
Hit: 2d8 + 7 cold damage.			
Effect: After the first or second attack, the dire winter wolf iceclaw can shift 4 squares.			
C Freezing Breath (Cold) • Recharge 5-6			
Attack: Close blast 5 (creatures in blast); +18 vs. Reflex			
Hit: 2d8 + 7 cold damage, and ongoing 5 cold damage (save ends).			
Miss: Half damage.			
MINOR ACTIONS			
Snaketongue Poison (Poison) • Recharge 6			
The next time this creature hits with a <i>bite</i> attack, the target of the attack takes ongoing 10 poison damage (save ends).			
TRIGGERED ACTIONS			
Slipstream • At-Will			
Trigger: When an attack damages the dire winter wolf.			
Effect (Immediate Reaction): The dire winter wolf shifts 4 squares and gains +2 to all defenses until the start of its next turn.			
Skills Stealth +23 (+5 to Stealth checks when in ice or snow)			
Str 26 (+15)	Dex 28 (+16)	Wis 24 (+14)	
Con 24 (+14)	Int 12 (+8)	Cha 18 (+11)	
Alignment evil		Languages Common, Giant	
Note: Dire wolf winterclaw with snaketongue cultist theme (<i>snaketongue poison</i> and <i>slither away</i>).			

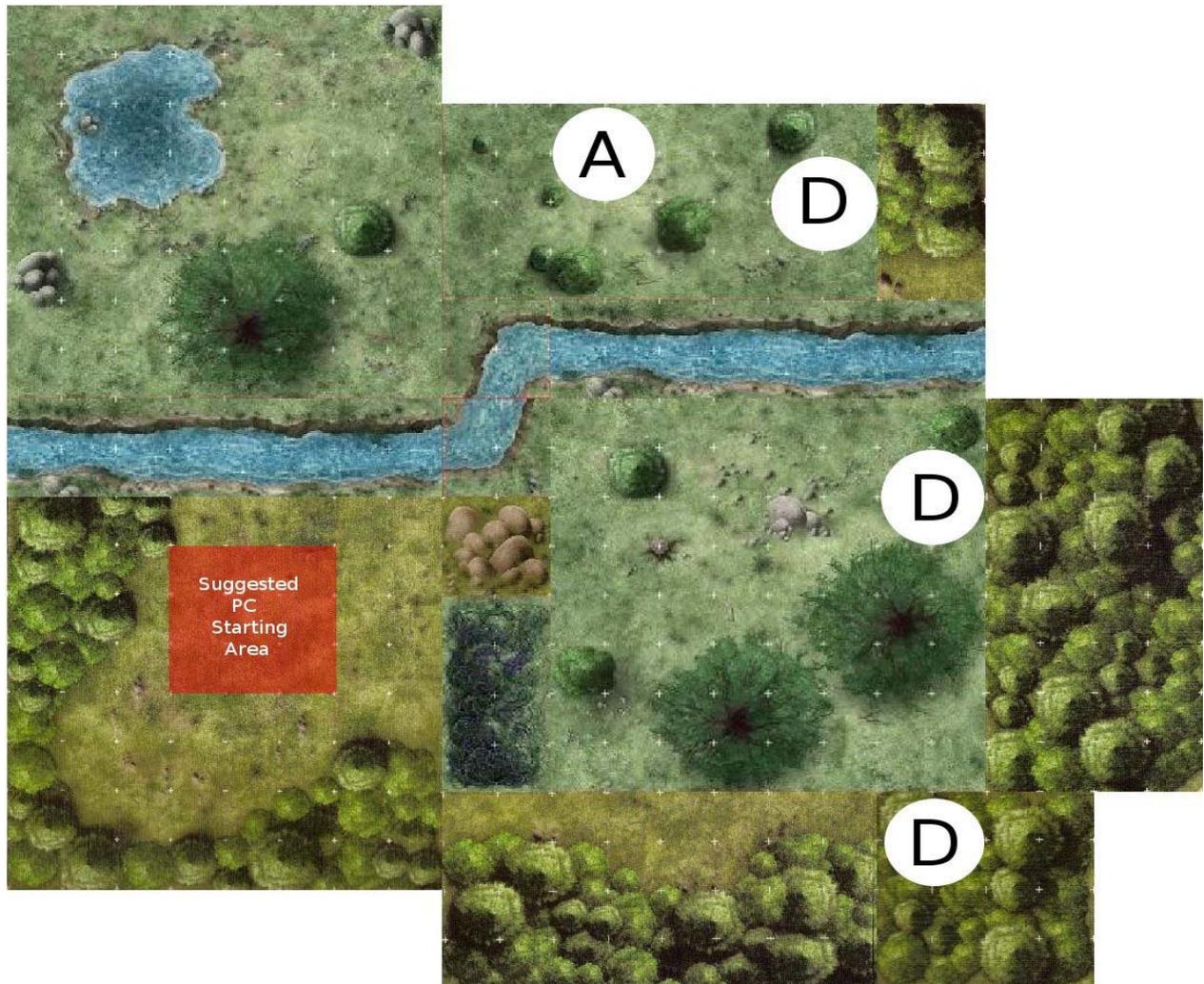
Amalgamation (level 16)		Level 16 Brute
Huge natural animate (blind, construct)		XP 1,400
HP 193; Bloodied 96	Initiative +10	
AC 28, Fortitude 30, Reflex 25, Will 25	Perception +10	
Speed 5	Blindsight 10	
Saving Throws +2 against ongoing damage.		
TRAITS		
O Stench (Poison) • Aura 2		
Enemies within the aura take a -2 penalty to attack rolls.		
Fragile Construction (Acid)		
While bloodied, at the start of the amalgamation's turn, it takes 10 acid damage, and each creature within 2 squares of the amalgamation takes 10 acid damage.		
STANDARD ACTIONS		
m Tide of Flesh • At-Will		
Attack: Melee 3 (one creature); +19 vs. AC		
Hit: 3d6 + 9 damage.		
TRIGGERED ACTIONS		
m Fearsome Backhand • Encounter		
Trigger: When first bloodied.		
Attack (Free): Close burst 2 (enemies within burst); +19 vs. AC		
Hit: 3d6 + 9 damage, and the amalgamation makes a secondary attack against the same target.		
Secondary Attack: +17 vs. Fortitude		
Hit: 3d6 + 11 damage, and push the target 8 squares and knock the target prone.		
Str 25(+15)	Dex 14 (+10)	Wis 15 (+10)
Con 23 (+14)	Int 3 (+4)	Cha 6 (+6)
Alignment unaligned	Languages -	

ENCOUNTER 4: ENEMIES WITHIN MAP

TILE SETS NEEDED

Sinister Woods x1

Ruins of the Wild x1



ENCOUNTER 5: WHERE THE STREAM LEADS

SETUP

Important NPCs

Actilis

The purpose of this encounter is to describe the effect of the Stream of Souls on the forest and the leaking corruption from Hell. Actilis is horrified by what is happening to the forest.

SCENE 1 □ WALKING THE STREAM

If Actilis is still alive read this as the PCs proceed up stream:

As you follow the stream the ice is melting and in some spots you see flowing water. There are faces in the water, the faces of the dead. They stare up at you with silent screams caught in their throats, clawing at invisible walls, pain and hate contorts them.

If Actilis is dead read this as the PCs proceed up the stream:

The stream flows more quickly than is natural and within its waters you can see the souls of the dead. They reach out in fear and anger but are held within the waters by some dark force.

As the dead pass their faces contort in anger when they see the wispy image of Actilis. The shade looks upon the dead with sorrow-filled eyes.

If the PCs inspect the stream they can learn the following information.

- A DC 30 Arcana check reveals that the stream is a magical conduit acting like a vacuum for the dead.
- The magic causing the souls to be trapped in the stream can't be broken from here but it could possibly be broken at its terminus.
- A DC 22 Nature check reveals there is a dark arcane force at work on the stream and those with a gift for the arcane may be able to learn more.
- If the PCs ask Actilis about the souls she can relate the following in a broken hearted manner. *"I recognize all of them. They are the spirits of the foes that I have defeated in the last half century. They all died here in Erech Forest since the stream came to be, since I made my pact. I don't know how, but I think*

that their souls have been trapped in this ice from the day they died until now."

Move on to Scene 2 when they decide to walk on.

SCENE 2 – A WARM CORRUPTION

It's grown noticeably warmer as you've followed the stream. Trees are uncovered as melted snow runs down their bark and the ground shows itself in spots of mud and browned grass.

As you continue to walk buds that leak a dark and viscous fluid begin popping from the branches of trees and bushes that have grown leaves as black as night. The trees seem to hunch over you, their branches like elongated claws. A fox wanders from beneath a bush and its eyes glow with an oily black luminescence. The tail of another fox protrudes from its mouth.

If they want to catch the fox and check it out the PCs can make a DC 22 Acrobatics or Athletics check to grab the fox or a DC 30 Perception check to track the fox down and corner it. Examining it they learn that the fox has been infused with an infernal and necrotic taint.

If they inspect the trees or other local flora a DC 22 Nature or Arcana check reveals that the plants are corrupted by a mix of infernal and necrotic energy that is causing the dark mutations.

ENDING THE ENCOUNTER

The encounter ends when the PCs move down the stream past scene 2. Proceed to Encounter 6.

EXPERIENCE POINTS

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

ENCOUNTER 6: THE FASTEST WAY TO WOE

ENCOUNTER LEVEL 17/19 (7200/9000 XP)

SETUP

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

- 2 ice devils guardian (level 15) (I)
- 1 barbed devil (level 16) (B)
- 1 Zeltius, misfortune devil sorcerer (Z)
- 1 Stream of Souls

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

- 2 ice devils guardian (level 17) (I)
- 1 barbed devil (B)
- 1 Zeltius, misfortune devil sorcerer (Z)
- 1 Stream of Souls

This is where Actilis made her pact decades ago with Zeltius and where Zeltius now stands, attempting to open the planar rift to Hell.

As the adventurers enter the area, djjust as necessary, read:

As you enter a clearing you note that the stream flows to a turn where it widens, then gathers into a place where it is free of ice. Large piles of boulders surround a whirlpool of swirling soulwater. Standing hip deep in the center of the whirlpool is a short and paunchy man with two horns jutting out of his bald head. Standing in the widening stream between your party and the man (is/are one/two for four/five-six PCs) large blue bug-like humanoid(s) coated by the souls of the dead. (It/They) clicks (its/their) cockroach-like mandibles at you.

If Actilis is alive he sneers at Actilis, asking whether she is weary of the life her master has given her and demanding she surrenders herself to finish the bargain. If Actilis is dead, he sneers at the PCs instead, asking whether they want to join the souls in the river before attacking.

FEATURES OF THE AREA

Dense Forest: The clusters of trees grant cover, concealment, and are difficult terrain.

Large Trees: There isn't as much snow in these trees as in Encounter 2. The center square of a large tree is blocking terrain.

Small Trees: Are difficult terrain and provide cover.

Rock Formations The rock formations rise up 20 feet (4 squares). It is blocking terrain. Climbing them is a DC 20 Athletics check.

The Stream of Souls: The stream is difficult terrain for creatures without the devil subtype. It is iced over and hindering terrain. Anyone who walks over it needs to make a DC 22/23 Acrobatics check or fall through and take ongoing 10 cold damage and become slowed (save ends both).

The souls in the river also attack them. The souls try to drain the life out of a creature in the pond. If a creature is on a square with water then they are on ice or in the stream if the ice is broken. See the Stream of Souls hazard for details.

TACTICS

This battle depends on Actilis. If she is still alive then Zeltius and the other devils try to lure her into the river, but they cannot directly attack her. Only once she involves herself in removing the taint of the river, does she become fair game. They then try to kill her as fast as possible. If that occurs then the planar rift fully opens and Zeltius tries to finish off the PCs. Closing the planar rift becomes more difficult, requiring the PCs to make two more successful checks.

All the devils do their best to stay in the stream so that they can get their bonuses to defense and more importantly, the damage reduction.

The ice devils will move down the smaller portion of the stream to engage the PCs. They use their *protective strike* to protect Zeltius. If possible they always use *defensive stance* choosing melee fighters that are likely to enter an adjacent square in the next turn. Due to the ice walk, they are unaffected by the slipperiness of the ice, which they use to their advantage.

The barbed devil start by hurling a flame from the trees while trying to stay hidden. If it can't hurl a flame it attempts to get in between multiple enemies with its normal move and *infernal bound*, then uses *barbed teleport* to escape to the stream behind the ice devils.

Zeltius starts with *lightning daggers* which he can use every round thereafter as a free action. Then he uses *ray of distortion* or when he really wants to hurt a target (a bloodied target for example) *lightning strike*. If he sees multiple opponents near the river, he uses

cyclone pull in the hope of pulling his targets onto the river and the stream of souls.

If Actilis is alive then she spends the battle engaging in the skill challenge to close the planar rift unless the PCs tell her otherwise. That's all she cares about and all she wants to accomplish. She asks the PCs to help her and give them information to assist with the skill challenge. She imparts this information whether she is alive or dead. Under no circumstances does she fight the devils.

SCALING THE ENCOUNTER

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

Four PCs: Remove an ice devil.

Six PCs: Add a barbed devil.

ENDING THE ENCOUNTER

Zeltius fights until the planar rift is closed, all of his devil companions are dead, and he is bloodied. At that point he attempts to flee into the woods to fight another day. If Actilis is dead then Zeltius fights to the death, even if the planar rift is closed, knowing that he has enough power to pry it open again.

EXPERIENCE POINTS

The characters receive 1,440 / 1,800 experience points each for keeping Actilis alive and defeating the devils. If the PCs keep Actilis from dying, and closed the rift then they get the minor quest reward. If she dies and the PCs fail to close the planar rift they fail the quest.

TREASURE

Actilis (if she was still alive at the start of the encounter) carried a +4 *flameheart totem* and an *inner warmth armor +4* that she leaves behind if she survived or that the PCs can take if she died. Zeltius also wore a gold medallion encrusted with rubies in the shape of Asmodeous' sigil worth 250/500 gp as well as a pouch filled with residuum worth 450/1,300 gp.

In addition, amongst the rocks, the PCs find a strange piece of a tablet. Give them handout 2 and story award **CORE54 Fragment #5**. There is also a *soulforged armor +4* in the pool.

CONCLUDING THE ADVENTURE

If the PCs close the planar rift and Actilis lives:

Actilis sits down by the stream and puts her head in her hands.

She is distraught at the damage that she feels she caused to the forest and to all of the people she has fought against and with over the years. She has a lot to think of off, and damage to repair. She profoundly thanks the PCs, and wishes them well. The cleaning up is a task for her, although if the PCs ever find somebody to help take over her task she will be grateful if they send that person over. Of course, she will be even more grateful if one of the PCs offers to do so. A PC who gives a promise to help her in this regards gains story award **CORE52 Defender of Erech Forest**. Regardless, she gives her magical totem as a way to thank the PCs for their help.

If Actilis dies and the PCs close the planar rift then her ghost addresses them:

"It's done and the forest is safe but I won't be here to guard it anymore. Please, defend the forest. Be the protector of the Erech Forest that I can't be, couldn't be any more."

As she speaks she slowly sinks into a void of shadow and fire. Her soul is sinking to the depths of the Nine Hells.

PCs accepting the task gain the story award **CORE52 Defender of Erech Forest**.

If the PCs fail to defeat Zeltius then a rift to Hell has opened, making Erech Forest an even more dangerous place, causing Rashemen a bigger problem to deal with. Eventually the Wychlaran close it, but at great cost in life. Asmodeus on the other hand gains power. The PCs earn **CORE53 The Stream of Souls**.

If the PCs return to Waterdeep, brother Cieran wants a full report. He thanks the characters for their help, and gives them the promised reward.

ENCOUNTER 6: THE FASTEST WAY TO WOE STATISTICS (LOW LEVEL)

Ice Devil Guardian (level 15)	Level 15 Soldier
Large immortal humanoid (devil)	XP 1,200
HP 174; Bloodied 87	Initiative +15
AC 31, Fortitude 28, Reflex 27, Will 24	Perception +12
Speed 8 (ice walk)	Darkvision
Resist 15 cold	
TRAITS	
Coordinated Attack	
The ice devil guardian has combat advantage against an enemy while another ice devil guardian is adjacent to that enemy.	
Icebound Footing	
When an effect pulls, pushes, or slides the ice devil guardian, it moves 2 squares less than the effect specifies. In addition, the ice devil guardian can make a saving throw to avoid falling prone.	
STANDARD ACTIONS	
m Icy Spear (Cold, Weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +20 vs. AC	
<i>Hit:</i> 3d10 + 8 cold damage, and the target is marked until the end of the ice devil guardian's next turn.	
M Protective Strike • Encounter	
<i>Effect:</i> The ice devil guardian uses <i>icy spear</i> . On a hit, the attack deals 10 extra cold damage, and one ally within 10 squares of the ice devil guardian gains 25 temporary hit points.	
MINOR ACTIONS	
Defensive Stand • At-Will (1/round)	
<i>Effect:</i> Choose one enemy within 10 squares of the ice devil guardian that is not marked by it. If that enemy moves adjacent to the ice devil guardian before the end of the ice devil guardian's next turn, the ice devil guardian can use <i>icy spear</i> against the enemy as a free action.	
Skills Athletics +19, Intimidate +14	
Str 24 (+14)	Dex 22 (+13) Wis 20 (+12)
Con 22 (+13)	Int 15 (+9) Cha 14 (+9)
Alignment evil	Languages Common, Supernal
Equipment: spear	

Note: Frost giant shield bearer changed into a devil.

Barbed Devil (Hamatula) (level 16)	Level 16 Skirmisher
Medium immortal humanoid (devil)	XP 1,400
HP 154; Bloodied 77	Initiative +16
AC 31, Fortitude 29, Reflex 28, Will 27	Perception +10
Speed 7, teleport 7	Darkvision
Resist 20 fire	
TRAITS	
O Threatening Barbs • Aura 1	
Any creature in the aura that makes a melee attack or a close attack with the weapon keyword against the barbed devil takes 5 damage.	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 3d6 + 8 damage.	
M Double Attack • At-Will	
<i>Effect:</i> The barbed devil uses <i>claw</i> twice.	
R Hurl Flame (fire) • Recharge 5-6	
<i>Attack:</i> Ranged 5 (one creature); +19 vs. Reflex	
<i>Hit:</i> 2d8 + 8 fire damage, and ongoing 10 fire damage, and the target is dazed (save ends both).	
C Barbed Teleport (teleportation) • Encounter	
<i>Attack:</i> Close burst 1 (creatures in burst); +21 vs. AC	
<i>Hit:</i> 3d6 + 8 damage.	
<i>Effect:</i> The barbed devil teleports 7 squares.	
MINOR ACTIONS	
Infernal Bound • At-Will	
<i>Effect:</i> The barbed devil shifts 3 squares	
Skills Athletics +20, Intimidate +18	
Str 25 (+15)	Dex 23 (+14) Wis 15 (+10)
Con 18 (+12)	Int 12 (+9) Cha 20 (+13)
Alignment evil	Languages Supernal

ENCOUNTER 6: THE FASTEST WAY TO WOE STATISTICS (LOW LEVEL)

Zeltius the Misfortune Devil		Level 15 Elite Artillery
Medium immortal humanoid, devil		XP 2,400
HP 230; Bloodied 115		Initiative +10
AC 27, Fortitude 26, Reflex 28, Will 29		Perception +12
Speed 6, fly 6 (hover)		darkvision, truesight 10
Resist 10 lighting, 10 thunder		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Lucky Maneuver (Psychic, Teleportation) • At-Will		
Attack: Melee 1 (one creature); +18 vs. Will		
Hit: 1d8 + 7 psychic damage, and Zachius teleports 4 squares.		
R Lightning Strike (lightning) • At-Will		
Attack: Ranged 10 (one creature); +18 vs. Reflex.		
Hit: 2d8 + 11 lightning damage and n other enemy within 10 of the target takes 10 lightning damage.		
A Cyclone Pull • Recharge 5-6		
Attack: Area burst 3 within 10 (one, two or three creature); +18 vs. Fortitude.		
Hit: 2d8 + 11 damage, and Zachius slides the target 2 squares closer to the origin square of the burst.		
R Ray of Distortion • Recharge 5-6		
Attack: Ranged 20 (one creature); +18 vs. Reflex.		
Hit: 4d8 + 7 damage. The target can choose to take 5 damage and Redirect the damage of this attack to the ally with the most current hit points. The full damage is then rerolled and applied to that ally.		
R Lightning Dagger (lightning) • Daily		
Attack: Ranged 10 (one creature); +18 vs. Reflex.		
Hit: 2d8 + 11 lightning damage.		
Effect: Until the end of the encounter Zeltius can repeat the <i>lightning dagger</i> attack as a free action once per round during his turn.		
TRIGGERED ACTIONS		
Maiden's Wakening • Recharge 5-6		
Trigger: When Zachius starts his turn stunned, dazed or unconscious		
Effect (Free Action): Zachius take his turn as though he is not stunned, dazed, or unconscious. At the end of his turn, the effect continues as normal.		
Roll the Bones • Encounter		
Trigger: When Zachius is hit by a melee or ranged attack		
Attack (Immediate Interrupt): The triggering attack targets a creature of Zachius' choice within 5 squares of Zachius.		
Storm Embrace • At-Will		
Trigger: When rolling a natural 20 on the attack roll.		
Effect (Free Action): Wind surges around Zachius and his target. He can push the target 1 square and then fly 4 squares after applying the attack's other effects.		
Storm Soul • Encounter		
Trigger: When hit by an attack.		
Effect (Immediate Interrupt): Zachius ends his lighting and thunder resistance to gain a +4 power bonus to all defenses until the end of Zachius' next turn. The resistance returns after the encounter.		
Skills Arcana +18, Bluff +20, Diplomacy +20, Insight +22, Intimidate +20		
Str 14 (+9)	Dex 17 (+10)	Wis 20 (+12)
Con 19 (+11)	Int 23 (+13)	Cha 16 (+10)
Alignment Evil		Languages Common, Supernal
Equipment robes, dagger		
Note: Misfortune devil with the sorcerer template, sorcerer attack damage modified for monsters.		

Stream of Souls		Level 14 Obstacle
Hazard		XP 1,000
<i>The Stream of Souls helps those who know its secrets while harming those who don't.</i>		
Hazard: This hazard consists of all of the water tiles on the map.		
Perception		
◆ No Perception check is necessary to notice the Stream of Souls.		
Trigger		
A creature without the devil subtype enters or starts its turn in or within 1 square of the Stream of Souls.		
Attack – Soul Swipe (if Actilis is alive)		
Opportunity Action	Melee	
Target: The triggering creature.		
Attack: +17 vs. Reflex		
Hit: Ongoing 10 necrotic damage (save ends).		
Attack – Grasping Souls (if Actilis is dead).		
Opportunity Action	Melee	
Target: The triggering creature.		
Attack: +17 vs. Fortitude		
Hit: The target is knocked prone and slide 3 squares along the stream toward the planar rift.		
Effect: If the target enters the planar rift square then they are immobilized (save ends) and take 3d6 + 12 fire and necrotic damage. They take this damage each round they start in the rift.		
Additional Effect		
A creature with the devil subtype that occupies a square in or within 3 squares of the Stream of Souls gains a +2 bonus to all attacks and resist 15 all. If a devil protected by the Stream of Souls (see Additional Effect above) takes radiant damage it loses the protection of the Stream of Souls until the start of its next turn.		
Countermeasures		
◆ The PCs may engage in a Complexity 2 skill challenge (6 successes before 3 failures) to close the planar rift to Hell. This can be performed at any part of the Stream of Souls. A PC that fails a skill check in the skill challenge receives ongoing 10 necrotic damage (save ends) and a -2 penalty on their next skill check.		
◆ DC 21 Arcana, Nature or Religion (trained only) – The PC attempts to repair the fabric of reality through arcane, primal or religious ritual. Each success reduces the resist all by 5 to a maximum of 0. The bonus to attacks disappears only once the rift is closed.		
◆ If Actilis dies then the number of successes needed to seal the planar rift increases by two.		

ENCOUNTER 6: THE FASTEST WAY TO WOE (HIGH LEVEL)

Ice Devil Guardian (level 17)	Level 17 Soldier
Large immortal humanoid (devil)	XP 1,600
HP 190; Bloodied 95	Initiative +17
AC 33, Fortitude 30, Reflex 29, Will 26	Perception +13
Speed 8 (ice walk)	Darkvision
Resist 15 cold	
TRAITS	
Coordinated Attack	
The ice devil guardian has combat advantage against an enemy while another ice devil guardian is adjacent to that enemy.	
Icebound Footing	
When an effect pulls, pushes, or slides the ice devil guardian, it moves 2 squares less than the effect specifies. In addition, the ice devil guardian can make a saving throw to avoid falling prone.	
STANDARD ACTIONS	
m Icy Spear (Cold, Weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +22 vs. AC	
<i>Hit:</i> 3d10 + 9 cold damage, and the target is marked until the end of the ice devil guardian's next turn.	
M Protective Strike • Encounter	
<i>Effect:</i> The ice devil guardian uses <i>icy spear</i> . On a hit, the attack deals 10 extra cold damage, and one ally within 10 squares of the ice devil guardian gains 25 temporary hit points.	
MINOR ACTIONS	
Defensive Stand • At-Will (1/round)	
<i>Effect:</i> Choose one enemy within 10 squares of the ice devil guardian that is not marked by it. If that enemy moves adjacent to the ice devil guardian before the end of the ice devil guardian's next turn, the ice devil guardian can use <i>icy spear</i> against the enemy as a free action.	
Skills Athletics +20, Intimidate +15	
Str 24 (+15)	Dex 22 (+14) Wis 20 (+13)
Con 22 (+14)	Int 15 (+10) Cha 14 (+10)
Alignment evil	Languages Common, Supernal
Equipment: spear	

Note: Frost giant shield bearer changed into a devil.

Barbed Devil (Hamatula)	Level 18 Skirmisher
Medium immortal humanoid (devil)	XP 2,000
HP 170; Bloodied 85	Initiative +17
AC 33, Fortitude 31, Reflex 30, Will 29	Perception +11
Speed 7, teleport 7	Darkvision
Resist 20 fire	
TRAITS	
O Threatening Barbs • Aura 1	
Any creature in the aura that makes a melee attack or a close attack with the weapon keyword against the barbed devil takes 5 damage.	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 3d6 + 9 damage.	
M Double Attack • At-Will	
<i>Effect:</i> The barbed devil uses <i>claw</i> twice.	
R Hurl Flame (fire) • Recharge 5-6	
<i>Attack:</i> Ranged 5 (one creature); +21 vs. Reflex	
<i>Hit:</i> 2d8 + 9 fire damage, and ongoing 10 fire damage, and the target is dazed (save ends both).	
C Barbed Teleport (teleportation) • Encounter	
<i>Attack:</i> Close burst 1 (creatures in burst); +23 vs. AC	
<i>Hit:</i> 3d6 + 9 damage.	
<i>Effect:</i> The barbed devil teleports 7 squares.	
MINOR ACTIONS	
Infernal Bound • At-Will	
<i>Effect:</i> The barbed devil shifts 3 squares	
Skills Athletics +21, Intimidate +19	
Str 25 (+16)	Dex 23 (+15) Wis 15 (+11)
Con 18 (+13)	Int 12 (+10) Cha 20 (+14)
Alignment evil	Languages Supernal

ENCOUNTER 6: THE FASTEST WAY TO WOE STATISTICS (HIGH LEVEL)

Zeltius the Misfortune Devil		Level 15 Elite Artillery
Medium immortal humanoid, devil		XP 2,400
HP 230; Bloodied 115	Initiative +10	
AC 27, Fortitude 26, Reflex 28, Will 29	Perception +12	
Speed 6, fly 6 (hover)	darkvision, truesight 10	
Resist 10 lighting, 10 thunder		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Lucky Maneuver (Psychic, Teleportation) • At-Will		
Attack: Melee 1 (one creature); +18 vs. Will		
Hit: 1d8 + 7 psychic damage, and Zachius teleports 4 squares.		
R Lightning Strike (lightning) • At-Will		
Attack: Ranged 10 (one creature); +18 vs. Reflex.		
Hit: 2d8 + 11 lightning damage and n other enemy within 10 of the target takes 10 lightning damage.		
A Cyclone Pull • Recharge 5-6		
Attack: Area burst 3 within 10 (one, two or three creature); +18 vs. Fortitude.		
Hit: 2d8 + 11 damage, and Zachius slides the target 2 squares closer to the origin square of the burst.		
R Ray of Distortion • Recharge 5-6		
Attack: Ranged 20 (one creature); +18 vs. Reflex.		
Hit: 4d8 + 7 damage. The target can choose to take 5 damage and Redirect the damage of this attack to the ally with the most current hit points. The full damage is then rerolled and applied to that ally.		
R Lightning Dagger (lightning) • Daily		
Attack: Ranged 10 (one creature); +18 vs. Reflex.		
Hit: 2d8 + 11 lightning damage.		
Effect: Until the end of the encounter Zeltius can repeat the <i>lightning dagger</i> attack as a free action once per round during his turn.		
TRIGGERED ACTIONS		
Maiden's Wakening • Encounter		
Trigger: When Zachius starts his turn stunned, dazed or unconscious		
Effect (Free Action): Zachius take his turn as though he is not stunned, dazed, or unconscious. At the end of his turn, the effect continues as normal.		
Roll the Bones • Encounter		
Trigger: When Zachius is hit by a melee or ranged attack		
Attack (Immediate Interrupt): The triggering attack targets a creature of Zachius' choice within 5 squares of Zachius.		
Storm Embrace • At-Will		
Trigger: When rolling a natural 20 on the attack roll.		
Effect (Free Action): Wind surges around Zachius and his target. He can push the target 1 square and then fly 4 squares after applying the attack's other effects.		
Storm Soul • Encounter		
Trigger: When hit by an attack.		
Effect (Immediate Interrupt): Zachius ends his lightning and thunder resistance to gain a +4 power bonus to all defenses until the end of Zachius' next turn. The resistance returns after the encounter.		
Skills Arcana +18, Bluff +20, Diplomacy +20, Insight +22, Intimidate +20		
Str 14 (+9)	Dex 17 (+10)	Wis 20 (+12)
Con 19 (+11)	Int 23 (+13)	Cha 16 (+10)
Alignment Evil		Languages Common, Supernal
Equipment robes, dagger		

Note: Misfortune devil with the sorcerer template, sorcerer attack damage modified for monsters.

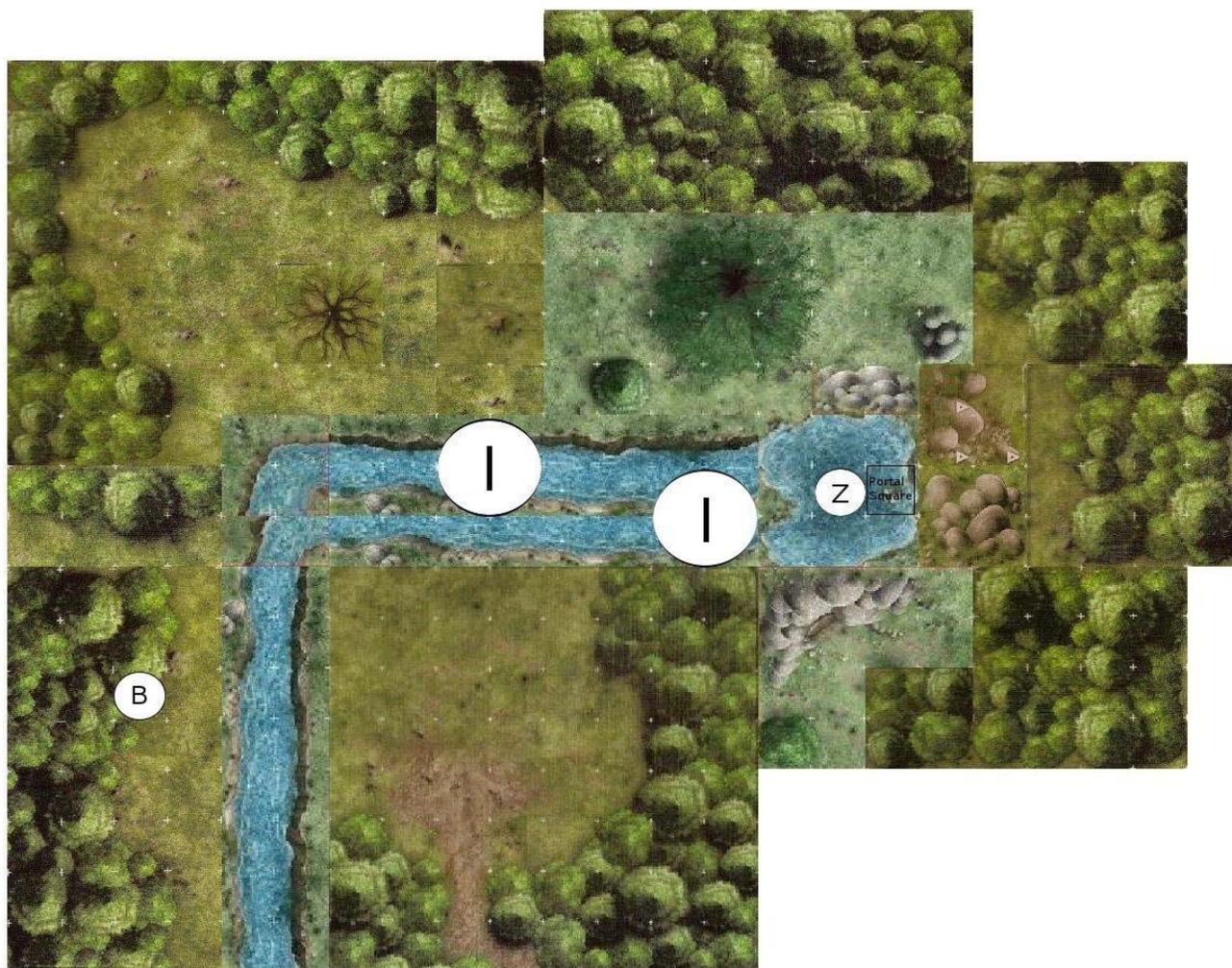
Stream of Souls	Level 16 Obstacle
Hazard	XP 1,400
<i>The Stream of Souls helps those who know its secrets while harming those who don't.</i>	
Hazard: This hazard consists of all of the water tiles on the map.	
Perception	
◆ No Perception check is necessary to notice the Stream of Souls.	
Trigger	
A creature without the devil subtype enters or starts its turn in or within 1 square of the Stream of Souls.	
Attack – Soul Swipe (if Actilis is alive)	
Opportunity Action	Melee
Target: The triggering creature.	
Attack: +19 vs. Reflex	
Hit: Ongoing 10 necrotic damage (save ends).	
Attack – Grasping Souls (if Actilis is dead).	
Opportunity Action	Melee
Target: The triggering creature.	
Attack: +19 vs. Fortitude	
Hit: The target is knocked prone and slide 3 squares along the stream toward the planar rift.	
Effect: If the target enters the planar rift square then they are immobilized (save ends) and take 3d8 + 11 fire and necrotic damage. They take this damage each round they start in the rift.	
Additional Effect	
A creature with the devil subtype that occupies a square in or within 3 squares of the Stream of Souls gains a +2 bonus to all attacks and resist 15 all. If a devil protected by the Stream of Souls (see Additional Effect above) takes radiant damage it loses the protection of the Stream of Souls until the start of its next turn.	
Countermeasures	
◆ The PCs may engage in a Complexity 2 skill challenge (6 successes before 3 failures) to close the planar rift to Hell. This can be performed at any part of the Stream of Souls. A PC that fails a skill check in the skill challenge receives ongoing 10 necrotic damage (save ends) and a -2 penalty on their next skill check.	
◆ DC 22 Arcana, Nature or Religion (trained only) – The PC attempts to repair the fabric of reality through arcane, primal or religious ritual. Each success reduces the resist all by 5 to a maximum of 0. The bonus to attacks disappears only once the rift is closed.	
◆ If Actilis dies then the number of successes needed to seal the planar rift increases by two.	

ENCOUNTER 6: THE FASTEST WAY TO WOE

TILE SETS NEEDED

Ruins of the Wild x2

Sinister Woods x1



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: Unkind Fey

1000 / 1,400 XP

Encounter 3: Actilis

1,180 / 1,600 XP

or Encounter 4: Enemies Within

1,160 / 1,640 XP

Encounter 6: Fastest Way to Woe

1,440 / 1,800 XP

Minor Quest: Actilis and the Stream of Souls

240 / 320 XP

Total Possible Experience

3,840 / 5,120 XP

(PCs may receive the experience for either Encounter 3 or Encounter 4, but not both).

Gold per PC

2,200 / 6,000 gp

(Encounter 2: 700 / 3,400 gp, Encounter 6: 700 / 1,800 gp, Conclusion 800 / 800 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: *flameheart totem +4** (level 20; *Adventurer's Vault 2*)

Found in Encounter 3 or 6

Bundle B: *feyslaughter weapon +4** (level 19; *Adventurer's Vault*)

Found in Encounter 3 or 4

Bundle C: *frostwolf pelt +4** (level 19; *Adventurer's Vault 2*)

Found in Encounter 3 or 4

Bundle D: *inner warmth armor +4** (level 19; *Player's Handbook 2*)

Found in Encounter 3 or 6

Bundle E: *periapt of wisdom +4* (level 18; *Player's Handbook*)

Found in Player's Introduction or Conclusion

Bundle F: *soulforged armor +4* (level 19; *Player's Handbook*)

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 resistance* plus 2,500 / 5,700 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 3,300 / 6,500 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. 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).

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Actilis died

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NEW RULES

FEYSLAUGHTER WEAPON

Level: 19

Price: 105,000 gp

Weapon: Any

Enhancement: +4 attack rolls and damage rolls.

Critical: +4d6

Property: When you hit a creature with this weapon, that creature cannot teleport until the end of your next turn.

Property: On a critical hit you deal +4d10 damage instead of +4d6 against fey creatures.

Resource: *Adventurer's Vault 1*, page 68.

FLAMEHEART TOTEM

Level: 20

Price: 125,000 gp

Implement (totem)

Enhancement: +4 attack rolls and damage rolls

Critical: +4d6 fire

Property: When you hit a creature that is granting combat advantage to you using a primal attack power through this totem, that creature takes 1d6 extra fire damage.

Power (Daily * Fire): Free Action. The next time you use a primal attack power through this totem during this turn, each creature hit by the attack takes ongoing 10 fire damage (save ends).

Resource: *Adventurer's Vault 2*, page 44.

FROSTWOLF PELT

Level: 19

Price: 105,000 gp

Item Slot: Neck

Enhancement: +4 Fortitude, Reflex, and Will

Property: You gain resist 10 cold.

Power (Daily): Immediate Reaction. Trigger: An enemy adjacent to you hits you. Effect: The triggering enemy is knocked prone.

Resource: *Adventurer's Vault 2*, page 66.

INNER WARMTH ARMOR

Level: 19

Price: 105,000 gp

Armor: Hide

Enhancement: +4 AC

Property: You gain resist 10 cold and resist 10 necrotic.

Power (Daily): Minor Action. Until the end of the encounter, any ally adjacent to you gains the resistances granted by this armor.

Resource: *Player's Handbook 2*, page 201.

IOUN'S REVELATION

Level: 18

Price: 85,000 gp

Divine Boon

Property: Gain a +2 item bonus to skill checks.

Power (Daily): Minor Action. Until the end of the encounter, you and your allies gain a +4 bonus to skill checks with a single skill of your choice.

Resource: *Dungeon Masters Guide 2*.

PLAYER HANDOUT #1: THE JOURNAL OF GARRET ZON

Most of the entries tell about Actilis' many victories as the great protector of the Erech Forest. Reading through the pages you get the sense that Actilis was a brave, intelligent, and wise woman but she was also nearing the end of her life. Then you get to the last entry:

"I couldn't believe she did it. I understand why she did but I still can't believe she went through with it. I suppose I should. I have a hoof for a foot now and it poisons everything it touches. I'm sorry to whoever may read this for my rambling. I'll start from the beginning because someone needs to know what happened.

Actilis was nearing the end of her life but that's not why she did it. She wasn't afraid of dying but she didn't want to leave things undone and things were unraveling in a hurry. A fomorian, calling himself Dark King Dordan, appeared from the Feywild trying to claim Citadel Tralkarn (the old *dorthan* stronghold in the Erech Forest). Actilis tried to stop him but her age caught up with her. Her powers were waning and the fomorian was strong. Dordan defeated Actilis. She barely escaped with her life. Too many of our allies fell during the fight. We were few and losing hope. That's when he came.

Zeltius was his name. He was paunchy, short, and looked like a man except for the two horns jutting off of his bald head; and the red eyes, I could never forget those red eyes. He offered her a deal. All it would cost was her soul. In return she would have her youth and more power to defeat Dark King Dordan. Actilis didn't hesitate. She grabbed the quill, stabbed herself in the arm and signed the parchment in her blood. I tried to stop her but she finished signing as I was a step from her. Everything happened so fast. A red light sprung from the ground and enveloped Actilis. She rose into the air and began to transform, growing younger. The light made a hole in the earth; rocks started popping up around it, gray stone with red waves. Then came the water. It flowed out of the hole and carved a wide path through the forest, driven by some unholy power. Later I discovered it cut a path right into the mountains on the northwestern edge of the forest before looping back into the hole.

When the light disappeared I saw Actilis but she was young. She didn't look a day over twenty. The only thing different was the red streaks through her brown hair. I was different too. My foot was caught in the light and had changed into a hoof. Zeltius smiled as he took in his handiwork, nodded his thanks to Actilis and disappeared into the forest. I left that day.

Later I heard rumors Actilis had changed. She'd always tried to solve the problems of the forest with diplomacy and words before using force. Now it was swing first and ask questions later. She beat Dordan and kept the dark fey of the Erech Forest at bay. I heard they even named the stream after the dead fomorian. It was a great victory and I understand Actilis' actions were necessary or at least she believed them to be. Still, I wonder if the price was worth it. Poor Actilis. I hope you find peace and I hope your eternal afterlife was worth that one victory."

HANDOUT 2 - ANCIENT TABLET FRAGMENT #5



APPENDIX 1 – ACTILIS AS AN ALLY

Actilis (level 15)	Level 15 Controller (leader)	
Medium natural humanoid, human	XP -	
HP 148; Bloodied 74	Initiative +8	
AC 28, Fortitude 26, Reflex 28, Will 29	Perception +19	
Speed 7		
TRAITS		
○ Shared Clarity • Aura 10		
Each ally within the aura gains a +2 bonus to saving throws.		
STANDARD ACTIONS		
m Hell's Touch (Implement, Psychic) • At-Will		
Attack: Melee 1 (one creature); +19 vs. Reflex		
Hit: 2d8 + 4 psychic damage, and the target takes a -2 penalty to attack rolls against Actilis until the end of Actilis' next turn.		
R Grasping Tide (Implement) • At-Will		
Attack: Area burst 1 within 10 (each creature in burst); +17 vs. Fortitude.		
Hit: 2d6 + 4 damage, and the target is under Tidal Influence until the end of Actilis' next turn.		
R Bend Perception (Illusion, Implement, Psychic) • At-Will		
Attack: Ranged 20 (one creature); +17 vs. Will.		
Hit: 2d6 + 4 psychic damage, and until the end of Actilis' next turn, the target is slowed and takes a -2 penalty to attack rolls and saving throws.		
C Awesstrike (Healing, Implement, Psychic) • Encounter		
Attack: Close burst 5 (enemies in burst); +17 vs. Will.		
Hit: 2d6 + 4 psychic damage, Actilis slides the target 6 squares, and the target is dazed (save ends).		
Effect: Actilis slides one ally in the burst 6 squares, and that ally regains 10 hit points.		
TRIGGERED ACTIONS		
Tidal Pull • At-Will		
Trigger: A target under Tidal Influence moves out of the original burst of grasping tide attack.		
Attack (Opportunity Action): +17 vs. Reflex.		
Hit: Target is knocked prone.		
Veil of Inscrutability • Encounter		
Trigger: When Actilis is missed by a melee or ranged attack.		
Effect (Immediate Reaction): Actilis shifts 2 squares and gains a +2 bonus to AC and Reflex until the end of its next turn.		
Skills Arcana +18, Insight +19, Nature +19, Religion +18		
Str 12 (+8)	Dex 12 (+8)	Wis 24 (+14)
Con 20 (+12)	Int 22 (+13)	Cha 15 (+9)
Alignment Unaligned Languages Common, Supernal		
Equipment robes, staff		

Note: Simplified version of earlier Actilis for use as an ally.

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	RPGA/DCI Number
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DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS
LIVING FORGOTTEN REALMS

(character name)

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