

DALE2-2

AGONY

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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A nasty drug is being spread across the western Sea of Fallen Stars. The Maiden of Pain seems involved, and local officials move quickly to stop the tide. But more goes on than meets the eye, and if the truth does not come out soon, it may spell doom for everyone. Conclusion of the "*Pain and Suffering*" major quest begun in *DRAG2-1 Discomfort* and continued in *CORM2-2 Pain*. A *Living Forgotten Realms* adventure set in the Dalelands for characters level 14-17.

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

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OFFICIAL D&D PLAY

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

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

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 14 - 17. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

Mirabeta Selkirk and her shadovar allies continue to sow discord in the western Sea of Fallen Stars, and work against the Velarian Trade Alliance.

Over a year ago, Mirabeta entered an alliance with a group of Talonites that were developing a drug that they wished to spread across the Sea of Fallen Stars. Using her connections with the cultists of Shar, Mirabeta managed to come to an agreement: she would arrange for the transport of this drug through her contacts in Marsember and Scardale - provided the Talonites would use it to target specific individuals and towns.

She set up an alliance with the mindflayers of Oryndoll to acquire components - mind flayer brain fluids - in order to make the drug stronger. Mirabeta hoped that she could gain political advantage using the drug, as it now not only deregulate lives but also weakened victims' resistance against charms or dominations.

Kinnalyn Sant, the high priest of the cult, agreed with the plan. He settled himself in New Velar, from where he tried to oversee production of the drug.

Originally Mirabeta's plan seemed to work, as she managed to get some specific people in Marsember, Westgate, New Velar and Scardale under her control.

However, the Talonites impatience and carelessness caused some setbacks. First, a smuggling route to New Velar was exposed (in *DALE1-1 The Prospect*), and production was moved to Westgate. Then, the production was discovered and several agents exposed (in *DALE1-7 Arts* and *DRAG1-7 Crafts*). Mirabeta grew tired of the clumsiness, and decided to move all the remaining drugs to New Velar, where she considered a proper use for it. She plans to discredit the Alliance by blaming the drug on Kira Nenthyn of the Fall of Stars in New Velar, and has already set things in motion. Unfortunately, one of her agents, the lamia Joella, was captured (in *DALE1-6 The Vesperin Initiative*), and her only influence on the Talonites now is through a mindflayer called the Leech - a creature she does not fully trust.

The Talonites have plans of their own. They have tired of Mirabeta's games, and now seek to use the last of the Agony drug to fuel a ritual that causes a major plague in the Dalelands.

Joella has become aware of this through her own little spy (a sprite). Realizing she won't be freed before the Talonites set their plan in motion, she has tried - so far unsuccessful - to bargain her freedom with the knowledge she has.

Meanwhile, the Leech has set Mirabeta's original plan in motion. He has infected Kira Nenthyn and Lucus Rivenstave the Younger with modified mindflayer tadpoles, putting them under his control (something done earlier in *DALE1-6 The Vesperin Initiative*). The two are members of the Way of the Lash, a heretic but harmless cult devoted to Loviatar, the goddess of pain.

The original founder of the Fall of Stars, Ambreeautha Nenthyn, established the cult -really a small group of friends with mutual interests - long ago. The current leader of the group is Kira Nenthyn, Ambreeautha's adopted grandchild. The group has a fascination for pain. They keep their interests private. Some members, including Kira, worship Loviatar, in a heretic and unconventional way as a neutral entity representing pain in all its forms. The cult seems to be tolerated - but not accepted - by true Loviatar priests, as it causes confusion to Loviatar's true nature.

By manipulating events, the Leech expects he can blame the drugs on the cult - and indirectly on Kira Nenthyn and the Velarian Trade Alliance, of which she is a prominent speaker.

Now, Kinnalyn Sant has ordered him to retrieve the tadpoles, so he can power the ritual with it. The Leech sets out, but not before ordering the dominated Lucus to his death, in the expectation that Kira Nenthyn is blamed for it.

DM'S INTRODUCTION

Before starting the adventure, pass around the Adventure/Story Award Reference Sheet (see the appendix) and have PCs cross off which adventure their character has played and what story awards they earned.

This adventure is the final conclusion of the *Pain and Suffering* major quest. This quest includes DRAG2-1 *Discomfort* and CORM2-2 *Pain*.

PCs who have one of the following story awards: DRAG18, DRAG19 CORM17 and CORM18, may have motivations to follow a trail of drugs from either Westgate or Marsember (depending on where they were last). The player introduction provides a separate hook for PCs following this trail.

The following is a brief overview of events in this adventure:

Introduction: The PCs happen upon an argument between the families of two rival New Velar Burghers, Kira Nenthyn and Lucus Rivenstave.

Encounter 1: Rivenstave's wife Anna is looking for her stepson, Lucus the Younger, and blames Kira Nenthyn for the bad influence she has on him.

During the argument, a drugged Lucus the Younger appears on the club's roof. Delirious, he jumps to his death. His last words implicate Kira Nenthyn's involvement.

Encounter 2: Demons and devils appear with the intent to steal Lucus' body. The monsters attempt to recover Lucus the Younger's body (actually, the tadpole) and to 'rescue' Kira Nenthyn, who has also been

"infected" with a tadpole. They are commanded by an illithid known as "The Leech".

Encounter 3: Anna Rivenstave demands Kira's arrest. The other Burghers present (except Jonster Yate) reluctantly agree and constable Ellarian Dawnhorn orders Kira detained until she can be tried. Dayan hires the PCs to prove his sisters innocence. PCs who refuse, are approached by constable Ellarian Dawnhorn, who wishes to know the truth behind the Agony traffic. PCs may also work for both parties.

Encounter 4: The PCs can investigate various leads to discover the true circumstances of Lucus Rivenstave's death and the plans of the Talonites. The PCs can uncover four clues. One can be acquired through investigation of the scene of Lucus' death.

Three clues are uncovered through skill challenges: finding the mole in the Way of the Lash, curing Kira to find a tadpole, and speak with the lamia Joella to find the leader of the Talonites.

In the end, the PCs learn that Kira is innocent, and that the church of Talona, who created the drug, plans to use the remains to summon a living cloud of pestilence in New Velar.

If the PCs fail one or more skill challenges, they are delayed, effectively giving them less time to disrupt the ritual in Encounter 6.

Encounter 5: The PCs can convince the Burghers that Kira was framed as part of a larger threat. If they go to the Burghers before stopping the Talonites, they have less time to stop the ritual, but gain access to a *Horreb ritual cube* that gives them an advantage in disrupting it.

Encounter 6: The PCs rush to Two Rocks Hill, the construction site of a watchtower financed by the Velarian Trade Alliance.

Kinnalyn Sant has adapted the Agony drug to fuel a summoning ritual at the top of the tower. A cloud of pestilence is released unless the PCs stop him. The time the PCs have is dependent on success in Encounters 2, 4 and 5. If they fail to disrupt the ritual, Kinnalyn Sant and his servants summon a living cloudkill.

Successfully defeating this encounter also concludes the *Pain and Suffering* major quest.

Encounter 7: If the PCs have saved New Velar, they find that the Burghers have released Kira Nenthyn.

Alternate Locations for Encounter 6: This adventure places the end encounter in the Trade Alliance Tower construction site. If the adventure is run with replayers, you can vary the end encounter by moving it towards another location. The most obvious ones are:

- Harrow Point, the New Velar lighthouse. It stands between the Rivenstave estate and Two Rocks.

- The ruins of Hazlan Keep, on a hill west of the town.

In those cases, one of the Burghers has seen Sant at that place only a short while ago.

PLAYER'S INTRODUCTION

This adventures starts in New Velar, with the PCs either relaxing in or moving towards the Fall of Stars.

The Agony Trail: PCs who played *DRAG2-1 Discomfort* and/or *CORM2-2 Pain* may have one of the following story awards: **DRAG18, DRAG19, CORM17** or **CORM18**. These PCs are following the trail of the Agony drug cartel, either from Westgate (if the last adventure played was *DRAG2-1 Discomfort*) or from Marsember (if the last adventure played was *CORM2-2 Pain*).

In their investigation, they have found various hints to the involvement of Loviatar cultists (most noticeably her symbol on the envelopes used to traffic the drug). The latest suspected shipment of the drug from Marsember was to New Velar. There, the trail ends. The ship never entered the harbor, and no trading corporation acknowledges unloading it - most likely the cargo was offloaded offshore and brought in on a smaller boat. No sign can be found of the drugs.

The PCs do find that the Agony drug has been trafficked in New Velar, but none of the traders can be located. The only lead seems to be the Loviatar connection: The Fall of Stars, the adventure club, houses a shrine to Loviatar. The Way of the Lash, a cult who contains worshippers of Loviatar, uses it. Its leader is Kira Nenthyn, co-owner of the Fall of Stars.

Other Hooks: PCs who are member of the Fall of Stars may be relaxing in the club. Those who don't may be wandering the market or have dinner in the House on the Corner, an eatery that connects to the Fall of Stars. Their attention is drawn by a commotion at the entrance to the Fall of Stars.

Read or paraphrase the following to the players:

"Kira Nenthyn! I demand you let me see my son!"

The woman that faces the entrance doors of the Fall of Stars is dressed expensively. She has a commanding aura that makes even the half-ogre guards of the club uncomfortable.

Only the young woman that is standing between the guards looks unmoved. Her eyes glitter and her hands are clenched.

Across the street, several guards bearing the Arms of the Gray Riders approach, headed by a female eladrin in mail.

The woman is Lady Anna Rivenstave, wife of Burgher Lucus Rivenstave and stepmother of Lucus the Younger. The female eladrin is constable Ellarian Dawnhorn. The woman in the door opening is Kira Nenthyn, co-owner of the Fall of Stars.

ENCOUNTER 1: ALL FALL DOWN

SETUP

Important NPCs:

Kira Nenthyn, female eladrin, co-owner of the Fall of Stars and Burgher of New Velar.

Anna Rivenstave, female human, Burgher of New Velar.

Constable Ellarian Dawnhorn, female eladrin, constable of New Velar.

Jonster Yate, male halfling, Burgher of New Velar.

If the PCs don't ask, constable Dawnhorn demands to know what is going on:

“What is happening here, Lady Rivenstave? Why the disturbance?”

If the PCs do not involve themselves, briefly summarize Anna's motivations. Otherwise, you can roleplay the scene.

Rivenstave's wife Anna demands the right to search the Fall of Stars club:

- Her stepson, Lucus the Younger, has left the house after a heated argument.
- She suspects he moved in to the club.
- She believes Kira Nenthyn is turning her son against him.
- She blames all of it on his membership in the Way of the Lash, a splinter cult of Loviatar associated with the Nenthyn family.
- Rumors are circulating that the Way of the Lash is responsible for the appearance of the Agony drug in Harrowdale, and she fears for her son's health.

Anna Rivenstave rages for some time, but Kira does not allow her entrance to the club. Kira looks very emotional, though it seems she hears only half of what Anna is shouting.

Once Anna has stated her claims and the PCs have an impression of the situation, Lucus appears:

One of the people in the crowd gasps: “By Tymora! He is up on the roof!”

Indeed, on the roof of the Fall of Stars, above the entrance, stands a young man. He seems to be bleeding profoundly. His shoulders shake, and he sobs.

“F... for you, Kira... My love... As...as you desire...”
And then he jumps.

Once Lucus jumps, he plummets to his death. PCs who are quick enough may try to stop him from jumping, forcefully teleport him down, or slow his fall (i.e. with a power such as *feather fall*). To do so, they need to be quicker than Lucus. Have the acting PCs roll for initiative against Lucus (who has a +0 on his roll).

If the power the PC uses is successful, Lucus survives. However, the stress of the tadpole is too much, and he falls prone, unconscious (if he is still on the roof, he does not fall off).

If no PC stops him, he drops to the cobbles and dies instantly, cracking his head on the stones.

The PCs have no time to examine him (see Ending the Encounter), but Encounter 4a contains info if the PCs wish to examine Lucus (or heal him if he is unconscious) at a later moment.

ENDING THE ENCOUNTER

The PCs have only a few moments to examine Lucus (and confirm he is dead or alive).

The wails of horror over Lucus' death haven't settled down yet when another cry drowns them out.

“Demons! Help us!”

People dart in panic onto the market space. The smell of brimstone fills the air.

Move to Encounter 2.

EXPERIENCE POINTS

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

ENCOUNTER 2: REPOSSESSION

ENCOUNTER LEVEL 15/17 (6000/8400 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 Talonan chasme (C)
- 2 Talonan bearded devil (level 15) (B)
- 1 bone devil (D)

And (optional):

- 1 mind flayer assassin (level 16) (L)

This encounter includes the following creatures at the high tier:

- 2 Talonan chasme (level 16) (C)
- 2 Talonan bearded devil (level 17) (B)
- 1 bone devil (level 19) (D)

And (optional):

- 1 mind flayer assassin (level 17) (L)

Lucus Rivenstave's body is marked with an "R".

The mindflayer avoids combat, but should it come to a fight, see Encounter 6 for its stats.

A throng of people has gathered to witness the tragic demise of Lucus the Youngster as he jumps from the roof of the fall of stars. A number of Burghers, Kira and a contingent of Gray Riders are present. Before any kind of investigation can start a group of demons and devils show up to claim the body and to "rescue" Kira.

As the adventurers enter the area, read:

From around the corner fiendish creatures appear wielding wicked polearms. They walk straight towards the gathered people. Overhead a buzz quickly swelling in power muffles all other sounds. Several large fly like creatures zip over the roof straight at the Burghers. Panic ensues, people flee in all directions and horses bolt.

With a DC 15 Arcana check, PCs can identify the fly creatures as chasme, a form of demons, and with a DC 15 Religion check the approaching fiends as bearded devils and bone devils. The combination may appear odd to PCs trained in Religion, as devils and demons rarely work together. The Talonites have purposefully summoned several devils to their bidding, in order to further implicate Loviatar's involvement. Still, the devils

are tainted with Talona's touch, and the chasme stands out as unconventional.

The fiends are here to collect the body of Lucus to retrieve an illithid tadpole. The creatures are but a distraction for the appearance of "The Leech", an illithid assassin. PCs with a passive Perception of 32 or higher see him approach over the roof from the right of the map. He has no interest in attacking the PCs. His only objective is to get Lucus' body and return it to Kinnalyn Sant.

The Gray Riders immediately move to protect the Burghers from any harm. Perun and Rehaya, the half ogre doormen of the Fall of Stars grab Kira and drag her inside to safety. Anna Rivenstave flees inside as well.

FEATURES OF THE AREA

The area contains the following features:

Stalls (red and blue stalls): Market stalls are difficult terrain to move through, each square cost 2 squares of movement. A stall can be tipped over as a move action to provide cover.

Food stalls (pots and pans): A food stall, which contains pots with boiling water, hot oil, or fried food, can be used to make the following attack with a successful DC 13 Athletics check:

Food stall (standard; one use terrain)

You must be adjacent to the stall; Close blast 2; +18 vs. Reflex; Ongoing fire 10 (save ends) and knock the target prone; Effect: Until the end of the encounter the blast becomes difficult terrain.

Crowd: the crowd tiles represent a mob of people trying to get away from the fighting. At initiative 0 they flee 6 squares in a random direction away from the nearest threat. If they encounter a PC in their path make the following attack: +18 vs. Reflex; the target is knocked prone and takes 10 damage.

Moving through a crowd cost 2 squares of movement per square. PCs ending their turn in a crowd square are immediately targeted by the attack.

A successful DC 20 Bluff/Diplomacy/Intimidate check as a move action calms the mob and disperses it.

Horse/ox and cart: The horse and ox gets uneasy. A creature adjacent to the horse or ox can attempt to get it to bolt and flee towards the nearest exit of the map, overrunning anyone in its path. See the statblock for the horse and cart.

The cart is blocking terrain and provides cover to those behind it. It can be climbed with a DC 10 Athletics check. Standing on top of it requires a DC 15 Acrobatics check, or the creature falls down and takes 1d10 damage.

The Fall of Stars Adventurers: When the battle starts, Emira Wands, one of the Fall of Stars attendants, runs inside to get reinforcements, while Jonster Yate

dives behind a cart. Being unarmed, he doesn't join the fight, but watches from cover.

If any of the PCs are a member of the Fellowship of Gentle Adventurers (story award **DALE02** or **DALE20**), at the start of the 3rd round, one adventurer per PC bursts out of the Fall of Stars and move in to aid their friends. None of the adventurers are powerful enough to actually fight the demons and devils, but they can aid any PC that is in a position they can reach. The adventurers move 6 squares at the start of the round, and ready to take a standard action to aid a PC.

At the start of his turn, when an adventurer is adjacent to him or his target, a PC may choose either a +2 to one attack roll, or a +2 to his defenses, which lasts until the start of his next turn or until he and his target are no longer adjacent to the adventurer.

The adventurers are ignored by the demons and devils. For simplicity of the combat, assume they overcome effects of auras and area attacks.

The Gray Riders: When the demons attack, the riders move to protect the populace. Most riders are ineffective against the fiends and can only try to hoard the crowd to a safe place. Only Ellarian Dawnhorn is of sufficient power to even think of engaging them. She initially stays out of the PCs way, guarding the people who crowd to enter the Fall of Stars. Should things get dire, she enters the fray to provide a momentary distraction, allowing the PCs to recuperate, before withdrawing again.

TACTICS

The Leech tries to get to the body of Lucus (marked with R on the map) and leave with it. He refrains from attacking the PCs unless he is cornered and it is his only way out. He waits for his chance to grab the body and flee, teleporting to the Talonan headquarters. The demons and devils know this and try to lure the PCs further into the market square. The Leech uses his *assassins fading* to disappear when attacked. Once attacked, or if the PCs protect the body, the Leech instead retreats, using an active ritual that whisks him away when he spends a standard action to speak a command word.

The chasme move into a large group of PCs and use their *drone power*, trying to hit as many PCs as possible. If possible the second chasme waits a round to reapply the effect to those that have been missed or save. After that they use their mobility to zip in and out of combat to deliver gore attacks.

The bearded devils and the bone devil move into melee together, shielding each other. They try to make the most of their auras. When the bearded devils get

bloodied they revel in the pain the bone devil inflict. They don't try to get out of the aura.

The bone devil stays behind his bearded devil subjects to attack with reach while using his *fiendish focus* ranged attack.

All demons and devils fight to the death, knowing they will reform in the Nine Hells.

Unusual Allies: For the auras and effects in this combat all creatures are considered allies. Note that the chasme are not affected by the bone devil's *aura of obedience* since it is not a devil.

The devils are unaffected by the chasme's *drone* (see Reflavored Monsters). The *drone* does affect the leech, which takes care to stay away from the chasme.

REFLAVORED MONSTERS

Some of the summoned demons and devils are slightly warped due to the influence of Talona. The Talonan chasme is similar to a normal chasme, with the Snaketongue Cultist theme added. The Talonan bearded devil is similar to a normal bearded devil, with the Snaketongue Cultist theme added. The *drone* power does not affect the devils.

The horse and cart are based on boulder terrain (DMG2), with Athletics skill changed to Nature.

Ellarian Dawnhorn is a simplified version of the eladrin bladesinger. She is only partially worked out, as she only has a supporting task in case the PCs get into trouble.

SCALING THE ENCOUNTER

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

Four PCs: Remove one bearded devil.

Six PCs: Add one chasme.

ENDING THE ENCOUNTER

If the Leech manages to obtain Lucus the Younger's body, the PCs have less time to stop the ritual in Encounter 6. They won't find the body until they confront the Talonites in Encounter 6.

When all the demons and devils are defeated the encounter is over. Dead demons and devils disappear.

If they spared any of the demons and devils, it laughs wickedly and says:

"You're too late anyway. Plague will ravage the land and mortals will bow to the reign of pain that will be established."

The demons have no idea where the Leech has taken the body. They were used as a distraction and with little hope of escaping death. If the devils or demons are spared, they eventually disappear when the magic that summoned them ends.

If the PCs managed to capture the Leech before it could get away, constable Dawnhorn has it brought to the prison. It can there be interrogated in the same manner as Joella (see Encounter 4d). It refuses to talk for the moment.

If nobody else noticed the Leech, Jonster Yate comes up to the PCs to tell them he saw a strange creature on the roof. He does not know what it was, but thinks he saw tentacles.

When the PCs are done continue to Encounter 3.

EXPERIENCE POINTS

Defeating or driving of the monsters gets each PC 1200/1680 experience points. If they somehow engage the illithid and manage to kill or capture it award them an additional 560/640 experience points each (for a total of 1760/2320 experience points).

TREASURE

Each barbazu carries a +4 *jagged glaive*. Note that the barbazu's attacks simulate, for the most part, the ability of a *jagged weapon*. Do not change their stats to reflect the weapon abilities during combat.

ENCOUNTER 2: REPOSSESSION STATISTICS (LOW LEVEL)

Talonan Chasme	Level 14 Skirmisher
Large elemental magical beast (demon) XP 1000	
Initiative +16 Senses Perception +7	
HP 138; Bloodied 69	
AC 29; Fortitude 26, Reflex 29, Will 24	
Resist 10 variable (2/encounter)	
Speed 6; climb 6 (spider climb), fly 10	
m Gore (standard; at-will)	
+19 vs. AC; 2d6 + 7 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends).	
M Mobile Melee Attack (standard; at-will)	
A chasme can move up to half its speed and make one melee basic attack at any point during that movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Drone (standard; recharge when first bloodied) ♦ Sleep	
Close burst 2; targets creatures without the demon or devil keyword; +17 vs. Will; the target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends).	
R Touch of Zehir (standard; at-will) ♦ Poison	
Ranged 10; targets a creature that has ongoing poison damage; +19 vs. Fortitude; the target takes poison damage equal to its ongoing damage, and it is dazed until the end of the chasme's next turn.	
Chasme mobility	
The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.	
Combat Advantage	
The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes.	
Chameleon Defense	
The chasme gains concealment against enemies that are more than 3 squares away.	
Alignment Chaotic evil	Languages Abyssal
Skills Bluff +16, Insight +12, Intimidate +14, Stealth +21	
Str 19 (+11)	Dex 24 (+14) Wis 10 (+7)
Con 18 (+11)	Int 11 (+7) Cha 14 (+9)

Note : Normal chasme with the Snaketongue Cultist theme, *chameleon defense* and *touch of Zehir*.

Horse and Cart	Single-use terrain
Standard Action	
Requirement You must be adjacent to the horse and cart.	
Check: Nature check (DC 23) to get the horse to move.	
Success: The horse and cart move away from you, using the shortest route possible to an exit from the map. They move 8 squares per turn until they are off the map. The horse and cart can move through a creature's space. When it does so, make the following attack.	
Target: Each creature whose space the horse and cart enter.	
Attack: +18 vs. Fortitude.	
Hit: 2d10 + 7 damage, and the target is knocked prone.	
Miss: Slide the target 1 square out of the horse and cart's path.	

Talonan Bearded Devil (Barbazú) (level 15)	Level 15 Soldier
Medium immortal humanoid (devil) XP 1200	
Initiative +11 Senses Perception +15; darkvision	
Beard Tendrils aura 1; enemies that begin their turns adjacent to the bearded devil take 5 damage.	
Venom Enhancement aura 2; each enemy within the aura that has ongoing poison damage takes a -2 penalty to all defenses and saving throws	
HP 145; Bloodied 72	
AC 31; Fortitude 27, Reflex 24, Will 25	
Resist 20 fire	
Speed 6	
m Glaive (standard; at-will) ♦ Weapon	
Reach 2; +20 vs. AC; 2d4 + 6 damage, and the target is marked until the end of the bearded devil's next turn and takes ongoing 10 damage (save ends).	
M Claw (standard; at-will)	
+20 vs. AC; 1d6 + 6.	
Battle Frenzy	
While the bearded devil is bloodied, it gains a +2 bonus to attack rolls and deals an extra 5 damage with its melee attacks.	
Devilish Teamwork	
Allies adjacent to the bearded devil gain a +2 bonus to AC.	
Alignment Evil	Languages Supernal
Skills Bluff +9, Intimidate +12, Stealth +11	
Str 20 (+12)	Dex 25 (+9) Wis 16 (+10)
Con 17 (+10)	Int 10 (+7) Cha 11 (+7)
Equipment: glaive	

Note: Normal bearded devil with the Snaketongue Cultist theme, *venom enhancement*.

Bone Devil (Osyluth)	Level 17 Controller (leader)
Large immortal humanoid (devil) XP 1600	
Initiative +12 Senses Perception +15; darkvision	
Aura of Fear (Fear) aura 5; enemies in the aura take a -2 penalty to attack rolls	
Aura of Obedience (Charm, Healing) aura 5; bone devils are immune; any bloodied devil in the aura at the start of its turn takes 10 damage but gains a +4 bonus to attack rolls and deals an extra 5 damage on melee attacks until the start of its next turn. If a devil is slain by this aura, the bone devil regains 10 hit points.	
HP 165; Bloodied 82	
AC 31; Fortitude 29, Reflex 26, Will 27	
Resist 20 fire	
Speed 8, teleport 8	
m Claw (standard; at-will)	
Reach 2; +22 vs. AC; 1d6 + 7 damage.	
M Poison Sting (standard; at-will) ♦ Poison	
Reach 2; +20 vs. Fortitude; 1d6 + 7 damage, and the target takes ongoing 10 poison damage and takes a -4 penalty to its Will defense (save ends both).	
M Double Attack (standard; at-will)	
The bone devil makes two claw attacks. If both attacks hit the same target, the bone devil can make a secondary attack using poison sting against the target.	
r Fiendish Focus (minor; at-will)	
Range 5; +18 vs. Will; the target takes a -5 penalty to all defenses until the end of the bone devil's next turn.	
Alignment Evil	Languages Supernal
Skills Insight +15, Intimidate +18	
Str 25 (+15)	Dex 18 (+12) Wis 15 (+10)
Con 21 (+13)	Int 11 (+8) Cha 20 (+13)

ENCOUNTER 2: REPOSSESSION STATISTICS (HIGH LEVEL)

Talonan Chasme (level 16)	Level 16 Skirmisher
Large elemental magical beast (demon) XP 1400	
Initiative +17 Senses Perception +8	
HP 154; Bloodied 77	
Resist 10 variable (2/encounter)	
AC 31; Fortitude 28, Reflex 31, Will 26	
Speed 6; climb 6 (spider climb), fly 10	
m Gore (standard; at-will)	
+21 vs. AC; 2d6 + 8 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends)	
M Mobile Melee Attack (standard; at-will)	
A chasme can move up to half its speed and make one melee basic attack at any point during that movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Drone (standard; recharge when first bloodied) ♦ Sleep	
Close burst 2; targets creatures without the demon or devil keyword; +19 vs. Will; the target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends)	
R Touch of Zehir (standard; at-will) ♦ Poison	
Ranged 10; targets a creature that has ongoing poison damage; +21 vs. Fortitude; the target takes poison damage equal to its ongoing damage, and it is dazed until the end of the chasme's next turn.	
Chasme mobility	
The chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.	
Combat Advantage	
The chasme deals an extra 1d6 damage against any target it has combat advantage against. This damage increases to 2d6 against unconscious foes.	
Chameleon Defense	
The chasme gains concealment against enemies that are more than 3 squares away.	
Alignment Chaotic evil	Languages Abyssal
Skills Bluff +17, Insight +13, Intimidate +15, Stealth +22	
Str 19 (+12)	Dex 24 (+15) Wis 10 (+8)
Con 18 (+12)	Int 11 (+8) Cha 14 (+10)

Note : Normal chasme with the Snaketongue Cultist theme, *chameleon defense* and *touch of Zehir*.

Horse and Cart	Single-use terrain
Standard Action	
Requirement You must be adjacent to the horse and cart	
Check: Nature check (DC 25) to get the horse to move	
Success: The horse and cart move away from you, using the shortest route possible, until they are off the map. The horse and cart can move through a creature's space. When it does so, make the following attack.	
Target: Each creature whose space the horse and cart enter	
Attack: +20 vs. Fortitude	
Hit: 2d10 + 8 damage, and the target is knocked prone.	
Miss: Slide the target 1 square out of the horse and cart's path.	

Talonan Bearded Devil (Barbazú) (level 17)	Level 17 Soldier
Medium immortal humanoid (devil) XP 1600	
Initiative +12 Senses Perception +16; darkvision	
Beard Tendrils aura 1; enemies that begin their turns adjacent to the bearded devil take 5 damage.	
Venom Enhancement aura 2; each enemy within the aura that has ongoing poison damage takes a -2 penalty to all defenses and saving throws	
HP 161; Bloodied 80	
AC 33; Fortitude 29, Reflex 26, Will 27	
Resist 20 fire	
Speed 6	
m Glaive (standard; at-will) ♦ Weapon	
Reach 2; +22 vs. AC; 2d4 + 7 damage, and the target is marked until the end of the bearded devil's next turn and takes ongoing 10 damage (save ends).	
M Claw (standard; at-will)	
+22 vs. AC; 1d6 + 7.	
Battle Frenzy	
While the bearded devil is bloodied, it gains a +2 bonus to attack rolls and deals an extra 5 damage with its melee attacks.	
Devilish Teamwork	
Allies adjacent to the bearded devil gain a +2 bonus to AC.	
Alignment Evil	Languages Supernal
Skills Bluff +10, Intimidate +13, Stealth +12	
Str 20 (+13)	Dex 25 (+10) Wis 16 (+11)
Con 17 (+11)	Int 10 (+8) Cha 11 (+8)
Equipment: glaive	

Note: Normal bearded devil with the Snaketongue Cultist theme, *venom enhancement*.

Bone Devil (Osyluth) (level 19)	Level 19 Controller (leader)
Large immortal humanoid (devil) XP 2400	
Initiative +13 Senses Perception +16; darkvision	
Aura of Fear (Fear) aura 5; enemies in the aura take a -2 penalty to attack rolls	
Aura of Obedience (Charm, Healing) aura 5; bone devils are immune; any bloodied devil in the aura at the start of its turn takes 10 damage but gains a +4 bonus to attack rolls and deals an extra 5 damage on melee attacks until the start of its next turn. If a devil is slain by this aura, the bone devil regains 10 hit points.	
HP 181; Bloodied 90	
AC 33; Fortitude 31, Reflex 28, Will 29	
Resist 20 fire	
Speed 8, teleport 8	
m Claw (standard; at-will)	
Reach 2; +24 vs. AC; 1d6 + 8 damage.	
M Poison Sting (standard; at-will) ♦ Poison	
Reach 2; +22 vs. Fortitude; 1d6 + 8 damage, and the target takes ongoing 10 poison damage and takes a -4 penalty to its Will defense (save ends both).	
M Double Attack (standard; at-will)	
The bone devil makes two claw attacks. If both attacks hit the same target, the bone devil can make a secondary attack using poison sting against the target.	
r Fiendish Focus (minor; at-will)	
Range 5; +20 vs. Will; the target takes a -5 penalty to all defenses until the end of the bone devil's next turn.	
Alignment Evil	Languages Supernal
Skills Insight +16, Intimidate +19	
Str 25 (+16)	Dex 18 (+13) Wis 15 (+11)
Con 21 (+14)	Int 11 (+9) Cha 20 (+14)

ENCOUNTER 2: REPOSSESSION STATISTICS (ALL LEVELS)

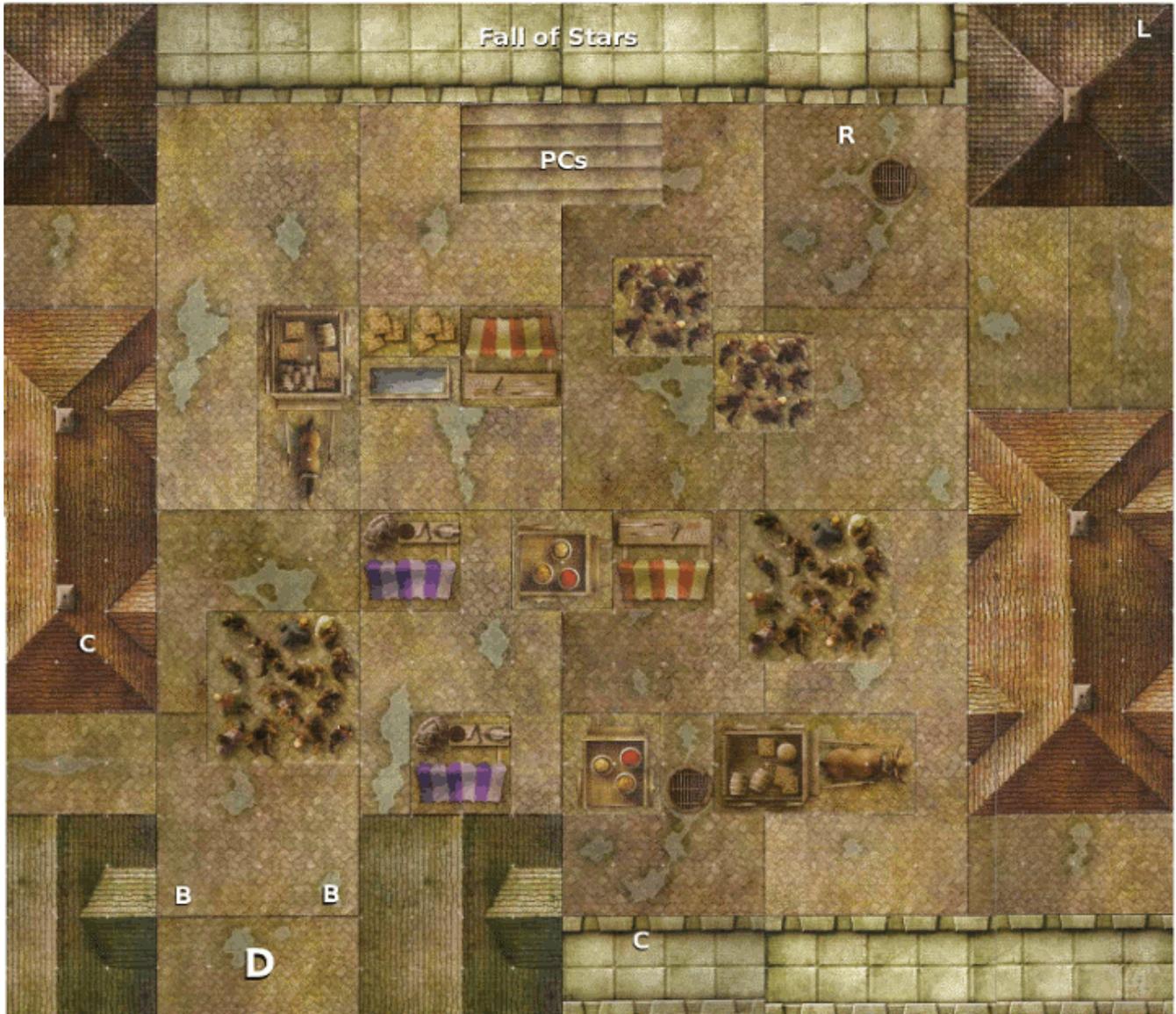
Ellarian Dawnhorn		Level 11 Skirmisher
Medium fey humanoid; eladrin		XP N.A.
Initiative +12 Senses Perception +6 ; low-light vision		
HP 114; Bloodied 57		
AC 25; Fortitude 23, Reflex 24, Will 23		
Saving Throws +5 against charm effects		
Speed 8		
m Brilliant Blade (standard; at-will) ◆ Radiant, Weapon		
+16 vs. AC; 2d8 + 3 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.		
Fey Step (move; encounter) ◆ Teleportation		
Ellarian Dawnhorn teleports 5 squares.		
Alignment Lawful Good		Languages Common, Elven
Str 13 (+6)	Dex 21 (+10)	Wis 13 (+6)
Con 18 (+9)	Int 15 (+7)	Cha 18 (+9)
Equipment: chainmail, longsword		

Note: Ellarian is a simplified version of the eladrin bladesinger.

ENCOUNTER 2: REPOSSESSION MAP

TILE SETS NEEDED

Streets of Shadow x2, Arcane Towers x1



ENCOUNTER 3: “SHE WAS FRAMED...”

SETUP

Dayan Nenthyn, male half-elf, co-owner of the Fall of Stars.

Constable Ellarian Dawnhorn, female eladrin, constable of New Velar.

Jonster Yate, male halfling, Burgher of New Velar.

Once the combat in Encounter 2 ends, Kira is arrested:

“Kira Nenthyn has aligned with the monsters! We all saw it!” cries out Anna Rivenstave. Some of the citizens around you murmur their consent.

Constable Ellarian steps towards Kira and announces: “Kira Nenthyn, in the name of the seven Burghers of New Velar, you will be taken into custody for further investigation. Take her away, guards!”

Perun and Rehaya, the doormen, hesitate at this turn of events but Kira does not resist or protest as the guards move to take her away.

If the PCs try to stop the guards from taking Kira away, Dayan, Kira’s brother, motions them not to. He informs the PCs there is a chance to visit her and clear up matters later (see Encounter 4c).

The constable and the Gray Riders do not allow the PCs to interrogate any captured monsters yet. These are brought to a New Velar prison first (see Encounter 4d). The PCs have permission to visit them there anytime if they have further inquiries.

“You cannot be serious! Can’t you see that there’s magic involved?” yells a halfling among the witnesses in the crowd “I could sense magic from far over there already. She must be innocent! Dayan, do something!”

The halfling is Jonster Yate, a former adventurer. The PCs realize he is one of the seven Burghers of New Velar with a DC 15 Streetwise check (and might have met him before in CORE1-1 *The Radiant Vessel of Thesk*, DRAG1-6 *Night of Falling Petals*, or DALE1-6 *The Vesperin Initiative*).

Jonster is making up sensing the magic auras - there are none (and he has no ability to detect magic if there were). He can however help the PCs in their investigation later. If the PCs approach him, he asks them to meet him in his cobbler shop “Mensyn’s Wares” (see Encounter 4a, Scene 5).

If the PCs have dealt with Dayan in earlier adventures he approaches the PCs and asks for their help to prove Kira’s innocence.

If the PCs have no relation with Dayan Constable Ellarian Dawnhorn instead approaches them. She investigates a trail of a drug called Agony leading to New Velar. She is herself yet uncertain of Kira’s involvement. While she dislikes adventurers (who she considers troublemakers), she does need some aid in this case - especially as the Fall of Stars seem to be involved.

Depending whom the PCs rather work for, either Dayan Nenthyn or Constable Ellarian Dawnhorn task the PCs to find out the truth about Lucus death. They have to find answers to convince the Burghers that Kira had nothing to do with Lucus’ death.

To prove Kira’s innocence they need the answers to four essential questions:

- Has Lucus the Younger been murdered?
- How is the Way of the Lash involved into this affair?
- What made Lucus jump down the roof?
- Who is responsible if Kira is innocent?

The four answers are four clues the PCs can gather in Encounter 4a-d. Once all clues have been found they are asked to present their results to the Burghers in the town hall.

ENDING THE ENCOUNTER

Proceed to Encounter 4a once the PCs are ready to start the investigation.

EXPERIENCE POINTS

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

ENCOUNTER 4A: PLOTS AND POISONS ~ FOOTWORK

To entirely finish this encounter, the PCs have to run through Encounters 4b, 4c and 4d (referenced at the appropriate sections below). Those encounter deal with the challenges that are part of the investigation. The text in this section deals with any other information.

The PCs can wander freely around New Velar to investigate the incident.

Employees of the Fall of Stars rush out on the streets to clean up the remains of the recent battle. Onlookers start to head back to their work. The usual sounds of busy merchants and workers fill the streets again.

Dayan Nenthyn and Constable Ellarrian promise the PCs full access to the Fall of Stars, and the support of the Gray Riders for their investigation. Dayan fears time is of the essence. He has the feeling Kira is not doing well, and bids the PCs to make haste.

Constable Ellarrian also asks the PCs to hurry their investigation. She fears unrest should this not be solved quickly.

Point out the best places to look for information:

- The Fall of Stars adventurer's club.
- "Mensyn's Wares" (Jonster Yate's shop).
- Eruthens's Tower, Rivenstaves' residence.
- The New Velar Prison - see Encounters 4b and 4c.
- The Lady of Fortune, temple to Tymora (Lucus' dead body has been brought here).
- Other temples of New Velar (Oghma, Waukeen).
- The "Way of the Lash" meeting point (location can only be found through investigation) - see Encounter 4b.

PCs who have also played other adventures in New Velar might also want to visit these places (they are optional only):

- The other 4 Burghers (currently in the New Velar Council Hall).
- Lin-Woh Chiang / Harbor.
- Aron Selkirk / the Velarian Trade Alliance (former temple of Mystra).

In this encounter no skill check is required to gain the information listed under the location description unless otherwise noted. The PCs don't have to visit all areas to find the four necessary clues. Make sure they don't think

that they miss out on essential information by skipping points of interest.

The four essential questions and their answers are provided in Handout 1 (reprinted here for the DM's convenience):

Has Lucus the Younger been murdered?

- Lucus was alone when he committed suicide.
- He was under the influence of a drug called Agony.
- He was a member of the "Way of the Lash."
- Lately, he acted as if he wasn't himself.
- However, he acted normally this morning.

How is the Way of the Lash involved in this affair?

- The "Way of the Lash" members have a fascination for pain.
- Most members are lay worshippers to Loviatar, the goddess of pain, but the cult does not practice evil rites or commit crimes in New Velar.
- A cultist of Talona, the goddess of poison, has infiltrated the cult.
- Talona and Loviatar are bitter enemies.
- The Talonites altered the Agony drug.

What made Lucus jump down the roof?

- An Illithid tadpole was implanted in Lucus and Kira's brain.
- These are usually implanted in the brain of humanoid victims. They start to consume the host's brain and eventually grow into a full-grown mindflayer.
- The tadpole found is modified: It no longer grows into a full mindflayer but permanently dominates its victim instead.
- The tadpoles also make very potent ritual components.
- Only a powerful ritual caster can control those with tadpole implants.

Who is responsible if Kira is truly innocent?

- The leader of the Talonans in New Velar is a human man named Kinnalyn Sant.
- His group is in contact with Shadovar from Sembia.
- A woman named Mirabeta Selkirk leads the shadovar.

You might want to hand these to the PCs when playing in a time sensitive environment like a convention to speed up the PC's progress. If you are hosting this adventure at home feel free to roleplay encounters as

desired and have your players write down clues and draw conclusions themselves.

SCENE 1: FALL OF STARS (TAVERN AREA)

Important NPCs: Yellira Am'benuinyl, female drow; Dayan Nenthyn, male half-elf.

Clues to be discovered: meeting point of the "Way of the Lash".

The tavern area of the Fall of Stars is crowded as always with adventurers of all races from all over Faerûn. The recent incidents didn't keep the guests from ordering more drinks and food. Several waiters scurry among the tables.

Lucus' suicide is the topic of all conversations. Wild speculations can be overheard at every table.

Yellira Am'benuinyl, the female drow and director of the Fall of Stars, rushes from table to table to prevent false rumors to be spread among the present guests.

Some of the wild rumors (all wrong):

- Kira is the leader of a cult, whose members are supposed to commit suicide.
- Lucus is a powerful caster and his death was just an illusion.
- Lucus will be raised as an undead serving the Way of the Lash.

The PCs can learn the following here:

- The Way of the Lash, a cult with a fascination for pain, meets downstairs in a small hall reserved for the cult. Some of its members, including the leader Kira Nenthyn, worship Loviatar (evil goddess of torture), though none are known to be evil.
- Anyone wanting to pray to Loviatar is free to enter the shrine down in the basement. There is also a shrine to Sharess (good goddess of passion and cats).
- Yellira Am'benuinyl is also a member (if asked she is willing to show the PCs the shrine to Loviatar). Yellira does not worship Loviatar.
- Lucus the Younger seemed absolutely in control of himself (not drunk) when he arrived here earlier.
- Witnesses saw him walking upstairs alone after paying for a private room at the bar. He looked fine and energetic so they suspect that he didn't have any whip marks then.

If the PCs have played DALE1-6 *The Vesperin Initiative* they might know of the existence of Ambreeautha

Nenthyn, a fetch - a ghost who lives in the Fall of Stars mirrors.

Ambreeautha can watch through all of the buildings mirrors - and all rooms have a mirror. If the PCs can summon Ambreeautha (using a mirror in a private room), they can ask what she saw. She can relate the following:

- Kira, her adopted grandchild, is acting odd lately. She was nervous and unfocused.
- Kira occasionally allows Ambreeautha to possess her, so that the ghost can enjoy physical pleasures. However, the last few days, Kira refused it, and Ambreeautha sensed something 'blocking' her.
- Ambreeautha looked only briefly in Lucus' room while he was there, whipping himself. He was alone for sure.

SCENE 2: FALL OF STARS (CRIME SCENE, UPSTAIRS)

Important NPCs: Constable Ellarian Dawnhorn, female eladrin.

Clue to be discovered: #1.

The room Lucus the Younger has rented on the 3rd floor has been unlocked for investigation. The room is of simple design. A small open window leads to the flat roof of the side building. Tiny blood spots can be seen along the wall and on the floor.

Constable Ellarian Dawnhorn is examining the blood drips when the PCs arrive. She greets them as they enter.

The blood on the wall is from Lucus. It splattered there as he whipped himself.

Constable Dawnhorn can inform the PCs what she already found here:

- The room was locked from the inside.
- She didn't remove or touch anything.
- She found Lucus ripped clothes and a whip. Supposedly his own.

If the PCs examine the clothes, they find a small package, a paper envelope with a scourge symbol on it (the symbol of Loviatar). Inside the envelope are trace amounts of a black powder. PCs who played CORM2-1 *Pain* recognize this as Agony. Since she has been tracking the people responsible for this substance, the constable recognizes this if the PCs don't.

If the PCs ask the servants what they have witnessed they can relate the following:

- Lucus went straight to the room. He was the only one who had the keys.

- They could hear that Lucus started to use a whip and his whimpering behind closed doors. As it was known that he is a member of the Way of the Lash no one thought about reporting about the noise or interfering.
- Servants cleaning the hallway claim no one else has entered his room until the Gray Guards arrived.

Give the players handout “Clue #1” after their investigation in this room.

SCENE 3: FALL OF STARS (BASEMENT, MEETING POINT FOR THE “WAY OF THE LASH”)

See Encounter 4b for details.

SCENE 4: ERUTHEN’S TOWER, RIVENSTAVES’ RESIDENCE

Important NPCs: Anna and Lucus Rivenstave, female and male humans.

Clues to be discovered: #1, meeting point of the "Way of Lash" cult.

Eruthen’s Tower stands on a hill on the outskirts of New Velar. An impressive complex spanning the entire hill with a picturesque view of the ocean greets you at the end of your hike.

Inside the complex it is cold and intimidating. You are brought to a large chamber with a vaulted ceiling, and an exquisite chandelier hanging over a long table. Paintings of Rivenstave ancestors adorn the walls.

Lucus Rivenstave sits in a wheelchair. The loss of his son made him even more quixotic. His wife covers all the talking, even though she is all tears:

- Lucus has been a member of the Way of the Lash for over a year. Anna never liked this fact but wasn’t able to talk her son out of it.
- Lucus hasn’t acted strange at all this morning. Everything that happened later this day must have happened after Lucus visited this witch Kira in the basement of the Fall of Stars.
- The parents are aware that Lucus was buying illegal substances or liquids from suspicious strangers. They now think this must have been the drug Agony, but a thorough search in the house hasn’t revealed evidence. **Give the players handout “Clue #1”.**
- Lucus never came home drugged.
- Anna keeps blaming Kira for his actions.

The Rivenstaves and the Nenthyns do not get along. They disagree on many things, causing tension among

the Burghers. They also have a dispute about the ownership of land along the borders of their estates. Anna is therefore hard to convince of Kira’s innocence.

SCENE 5: “MENSYN’S WARES” (JONSTER YATE’S SHOP)

Important NPCs: Jonster Yate, male halfling.

Clues to be discovered: #1 and #3 if the PCs have found a tadpole, hints about Joella the imprisoned lamia.

New Velar’s cobbler shop is “Mensyn’s Wares” on the corner of Lancegallop Lane and Melurk Street.

Entering the crowded shop you are welcomed by the aroma of leather and leather-fat mixed with the biting stench of tanning substances. Shoes and boots in all sizes and fashions are lined up on shelves.

The wall behind the counter is dominated not by shoes but by a large, hand-drawn map of Faerûn. Small markers have been placed on the map.

Jonster Yate, the halfling, sits behind the counter, leafing through a book.

The book Jonster is looking through is a treatise on aberrations, obtained in the halflings’ years as an adventurer. Jonster looked it up after he saw the mindflayer.

Jonster Yate can state the following in general:

- Contrary to his outcry earlier when Kira was arrested he didn’t really sense magic affecting her. However he is quite sure that this must have been the case as he knows Kira very well and trusts her completely.
- He is close friends with Kira and her brother and has also met other members of the Cult of the Lash before. He’s been told about Lucus’ euphoric ambitions to consume the drug Agony often.
- He noticed a similar behavior in Kira once in a while but shrugged it off. Now he’s sorry that he hasn’t done something earlier.
- A guard of the New Velar prison has recently reported to the Burghers, that a prisoner offered to make a bargain with the authorities for her release. The prisoner is Joella, a captured lamia who tried to sabotage the Valerian Trade Alliance conference. She mentioned that a group of cultists have plans in motion that threaten the whole town. Jonster thinks she is referring to the drug Agony.

If the PCs have also discovered an Illithid tadpole he is able to look it up in his book:

- The tadpole is a way used by Illithid for reproduction. These are usually implanted in the brain of humanoid victims. They start to consume the host's brain and eventually grow into a full-grown mindflayer. The tadpole found is modified however (Jonster shows a picture in his book to compare). It no longer grows into a full mindflayer but permanently dominates its victim instead. These tadpoles also make very potent ritual components. For this purpose however it's required to remove them from the victim's brain- a process that can kill the host. Only a powerful ritual caster can control those with tadpole implants. **Give the players handout "Clue #3"**.

SCENE 6: NEW VELAR COUNCIL HALL (BURGHERS)

Important NPCs: Sheera Goldenleaf, female elf; Harlan Treskeden, male human; Reikherd Brewmaster, male human; Emerra Grimbarrow, female human.

Clues to be discovered: hints about Joella the imprisoned lamia.

The New Velar Council Hall is an impressive building built from ironbark wood. It looks like it is sturdy enough to withstand the strongest of storms. The flags of New Velar and the Velarian Trade Alliance dance in the wind on masts erected in front of the entrance.

A clerk leads you to the conference hall, where the remaining Burghers are gathered. One side of the wall is totally made out of glass offering a grand view over woods and the hill on which rest the ruins of Halvan's Keep.

The PCs might get to the Council before the end of their investigations. The Burghers are currently in a heated debate about recent events. There isn't much what they can tell the PCs:

- Jonster Yate is currently in his residence, the cobbler shop "Mensyn's Ware".
- The Rivenstaves went home mourning the loss of their son.
- A guard of the New Velar prison has recently reported to the Burghers, that a prisoner, who tried to sabotage the Valerian Trade Alliance conference, offered to make a bargain with the authorities for her release. She mentioned that a group of cultists have plans in motion to threaten the whole town. The Burghers have not given it much attention yet - it does not sound credible or interesting enough for them to start bargaining with criminals.

- See Encounter 4d if the PCs come here to negotiate Joella's release.

SCENE 7: NEW VELAR JAIL (KIRA'S CELL)

See Encounter 4c for details.

SCENE 8: NEW VELAR JAIL (JOELLA'S CELL)

This encounter should by preference be the last encounter in the investigation.

See Encounter 4d for details.

SCENE 9: "THE LADY OF GOOD FORTUNE", TEMPLE TO TYMORA

Important NPCs: Lucus the Younger (dead or comatose).

Clues to be discovered: #3, meeting point of "Way of Lash" cult.

The Lady of Good Fortune is one of the biggest and most sparkling buildings in the town. New Velar's prosperity can be seen in the large donations for the church of the goddess of Luck.

The lady of Good fortune is the temple of Tymora (good goddess of luck).

If the Leech was prevented from taking Lucus the Younger, he has been brought here. The priests have been informed of the PCs possible arrival.

If Lucus died, they lead them to the mortuary where Lucus has been laid on a stone table to be prepared for the Rivenstave family crypt.

The local clerics and acolytes know the following:

- "The Fall of Stars" holds a shrine to Loviatar and Sharess.
- As Kira Nenthyn and Yellira Am'benuinyl are prominent members of the "Way of the Lash" cult. They offer members a meeting point in one of the many underground halls under the adventuring club.
- The "Way of the Lash" is a non-evil cult of lay-members of Loviatar and their friends. They have no priests among them. Their worship is unconventional, almost heretic. They are not known to practice evil rites.
- The priests attempted to raise Lucus on Anna's request. His spirit is however unwilling to come back to the mortal world.

The PCs are allowed to examine the body:

- Lucus' head is cracked open from the fall. The PCs find an unusual sight: a small purple tentacle can be seen wrapped around Lucus'

brain. An acolyte recommends heading to Jonster Yate to identify it, as he claims to be an expert on monsters. If the PCs try to determine what it is themselves see Encounter 4c for DCs. **If they succeed give the players handout “Clue #3”.** Note the success or failure for the skill challenge in Encounter 4c accordingly.

- No magic can be sensed on the corpse.
- Other than the whip lashes, which look self-inflicted, there is no indication of external violence inflicted prior to Lucus’ fall.

Speak With Dead: If the PCs cast this ritual, they can learn the following with proper questioning:

- Lucus was hearing voices in his head. They commanded him to do things he didn’t want to do. He made an effort to resist them.
- He believed he was initially able to resist the voices, but he did have several blackouts.
- The voices commanded him to jump, and he couldn’t resist doing so.
- He never talked about it, except to Kira, but she didn’t know how to help him. Maybe she knew more, but she didn’t tell.
- He used Agony. He bought most of it from a fellow in the harbor.
- Aside normal Agony, which is a powder, he used potions that have the same effect. He bought those from a fellow Way of the Lash member, Hogar (this grants one auto-success for the skill challenge in Encounter 4b).

If Lucus survived, the priests lead the PCs to the hospital, where Lucus is being cared for. He is not yet conscious, and the priests expect it may take some time before he wakes.

The PCs are allowed to examine the unconscious man:

- The young man is drooling. If the PCs wrench his mouth open, they find a dead tadpole in his mouth that he coughed up a bit earlier. An acolyte recommends heading to Jonster Yate to identify it, as he claims to be an expert on monsters. If the PCs try to determine what it is themselves see Encounter 4c for DCs. **If they succeed give the players handout “Clue #3”.** Note the success or failure for the skill challenge in Encounter 4c accordingly.
- No magic can be sensed on Lucus.
- Other than the whip lashes, which look self-inflicted, there is no indication of external violence inflicted prior to Lucus’ fall.

Lucus cannot be woken by normal means (though see Remove Affliction in Encounter 4c). In this case the Remove Affliction ritual is used to awaken Lucus and break the hold of the tadpole on him. When awoken Lucus can provide answers as under Speak With Dead, above.

SCENE 10: WORD ON THE STREET

Important NPCs: none

Clues to be discovered: none

If the PCs ask about, they can learn the following from locals and sailors from around the world:

- The drug called “Agony” has finally reached Harrowdale. Some people blame the Chiangs for its appearance.
- Pirates showed up at the Dragon Coast lured here by the increased ship traffic. It seems the Valerian Trade Alliance also attract greedy criminals.
- Reports from far Abeir are unsettling: Apparently people are trying to wake Dawn titans to destroy Fâerun.
- Refugees from the north overrun the city of Phlan, near the Moonsea, fleeing raiding barbarians.
- A flying ship was spotted over Westgate harbor. Harbor authorities have not revealed yet who owned the ship or what its final destination was.

The PCs may also ask about for specific subjects:

Mei Chang/ The Chiang Emporium:

- Lin-Woh Chiang just left on a ship to Ravens’ Bluff. She was accompanied by Aron Selkirk of the Selkirk Trading House.
- Lin-Woh Chiang servant, Mei (Yuki) Chiang, is left in charge of the Chiangs’ administration in New Velar.
- Mei is a follower of Loviatar and can possibly be found at the Way of the Lash meeting point in the basement of the Fall of Stars.
- Witnesses report seeing Lucus making deals with a hooded foreigner regularly here. He bought a couple of small packages and handed a big pouch of gold to the man (this person cannot be traced).
- Since the Valerian Trade Alliance was formed, trade has increased.

Temples and Religion:

- The House of the Singing Harp is New Velar’s temple to Oghma.

- PCs hoping to find lore (on for instance the tadpoles) at the Singing Harp are disappointed. The temple knows a lot of local legends and even more on minstrels, but little on monster lore or alchemy. The priests suggest visiting Jonster Yates (see Scene 5), as he claims to be an expert on monsters.
- The Selkirk Trading House was the former House of Mystra. Its inner sanctum is still closed off as it is rumored to be haunted, but the building does house a shrine to Waukeen, and there is a priest on staff.
- “The Fall of Stars” holds shrines to Loviatar and Sharess.
- As Kira Nenthyn and Yellira Am'benuinyl are prominent members of the “Way of the Lash” cult. They offer members a meeting point in one of the many underground halls under the adventuring club.
- The “Way of the Lash” is a non-evil cult of laymembers of Loviatar and their friends. They have no priests among them. Their worship is unconventional, almost heretic. They are not known to practice evil rites.
- If the PCs want to see Lucus they have to head to “The Lady of good Fortune” (see above).

Kira Nenthyn:

- The Nenthyn siblings so far have only done good deeds for New Velar and people are shocked about the possibility that Kira might be in league with fiends.
- Kira Nenthyn is an important member of the Velarian Trade Alliance. Her arrest has shaken people’s belief in the Alliance.

The Velarian Trade Alliance:

- The Velarian Trade Alliance consists of the Burghers of New Velar, Myth Drannor, the Selkirk Trading House (Vesperin), and the Chiang Emporium (Nathlan). They seek to improve trade, and oppose Netheril’s influence (through Sembia) in the Dragon Reach.
- The Alliance financed the building of the new watchtower, the Trade Alliance Tower, on Two Rocks in New Velar. The tower can be reached over the Shoulder, a bridge over the rocky outcrops and isles that connect Two Rocks with the mainland. The tower is to be a fortification to protect New Velar and part of the Dragon Reach. There is resistance against the tower from locals (who refer to it as the ‘Neck’), who

fear Sembia or Mulmaster may see it as a provocation.

- The leader of the alliance is Aron Selkirk.
- The Selkirk Trading House is housed in the former temple of Mystra. Aside the traders, it also houses a shrine to Waukeen.
- The banner of the Velarian Trade Alliance is four gold coins on green and blue ground. The four coins represent the four parties forming the Trade alliance, green stands for the forest goods of the elves and blue for the naval seaways.
- Aaron Selkirk is unavailable as he’s on a business trip to Raven’s Bluff to the east. He travels with the Chiang caravals.
- At the shrine of Waukeen (unaligned goddess of merchants), the PCs are directed to the “Way of the Lash” meeting hall in the basement of the Fall of Stars if they ask for directions.

ENDING THE ENCOUNTER

Once the PCs have discovered all four clues (including those found in Encounters 4b-4d) they can either report their findings to Dayan Nenthyn or Ellarian Dawnhorn, so the Burghers can set Kira free again, or they can move to the Trade Alliance tower to confront the Talonites.

The PCs should realize that trying to get the council together to pronounce Kira innocent may take some time. PCs therefore need to choose whether they go to the Council Hall first or directly to the tower

Proceed to Encounter 5 if the PCs decide to go to Council Hall. Go to Encounter 6 if they go to the tower.

It is possible PCs have enough info to head to Encounter 6 even if they have not found all the other clues. In that case, after running Encounter 6, you may wish to continue the investigation so that the PCs can find out what was really going on and cure Kira.

EXPERIENCE POINTS

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

ENCOUNTER 4B: PLOTS AND POISONS ~ “WAY OF THE LASH”

**SKILL CHALLENGE LEVEL 15/17,
COMPLEXITY 1 (1200/1600 XP)**

SETUP

Important NPCs:

- Mei Chiang, female human.
- Sureen Tevernesta, female half-elf.
- Yellira Am'benuinyl, female drow.

The “Way of the Lash” has a nunderground meeting hall and shrine in the basement of the Fall of Stars. Members can come here anytime they want. The cult has no priests. Kira Nenthyn maintains the shrine.

After several stairways down into the basement of the Fall of Stars you are guided to a small hall with a low ceiling. A statue of Loviatar, the goddess of pain, dominates the oval hall. The hall is otherwise sparsely decorated. Several candelabras on shelves line the walls and a couple of vases are filled with broken glass. A flat fire pit is built into the floor stretching through the length of the hall.

Keep in mind not to present this area as a torture room. This is especially important if you have younger players attending your gaming table. There are no torture equipment or similar items present. No rituals are currently being performed.

The Way of the Lash mostly consists of people with an interest in - and in some cases fascination for - pain. Not all members worship Loviatar. Those who do, worship her in her aspect as the goddess of pain. They are aware of her evil nature as a goddess of torture, but choose to not delve in that part of the religion. Their worship is heretic - it is rather amazing that Loviatar allows the cult to exist.

SKILL CHALLENGE: QUESTIONING MEMBERS OF THE WAY OF THE LASH

Goal: Finding about how Way of the Lash is related to the recent events.

Complexity: 1 (finish all scenes before 3 failures).

Primary Skills: Arcana, Diplomacy, Dungeoneering, History, Insight, Intimidate, Religion, Streetwise.

Other Skills: Endurance, Heal, Insight, Perception.

This skill challenge ends when the PCs have gathered enough information for clue 2.

Story Awards: Some story awards give PCs bonuses or penalties on Bluff, Diplomacy, or Intimidate when questioning Sureen or Mei Chiang.

These bonuses indicate respect or recognition of the PC's abilities (and penalties a lack thereof).

Story Award	Bonus/penalty	Target
DALE01	+2	Mei Chiang
DALE12	+2	Sureen
DALE16	+2	Mei Chiang.
DALE22	+2	Sureen
DALE24	-2	Sureen

The bonuses are not cumulative. A penalty cancels all bonuses. In addition, if a PC has a bonus, they can also expend the story award that grants the bonus to gain an automatic success. Expending it means crossing it off (the PCs no longer has the story award).

SCENE 1: TALKING WITH THE MEMBERS

Currently most of the members are out adventuring. The only persons present for the PCs to talk with are Mei Chiang and Sureen Tevernesta. Yellira Am'benuinyl is only present if the PCs insist on her presence; otherwise she heads back upstairs to take care of guests. See the appendix for detailed information on these members.

Mei is here to deal with her “inner dragons”, as she puts it. Her superior, Lin-Woh Chiang, has left for Ravens' Bluff this morning. She left Mei in charge, though Mei expects she'll likely need to travel to Raven's Bluff as well. She came here to reflect.

Sureen recovers from a nightmarish experience in Shadowdale. Her bare skin sparkles like a night sky as if thousands of tiny gems have been implanted into her. This is the aftereffect of a broken magical mirror she has been exposed to. Uncountable shards magically grow out of her body through her skin.

Sureen is a (unaligned) priestess, but she worships Malar (evil god of the hunt), not Loviatar. She currently suffers a religious crisis and doubts the choices she made. She is a member in the cult as she tries to learn to live with the constant pain due to the shards. Kira has been her mentor ever since Sureen arrived. Sureen is unlike other members, who come here for advice and lecture. Pain doesn't fascinate her, but Kira teaches her how to live with it. Sureen was sent to Kira because there is a hope that Kira can turn her towards good, and thus the power that courses through Sureen won't fall in evil hands. The two have quickly grown close.

During the process, PCs may attempt to join the Way of the Lash, possibly to make the NPCs a bit more cooperative. If so, Mei arranges for an initiation rite - see the Endurance skill check.

Diplomacy DC 18/20 (1 success, 1 maximum)

The members admit that they have witnessed people like Kira and Lucus have been using the drug Agony for quite a while. Only recently did they both started acting out of their mind. The members hardly recognized them anymore. They think that Agony made Lucus jump of the roof.

The members seem to be reluctant to tell where Kira and Lucus got the drugs.

Diplomacy DC 23/25 (1 success, 1 maximum)

Sureen suspects that a member trafficked the drugs. She believes, from talks with Kira, that an adventurer named Hogar, a recent recruit, is the culprit.

If the PCs fail this check, it takes some time before Sureen comes forward with her information.

This allows the PCs to investigate Hogar (Scene 2).

Endurance DC 18/20 (no successes)

A PC is ready to endure the initiation rite of the Way of the Lash to become a member or gain the NPCs trust. The rite commonly involves passing an arm through a candle flame, or walking over glass spread out in the fire pit in the floor.

The rite causes no permanent harm. A successful check means the PCs manages the feat without flinching or showing discomfort.

The PCs get a +2 bonus to the next Diplomacy or Insight check as they won the respect of the members.

Regardless whether the check succeeded, anyone who follows the rite may become a probationary member if they wish.

Heal DC 23/25 (no successes)

The PCs ease the pain for Sureen. She is more willingly to assist the PCs. This grants a +2 bonus on the next social skill check.

Insight DC 18/20 (no successes)

The members are clearly interested in assisting the PCs to find out the truth. They seem eager to protect their own members, so they do not easily open up on wrongdoings of one of their own.

This grants a +2 bonus to all social skill checks in this encounter.

Intimidate DC 23/25 (1 success, 1 maximum)

Shaken by the PC's intimidation the members admit that they suspect Hogar, a recent member, was the one supplying Kira and Lucus with Agony. Hogar may not have been honest in his dealings. Kira and Lucus might have suspected this as well, but their desire to get their hands on the drug was greater than their cautiousness.

If the PCs fail, Mei shuts down, and it takes some time before Sureen gets her to calm down. Eventually, she tells the PCs her suspicions that Hogar is behind it.

This allows the PCs to investigate Hogar (Scene 2).

Religion DC 18/20 (no successes)

The PCs can use some of the knowledge of Loviatar, the goddess of pain, or Malar, god of the hunt, to try to understand a member's motives.

Loviatar: The Way of the Lash worship of Loviatar focus on her aspect as the goddess of pain. They do not care for her evil nature and her aspect as a goddess of torture. Their worship is heretic - and opposed by the main faith of Loviatar.

This awareness grants a +2 bonus on the next social skill check with Mei Chiang.

Malar: Malar is a destructive and bestial god, but he also represents the hunt. It is this aspect that allows Malar to be accepted, or even worshipped, by non-evil folk, such as in the northern Moonsea area. Malarite 'Hunts' sometimes provide the food in the most remote areas.

This awareness grants a +2 bonus on the next social skill check with Sureen Tevernesta.

SCENE 2: HOGAR'S ROOM

The members cannot help the PCs much when they wish to investigate Hogar. He is a recent member, a roguish adventurer from out of town. He kept much to his own.

Hogar has not showed up in two days. He hired a room upstairs, but it is empty. Yelirra can show the PCs to that room. Magic cannot locate Hogar - he is at the Trade Alliance tower, and that area has been warded to block all divinations.

The PCs don't find any incriminating evidence for Lucus' death in Hogar's room. They do however find the following:

- A small triangular wooden symbol.
- Several paper envelopes with the symbol of Loviatar, containing a dried black paste.
- An empty vials with a strange alchemistic smell and a black residue.

The Lash members recognize the packages and vial as used by Kira and Lucus.

This opens up the use of the Arcana and Dungeoneering skills to determine the substance and Religion skill to identify the symbol.

Arcana or Dungeoneering DC 15 (no successes)

The paste in the envelopes is recognized as the Agony drug (you crush it to powder then sniff it). PCs who played *CORM2-1 Pain* may have seen it before and in that case know this specific fact automatically.

Arcana or Dungeoneering DC 23/25 (1 success, 1 maximum)

Examining some of the empty vials the PCs discover that the drug in there was indeed Agony. However it's substance seems a bit different as expected. This dose had been altered and might have additional effects on the user.

Religion DC 18/20 (1 success, 1 maximum)

The symbol is a small triangle. It has engravings of three teardrops. It is the symbol of Talona (chaotic evil goddess of poison). Talona and Loviatar are bitter enemies. Talona's followers deeply hate the Loviatar believers and they do everything they can to disgrace and even destroy them.

If the PCs fail this check, they can bring the symbol to a temple to have it identified (though this wastes time).

It is advised that PCs do not use the drug. If they consume it anyway, treat the drug as if the PC contracted the mindfire disease, with the exception that as long as the PC uses Agony at regular intervals, the mechanical effects are temporarily reduced to those of the initial effect (see below).

The rituals Delay Affliction, Cure Disease, and Remove Affliction work as normal.

Anyone who has ever been addicted to Agony and then cured suffers a permanent -5 penalty on all their Endurance checks against any future exposure to the drug.

Agony (level 16 disease)

This drug addles the mind, causing delusions of grandeur. Withdrawal symptoms of the drug are incredibly painful.

Attack: Automatic when consumed

Endurance: improve DC 25, maintain DC 20, worsen DC 19 or lower.

	become dazed and takes ongoing 10 psychic damage. If the target takes Agony, the mechanic effects are reduced to the initial effect for 24 hours, but he cannot improve on an Endurance check that day.	
Final State	The target is dazed. If the target takes Agony, the mechanic effects are reduced to the initial effect for 12 hours.	

ENDING THE ENCOUNTER

Success: The PCs got essential information in a timely manner.

Failure: The PCs have less time to stop the ritual in Encounter 6 as they wasted a lot of time here before they get the information they need.

In either case: The PCs realize that the goal of the Talonites was to harass the Loviatans and implicate them for the drug. Blaming the Loviatans for Lucas' death is the finishing touch. **Give the players handout "Clue #2".**

Before the PCs leave, and if they haven't visited Kira in her cell yet, Sureen approaches them:

"I am very certain Kira has been framed. This morning she complained about unbelievable headaches. She refused aid - feeling she had to endure them. However I sensed that something was amiss - Kira never behaved so fanatically devoted. We were just about to call a healer and force Kira to be treated before the incident with Lucas happened.

Please, if you have time, make sure Kira is ok in her cell and let her know we pray for her."

Go back to Encounter 4a if the PCs still need to find more clues. Go to Encounter 4c if the PCs want to check out Kira. See the end of Encounter 4a if the PCs have discovered all necessary four clues.

EXPERIENCE POINTS

The players receive 240/320 experience points each if they succeed in the skill challenge, but it does not count towards a milestone.

	The target is cured.	
Initial Effect	The target gains vulnerable 10 psychic until cured.	<>
	Each time the target becomes bloodied, it	<>

ENCOUNTER 4C: PLOTS AND POISONS ~ KIRA'S CELL

SKILL CHALLENGE LEVEL 15/17, COMPLEXITY 1 (1200/1600 XP)

SETUP

Important NPCs: Kira Nenthyn, female half-elf.

Prisoners with possible powerful abilities to escape normal bonds are not brought to the regular New Velar prison but to the new New Velar prison, which is housed in the former "Anchorage Inn".

Special prisoners are held in the "House of Dead Birds", on the outskirts of New Velar. The locals gave the ruin, which now serves as a prison, this strange name for a reason: around the building lie numerous dead bird corpses.

The birds dropped to their death as the house suppresses their ability to fly. An unnatural magical aura lingers around the building: no phasing, flying or teleportation work inside or within ten feet of it. All means of natural flight are also suppressed. This results in the occasional bird falling to its death. The effects were noticed shortly after the Spellplague, and most attribute it to that event, though none are sure. Ten years ago, the last proprietor of the Anchorage inn died, and his son sold the inn to the council. The Burghers then had the inn adapted as a prison.

The PCs have free access to all areas as long as they don't attempt to free prisoners.

SKILL CHALLENGE: CURING KIRA

Goal: Removing the Illithid tadpole out of Kira's head
Complexity: 1 (finish all scenes before 3 failures).

Primary Skills: Arcana, Dungeoneering, Heal, Insight, Intimidate, Perception, Thievery.

Other Skills: Diplomacy, Religion.

Kira is the only prisoner on the first floor. More prisoners are held in the basement. While the PCs are led inside they can hear Kira screaming and moaning. The Illithid tadpole in her head started to cause her pain beyond all bearing. It has turned her irrational - she behaves like a fanatic, contrary her normal nature. She has refused any aid to cure her.

The PCs have a chance to examine Kira and find out more about what made her and Lucus act strange. The

skill challenge is divided into three scenes. Without a success in one scene the PCs can't proceed to the next.

This skill challenge ends when the PCs have gathered enough information for clue 3.

SCENE 1: ANALYSIS

The PCs first have to determine what is wrong with Kira.

Relieving Kira's pain (no successes)

Have a PC that tries to relieve Kira's pain make a Religion check first. On a DC 13/15, the PC realizes that Kira is a follower of Loviatar, the goddess of pain, and acting irrational. Any attempts to ease her pain might, in the state she is in, upset her.

If the PCs try to ease Kira's pain anyway, she gets very angry and becomes upset. She is a follower of Loviatar and feels she has to endure the pain (a delusion due to the tadpole).

This gives the PC a -2 penalty on all skill checks during this encounter.

Heal DC 18/20 (1 success, 1 maximum)

The PCs determine that a foreign object moves in her head, affecting her brain thus making her act strange.

This opens the Heal or Thievery skill check in Scene 2.

Insight DC 23/25 (1 success, 1 maximum)

Kira is not herself. Even if the PCs haven't dealt with her before her actions don't seem to fit to the description they have of her. She seems to be controlled by another power. PCs who know Kira (played DALE1-1 *The Prospect* or DALE1-6 *The Vespering Initiative*) gain a +2 bonus on this check.

Perception DC 18/20 (1 success, 1 maximum)

The PCs spot a snakelike object moving under Kira's temples.

This opens the use of the Heal or Thievery check to remove the item in Scene 2.

SCENE 2: CURING KIRA

The PCs can now try to remove the tadpole.

Diplomacy DC 11/13 (no successes)

The PCs calm down Kira. The PCs get a +2 bonus to the next Heal or Thievery check (including the Heal check for Remove Affliction) to remove the item from her brain as Kira starts to relax.

Heal or Thievery DC 23/25 (1 success, 1 maximum)

The PCs can extract the tadpole from her head without hurting her.

Success opens the use of the Arcana or Dungeoneering skill to determine what this tentacle is (Scene 3).

Religion DC 23/25 (no success)

The PCs start to recite prayers of Loviatar. This makes extracting the object from her brain easier. The PCs get a +2 bonus to the next Heal or Thievery check to remove the item from her brain as Kira starts to relax.

Remove Affliction (1 success, 1 maximum)

The PCs can use the Remove Affliction ritual to extract the tadpole. The tadpole counts as a level 8/10 effect for the purpose of this ritual. If the ritual kills Kira, or she loses more than one half of her hit points the tadpole is still extracted, but the effort counts as a failure. Make sure that the PCs know the risks.

Extracting the tadpole opens the use of the Arcana or Dungeoneering skill to determine what this tentacle is (Scene 3).

The PCs may make several attempts to extract the tadpole. If they accumulate 3 failures or Kira loses more than one half of her hitpoints as part of the Remove Affliction ritual before they get it out, they cause her permanent damage - see Ending the Encounter.

SCENE 3: THE TRUTH

The PCs can now try to identify the tadpole.

Dungeoneering DC 15 (no successes)

The PCs discover that the tentacle is a mindflayer tadpole.

Arcana or Dungeoneering DC 23/25 (1 success, 1 maximum)

The PCs discover that the tadpole has been altered so it dominates its victim's brain instead of growing into a mindflayer. **Give the players handout "Clue #3"**. If the PCs fail the check they need to bring it to Jonster Yate who automatically determines this fact.

ENDING THE ENCOUNTER

Success: After removing the tentacle Kira falls back exhausted to her pallet. She slowly comes back to her senses and is able to speak:

"The evil goddess' wrath is upon us.... she said it. Joella... She knows it! I can hear her yell about her arrival!"

With these words Kira points to stairs leading to the deeper levels. Then she falls into a deep exhausted slumber.

The PCs can't wake up Kira for now, but they got essential information in a timely manner. If the PCs come up with a way to bring her round, Kira can provide the same answers as Lucus (see Encounter 4a).

Failure: Kira dies (due to a failed Remove Affliction ritual) or starts to punch everything around her madly as if she has gone insane. She now has permanent scars due to the incursion of the Illithid tadpole in her brain. She does not tell the PCs about Joella (the Burghers need to get the PCs on track for this info instead). The PCs have less time to stop the ritual in Encounter 6 due to the additional complications.

Kira does however cough up the tadpole herself before she passes out. This gives the PCs a chance to identify it (see DCs above).

Once the PCs identify the tadpole, **give the players handout "Clue #3"**.

The PCs might want to investigate the deeper levels of the prison to find out more from either Joella the lamia or any captured monsters. Proceed to Encounter 4d in this case. Go back to Encounter 4a if the PCs still need to find more clues. See the end of Encounter 4a if the PCs have discovered all necessary four clues.

EXPERIENCE POINTS

The players receive 240/320 experience points each if they succeed in the skill challenge, but it does not count towards a milestone.

ENCOUNTER 4D: PLOTS AND POISONS ~ JOELLA'S CELL

SKILL CHALLENGE LEVEL 15/17, COMPLEXITY 1 (1200/1600 XP)

SETUP

Important NPCs:

In the prison:

Joella, female lamia.

Possibly monsters the PCs have captured earlier.

New Velar Council Hall, the Burghers:

Sheera Goldenleaf, female elf.

Harlan Treskeden, male human.

Reikherd Brewmaster, male human.

Emerra Grimbarrow, female human.

This encounter should by preference be the last encounter in the investigation. If PCs visit the prisoner too early, Joella may be reluctant to talk, requiring for the PCs to confront it with at least some information (i.e. awareness of the Talonites involvement) before it wants to talk.

Joella, as well as the Leech, if he has been captured earlier in this adventure, are held in the basement of the House of Dead Birds. Since Joella is a lamia and can transform herself into a swarm of spiders special measurements had to be made to keep her from escaping. The other monsters are held in regular cells.

If the PCs want to visit Joella, read:

Stairs lead down into the basement. A corridor leads up to a barred cell, the floor completely covered with light green liquid. In the center of the acid pool is a small stone isle.

An eladrin woman dressed in a formal but dirty and ripped gown squats on the isle. Her eyes light up as she sees you: "Please, this Dale is in grave danger! If you promise to have me freed I will tell you all that I know!"

When touched the acid deals 5 ongoing damage (save ends), or 10 ongoing damage to anyone partially or wholly submerged in it (while submerged, then save ends).

Joella has initially been tasked to disrupt the Valerian Trade Alliance conference (in DALE1-6 *The Vesperin Initiative*). She has been captured and

imprisoned ever since. She worked for the shadovar led by Mirabeta Selkirk. She also had contact with the Talonites and knows their cult leader Kinnalyn Sant. She is aware that the Talona cult plans to do a ritual to poison the people from New Velar - something Mirabeta does not agree with. She plans to bargain this information for her freedom.

Most PCs won't free a rightly imprisoned captive. They can give promises to do what's in their power to free her. The PCs can vouch for her honesty and her desire to cooperate to prevent greater perils, by speaking to the Burghers in Council Hall or the constable.

If the PCs caught the Leech in Encounter 2, it may be imprisoned here too. It has the same demands and information like Joella. Adjust the skill challenge accordingly if the PCs want to deal with the mindflyer instead.

It's up to the players how to deal with the prisoner to get the information. They can try to talk, intimidate or bluff to get what they want or they can truly try to convince the Burghers to set the prisoner free to get vital information (by visiting Council Hall). Alternatively the PCs can also try to plan a prison breakout if they desire to do so. Improvise the skill challenge (which include opening the cell, getting Joella over the acid, and smuggling her outside) accordingly using similar DCs.

The following skill challenge assumes the PCs try to convince the prisoner to talk right away.

SKILL CHALLENGE: CONVINCING THE PRISONER TO TALK

Goal: Finding out the name of the Talonites cult leader who is responsible for the poisoned Agony.

Complexity: 1 (4 successes before 3 failures).

Primary Skills: Bluff, Diplomacy, Insight, Intimidate.

Other Skills: Dungeoneering, Nature, Perception, Religion, Stealth.

Bluff DC 23/25 (1 success, no maximum)

The PCs lie giving the prisoner false hopes about her future.

Diplomacy DC 23/25 (1 success, no maximum)

The PCs promise to make a deal with the authorities and make sure the prisoner will be set free for her information.

Diplomacy DC 18/20 (when visiting Council Hall, 1 success, 1 maximum)

The PCs convince the four Burghers at Council Hall to consider Joella's release. Since only four Burghers are present at the time, they cannot make a decision to

release her. They can only promise that her release will be seriously considered if the information proves valuable.

If a PC has the story award **DALE16 Recognition of the Silver Ravens**, the promise is give more weight, and they earn an additional success when they take this action.

See Encounter 4a - Council Hall.

Dungeoneering DC 25 (no successes, only for aberration prisoners)

The PCs remember a detail of the captives nature which will cause more suffering when staying longer in this prison. This grants +2 on the next Intimidate check.

Insight DC 18/20 (1 success, 1 maximum)

The PCs realize that the prisoner is honest and really wants to make a bargain for her freedom. She is also scared (this is because the disaster will hit her as well).

Intimidate DC 23/25 (1 success, no maximum)

The PCs threatens the prisoner with a more dire fate, if she doesn't cooperate.

Nature DC 25 (no successes, only for natural prisoners)

The PCs remember a detail of the captives nature which will cause more suffering when staying longer in this prison. This grants +2 on the next Intimidate check.

Stealth DC 18/20 (1 success, 1 maximum)

The PCs slip food or other amenities to the prisoner to gain her trust without guards spotting it.

Streetwise DC 18/20 (no success, 1 maximum)

The PCs recite the local laws of Harrowdale: The only way in which to leave this jail for the crimes the prisoner has committed is her natural death.

This grants +2 on the next Intimidate check.

ENDING THE ENCOUNTER

Success: The PCs got essential information in a timely manner. Joella is set free after the adventure if the PCs vouch for her.

Failure: Joella stays imprisoned and may become enemies for the PCs in the future if she is to escape. The PCs also loose valuable time, and have less time to stop the ritual in Encounter 6.

In either case: Hoping that the PCs stay true to their word, and fear that she will be a victim of the Talonian attack as well, Joella passes on the information anyway:

The leader of cult that is behind this is a human man called "Kinnalyn Sant". His group is in contact with shadovar from Sembia, who are led by a woman named Mirabeta Selkirk.

The cult no longer listens to Selkirk. They plan an attack on the town - a ritual that uses mindflayer tadpoles as a component, which will release a poisonous cloud over the town.

You have to stop them before it is too late!

Joella does not know exactly where Kinnalyn Sant is, but she knows he works as the foreman on the construction of the Trade Alliance tower. Magic cannot locate him - he is at the Trade Alliance tower, and that area has been warded to block all divinations. She suggests the Burghers may know for sure.

Give the players handout "Clue #4".

Go back to Encounter 4a if the PCs still need to find more clues. See the end of Encounter 4a if the PCs have discovered all necessary four clues.

EXPERIENCE POINTS

The players receive 240/320 experience points each if they succeed in the skill challenge, but it does not count towards a milestone.

TREASURE

If the PCs free Joella, either through subterfuge or diplomacy, she is willing to impart them with her fey knowledge on spiders and swarms. She gifts them with a +4 *gossamer tome*, which she can obtain once she is set free.

ENCOUNTER 5: "...AND WE CAN PROVE IT!"

SETUP

Important NPCs:

Constable Ellarian Dawnhorn, female eladrin.

The seven Burghers:

Sheera Goldenleaf, female eladrin.

Harlan Treskeden, male human.

Reikherd Brewmaster, male human.

Emerra Grimbarrow, female human.

Dayan Nenthyn (falling in for Kira), male half-elf.

Lucus and Anna Rivenstave, male and female humans.

Jonster Yate, male halfling.

Once the PCs have the four clues they need to present them to either Dayan or Constable Dawnhorn. The PCs might also want to speak to the Burghers in the Council Hall.

When they arrive, it quickly becomes clear that the other Burghers need to be present to release Kira. It takes a while for them to turn up.

Kinnalyn Sant's location: If the PCs mention Kinnalyn Sant the Burghers recognize the name. Sant works on the construction of the Trade Alliance tower, and should be at Two Rocks right now.

Wait or Act: The PCs need to decide whether they wait for the Burghers to cast their verdict, or to try and get Kinnalyn Sant first. If they act, they can make it to Two Rocks without much delay (continue this encounter after Encounter 6).

If they wait, the Burghers take some time to arrive and hear out the PCs.

In every case the Burghers call for Constable Dawnhorn as she official leads the investigation. Place this scene according to the PCs decisions where to meet the NPCs.

You can see the relief in the face of Constable Ellarian after you presented her everything you found out.

"I'm glad Kira Nenthyn is indeed innocent. I just had to do my duty earlier - I hope you understand. But it seems we have pressing matters if the believers of Talona, the goddess of poison, are still among us. Will you help us once again rooting them out?"

ENDING THE ENCOUNTER

The Burghers set Kira free. She is brought to the Fall of Stars for further care taking.

If the PCs have not done so yet, the Burghers ask the PCs to assist in arresting Kinnalyn promising a handsome gold reward. Jonster Yate also gives the PCs a *Horreb ritual cube*. He hopes the cube helps them save New Velar as the cube contains a disruptive ritual (Scramble Portal) that is released if the cube is manipulated correctly. PCs who played *ADAP2-1 Monuments of the Ancients* may have seen such a cube before.

The Gray Riders join the PCs, but only to surround the area to make sure no one escapes. They leave the arrest up to the PCs (though she considers adventurers troublemakers, constable Dawnhorn reluctantly accepts that the PCs are better equipped). Proceed to Encounter 6.

EXPERIENCE POINTS

Each PC earns 240/320 experience points for this encounter for completing the minor quest. It does count towards a milestone, since this ends the investigation.

TREASURE

As a token of appreciation the Burghers hand the PCs a *Horreb ritual cube*. It contains a Scramble Portal ritual. This item is useful when trying to stop the ritual of the Talonites (see Encounter 6 for details).

ENCOUNTER 6: THE CLOUD OF PESTILENCE

ENCOUNTER LEVEL 17/19 (8400/10800 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 **mind flayer assassin (level 16) (L)**
- 2 **shadowguard (level 15) (S)**
- 1 **priest of Talona (P)**
- 6 **handmaiden (level 15) (M)**

Optional:

- 1 **living cloudkill (level 17) (C)**

This encounter includes the following creatures at the high tier:

- 1 **mind flayer assassin (level 17) (L)**
- 2 **shadowguard (S)**
- 1 **priest of Talona (level 18) (P)**
- 6 **handmaiden (level 17) (M)**

Optional:

- 1 **living cloudkill (C)**

Kinnalyn Sant has been busy setting up a ritual at the construction site of the New Trade Alliance Tower. Depending on the success of the PCs he is quite far underway in completing the ritual to summon a cloud of pestilence over the whole of New Velar. He has cast a ritual that blocks all divinations in and around the tower - so magical scrying on anyone in the vicinity is impossible. Kinnalyn has gathered a number of followers to protect him during the ritual (including Hogar, the Way of the Lash infiltrant). The PCs have to deal with both his protectors and the ritual at the same time to make sure Kinnalyn's plans fail.

The PCs approach the island over sharp rocks and small bridges. During their short journey the weather changes dramatically. Winds pick up and dark clouds gather over Two Rocks.

As the adventurers enter the area, read:

The wind picks up dramatically and the small path to Two Rock is slippery and wet. In the distance the first bones of a tower being build becomes visible, as well as an eerie green light shining from the top half floor.

Closer to the tower a number of terraces lead up to the tower base. Through the shower of the waves crashing into the base of the tower you can just make out a number of shapes dispersed in the building.

Kinnalyn has set up a number of ritual circles. When the ritual finishes he summons a large cloud of poisonous gas that expands to encompass all of New Velar. The ritual needs a number of actions to finish. The ritual is sustained as long as it is 'fed' at least once each round with a minor action.

Kinnalyn Sant and his minions (handmaidens) can fuel the ritual by expending a minor action on their turn, while within 10 squares of the ritual's origin square. Kinnalyn and the minions can each fuel the ritual only once per round using a minor action on their turn, but multiple individuals can perform the necessary action per round. If none of them can spend such an action before the end of the round, the ritual is disrupted and ends.

To complete the ritual a base total of 18 actions are needed. The number is adjusted as follows:

- If the Leech obtained Lucus the Younger's body in Encounter 2, subtract 2 actions.
- For each failed skill challenge in Encounter 4, subtract 2 actions.
- If the PCs waited for the Burghers to gather, subtract 4 actions.
- If a PC uses the *Horreb ritual cube* given to them by Jonster and activate the Scramble Portal ritual it contains, the ritual becomes harder to maintain. It requires a **standard action** instead of a minor action, and the number of actions needed increases by 4. To activate the cube, a PC holding it needs to use a standard action to make a DC 27 Arcana or Religion check, which consumes the cube.

The PCs can learn all the above information with a DC 20 Arcana or Religion check.

If they fail to stop the ritual from completing, the minions (both dead and alive) burst apart in a cloud of gaseous vapor. The vapor coalesces into a living cloudkill in the center of the bottom floor (directly below the gate). The monster is added to the encounter and acts on the minions' initiative. The PCs have one last chance of dealing with the threat.

FEATURES OF THE AREA

Illumination: Dark clouds and heavy winds are flaying Two Rock. A target that is not adjacent is lightly obscured and has concealment.

Stairs/furniture: All stairs and any squares that contain furniture are difficult terrain.

Scaffolding (ladders): The scaffolding reach from the bottom floor to the top floor. They are slippery and not really stable. Climbing them requires a DC 15 Athletics and a DC 15 Acrobatics check.

They can also be used to make the following attack:

Scaffolding (standard, you must be adjacent to the scaffolding; one use terrain)

Close blast 3; +20 vs. Reflex; 1d10+8 damage and the target is knocked prone and restrained (save ends); *Miss:* Half damage and knocked prone; *Effect:* Until the end of the encounter the blast becomes difficult terrain.

Low cliffs: The cliffs are 20 feet high, wet, and slippery. They require a DC 20 Athletics to climb.

High cliffs: The high cliffs drop down 50 feet and force a PC to circle around to the starting point costing it one round of actions. They appear at the start area on the beginning of their next turn.

Pillars: The pillars are blocking terrain and provide cover to those behind them. They require DC 20 Athletics to climb and DC 15 Acrobatics to stand on top.

Ritual circles/gate: The ritual circles and gate form a direct connection to the Elemental Chaos. Emanating from their space in a burst 1 hangs abyssal vapor, which deals 10 poison and necrotic damage and dazes anyone entering the fumes until the start of their next turn.

As the ritual comes to an end these vapors intensify. Burst 2 when there are 8 actions left and burst 3 when there are only 6 actions left. Kinnalyn Sant and the handmaidens are immune to this effect. The Leech and the shadowguards are not.

TACTICS

The Leech stays hidden behind the jagged rocks below the tower until a lone PC ends up on the same side or until it can get a good number of PCs in his *mind blast*. After that he focuses on low armored PCs and tries to devour their brains.

The shadowguards pair up to form a defensive perimeter at the bottom of the stairs. They use *visions of darkness* to push PCs over the edge of the cliffs. When their line is broken they retreat trying to protect Kinnalyn.

Kinnalyn stays near the large circle on the top and picks the PCs off with range attacks. When one breaks the lines he protects the minions with *unkind intervention* and when in dire need uses *Talonnas grasp* to take out a striker.

The minions prefer to fuel the ritual and if needed (i.e. when dazed) use their actions to do this in preference of facing the PCs. When unable to attack they take the total defense action.

Regardless whether the ritual is stopped Kinnalyn and his henchmen fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one shadowguard.

Six PCs: Add one shadowguard.

ENDING THE ENCOUNTER

Once the battle is over, the PCs can search the area. They find a desk contains notes and a ritual book. The book contains detailed on how to combine various rituals to summon a cloudkill. The notes detail the shipping of various alchemicals, and a process on who to combine the chemicals into drugs.

Among the notes is also a letter, heavily creased as if someone crumpled it up in anger. The letter reads:

Sant,

Have your drugs destroyed. Remove traces that can lead in our direction. This endeavor has ended - it has achieved its ends, however meager.

Have your fun with the Nenthyns if you like, but end it and report back to me.

I have no more funds for you, and get tired of yo....

If the Leech took Lucas the Younger's body, it lies on the top of the tower, near the summoning circle. Its head has been cracked open and the tadpole inside it removed. Continue with Encounter 7.

EXPERIENCE POINTS

Dealing with all the Talonites earns each PCs 1680/2160 experience points. If the PCs defeated the Leech earlier, they do not face him. In that case, award 1120/1520 experience points instead. If the PCs fail to stop the ritual in time but manage to defeat the cloudkill award them full XP for the encounter but don't add extra for the cloudkill.

TREASURE

The illithid wears *illithid robes* +3/*illithid robes* +4. A search of the area turns up a ritual book detailing the Magic Circle and Reverse Portal rituals. At high tier, it also includes the Adjure ritual. Also, a small chest with gems and gold is found. This contains 400/900 gp.

ENCOUNTER 6: THE CLOUD OF PESTILENCE STATISTICS (LOW LEVEL)

Mind Flayer Assassin (level 16)	Level 16 Elite Lurker
Medium aberrant humanoid	XP 2800
Initiative +19 Senses Perception +15; darkvision	
HP 232; Bloodied 116	
AC 29; Fortitude 27, Reflex 29, Will 30	
Saving Throws +2	
Action Points 1	
Speed 7	
m Tentacle (standard; at-will) +21 vs. AC; 2d6 + 6 damage, and the target is grabbed (until escape).	
M Bore into Brain (standard; at-will) Grabbed or stunned target only; +19 vs. Fortitude; 3d6 + 6 psychic damage, and the target is dazed (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer devours its brain, killing the target instantly.	
C Mind Blast (standard; recharge 5-6) ♦ Psychic Close blast 5; mind flayers and their thralls are immune; +20 vs. Will; 2d8 + 7 psychic damage, and the target is dazed (save ends). <i>Miss:</i> Half damage, and the target is not dazed.	
Stalk the Senseless The mind flayer infiltrator is invisible to dazed or stunned creatures.	
Assassin's Fading (immediate interrupt, when an enemy makes a melee or ranged attack against the mind flayer; recharge 5-6) ♦ Illusion The mind flayer infiltrator becomes invisible until the end of its next turn, and it can shift 1 square as a free action.	
Combat Advantage The mind flayer infiltrator deals 2d6 extra damage against any target granting combat advantage to it.	
Invisible Killer While invisible the mind flayer infiltrator scores a critical hit on a roll of 19-20 and deals 1d10 extra damage with a critical hit.	
Alignment Evil	Languages Deep Speech, telepathy 10
Skills Bluff +19, Diplomacy +19, Dungeoneering +15, Stealth +22	
Str 13 (+9)	Dex 20 (+13) Wis 14 (+10)
Con 17 (+11)	Int 17 (+11) Cha 23 (+14)

Note: The mindflayer assassin is similar to the mindflayer infiltrator, with the spectral assassin template (DMG2) added.

Handmaiden (level 15)	Level 15 Minion
Medium natural humanoid, githyanki	XP 300
Initiative +14 Senses Perception +8	
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 26, Reflex 27, Will 30	
Speed 6	
m Poisoned Dagger (standard; at-will) ♦ Poison, Weapon +20 vs. AC; 7 damage plus 5 poison damage	
C Scream of Vengeance (when reduced to 0 hit points) Close burst 10; each ally in the burst gains a +2 bonus to attack rolls until the end of its next turn.	
Telekinetic Jump (move; encounter) The handmaiden flies up to 5 squares	
Alignment Evil	Languages Common, Deep Speech
Str 11 (+7)	Dex 21 (+12) Wis 13 (+8)
Con 18 (+11)	Int 10 (+9) Cha 24 (+14)
Equipment: robes, poisoned dagger	

Priest of Talona	Level 16 Artillery (Leader)
Medium natural humanoid, human	XP 1400
Initiative +10 Senses Perception +12	
Talona's Blessing aura 3; any ally within the aura gains resist 5 poison and a +1 bonus to attack rolls.	
HP 120; Bloodied 60	
AC 28; Fortitude 28, Reflex 28, Will 28	
Speed 5	
m Ceremonial Dagger (standard; at-will) ♦ Weapon +13 vs. AC; 2d6 + 4 damage and the target gains vulnerable 5 acid or 5 poison until the end of the priest's next turn.	
r Acid Well (standard; at-will) ♦ Acid, Poison Ranged 10; +21 vs. Fortitude; 2d8 + 6 poison damage, and any enemy adjacent to the target takes 5 acid damage.	
R Talona's Grasp (standard; encounter) ♦ Acid Ranged 10; +21 vs. Fortitude; 1d8 + 6 acid damage, the priest slides the target 3 squares, and the target is immobilized (save ends). Aftereffect: The priest slides the target 3 squares and the target is slowed (save ends).	
Unkind Intervention (immediate reaction, when an enemy within 5 squares of the priest hits an ally of the priest; recharge 4-6) ♦ Acid, Poison The enemy must reroll the attack and use the second result. If the attack misses, the enemy takes 5 acid and poison damage.	
Furious Dismissal (immediate interrupt, when an enemy enters an adjacent square; encounter) ♦ Teleportation Targets the triggering creature; no attack roll; the target teleports 5 squares and the priest or an ally makes a basic attack against the target.	
Alignment Evil	Languages Common
Skills Intimidate +20, Religion +18	
Str 10 (+8)	Dex 15 (+10) Wis 18 (+12)
Con 18 (+12)	Int 20 (+13) Cha 25 (+15)
Equipment: chain mail, ceremonial dagger	

Note: This is a modified priest of the Raven Queen. Some power names were changed and cold damage is changed into acid damage and necrotic damage is changed into poison damage.

Shadowguard (level 15)		Level 15 Soldier	
Medium shadow humanoid (undead)		XP 1200	
Initiative +12	Senses Perception +17; darkvision		
Devourer's Presence (Cold) aura 1; enemies that start their turns inside the shadowguard's aura are slowed until the start of their next turn.			
HP 149; Bloodied 74			
AC 30; Fortitude 29, Reflex 25, Will 27			
Immune 15 necrotic; Resist 10 radiant			
Speed 7			
m Shadowblade (standard; at-will) ♦ Cold, Necrotic			
+20 vs. Reflex; 1d8 + 6 necrotic damage plus 1d8 cold damage, and the target is marked until the end of the shadowguard's next turn.			
M Shadow Doom (immediate reaction, when a creature the shadowguard marks moves or shifts; at-will) ♦ Cold, Necrotic			
+20 vs. Will; the target slides 1 square, and gains vulnerable 5 cold and vulnerable 5 necrotic (save ends both).			
C Vision of Darkness (standard; recharge 5-6) ♦ Fear			
Close blast 5; the shadowguard can exclude squares containing a marked target from this blast; +18 vs. Will; the target is pushed 3 squares and is immobilized until the end of the shadowguard's next turn. Miss: the target is pushed 3 squares.			
Isolation's Horror ♦ Cold, Necrotic			
The shadowguard's shadowblade attack deals 5 extra cold and necrotic damage against targets it has marked and that have no allies adjacent to them.			
Alignment Evil		Languages understands Common	
Skills Stealth +15			
Str 24 (+14)	Dex 16 (+10)	Wis 21 (+12)	
Con 21 (+12)	Int 11 (+7)	Cha 14 (+9)	

Living Cloudkill (level 17)		Level 17 Elite Brute	
Large aberrant beast (blind, ooze)		XP 3200	
Initiative +13	Senses Perception +13; blindsight 10		
HP 274; Bloodied 137			
AC 29; Fortitude 31, Reflex 29, Will 29			
Immune gaze; Resist 15 poison, insubstantial			
Saving Throws +2			
Action Points 1			
Speed 8; see also <i>engulf</i>			
m Slam (standard; at-will) ♦ Poison			
+18 vs. Fortitude; 3d8 + 6 poison damage.			
M Engulf (standard; at-will) ♦ Poison			
Targets one or two Medium or smaller creatures; +18 vs. Reflex; (automatically hits an immobilized creature) the target is grabbed, pulled into the living cloudkill's space, dazed until the grab ends, and takes ongoing 15 poison damage until the grab ends. When the grab ends, the target shifts to a square of its choosing adjacent to the living cloudkill. The living cloudkill can move normally while creatures are engulfed within it.			
Cloud Drift (move; recharge 6)			
The living cloudkill shifts its speed and can move through enemies' spaces during this movement. It must end this movement in an unoccupied space.			
Choking Move ♦ Poison			
On its turn, if a living cloudkill moves through a creature's space, that creature takes 15 poison damage.			
Alignment Unaligned		Languages -	
Str 22 (+14)	Dex 20 (+13)	Wis 20 (+13)	
Con 24 (+15)	Int 5 (+5)	Cha 11 (+8)	

ENCOUNTER 6: THE CLOUD OF PESTILENCE STATISTICS (HIGH LEVEL)

Mind Flayer Assassin (level 17)	Level 17 Elite Lurker
Medium aberrant humanoid	XP 3200
Initiative +19 Senses Perception +15; darkvision	
HP 244; Bloodied 122	
AC 30; Fortitude 28, Reflex 30, Will 31	
Saving Throws +2	
Action Points 1	
Speed 7	
m Tentacle (standard; at-will)	
+22 vs. AC; 2d6 + 6 damage, and the target is grabbed (until escape)	
M Bore into Brain (standard; at-will)	
Grabbed or stunned target only; +20 vs. Fortitude; 3d6 + 6 psychic damage, and the target is dazed (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer devours its brain, killing the target instantly.	
C Mind Blast (standard; recharge 5-6) ♦ Psychic	
Close blast 5; mind flayers and their thralls are immune; +21 vs. Will; 2d8 + 7 psychic damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.	
Stalk the Senseless	
The mind flayer infiltrator is invisible to dazed or stunned creatures.	
Assassin's Fading (immediate interrupt, when an enemy makes a melee or ranged attack against the mind flayer; recharge 5-6) ♦ Illusion	
The mind flayer infiltrator becomes invisible until the end of its next turn, and it can shift 1 square as a free action.	
Combat Advantage	
The mind flayer infiltrator deals 2d6 extra damage against any target granting combat advantage to it.	
Invisible Killer	
While invisible the mind flayer infiltrator scores a critical hit on a roll of 19-20 and deals 1d10 extra damage with a critical hit.	
Alignment Evil Languages Deep Speech, telepathy 10	
Skills Bluff +19, Diplomacy +19, Dungeoneering +15, Stealth +22	
Str 13 (+9) Dex 20 (+13) Wis 14 (+10)	
Con 17 (+11) Int 17 (+11) Cha 23 (+14)	

Note: The mindflayer assassin is similar to the mindflayer infiltrator, with the spectral assassin template (DMG2) added.

Handmaiden	Level 17 Minion
Medium natural humanoid, githyanki	XP 400
Initiative +15 Senses Perception +9	
HP 1; a missed attack never damages a minion.	
AC 31; Fortitude 28, Reflex 29, Will 32	
Speed 6	
m Poisoned Dagger (standard; at-will) ♦ Poison, Weapon	
+22 vs. AC; 8 damage plus 5 poison damage	
C Scream of Vengeance (when reduced to 0 hit points)	
Close burst 10; each ally in the burst gains a +2 bonus to attack rolls until the end of its next turn.	
Telekinetic Jump (move; encounter)	
The handmaiden flies up to 5 squares	
Alignment Evil Languages Common, Deep Speech	
Str 11 (+8) Dex 21 (+13) Wis 13 (+9)	
Con 18 (+12) Int 10 (+8) Cha 24 (+15)	
Equipment: robes, poisoned dagger	

Priest of Talona (level 18)	Level 18 Artillery (Leader)
Medium natural humanoid, human	XP 2000
Initiative +11 Senses Perception +13	
Talona's Blessing aura 3; any ally within the aura gains resist 5 poison and a +1 bonus to attack rolls	
HP 132; Bloodied 66	
AC 30; Fortitude 30, Reflex 30, Will 30	
Speed 5	
m Sickle (standard; at-will) ♦ Weapon	
+15 vs. AC; 2d6 + 5 damage and the target gains vulnerable 5 acid or 5 poison until the end of the priest's next turn.	
r Acid Well (standard; at-will) ♦ Acid, Poison	
Ranged 10; +23 vs. Fortitude; 2d8 + 7 poison damage, and any enemy adjacent to the target takes 5 acid damage.	
R Talona's Grasp (standard; encounter) ♦ Acid	
Ranged 10; +23 vs. Fortitude; 1d8 + 7 acid damage, the priest slides the target 3 squares, and the target is immobilized (save ends). Aftereffect: The priest slides the target 3 squares and the target is slowed (save ends).	
Unkind Intervention (immediate reaction, when an enemy within 5 squares of the priest hits an ally of the priest; recharge 4-6)	
♦ Acid, Poison	
The enemy must reroll the attack and use the second result. If the attack misses, the enemy takes 5 acid and poison damage.	
Furious Dismissal (immediate interrupt, when an enemy enters an adjacent square; encounter) ♦ Teleportation	
Targets the triggering creature; no attack roll; the target teleports 5 squares and the priest or an ally makes a basic attack against the target.	
Alignment Unaligned Languages Common	
Skills Intimidate +21, Religion +19	
Str 10 (+9) Dex 15 (+11) Wis 18 (+13)	
Con 18 (+13) Int 20 (+14) Cha 25 (+16)	
Equipment: chain mail, ceremonial dagger	

Note: This is a modified priest of the Raven Queen. Some power names were changed and cold damage is changed into acid damage and necrotic damage is changed into poison damage.

Shadowguard		Level 17 Soldier	
Medium shadow humanoid (undead)		XP 1600	
Initiative +13	Senses Perception +18; darkvision		
Devourer's Presence (Cold) aura 1; enemies that start their turns inside the shadowguard's aura are slowed until the start of their next turn.			
HP 165; Bloodied 82			
AC 32; Fortitude 31, Reflex 27, Will 29			
Immune 15 necrotic; Resist 10 radiant			
Speed 7			
m Shadowblade (standard; at-will) ♦ Cold, Necrotic			
+22 vs. Reflex; 1d8 + 7 necrotic damage plus 1d8 cold damage, and the target is marked until the end of the shadowguard's next turn.			
M Shadow Doom (immediate reaction, when a creature the shadowguard marks moves or shifts, at-will) ♦ Cold, Necrotic			
+22 vs. Will; the target slides 1 square, and gains vulnerable 5 cold and vulnerable 5 necrotic (save ends both).			
C Vision of Darkness (standard; recharge 5-6) ♦ Fear			
Close blast 5; the shadowguard can exclude squares containing a marked target from this blast; +20 vs. Will; the target is pushed 3 squares and is immobilized until the end of the shadowguard's next turn. Miss: the target is pushed 3 squares.			
Isolation's Horror ♦ Cold, Necrotic			
The shadowguard's shadowblade attack deals 5 extra cold and necrotic damage against targets it has marked and that have no allies adjacent to them.			
Alignment Evil		Languages understands Common	
Skills Stealth +16			
Str 24 (+15)	Dex 16 (+11)	Wis 21 (+13)	
Con 21 (+13)	Int 11 (+8)	Cha 14 (+10)	

Living Cloudkill		Level 19 Elite Brute	
Large aberrant beast (blind, ooze)		XP 4800	
Initiative +14	Senses Perception +14; blindsight 10		
HP 314; Bloodied 157			
AC 31; Fortitude 33, Reflex 31, Will 31			
Immune gaze; Resist 15 poison, insubstantial			
Saving Throws +2			
Action Points 1			
Speed 8; see also <i>engulf</i>			
m Slam (standard; at-will) ♦ Poison			
+20 vs. Fortitude; 3d8 + 7 poison damage.			
M Engulf (standard; at-will) ♦ Poison			
Targets one or two Medium or smaller creatures; +20 vs. Reflex; (automatically hits an immobilized creature) the target is grabbed, pulled into the living cloudkill's space, dazed until the grab ends, and takes ongoing 15 poison damage until the grab ends. When the grab ends, the target shifts to a square of its choosing adjacent to the living cloudkill. The living cloudkill can move normally while creatures are engulfed within it.			
Cloud Drift (move; recharge 6)			
The living cloudkill shifts its speed and can move through enemies' spaces during this movement. It must end this movement in an unoccupied space.			
Choking Move ♦ Poison			
On its turn, if a living cloudkill moves through a creature's space, that creature takes 15 poison damage.			
Alignment Unaligned		Languages -	
Str 22 (+15)	Dex 20 (+14)	Wis 20 (+14)	
Con 24 (+16)	Int 5 (+6)	Cha 11 (+9)	

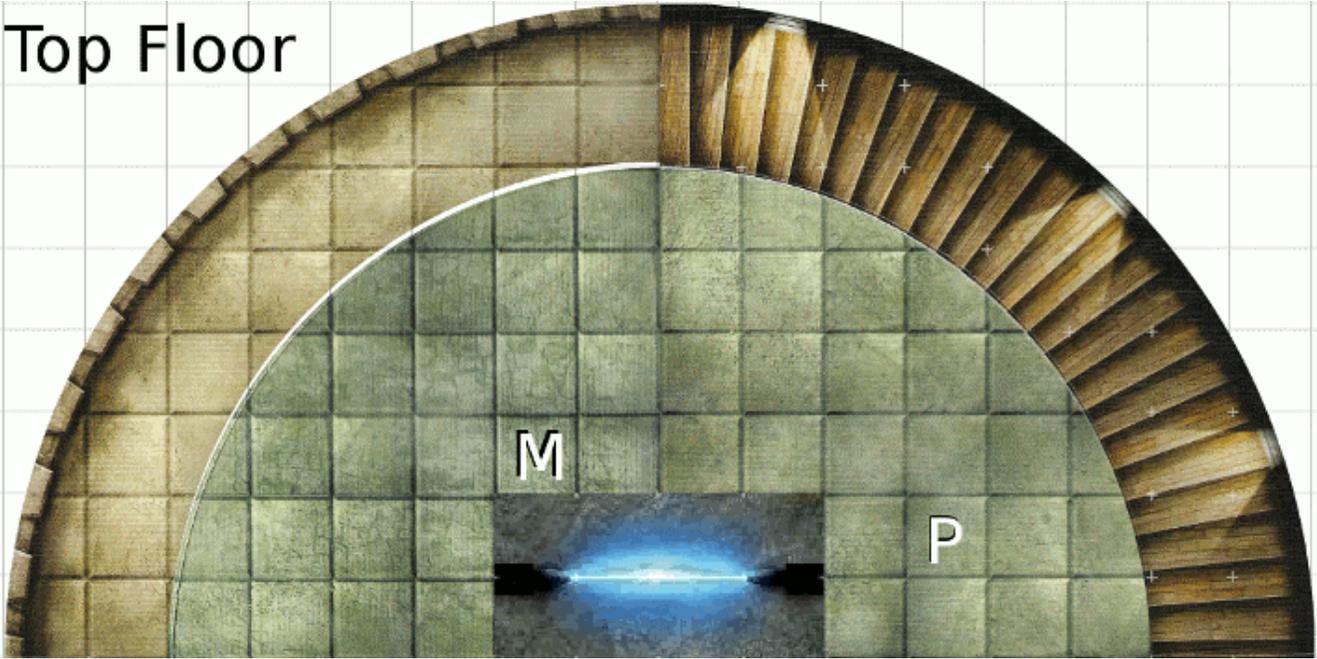
ENCOUNTER 6: THE CLOUD OF PESTILENCE MAP

TILE SETS NEEDED

Lost Caverns of the Underdark x1, Arcane Corridors x1, Arcane Towers x1



Top Floor



ENCOUNTER 7: CONCLUSION

If the PCs lost Encounter 6:

Several days later, the bodies of those PCs that died are recovered from the tower, and they wake in the Lady of Good Fortune, where Dayan has arranged for them to be raised at the Fall of Stars' expenses.

He can inform them of the following:

- The cloud engulfed the town, and many people died. The Fall of Stars opened its doors to grant sanctuary to everyone who could reach them - the Falls' wards protected those inside, limiting the catastrophe.
- Kira died in prison. Dayan had her raised, but she is sullen and has not left her room in Nenthyn manor for days.
- Joella's cell turned up empty. Her fate is unknown.

After the PCs have been informed, Emina Wands (not part of the famous Waterdhavian Wands family), one of the Fall of Stars members, appears in the temple.

The woman looks agitated. "Kira is gone," she stammers. "She... took her stuff, bolted out the door! Sureen went with her. We just spoke to Jonster, and he said he saw them at the harbor over an hour ago, boarding a ship."

Dayan immediately sets out towards the harbor. The PCs, if interested, can follow.

If the PCs won Encounter 6:

Once the PCs return to town and explain the situation to the Burghers, Kira is released. She is sullen and close to a nervous breakdown. Dayan has her escorted to the Nenthyn mansion to recover. Joella, if she gave testimony, is also freed.

Dayan arranges for a feast in the Fall of Stars for everyone involved. During the festivities, one of the mirrors lights up, and the face of a dark haired, pale woman (Ambreeautha Nenthyn) becomes visible.

"Call Dayan," the face in the mirror orders. "Kira has left the mansion. Sureen went with her. They are on their way to the harbor to board a ship."

Ambreeautha did not see her daughter leave - she was just informed by a servant at the Nenthyn mansion. Kira left over an hour ago.

ENDING THE ENCOUNTER

The search for Kira leads to the harbor.

At the harbor, Mei gazes out at a Shou ship as it disappears out of view of the harbor. Sureen and a disillusioned Kira are on board - traveling away from the Dalelands.

"Too much pain," Mei says, "She caused too much pain. She couldn't face it."

Dayan sinks down on the ground, shocked. Yelirra kneels next to him to comfort him. Rains starts pouring. The droplets sting in the icy wind.

In the distance, the ship disappears over the horizon.

If the PCs saved Kira (Encounter 4c) and the town (Encounter 6) they sense, that they are being watched. The rain briefly takes on the face of a woman with a cruel smile - but nobody else seems to see it. Each PC realizes they earned the favor of Loviatar. They can pick *Loviatar's pain* as a treasure bundle.

EXPERIENCE POINTS

PCs who have the major quest awards from DRAG2-1 *Discomfort* and CORM2-2 *Pain* finish the major quest if they manage to save the town. They earn 960/1280 experience each.

TREASURE

PCs who earned the favor of Loviatar can pick *Loviatar's pain touch*, a divine boon (reflavored *Raven Queen's shroud*; cannot be sold). The Burghers reward each PC with 800/1300 gold pieces. In addition, Jonster Yate offers them the *Horreb ritual cube*.

CONCLUDING THE ADVENTURE

PCs gain the following story awards:

If they saved the town, they gain **DALE25 Hero of New Velar**. If they joined the Way of the Lash, have the players note this on their adventure records.

Since Kira is gone, the Nenthyn family needs a new representative for the Seven Burghers. Dayan has no inclination for this. If a PC who became a Hero of New Velar is willing to take up that possibility, the PC gains **DALE26 Representative to the Seven Burghers of New Velar**, instead of the story award above. This means the PC enters an alliance with New Velar. He cannot enter a known alliance (i.e. knighthood etc) with another nation. If he has one, that alliance becomes invalid.

If they arranged freedom for Joella, they gain **DALE27 Gratitude of the Lamia**.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 2: Reposeession

1200/1680 XP or 1760/2320 XP

Encounter 4b: Way of the Lash

240/320 XP

Encounter 4c: New Velar Prison, Kira's Cell

240/320 XP

Encounter 4d: New Velar Prison, Joella's cell

240/ 20 XP

Encounter 6: The Cloud of Pestilence

1680/2160 XP or 1120/1520 xp

Minor Quest: Clear Kira's Name

240/320 XP

Major Quest: Pain and Suffering

1200/1600 XP

Total Possible Experience

3840/5120 XP (5040/6720 with major quest XP)

Gold per PC

1200/2200 gp

(Encounter 6: 400/900 gp, Encounter 7: 800/1300 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: *illithid robes +3** (low-level version only) (level 15; *Adventurer's Vault*)

Found in Encounter 2 or 6

Bundle B: *gossamer tome +4** (level 18; *Adventurer's Vault* 2)

Found in Encounter 4d

Bundle C: *jagged weapon +4** (level 17; *Adventurers' Vault*)

Found in Encounter 2

Bundle D: *Loviatar's pain touch** (reflavored *Raven Queen's shroud*) (level 18; *Dungeon Master Guide* 2; cannot be sold)

Found in Encounter 7 (if successful in Encounter 4c and Encounter 6)

Bundle E: *Horreb ritual cube** (level 18; *Dungeon Magazine* 170)

Found in Encounter 5 or 7

Bundle F: *illithid robes +4** (high-level version only) (level 20; *Adventurer's Vault*)

Found in Encounter 2 or 6

Bundle G: *ritual book of Magic Circle and Reverse Portal* (low-level version only)

Found in Encounter 6

Bundle H: *ritual book of Magic Circle, Reverse Portal and Adjure* (high-level version only)

Found in Encounter 6

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add one portion of *mind dust* plus 300/1100 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 1300/2100 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.

DALE25 Hero of New Velar

You saved the citizens of New Velar of a catastrophe. You are seen as a hero. People recognize you and are eager to help you, which may be useful in future adventures. If you were not already, the Fall of Stars offers you a honorary membership of the Fellowship of Gentle Adventurers.

DALE26 Representative to the Seven Burghers of New Velar

You saved the citizens of New Velar of a catastrophe. You are seen as a hero. People recognize you and are eager to help you, which may be useful in future adventures. If you were not already, the Fall of Stars offers you a honorary membership of the Fellowship of Gentle Adventurers.

Dayan has appointed you as an interim representative. This gives you a voting right on the council, and the status that befits a Burgher. In order to gain that benefit, you need to relocate to New Velar. This does not change your 'home' region or regional benefit. You cannot have a known alliance with another nation. If you have an alliance with another nation, that alliance becomes invalid if you accept this story award. If you ever enter an alliance with another nation, this story award becomes invalid, and you instead gain **DALE25 Hero of New Velar**.

DALE27 Gratitude of a Lamia

You arranged freedom for Joella, a Lamia. Even blackhearted creatures know gratitude, and Joella has some clout among the unseely fey. You may gain advantage of your aid to her in the future.

ADVENTURE QUESTIONS

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

1. Was Kira saved?

- She survived and was cured
- She survived, but suffered irreparable damage
- She died.

2. Was the killing cloud stopped?

- Yes
- No

3. What happened to Kinnalyn Sant?

- He was killed.
- He was captured.
- He escaped.

4. Was Joella freed?

- Yes, the PCs vouched for her
- Yes, the PCs broke her out
- No, she was tricked or threatened, and the PCs did not release her

5. Did any PC join the Way of the Lash ?

- Yes
- No

6. Did any PC accept Loviatar's boon?

- Yes
- No

NEW RULES

Gossamer Tome

Level 8+

Lvl 8 +3 3,400 gp Lvl 23 +5 425,000 gp
Lvl 13 +4 17,000 gp Lvl 28 +6 2,125,000 gp
Lvl 18 +4 85,000 gp

Implement (Tome)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use the web power through this tome, any creature that ends its move in the zone of webs is restrained instead of immobilized.

Power (Daily): Free. You expend an unused wizard utility power of level 5 or higher and gain the use of the web power (Player's Handbook, page 161). The power is lost if you don't use it before the end of the encounter.

Reference: *Adventurer's Vault 2*

Horreb Ritual Cube

Level 18

Wondrous Item

Property: Gain a +2 item bonus to saving throws.

Power (Consumable): Standard Action. By rotating the cube's faces into the proper arrangement and making a DC 23 Arcana or Religion skill check, the holder of the cube triggers the ritual stored in it during the cube's creation.

Reference: *Dungeon Magazine 170*.

Jagged Weapon

Level 12+

Lvl 12 +3 13,000 gp Lvl 22 +5 325,000 gp
Lvl 17 +4 65,000 gp Lvl 27 +6 1,625,000 gp

Weapon: Axe, Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: Ongoing 10 damage (save ends)

Property: This weapon scores critical hits on a 19 or 20

Reference: *Adventurer's Vault*.

Loviatar's Pain Touch

Level 18

Lvl 18 85,000 gp

Divine Boon

Power (Encounter): Minor Action. Choose a target within 10 squares of you. That target gains the mark of the Maiden of Pain until the end of the encounter. On your turn, you can reroll the result of one damage die against that target. This reroll does not alter the damage for other targets hit by an area or close attack.

Power (Daily, Teleportation): Minor Action. You teleport adjacent to the target that bears the mark of the Maiden of Pain. You gain a +1 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of your next turn.

Reference: *Dungeon Master Guide 2 (the Raven Queens' shroud)*

Mind Dust

Level 15

Lvl 15 1,000 gp
Reagent

Power (Consumable): Free Action. Expend this reagent when you use a power with the psychic keyword of up to 7th level. Roll twice for the power's attack roll and take the better of the two results.

Reference: *Adventurer's Vault*.

RITUALS

Abjure

Level: 16

Category: Ritual

Time: 1 hour

Duration: 8 hours or until discharged

Component Cost: 3,000 gp

Market Price: 7,500 gp

Key skill: Religion

You command an immortal creature whose level does not exceed yours. The subject of this ritual must be able to see and hear you and must remain within 5 squares of you for the entire time necessary to perform the ritual. Because most creatures do not willingly submit to this ritual, you must usually make the creature helpless or restrain the creature by means of a Magic Circle ritual. Unless it is prevented from doing so, the creature can leave at any time. Finally, you must be able to communicate with the creature, or the ritual automatically fails.

To determine the extent of your authority over the subject, you engage in a special skill challenge during the time it takes to perform the ritual. The DCs for the checks in this challenge are equal to the subject's level + 10. Religion is the primary skill; each time you or an ally succeeds on a Religion check in the challenge, you or an ally can use Diplomacy, History, Arcana, or Intimidate for one subsequent check. Once you have amassed 3 failures or achieved 10 successes, the skill challenge ends. Consult the following table and apply the effect associated with the number of successes you achieved.

Number of Successes	Effect
0 or 1	The creature has authority over you and can issue one command that you must obey, a task that requires up to a day of effort.
2 or 3	You have immediate authority over the creature. You can command the creature to perform one task that takes no more than 5 minutes.
4 or 5	You have moderate authority over the creature. You can command the creature to perform a task that requires up to a day of effort.
6 or 7	You have significant authority over the creature. You can command the creature to perform a task that requires up to a week of effort.
8 or 9	You have great authority over the creature. You can command the creature to perform a task that requires up to a month of effort.

10	You have ultimate authority over the creature. You can command the creature to perform a task that requires up to a year and a day of effort.
----	---

When the specified task is completed, the ritual is discharged, and the creature (or you) is released from service. You can request any kind of service that does not compel the subject to obey multiple commands, force the subject to engage in combat, or ensure the subject's death. (The subject can engage in combat to achieve a task if it wishes, but combat cannot be required.) If the task is impossible, such as commanding a creature that cannot fly to soar into the sky, the creature can ignore the command.

Reference: *Manual of the Planes*.

Reverse Portal

Level: 12 **Component Cost:** 500 gp
Category: Travel **Market Price:** 2,600 gp
Time: 10 minutes **Key skill:** Arcana
Duration: Special

You create a shortcut across the fabric of the world, linking your location with a permanent teleportation circle elsewhere on the same plane (see the Linked Portal ritual, *Player's Handbook*, page 307). As part of performing this ritual, you sketch out a 10-foot-diameter circle in rare chalks and inks. Alternatively, you can use a permanent teleportation circle, which reduces the component cost to 150 gp and grants you a +5 bonus to your Arcana check.

At the ritual's completion, make an Arcana check. The result determines the duration that the portal remains open.

Arcana Check Result	Duration
19 or lower	1 round
20-39	3 rounds
40+	5 rounds

The portal displays views of the other location in the same way as that created by the Linked Portal ritual, but creatures cannot enter the origin point and appear at the other location. Instead, creatures can only step into the distant end of the portal to appear at the origin point with you.

Reference: *Player's Handbook 2*.

Scramble Portal

Level: 14 **Component Cost:** 1,600 gp
Category: Warding **Market Price:** 4,000 gp
Time: 10 minutes **Key skill:** Arcana
Duration: Special

Scramble Portal allows you to alter the magic of a permanent portal, making it malfunction. For the ritual's duration, the portal sends creatures passing through it to a random destination (DM's discretion).

At the completion of the ritual, make a Arcana check. The result determines how long the portal remains scrambled.

Arcana Check Result	Duration
24 or lower	1 hour
25-34	8 hours
35-44	1 day
45+	7 days

Reference: *Manual of the Planes*.

APPENDIX I: NPCs

This section lists information the PCs can gather about NPCs in this scenario.

Streetwise checks represent knowledge the PCs gained through interaction with locals prior to the scenario's start. If PCs actually take time to gather info they gain a +2 bonus on their checks.

Some entries list a region and town. Where applicable, PCs from the region gain a +2 bonus on checks, while PCs from the town gain a +5 bonus. These bonuses do not apply to checks when they are used in a Skill Challenge.

YELLIRA AM'BENUINYL

Region/Town: Dalelands / Harrowdale

Appears in: DALE1-1, DALE1-6

Yellira is a female drow who dresses in a bright blue dress and a purple cloak set with silver stars and a silver clasp shaped like a dancing drow woman holding a sword. Long, silver hair cascades over her shoulders, while her golden eyes take in everything with interest.

A character learns the following information about Yellira with a successful Streetwise check:

DC 15: Yellira Am'benuinyl has been the Mistress of the Fall of Stars adventurers' club for the past twenty years. This makes her the club director, responsible for the well being of the club's members.

DC 17: Yellira became the Mistress of Stars after the death of the former mistress, her lover and club owner Breeandra Nenthyn.

DC 20: She raised Breeandra's adopted children; the young half-elf twins, Kira and Dayan Nenthyn, and most people feel she did a good job.

DC 25: Yellira used to be a priestess, but it is unknown to what deity. She doesn't perform prayers any more.

A character learns the following information about Yellira with a successful Religion check:

DC 20: The clasp on Yelirra's cloak is one of the symbols once associated with the now dead drow deity Eilistraee.

REIKHERD BREWMASTER

Region/Town: Dalelands / Harrowdale

Reikherd is a giant of a man. He has long dark hair and deep brown eyes. While of middle age, he is still of lean

build. The set of his eyes still hints at an elven ancestry, way back in the family tree.

The following information can be gained with a Streetwise check:

DC 15: Reikherd Brewmaster is one of the Seven Burghers of New Velar

DC 18: Reikherd and his sister Nefana own the Brewmaster Brewery - also known as the Gunderman Brewery, named after Reikherd's great-grandfather.

DC 20: Reikherd's riches and fame stem from his family's most famous brews: Old Smoke, a smoky-tasting golden ale that is sold in new velar as well as it is sold overseas. While Reikherd brews other drafts - and even a strong liquor called Red Roast - this draft is still the best sold.

DC 25: Reikherd is well known in the Fall Stars, as he drafts his people from retired adventurers.

DC 30: Quite a complex has grown beneath the brewery, delved by dwarves and gnomes in the Brewmasters' employ. Some say the complex reaches down into the underdark.

LIN~WOH CHIANG

Region/Town: Dragon Coast / Nathlek

Appears in: DALE1-1, DALE1-6

Lin-Woh is a Shou woman, who dresses in rich garments and fine silk robes. Her hair is tied in an elaborate knot fixed with jeweled pins. While she can be charming if she wishes to, she tends to be snobbish and arrogant to those she has no need for, especially men.

The following information can be gained with a Streetwise check:

DC 21: Lin-Woh Chiang heads the branch of the Chiang Emporium trading within the area around the Dragon Reach.

DC 23: Lin-Woh is Ha-Teh Chiang's fourth daughter. Her sisters are Yuin and the twins Mai-Win and Mai-Ana.

Yuin runs the trade in the eastern Sea of Fallen Stars (mostly Cormyr), Mai-Win runs the emporium's headquarters in Nathlek, and Mai-Ana runs trade in the western region (mostly Akanul).

MEI (YUKI) CHIANG

Region/Town: Dragon Coast / Nathlek

Appears in: DALE1-1, DALE1-3, DALE1-6

Mei is a young Shou woman. She is slender and looks frail. Her hair is braided in a long tail. She bows politely and silently to those who greet her.

The following information can be gained with a Streetwise check:

DC 21: Mei is the servant of Lin-Woh Chiang. She slavishly follows her orders, and seems afraid of her mistress.

DC 23: Mei is a cousin of Lin-Woh Chiang. Despite that, she receives little respect. Still, as a Chiang, the emporium's employees have to obey her - though she rarely takes command.

DC 25: Mei is Shou for 'niece'. It was a name given her by her aunt, Ha-Teh Chiang. Her true name is Yuki, which means snow, but she feels uncomfortable being referred to by that name.

CONSTABLE ELLARIAN DAWNHORN

Region/Town: Dalelands / Harrowdale

Ellarian is strong and tall, even for eladrin, and almost always dressed for battle. Her red hair, fading to blond, is normally loose.

The following information can be gained with a Streetwise check:

DC 15: Ellarian Dawnhorn is the constable of New Velar. She is a gold elf (a type of eladrin).

DC 18: Ellarian is keen both in magic and with the sword.

DC 20: Ellarian has been the constable in the last fifteen years. She used to be the constable when she was a much younger elf, but in the Year of the Elfqueen's Joy (1428 DR) resigned to become a Burgher and aid in forging the alliance with Myth Drannor.

In the Year of the Elven Swords Returned (1465 DR), she took up the constableness again, and passed her seat to Kira Nenthyn of the Fall of Stars.

SHEERA GOLDENLEAF

Region/Town: Dalelands / Harrowdale

Sheera is a breathtakingly beautiful eladrin woman. She dresses in plain and practical dress, favoring dark yellow and green.

The following information can be gained with a Streetwise check:

DC 15: Sheera Goldenleaf is one of the Seven Burghers of New Velar. She is the oldest Burgher, and

DALE2-2 Agony

has been on the council for over a century. Sheera is a gold elf (a type of eladrin).

DC 18: Sheera owns the Goldenleaf stables, at the northwestern edge of town. These stables at Lancegallop lane are the best horse breeding stables in the Dalelands, and her horses, though expensive, are sought after even in Cormyr, Sembia, and Nathlan.

DC 20: She is friendly and outgoing, liked by all citizens of New Velar. She sponsors various Velarian organizations.

DC 25: She is an accomplished mage, and quite a rogue as well. She was an adventurer in her younger years.

EMBERRA GRIMBARROW

Region/Town: Dalelands / Harrowdale

Emberra is a sturdy woman, with sleek black hair and a slightly ashen complexion. She is heavy set but has surprisingly delicate fingers. She has a small wart on the side of her cheek.

The following information can be gained with a Streetwise check:

DC 15: Emberra Grimbarrow is one of the Seven Burghers of New Velar

DC 18: Emberra owns New Velar Silver and Jewelry. She crafts and trades jewelry and is an accomplished gold and silver smith and gem cutter.

DC 20: Emberra has an extensive family. Four sons and three daughters, as well as two sons-in-law and a daughter-in-law are aiding her in the family business. Emberra's husband, Ralaunt, is a thin, nervous fellow, who is not crafty at all, but has a shrewd eye for valuables and appraises all goods bought and sold.

DC 25: One of the strangest elements of the Grimbarrow shop are its guardians: four lightning-spewing winged serpents. The serpents have been family pets as long as people can remember.

JOELLA

Region/Town: N.A.

Appears in: DALE1-6

Joella is a stunningly beautiful eladrin woman. Her golden locks fall in what seems like slow motion to frame her face. A red dress with a spider-clasp belt accentuates her perfect shape. Deep blue eyes and alluring full red lips beckon all to come hither.

The description above is Joella in eladrin form. Her true shape is that of a spider swarm over an eladrin skeleton.

If a PC has **MOON10 Keeper of LeShanna**, that PC can sense that Yoella's connection to LeShanna.

The following information can be gained with a Nature check:

DC 15: Joella is a Lamia.

DC 25: She is the 'daughter' of LeShanna, a powerful Moonshaes fey

DC 30: Like her mother, Joella is remarkable among Lamia's in that the swarm that makes up her form consist of spiders instead of beetles.

The following information can be gained with a Streetwise check:

DC 20: Joella was captured and jailed after she tried to disrupt an alliance between Myrh Drannor and New Velar.

DC 25: She is held in a special cell until her trial. She will be tried for treason.

DC 30: The influence of Dayan Nenthyn, who fell victim to Joella, prevented an untimely death for her. According to Dayan, Joella never harmed him, though she had plenty of opportunity to do so. Some however say the young man is under the Lamia's charm.

DAYAN NENTHYN

Region/Town: Dalelands / Harrowdale

Appears in: DALE1-1, DALE1-3, DALE1-6, DALE1-7

Dayan is a slim and boyish looking half-elf, with long dark red hair that flows free over his shoulders. He has bright green eyes, making him look eerily like his sister.

He wears a thin gold necklace, on which dangles a red stone carved to resemble two female lips.

A DC 15 Religion check identifies the stone as the symbol of Sharess, the Temptress.

The following information can be gained with a Streetwise check (Harrowdale locals may know Dayan from his childhood years, and in that case Dayan knows them too - see also Kira Nenthyn for more generic info on the twins):

DC 15: Kira Nenthyn and her twin brother Dayan are the adopted children of Breeandra Nenthyn, the former owner of the Fall of Stars. Breeandra passed away twenty years ago and left the club to the twins.

The twins belong to the richest family of New Velar, and have a seat at the Seven Burghers counsel. **DC 17:** Dayan is a bit of a playboy. He is a big spender bad with money, though he does throw great parties.

He has a rivalry with Kira. The two often argue about the course to take for the club.

DC 20: The twins were born in the strife around the Moonsea. Their father was killed, and their mother, a friend of Breeandra, died after fleeing to Harrowdale.

DC 21: Dayan hangs out with a bunch of friends, who, while well meaning, have a penchant for getting into trouble.

DC 23: If he would set his mind to it, he would make a great politician or merchant, as he has excellent contacts and interpersonal skills. Unfortunately he is not very motivated.

DC 25: Dayan is a follower of Sharess. He also pays homage to Tymora, Llira, and Sune. He has aspirations to become a priest, though few people think he has the focus for it.

KIRA NENTHYN

Region/Town: Dalelands / Harrowdale

Appears in: DALE1-1, DALE1-3, DALE1-6

Kira is a half-elf, a young tomboy with a slim figure and dark red hair braided in many small strands. She wears tight leather pants and a similar vest that leaves her arms bare, except for a set of decorative bracers. In a dark belt around her waist sits an ornate dagger.

Her left shoulder is adorned with the tattoo of a seven-tailed scourge.

The following information can be gained with a Streetwise check:

DC 15: Kira Nenthyn and her twin brother Dayan are the adopted children of Breeandra Nenthyn, the former owner of the Fall of Stars. Breeandra passed away twenty years ago and left the club to the twins.

The twins belong to the richest people of New Velar, and have a seat at the Seven Burghers counsel.

DC 17: Kira manages the club's finances and aids Yellira Am'benuinyl in directing the club. She is technically Yellira's employer, but Kira treats her more like a mother and mentor. Kira is groomed to be the next Mistress of Stars, should Yellira retire.

Kira has a rivalry with her brother Dayan. The two often argue about the course to take for the club.

DC 20: The twins were born in the strife around the Moonsea. Their father was killed, and their mother, a friend of Breeandra, died in childbirth after fleeing to Harrowdale.

DC 23: Kira dabbles in magic. She has a bit of talent, and shows interest in all matters arcane.

DC 25: Kira is a follower of Loviatar, like her adoption mother was. She also pays homage to Tymora and Sune. She keeps her faith a private matter, and is kind and caring to others.

DC 30: Kira heads a group of fellow lay worshippers, called the Way of the Lash, who meet in the Fall of Stars.

A character learns the following information about Kira with a successful Religion check:

DC 15: The tattoo on Kira's arm is the symbol of Loviatar, Maiden of Pain. It is slightly different in that the scourge's tails aren't barbed.

Kira does not normally discuss her faith. She understands she can get negative reactions from people who realize her faith and oppose it. For her, pain is a means to grow above yourself. She enjoys pain in certain ways, but realizes not everyone experiences it that way. She worships Loviatar in her neutral aspect as the personification of pain, not in her evil aspect as a torturer. She is not typical of the Loviatarian faith - but then again, she is a lay worshipper, not a priestess.

LUCUS RIVENSTAVE

Region/Town: Dalelands / Harrowdale

Appears in: DALE1-6

Lucus is a sickly old man who is always seen in his wheelchair. He is constantly wheezing and coughing, and usually has a silk handkerchief over his mouth. Despite his frail physical condition, he is always dressed impeccably.

The following information can be gained with a Streetwise check:

DC 15: The Rivenstaves have been in Harrowdale for more than a century. They trade mostly in the Moonsea area, having established extensive trading contacts there. Lucus Rivenstave is one of the Seven Burghers of New Velar.

DC 20: Some rumors say the Rivenstaves secretly worship Bane, but the family denies this.

DC 23: Anna Rivenstave is now the real power behind the Rivenstave family as Lucus is too sickly to really do anything.

DC 25: The Rivenstaves have a conflict with the Nenthyns regarding the border of the Nenthyn estate. This has rather soured their relations, and they often take opposite stances in a dispute.

ARON SELKIRK

Region/Town: Vesperin (the Vast) / Calaunt

Appears in: DALE1-1, DALE1-3, DALE1-6

Aron Selkirk is middle-aged, though he remains fit and strong. He sports a tiny blond beard and curly hair that is slowly thinning. He dresses in clothes that indicate he is well-to-do, though they look more expensive than they really are.

The following information can be gained with a History check:

DC 15: The Selkirk family is a small merchant house that operates out of the city of Calaunt in Vesperin.

DC 20: The family dates back hundreds of years. They were once one of the most influential families in Sembia, providing the head of the council for years.

DC 25: Aron's great grandfather and his branch of the family fled Sembia to Vesperin years ago, along with a few other Sembian families that had not yet sold out to Netheril. There, most of them tried to start anew.

DC 30: The family was nearly decimated when Netheril took over in Sembia. Many family members went missing during the Shadow War or perished in the Ordulin Maelstrom.

The following information can be gained with a History or Streetwise check:

DC 15: Aron seeks to establish himself in New Velar.

DC 20: He hopes to establish a regime change through political pressure and covert actions. He has not been very successful yet, due to a lack of resources and allies.

DC 25: He had a setback early this year, when he lost a lot of money after a Cormyran deal went bad. The Thenterim family he traded with almost went bankrupt. The setback forced him to dismantle a trading post in Suzail and direct his attention to gaining allies closer to his home.

DC 30: The family seems involved with a small resistance group called the Silver Ravens. The Ravens oppose Netheril's presence in Sembia - though apparently not very successfully.

DC 35: It is rumored the Silver Ravens cooperate with the Harpers to oppose Netheril.

SUREEN TEVERNESTA

Region/Town: N.A.

Appears in: DALE1-4, DALE2-1

Sureen is an auburn haired half elf with green eyes that stare vacantly in the distance. Mirror like shards riddle her body. She is wearing a simple but sturdy gown which in many places is pierced, exposing the shards

that pierce her skin. Her hand is clenching as if she is biting back her pain.

A character knows the following information about Sureen with a successful Streetwise check. Sureen provides this information when asked:

DC 15: Sureen is a Malarite priestess. She was once part of an adventurer band - the Byars Seven.

DC 20: Sureen originally belonged to a Hunt - a group of Malarites - who hunted game for small villages near the Galena Mountains, north of the Moonsea. The band was a vicious one, but they kept the villagers fed and their hunts were limited to game. It is unknown why Sureen left the Hunt, and she doesn't tell.

DC 25: Byar's Seven set out about a year ago to investigate a dungeon under Semberholme. Sureen was affected by a powerful surge of wild magic when she destroyed a magic mirror that sealed a portal in that dungeon. The effects are similar to what the Spellplague did - though it is not a true Spellplague effect.

Due to the effect, she continuously grows mirror like fragments from her skin. These cause intense pain, but also regenerate all other wounds she has. She regenerates even from mortal wounds.

DC 30: Since the ordeal, Sureen has had doubts about her formerly violent way of life. She has not turned away from Malar, but is considering how to turn her faith in a new, more compassionate, direction.

PCs who have a spellscar can detect Sureen as a plaguechanged creature.

A character who investigates Sureen's body may learn the following:

- Sureen heals any damage (other than the shards in her body) remarkably fast. She has regeneration 5, which even works when she is at or below 0 hp.
- If a PC pulls hard on a shard, it breaks off, and a new one grows in place within a minute.
- The shards are non-magical (PCs who played DALE1-4 may notice that this has changed).

HARLEN TRESKEDEN

Region/Town: Dalelands / Harrowdale

Appears in: DALE1-6

Harlen is a portly human man with a skinny black goatee wearing a poufy purple outfit and hat with a black plume. The sight reminds you of a talking grape.

He is jovial and loves to have a good time.

The following information can be gained with a Streetwise check:

DC 5: Harlen Treskeden is one of the Seven Burghers of New Velar.

DC 15: The Treskedens mostly deal with overland trade.

DC 20: Although Harlen appears to just want to have a good time; underneath he is one of the shrewdest merchants in New Velar.

JONSTER YATE

Region/Town: Dalelands / New Velar

Appears in: CORE1-2, DRAG1-6, DALE1-6

Jonster Yate is a halfling. He has short, curly hair and long sideburns. His face usually registers blissful ignorance or amused curiosity. He always wears a leather vest, and carries around a small notebook.

A character knows the following information about Jonster Yate with a successful Streetwise check:

DC 10: Jonster Yate is an eccentric halfling. He is incredibly rich and owns Mensyn's Wares, a cobbler and leather wares shop.

DC 15: He is one of the Seven Burghers of New Velar. Unlike most others, he doesn't involve himself much with political affairs.

DC 18: He is obsessed with the idea that a great calamity is to befall the Realms. He maintains a list of all the strangest prophecies that predict great floods, endless wars, worldwide erupting volcanoes, and worse. Some of these are really farfetched and are obviously a product of a creative but immature mind.

DC 20: Yate is a friend of the Nenthyns. He acquired wealth adventuring, and until a few years ago, was a member of the Stellar Fellowship of Gentle Adventurers. He retired to live in Nenthyn Manor.

DC 22: Yate's preoccupation with doomsday scenarios results from a desire to be a hero in such a scenario.

DC 25: Yate became a Burgher when the last Burgher died, as he was the richest person in New Velar. This prompted the Rivenstaves to push for a rule that required a Burgher to own property in New Velar. Yate immediately bought Mensyn's Wares from the aging Hervert Mensyn, and moved out of Nenthyn Manor.

APPENDIX II: THE FALL OF STARS

The layout and features of the Fall of Stars are as follows:

- The Fall has three floors and a great number of rooms.
- The large kitchen is used to cater both for the club and the adjoining House Around the Corner, a tavern that connects to the club.
- Perun and Rehaya normally guard the main entrance, with occasional back-up from a roguish club member called Emina Wands (not part of the famous Wands Waterdhavian family, though she likes to capitalize on any confusion).
- The back entrance, used as an entrance for members that are in need of healing, is magically locked, and passes along the kitchen - so few people have a chance to enter through there.
- It is also possible to enter the club through the kitchen itself, but the kitchen staff doesn't allow this.
- The ground floor has one long "wing" (long, finger-like ground-floor-only addition) out back containing, from the club "outwards" along the arm, first a serving area with sideboards, trays, domed platters, and trolleys; then the main kitchen; then a carvery where meat is butchered, fowl dressed, and so on; then a pantry where cheeses, breads, and "crock foods" are stored on many around-the-walls shelves; and then two "outer pantries," the first full of barrels of apples, potatoes, parsnips and the like, and the second and outermost being full of cut and split firewood and kindling, plus an old cauldron, a chair in need of mending, and a handcart (pushcart) for heavy deliveries - for people to flee to and hide in.
- The House Around the Corner 'connects' with the Fall of Stars off the serving area ahead of the kitchen.
- There are various portals that connect to the club - some only one way.
- The main portal, which can be used through the Linked Portal ritual by members, and which can be configured through a set of key phrases to various destinations throughout Faerûn, is set in a large mirror in a side room of the main hall.
- Other portals exist throughout the club, often placed by adventurer members, but all have very specific conditions, and most don't work at all. In all cases, anyone who tries to enter the

club through teleportation - unless summoned - can only enter if mentally granted permission by the Nenthyns.

- There are various magical wards that protect the club itself, including a magical wall of force that can close off the club entirely - though the latter should not lightly be activated.

There are various waiters and cooks, and a few adventurers that can double as a door guard, but the most important people are the following:

- **Yelirra Am'benuinyl** (female drow): mistress of Stars (club director). Yelirra manages the club and makes sure the guests get what they desire, whether it be rest or entertainment. She is Kira and Dayan's guardian, their foster mother. See Appendix I: NPCs.
- **Perun and Rehaya** (male and female half-ogre): door guards. These two are fairly smart and social for half-ogres, but still fairly dimwitted when compared to everyone else. They refer all questions to Yelirra.
- **Thorthin** (male weretiger): headwaiter. Thorthin does not care much what the PCs do, as long as they do not keep him from his job. Thorthin is frail - even if PCs realize he is a weretiger (Nature DC 20), he has no fighting power for them to utilize.
- **Kira Nenthyn** (female half-elf): owner and financial manager. Kira is one of the people attending the meeting. She is one of the Burgthers of New Velar. See Appendix I: NPCs.
- **Dayan Nenthyn** (male half-elf): owner and event manager. Dayan organizes festivals and parties, and knows little of handling the club's finances. See Appendix I: NPCs.

ADVENTURE / STORY AWARD REFERENCE SHEET

Let each player write down their character below, and cross off the adventures his character played in (and the story awards that character earned).

Player 1: _____

Player 2: _____

Player 3: _____

Player 4: _____

Player 5: _____

Player 6: _____

<i>Adventure / Story Award</i>	Players					
	1	2	3	4	5	6
CORE1-2 <i>The Radiant Vessel of Thesk</i>						
DALE1-1 <i>The Prospect</i>						
DALE01 Favor of the Chiang Emporium						
DALE02 Member of the Fellowship of Gentle Adventurers						
DALE03 Favor of the Twins						
DALE1-4 <i>The Lady in Flames</i>						
DALE11 Touched by the Wild						
DALE12 Byar's Seven						
DALE1-6 <i>The Vesperin Initiative</i>						
DALE16 Recognition of the Silver Ravens						
DALE1-7 <i>Arts</i>						
DALE20 Member of the Fellowship of Gentle Adventurers						
DALE21 Arts and Crafts						
DALE2-1 <i>Forever</i>						
DALE22 Escaped the Haunted Mansion						
DALE24 Haunt of Krystel House						
DRAG1-6 <i>Night of Falling Petals</i>						
DRAG1-7 <i>Crafts</i>						
DRAG17 Defeating Agony						
DRAG2-1 <i>Discomfort</i>						
DRAG18 Favor of the Fire Knives						
DRAG19 Gratitude of the Nine Golden Swords						
DRAG20 Spice Lords Appreciation						
CORM2-2 <i>Pain</i>						
CORM17 Haldoneir Unmasked						
CORM18 The Vigilante Redeemed						

HANDOUT 1: CLUES

CLUE # 1: HAS LUCUS THE YOUNGER BEEN MURDERED?

- Lucus was alone when he committed suicide.
 - He was under the influence of a drug called Agony.
 - He was a member of the “Way of the Lash.
 - Lately, he acted as if he wasn’t himself.
 - However, he acted normally this morning.
-

CLUE # 2: HOW IS THE WAY OF THE LASH INVOLVED IN THIS AFFAIR?

- The “Way of the Lash” members have a fascination for pain.
 - Most members are lay worshippers to Loviatar, the goddess of pain, but the cult does not practice evil rites or commit crimes in New Velar.
 - A cultist of Talona, the goddess of poison, has infiltrated the cult.
 - Talona and Loviatar are bitter enemies.
 - The Talonites altered the Agony drug.
-

CLUE # 3: WHAT MADE LUCUS JUMP DOWN THE ROOF?

- An Illithid tadpole was implanted in Lucus and Kira’s brain.
 - These are usually implanted in the brain of humanoid victims. They start to consume the host’s brain and eventually grow into a full grown mindflayer.
 - The tadpole found is modified: It no longer grows into a full mindflayer but permanently dominates its victim instead.
 - The tadpoles also make very potent ritual components.
 - Only a powerful ritual caster can control those with tadpole implants.
-

CLUE # 4: WHO IS RESPONSIBLE IF KIRA IS TRULY INNOCENT?

- The leader of the Talonans in New Velar is a human man named Kinnalyn Sant.
- His group is in contact with Shadovar from Sembia
- A woman named Mirabeta Selkirk leads the shadovar.