

CORE1-12

SONGS OF THE HEART

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

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A tale of two adventurers leads you to the fabled city of Evereska. Non-natives are not always allowed to enter so this is a one-time opportunity. It starts with the simple task of locating a missing person but obviously more is afoot. Can you keep cool and find out what is going wrong before the poet recites his last poem? A *Living Forgotten Realms* adventure set in the Fallen Lands for character levels 7-10. Second part of the *Bane of Shadows* trilogy.

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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This adventure retires from RPGA-sanctioned play on December 31 2012.

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

Kiriolanis is a half-elf bard of some renown originating from Evereska. In his younger years he traveled all over Toril to find adventure and inspiration for his poems. During one of his travels he went to the Well of Dragons

to find a legendary item presumably hidden there. He barely survived the infiltration and all his adventuring companions died. After this event he decided to end his adventuring life and settle in Evereska, where he continued his poem writing. On one of his later travels he met Lady Moonfire, ruler of Loudwater. The two fell in love. They are planning an endeavor into the High Moor to explore the forest and Kiriolanis went to Evereska to gather information, pick up a few items and meet his relatives.

When Kiriolanis arrived in Evereska and settled in his old home, the vampire muse (from *Open Grave*), Irwana, targeted him. She has been feeding on Kiriolanis for over three weeks now and he is but a shadow of his former self. His poems however have never been better. Feeling the end is drawing near he has locked himself in his studio and is working day and night to finish his grand work, completely forgetting his lover in Loudwater. Lady Moonfire is getting increasingly worried, so she asks the PCs to go and look for him. As ruler of Loudwater she is an important in the trade with Evereska. She uses her influence to allow the PCs entry into Evereska to check on Kiriolanis.

Irwana, the vampire muse, is a creation of the shadow remnant above Evereska. Her turning is coincidental, and she is a minor official in the government of Evereska. In her newly acquired condition she came under the influence of Shar and ultimately became a spy for the Netherese Empire.

When Kiriolanis arrived in the city Irwana was immediately drawn to the bard and quickly started to inspire and feed on him. She has nearly drained him of all his powers when the PCs first meet Kiriolanis. She has planned to kill him that very night after his last and presumably greatest performance.

Dernan Moonbrow is a Silverstar of Selûne on a very special quest. He and a few other Silverstars are gathering a weapon against the shades of Netheril. PCs might have met Dernan in *CORE1-10 Dancing Shadows* when he traveled with them in the same caravan. Dernan went to the Tower of Spellgard to ask the oracle there about the *Last Grasp of Shadowbane*; the oracle told him in cryptic words that the weapon could be found in the Well of Dragons. Further research has led him to Evereska where he hopes to acquire the first hand experience Kiriolanis has with the Well of Dragons.

DM'S INTRODUCTION

This adventure takes place almost entirely within Evereska. Evereska is closed to all but fey. Anyone else can only enter with a special invitation. The PCs have such an invitation, make sure this is conveyed to them.

Residents are formal to the PCs but also regard them as outsiders.

Evereska is a special city built more than thousand years ago. Built on towering cliffs of marble, the city is a wonder to behold. Natural and artificial buildings intertwine with roads that wind in literally all directions.

Due to the Mythral (a city wide magical ward created by eladrin high mages) everyone in Evereska is able to walk on any flat surface, be it horizontal or vertical. Streets run straight up the side of buildings and occasionally eladrin can be seen flying or levitating from place to place. For more information on Evereska see Appendix 1 and the *Forgotten Realms Campaign Guide*.

PCs who have played ADAP1-1 or ADAP1-5 have been to Loudwater already and might know Lady Moonfire. PCs who have been successful in those adventures and earned the story awards **ADAP01** or **ADAP05** are recognized by the townsfolk and greeted with great respect.

PCs who have played CORE1-10 have met Dernan before and probably know more about his quest and can guess what brings him to Evereska. Dernan is more open to those PCs about his mission and implores them to help him.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You might have visited Loudwater before, but today you are here for a special case. Lady Moonfire, the mayor of Loudwater has requested your presence since she needs to discuss an important job with you.

ENCOUNTER 1: PLEA FROM A LADY

SETUP

Lady Moonfire, female half-elf warlock, mayor of Loudwater.

Dernan Moonbrow, male human priest of Selûne.

Lady Moonfire has summoned the PCs for a specific reason. Try to emphasize this personal connection in how she regards the PCs. She is eager to get them to aid her and relies on her skill with words to entice the PCs into working for her.

Your appointment with Lady Moonfire is in her private manor. The beautiful dwarf-made building stands out from those surrounding it like a peacock in a chicken's den.

You are taken to the parlor by servants where Lady Moonfire sits by a window overlooking the harbor and the slow-flowing Grayflow River. Clad in black gown with silver accents, she rises and turns to greet you. Another person, Dernan Moonbrow, sits in the room, a small male human with blond hair and piercing blue eyes.

Lady Moonfire waits until everyone has taken a seat and offers something to eat and drink before she continues by introducing Dernan Moonbrow. PCs might have met Dernan in CORE1-10 *Dancing Shadows*; inform those PCs that they recognize him and that he recognizes them.

"This is Dernan Moonbrow, a friend and servant of the Moon goddess. He is here to help me, as well. I have asked you to come here because I need your help in a simple task."

"My close friend Kiriolanis Marudawn has gone missing and I would like you to find him. Simple as this might seem, I need people I can trust because Kiriolanis went to Evereska, the fabled city of the eladrin."

PCs might have heard of Evereska. They know the following about the city with a History or Nature check:

DC 15:

- Evereska is an eladrin city-state. One of the reasons the city is so famous, is because it so difficult to enter. Entry is forbidden to all except natives and those with a specific invitation from one of the Hill Elders.

- Elite squadrons of over one hundred eladrin archers patrol the city borders.
- Evereska is one of the major powers opposing the expansion of the Netheril Empire.

DC 20:

- The barrier blocking anyone who tries to enter is called The Passing. It is enforced by an ancient Mythal.
- Gravity is a mere rumor in Evereska. Stories tell of eladrin walking on all surfaces.

DC 25:

- The Mythal has been corrupted during a struggle over a century ago during a struggle with a powerful magical evil race by their then-time allies the Netherese. It is called the Shadow Remnant, and is visible as a patch of impenetrable darkness. The high mages have been unable to remove the taint completely. Occasionally magic and even creatures burst through the Shadow Remnant.

Lady Moonfire provides the following information:

- Kiriolanis is an eladrin bard of some renown. He comes from Evereska and has been an adventurer in the past. He settled as a poet in Evereska and occasionally travels with the merchant caravans to Waterdeep.
- They were planning an endeavor into the High Forest together, but first Kiriolanis went to Evereska to consult some sages and meet his mother. He should have sent some word already. His absence is delaying her foray into the High Forest.
- He left about four weeks ago and hasn't been heard from since. It's only a 10-day trip from Loudwater to Evereska, so Kiriolanis should have sent a message by now.
- Lady Moonfire is afraid something has happened to him and wants the PCs to look into it. Kiriolanis traveled with a merchant caravan of elves of the Terablin family, so the PCs should check whether it arrived in Evereska.
- Lady Moonfire has connections with one of the Hill Elders and convinced him (using her influence over the trade with Waterdeep) that the PCs are allowed to enter Evereska. If the PCs agree to the mission, Lady Moonfire gives each of them an enchanted letter and a token. She stresses that these are their passes to Evereska and that they should guard them carefully.

- She stresses the fact that this is a unique, one-time opportunity to visit Evereska.
- Dernan Moonbrow accompanies them as a guide. He has traveled to Evereska before and knows his way around. He has his own personal errand in the city and traveling in a group is safer.
- Dernan remains silent about his personal endeavor in the city and generally keeps quiet. He is content with letting Lady Moonfire do the talking.
- Lady Moonfire is willing to reimburse the PCs for their trouble and offers them a reward of 50/80 gp per PC when they return with Kiriolanis or if that proves to be truly impossible news of his fate.
- When convincing the PCs, Lady Moonfire might confide to followers of Sune or one of her exarchs (Tymora, Lliira, Sharess) that she and Kiriolanis are lovers. This is the real reason for her desperation. Otherwise she keeps this hidden since she fears people might think Kiriolanis took advantage of her and that he simply left her. Deep in her heart she fears the same thing, and she wants to avoid ridicule.

ENDING THE ENCOUNTER

When the PCs have no further questions, Lady Moonfire sends them on their way.

EXPERIENCE POINTS

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

TREASURE

Lady Moonfire offers no treasure but if the PCs return with Kiriolanis or information regarding his fate they earn 50/80 gp in Encounter 7.

ENCOUNTER 2: ARRIVING LATE

SETUP

Dernan Moonbrow, male human priest of Selûne.

Elwan, male elf barkeep and owner of the Midnight Haven tavern.

The PCs have travelled for about ten uneventful days to Evereska. When they arrive at the gate it is just past sundown and the gates are closed. The guards send them back to the Midnight Haven tavern.

In a time-sensitive environment this encounter should be kept short. When there is enough time however, feel free to role-play the initial rejection and the subsequent evening in the tavern. It is a great way for old acquaintances to catch up with Dernan and for new PCs to get to know him. In the tavern the players might also pick up some rumors about the upcoming performance of Kiriolanis as well as other news important to the elves of Evereska.

Your journey to Evereska has been uneventful, apart from the breathtaking sights in the Graypeak Mountains.

Everska lies in a hidden pastoral vale, and you arrive one of its few entry points by nightfall. There is no visible wall, but your tokens glow softly when you pass some invisible magical barrier. Before you can proceed into the Vale an eladrin guard steps from the shadows of a low hedge and greets you.

“Good evening travelers. Strangers are not allowed to enter the city during the night hours. You are welcome to enter at sunrise tomorrow, assuming you have the proper tokens. A short walk to the North lays the Midnight Haven, a tavern for travelers and merchants. I suggest you to stay there for the night.”

When the PCs try to argue with the guard and talk about their special permission to enter the city he explains that no one is allowed to enter during the night, and that they'll have to wait to enter until the morning. He once again points them to the Midnight Haven tavern and resumes his guard duty.

The PCs are free to go and sleep where they want, although Dernan implores them to accompany him to the tavern. He'd rather spend the night in a comfortable bed than on the cold ground.

Once the PCs decide to go to the inn read the following:

Just a short hike north and you find the Midnight Haven tavern. It's a large mainly wooden building with two floors, flanked by a large stable; it is quite impressive, featuring ornate carvings on the outside.

The inside is warm and cozy. A fire crackles in the large hearth, a darkwood bar dominates the centre of the common room, and scattered about are chairs and some tables. From the other side of the bar you are greeted by an old eladrin with a balding head.

Besides Elwan and the PCs, there are a few other patrons here. They are pleasant company and are eager to talk with the PCs. Feel free to elaborate as much as you want in this scene. Below are some rumors there might be talked about.

If the PCs talk to Dernan during the trip or during the night in the tavern, he can relate the following. He is more inclined to talk to people he has met before, but he won't tell everything he knows to strangers:

- Dernan is a traveling priest of Selûne. He is on an important mission for the church and dark forces are hunting him. He comes to Evereska because there is a person here who has information he needs.
- Inquisitive PCs or those who make a DC 20 Insight check note he isn't telling everything. When pressed, he tells them the person he seeks is Kiriolanis, so their missions coincide.
- Kiriolanis possess information about a location that Dernan wants to explore in the near future. He is unwilling to tell the PCs which location, for now, but if they offer to help he might tell them later.
- To PCs who have met him before he is a bit more open. He tells them about the Well of Dragons to the southeast of Evereska, and that the *Last Grasp of Shadowbane* is hidden there. Kiriolanis went to the Well in his younger adventuring years and knows what it looks like from the inside. This information can prove very important when Dernan attempts to recover the weapon. He asks the PCs to keep this quiet.

GENERAL RUMORS

In the tavern the following rumors can be picked up from some merchants and the barkeep:

- Tomorrow, Kiriolanis Marudawn holds a reading of his new poems. His new works are of astonishing beauty and everyone wants to attend. Tickets have been sold out for days now,

but there are some tickets left on the black market.

- Of late, the city seems more open to visitors from other countries. More and more traders and dignitaries are allowed entry into the city. Some eladrin fear this is unnecessary risk for the city to take, since these visitors could contain spies and/or saboteurs or worse. The cities wealth and magical knowledge after all is a tempting target.
- There are no trade caravans missing. Nor are there any rumors about monsters plaguing the area. Elwan does not know for sure whether the trade caravan of the Tarablins has arrived or not, but he certainly did not hear about any disappeared or ambushed trade caravan.
- The Cult of the Dragon has been hunting down several fey-related objects and body parts amongst which are unicorn horns, satyr hooves and sprite wings. The reasons for these vile acts are unknown, but nothing good can be expected.
- Myth Drannor has made a general call for adventurers. In the past these calls were limited to specific small groups, and all involved clearing up various monster invested ruins in the woodlands of Cormanthor, remnants from before the eladrin crusade restored the kingdom to its former glory. It is likely to be something similar, and people expect that successful adventurers are going to be richly rewarded.

ENDING THE ENCOUNTER

If the PCs make any trouble at the entry point, the guard warns them and once again tells them to take their leave. If anyone threatens him, he just laughs and warns them that their precious entrance pass will be forfeited this way. For any PC that physically harasses him, the adventure ends here as their entrance is immediately revoked; this should be a last resort punishment for very blunt PCs.

If the PCs want to sleep outside, that's no problem. Dernan wants to sleep in a bed with a roof over his head and makes his opinion loud and clear; he will do so with or without the PCs.

EXPERIENCE POINTS

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

ENCOUNTER 3: THE HOME OF KIRIOLANIS

SETUP

Glynna Marudawn, elderly female eladrin

When the PCs arrive at the pass the next morning a new guardsman awaits them. The PCs get a cursory inspection of their invitation and their belongings. Monstrous PCs like orcs, gnolls, shadar kai and minotaurs are checked more thoroughly and are questioned about their motives.

Read aloud or paraphrase the following once the PCs are admitted into the vale of Evereska.

When you step through the pass a beautiful pastoral landscape unfurls before you. The vale is surrounded by high steep hills and it consists of farmlands and small copses of park-like wilderness. The hill slopes contain many carved terraces, and many waterfalls fill the sky with a thin mist. A long paved road flanked by trees follows a twisting path down into the fey city of Evereska, which unlike most other cities is just surrounded by a decorative hedgerow.

The city is a marvelous sight, dwarfing even Waterdeep in splendor and size. The delicate, sinuous architecture clings to the steep mountain slopes; the roads and lanes are flanked by rows of trees. The whole city seems to mesh seamlessly with the environment.

The trip from the pass down into the city is fast and comfortable, although many of the citizens give the PCs curious glances, they keep their distance. Once inside the city the PCs have multiple leads to follow upon:

- The PCs can try to track down the trade caravan Kiriolanis traveled with to the city. The Tarablin family has a small outpost in Evereska. The clerk there can assure them nothing happened during the trip and the caravan arrived safely in Evereska four weeks ago.
- The PCs could try to gain access to the Music Hall in which Kiriolanis has his expose early this afternoon. More about this option is presented in Encounter 4.
- The PCs could travel to Kiriolanis house. He lives with his mother on Cloudcrown Hill in the artisans' district. See the appendix on Evereska for more information about the city. Finding the house of Kiriolanis isn't hard. Most residents have heard about his upcoming reading and the PCs quickly learn that he lives in the artisan's

quarter. Once there anyone can point them in the right direction.

As the PCs knock on his door, an older but still attractive eladrin woman opens it. The woman is Glynna Marudawn, Kiriolanis' mother. She looks haggard, and at first reacts curtly, wanting to know what the PCs want of her. Fans of her son Kiriolanis have been bothering them for some time, and she is also greatly worried about her son's health and strange obsessive-like behavior. PCs who succeed at a DC 15 Insight check notice that something is bothering her beyond the unexpected arrival of guests.

If the PCs introduce themselves as fans who want to talk with Kiriolanis, Glynna curtly sends them to the theater (without tickets). If they tell the truth, her demeanor changes somewhat. She hopes that the adventurers might be able to help her son. She becomes more polite (but remains distant and somewhat haughty), and invites the PCs inside to discuss matters in a more private setting.

TALKING WITH GLYNNA

Once inside, she admits that she has been worried about Kiriolanis and is afraid something bad is happening to him. She presses the PCs to find out what the problem might be, since no one in Evereska is willing to listen to her worries. When the PCs console her, or press her for information, they can learn the following:

- Kiriolanis arrived in town 4 weeks ago. At first he said he was here on a short visit to gather supplies and to consult sages. But after a week he said he would stay because he'd had a bout of poetic inspiration and felt he needed to capitalize on it.
- He locked himself in his studio and the only one he has spoken with since is his agent. He convinced his agent Tuall Flutewing to secure him a booking at the Grand Everskan Music Hall. His grand reading is later this morning.
- He has been working day and night and doesn't wish to be disturbed. Glynna has been taking care of him but the problem has been growing worse. In fact, he hasn't eaten in the last week.
- I saw some of his work and it doesn't compare to any of his earlier poems. He is an accomplished bard but not really outstanding. What he has produced recently is brilliant. The short preview of the work that he sent out caused a big stir.
- She tried to tell others of her concerns but they were dismissed as being the result of an overly

protective mother. People just want to hear what he's produced.

- Glynnna is desperate and even fears Kiriolanis might die if he goes on like this. She all but begs the PCs to find out what is consuming her son.
- If Dernan is present he weighs in by saying that he finds the predicament very curious and would love for the PCs to find out more.
- When the PCs ask if she can help them get into the reading, she mentions she has some front row tickets with backstage privileges. When the PCs promise to help her, she is more than willing to allow the PCs the use of these tickets.
- Kiriolanis is already at the theater.
- She can offer no financial rewards for the PCs help.

If the PCs want to investigate his studio refer to Encounter 5. Searching the room counts as part of the skill challenge.

ENDING THE ENCOUNTER

The logical next step is to find Kiriolanis and see what is happening to him. If they however decide to do something entirely different, consult Encounter 5 for more information. It's imperative for the pacing of the adventure that the PCs don't face all the combat encounters in one go. Try to separate the adventure and the roleplaying parts with the action of the first combat. Encounter 4 details the situation that arises if the PCs go to the theatre and watch the reading.

EXPERIENCE POINTS

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

TREASURE

There is no treasure to be found in this encounter.

COMBAT ENCOUNTER 4: THE CURTAINS FALL

ENCOUNTER LEVEL 8/10 (1650/2300 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 eladrin twilight incanter (T)
- 4 eladrin blades of winter (M)
- 1 Elwyn (eladrin bladesinger) (B)
- 2 eladrin arcane archer (A)

This encounter includes the following creatures at the high tier:

- 1 eladrin twilight incanter (level 10) (T)
- 4 eladrin blades of winter (level 9) (M)
- 1 Elwyn (eladrin bladesinger) (level 11) (B)
- 2 eladrin arcane archer (level 7) (A)

This encounter takes place when the PCs visit the expose of Kiriolanis' reading. By the time the PCs arrive there is a crowd gathering at the entrance of the theater. The eladrin and gnomes working at the theater are polite towards fellow fey, and cold and haughty to other races. All tickets have been sold out, and gaining entry is not easy. The performance starts soon, and the PCs do not have much time to gain access.

The PCs have multiple options to get inside:

- Ask Kiriolanis' mother for her tickets. She won't initially offer them, but if the PCs ask she is more than willing to give the tickets to them in return for their help (see Encounter 3).
- Peruse the black market. Ticket prices have risen significantly but a resourceful buyer can still find relatively cheap tickets. Normal tickets cost 10 gp a piece on the black market. Front row tickets go for 50 gp a piece. Finding a black market trader requires a DC 15 Streetwise check. Haggling with the trader can reduce the prices to half of the values above. This requires a DC 20 Bluff or Diplomacy check.
- It is possible to forge tickets or to sneak in. Doing so should not be easy, but allow any reasonable plan to work. The PCs should be able to attend the performance.
- Otherwise the PCs can hang around the theater, and spot Kiriolanis, Elwyn (see below) and her cronies leave through the backdoor. In that

case, you need to adjust the terrain features. Also note that by then Kiriolanis follows willingly, and any fight is certain to draw the attention of the city guards within 5 rounds, further complicating the fight. These guards detain the PCs for questioning, but as long as the PCs have not killed any eladrin and remain polite, they are released after 1 hour. At that time Kiriolanis has disappeared.

As the adventurers enter the area, read aloud or paraphrase the following:

The Evereskan Grand Music Hall is an immense building. Part tree and part artificial construction, it hangs over the side of one of the big plateaus in Evereska. The stage is placed in the heart of the tree and the audience sits dispersed in sections placed atop overhanging branches. The roof of foliage keeps the sun out, but a small, intense light is focused on the stage.

Allow the PCs time to settle down and to take necessary precautions. There is no time for the PCs to go backstage and talk with Kiriolanis. If they have front row tickets they sit in the area noted on the encounter map. Otherwise they are 12 squares removed from the stage in a separate booth connected to the central area by a staircase carved in the branches.

As the curtains open, one chair stands alone in the centre of the light. Kiriolanis sits in the chair and starts to recite his poetry.

As the reading draws to an end, a beautiful eladrin lady steps onto the stage. She wears ornate glittering chainmail and a decorated longsword. She approaches Kiriolanis and lays a hand on his shoulder. He flinches slightly but continues with his last verse. Immediately after his last word, the curtain drops and the audience erupt in a loud applause.

He has given a grand show. The eladrin female that steps on the stage is Irwanna's second in command, the bladesinger Elwyn. Her task is to escort Kiriolanis to Irwanna's hideout in the Hanging Gardens, preferably willingly, otherwise by force. At first Kiriolanis is startled and refuses to go. Kiriolanis is obviously startled by the sudden appearance of the lady. He falters only slightly, but anyone trained in Insight notices he is scared of what is going on.

A struggle ensues just as the curtains drop. Allow the PCs a Perception check to notice a small struggle is going on the stage. If the PCs don't immediately

interfere, allow the enemies a surprise round to retreat to the backstage area.

Elwyn bribed some attendants to let her and some companions in, some of whom she sends to cover the rear exit. If the PCs manage to stop them and save Kiriolanis they have a lot more information at their disposal.

FEATURES OF THE AREA

Illumination: The entire stage area is flooded in bright light. The area behind the stage is dimly illuminated with light from lanterns hanging from the ceiling.

Side wing curtains: Black curtains cover the side wings - the black lines on the map. Standing between them provides concealment, and the curtains also block line of sight into the backstage areas. Passing through the curtains costs 1 extra square of movement.

Stage curtains: A curtain covers the stage - the red line on the map. Passing through the curtains costs 1 extra square of movement. The curtains can be pulled down with a DC 15 Strength check as a standard action or moved aside with a move action. The curtain blocks line of sight and line of effect on the stage.

Stairs: There are two sets of stairs. The front stairs lead to the floor in the audience section. The curved stairs lead down into the backstage area. The audience floor lies 10 ft. lower than the stage; the back stage area lies 5 ft. lower than the stage.

Attributes in the back room: In the backstage area multiple attributes of former performances are kept. They are scattered around the room and provide cover or are general obstacles.

- **Flame wall:** Is a rice paper wall from a Shou piece. Attacking through it gives concealment but it is torn after the first melee attack.
- **Statue and coffin:** These were used as props in a show last week. Both are made out of wood and can be used for cover. Jumping on top of the coffin will collapse it. Both are blocking terrain.
- **Double doors and hallways:** These both lead to the exit of the Music Hall. Elwyn and her thugs will try to escape through these with Kiriolanis.

TACTICS

The enemies' tactics are focused on snatching Kiriolanis and getting out. Elwyn forces Kiriolanis to one of the doors and hand him off to one of the arcane archers to escort out.

She covers their retreat, trying her best to discourage PCs from following them. She uses *crippling strike* on a melee type of PC, and *wyvern strike* on a really annoying range caster type. Elwyn keeps her *fey step* in reserve to get out of a tight spot. Elwyn is better trained than a normal bladesinger, so she has an Acrobatics modifier of +15.

The twilight incanter uses *blinding* and *teleporting bolt* to disrupt any organized offense the PCs might bring to bear.

The arcane archers provide general fire support and focus on any ranged combatant, trying to bring them down quickly.

The minions are bribed audience attendants who help Elwyn by getting in the way or hitting someone. None of the minions fight to the death; neither do any of the other eladrins. Nor do they kill any of the PCs, choosing to knock them down instead. As soon as Elwyn is down and they see no chance of winning or escaping, they surrender. Elwyn fights to the death since she is fiercely devoted to her master.

Kiriolanis is really scared once combat ensues and tries to run from both the PCs and their adversaries. At the start of his turn roll a saving throw; if he succeeds, he escapes from his current captors and takes a single move (6 squares) away from them. The enemy takes no opportunity attacks on him out of fear of hurting him.

PCs can calm him. This is a skill challenge with Diplomacy and Bluff as primary skills (DC 14/15). Allow the PCs to engage in this as a minor action, shouting while they try to protect him, etc. Each success ensures that Kiriolanis stays in one spot if he is free, or runs towards that PC when he frees himself. At the same time the eladrin try to influence Kiriolanis in a similar manner, creating a tug-of-war with successes first removing successes from the opposition. The side that scores 4 successes first wins. **Note:** the minions are not aware of Kiriolanis' import, and they do **not** involve themselves in this tug-of-war!

Once Kiriolanis is taken out of the theater through the backdoor, the PCs have 3 rounds to catch up. If after 3 rounds no PC has made it outside, Kiriolanis and his escort disappear in the city - see Encounter 5 for more details.

Note that Elwyn's *pelaurem armor* provides her with the following power:

Resist 5 fire, 5 radiant

SCALING THE ENCOUNTER

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

Four PCs: Lower the eladrins' levels by one except for the minions. This gives them a -1 to all defenses and

to hit rolls. The twilight incanter and the bladesinger lose 8 hit points and the arcane archers lose 6 hit points.

Six PCs: Add one eladrin twilight incanter.

ENDING THE ENCOUNTER

At the end of the fight there are several possible outcomes. The PCs either saved Kiriolanis or didn't, and captured Elwyn alive or didn't. The other eladrin know nothing worthwhile - they were tricked into aiding Elwyn and believe the PCs are criminals and they innocent. Depending on the outcome, the PCs have different angles to approach the skill challenge in Encounter 5.

Provided the PCs didn't burn down the music hall or did not kill any innocent bystanders, no real trouble with the authorities ensues. The PCs are allowed to tell their story, which multiple people from the audience attest too if the PCs speak the truth. They are allowed to question their captives, but only in a civilized manner, and the captives are sent on their way afterwards. If they tell of their mission and ask for help, the watch wishes them good luck but thinks their tale is too farfetched to be taken seriously.

Troubleshooting

If the PCs for whatever reason don't turn up at the music hall or fail to stop the kidnapping, Kiriolanis is taken. The PCs miss a valuable source of information. During their search in Encounter 5, rumor quickly spreads that an eladrin woman bladesinger abducted Kiriolanis.

After returning Kiriolanis to the drop off in the gardens, Elwyn and her thugs are sent to rough up the PCs and make sure they don't stick their noses into business not meant for them. Stage their attack somewhere in a deserted alley during the investigation in Encounter 5.

EXPERIENCE POINTS

Defeating all the enemies earns the PCs 330 / 460 xp per PC.

TREASURE

On the bodies of the eladrin the PCs find 30 / 40 gp per PC. Elwyn's armor is a suit of *pelaurum armor* +2.

ENCOUNTER 4: THE CURTAINS FALL (LOW LEVEL)

Eladrin Twilight Incanter	Level 8 Controller
Medium fey humanoid	XP 350
Initiative +7 Senses Perception +5; low-light vision	
HP 82; Bloodied 41	
AC 22; Fortitude 19, Reflex 21, Will 21	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Spear (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 1 damage, and the target is slowed until the end of the eladrin twilight incanter's next turn.	
R Binding Bolt (standard; at-will)	
Ranged 10; +12 vs. Reflex; 1d8 + 3 damage, and the target is immobilized until the end of the eladrin twilight incanter's next turn.	
R Teleporting Bolt (standard; at-will) ♦ Teleportation	
Ranged 10; +12 vs. Reflex; 1d8 + 2 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe place.	
C Dazzling Blast (standard; recharge 5-6) ♦ Radiant	
Close blast 3; +9 vs. Will; 2d6 + 3 radiant damage, and the target is blinded until the end of the eladrin twilight incanter's next turn.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin twilight incanter can teleport 5 squares.	
Alignment Any	Languages Common, Elven
Skills Arcana +16, History +16, Nature +10	
Str 12 (+5)	Dex 16 (+7)
Con 10 (+4)	Int 20 (+9)
Wis 12 (+5)	Cha 16 (+7)
Equipment robes, spear	

Eladrin Blade of Winter	Level 7 Minion
Medium fey humanoid	XP 75
Initiative +6 Senses Perception +4; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 21; Fortitude 19, Reflex 19, Will 18	
Resist 5 cold	
Speed 6 (ice walk)	
m Longsword (standard; at-will) ♦ Weapon	
+12 vs. AC; 4 damage.	
Wintry Wounding	
A blade of winter's basic attack deals 1 extra point of cold damage for each blade of night adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation	
The blade of winter can teleport 5 squares.	
Alignment Unaligned	Languages Common, Elven
Str 16 (+6)	Dex 16 (+6)
Con 14 (+5)	Int 10 (+3)
Wis 12 (+4)	Cha 15 (+5)
Equipment Longsword	

Eladrin Bladesinger	Level 11 Skirmisher
Medium fey humanoid	XP 600
Initiative +12 Senses Perception +6; low-light vision	
HP 114; Bloodied 57	
AC 25; Fortitude 23, Reflex 24, Will 23	
Saving Throws +5 against charm effects	
Speed 8; see also <i>wyvern strike</i>	
m Brilliant Blade (standard; at-will) ♦ Radiant, Weapon	
+16 vs. AC; 2d8 + 3 damage radiant damage, and the target takes a -3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn.	
M Crippling Strike (standard; encounter) ♦ Weapon	
The eladrin bladesinger shifts 3 squares before and after making the attack. +14 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> : The target is slowed (save ends).	
M Dance of Brilliance (standard; at-will) ♦ Radiant, Weapon	
+16 vs. AC; 1d8 + 4 radiant damage, and the eladrin bladesinger shifts 3 squares and uses <i>brilliant blade</i> against a different target.	
M Wyvern Strike (standard; encounter) ♦ Poison, Weapon	
The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack: +14 vs. Fortitude; 1d8 + 4 damage, and ongoing 10 poison damage (save ends).	
Combat Shift (minor; requires combat advantage against a target adjacent to the eladrin bladesinger; at-will)	
The bladesinger shifts 1 square to a space adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin bladesinger teleports 5 squares.	
Alignment Unaligned	Languages Common, Elven
Str 13 (+6)	Dex 21 (+10)
Con 18 (+9)	Int 15 (+7)
Wis 13 (+6)	Cha 18 (+9)
Equipment chainmail, longsword	

Eladrin Arcane Archer	Level 5 Artillery
Medium fey humanoid	XP 200
Initiative +6 Senses Perception +7; low-light vision	
HP 51; Bloodied 25	
AC 17; Fortitude 16, Reflex 18, Will 16	
Saving Throws +5 against charm effects	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d6 + 4 damage.	
r Scorching Arrow (standard; at-will) ♦ Fire, Weapon	
Ranged 20/40; +10 vs. AC or Reflex (whichever is lower); 1d10 damage plus 1d6 fire damage. <i>Effect</i> : The eladrin arcane archer makes the attack against the same target or a different one.	
A Eldritch Burst (standard; recharge 4-6) ♦ Force	
Area burst 1 within 20; +10 vs. Fortitude; 1d10 + 5 force damage, and the target is knocked prone.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin arcane archer teleports 5 squares.	
Alignment Unaligned	Languages Common, Elven
Str 12 (+3)	Dex 18 (+6)
Con 15 (+4)	Int 17 (+5)
Wis 11 (+2)	Cha 15 (+4)
Equipment chainmail, longbow, 2 short swords	

ENCOUNTER 4: THE CURTAINS FALL (HIGH LEVEL)

Eladrin Twilight Incanter (level 10)	Level 10 Controller
Medium fey humanoid	XP 500
Initiative +8 Senses Perception +6; low-light vision	
HP 98; Bloodied 49	
AC 24; Fortitude 21, Reflex 23, Will 23	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Spear (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d8 + 2 damage, and the target is slowed until the end of the eladrin twilight incanter's next turn.	
R Binding Bolt (standard; at-will)	
Ranged 10; +14 vs. Reflex; 1d8 + 4 damage, and the target is immobilized until the end of the eladrin twilight incanter's next turn.	
R Teleporting Bolt (standard; at-will) ♦ Teleportation	
Ranged 10; +14 vs. Reflex; 1d8 + 3 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe place.	
C Dazzling Blast (standard; recharge 5-6) ♦ Radiant	
Close blast 3; +11 vs. Will; 2d6 + 4 radiant damage, and the target is blinded until the end of the eladrin twilight incanter's next turn.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin twilight incanter can teleport 5 squares.	
Alignment Any Languages Common, Elven	
Skills Arcana +17, History +17, Nature +11	
Str 12 (+6)	Dex 16 (+8) Wis 12 (+6)
Con 10 (+5)	Int 20 (+10) Cha 16 (+8)
Equipment robes, spear	

Eladrin Blade of Night (level 9)	Level 9 Minion
Medium fey humanoid	XP 100
Initiative +7 Senses Perception +5; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 21, Reflex 21, Will 20	
Resist 5 cold	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+14 vs. AC; 4 damage.	
Wintry Wounding	
A blade of winter's basic attack deals 1 extra point of cold damage for each blade of night adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin blade of night can teleport 5 squares.	
Alignment Unaligned Languages Common, Elven	
Str 16 (+7)	Dex 16 (+7) Wis 12 (+5)
Con 14 (+6)	Int 10 (+4) Cha 15 (+6)
Equipment Longsword	

Eladrin Bladesinger (level 13)	Level 13 Skirmisher
Medium fey humanoid	XP 800
Initiative +13 Senses Perception +7; low-light vision	
HP 130; Bloodied 65	
AC 27; Fortitude 25, Reflex 26, Will 25	
Saving Throws +5 against charm effects	
Speed 8; see also <i>wyvern strike</i>	
m Brilliant Blade (standard; at-will) ♦ Radiant, Weapon	
+18 vs. AC; 2d8 + 4 damage radiant damage, and the target takes a -3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn.	
M Crippling Strike (standard; encounter) ♦ Weapon	
The eladrin bladesinger shifts 3 squares before and after making the attack. +16 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> : The target is slowed (save ends).	
M Dance of Brilliance (standard; at-will) ♦ Radiant, Weapon	
+18 vs. AC; 1d8 + 5 radiant damage, and the eladrin bladesinger shifts 3 squares and uses <i>brilliant blade</i> against a different target.	
M Wyvern Strike (standard; encounter) ♦ Poison, Weapon	
The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack: +16 vs. Fortitude; 1d8 + 5 damage, and ongoing 10 poison damage (save ends).	
Combat Shift (minor; requires combat advantage against a target adjacent to the eladrin bladesinger; at-will)	
The bladesinger shifts 1 square to a space adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin bladesinger teleports 5 squares.	
Alignment Unaligned Languages Common, Elven	
Str 13 (+7)	Dex 21 (+11) Wis 13 (+7)
Con 18 (+10)	Int 15 (+8) Cha 18 (+10)
Equipment chainmail, longsword	

Eladrin Arcane Archer (level 7)	Level 7 Artillery
Medium fey humanoid	XP 300
Initiative +7 Senses Perception +8; low-light vision	
HP 63; Bloodied 31	
AC 19; Fortitude 18, Reflex 20, Will 18	
Saving Throws +5 against charm effects	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d6 + 5 damage.	
r Scorching Arrow (standard; at-will) ♦ Fire, Weapon	
Ranged 20/40; +12 vs. AC or Reflex (whichever is lower); 1d10 + 1 damage plus 1d6 fire damage. <i>Effect</i> : The eladrin arcane archer makes the attack against the same target or a different one.	
A Eldritch Burst (standard; recharge 4 5 6) ♦ Force	
Area burst 1 within 20; +12 vs. Fortitude; 1d10 + 6 force damage, and the target is knocked prone.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin arcane archer teleports 5 squares.	
Alignment Unaligned Languages Common, Elven	
Str 12 (+4)	Dex 18 (+7) Wis 11 (+3)
Con 15 (+5)	Int 17 (+6) Cha 15 (+5)
Equipment chainmail, longbow, 2 short swords	

ENCOUNTER 4: THE CURTAINS FALL MAP

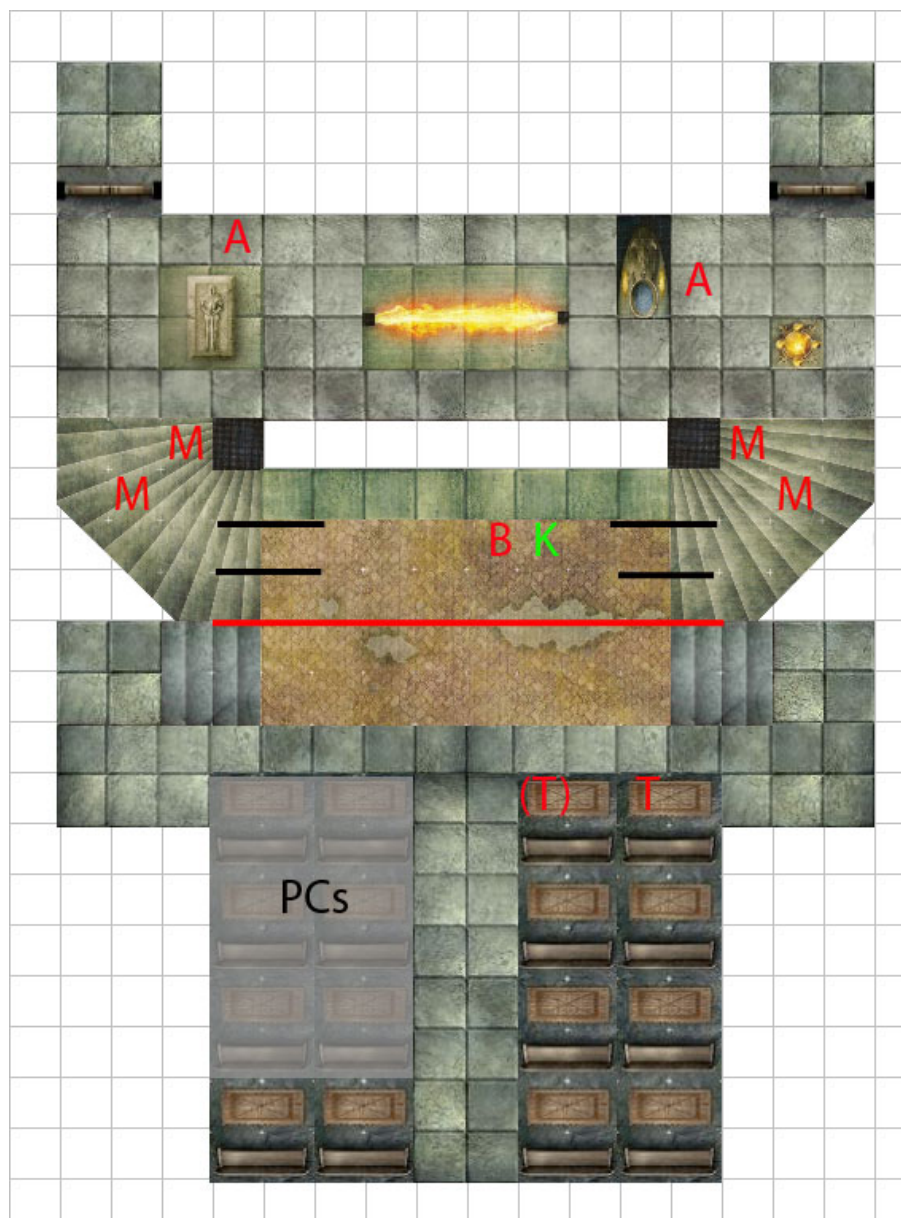
TILE SETS NEEDED

DT1: Dungeon Tiles

DT2: Arcane Corridors

DT3: Hidden Crypts

DT7: Fane of the Forgotten Gods



ENCOUNTER 5: GETTING TO THE BOTTOM

SKILL CHALLENGE LEVEL 8/10, COMPLEXITY 3 (1050/1500 XP)

This skill challenge is a bit different than normal. The PCs won't earn any successes or defeats with skill checks, but they might find or miss clues depending on their results.

The idea behind the challenge is for the PCs to find out what is happening to Kiriolanis and how to solve the problem permanently. They need the information to find Irwana, to defeat her permanently and to rescue Kiriolanis' life.

This skill challenge is written open-ended and should be run that way. The players have the objective of finding out what is happening to Kiriolanis, and they go about it in any way they deem necessary.

Below, all the clues are summarized including the scene where it is most appropriate for the PCs to find that clue. Feel free to adjust any of the scenes to allow for clever thinking on the part of the PCs. Reward automatic successes were appropriate. Don't be afraid to ask for more checks than strictly necessary as long as the skill challenge is fun for the players. Whenever the players seem stuck try to give them subtle hints.

The scenes below are in no particular order but provide a guideline for the skill challenge.

Goal: The PCs must gather clues about Kiriolanis' current situation and a means to remedy it.

Complexity: 3; special, see above.

Primary Skills: See specific scenes.

Other Skills: See specific scenes.

Victory: The PCs find the necessary clues and manage to piece together what is happening with Kiriolanis.

Defeat: The PCs find a limited number of clues and only have a minimal understanding of what is going on with Kiriolanis.

Knowledge Checks: Basic knowledge checks outside the mentioned scenes should not remove the need for doing the necessary legwork, especially at the start of the challenge. Without actually observing a monster at work, narrowing down the potential candidates take much more work than a single die roll. Still, if the PCs acquire enough minor clues outside the library, you can allow trained characters to make the necessary knowledge skill checks outside the specific scenes if you are pressed for time or your players prefer a more combat orientated game.

MAJOR CLUES

These clues are critical for the PCs to solve the mystery. These should be given out for a successful check in an appropriate scene. A failed check does not lose the PCs a clue but doesn't give them any extra information, either. These are considered successes towards the skill challenge.

MINOR CLUES

These clues are not critical for the PCs to solve the mystery, instead helping the PCs focus on the bigger picture. Like with major clues, these should be given out for a successful check in an appropriate scene. Success provides bonuses on checks to acquire major clues later on. A failed check does not lose the PCs a clue but doesn't give them any extra information, either.

SCENE 1: KIRIOLANIS' HOUSE

Kiriolanis' studio is a mess. Paper lies strewn everywhere, plates with stale food are scattered here and there, and an unpleasant dank smell permeates the air.

Primary Skills: Insight, Perception

The state of the room shows that Kiriolanis has been working obsessively for some time. Glynna, his mother, confirms as much. She also mentions that at first she tried to clean up after her wayward son, but he reacted furiously and she had to give up. She knows that such behavior is not unusual for artists, but her son never acted such in such a way before.

If the PCs ask Glynna about older work by her son, she directs them to the local library. Kiriolanis recently destroyed all older work in the house only days after he became so obsessive.

Insight 14/15 (0 successes)

The PCs realize Glynna seems sad about this. If the PCs ask, she says that her son destroyed a small book with poems that was a gift to her and her late husband. All that remains are the cover and ashes. The PC can restore the book with a Make Whole ritual, which costs 5 gp (a price Glynna gladly pays). It allows the PCs to study Kiriolanis' older work without going to the library. If this book is studied, a second DC 14/15 Insight check reveals it is of decent quality but definitely not exceptional. The difference with his current work is very big indeed.

Only two PCs can examine Kiriolanis' discarded work at the same time. Closely examining the work takes about

15 minutes for the first check, each additional check requires 1 more hour of study, effectively limiting the number of checks the PCs can make. The results of these checks do not provide successes, but they do help identifying what is going on later on in the library.

Insight DC 19/20 (0 successes)

It does not take much time or skill to recognize that the discarded work on the floor is of great quality; even one not gifted with words can see that. If a PC takes the time to study the poetry and succeeds at the Insight check that character notes a few minor flaws that seem strangely out of place. These minor peculiar flaws cannot be found in Kiriolanis' older work.

The new work does contain some telltale signs that it is indeed Kiriolanis work and not that of somebody else (requires access to older work). Fraud seems unlikely.

Perception DC 19/20 (0 successes)

Rummaging through the torn out pages of his scrapbook the PCs find a piece about Kiriolanis' muse and the source of his inspiration. Kiriolanis talks about his muse and how she is both his salvation and his doom.

SCENE 2: KIRIOLANIS

Kiriolanis looks at you with dark hollow eyes. His body looks frail but he seems to be able to answer some questions. His attention drifts to and fro and he sometimes falls asleep for a second.

Kiriolanis is in an abysmal condition. He has thinned significantly over the past few weeks and is but a shade of his former self. His arms and legs are thin as straws and his hair is a knotted curly mess.

His voice is raspy and the exertion of the expose clearly shows through. Talking is difficult for him and he pauses a lot between sentences. Try to convene his predicament to the players don't turn this into a drag.

If the PCs manage to save Kiriolanis in Encounter 4, they can question him. He can relate the following:

- He has been working like a mad man for the past three weeks. He had a bout of inspiration after talking to a woman in the Floating Gardens and immediately got down to work.
- He met the eladrin woman, Irwana, once more in the gardens. They walked for a bit and talked about his poems. They walked through the wilder parts of the floating gardens and Kiriolanis slipped, banging his head on a rock.

He lost consciousness for a second but felt fine afterwards.

- Everything else seemed less important from that moment on. He genuinely forgot to send a message to Lady Moonfire.
- Working day and night has sapped his strength, and he feels that he is getting weaker every day.
- He has not made any deal of any kind that involves his talent for poetry.

Primary Skills: Heal

Heal DC 14/15 (0 successes; 3 maximum)

Heal can be used to ascertain Kiriolanis' condition and think of possible reasons. A first success reveals that Kiriolanis doesn't have any diseases. Except for exhaustion, dehydration and lack of nutrition, his condition should not be fatal. A second success reveals that his condition is very bad. If he continues on like this for more than a few days he is going to die. The third success reveals that the seriousness of his condition is strange. It would take more than four weeks to lose this amount of weight.

Heal DC 19/20 (trained only; 1 success)

Once the PCs have extensively examined him and realize he is dying, a fourth Heal check by a trained healer reveals that it almost looks like something has been sapping his life force.

SCENE 3: QUESTIONING ELWYN

In front of you lies a tall slender female eladrin with long steep white hair and deep green eyes. Her almost porcelain like white skin is blemished with cuts and bruises, a testament to your violent struggle with her just moments before. She looks defiantly at you.

Of those involved in Kiriolanis' kidnap attempt, the bladesinger Elwyn is the only one who knows anything of worth. When questioned, she starts using the name and ranking routine: Elwyn Adark, bladesinger in the Long Watch (a unit dedicated to protect the city beyond its protected vale).

Elwyn is a proud arrogant warrior who despises non-eladrin and wants to keep the city closed from outsiders, citing the in her eyes disastrous alliance with Netheril as an example of why such alliances are a threat to the security of Evereska. She is acting on orders of Irwana, a government official, and she is convinced Kiriolanis is a former spy for Evereska who is hunted by enemies of Evereska. In her eyes, the PCs are agents of these enemies (most likely Netheril). Elwyn does **not**

know Irwana's interest in Kiriolanis is of a much more personal nature, let alone that she is an undead or an agent of Netheril. Once convinced that she has been duped, or when suitably bullied she reveals the following:

- She is working on orders from Irwana, an Evereskan spymaster with whom she has worked before.
- Irwana told her that Kiriolanis is a retired Evereskan spy (untrue) and that enemy agents are going to assassinate Kiriolanis. His recent public appearance has drawn unwanted attention. Irwana ordered her to take Kiriolanis with her whether by free will or force. Irwana feared the recent attention ruined any good sense Kiriolanis might have had.
- She has never seen Irwana's face, meeting her in secret in the Floating Gardens at midnight. Each time the location is different, but always in the wilder less frequently visited areas. She was supposed to bring Kiriolanis to her home for the remainder of the day and bring him to Floating Pool early that night.

Bluff or Diplomacy DC 19/20 (1 success)

The use of these skills help convince Elwyn to talk through subtle methods by for example making sure Elwyn believes that the PCs are not Netheril agents or that she has been duped.

Insight DC 19/20 (0 successes)

Elwyn appears to be magically influenced. While the influence is subtle, the fact can be used to help realize Elwyn has been duped and convince her of that fact. Using the knowledge provides a +2 bonus on consequential Bluff and Diplomacy checks,

Intimidate DC 19/20 (1 success)

Forcing Elwyn to talk through the use of threats.

SCENE 4: THE GRAND LIBRARY

Evereska is known for its large arcane and divine library. Entering the building an air of serenity and calm wafts from the walls and rows of book stacks. In small alcoves eladrin are studying large books or objects.

Primary Skills: Arcana, History, Insight, Perception, Religion, Streetwise.

Other Skills: Diplomacy.

When entering the library an elderly male eladrin approaches the PCs. He introduces himself as Erowan Salithius. He has been working here for ages and is a bit prejudiced against all the new and hasty people from the outside. He is polite and willing to help out, but he is not quick and he can work on the nerves of the PCs. Without his aide though the PCs are not allowed to enter the library.

Erowan is an avid lover of poetry so If the PCs convince them they are trying to help Kiriolanis he is willing to go that extra mile and help the PCs acquire even the hard to get books.

Diplomacy DC 14/15 (0 successes; 1 maximum)

The eladrin keeper of the library can be convinced that the PCs are in a hurry. A successful Diplomacy check yields them a +2 bonus on subsequent History checks.

The library is a place of great knowledge. Information on just about any subject can be found here. The library keeps an excellent selection of books detailing the history of arts and crafts. Each check requires about 1 hour of research. In addition, the library contains samples of Kiriolanis' old and new work.

Arcana DC 14/15 (1 success)

Assuming the PCs learned about the flaws in Kiriolanis' work (see Scene 1 and the Insight check below), the fact that something is draining his life force and he is unaware of making any deal of any kind (see Scene 2), they can investigate the nature of deals with devils and magical curses. A successful check reveals that it is unlikely to be either.

In case of a deal with a devil, it is rarely the quality of the work that becomes better. It is just that somehow people appreciate it more. Devils also do not drain their victims of energy. They tend to kill them through accidents, murder or by driving them mad. Possessions by devils or demons also seem unlikely, first of all, Kiriolanis does not contain any trace of such a possession, and more importantly, art created under such vile influence is always similarly vile and corrupt.

Curses on the other hand rarely have any influence at all on either the quality of the art or how it is received. In fact, if there is any influence they tend to have the opposite effect. The draining effect on the other hand does happen with curses, although it often reveals itself in a more poetic visible effect than what appears to be the case with Kiriolanis.

History DC 14/15 (1 success)

There are multiple stories of famous “one-day” artists. Most of them were average artists who produced a work of exceptional quality just before they died. In most cases there is no proof of any magical tampering – sometimes obsessive artists work themselves to death. In a few cases though outside influence proved to be behind the sudden increase of quality and the death from the mundane (fraud) to the supernatural (deals with devils, curses, possessions).

Insight DC 14/15 (0 successes)

A record of Kiriolanis’ prior work is stored in the library. It is of decent quality but definitely not exceptional. The difference with his current work is very big indeed. Mere insanity cannot explain the increase in quality. The new work also contains some telltale signs that it is indeed Kiriolanis work and not that of somebody else. Fraud seems unlikely.

Insight DC 19/20 (0 successes)

In his previous work, Kiriolanis makes reference to his newfound inspiration and the toll she seems to be taking on his body. Unable to break free, he continues to press himself to continue before the end comes. His work also contains a couple of subtle minor flaws that in itself are not detracting from the quality, but appear to be really odd compared to the overall quality of the work.

Religion DC 14/15 (0 successes)

There are specific creatures that drain energy from people. Most notorious amongst them are wights, vampires and spectres. The effects appear to be similar to what is happening to Kiriolanis, although when such spirits attack the living the effects are usually much quicker and they also do not influence their victims’ skills. Still, undead are a likely candidate. If the PCs want more information on those creatures, they are directed to the Temple of Sune, priestess Audreena to be precise.

SCENE 5: THE TEMPLE OF SUNE

The temple gardens in the Temple of Sune are a place eladrin gather to talk about culture and religion. It is clearly designed to facilitate such discussions and at the same time please the eyes.

Most of the discussions taking place are of a philosophical nature, and of little interest for the current mystery. If the PCs want to discuss the work of Kiriolanis or history they are directed to the Grand Library. On the other hand, if they show an interest in

undead, possessions and dark curses they are brought to Audreena of Sune.

Audreena is an ancient female eladrin with long thinning white hair and deep blue sad eyes. She is an expert on undead lore and the Shadowfell. She still avidly remembers how a Tomb Guard made the return of the Netherese possible. The experience made her cautious, and before she is willing to discuss the matter at hand, and allows the PCs to check the temple’s library, she wants to know why. The truth serves best, and no check is required to acquire her aide. Once gained, it allows the PCs to

Religion DC -/- (automatic when discussing with Audreena; 0 successes)

There are specific creatures that drain energy from people. Most notorious amongst them are wights, vampires and spirits. The effects appear to be similar to what is happening to Kiriolanis, although when such spirits attack the living the effects are usually much quicker and they also do not influence their victims’ skills.

Religion DC 14/15 (1 success)

Assuming the PCs can tell Audreena about Kiriolanis’ condition and the peculiarities about his work they can with her help do additional research. If the PCs have not examined Kiriolanis OR never found the hidden clues in his work, they suffer a -2 penalty on this check. If the PCs do not have either, they cannot learn this information at all. There just are not enough clues to differentiate between the various potential candidates.

There are specific vampires known to inspire people to great deeds, sapping their life energy in the process. These undead are called vampire muses. Once this is learned, it opens up the Religion checks described below (standard knowledge check results according to the monster descriptions).

Religion DC 20 (1 success)

A vampire muse has an eladrin-like guise of such stunning reality that most mortals do not suspect it is undead. Vampire muses hail from the Feywild and are renowned for stimulating creativity in artists. These gifts come at a price, however. While the muse inspires an artist to great heights of creativity, it steals away the artist’s blood. An artist working with a vampire muse might achieve renown for epic poems, songs, or paintings, but he or she tends to die soon afterward, a gaunt and hollow-eyed husk.

They prefer to lair in the wilderness, especially in abandoned temples.

Religion DC 25 (1 success)

Vampire muses are said to truly value the relationship they develop with the mortal they are inspiring. However, they equally value the blood they slowly steal. A vampire muse places this blood in an ornate cauldron in a hidden lair. This blood is the ultimate source of the vampire's power, and it acts like a lich's phylactery, restoring the creature to undeath even after its body has been destroyed. Only finding its blood cauldron and destroying the object can permanently eliminate a vampire muse.

Finding the blood cauldron of a vampire muse is a difficult task. The cauldron forms a specific connection between itself and the victim of the vampire muse. Detecting this link can be done with a DC 14/15 Arcana or Religion skill check (see Encounter 7) - a ritual Audreana can teach to the PCs. The link connects at the persons' heart and must be traced from there.

SCENE 6: WORKING THE NEIGHBORHOOD

The entrance to the Floating Gardens is busy place. A few stalls cater to the hungry and thirsty and guides offer guided tours of the gardens.

Primary Skills: Streetwise

Other Skills: Bluff, Diplomacy

If the PCs come here and ask around they are quickly sent to a park official named Karuwon. Karuwon is a stern man who greatly dislikes people bothering those visiting his gardens. It takes some time to convince him of the PCs' good intentions, and if the PCs fail, he is likely to call the authorities. Once befriended though, he can tell the PCs about the garden and might even give them a tour, for more information see Appendix 1.

If the PCs ask about a wilder part in the gardens, preferably near an old ruin, they are directed to the old abandoned shrine of Eldath (a forgotten goddess of pools, glens and peace). This happens to be also the region in which the odd incident happened described under Streetwise below.

Note that the PCs might investigate the Floating Pool, a local landmark in the shape of a pool on top of a small earth mote. There is nothing special here. Irwana is not foolish enough to lead her underlings towards her lair.

Bluff or Diplomacy (0 successes)

Convincing the locals that you are investigating what is happening to Kiriolanis out of concern and not for some kind of other base motivation makes them a lot more eager to talk. This is especially important for

monstrous races, including drow and shadar-kai. A successful check provides a +2 bonus on that groups next Streetwise check,

Streetwise DC 14/15 (1 success)

Each check takes about 1 hour and reveals the following facts:

- Kiriolanis frequently walked in the Floating Gardens for inspiration. The area calmed him and he always talked to the people there.
- People there haven't seen him in three weeks. He just suddenly dropped out of sight.
- Some patrons saw him with a beautiful, mysterious woman in the garden. He met her in the garden and they walked together. He never told anyone who she was.
- There was this bizarre incident when they walked in the wilder parts of the gardens and Kiriolanis slipped and banged his head. He looked pale and shaken, but he looked all right a short time afterward.

ENDING THE ENCOUNTER

Whether or not the PCs fail the challenge they should be aware that they should act tonight. They know the vampire muse, Irwana, is somewhere in the garden and they should go find her.

Depending on how successful they were, they know the exact location, or at least the general whereabouts of Irwana.

Most clues above form a coherent picture and should enable the PCs to solve the mystery. If the players however are unable to connect the dots give them some hints and allow them to roll some insight checks to figure it out.

Success: The PCs successfully find the clues and manage to piece together what is happening with Kiriolanis.

Failure: The PCs find a small number of clues and only have a minimal understanding of what is going on with Kiriolanis.

TROUBLESHOOTING

It is possible the PCs for whatever reason just run off towards the garden, especially after having talked with Elwyn. They can run around in them for hours, possibly narrowing the location of Irwana's lair down to the abandoned shrine of Eldath by talking to the visitors. During daytime Irwana does not show herself, and it is hard to find her lair if the PCs have no idea what they are looking for (which requires research into what they are dealing with). If the PCs wait at the gardens for

nightfall (especially if they did not manage to rescue Kiriolanis), they can certainly ambush or be ambushed by Irwana and her underlings. In that case they can kill Irwana, but without the knowledge of the cauldron, or the ritual to find it, saving Kiriolanis might be impossible – see Encounter 7.

EXPERIENCE POINTS

Successfully gathering the clues about Kiriolanis and Irwana gains the PCs 210 / 300 xp each.

TREASURE

There is no treasure in this part of the adventure.

ENCOUNTER 6: FINAL

SHOWDOWN AT THE GARDENS

ENCOUNTER LEVEL 10/12 (2500/3600 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Irwana (vampire muse) (I)
- 2 spriggan giantsouls (level 9) (G)
- 2 spriggan thorns (level 8) (T)

This encounter includes the following creatures at the high tier:

- 1 Irwana (vampire muse) (level 12) (I)
- 2 spriggan giantsouls (level 11) (G)
- 2 spriggan thorns (level 10) (T)

The PCs have tracked down Irwana and she and her minions try to vanquish the PCs once and for all. Irwana has been hiding in a small cave next to a deserted shrine of Eldath.

The text below assumes the players have found the general area of the hideout by succeeding in the skill challenge. If the PCs stumble upon the temple as part of their ongoing search adjust the text accordingly.

You have made your way to a rarely visited part of the Floating Gardens of Aerdrie Faenya. The path abruptly ends in a heavy thorn bush. A heavily overgrown tumbled-down shrine stands in the middle of a small clearing, flanked by more thorn bushes and a small rock outcropping behind it. It is eerily silent and even the wind has died down.

Let the PCs explore for a bit and when they are a bit scattered around or are closing in on the cave entrance (only open and visible during the night) the thorns attack. PCs with a passive Perception of 22/23 notice the spriggans hiding in the thorn bushes.

Suddenly something stirs in the thorn bushes. From both sides of the clearing two small green creatures emerge from the bushes, both wearing blood red caps. Suddenly the winds howls and an eerie laughter is heard from nearby.

FEATURES OF THE AREA

Illumination: A weak moon is in the sky and the glow of the city and the stars provide some light. The entire area is in dim light unless the PCs bring a light source of their own.

Thorn bushes: These heavy thorn bushes are difficult terrain for small creatures and impassable terrain for medium and bigger creatures. They provide superior cover to anyone behind or in them. These bushes are extremely sharp any creature being force moved into them is subject to an attack: +10 vs. Ref; 2d6 + 5 and immobilized (save ends).

Tumbled-down shrine (stone circle): This small shrine is dedicated to the forgotten goddess Eldath and is in heavy disrepair. Any monster or PC starting its turn here must make a saving throw. On a failed save, part of the building collapses dealing 2d8 + 5 damage and slowing the PC until the end of their next turn. NPCs or PCs being forced moved into the temple must make the save immediately. Once collapsed, the area becomes difficult terrain, and the risk for another collapse is gone.

Stone, bushes and graves: These are all small irregular features of the terrain, hindering movement. These are considered difficult terrain and cost 2 squares of movement to cross.

Rock wall: This 20 ft. high steep wall can be climbed with a 15 athletics check. However the peculiar nature of gravity in Evereska also allows a PC to ascend the wall at full speed without an Athletics check. It requires bare hands and feet though, which might require the characters to remove gloves and/or shoes first.

TACTICS

Irwana tries to stay out of the thick of combat as long as possible. She makes use of her *fey leap* to escape from a PC or to reposition herself. She opens combat with *song of lovers parted* and tries to maintain it through the entire combat, pushing PCs around and triggering the *mark of thorns* of the spriggans as much as possible. Irwana tries to dominate the most opportune PC every turn; mostly this will be a leader or ranged attacker. She tries to bring down one PC at a time with the help of her dominated target.

The spriggan giantsouls wade into combat and start slamming on a nearby PC. The giantsouls work in tag teams with a thorn and try to single out the defenders first. Giantsouls use their *surprise slam* to cover a thorn when needed.

The thorns engage in an elaborate scheme to make the most of their *mark of thorns*. They mark the enemy

that is focusing on the other thorn, ensuring that PC have to go to great lengths to attack the other thorn. The pairs of a thorn and a giantsoul try to force the PC into staying and taking the mark damage. The thorns use *drowsing puncture* when they have combat advantage to ensure the attack hits.

Both Irwana and the spriggans fight to the death, Irwana because she is sure she comes back anyway and the spriggans because of their loyalty to Irwana.

Be aware that a dominated PC is still an ally of his normal adventuring party and not for the monsters. The full effect of the *mark of thorns* remains in effect.

One of the spriggan thorns has a *vengeful weapon*, which gives him the following additional power:

Vengeful Weapon (free, when an attack hits a bloodied ally within 10 squares of the spriggan thorn; encounter) ♦ **Weapon**
The spriggan thorn gains a +2 power bonus to attack rolls and +1d10 on damage rolls against the attacker until the end of its next turn.

SCALING THE ENCOUNTER

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

Four PCs: Remove one spriggan giantsoul.

Six PCs: Add one spriggan giantsoul.

ENDING THE ENCOUNTER

When the PCs defeat Irwana and find out about the cauldron, they can search for it and destroy it. If the PCs have no idea what Irwana exactly is, they can still destroy her, but Kiriolanis dies in the end, leaving them clueless as to what happened to him. The possible conclusions of the adventure are described in the next encounter.

EXPERIENCE POINTS

Defeating or fending off Irwana and her minions earns the PCs 500 / 720 xp each.

TREASURE

Irwana and the spriggans have no monetary treasure, however one of the thorns has a *vengeful weapon* +2 and one of the giantsouls wears *dwarven greaves*.

ENCOUNTER 6: FINAL SHOWDOWN STATISTICS (LOW LEVEL)

Vampire Muse	Level 10 Elite Controller
Medium fey humanoid (undead)	XP 1,000
Initiative +9 Senses Perception +13; darkvision	
HP 210; Bloodied 105; see also <i>indestructible</i>	
AC 26; Fortitude 23, Reflex 24, Will 25	
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant	
Saving Throws +2	
Speed 6; see also <i>fey leap</i>	
Action points 1	
m Muse's Touch (standard; at-will) ♦ Psychic	
+14 vs. Reflex; 2d6 + 4 psychic damage, and the target is slowed and takes a -2 penalty to Will (save ends both).	
R Beguiling eyes (standard; at-will) ♦ Charm, Gaze, Psychic	
Ranged 20; +14 vs. Will; 2d6 + 4 psychic damage, and the vampire muse makes a secondary attack against the same target. <i>Secondary Attack</i> : +13 vs. Will; the target is dominated (save ends). <i>Aftereffect</i> : The target falls prone. The vampire muse can dominate only one creature at a time.	
C Song of Lovers Parted (standard; sustain minor; at-will) ♦ Charm	
Close burst 10; deafened and dominated creatures are immune; +14 vs. Will; the target is pushed 3 squares and slowed (save ends). When the muse sustains the power, a target slowed by the power is pushed 3 squares.	
Fey Leap (move; recharge 5-6) ♦ Teleportation	
The vampire muse teleports up to 10 squares.	
Indestructible	
When a vampire muse is reduced to 0 hit points, its body and possessions crumble into dust, but it is not destroyed. It reappears (along with its possessions) in 30 days within 1 square of its blood cauldron, unless the blood cauldron is also found and destroyed.	
Alignment Unaligned Languages Common, Elven	
Skills Bluff +16, Diplomacy +16, Insight +13, Stealth +14	
Str 16 (+8)	Dex 18 (+9) Wis 17 (+8)
Con 17 (+8)	Int 12 (+6) Cha 23 (+11)
Equipment book of love poems, flask of blood	

Spriggan Giantsoul (level 9)	Level 9 Brute
Small fey humanoid	XP 450
Initiative +6 Senses Perception +7; low-light vision	
HP 116; Bloodied 58	
AC 21; Fortitude 22, Reflex 20, Will 21	
Speed 6	
m Slam (standard; at-will)	
+12 vs. AC; 2d6 + 5 damage, or 2d6 + 9 damage while the spriggan giantsoul is bloodied.	
M Giantsoul Slam (standard; recharge 4-6)	
Reach 2; +14 vs. AC d26 + 5 damage and the target is knocked prone. While the spriggan giantsoul is bloodied, the damage increases to 2d6 + 9.	
M Surprise Slam (immediate interrupt, when an enemy within 2 squares of the spriggan giantsoul attacks an ally; encounter)	
<i>Giantsoul slam</i> recharges, and the giantsoul uses it against the triggering enemy.	
Redcap Zeal (when the spriggan giantsoul bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)	
The giantsoul gains 1d10 + 3 temporary hit points.	
Alignment Evil	Languages Elven
Skills Athletics +14, Intimidate +10, Stealth +12	
Str 18 (+8)	Dex 15 (+6) Wis 17 (+7)
Con 16 (+7)	Int 10 (+4) Cha 12 (+5)
Equipment hide armor, iron-shod boots	

Spriggan Thorn (level 8)	Level 8 Soldier
Small fey humanoid	XP 350
Initiative +8 Senses Perception +10; low-light vision	
HP 87; Bloodied 43	
AC 24; Fortitude 20, Reflex 19, Will 21	
Speed 5	
m Short Sword (standard; at-will) ♦ Weapon	
+15 vs. AC; 1d6 + 4 damage, and ongoing 5 damage (save ends).	
B Mark of Thorns (standard; encounter)	
Close burst 5; targets one enemy; the target is affected by the mark of thorns until the end of the encounter. While affected by the mark of thorns, the target cannot make opportunity attacks against the spriggan thorn, and the target takes 5 damage at the end of any turn in which it did not attack the thorn. In addition, at the start of the target's turn, each of the target's allies adjacent to the target takes 5 damage.	
Drowsing Puncture (minor; recharges when first bloodied)	
If the spriggan thorn hits with its next short sword attack, the target of the attack is dazed until the end of the thorn's next turn and is knocked prone.	
Redcap Zeal (When the spriggan thorn bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)	
The giantsoul gains 1d8 + 3 temporary hit points.	
Alignment Evil	Languages Elven
Skills Athletics +13, Stealth +12	
Str 17 (+7)	Dex 15 (+6) Wis 12 (+5)
Con 15 (+6)	Int 10 (+4) Cha 18 (+8)
Equipment chainmail, light shield, short sword, iron-shod boots	

ENCOUNTER 6: FINAL SHOWDOWN STATISTICS (HIGH LEVEL)

Vampire Muse (level 12)	Level 12 Elite Controller
Medium fey humanoid (undead)	XP 1000
Initiative +10 Senses Perception +14; darkvision HP 242; Bloodied 121; see also <i>indestructible</i> AC 28; Fortitude 25, Reflex 26, Will 27 Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant Saving Throws +2 Speed 6; see also <i>fey leap</i> Action points 1	
m Muse's Touch (standard; at-will) ♦ Psychic +16 vs. Reflex; 2d6 + 5 psychic damage, and the target is slowed and takes a -2 penalty to Will (save ends both).	
R Beguiling eyes (standard; at-will) ♦ Charm, Gaze, Psychic Ranged 20; +16 vs. Will; 2d6 + 5 psychic damage, and the vampire muse makes a secondary attack against the same target. <i>Secondary Attack</i> : +15 vs. Will; the target is dominated (save ends). <i>Aftereffect</i> : The target falls prone. The vampire muse can dominate only one creature at a time.	
C Song of Lovers Parted (standard; sustain minor; at-will) ♦ Charm Close burst 10; deafened and dominated creatures are immune; +16 vs. Will; the target is pushed 3 squares and slowed (save ends). When the vampire muse sustains the power, a target slowed by the power is pushed 3 squares.	
Fey Leap (move; recharge 5-6) ♦ Teleportation The vampire muse teleports up to 10 squares.	
Indestructible When a vampire muse is reduced to 0 hit points, its body and possessions crumble into dust, but it is not destroyed. It reappears (along with its possessions) in 30 days within 1 square of its blood cauldron, unless the blood cauldron is also found and destroyed.	
Alignment Unaligned Languages Common, Elven Skills Bluff +17, Diplomacy +17, Insight +14, Stealth +15 Str 16 (+9) Dex 18 (+10) Wis 17 (+9) Con 17 (+9) Int 12 (+7) Cha 23 (+12)	
Equipment book of love poems, flask of blood	

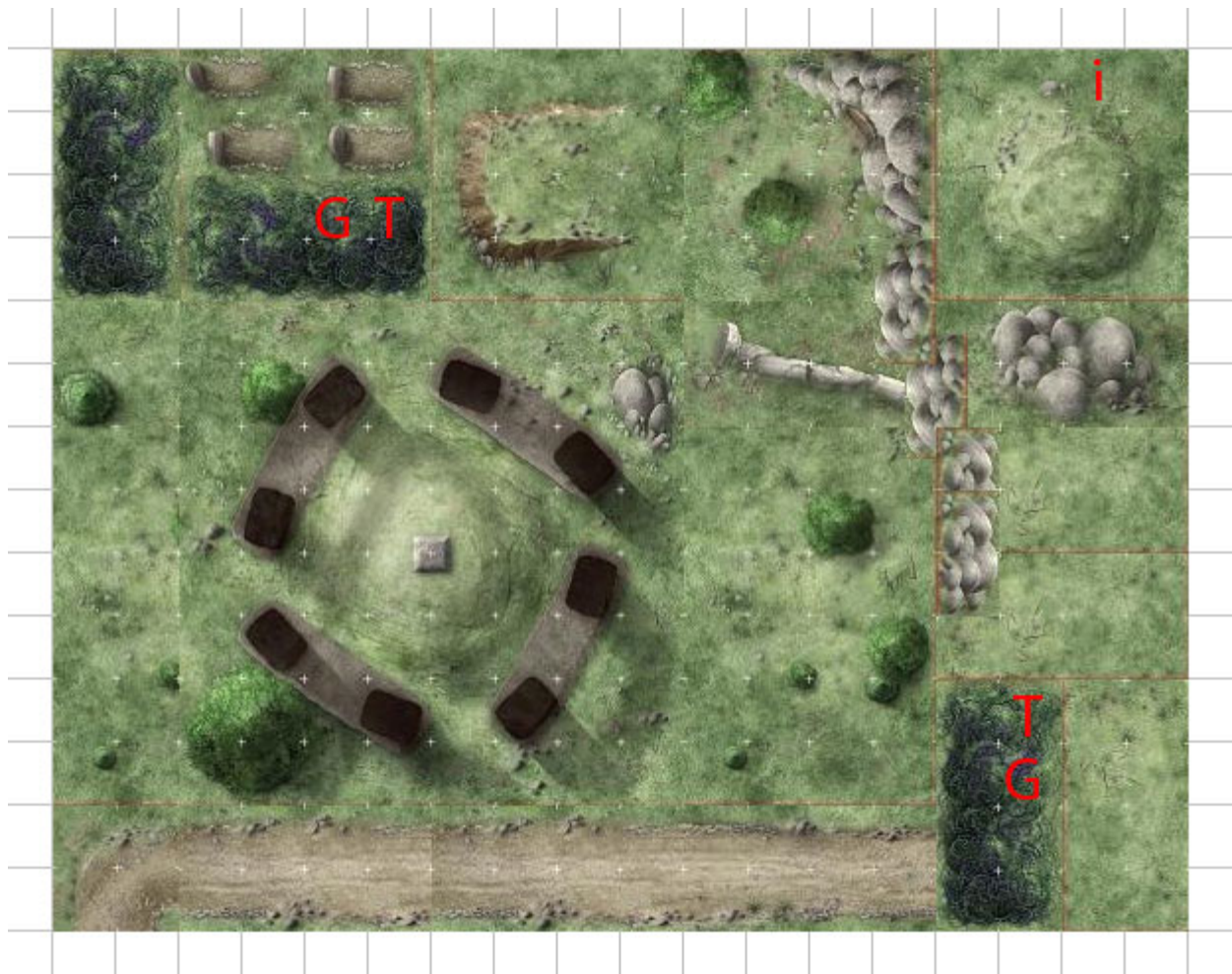
Spriggan Giantsoul (level 11)	Level 11 Brute
Small fey humanoid	XP 600
Initiative +7 Senses Perception +8; low-light vision HP 136; Bloodied 68 AC 23; Fortitude 24, Reflex 22, Will 23 Speed 6	
m Slam (standard; at-will) +14 vs. AC; 2d6 + 6 damage, or 2d6 + 10 damage while the spriggan giantsoul is bloodied.	
M Giantsoul Slam (standard; recharge 4-6) Reach 2; +16 vs. AC 2d6 + 6 damage and the target is knocked prone. While the spriggan giantsoul is bloodied, the damage increases to 2d6 + 10.	
M Surprise Slam (immediate interrupt, when an enemy within 2 squares of the spriggan giantsoul attacks an ally; encounter) <i>Giantsoul slam</i> recharges, and the giantsoul uses it against the triggering enemy.	
Redcap Zeal (When the spriggan giantsoul bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter) The giantsoul gains 1d10 + 4 temporary hit points.	
Alignment Evil Languages Elven Skills Athletics +15, Intimidate +11, Stealth +13 Str 18 (+9) Dex 15 (+7) Wis 17 (+8) Con 16 (+8) Int 10 (+5) Cha 12 (+6)	
Equipment hide armor, iron-shod boots	

Spriggan Thorn (level 10)	Level 10 Soldier
Small fey humanoid	XP 500
Initiative +9 Senses Perception +10; low-light vision HP 103; Bloodied 51 AC 26; Fortitude 22, Reflex 21, Will 23 Speed 5	
m Short Sword (standard; at-will) ♦ Weapon +17 vs. AC; 1d6 + 5 damage, and ongoing 5 damage (save ends).	
B Mark of Thorns (standard; encounter) Close burst 5; targets one enemy; the target is affected by the mark of thorns until the end of the encounter. While affected by the mark of thorns, the target cannot make opportunity attacks against the spriggan thorn, and the target takes 6 damage at the end of any turn in which it did not attack the thorn. In addition, at the start of the target's turn, each of the target's allies adjacent to the target takes 6 damage.	
Drowsing Puncture (minor; recharges when first bloodied) If the spriggan thorn hits with its next short sword attack, the target of the attack is dazed until the end of the thorn's next turn and is knocked prone.	
Redcap Zeal (When the spriggan thorn bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter) The giantsoul gains 1d8 + 4 temporary hit points.	
Alignment Evil Languages Elven Skills Athletics +14, Stealth +13 Str 17 (+8) Dex 15 (+7) Wis 12 (+6) Con 15 (+7) Int 10 (+5) Cha 18 (+9)	
Equipment chainmail, light shield, short sword, iron-shod boots	

ENCOUNTER 6: FINAL SHOWDOWN AT THE GARDENS MAP

TILE SETS NEEDED

DT4: Ruins of the Wild



ENCOUNTER 7: THE WRAP UP

SETUP

Glynna Marudawn, female eladrin

Kiriolanis Marudawn, male eladrin

Dernan Moonbrow, male human priest of Selûne

DEALING WITH THE CAULDRON

After the combat with Irwana the PCs have one task left to complete if they want to get rid of Irwana forever. The cauldron granting her eternal life must be found and destroyed. Only run this first part of the encounter if the PCs managed to find out how to do this by succeeding on the skill challenge in Encounter 5. With a ritual the PCs picked up in the temple they can find the thread of arcane energy linking Kiriolanis to the Cauldron off Irwana.

Following the tiny sparkle of magic that seems to be bound to Kiriolanis heart you come to a small but nicely maintained house. The thread of magic leads to the second floor window.

Allow the PCs to come up with a way to enter the house. Anything is good but let them come up with a plan themselves. If the PCs enter read the following adapt where necessary:

Entering the small house you find a nicely decorated sitting room, a dining room and a small kitchen on the lower level. A desk in the living room is strewn with important looking papers. Following the stairs up you come to a small hallway with three doors. Behind one is the familiar glow of strong magic. Opening the door reveals a bare room with a cauldron in the middle. Black candles adorn the walls and a large blood red pentagram is drawn surrounding the cauldron.

The PCs have found the source of Irwana's power and can proceed with making sure she won't rise again. The moment the cauldron is destroyed the thread between it and Kiriolanis ceases to exist and the poet immediately seems better. Still dehydrated and under fed but the deep hollow look has left his eyes.

A cursory search of the house can learn the PCs the following:

- Irwana was a vampire muse somehow linked to the Shadow Remnant.
- She took over the life of Irwana Fleurande, a minor government official here in Evereska.

- She fell under the influence of Shar and became a spy for the Netherese Empire.
- A journal details the documents she copied and the information she passed along.

Amongst her belongings are valuables worth 40/50 gp per PC. In addition the PCs find a *briartwine armor* +2 (low tier) or a *circlet of mental onslaught* (high tier) as well as a +2 *winter's heart* totem.

What the PCs do with this information is up to them but it greatly pleases the authorities in Evereska if they relinquish the information to them. If asked both Kiriolanis and Dernan press the PCs to tell this to the authorities.

When the PCs defeated Irwana, destroyed her cauldron and give this information to the Evereskan authorities they earn CORE22 Gratitude of the Hill Elders, if the PCs failed to uncover Irwana and destroy her cauldron they earn CORE23 Irwana lives.

Note: If the PCs are unable to find the cauldron, and do have Kiriolanis, they can still rescue his life. They (or one of the clerics of Sune) need to perform a Remove Affliction ritual against Irwana's level. Kiriolanis does not have the gold (he was so obsessed about the performance he forgot to make a good financial deal), so the PCs have to pay part of the 250 gp for the components (he has 150 gp available). Without the ritual the PCs are unable to save Kiriolanis' life (not gaining CORE24, the minor quest xp and the additional reward for saving his life - see below).

THE GRATITUDE OF KIRIOLANIS

When Kiriolanis has survived he calls the PCs to him the following afternoon. Color has returned to his face and he looks to be recuperating quickly. He welcomes all the PCs and thanks them for their help. He has contacted Lady Moonfire and all is in order. As a token of his gratitude he offers the PCs and additional 30 gp up (not if it was used for the Remove Affliction ritual) and above the reward Lady Moonfire promised them.

Dernan is also invited and Kiriolanis is more than happy to provide him with the information he has. If the PCs didn't already know about Dernan's quest, he tells them now and asks them to accompany him on the final leg of the journey. All PCs receive CORE24 Savior of Kiriolanis Marudawn. In addition Glynna gifts the PCs her special embroiled shoes, *feystep lacings*. Kiriolanis and Dernan provide the PCs with a choice of *arcane* or *divine implements* through their various contacts in the city and the church.

EXPERIENCE POINTS

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

TREASURE

Spread throughout Irwanas house the PCs find 40/50 gp. As a thanks for saving him Kiriolanis and his mother offer the PCs 30/30 gp. In addition the PCs can find a *briartwine armor +2* (low tier) or a *circlet of mental onslaught* (high tier), *feystep lacings* and a *choice of arcane / divine implements*.

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 4: The Curtains Fall

330 / 460 XP

Encounter 5: Getting to the Bottom

210 / 300 XP

Encounter 6: Showdown in the gardens

500 / 720 XP

Minor Quest: Finding Kiriolanis

40 / 60 XP

Minor Quest: Killing Irwana

40 / 60 XP

Total Possible Experience

1120 / 1600 XP

Gold per PC

150 / 200 gp

(Encounter 1: 50 / 80 gp, Encounter 4: 30 / 40 gp, Encounter 7: 40 / 50 gp, Encounter 7: 30 / 30 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: *pelaurum armor +2** (level 9; *Adventurer's Vault* 1)

Found in Encounter 3

Bundle B: *vengeful weapon +2** (level 10; *Adventurer's Vault* 1)

Found in Encounter 6

Bundle C: *dwarven greaves* (level 7; *PHB* 1)

Found in Encounter 6

Bundle D: *Feystep Lacings** (level 12; *Adventurer's Vault* 1)

Found in Encounter 7

Bundle E: *Winter's Heart Totem** (level 7; *Eberron Player's Guide*)

Found in Encounter 7

Bundle F: Any arcane or divine implement of your level or lower from a *Player's Handbook* (PH1, PH2, etc.)

Found in Encounter 7

Bundle G: *briartwine armor +2** (low-level version only) (level 8; *Adventurer's Vault* 1)

Found in Encounter 7

Bundle H: *circlet of mental onslaught** (high-level version only) (level 11; *Adventurer's Vault* 1)

Found in Encounter 7

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of vigor** plus 190 / 340 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold

(if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

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

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. 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).

CORE22 Gratitude of the Hill Elders

For vanquishing and uncovering Irwana as a spy for the Netherese Empire you have earned the respect of the Hill Elders of Evereska. This counts as a generic favor with the Eladrin kingdoms.

If this is third special recognition by an eladrin kingdom (similarly worded story awards) the Hill Elders instead offers you the title Sha'Quessir, elf-friend. If accepted, you become a full citizen of the eladrin kingdoms of the Forgotten Realms (Evereska or Myth Drannor) with all the attached privileges and duties. An eladrin or elf instead is offered to become a member of the Cold Hand, an elite unit of soldiers dedicated to the protection of Evereska.

CORE23 Irwana lives

You were unable to truly destroy Irwana the vampire muse. She is out there somewhere and plotting to get back at you. The information she continues to give to the Netherese Empire will weaken the Eladrin kingdoms of Toril.

CORE24 Savior of Kiriolanis Marudawn

You have saved Kiriolanis Marudawn of a gruesome fate. He and lady Moonfire are grateful for your help and look kindly on you in the future. As part of his thanks Kiriolanis shares his experiences in the Well of Dragons with you and Dernan Moonbrow. This favor also begins or continues a major quest to retrieve the fabled weapon known as *The Last Grasp of Shadowbane* that is run in the *Bane against Shadow Trilogy*.

ADVENTURE QUESTIONS

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

1. **Did the PCs find out about the relation between Kiriolanis and Lady Moonfire?**
 - a. Yes, the lady told them to get them on the mission.
 - b. Maybe, they suspect something but have no evidence.
 - c. No, the thought never occurred to them and they accepted the mission without this argument.
2. **How did the PCs fare at the Evereskan Music Hall?**
 - a. They were careful but diligent in saving Kiriolanis.
 - b. They rescued Kiriolanis but weren't gentle or subtle.
 - c. They rescued Kiriolanis but took the building down in the progress.
 - d. They failed to rescue Kiriolanis or never went to the Music Hall.
3. **Was Kiriolanis saved in the end?**
 - a. Yes, he lives to sing another song.
 - b. No, the unfortunate poet died.
4. **Did the PCs get rid of Irwana and her cauldron?**
 - a. Yes, she won't rise again.
 - b. No, she was destroyed by the PCs but they never found the cauldron.
 - c. No, the PCs didn't manage to destroy her or her cauldron.

NEW RULES

Potion of Vigor

Level 9

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain 15 temporary hit points.

Reference: *Adventurer's vault*, page 189

Enhancement: +2 AC

Power (Daily): Minor Action. Until the end of the encounter, a creature that hits you with a melee attack takes damage equal to this armor's enhancement bonus.

Reference: *Adventurer's vault*, page 43

Circlet of Mental Onslaught

Level 11

Lvl 11 9,000 gp

Item Slot: Head

Property: A holy avenger deals an extra 1d10 radiant damage when the power you use to make the attack has the radiant keyword.

Power (Daily): Minor Action. Gain a +1 power bonus to attack rolls and damage rolls when making Wisdom, Intelligence, and Charisma attacks until the end of the encounter.

Reference: *Adventurer's vault*, page 139

Feystep Lacings

Level 12

Item Slot: Feet

Property: Gain a +1 bonus to Reflex defense.

Power (At-Will, 5 Charges/Day o Teleportation): Move Action. Spend a number of charges to teleport that number of squares.

Reference: *Adventurer's vault*, page 129

Winter's Heart Totem

Level 7

Implement: Totem

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 necrotic damage.

Power (Daily o Necrotic): Free Action. Trigger: You hit an enemy with a primal implement power using this totem. Effect: The attack's damage type changes to necrotic and the attack deals 2d6 extra necrotic damage.

Reference: *Eberron Player's Guide*.

Pelaurum Armor

Level 9

Armor: Chain, Scale, Plate

Enhancement: +2 AC

Property: Resist 5 fire and resist 5 radiant.

Reference: *Adventurer's vault*.

Vengeful Weapon

Level 10

Weapon: Any melee

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Power (Encounter): Free Action. Use this power when an attack hits a bloodied ally within 10 squares of you. Gain a +2 power bonus to attack rolls and +1d10 on damage rolls against the attacker until the end of your next turn.

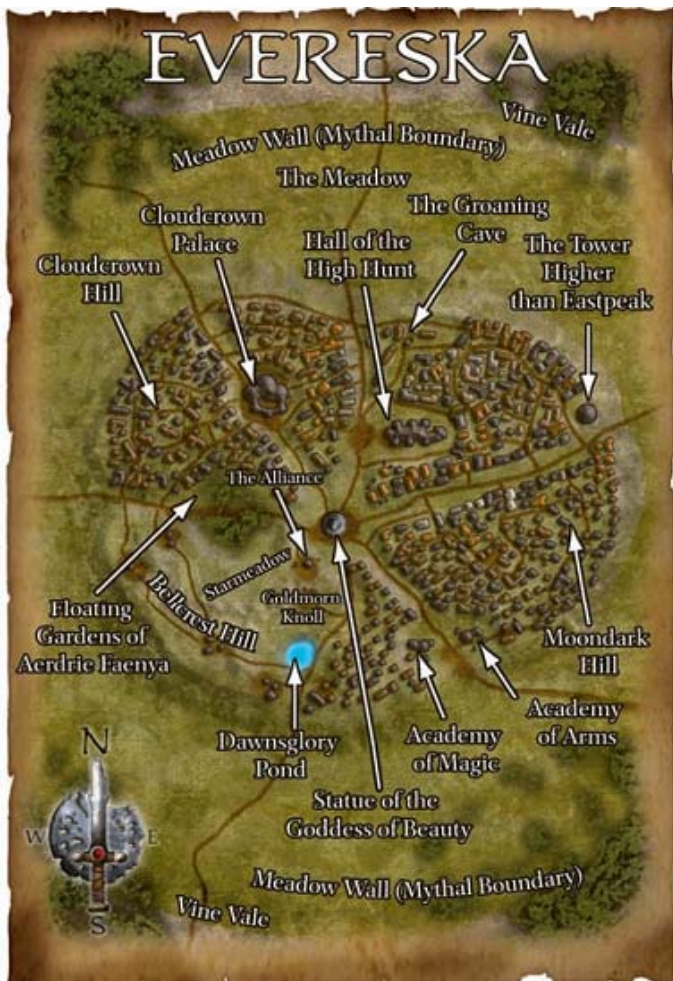
Reference: *Adventurer's vault*, page 81

Briartwine Armor

Level 8

Armor: Chain, Scale, Plate

APPENDIX 1: EVERESKA AT A GLANCE



Evereska is built on a lofty mesa nestled in a valley surrounded by high hills. The Three Sisters are towering marble cliffs a thousand feet tall, upon whose plateau the city glistens. Its winding streets and towering structures have changed little in thousands of years. Buildings carved of granite and marble is merged with living plants. The air smells of moss, leaves, and flowers. Streets paved with marble extend up the vertical sides of great towers. The eladrin wander over every surface, occasionally flying or levitating from place to place.

The Hall of the High Hunt is an imposing structure of soaring marble minarets and vine-covered arches where the Hill Elders hold court. This council of the most learned eladrin includes fierce warriors, high mages, and nobles born of families that were old when humans still wielded bone clubs.

Evereska has a number of temples devoted to gods worshiped by the fey. A statue of Hanali Celanil rises hundreds of feet above the city center, and the awe-inspiring Floating Gardens of Aerdrie Faenya provide a tranquil respite. Though confusion accompanied the revelations that Hanali Celanil was in fact the elven aspect of the goddess Sune and that Aerdrie Faenya was none other than the primordial Akadi, the worship of the goddess of beauty and the Lord of Sky Home are still major parts of life in Evereska.

Both Sune and Akadi must surely be pleased by Evereska, which combines jaw-dropping beauty with stomach-dropping heights. Nothing is close to the ground here, and towers compete with each other to

scrape the clouds. The tallest structure in the city is the Tower Higher than Eastpeak, which is so named because it's taller than the mountains east of the vale that sometimes block the rising sun.

The Academy of Magic and the Academy of Arms are sponsored by the high mages and the Long Watch, respectively, and no finer wizards or fighters can be found in the world. Possessed of extraordinary power, the high mages of Evereska keep their lore a closely guarded secret.

FLOATING GARDENS OF AERDRIE FAENYA

The awe-inspiring floating gardens of Aerdrie Faenya are as much a park as they are a controlled wilderness. The gardens are situated on the side of Cloudercrown Hill and get their name from plants and undergrowth that seems to float unsupported in the air. Many eladrin visit the park to take a walk or to get out of the more bustling city centre. Situated around the entrance are a large number of facilities catering to those casual visitors, the Greenleaf inn most prominent of those. Deeper in the park and down the hill everything gets wilder and more untamed, something the eladrin strive to maintain to keep the gardens authentic. In one of these more wilder parts Irwana has summoned a number of Spriggans to protect her lair and to protect her possessions. The place she has chosen is the location of a former temple to Sune however this is long forgotten and not much remains to remember that.

EVERESKAN MUSIC THEATRE

Arts and culture are highly valued by the Eladrin, so they chose a prime location for the Grand Evereskan Music Theatre. Situated on the same square as the Hall of the High Hunt it is a grand structure partly tree and partly building. With the entrance on the square visitors are steered around the sides of the tree to the stage located on top of the main branch. Seatings are placed between the outwards growing branches and the foliage cover has been magically infused to control the inflow of light and protect visitors from the elements when desired.