

DALE2-3

SWORDS FROM PLOWSHARES

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Darkness stirs in Cormanthor, and an aspiring hero fed on stories of adventure seeks to lead a ragtag group of farmers against it. Can you prevent the militia from instigating its own massacre? A *Living Forgotten Realms* adventure set in the Dalelands for characters levels 4 - 7. This adventure is the first part in the *Stem the Tide* major quest. The second and final part is *DALE2-4 Illsyldra* (levels 11-14)

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

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OFFICIAL D&D PLAY

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

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. 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 4 - 7. 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

Over the past year, gates have opened throughout Cormanthor, releasing shadow creatures (see *DALE1-2*, *DALE1-4*, *DALE1-5*). The size and frequency of these portals have been increasing, and the influx of monsters

has made the usually peaceful forest a more dangerous place.

One group of shadow creatures poses a serious threat: shadow-tainted hounds and wolves have banded together, their pack instincts turning them into a marauding horde.

The drow Ris'lak Shederynn is investigating the portals for the drow of Sschindlryn, who have turned away from the worship of Lolth and now seek out sites of power to strengthen their new, heretical faith. Ris'lak has also been tasked to seek a fragment of a ruined tablet, lost to the drow in ancient times. Various fragments of this tablet have recently turned up all over the world. The most recent one apparently surfaced in the Dalelands.

Ris'lak knows not the full significance of the tablet, but believes it will empower her copies of *the ring of blue shadows* (see *DALE1-5*) to bring an army of shadow creatures under the control of her house.

Ris'lak however has been careless and ham-fisted in her work. Her presence has alerted Mirabeta Selkirk, the leader of a group that seeks power in the Dalelands. The group contains a fair number of shadar-kai, apparently rogue shadovar.

Mirabeta fears an investigation by the powers of Myth Drannor, which might uncover her involvement. Mirabeta has sent a servant, a shadar-kai named Edyn Darkhand, to find the tablet and buy off Ris'lak before she stirs up more trouble.

In addition, the drow house of Faen Tlabbar in Menzoberranzan has noticed how some houses in Sschindlryn have turned from Lolth. Matron Mother Vadalma Tlabbar has kept this knowledge to herself, hoping that dealing with the heresy alone will increase her status and influence.

She has hired Nizzrendar the Widowmaker, a drow from Bregan D'aerthe, to shadow Ris'lak and kill her once her mission and allies are known.

Meanwhile, the increased monster activity has also begun to stress the local freehold farmers, including Endler Naven, a spirited youth raised on tales of heroism and adventure. A month ago, shadow beasts killed Endler's parents, and the young man has declared a one-man war of vengeance. He continually attempts to recruit other militiamen to scour the forests and kill the shadow creatures. The farmers think his plans are the ravings of a grief-stricken child, with the sole exception of his friend Dorn the Younger.

DM'S INTRODUCTION

In this adventure, the PC's are hired by Mishell Nymonen or Yellira Am'benuinyl to seek out the wizard

Liscardem to analyze a peculiar necklace. Liscardem, however, has retired from adventuring to live with the Deepingfolk in the Cormanthor forest.

The PCs find the wizard at a small farmer's social gathering called a *ploughmoot*. Liscardem, however, maintains that he is only a simple beekeeper and refuses to help.

At the ploughmoot, the PCs can meet several of the local personalities and even have their fortunes told by the Sibilant Sisters. But a grizzly murder interrupts the revelry, and Endler Naven, a budding hero, tries to incite the other farmers to take up arms against the monsters of the forest, which he believes are to blame.

The PCs must choose to either accompany Endler on his hunt in a haunted wood, or investigate the murders.

If they are successful in either the hunt or their investigation, they stumble upon a meeting between the shadar-kai Edyn Darkhand, and the drow Ris'lak Shederynn – two unlikely allies. Here the PCs have a second choice: interrupt the meeting and attack these evil creatures, or wait and see what happens. If they fail the hunt or investigation this choice is made for them, as they arrive too late.

If the PCs fight and defeat the drow and shadar-kai, Nizzrendar, a male drow assassin, appears. His mission is to kill Ris'lak. Once he ensures her death, he disappears.

If the PCs wait, Nizzrendar appears and kills Ris'lak and the PCs must cross blades with Nizzrendar. He is too powerful to kill, and flees when the PCs defeat him.

During either combat, one of the drow activates a magical ring that summons a pack of shadow-tainted hounds, which then hunt down the PCs.

Upon their return, Liscardem is grateful that the PCs have helped his friends and agrees to analyze the necklace.

Appendix I provides a visual guide to the plot structure, while **Appendix II** provides some background and roleplay suggestions for recurring NPCs. **Appendix III** describes events at the ploughmoot, and the people present.

This adventure may leave the PCs with more questions than answers, specifically the reasons for the shadow creatures' presence or the involvement of the drow and Mirabeta. These are dealt with in future adventures - make sure the PCs understand they are not problems that can be solved now.

The PCs may find themselves fighting alongside the Deepingfolk. It is important to emphasize how unsuited these NPCs are to the adventuring life. While brave to a fault, their presence amongst seasoned adventurers should feel more like a nuisance than a benefit.

Story Awards: Before play, check if any PCs have the following story awards:

- **DALE02 or DALE20 Member of The Stellar Fellowship of Gentle Adventurers** from *DALE1-1 The Prospect* or *DALE1-7 Arts* or **DALE22 Escaped the Haunted Mansion** From *DALE2-1 Forever*. These PCs may use some means of the Fall of Stars (see the introduction).
- **DALE10: A Favor Owned to the Sibilant Sisters** from *DALE1-4 The Lady in Flames*: These PCs are singled out by the Sibilant Sisters in Encounter 1.
- **DALE14 Ring of Blue Shadows** from *DALE1-5 Hunters' Down*: This PC may own a ring that affects the creatures in Encounter 7. Only one PC can have an 'active' ring at the table (you can determine this either beforehand or in Encounter 7).
- Additional story awards can flavor the story as time permits. These can be found in **Appendix IV**.

Note that the DCs in this adventure are from the *Rules Compendium*.

PLAYER'S INTRODUCTION

This adventure starts in Batteldale. If the PCs recently played *DALE2-1 Forever*, they arrived at the abbey at the end of that adventure. Otherwise, they were sent here by Yelirra Am'benuinyl from the Fall of Stars adventurer's club, with the request to aid her friend, Mishel Nymonen.

The PCs are met by Mishell Nymonen in the Abbey of the Sword, a temple devoted to the god Tempus.

The grim stone towers of the Abbey of the Sword sports plain and martial furnishing. The room you have been brought to holds a heavy oaken table with some simple chairs. The only adornments are a shield with two crossed battle-axes on the wall opposite the only door.

Mishell Nymonen, a dark skinned wood-elf dressed in leathers, gives you an appraising look as she beckons you to sit.

Information on Mishell and (if needed) Sureen can be found in Appendix II.

Allow the PCs to introduce themselves. PCs who are in good standing or a member of the Stellar Fellowship receive a warm welcome.

After introductions, Mishell explains:

“I’m glad you could come on such short notice. Some of you I trust – at least well enough to look after the ones I know can get the job done.

We don’t have much time, so I’ll get to the point. This necklace,” - she holds up a worn but elegantly wrought silver medallion - “would probably fetch little more than its weight when melted, but I believe it may be much more than it seems. I’m hiring you to take it to someone who can tell us.”

The PCs probably have questions about what they’ve gotten themselves into. Mishell can tell them the following:

- The necklace belongs to Sureen Tevernesta (from *DALE 1-4 The Lady in Flames* and *DALE2-1 Forever*). Sureen is still recovering from a serious illness, but no further details about her are given.
- **Note:** This adventure takes place shortly after the events in *DALE2-1 Forever*, and some time before *DALE2-2 Agony*. Sureen Tevernesta, who appears in those adventures, is at this time still in the Abbey of the Sword, where she recovers before she is able to travel to New Velar. If PCs desire they can check with her and will find her in fair health, though still in much pain. She agreed to part with the necklace, though she desires to have it returned once it has been investigated.
- The necklace was fused to Sureen’s neck. The Tempus priests managed to remove it without harming her.
- The necklace is not magical, but Mishell still sees reasons to investigate it. They are unwilling to explain their motivations yet.
- The PCs are to deliver the necklace to a wizard and historian named Liscardem.
- A few years ago, Liscardem abandoned his manor in Battledale, shunned all of his contacts and retired to a farming region of Deepingdale, far from any city or town. He is masquerading as a beekeeper.
- The wizard refuses to answer letters and summonses – he may be unwilling to help. There is no clue as to why he has cut himself off.
- Mishell has other more pressing matters and can’t take the necklace herself.
- The region is populated with many freehold farmers that are welcoming, and the local militias keep their land largely free of brigands.
- The farmers near Liscardem have a monthly meeting, a ploughmoot, within a few days.

- If the PCs start in New Velar, they can take a linked portal at the Fall of Stars to Highmoon. The rest of the journey must be overland and takes the better part of a day, generally following the Glaemril downstream toward its intersection with the Ashaba River.
- If the PCs start in Battledale, the journey takes several days, traveling east until they meet the Ashaba River, then following it downstream until it intersects with the Glaemril. From there, it is a day upstream the Glaemril towards the moot.
- In either case, the PCs should arrive in time for the moot.
- Each PC receives 10/20 gp up front and another 75/100 gp upon successful delivery of the necklace.

One PC must carry the necklace. The necklace is not yet of significance in this adventure - though the PCs are expected to deliver it. It becomes important in the upcoming adventure, *DALE2-4 Illsyldra*.

In addition, PCs who are in good standing with their employer (have story award **DALE22**), or who are members of the Stellar Fellowship can borrow one of the following items for the trip. It is expected that they are returned if unused. The scrolls do not include material components:

- *potion of healing*
- *holy water* (level 6)
- scroll of Commune with Nature
- scroll of Last Sight Vision
- *soulfang of resistance* (level 5)
- *tanglefoot bag* (level 2)

The PCs’ journey begins at first light. Once the PCs start their trek, read the following:

The travel is slow but uneventful, and the cart paths relatively easy to follow. As evening sets in, the temperature drops quickly, and a deep mist covers the Deeping Stream.

The PCs’ travel through the forest is uneventful, the road little more than cart paths that sidle up to the river. The PCs make good time.

The adventure begins when the PCs reach the ploughmoot late in the afternoon of their last day of travel.

ENCOUNTER 1: THE PLOUGHMOOT

SETUP

Important NPCs:

Endler Naven, a human youth

Liscardem, a half-elf wizard (Insight +20, Bluff +14)

Relda, Zarna and Festribeth, the Sibilant Sisters (Bluff +16, Insight +10, Intimidate +16)

A ploughmoot is a small gathering of farmers and their families, about 30 in all, where they trade in goods, organize the area's militia duties and afterward engage in a pint or a good story.

There are no villages or towns nearby; this encounter takes place in a fallow field belonging to the Widow Mildren. When the PCs arrive, read the following:

Along the outside wall of a large pole-barn sits a feast of pies, cheeses, root vegetables and a massive stuffed goose.

From within the barn comes the din of men dicing and a makeshift band of men pounding on buckets, blowing on jugs and strumming crude instruments. The merriment seems lost, however, on the scowling youth that leans against the doorframe.

Outside, farm boys and girls race plows across the fallow field; by the small bonfire a skeletal old man weaves a tale to gathered children, while nearby a gaggle of ugly old women hover over an expectant mother.

The PCs arrive just as business has concluded and the social festivities are beginning. The farmers warily welcome them. The widow Mildren has several extra rooms and the PCs can easily arrange a place to sleep for the night (in exchange for a few hours work in the morning).

You can run scenes from the ploughmoot for parties that have an interest in more roleplay. These scenes are detailed in Appendix III. They have the potential to run long, and are followed by a skill challenge (in Encounter 2 or 3), so be sure the party enjoys that type of play. When there is little time or interest, you can do with running Scene 2 if there are PCs who have the story award **DALE10 A Favor Owned to the Sibilant Sisters**, and Scene 3 for PCs that actively look for Liscardem.

Once the PCs are ready to move on, or if you prefer to skip the moot, continue with wrap-up of the party, below.

DEATH IN THE DARK

The Locke family has been slaughtered by Edyn Darkhand. Before she was killed, Mrs. Locke managed to hide her daughters in a large pantry. The eldest daughter, Fael, has been permanently scarred by the experience, and in her shock she wanders into the ploughmoot late in the evening, in search of someone to look after her infant sister. Read the following:

The smell of pipe smoke grows thick inside the pole barn as the party winds down. The womenfolk shuffle their protesting younglings back toward home, while the men move from their dicing and dancing to the tables surrounding the fire pit.

A girl yanks insistently at your clothes. "My sister," she says, "will you look after her?" In the flickering firelight, a young girl – maybe six years old – holds an even younger sleeping child. She stares up at you. Her dress has small spatters of blood on it.

Fael, in shock, does not speak again. Once she is noticed, everyone begins talking at once. From the talk, the PCs can learn Fael's name and that she is the daughter of Conrad Locke, who lives on a farm that borders Endler's.

If the PCs don't take charge, Dorn the Elder takes control after a few seconds of senseless cacophony, quieting the farmers. Endler takes the opportunity to leap on a tree stump and call the farmers to action. He gives a rousing speech:

- Endler is convinced the beasts that killed his parents are to blame - likely the shadowy beasts that some claim to have seen in the woods. He insists that honor and glory demand the farmers take vengeance.
- He believes he's figured out the creatures' hunting patterns, and is going out tonight to test his theory.
- If the farmers leave now, perhaps they can take the beasts by surprise, and rid the forest of this plague once and for all.
- Endler raises his sword in his hand, and yells, "who's with me?"

An awkward silence ensues. Allow the PCs to react and ask questions. The farmers react in the following ways:

- The men are sturdy and brave, but are a ragtag militia at best. They're not ones to seek out a fight. A few however are willing to follow Endler.
- Dorn the Elder ridicules Endler, describing the plan as madness, the monsters imaginary. He

carries a lot of water with the other farmers, and many of the men nod along with him.

- PCs may be aware of rumors regarding shadow creatures in the woods, and the presence of monsters is not unlikely.
- Dorn the Younger ran off as soon as he heard Endler and reappears shortly, a massive blacksmith's hammer in his hands. He'd follow Endler into any danger.
- Dorn the Elder is nervous by his son's loyalty to Endler. With a DC 12 insight check a PC can deduce that if Dorn the Younger decides to set out with Endler, so will his father, regardless of his current protests.
- Widow Mildren remains seated, chewing on her thick pipe. "Maybe we should see what's happened at the farm," she says.

Allow the PCs the opportunity to weigh in on the debate. Note that while the farmers are ill equipped, Endler does seem to be right that there are monsters about. The youth is rash, hotheaded and charismatic. In this state he's as likely as dangerous to himself as he is to whatever evil might be out there. If the players seem to be keener on action than on investigation, encourage Encounter 2 by pointing out the likelihood that Endler will set off without them.

During the debate, Liscardem is oddly quiet. If the PCs do not involve themselves, he sidles up to them and whispers:

"I am powerless to help these people. But you are not. I value them as my friends, so," he sighs, "if you see this mess sorted out, I'll give you the help you need."

Liscardem is a scholar and a researcher, not a warrior. He is also loath to reveal he is a wizard to the farmers. If the PCs query him, he admits he may give them temporary support, and asks them to meet him at his ploughmoot stall (where he was selling his honey) before they set out.

If the PCs decide to accompany Endler into the forest, the farmers are happy to have them accompany him while they deal with the young Locke girls. Unless the PCs dissuade them, five farmers, including Dorn the Elder, accompany the PCs into the woods as "backup."

If the PCs wish to investigate the fate of the Lockes, however, Endler's attitude becomes angrier and more petulant, as he sees his only chance for revenge slipping from his grasp. He does not follow the rest of the crowd, as the PCs leave, but yells to them: "Cowards! If so-

called heroes don't take arms against evil, who will? Who will?"

Liscardem's aid: If the PCs visit Liscardem before they set out, the wizard shows them a small jar, which he claims contains "liquid magic." Those checking the contents find he means "honey" - though those who have arcane powers detect a faint arcane aura on it. Liscardem has been experimenting with complex rituals to imbue the bees' honey with magic.

If the PCs are willing to help him test an experiment, they may dip one item per PC with an enhancement bonus of +1 or lower (or a mundane item, such as a sword) into his "liquid magic." If they do, they find that the item has been magically charged, increasing its enhancement bonus to +2 (or turning a mundane item into a +2 *magic weapon*, +2 *magic implement*, or +2 *magic armor*). Liscardem warns that the charge generally wears off again overnight (unless the PC takes the associated item bundle, see Encounter 8). At this stage in the experiment, dipping a more powerful item in the liquid does not have any effects.

ENDING THE ENCOUNTER

If the PCs accompany Endler and Dorn into the forest, proceed to Encounter 2. If the PCs plan to enter the forest alone, Endler and Dorn the Younger doggedly insist on aiding them. If the PCs refuse, the two boys wait until the PCs leave and then follow them.

If the PCs investigate the Locke farm, proceed to Encounter 3. A small crowd of gawking farmers comes with the PCs, although they keep their distance. Endler does not follow, but sneaks into the woods anyway.

EXPERIENCE POINTS

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

TREASURE

This encounter contains no treasure.

ENCOUNTER 2: ENDLER'S ASSAULT

COMBAT/SKILL CHALLENGE LEVEL 3/6, COMPLEXITY 1 (800/1250 XP)

SETUP

This encounter includes the following creatures at the low tier:

3 famine hounds (level 3) (H)

1 griefmote (G)

1 Dorn the Younger (human militia) (D)

1 Endler Naven (human soldier) (E)

Shadow Motes

This encounter includes the following creatures at the high tier:

3 famine hounds (level 6) (H)

2 griefmote (level 6) (G)

1 Dorn the Younger (human militia) (D)

1 Endler Naven (human soldier) (E)

Shadow Motes

With Endler leading the charge, the ragtag army sets off into the forest. This encounter combines combat and a skill challenge to save the two boys. Instead of the usual conditions for success and failure, the PCs succeed if at least one of the boys survives.

In the darkness the farmers lose sight of each other and get separated. Some farmers give up in frustration and return home. Dorn the Elder and his two best friends continue on, but cannot keep up. Endler and Dorn the Younger, however, spread out in their excitement. They are familiar with the area, and the PCs have to struggle to keep up.

SKILL CHALLENGE: SAVE ENDLER

Goal: The PCs must stop Endler and Dorn the Younger from getting themselves killed.

Complexity: Special

Primary Skills: Arcana, Intimidate, Perception, Religion

Other Skills: Endurance

Victory: The PCs save either, or both, Endler or Dorn.

Defeat: Endler and Dorn are both killed.

Read the following:

Endler leads at a dead sprint. Dorn huffs after him, holding a torch high. The darkness seems to thicken around you, a roiling fog of black shadows. Ahead are

you hear the sounds of growling and shouting—Endler is nearby, but he is difficult to pinpoint.

Not difficult to pinpoint is the huge purple portal glowing in the center of the clearing. At its other side is only darkness. Thick black fog seeps from the portal.

Place the PCs at the edge of the map labeled “PC Start Area”. Each PC makes a DC 13/15 Endurance check. A success allows the PC to move its speed onto the map before the first round; a failure allows the PC to move only 2 squares. This represents how well each PC kept up with Endler. Do not place the NPCs until one of the PCs sees them. The PCs need to find the NPCs and kill or drive off the enemies. A famine hound flees the battle if it is out of sight of all of its enemies (including Endler and Dorn) at the start of its turn.

If the PCs spot the famine hounds they realize that the hounds are pack hunters that prefer strength of numbers and an easy kill. They may be easy to drive off if made to think they face a fair fight.

In addition to normal combat, the PCs can take the following actions:

Arcana, automatic success (minor action)

The flickering arcane energies indicate that the portal is unstable and on the verge of collapse. A divine rite of sealing can close it safely, and a skilled arcanist can force the magical flows back upon themselves, but the procedure is difficult and risky.

Arcana or Religion DC 21/23 (standard action; within 2 squares of the portal)

The PC twists the portal's arcane fabric back upon itself, decreasing its size by two squares (e.g. from 4x4 to 2x2). Failure causes an arcane or divine backlash, doing 1d8 + 8 damage to all living creatures within 2 squares of the portal.

If the portal size is reduced to 0 squares, it closes harmlessly with a tearing sound.

Intimidate DC 21/23 (standard action; within sight of a famine hound)

The PC shouts or moves aggressively toward the hound. The PC pushes the famine hound 3 squares. A famine hound flees the battle if it is out of sight of all of its enemies at the start of its turn.

Perception DC 13/15 (standard action)

With a moment of steady concentration, the PC determines the position of both Endler and Dorn.

When the PCs see Endler, read:

Endler leaps about, sword in one hand, a torch in the other. Two emaciated canines surround him.

When the PCs see Dorn, read:

Dorn has his back to a tree. His hammer lies uselessly on the ground. He swings his torch to keep a snarling hound at bay.

FEATURES OF THE AREA

Illumination: Darkness. The portal sheds dim light within five squares and both Endler and Dorn carry torches.

Fog: Shadow-tainted fog shrouds the entire area, obscuring distant targets. The fog grants concealment to creatures more than 2 squares away and blocks line of sight to any creature more than five squares away. The fog dissipates two rounds after the portal closes.

Portal: The portal is a one-way gate from the Shadowfell. It is as tall as it is wide and blocks line of sight and line of effect. Every turn, 1d4+1 shadow motes emerge from it. If the portal hasn't been closed at the end of the **4th round** it collapses on itself, disappearing and making the following attack against all creatures within 5 squares: +6/+9 vs. Reflex; 2d8+8 fire and necrotic damage.

Trees: Trees provide cover and are difficult terrain. Five or more squares of trees block line of sight.

TACTICS

The famine hounds are looking for an easy quarry. They seek to take out the weakest creatures they can find, and then escape with a decent meal.

The shadow motes float about the battlefield at random, attacking PCs and farmers, but should be more of a nuisance than a serious threat. When the portal collapses all of the motes dissipate as well.

The griefmotes uses their invisibility and stealth to harry the largest group of living creatures it can hit with its *chill of the grave*. Once the portal is closed, the griefmotes are instantly destroyed.

None of the monsters should prove particularly dangerous to the PCs, but are quite deadly to Endler and Dorn. The intention is to provide a lot of targets and slow the PCs down, forcing the PCs to decide between stopping the monsters and closing the portal.

Note that Dorn, while a minion, takes two attacks to go down. The first time he takes damage, he becomes bloodied. The second time he dies.

SCALING THE ENCOUNTER

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

Four PCs: Decrease the size of the portal to 2x2.

Six PCs: Increase the size of the portal to 4x4.

ENDING THE ENCOUNTER

The encounter ends once the portal is either closed or collapses and the famine hounds have been driven off. Not long after the fight, Dorn the Elder and several farmers wielding bows and torches arrive. They describe the situation at the Locke farm (see Encounter 3 for details), and ask the PCs to find who did this, as they must return to protect their families.

The PCs easily find the tracks of two creatures (Riz'lak and her escort) that were investigating the portal. The tracks lead to Encounter 4.

If the PCs instead return to the farms, sound of wailing rips through the woods. The farmers beseech the PCs to investigate. Proceed to Encounter 6.

If you have the time and the players like some extra roleplay, you can let the tracks lead to Scene 6 in Encounter 3. In that case, run that scene as a roleplay encounter (it earns no xp).

Success: If Endler survives, he takes a short rest to catch his breath and then is ready for more adventure – either out of exhilaration in victory or for vengeance of his fallen friend. Unless he is physically restrained, he attempts to accompany the PCs, either running out ahead or tracking them from behind.

If Dorn survives, he has had the fight beaten out of him. He willingly returns with his father.

Failure: Failure means that both Endler and Dorn have died. The farmers make quite a fuss—Dorn the Elder specifically—but eventually take the bodies back to their homes.

EXPERIENCE POINTS

The PCs receive 160/250 experience points each for successfully saving either Endler or Dorn. If both NPCs die, PCs receive half experience for this encounter.

TREASURE

This encounter contains no treasure.

ENCOUNTER 2: ENDLER'S ASSAULT STATISTICS (LOW LEVEL)

Famine Hound (level 3)		Level 3 Skirmisher	
Small natural beast (undead)		XP 150	
Initiative +6 Senses Perception +3; darkvision			
HP 46; Bloodied 23			
AC 17; Fortitude 15, Reflex 16, Will 15			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 8			
m Gnash (standard; at-will) ♦ Necrotic			
+6 vs. Reflex; 1d4 + 2 necrotic damage and ongoing 5 (save ends).			
Combat Advantage			
When a famine hound hits a target it has combat advantage against, the target is knocked prone.			
Alignment Unaligned		Languages -	
Str 12 (+2)	Dex 16 (+4)	Wis 14 (+3)	
Con 14 (+3)	Int 3 (-3)	Cha 8 (0)	

Shadow Mote		Level 1 Minion	
Small elemental magical beast (Shadow)		XP 25	
Initiative +3 Senses Perception +5; darkvision			
HP 1; a missed attack never damages a minion.			
AC 16; Fortitude 13, Reflex 13, Will 11			
Speed 6, fly 6 (hover; no more than 1 square high)			
m Slam (standard; at-will)			
+6 vs. AC; 1 damage.			
Shadowplay Distraction			
Opponents adjacent to a shadow mote take a -1 penalty to melee or ranged attacks per mote (up to -5).			
Alignment Evil		Languages -	
Skills Stealth +8			
Str 10 (0)	Dex 16 (+3)	Wis 8 (-1)	
Con 10 (0)	Int 10 (0)	Cha 10 (0)	

Griefmote		Level 3 Lurker	
Tiny shadow magical beast (undead)		XP 150	
Initiative +8 Senses Perception +3; darkvision			
HP 24; Bloodied 12			
AC 16; Fortitude 13, Reflex 16, Will 15			
Immune disease, poison; Resist 10 cold, insubstantial			
Speed fly 4 (hover)			
m Chilling Touch (standard; at-will) ♦ Cold, Necrotic			
Reach 0; +6 vs. Fortitude; 1d6 + 3 necrotic damage and the target is slowed until the end of its next turn.			
M Chill of the Grave (standard; at-will) ♦ Cold			
Close burst 2; +4 vs. Fortitude; 1d6 + 3 cold damage and the target gains vulnerable 3 cold (save ends).			
Invisibility (minor; at-will) ♦ Illusion			
The griefmote becomes invisible until the end of its next turn or until it attacks.			
Alignment Evil		Languages understands Common	
Skills Stealth +9			
Str 5 (-2)	Dex 17 (+4)	Wis 14 (+3)	
Con 11 (+1)	Int 4 (-2)	Cha 8 (0)	

Endler Naven		Level 1 Soldier	
Medium natural humanoid (human)		XP 100	
Initiative +4 Senses Perception +0			
HP 31; Bloodied 15			
AC 17; Fortitude 14, Reflex 12, Will 12			
Speed 5			
m Longsword (standard; at-will) ♦ Weapon			
+6 vs. AC; 1d8 + 4 damage and the target is marked until the end of Endler's next turn.			
r Crossbow (standard; at-will) ♦ Weapon			
Ranged 15; +6 vs. Armor Class; 1d8 damage.			
M Sly Cut (standard; at-will) ♦ Weapon			
Requires longsword; affects a target marked by Endler; +8 vs. AC; 1d8+4 damage, and the target is slowed (save ends).			
M Tide of Iron (standard; at-will) ♦ Weapon			
Requires shield; +7 vs. AC; 1d8+2 damage, and the target is pushed 1 square if it is Large or smaller. Endler can shift 1 square into the space vacated by the target.			
Phalanx			
When Endler is adjacent to an ally, he doesn't grant combat advantage to flanking enemies.			
Marked Advantage			
Endler deals an extra 1d4 damage on all attacks against a target that is marked by him.			
Alignment Unaligned		Languages Common	
Skills Endurance +5, Intimidate +7, Streetwise +7			
Str 18 (+4)	Dex 15 (+2)	Wis 11 (0)	
Con 15 (+2)	Int 10 (0)	Cha 15 (+2)	
Equipment crossbow, crossbow bolts (20), heavy shield, longsword, scale armor.			

Note: Endler Naven is based on the human soldier.

Dorn the Younger		Level 1 Minion	
Medium natural humanoid, human		XP 25	
Initiative +0 Senses Perception +0			
HP 1; a missed attack never damages a minion.			
AC 15; Fortitude 13, Reflex 11, Will 11			
Speed 5			
m Spear (standard; at-will) ♦ Weapon			
+6 vs. AC; 4 damage.			
Stay Alive!			
When Dorn takes damage for the first time, he does not lose hit points, but instead becomes bloodied.			
Alignment Unaligned		Languages Common, Draconic	
Str 14 (+2)	Dex 10 (0)	Wis 10 (0)	
Con 12 (+1)	Int 9 (-1)	Cha 10 (+0)	
Equipment spear			

Note: Dorn the Younger is based on a simplified human militia.

ENCOUNTER 2: ENDLER'S ASSAULT STATISTICS (HIGH LEVEL)

Famine Hound (level 6)		Level 6 Skirmisher	
Small natural beast (undead)		XP 250	
Initiative +8	Senses Perception +5; darkvision		
HP 62; Bloodied 31			
AC 20; Fortitude 18, Reflex 19, Will 18			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 8			
m Gnash (standard; at-will) ♦ Necrotic			
+9 vs. Reflex; 1d4 + 4 necrotic damage and ongoing 5 (save ends).			
Combat Advantage			
When a famine hound hits a target it has combat advantage against, the target is knocked prone.			
Alignment Unaligned		Languages -	
Str 12 (+4)	Dex 16 (+6)	Wis 14 (+5)	
Con 14 (+5)	Int 3 (-1)	Cha 8 (+2)	

Shadow Mote		Level 1 Minion	
Small elemental magical beast (Shadow)		XP 25	
Initiative +3	Senses Perception +5; darkvision		
HP 1; a missed attack never damages a minion.			
AC 16; Fortitude 13, Reflex 13, Will 11			
Speed 6, fly 6 (hover; no more than 1 square high)			
m Slam (standard; at-will)			
+6 vs. AC; 1 damage.			
Shadowplay Distraction			
Opponents adjacent to a shadow mote take a -1 penalty to melee or ranged attacks per mote (up to -5).			
Alignment Evil		Languages -	
Skills Stealth +8			
Str 10 (0)	Dex 16 (+3)	Wis 8 (-1)	
Con 10 (0)	Int 10 (0)	Cha 10 (0)	

Griefmote (level 6)		Level 6 Lurker	
Tiny shadow magical beast (undead)		XP 250	
Initiative +10	Senses Perception +5; darkvision		
HP 42; Bloodied 21			
AC 19; Fortitude 16, Reflex 19, Will 18			
Immune disease, poison; Resist 10 cold, insubstantial			
Speed fly 4 (hover)			
m Chilling Touch (standard; at-will) ♦ Cold, Necrotic			
Reach 0; +9 vs. Fortitude; 1d6 + 5 necrotic damage and the target is slowed until the end of its next turn.			
M Chill of the Grave (standard; at-will) ♦ Cold			
Close burst 2; +7 vs. Fortitude; 1d6 + 5 cold damage and the target gains vulnerable 5 cold (save ends).			
Invisibility (minor; at-will) ♦ Illusion			
The griefmote becomes invisible until the end of its next turn or until it attacks.			
Alignment Evil		Languages understands Common	
Skills Stealth +11			
Str 5 (+0)	Dex 17 (+6)	Wis 14 (+5)	
Con 11 (+3)	Int 4 (+0)	Cha 8 (+2)	

Endler Naven		Level 1 Soldier	
Medium natural humanoid (human)		XP 100	
Initiative +4	Senses Perception +0		
HP 31; Bloodied 15			
AC 17; Fortitude 14, Reflex 12, Will 12			
Speed 5			
m Longsword (standard; at-will) ♦ Weapon			
+6 vs. AC; 1d8 + 4 damage and the target is marked until the end of Endler's next turn.			
r Crossbow (standard; at-will) ♦ Weapon			
Ranged 15; +6 vs. Armor Class; 1d8 damage.			
M Sly Cut (standard; at-will) ♦ Weapon			
Requires longsword; affects a target marked by Endler; +8 vs. AC; 1d8+4 damage, and the target is slowed (save ends).			
M Tide of Iron (standard; at-will) ♦ Weapon			
Requires shield; +7 vs. AC; 1d8+2 damage, and the target is pushed 1 square if it is Large or smaller. Endler can shift 1 square into the space vacated by the target.			
Phalanx			
When Endler is adjacent to an ally, he doesn't grant combat advantage to flanking enemies.			
Marked Advantage			
Endler deals an extra 1d4 damage on all attacks against a target that is marked by him.			
Alignment Unaligned		Languages Common	
Skills Endurance +6, Intimidate +8, Streetwise +8			
Str 18 (+5)	Dex 15 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 15 (+3)	
Equipment crossbow, crossbow bolts (20), heavy shield, longsword, scale armor.			

Note: Endler Naven is based on the human soldier.

Dorn the Younger		Level 1 Minion	
Medium natural humanoid, human		XP 25	
Initiative +0	Senses Perception +0		
HP 1; a missed attack never damages a minion.			
AC 15; Fortitude 13, Reflex 11, Will 11			
Speed 5			
m Spear (standard; at-will) ♦ Weapon			
+6 vs. AC; 4 damage.			
Stay Alive!			
When Dorn takes damage for the first time, he does not loose hit points, but instead becomes bloodied.			
Alignment Unaligned		Languages Common, Draconic	
Str 14 (+2)	Dex 10 (0)	Wis 10 (0)	
Con 12 (+1)	Int 9 (-1)	Cha 10 (+0)	
Equipment spear			

Note: Dorn the Younger is based on a simplified human militia.

ENCOUNTER 2: ENDLER'S ASSAULT MAP

TILE SETS NEEDED

Arcane Towers x1, Ruins of the Wild x1, Sinister Woods x1



D = Dorn the Younger

E = Endler Naven

F = Famine Hound

G = Griefmote

ENCOUNTER 3: THE FATE OF THE LOCKES

**SKILL CHALLENGE LEVEL 3/6,
COMPLEXITY 5 (800/1250 XP) OR**

COMPLEXITY 3 (450/750 XP) OR

SETUP

This encounter described the events when the PCs investigate the Lockes' farm. Time is important if they wish to catch up with the murderers. Things get complicated when Endler goes missing, and the PCs have to interrupt their investigation to aid the youth.

They find a grisly scene when they arrive at the Locke farm:

The hearth in the Lockes' small farmhouse is still ablaze, casting flickering light onto a massacre. A broad backed man lies face down in the mud, and the bodies of two large sheepdogs lie next to their master. The door off the house has been nearly ripped off of its hinges.

Give the PCs a moment to look around.

- A cursory search of the grounds yields two more bodies.
- Mrs. Locke died in kitchen. Her body has been rolled away from door of the blood-spattered larder where she hid her daughters.
- A youth in his teens - the Locke's son - lies slumped near the woodpile, still bravely holding a woodsman's hatchet.
- If the PCs approach the teen, a snarling basset hound, Banxie, leaps from under the woodpile to defend him. The dog's fur is matted with blood as well.
- The house looks ransacked.

The PCs have to find out what happened. They should have a feeling of time pressure – make sure the PCs realize the killers are likely still in the vicinity, and speed is needed if they wish to catch them. Failures toward the skill challenge result in losing time.

If at any time during the skill challenge the PCs decide to take a rest, jump to Scene 2. Otherwise, begin Scene 2 before the PCs enter the woods.

The difficulty of this skill challenge is determined by the decision of the PCs to search for Endler. If they decide not to, the challenge becomes easier (though it does mean they earn less xp for this encounter).

SKILL CHALLENGE: FIND THE MURDERERS

Goal: Investigate the fate of the Locke family and track down the killers, while simultaneously finding and saving Endler.

Complexity: 5 (12 successes before 3 failures), or 3 (8 successes before 3 failures) if the PCs decide not to look for Endler in Scene 2.

Primary Skills: Arcana, Heal, Nature, Perception.

Other Skills: Insight, Streetwise.

Victory: The PCs are close on the trail of Edyn Darkhand and manage to intercept him before his meeting with Ris'lak ends. The PCs face Encounter 4.

Defeat: The PCs take too long for the investigation and miss the meeting. Eventually, wailing lead the PCs to Encounter 6.

SCENE 1: INVESTIGATING THE HOUSE

The PCs may receive a maximum of four successes before moving on to Scene 2.

Last Sight Vision (2 successes; 1 maximum)

PCs using this or similar rituals can learn the story of the Lockes' final minutes. The attackers were a "dark-looking man and woman" that arrived on a large, winged eel. It was over so fast that no one saw what the two took from the house. Conrad guesses they were coming for the stone tablet, which he and Fen found when they were young. Use of this ritual counts as **two** successes for the skill challenge. Learning about the tablet grants a +2 to Arcana checks for tracking the killers (which stacks with the bonus from the box).

Arcana DC 21/23 (once the PCs have found the tooth; no successes)

The PC tries to identify the tooth. Success reveals that it comes from a veserab, a large, winged eel used by natives of the Shadowfell as mounts. Tracking a flying creature is very difficult, but it narrows down where to look, giving a +2 bonus to Perception checks to track the killers.

Heal DC 9/11 (once the PCs have spotted the dog; no successes)

The PC examines Banxie's. The find an odd shark-like tooth caught in the wound. The blood covering the dog's face is a sticky black ichor. With a failure, the PC is bitten and takes 5 damage.

Heal DC 13/15 (1 success, 1 maximum)

The PC examines the bodies. Both Conrad Locke and his son died from precise cuts. They died quickly at

the hands of a skilled swordsman. Mrs. Locke, however was pummeled with something large and blunt. Failure means the PC studies the bodies for quite some time, but only learn they died recently.

Nature DC 9/11 (no success, once the PCs have spotted Banxie)

These hounds are scent dogs used by hunters to track game. If properly convinced, it could be an asset in tracking.

Nature DC 13/15 (once the PCs have spotted Banxie; 1 success, 1 maximum)

The PC attempts to soothe the dog, who limps severely. With a success, the PCs get the dog searching for a trail. The PCs get a +4 bonus to Perception checks to track the killers. With a failure, the PC is bitten, taking 5 damage.

Banxie stays near the PCs until the end of the adventure. Without a boy to protect, Banxie is no fighter. He can make a lot of noise but retreats rather than attacks, and only bites if cornered.

Perception DC 13/15 (1 success, 1 maximum)

The PC searches the house looking for signs of what was taken. On a success, the PC finds a small box with a broken lock. It is scorched on the inside – touching the box makes fingers tingle with magic. The box originally held the tablet (the magic came from the tablet). Having the box grants a +2 bonus to Arcana checks to track the killers.

Streetwise DC 21/23 (2 successes, 2 maximum)

The PC asks around to figure out what the Lockes could have had of value.

A successful check leads them to Fen Bluefinger, who tells how he and Conrad found a strange tablet as children. Touching the tablet is what turned Fen's finger blue. Conrad kept it all these years. Learning the story earns **two** successes, and grants a +2 bonus to Arcana checks to track the killers (which stacks with the bonus from the box).

SCENE 2: THE MISSING YOUTH

As the PCs finish their investigation of the Locke property, read the following:

Dorn the Younger appears before you, dripping with sweat, hammer in his hands. His face is flecked with scratches. "Endler... woods," he stammers, "creatures..."

Endler has taken to the forest with his friend Dorn the Younger when the PCs went to the Locke's farm. The

two encountered a portal and a host of shadow creatures. Dorn was able to run off, but he lost sight of Endler, who is now missing. If Endler is to survive, the PCs must find him.

Diplomacy or Intimidate DC 13/15 (1 success, 1 maximum)

A PC attempts to coax or scare a straight story out of Dorn. The boy describes how he and Endler snuck off to kill the creatures that murdered the Lockes. He remembers a flash of purple light and monsters coming at them out of the darkness. A success gives the PCs an impression of where these events took place.

The other farmers feel they cannot go out to seek Endler; if there are creatures about, they must protect their own families and livestock first. They expect the PCs to go and find the youngster.

Dorn is taken back home. His father, Dorn the Elder, offers to accompany the PCs to placate his son, though he is not keen. If they accept, he can help guide them through the forest, but he stays back in any fights.

It is possible that PCs refuse to search for Endler. In that case, finding Edyn Darkhand in time gets easier, but Endler dies, and the PCs do not earn xp for saving him (see Ending the Encounter below)

SCENE 3: INTO THE WOODS

The PCs eventually have to take to the woods - either to find Endler and to track the murderers.

Tracking the murderers: The murderer's trail is cold and finding the killers is exceedingly difficult. The PCs move on to Scene 6 once the PCs receive four successes in this scene.

Finding Endler: While they can backtrack Dorn's route for a while, eventually the trail runs cold and the PCs have to spread out and comb the woods. During this scene, the PCs must rely on their Nature and Perception skills to navigate the woods. In between these checks, run the wandering monster encounters in Scene 4, targeting players that are the least successful searching. Once the PCs have four successes, move onto Scene 5.

Hand of Fate, Speak with Nature (1 success, 1 maximum)

PCs can use these or similar rituals to get them back on track when lost or to aid their search. While they cost time, getting lost in the woods is more time consuming. Doing so removes a failure from the skill challenge or adds a success, but not both (PCs' choice).

Arcana DC 21/23 (1 success, no maximum)

The PCs search for lingering magical energy left behind by the tablet (to follow the killers) or the rumored portals Dorn spoke of. A success allows them to sense the direction of a powerful magical source.

Failure leads the group to a smaller version of the portal. It emits a noxious cloud of shadow and then disappears.

Diplomacy or Insight DC 13/15 (when Dorn the Elder is with the PCs)

Dorn knows a bit of the forests and the village youths. If asked the right questions he can suggest some places in the area where Endler could have gone. Doing so removes a failure from the skill challenge.

Nature DC 13/15 (when looking for Endler, 1 success, 1 maximum)

A PC looking for signs of large creatures finds several tracks. Droppings and other marks denote the passage of large canine creatures. Although the tracks are definitely canine, they're too large to be from any species native to the region. A DC 15 Arcana check identifies the creatures as having a shadow origin.

Nature DC 13/15 (when looking for the murderers, 1 success, 1 maximum)

A PC looking for signs of large creatures finds tracks of a large creature flying low over the ground. A DC 15 Arcana check identifies the creatures as having a shadow origin.

Perception DC 9/11 (when looking for Endler, 1 success, group check)

This is group check. Award a success if more than half of the PCs succeed. On a success, the PCs find some sign of Endler's passing. Failure still finds the clue, but it takes a lot longer to find.

Perception DC 21/23 (when looking for the murderers, 1 success, no maximum)

The PCs search for a trail. Success means that the PCs are on the right track.

SCENE 4: WANDERING MONSTERS

This scene provides some extra events that occur randomly while the PCs wander the forest. They are optional; add them as time permits.

Adorable and Corrupted

The PCs encounter a woodland creature that has been corrupted by the shadow taint.

A massive squirrel chitters at you from a low tree branch, incensed at your interruption of its meal. Its fur is matted by something dark and wet.

PCs examining the squirrel can tell that something is wrong. A Nature or Perception check reveals that the substance on its fur is blood. It is dining on a human finger. Any attempt to touch the squirrel causes it to attack.

Portal Problem

Eventually the PCs should come across the portals.

A sound like tearing paper echoes amongst the trees. Then stillness.

For now, there is nothing else to see. When they continue:

From the corner of your eye, you catch a flash of purple light, but when you turn, it's gone.

If the PCs investigate:

A tearing sound and a flash of light find you staring into a circular opening in the air, its edges rippling with purple fire.

The opening shows darkness, like an endless corridor, although the picture wavers as if unstable. Near the opening, a group of carrion birds peck at some bleached bones.

The portal is one-way: creatures cannot enter it from this side. Touching the portal deals 1 fire and necrotic damage. A DC 15 Arcana check recognizes the gate as tainted by shadow magic.

When the carrion birds notice the PCs, they take to the air and swoop at them just as the portal collapses, leaving the PCs unharmed, but sprayed with feathers.

SCENE 5: AT THE FOOT OF THE PORTAL

Run this scene when the PCs were looking for Endler.

The PCs find a grisly scene, where Endler made his stand.

At the center of this clearing is a large circular burn in the grass. On the opposite edge, four bodies lie crumpled together. Endler is easy to recognize, and by the looks of the three dog-like corpses surrounding them, he went down fighting.

Various tracks are in the mud - including humanoid prints.

If the PCs already accumulated 3 failures (or do so during this scene), Endler died. Otherwise, they still have a chance. Endler is bleeding and exhausted, but not beyond help. He has no healing surges left.

Arcana or Nature DC 9/11 (no success)

PCs inspecting the burn area can tell that this is too clean of a burn to be a natural fire.

Grant Healing (1 success, 1 maximum)

Some PCs have powers that heal without the need for the target to spend healing surges. If the PCs use such a power, and spend the resources, this saves Endler's life and revives him.

Heal DC 13/15 (1 success, 1 maximum)

Endler is alive, and while his wounds are serious, his major problems are shock and blood loss. Proper treatment saves his life, though without extra healing (see above) he does not regain consciousness.

The PCs need to decide what to do with Endler. If Dorn the Elder is with them, he offers to bring Endler (or his body) back to the village. He implores the PCs to find out who is causing the attacks.

If Dorn is not here, the PCs may need to bring Endler home or bring him along. Having to take Endler home is a failure of the skill challenge, unless they have some speedy way to do this.

Following from here: The humanoid prints in the mud are from the goblin Dek, Ris'lak's servant. Ris'lak came to investigate the portals and found the youth. She left him suffering. Endler has only a vague recollection of a female voice while he was down.

Tracking the prints is fairly easy from here, and leads to Ris'lak's camp (Scene 6).

SCENE 6: RIS'LAK'S CAMP

The drow Ris'lak Shederynn has posted her goblin attendant, Dek, to guard her possessions and provide warning in case Mirabeta double-crosses her. Luckily for the PCs, the goblin is pitifully incompetent: he has fallen asleep.

PCs arrive at the camp if they follow Dek and Ris'lak's tracks from Scene 5 (or, optionally, from Encounter 2). If the PCs were following Edyn Darkhand's tracks, they also lead here - as Edyn took a time spying on the camp before he went to the meeting.

You see a small camp, set up in a cave in a cliff at a bend of the Deeping Stream. Two bedrolls, a worn leather journal and some traveling gear litter the

ground, guarded by a blue-skinned goblin that sits against one cave wall, snoring.

The PCs may recognize the blue-skinned goblin as one of those mutated by magical cold in *ADAP1-5 Menace of the Icy Spire*. This goblin was one of a few survivors after adventurers dispatched their band. Ris'lak discovered him, liked his unique appearance, and enslaved him.

If awakened, Dek sees that he is outnumbered and attempts to flee. The PCs can attempt to stop him in order to get information out of him. Otherwise, he does not warn Ris'lak; he gets lost in the woods.

The journal is written in elven (in a dialect that those familiar with it recognize as 'high drow'). If any of the PCs can read it, they learn it are the notes and musings of a drow named Ris'lak Shederynn, of the city of Sschlindylryn. A DC 15 History reveals that Sschlindylryn is a drow city located below the King's Forest in Cormyr. It is called the 'City of Portals', and has been in various wars with other drow cities, notably Menzoberranzan.

The notes cover a wide range of topics. Some of it is philosophical; others cover practical research of religious rites and magical portal theories. Ris'lak is very religious, she never mentions Lolth in her prayers. The deity she worships has no name.

PCs trying to use Perception to look for tracks find no further tracks.

Attack that slows or immobilizes (1 success, 1 maximum)

PCs with ranged attacks that can slow or immobilize can try and stop Dek. His defenses are: AC 21, Fortitude 17, Reflex 18, Will 17.

Acrobatics, Athletics or Endurance DC 13/15 (when Dek begins to run; 1 success, 1 maximum)

A PC is able to grab Dek before he can run off, allowing the PCs to interrogate him.

Athletics DC 13/15 (1 success, 1 maximum)

A PC climbs a tree. On a success, the PC spots a large flying creature descend into a nearby clearing where the Deeping Stream disappears into a cove of trees.

Athletics or Stealth DC 13/15 (1 success, 1 maximum)

A PC is able to move fast or quiet enough to grab the goblin before he awakens. With a failure on this check, Dek awakens and runs off.

Diplomacy or Intimidate DC 13/15 (once Dek is caught; 1 or 2 successes, 2 maximum)

Dek speaks halting common, but is fluent in elven (the drow dialect), and goblin. Dek fears Ris'lak, so it is not easy to get him to talk. Once he is persuaded, he tells what he knows in barely intelligible run-on sentences. His mistress has a meeting in these woods and he was made to watch for intruders. He will be dead for failing and he's more than happy just to run away. He points out the direction of the meeting (north-west). This earns the PCs one success.

If they make a 21/23 DC, the PCS earn an additional success, and Dek reveals more. His mistress is called Ris'lak, and she is buying something from a dark man tonight.

Dek does not worship Lolth and hates the 'spider kissers'. To prove it, he extends his hand, then flips it open, palm up with his fingers crooked. A DC 15 Religion check reveals it to be the symbol of a dead spider - a blasphemy to Lolth. Ris'lak taught him the gesture.

Dungeoneering or Nature DC 13/15 (1 success 1 maximum, after a PC has read the journal)

The flow of water near the camp is unusually slow, indicating a seep upstream where the river re-emerges from the ground. The sinkhole is probably in that direction.

History or Religion DC 13/15 (1 success, 1 maximum)

A PC scans the journal looking for clues as to Ris'lak's location. A PC that can read the journal gains a +2 bonus to this skill check - others rely on sketches of maps and recognizing individual words or names. A success means the PC deciphers a section with a scribbled map that mentions a meeting at a small, ruined shrine somewhere along the Deeping Stream. The direction of the meeting place along the river is unclear.

Insight DC 9/11 (no success, 1 maximum)

The camp remaining set up and the lack of a fire indicate that the owners are probably away temporarily, most likely at a meeting. Success provides a +2 bonus to find a note about the meeting in the journal.

ENDING THE ENCOUNTER

Once the PCs have completed the encounter, they have directions to the meeting.

Success: If the PCs succeed, they have discovered the meeting place between Ris'lak and Edyn Darkhand on time. Proceed to Encounter 4.

Failure: If the PCs fail, they are unable to find the meeting before the slaughter. However, some time later screaming fills their ears. They can follow it to Encounter 6.

EXPERIENCE POINTS

If the PCs searched for Endler, they earn 160 / 250 XP each for successfully completing the skill challenge, or half if they fail.

If they abandoned Endler to his fate, they earn 90 / 150 XP each for successfully completing the skill challenge, or half if they fail.

TREASURE

This encounter contains no treasure.

ENCOUNTER 4: UNLIKELY ALLIES

SETUP

Important NPCs:

Ris'lak Shederynn, female drow (Perception +7/+8)

Edyn Darkhand, male shadar-kai (Perception +10/+11)

Osperra, female shadar-kai (Perception +15/+17)

The PCs stumble upon a meeting between the drow Ris'lak Shederynn and the shadar-kai Edyn Darkhand. Ris'lak is a priestess from Sschindlryn, an underdark city under Cormyr. Edyn is a lieutenant of Mirabeta Selkirk, a mastermind of various plots to grab influence in the Dalelands. The PCs can eavesdrop on the meeting and learn more. This assumes the PCs stay hidden, whisper any conversations, and stay beyond 10 squares of the meeting.

The sounds of dripping water echo in the night as you approach a moonlit clearing in front of a crumbling ruin. You are still deep in brush when the moonlight illuminates a drow woman. A huge shadow blots out the moon, and a massive, leathery-winged eel descends to the ground. A shadar-kai man in black chainmail dismounts, along with a leather-clad shadar-kai woman.

The drow speaks: "Finally, Darkhand. It's dangerous to keep me waiting."

Give the PCs a moment to decide what to do, but let them know they must douse their light source if they wish to remain undetected. The villains are initially too absorbed by the meeting to notice the PCs, although loud noise or an attack draws their attention and triggers Encounter 5.

If the PCs eavesdrop, the meeting unfolds as follows:

- Nizzrendar, a drow assassin, is hidden on the opposite side of the clearing (DC 26/28 Perception to notice). If the PCs do not interrupt the meeting, run Encounter 6 instead of the combat in Encounter 5.
- So long as he stays out of the light, a PC can attempt to move closer to the monsters by making a Stealth check opposed by the Osperra's passive perception (DC 25/26).
- The conversation goes straight to business, with the drow demanding "the stone" and wanting to know how Edyn found it.
- Neither party likes or trusts the other.

- Edyn pulls out a piece of sandstone tablet. The drow, Ris'lak, coos as Edyn tosses her the stone, mumbling, "finally, finally."
- Edyn then points at the strange mount and tells the Ris'lak to consider it a personal gift from Mirabeta – a parting gift, as she wants the drow to stop crawling around these woods. "Nobody benefits if the wrong people learn of our involvement."
- The two sneer at each other, and the drow begins to mount the creature.
- Edyn snaps his finger, and the two turn to leave.

If Endler is with the PCs: He is momentarily awestruck at seeing creatures from his nightmares. He stays in the forest cover and waits for the PCs to make the first move.

If Banxie is with the PCs: He bristles with anger at his family's murderers. He is quiet while the PCs make their decision. If the PCs begin advancing on the meeting, Banxie gets excited and surges forward, bellowing and ruining any chance at stealth.

ENDING THE ENCOUNTER

If the PCs attack or are spotted, proceed to Encounter 5. Otherwise, Nizzrendar makes his move. Proceed to Encounter 6. If the PCs attempt to sneak away during the meeting, either have them be spotted or they can wander the woods until they hear the wailing leading them back to Encounter 6.

EXPERIENCE POINTS

The PCs earn no experience for this encounter and it does not count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: MEETING, INTERRUPTED

ENCOUNTER LEVEL 5/7 (1000/1500 XP)

SETUP

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

Ris'lak Shederynn (level 7) (R)

Edyn Darkhand (level 6) (E)

Osperra, shadar-kai hexer (level 5) (O)

1 veserab (V)

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

Ris'lak Shederynn (level 9) (R)

Edyn Darkhand (level 9) (E)

Osperra, shadar-kai hexer (level 8) (O)

1 veserab (level 8) (V)

Once the PCs make their presence known, read the following:

Both parties whip their heads toward you.

“Interlopers!” The shadar-kai shouts, drawing his sword. “Kill them!”

The monsters attack immediately. The PCs do not notice the shrine inside the cave unless they actively look for it with a DC 12/14 Perception or Religion check.

If Endler is with the PCs: He uses stealth to circle, then encounter and jump on the back of the veserab at his first chance. The creature becomes enraged, but Endler proves a surprisingly good rider. The veserab's anatomy prevents it from attacking a creature riding it, and it's up to the DM how this manifests itself in combat.

If Banxie is with the PCs: He charges forward as soon as the PCs advance, bellowing and snarling, but avoids actual combat unless a PC is near death.

FEATURES OF THE AREA

Important features of the area include:

Illumination: The area is in dim light, due to moon and starlight.

Mud: All of the mud and wet squares on the board are sticky mud. Any creature standing in it sinks in the muck. The mud is difficult terrain, and any PC that starts its turn standing in the mud is slowed until the start of its next turn.

Shrine: The shrine (within the walls) was once an elven shrine sacred to Sehanine Moonbow. While the shrine was defiled by the drow, it still has some power. Undead and shadow creatures take 5 radiant damage if they start their turn inside the shrine. Ris'lak choose the location because it would give her some protection if Edyn turned against her, even though the location disquiets her as well.

If a PC comes within 5 squares of the shrine, a DC 13/15 Religion check makes that PC realize the effects.

Dead Wood: Besides being difficult terrain, the dead wood (marked squares) also provides cover for ranged attacks. Creatures starting in or moving through a square of dead wood in their turn must pass a DC 10 Acrobatics or Endurance check as a free action or be restrained until the start of their next turn.

Deeping Stream (not on map): This stream passes the shrine on the left (just off the map). It is ten feet wide and considered difficult terrain.

Trees: Trees provide cover and are difficult terrain. Five or more squares of trees block line of sight.

Walls: The black areas on the map are 10-foot tall. They are blocking terrain, but an adjacent creature can make a DC 13 Strength check to push them over, creating difficult terrain and making the following attack:

C Dropping Wall (standard; when a wall is pushed over)

Close blast 2: +10 vs. Reflex; 1d6+4 damage and the target is knocked prone.

TACTICS

If the PCs attempt to surprise the monsters, have them roll Stealth checks. The DC is 23/25 (Osperra's passive Perception, -2 for distance). PCs who succeed get a surprise round.

If Ris'lak has the tablet, she retreats as soon as the fight looks hopeless (and is killed by Nizzrendar as soon as she exits the map). Ris'lak stays clear of melee, using *stream of shadow* or *death bolt*, and focuses on weak enemies she can isolate. She uses *darkfire* to make a target grant combat advantage when it benefits Edyn.

When Ris'lak is bloodied, as a free action she raises her right hand in the air and yells, “Shadow creatures, come to my aid!” Her ring glows blue, then crumbles to dust. Smoke rises from her hand and she shrieks in pain. In the distance, several long, low baying howls answer - the shadow pack is answering the summons. If Ris'lak is unable to activate the ring, it triggers by her death.

The veserab waits for either of the shadar-kai to mount it, or until ordered to attack, then flies up 20 feet and uses its *noxious breath*. It then uses *diving wing rake* to charge into the cloud and block the PCs' escape.

Osperra uses her first turn to mount the veserab, if possible, and take to the air. She tries to keep PCs that are outside the *noxious breath* under her *beast curse* and uses *capricious earth* to slide ranged combatants into melee with her allies. If both Edyn and Ris'lak are defeated, she tries to flee, and otherwise surrenders.

Edyn stalks around the outside of the *noxious breath*. He prefers to attack PCs that grant him combat advantage.

If you believe the players enjoy a more challenging encounter, you can allow Ris'lak and Edyn to use the magic items they are carrying.

SCALING THE ENCOUNTER

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

Four PCs: Decrease the level of all enemies by 1: Ris'lak, Edyn and Osperra: -1 to attack/defenses, -8 hp; Vesperab: -1 to attack/defenses, -6 hp.

Six PCs: Increase the level of all enemies by 1: Ris'lak, Edyn and Osperra: +1 to attack/defenses, +8 hp; Vesperab: +1 to attack/defenses, +6 hp

ENDING THE ENCOUNTER

Once the PCs have dispatched the monsters, read the following:

The sound of a slow clap echoes in the sudden silence. At one edge of the clearing, a male drow, his face hidden by a black veil, steps forward.

“I suppose I should thank you, taking care of my work for me,” he says. “Instead, I’ll let you live.”

Nizzrendar is a drow from Bregan D’aerthe, a group of drow hirelings. He has no intention of fighting the PCs at this point, having seen them defeat his quarry.

Nizzrendar moves to Riz'lak, cuts her throat if she isn't dead yet, and pulls some strands of hair for evidence. He then activates an enchantment that teleports him away. He fights his way past the PCs if they intend to stop him, but teleports away as soon as Ris'lak is dead. See Encounter 6 for his stats. If the PCs ask, Nizzrendar gives his name, but nothing else.

Once Nizzrendar has left, the sound of howling draws nearer. The sounds are still several minutes off, but time is of the essence. Before the PCs take a short rest, proceed to Encounter 7.

If the PCs retreat from this encounter, the story unfolds as if the PCs had not interrupted. Dying PCs witness some of this as they fade from consciousness. If enough PCs survive shadow creatures hunt them, proceed to Encounter 7.

Of three NPCs, only Osperra talks. Ris'lak (if Nizzrendar didn't kill her) merely spits and curses in Elven. Edyn doesn't speak at all. Osperra talks if the PCs promise to let her go or offer her a safe haven. She can relate the following:

- Edyn and Osperra work for Mirabeta Selkirk.
- Mirabeta is a cold and emotionally distant human, with shadow clinging to her form.
- Mirabeta has an alliance with the drow of Sschindlryn.
- Mirabeta was worried about the attention Ris'lak, one of the Sschindlryn drow, was gathering in Deepingdale, despite her requests to leave the area alone.
- They were sent to retrieve a tablet, one Ris'lak sought, and use it as a bargaining chip to get her to leave.
- Osperra does not know what the tablet does, but suspects it is something tied to the drow's heretic faith. She believes it is tied to the shadow portals as well.

EXPERIENCE POINTS

For defeating all of the monsters, the PCs gain 200 / 300 XP.

TREASURE

Edyn Darkhand wears either a *cape of the mountebank* +1 (low tier) or a *raven cloak* +2 (high tier).

Ris'lak carries a *symbol of the radiant flame* +2. It is an odd holy symbol, a disc with an embossed dead spider. She also has a *spiderkissed weapon* +2. She does not use it in combat. She carries the Lolth-blessed blade to remind her of her race's slavery to the Spider Queen.

Ris'lak has a small pouch of residuum, and a collection of rare poisons. Together they sell for 15/30 gp per PC. In addition, the PCs find a fragment of a stone tablet. They earn the story award **DALE30 The Memorial Tablet - Fragment #7**.

ENCOUNTER 5: MEETING, INTERRUPTED STATISTICS (LOW LEVEL)

Ris'lak Shederynn (level 7)		Level 7 Skirmisher	
Medium fey humanoid, drow		XP 300	
Initiative +4	Senses Perception +7; darkvision		
HP 61; Bloodied 30			
AC 19; Fortitude 16, Reflex 19, Will 20			
Speed 6			
m	Death Touch (standard; at-will) ♦ Necrotic		
+8 vs. Reflex; 2d6 + 9 poison damage			
r	Death bolt (standard; at-will) ♦ Necrotic, Implement		
Ranged 10; +10 vs. Reflex; 2d10 + 3 necrotic damage, and each enemy adjacent to the target takes 3 necrotic damage			
R	Stream of Shadow (standard; recharge 5 6) ♦ Necrotic, Implement		
Ranged 10; +10 vs. Reflex; 2d6 + 10 necrotic damage, and the target takes a -2 penalty to AC and ongoing 5 necrotic damage (save ends both)			
Symbol of Denial (immediate interrupt; when an enemy makes a saving throw; encounter)			
Ranged 10; +12 vs. Will; The target fails the saving throw			
Divine Surge (free; when Ris'lak hits an enemy with an implement attack; encounter)			
The attack deals maximum damage to the enemy.			
R	Darkfire (minor, encounter)		
Ranged 10; +10 vs. Reflex; until the end of Ris'lak's next turn, the target grants combat advantage to all attackers and cannot benefit from invisibility or concealment.			
Alignment Chaotic Evil Languages Common, Deep Speech, Elven			
Skills Religion +13			
Str 10 (+4)	Dex 11 (+4)	Wis 17 (+7)	
Con 13 (+5)	Int 19 (+8)	Cha 10 (+4)	
Equipment holy symbol			

Note: Ris'lak is a Green Arcanian, reflavored to a drow priestess.

Edyn Darkhand (level 6)		Level 6 Skirmisher	
Medium shadow humanoid (shadar-kai)		XP 250	
Initiative +9	Senses Perception +10; low-light vision		
HP 67; Bloodied 33			
AC 20; Fortitude 15, Reflex 19, Will 20			
Speed 6			
m	Rapier (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8 + 4 damage, and if Edyn Darkhand is marked by the target, that condition ends.			
r	Hand Crossbow (standard; at-will) ♦ Weapon		
Ranged 10/20; +11 vs. AC; 2d6 + 4 damage.			
M	Flamboyant Strike (standard; requires rapier; encounter) ♦ Weapon		
+12 vs. AC; 2d8 + 4 damage, Edyn Darkhand slides the target 1 square, and the target is dazed until the end of Edyn's next turn.			
C	Information is Power (minor; encounter)		
Close burst 5; one creature in burst; +9 vs. Will; the target grants combat advantage to Edyn Darkhand (save ends).			
Combat Advantage			
Edyn deals 2d6 extra damage on melee and ranged attacks against any creature granting combat advantage to it.			
Cunning Escape (minor, when Edyn Darkhand hits with a melee attack; at-will)			
If Edyn is marked, that condition ends. He shifts 1 square.			
Shadow Jaunt (move; encounter) ♦ Teleportation			
Teleports 3 squares and insubstantial until the start of his next turn.			
Alignment Evil Languages Common, Netherese			
Skills Bluff +13, Insight +10, Streetwise +13, Thievery +12			
Str 10 (+3)	Dex 18 (+7)	Wis 14 (+5)	
Con 11 (+3)	Int 13 (+4)	Cha 21 (+8)	

Equipment crossbow bolts (20) hand crossbow, leather armor, rapier
Note: Edyn Darkhand is a Royal Eyes agent, reflavored to a shadar-kai.

Osperra (level 5)		Level 5 Controller	
Medium shadow humanoid		XP 200	
Initiative +2	Senses Perception +15; low-light vision		
HP 61; Bloodied 30			
AC 18; Fortitude 15, Reflex 16, Will 17			
Speed 6			
m	Staff (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d6 damage.			
R	Beast Curse (standard, recharge 4 5 6) ♦ Polymorph		
Ranged 10; targets a hexed enemy; +9 vs. Fortitude; until the end of her next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.			
Hex (minor, at-will) ♦ Charm, Implement			
Close burst 10; targets enemies; +9 vs. Will; the target is hexed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls and damage rolls against the hexer.			
A	Capricious Earth (standard; encounter) ♦ Charm, Implement		
Area Burst 3 within 10; targets hexed creatures; +9 vs. Will; 1d10 + 1 damage, slides the target 3 squares and is knocked prone.			
Shadow Jaunt (move; encounter) ♦ Teleportation			
Teleports 3 squares and insubstantial until the start of her next turn.			
Alignment Unaligned		Languages Common, Netherese	
Skills Arcana +9, Nature +10			
Str 10 (+2)	Dex 11 (+2)	Wis 17 (+5)	
Con 13 (+3)	Int 15 (+4)	Cha 14 (+4)	
Equipment robes, implement, staff			

Note: Osperra is a human hexer, reflavored to a shadar-kai.

Veserab		Level 6 Lurker	
Large shadow beast (mount)		XP 250	
Initiative +11	Senses Perception +1; darkvision		
HP 60; Bloodied 30			
AC 20; Fortitude 20, Reflex 17, Will 17			
Immune noxious breath			
Speed 4, fly 8			
m	Bite (standard; at-will)		
+11 vs. AC; 2d6 + 5 damage.			
m	Claw (standard; at-will)		
+11 vs. AC; 1d6 + 5 damage.			
C	Noxious Breath (standard; encounter) ♦ Poison, Zone		
Close blast 4; +9 vs. Fortitude; 2d6 + 3 poison damage, and the target takes a -2 penalty to all defenses until the end of its next turn. This power creates a zone of black that remains in place until the end of the encounter. This zone blocks line of sight, and a creature that enters or ends its turn in the zone takes 5 poison damage. Veserabs are immune to this power's effects.			
M	Diving Wing Rake (standard; at-will) ♦ Weapon		
The veserab charges, making two wing claw attacks. After attacking, the veserab moves up to 1 square and lands in an unoccupied pace.			
Dark Wings (when mounted by a friendly rider of 6th level or higher)			
The veserab's rider gains resist 5 poison and is immune to the effects of any veserab's noxious breath.			
Combat Advantage			
The veserab deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.			
Alignment Unaligned		Languages –	
Skills Stealth +12			
Str 20 (+8)	Dex 18 (+7)	Wis 17 (+6)	
Con 17 (+6)	Int 2 (-1)	Cha 4 (+0)	

ENCOUNTER 5: MEETING, INTERRUPTED STATISTICS (HIGH LEVEL)

Ris'lak Shederynn (level 9)	Level 9 Skirmisher
Medium fey humanoid, drow XP 400	
Initiative +5 Senses Perception +8; darkvision	
HP 79; Bloodied 39	
AC 22; Fortitude 19, Reflex 22, Will 23	
Speed 6	
m Death Touch (standard; at-will) ♦ Necrotic +11 vs. Reflex; 2d6 + 10 necrotic damage	
r Death bolt (standard; at-will) ♦ Necrotic, Implement Ranged 10; +13 vs. Reflex; 2d10 + 4 necrotic damage, and each enemy adjacent to the target takes 4 necrotic damage	
R Stream of Shadow (standard; recharge 5-6) ♦ Necrotic, Implement Ranged 10; +13 vs. Reflex; 2d6 + 11 necrotic damage, and the target takes a -2 penalty to AC and ongoing 5 necrotic damage (save ends both)	
Symbol of Denial (immediate interrupt; when an enemy makes a saving throw; encounter) Ranged 10; +15 vs. Will; The target fails the saving throw	
Divine Surge (free; when Ris'lak hits an enemy with an implement attack; encounter) The attack deals maximum damage to the enemy.	
R Darkfire (minor, encounter) Ranged 10; +13 vs. Reflex; until the end of Ris'lak's next turn, the target grants combat advantage to all attackers and cannot benefit from invisibility or concealment.	
Alignment Chaotic Evil Languages Common, Deep Speech, Elven	
Skills Religion +13	
Str 10 (+4)	Dex 11 (+4) Wis 17 (+7)
Con 13 (+5)	Int 19 (+8) Cha 10 (+4)
Equipment holy symbol	

Note: Ris'lak is a green arcanian, reflavored to a drow priestess.

Edyn Darkhand (level 9)	Level 9 Skirmisher
Medium shadow humanoid (shadar-kai) XP 400	
Initiative +10 Senses Perception +11; low-light vision	
HP 91; Bloodied 45	
AC 23; Fortitude 18, Reflex 22, Will 23	
Speed 6	
m Rapier (standard; at-will) ♦ Weapon +15 vs. AC; 1d8 + 5 damage, and if Edyn Darkhand is marked by the target, that condition ends.	
r Hand Crossbow (standard; at-will) ♦ Weapon Ranged 10/20; +14 vs. AC; 2d6 + 5 damage.	
M Flamboyant Strike (standard; requires rapier; encounter) ♦ Weapon +15 vs. AC; 2d8 + 5 damage, Edyn Darkhand slides the target 1 square, and the target is dazed until the end of Edyn's next turn.	
C Information is Power (minor; encounter) Close burst 5; one creature in burst; +12 vs. Will; the target grants combat advantage to Edyn Darkhand (save ends).	
Combat Advantage Edyn Darkhand deals 2d6 extra damage on melee and ranged attacks against any creature granting combat advantage to it.	
Cunning Escape (minor, when Edyn Darkhand hits with a melee attack; at-will) If Edyn Darkhand is marked, that condition ends. He shifts 1 square.	
Shadow Jaunt (move; encounter) ♦ Teleportation Teleports 3 squares and insubstantial until the start of his next turn.	
Alignment Evil Languages Common, Netherese	
Skills Bluff +14, Insight +11, Streetwise +14, Thievery +13	
Str 10 (+4)	Dex 18 (+8) Wis 14 (+6)
Con 11 (+4)	Int 13 (+5) Cha 21 (+9)

Equipment crossbow bolts (20), hand crossbow, leather armor, rapier
Note: Edyn Darkhand is a Royal Eyes agent, reflavored to a shadar-kai.

Osperra (level 8)	Level 8 Controller
Medium shadow humanoid XP 350	
Initiative +4 Senses Perception +17; low-light vision	
HP 85; Bloodied 42	
AC 21; Fortitude 18, Reflex 19, Will 20	
Speed 6	
m Staff (standard; at-will) ♦ Weapon +13 vs. AC; 1d6 + 2 damage.	
R Beast Curse (standard, recharge 4 5 6) ♦ Polymorph Ranged 10; targets a hexed enemy; +12 vs. Fortitude; until the end of her next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.	
Hex (minor, at-will) ♦ Charm, Implement Close burst 10; targets enemies; +12 vs. Will; the target is hexed (save ends). While hexed, it takes a -2 penalty to attack rolls and damage rolls against the hexer.	
A Capricious Earth (standard; encounter) ♦ Charm, Implement Area Burst 3 within 10; targets hexed creatures; +12 vs. Will; 1d10 + 4 damage, and slide the target 3 squares and it is knocked prone.	
Shadow Jaunt (move; encounter) ♦ Teleportation Teleports 3 squares and insubstantial until the start of her next turn.	
Alignment Unaligned Languages Common, Netherese	
Skills Arcana +11, Nature +12	
Str 10 (+4)	Dex 11 (+4) Wis 18 (+8)
Con 13 (+5)	Int 16 (+7) Cha 14 (+6)
Equipment robes, implement, staff	

Note: Osperra is a human hexer, reflavored to a shadar-kai.

Veserab (level 8)	Level 8 Lurker
Large shadow beast (mount) XP 350	
Initiative +12 Senses Perception +2; darkvision	
HP 72; Bloodied 36	
AC 22; Fortitude 22, Reflex 19, Will 19	
Speed 4, fly 8	
m Bite (standard; at-will) +13 vs. AC; 2d6 + 6 damage.	
m Claw (standard; at-will) +13 vs. AC; 1d6 + 6 damage.	
C Noxious Breath (standard; encounter) ♦ Poison, Zone Close blast 4; +11 vs. Fortitude; 2d6 + 4 poison damage, and the target takes a -2 penalty to all defenses until the end of its next turn. This power creates a zone that remains in place until the end of the encounter. This zone blocks line of sight, and a creature that enters or ends its turn in the zone takes 5 poison damage. Veserabs are immune to this power's effects.	
M Diving Wing Rake (standard; at-will) ♦ Weapon The veserab charges, making two wing claw attacks. After attacking, it moves up to 1 square and lands in an unoccupied space.	
Dark Wings (when mounted by a friendly rider of 6th level or higher) The veserab's rider gains resist 5 poison and is immune to the effects of any veserab's noxious breath.	
Combat Advantage The veserab deals +1d6 damage on melee attacks against any target it has combat advantage against.	
Alignment Unaligned Languages -	
Skills Stealth +12	
Str 20 (+8)	Dex 18 (+7) Wis 17 (+6)
Con 17 (+6)	Int 2 (-1) Cha 4 (+0)

ENCOUNTER 5: MEETING, INTERRUPTED MAP

TILE SETS NEEDED

Sinister Woods x1



R = Ris'lak
E = Edyn Darkhand
O = Osperra
V = Veserab

ENCOUNTER 6: THE RIGHTEOUS ASSASSIN

ENCOUNTER LEVEL 5/7 (1000/1500 XP)

SETUP

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

Nizzrendar (level 6) (N)

2 dread guardians (level 5) (G)

1 mad wraith (level 5) (M)

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

Nizzrendar (level 8) (N)

2 dread guardians (G)

1 mad wraith (level 7) (M)

The PCs can arrive at this scene in two ways: either they are spying on Ris'lak and Edyn's meeting (in Encounter 5) and wait for events to unfold, or they failed Encounters 22 or 3, and thus missed the meeting.

If the PCs are spying on Ris'lak: If the PCs don't act or interrupt the meeting, Nizzrendar makes his move. Read the following:

A whistling sound fills the air, the two shadar-kai drop to the ground, black metal shuriken protruding from their necks. The flying eel squeals and alights, causing Ris'lak to fall backwards into the mud and her mount to take flight. A male drow cloaked in black enters the clearing, pointing the tip of his scimitar at Ris'lak's chin.

"Nizzrendar," Ris'lak croaks, "how... how did you find me?"

"You thought you could get away with this heresy? Let me teach you Lolth's mercy." Then his blade rises and falls again with a sickening crunch.

The PCs are free to intervene at any point, but Nizzrendar's darkvision alerted him to their presence long ago, so he is not surprised. Events otherwise unfold as follows:

- Nizzrendar removes Ris'lak's black ring, and muses that this must be what all the trouble was about.
- He rubs the ring, and the tablet at his feet flares for a moment in black flames. The ring glows, and from the assembled corpses rise several wraiths.

- Ris'lak, a headless wraith, hisses, "You brought me back?"
- Nizzrendar ignores her and wonders aloud what else the ring does. Low baying howls erupt in the distance.
- The ring crumbles to dust.
- Nizzrendar points at the PCs and says, "Those fools hiding in the brush. Kill them."
- The wraiths, as if on queue, turn toward PCs.

If the PCs missed the meeting: The PCs arrive after Nizzrendar killed Riz'lak and the shadar-kai. Read the following:

A haunting wail breaks the silence as you approach a moonlit clearing. You are still deep in brush when the moonlight illuminates a drow man, standing over three bodies.

Hovering over each body is a spectral being, almost merely shadow. They moan and wail in agony, their arms outstretched but unable to reach the man.

Baying howls echo in the distance, as if in answer to the undead's screams.

Nizzrendar is interrogating the wraiths, but the undead, even while under his compulsion, resist him. Only Osperra's wraith is weak enough to yield what she knows. If PCs are quiet, they can glean some background info on what was going on as described in Encounter 5. Once the PCs move to attack or have gleaned enough information, Nizzrendar notices the PCs.

He points at the PCs and says, "That will be enough. Now. Those fools hiding in the brush. Kill them."

In either case: PCs that make a DC 13/15 History check recognize a pin on Nizzrendar's cloak as that of Bregan D'aerthe, a drow mercenary group centered in Menzoberranzan. The group consists of mostly male drow, and acts independently from the Menzoberranzan noble Houses.

If Endler is with the party: Nizzrendar and the wraiths are simply too much for him. He hides until the end of the encounter. The only threat to Endler from this encounter should be the damage from the mad wraith's aura, although if the PCs leave him unattended, the moon wraiths may attack him in order to trigger their *soul spike*.

If Banxie is with the PCs: The hound is terrified of undead, puts his tail between his legs and cowers. Each round he rushes forward, barking, then readies an action to run away if an enemy comes within one square of him. The wraiths largely ignore him.

FEATURES OF THE AREA

This encounter takes place in the same location as the previous encounter. See that encounter for details.

Howls in the distance: Nizzrendar has inadvertently summoned shadow creatures in the forest to this location. Each round, the baying gets more intense. While this has no mechanical impact, players should be aware that a large horde of beasts is headed their way.

Veserab: The veserab is unsure what to do now that its master is a wraith. It circles twenty-five feet above the combat. If attacked, it uses its *noxious breath* power (see the previous encounter for its effects) and then flies off.

TACTICS

The dread guardians keep close to Nizzrendar and attempt to keep the enemies near him marked.

The mad wraith uses her flight to avoid being flanked, and uses *touch of chaos* to make the PCs attack each other and keep its distance from her.

Nizzrendar is a powerful NPC – more so than his stat block indicates. He works methodically and thoroughly, attempting to isolate and eliminate a single PC at a time. He uses *nine souls' wrath* as early as possible, then uses *mobile melee attack* against his *oath of enmity* target. If pinned, he uses *sequestering strike* to dismount. He spends his action point the first time he bloodies an enemy, in order to try and take it out. Nizzrendar does not intentionally kill the PCs, however, as he believes they may be mercenaries for an enemy and may have valid information. He has no intention of dying tonight, however, and flees if the fight begins to go poorly.

If he is reduced to zero hit points or fewer, or if the fight is obviously not in his favor, Nizzrendar says, “You win, this time.” He then throws up a cloud of darkness and activates an enchantment that teleports him away – back to Menzoberranzan.

Make sure the PCs realize they bested a powerful foe that is normally beyond their ability, and that Nizzrendar’s flight is a victory, rather than a defeat.

SCALING THE ENCOUNTER

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

Four PCs: Remove one dread guardian.

Six PCs: Add one dread guardian.

ENDING THE ENCOUNTER

After the PCs have defeated Nizzrendar and the wraiths, the sound of howling seems horribly close. The

creatures are minutes away, but time is of the essence. Before the PCs take a short rest, proceed to Encounter 7 to determine what happens next.

EXPERIENCE POINTS

The PCs receive 200/300 XP per person for defeating Nizzrendar and the wraiths.

TREASURE

See Encounter 5 for any treasure the PCs can find.

ENCOUNTER 6: THE RIGHTEOUS ASSASSIN STATISTICS (LOW LEVEL)

Nizzrendar (level 6)	Level 6 Elite Skirmisher
Medium fey humanoid, drow	XP 500
Initiative +10 Senses Perception +6; darkvision	
HP 150; Bloodied 75	
AC 20; Fortitude 17, Reflex 20, Will 18	
Saving Throws +2	
Speed 7	
Action Points 1	
m Fangblade (standard; at-will) ♦ Poison, Weapon	
+11 vs. AC; 2d8 + 1 poison damage (crit 1d8 + 17)	
r Radiant Vengeance (standard; at-will) ♦ Divine, Implement, Radiant	
Ranged 10; +9 vs. Reflex; 1d8 + 4 radiant damage and Nizzrendar gains 3 temporary hit points.	
M Mobile Melee (standard; at-will) ♦ Weapon	
The drow adventurer can move up to 3 squares and make one melee basic attack at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of its attack.	
M Venomous Slash (standard; recharge 5-6) ♦ Poison, Weapon	
+10 vs. AC; 3d8 + 5 poison damage (crit 1d8 + 29), and all enemies adjacent to the target take 6 poison damage.	
M Fury's Advance (minor; encounter) ♦ Divine, Weapon	
+10 vs. AC; 2d8 damage (crit 1d8 + 16); the target is pushed 1 square and takes 3 damage for each of Nizzrendar's allies adjacent to it. Nizzrendar then shifts 1 square to a square adjacent to the target.	
C Oath of Enmity (minor; encounter) ♦ Divine	
Close Burst 10; One enemy in burst becomes Nizzrendar's target; while that creature is his target, whenever Nizzrendar makes an attack against the target and no other enemies are adjacent to him, he can make two attack rolls and use either result.	
C Wrath of the Divine (immediate reaction, when an enemy scores a critical hit against Nizzrendar; daily) ♦ Divine	
Close Burst 10; Nizzrendar's Oath of Enmity target in burst; The target takes damage equal to the critical hit's damage.	
Divine Fate (free, when Nizzrendar or an ally fails a skill or ability check or a saving throw; encounter) ♦ Divine	
The target rerolls the check or saving throw and takes the higher result.	
R Darkfire (minor, encounter)	
Ranged 10; +10 vs. Reflex; until the end of Nizzrendar's next turn, the target grants combat advantage to all attackers and cannot benefit from invisibility or concealment.	
Alignment Unaligned Languages Common, Deep Speech, Elven	
Skills Acrobatics +13, Intimidate +5, Stealth +15	
Str 12 (+4)	Dex 20 (+8) Wis 16 (+6)
Con 15 (+5)	Int 12 (+4) Cha 10 (+3)
Equipment fangblade, chainmail, shuriken x20	

Note: Nizzrendar is a drow adventurer with an Avenger template.

Dread Guardian (level 5)	Level 5 Soldier
Medium natural animate (undead)	XP 200
Initiative +5 Senses Perception +4; low-light vision	
Shield of Undeath aura 1; While Nizzrendar is within the guardian's aura, Nizzrendar takes half damage from all attacks.	
HP 63; Bloodied 31	
AC 21; Fortitude 17, Reflex 15, Will 17	
Speed 5	
m Lunar Violation (standard; at-will) ♦ Necrotic	
+10 vs. AC; 2d8 + 5 damage. <i>Effect:</i> the target is marked until the end of the guardian's next turn.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +10 vs. AC; 1d10 + 5 damage. <i>Effect:</i> the target is marked until the end of the guardian's next turn.	
M Iron Rebuke (opportunity action, when an enemy marked by the guardian attacks Nizzrendar; at-will) ♦ Weapon	
+12 vs. AC; 2d8 + 5 damage.	
Eyes of Undeath	
Nizzrendar can see or hear anything the guardian can see or hear. Nizzrendar can also speak through the guardian.	
Alignment Unaligned Languages understands Common	
Str 16 (+5)	Dex 12 (+3) Wis 14 (+4)
Con 15 (+4)	Int 4 (-1) Cha 9 (+1)

Note: Nizzrendar is the dread guardians' master.

Mad Wraith (level 5)	Level 5 Controller
Medium shadow humanoid (undead)	XP 200
Initiative +7 Senses Perception +5; darkvision	
Mad Whispers (Psychic) aura 3; any enemy in the aura at the start of its turn takes 5 psychic damage and is dazed until the start of its next turn. (If the mad wraith takes radiant damage, the aura is negated until the end of the mad wraith's next turn.)	
HP 46; Bloodied 23	
AC 17; Fortitude 14, Reflex 17, Will 16	
Immune disease, poison; Resist 10 necrotic, insubstantial;	
Vulnerable 5 radiant	
Speed fly 6 (hover); phasing	
m Touch of Madness (standard; at-will) ♦ Psychic	
+7 vs. Will; 1d6 + 4 damage, and the target takes a -2 penalty to Will defense (save ends).	
M Touch of Chaos (standard; recharge 5-6) ♦ Psychic	
+8 vs. Will; 2d6 + 3 damage, and the target moves up to its speed and makes a melee basic attack against its nearest ally as a free action.	
Soul Spike (free, when the wraith reduces a creature to 0 or fewer hit points; at-will) ♦ Healing	
The wraith can spend a healing surge to regain 11 hit points.	
Alignment Chaotic Evil Languages Common	
Skills Stealth +13	
Str 6 (+1)	Dex 20 (+8) Wis 3 (-1)
Con 12 (+4)	Int 11 (+3) Cha 19 (+7)

Note: The mad wraith has the *soul spike* power (Open Grave) instead of *spawn wraith*.

ENCOUNTER 6: THE RIGHTEOUS ASSASSIN STATISTICS (HIGH LEVEL)

Nizzrendar (level 8)		Level 8 Elite Skirmisher
Medium fey humanoid, drow		XP 700
Initiative +11 Senses Perception +7; darkvision		
HP 166; Bloodied 83		
AC 20; Fortitude 17, Reflex 20, Will 18		
Saving Throws +2		
Speed 7		
Action Points 1		
m Fangblade (standard; at-will) ♦ Poison, Weapon		
+13 vs. AC; 2d8 + 2 poison damage (crit 1d8 + 18)		
r Radiant Vengeance (standard; at-will) ♦ Divine, Implement, Radiant		
Ranged 10; +11 vs. Reflex; 1d8 + 5 radiant damage and Nizzrendar gains 3 temporary hit points.		
M Mobile Melee (standard; at-will) ♦ Weapon		
The drow adventurer can move up to 3 squares and make one melee basic attack at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of its attack.		
M Venomous Slash (standard; recharge 5-6) ♦ Poison, Weapon		
+12 vs. AC; 3d8 + 6 poison damage (crit 1d8 + 30), and all enemies adjacent to the target take 6 poison damage.		
M Fury's Advance (minor; encounter) ♦ Divine, Weapon		
+12 vs. AC; 2d8 damage (crit 1d8 + 16); the target is pushed 1 square and takes 3 damage for each of Nizzrendar's allies adjacent to it. Nizzrendar then shifts 1 square to a square adjacent to the target.		
C Oath of Enmity (minor; encounter) ♦ Divine		
Close Burst 10; One enemy in burst becomes Nizzrendar's target; while that creature is his target, whenever Nizzrendar makes an attack against the target and no other enemies are adjacent to him, he can make two attack rolls and use either result.		
C Wrath of the Divine (immediate reaction, when an enemy scores a critical hit against Nizzrendar; daily) ♦ Divine		
Close Burst 10; Nizzrendar's Oath of Enmity target in burst; The target takes damage equal to the critical hit's damage.		
Divine Fate (free, when Nizzrendar or an ally fails a skill or ability check or a saving throw; encounter) ♦ Divine		
The target rerolls the check or saving throw and takes the higher result.		
R Darkfire (minor, encounter)		
Ranged 10; +10 vs. Reflex; until the end of Nizzrendar's next turn, the target grants combat advantage to all attackers and cannot benefit from invisibility or concealment.		
Alignment Unaligned		Languages Common, Elven
Skills Acrobatics +13, Intimidate +5, Stealth +15		
Str 12 (+5)	Dex 20 (+9)	Wis 16 (+7)
Con 15 (+6)	Int 12 (+5)	Cha 10 (+4)
Equipment cloth armor, fangblade, holy symbol		

Note: Nizzrendar is a drow adventurer with an Avenger template.

Dread Guardian		Level 7 Soldier
Medium natural animate (undead)		XP 300
Initiative +6 Senses Perception +5; low-light vision		
Shield of Undeath aura 1; While Nizzrendar is within the guardian's aura, Nizzrendar takes half damage from all attacks.		
HP 79; Bloodied 39		
AC 23; Fortitude 19, Reflex 17, Will 18		
Speed 5		
m Lunar Violation (standard; at-will) ♦ Necrotic		
+12 vs. AC; 2d8 + 6 damage. <i>Effect:</i> the target is marked until the end of the guardian's next turn.		
r Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +12 vs. AC; 1d10 + 6 damage. <i>Effect:</i> the target is marked until the end of the guardian's next turn.		
M Iron Rebuke (opportunity action, when an enemy marked by the guardian attacks Nizzrendar; at-will) ♦ Weapon		
+14 vs. AC; 2d8 + 6 damage.		
Eyes of Undeath		
Nizzrendar can see or hear anything the guardian can see or hear. Nizzrendar can also speak through the guardian.		
Alignment Unaligned		Languages understands Common
Str 16 (+6)	Dex 12 (+4)	Wis 14 (+5)
Con 15 (+5)	Int 4 (+0)	Cha 9 (+2)

Note: Nizzrendar is the dread guardians' master.

Mad Wraith (level 7)		Level 7 Controller
Medium shadow humanoid (undead)		XP 250
Initiative +8 Senses Perception +6; darkvision		
Mad Whispers (Psychic) aura 3; any enemy in the aura at the start of its turn takes 5 psychic damage and is dazed until the start of its next turn. (If the mad wraith takes radiant damage, the aura is negated until the end of the mad wraith's next turn.)		
HP 62; Bloodied 31		
AC 19; Fortitude 16, Reflex 19, Will 18		
Immune disease, poison; Resist 10 necrotic, insubstantial;		
Vulnerable 5 radiant		
Speed fly 6 (hover); phasing		
m Touch of Madness (standard; at-will) ♦ Psychic		
+9 vs. Will; 1d6 + 5 damage, and the target takes a -2 penalty to Will defense (save ends).		
M Touch of Chaos (standard; recharge 5-6) ♦ Psychic		
+10 vs. Will; 2d6 + 4 damage, and the target moves up to its speed and makes a melee basic attack against its nearest ally as a free action.		
Soul Spike (free, when the wraith reduces a creature to 0 or fewer hit points; at-will) ♦ Healing		
The wraith can spend a healing surge to regain 15 hit points.		
Alignment Chaotic Evil		Languages Common
Skills Stealth +13		
Str 6 (+1)	Dex 20 (+8)	Wis 3 (-1)
Con 12 (+4)	Int 11 (+3)	Cha 19 (+7)

The mad wraith has the *soul spike* power (Open Grave), instead of *spawn wraith*.

ENCOUNTER 6: THE RIGHTEOUS ASSASSIN MAP

TILE SETS NEEDED

Sinister Woods x1



G = Dread Guardian

M = Mad Wraith

N = Nizzrendar

ENCOUNTER 7: THE SHADOW PACK

ENCOUNTER LEVEL 6/9 (1400/2050 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 deathdog (D)
- 6 howler dread hounds (level 7) (H)
- 1 shadow hound (S)
- 1 shadow wolf (level 5) (W)

This encounter includes the following creatures at the high tier:

- 1 deathdog (level 9) (D)
- 6 howler dread hounds (H)
- 1 shadow hound (level 8) (S)
- 1 shadow wolf (level 7) (W)

The PCs are hunted by a vicious pack of shadow-tainted hounds. The PCs have two options: they can stand and fight in familiar, yet open ground, or run and try to find more defensible ground.

If Endler is with the PCs, he tells them that Breyman's old mill is nearby and if they run, they could get there ahead of the monsters.

If the PCs decide to stand and fight, they can take only a single short rest. Read the following:

The howls grow closer and closer, and then suddenly grow eerily silent. For several minutes, there's nothing to hear but your heart pounding in your chest. Then twin pinpricks of yellow light appear from shadows around you.

Use the same map as the previous encounter. The monsters surround the PCs and attack from all sides. The monsters delay their attack until the most opportune moment.

If the PCs decide to run, they can keep enough distance between them and the shadow creatures to afford a single short rest. Read the following:

You tear through the woods, branches whipping at your face. You can almost hear the snarls of the beasts just behind you and feel their breath on your heels. Suddenly the forest breaks, revealing a crumbling stone mill next to an abandoned silo. Its rubble-strewn walls might provide some defense.

You barely have time to catch your breath when a massive two-headed dog bursts through the foliage.

Use the map for this encounter. Do not place the monsters on the map. The PCs enter from the top edge, and can use a surprise round to position themselves on the map. At the end of the surprise round, place the monsters on the map. The PCs can also learn the following:

- A DC 13 Dungeoneering check notices that the silo's floor is rotting and unstable. It's prone to collapse under enough weight.
- A DC 15 Dungeoneering or Perception check notices that the walls are riddled with cracks.
- A DC 17 Insight or Nature check realizes that pack instincts are driving these creatures. A show of force against their leader could be enough to drive the rest off.

Regardless of where the combat occurs, the deathdog and the howlers charge into the fray while the wolf and hounds circle the PCs, attempting to ambush them, making stealth checks to hide.

If Endler is with the PCs: In his initiative, Endler leaps at the deathdog. He scores a critical hit and does 12 points of damage, but his clumsy movement draws an attack of opportunity. The deathdog slings the youth aside, slamming him into a tree and knocking him unconscious until the end of the encounter. The monsters largely ignore him to fight the PCs, attacking him only if they have no other options (e.g. if they're restrained adjacent to him).

If Banxie is with the PCs: The dog is not afraid of other canines and harries the monsters. He runs around the battlefield providing flanking protection but otherwise not being useful. Banxie stands over the bodies of any unconscious allies. The monsters attack him only if they have no other options.

FEATURES OF THE AREA

Important features of the area include:

Illumination: Dim light.

Silo: The silo floor collapses under too much weight. If one large or two medium creatures end their turns in the silo, the floor collapses. Each creature inside falls 20 feet and must either walk up the stairs or make a DC 15 Athletics check to climb out. The silo's walls are 30 feet high and block line of sight.

Walls: The black areas on the map are 10-foot tall. They are blocking terrain and block line of effect, but an adjacent creature can make a DC 13 Strength check to

push them over, creating difficult terrain and making the following attack:

C Dropping Wall (standard; when a wall is pushed over)
Close blast 2: +10 vs. Reflex; 1d8+6 damage and the target is knocked prone.

Well: The dried-up well is 30 feet deep and requires a DC 20 Athletics check to climb up unaided. The well has protective walls, however, and creatures gain a +2 bonus to their saving throws to avoid falling down it.

Woods: The thick woods are difficult terrain and provide cover. Two squares of woods blocks line of sight.

TACTICS

Although not particularly intelligent, the monsters fight with an instinctual cunning and experience. Like a pack of wolves, they identify weak targets, isolate and remove them.

The deathdog attempts to clog up the center of the battlefield, provoking opportunity attacks if necessary to break ranks. It tries to end its turn adjacent to as many prone PCs as possible, in order to get the most use out of *go for the legs*. It spends its action point after knocking one opponent prone to charge a second opponent. If the PCs are hiding in the narrow hallways of the map, the death dog knocks the walls over rather than squeeze through them.

The howlers spread out, attempting to overrun the PCs through sheer numbers. They dodge around corners and leap atop walls, howling when they can attack multiple PCs and biting when they can slide a PC into better position for their allies.

The shadow wolf attempts to blind PCs it has combat advantage against. They prefer to engage melee attackers, using its *fade into night* power to nullify PC attacks. The wolf skulks around the periphery of the shadow hound's aura, attempting stealth checks whenever darkness or blindness provides it total concealment.

The shadow hound teleports past melee combatants to reach lightly armored spellcasters. It focuses fire on any PC that carries a source of bright light.

Once the death dog is killed, the remaining monsters attempt to flee if outnumbered and bloodied. Otherwise, they all fight to the death.

A PC with the story award **DALE14 Ring of Blue Shadows** feels a sudden chill from his ring while in the presence of these creatures. As a minor action, the PC can make a DC 10 Arcana check to see if he can insert their consciousness into one of their opponents. In

addition to its other powers, for this combat the PC gains the following power:

Ring of Blue Shadows

Power (Daily * Shadow): Standard Action. Close burst 5. *Target:* One shadow creature in burst. *Effect:* the target is dominated (save ends) and you fall unconscious until the effect ends. While unconscious, any time the target takes damage, you take damage equal to half the amount. You can end this effect with no action at the start of your turn.

For the purpose of this encounter, only one PC may have the true *ring of blue shadows*—other PCs with the story award carry copies that do not have this power.

SCALING THE ENCOUNTER

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

Four PCs: Remove three howlers and decrease the deathdog's hit points by 20.

Six PCs: Add one shadow hound and increase the deathdog's hit points by 20.

ENDING THE ENCOUNTER

Once the monsters are defeated, the PCs can revive Endler and return him home. His lust for vengeance is temporarily sated.

Proceed to Encounter 8.

EXPERIENCE POINTS

The PCs gain 280 / 410 XP for defeating the monsters.

TREASURE

A skilled leatherworker can craft the hides of these creatures into a set of *shadow hound armor* +2. See the Conclusion.

ENCOUNTER 7: THE SHADOW PACK STATISTICS (LOW LEVEL)

Deathdog		Level 6 Elite Brute	
Large shadow beast			
Initiative +6		Senses Perception +6; darkvision	
HP 176; Bloodied 88			
AC 20; Fortitude 19, Reflex 17, Will 16			
Saving Throws +2			
Speed 8			
Action Points 1			
m Pouncing Bite (standard; at-will) ◆ Necrotic			
+9 vs. AC; 4d6 + 3 necrotic damage and the target is knocked prone.			
Go for the Legs (opportunity, when an adjacent enemy stands up; at-will) ◆ Necrotic			
The deathdog makes a pouncing bite attack against the triggering creature.			
Unholy Animation			
A living humanoid killed by a deathdog rises as a free-willed corruption corpse at the end of its creator's next turn.			
Alignment Unaligned		Languages -	
Str 20 (+8)	Dex 17 (+6)	Wis 16 (+6)	
Con 18 (+7)	Int 5 (0)	Cha 10 (+3)	

Corruption Corpse		Level 4 Artillery	
Medium natural animate (undead)			
Initiative +3		Senses Perception +3; darkvision	
Grave Stench aura 1; living enemies in the aura take a -5 penalty to attack rolls.			
HP 45; Bloodied 23			
AC 15; Fortitude 11, Reflex 13, Will 11			
Regeneration 5 (if the corruption corpse takes radiant damage, regeneration doesn't function on its next turn)			
Speed 4			
m Slam (standard; at-will)			
+8 vs. AC; 1d6 + 3 damage.			
r Mote of Corruption (standard; at-will) ◆ Necrotic			
The corruption corpse hurls a black glob of necrotic filth; ranged 10; +7 vs. Reflex; 2d6 + 3 necrotic damage, and the target is weakened (save ends).			
C Death Burst (when reduced to 0 hit points) ◆ Necrotic			
The corruption corpse explodes: close burst 1; +7 vs Fortitude; 2d6+3 necrotic damage.			
Alignment Unaligned		Languages -	
Str 16 (+5)	Dex 13 (+3)	Wis 12 (+3)	
Con 16 (+5)	Int 4 (-1)	Cha 3 (-2)	

Howler Dread Hound (level 7)		Level 7 Minion Controller	
Medium elemental magical beast			
Initiative +6		Senses Perception +5; darkvision	
HP 1; a missed attack never damages a minion			
AC 21; Fortitude 20, Reflex 20, Will 19			
Speed 8			
m Bite (standard; at-will)			
+12 vs. AC; 5 damage, and the dread hound slides the target 1 square.			
C Dread Howl (standard; at-will) ◆ Fear, Psychic			
Close blast 5; targets enemies; +10 vs. Will; 3 psychic damage, and the target grants combat advantage until the end of its next turn.			
Piercing Spines			
Whenever a creature adjacent to the dread hound misses it with a melee attack, that creature takes 6 damage.			
Alignment Evil		Languages -	

Str 15 (+5)	Dex 16 (+5)	Wis 14 (+5)
Con 15 (+5)	Int 5 (+0)	Cha 12 (+4)

Shadow Hound		Level 6 Skirmisher	
Medium shadow magical beast			
Initiative +7		Senses Perception +9; darkvision	
Shroud of Night aura 10; bright light in the aura is reduced to dim light, and dim light becomes darkness.			
HP 70; Bloodied 35			
AC 19; Fortitude 20, Reflex 18, Will 17			
Vulnerable 5 radiant			
Speed 7; teleport 7			
m Bite (standard; at-will)			
+11 vs. AC; 1d8 + 4 damage.			
M Baying (minor; at-will) ◆ Fear			
Close burst 5; deafened creatures are immune; +8 vs. Will; the target takes a -2 penalty to all defenses until the end of the shadow hound's next turn.			
Shadow Ambush			
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d6 damage on the next attack it makes against that enemy this turn.			
Alignment Unaligned		Languages -	
Skills Endurance +10, Stealth +10			
Str 19 (+7)	Dex 15 (+5)	Wis 13 (+4)	
Con 14 (+5)	Int 6 (+1)	Cha 16 (+6)	

Shadow Wolf (level 5)		Level 5 Lurker	
Medium shadow beast			
Initiative +6		Senses Perception +7; low-light vision	
HP 38; Bloodied 19			
AC 19; Fortitude 17, Reflex 18, Will 16			
Speed 8			
m Bite (standard; at-will)			
+10 vs. AC; 1d8 + 3 damage.			
Combat Advantage			
If the shadow wolf has combat advantage against its target, it deals an extra 1d6 damage and blinds the target (save ends) on a successful melee attack.			
Fade to Night (immediate interrupt, when the shadow wolf is the target of a melee attack; at-will)			
The shadow wolf gains combat advantage against the attacker and makes a melee basic attack against the attacker. The shadow wolf then shifts 1 square.			
Shadow Stalk			
If a shadow wolf moves at least 3 squares from its starting position, or if it does not attack this turn, it gains concealment until the end of its next turn.			
Alignment Evil		Languages -	
Skills Stealth +9			
Str 13 (+3)	Dex 14 (+4)	Wis 13 (+3)	
Con 14 (+3)	Int 2 (-2)	Cha 10 (+2)	

ENCOUNTER 7: THE SHADOW PACK STATISTICS (HIGH LEVEL)

Deathdog (level 9)		Level 9 Elite Brute	
Large shadow beast			
Initiative +7		Senses Perception +7; darkvision	
HP 236; Bloodied 118			
AC 23; Fortitude 22, Reflex 20, Will 19			
Saving Throws +2			
Speed 8			
Action Points 1			
m Pouncing Bite (standard; at-will) ◆ Necrotic			
+12 vs. AC; 4d6 + 4 necrotic damage and the target is knocked prone.			
Go for the Legs (opportunity, when an adjacent enemy stands up; at-will) ◆ Necrotic			
The deathdog makes a pouncing bite attack against the triggering creature.			
Unholy Animation			
A living humanoid killed by a deathdog rises as a free-willed corruption corpse at the end of its creator's next turn.			
Alignment Unaligned		Languages -	
Str 20 (+9)	Dex 17 (+7)	Wis 16 (+7)	
Con 18 (+8)	Int 5 (+1)	Cha 10 (+4)	

Corruption Corpse		Level 4 Artillery	
Medium natural animate (undead)			
Initiative +3		Senses Perception +3; darkvision	
Grave Stench aura 1; living enemies in the aura take a -5 penalty to attack rolls.			
HP 45; Bloodied 23			
AC 15; Fortitude 11, Reflex 13, Will 11; see also <i>trap sense</i>			
Regeneration 5 (if the corruption corpse takes radiant damage, regeneration doesn't function on its next turn)			
Speed 4			
m Slam (standard; at-will)			
+8 vs. AC; 1d6 + 3 damage.			
r Mote of Corruption (standard; at-will) ◆ Necrotic			
The corruption corpse hurls a black glob of necrotic filth: ranged 10; +7 vs. Reflex; 2d6 + 3 necrotic damage, and the target is weakened (save ends).			
C Death Burst (when reduced to 0 hit points) ◆ Necrotic			
The corruption corpse explodes: close burst 1; +7 vs. Fortitude; 2d6+3 necrotic damage.			
Alignment Unaligned		Languages -	
Str 16 (+5)	Dex 13 (+3)	Wis 12 (+3)	
Con 16 (+5)	Int 4 (-1)	Cha 3 (-2)	

Howler Dread Hound		Level 9 Minion Controller	
Medium elemental magical beast			
Initiative +7		Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion			
AC 23; Fortitude 22, Reflex 22, Will 21			
Speed 8			
m Bite (standard; at-will)			
+14 vs. AC; 6 damage, and the dread hound slides the target 1 square.			
C Dread Howl (standard; at-will) ◆ Fear, Psychic			
Close blast 5; targets enemies; +12 vs. Will; 4 psychic damage, and the target grants combat advantage until the end of its next turn.			
Piercing Spines			
Whenever a creature adjacent to the dread hound misses it with a melee attack, that creature takes 6 damage.			
Alignment Evil		Languages -	

Str 15 (+6)	Dex 17 (+7)	Wis 14 (+6)
Con 16 (+7)	Int 5 (+1)	Cha 12 (+5)

Shadow Hound (level 8)		Level 8 Skirmisher	
Medium shadow magical beast			
Initiative +8		Senses Perception +10; darkvision	
Shroud of Night aura 10; bright light in the aura is reduced to dim light, and dim light becomes darkness.			
HP 86; Bloodied 43			
AC 21; Fortitude 22, Reflex 20, Will 19			
Vulnerable 5 radiant			
Speed 7; teleport 7			
m Bite (standard; at-will)			
+13 vs. AC; 1d8 + 5 damage.			
M Baying (minor; at-will) ◆ Fear			
Close burst 5; deafened creatures are immune; +10 vs. Will; the target takes a -2 penalty to all defenses until the end of the shadow hound's next turn.			
Shadow Ambush			
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d6 damage on the next attack it makes against that enemy this turn.			
Alignment Unaligned		Languages -	
Skills Endurance +11, Stealth +11			
Str 19 (+8)	Dex 15 (+6)	Wis 13 (+5)	
Con 14 (+6)	Int 6 (+2)	Cha 16 (+7)	

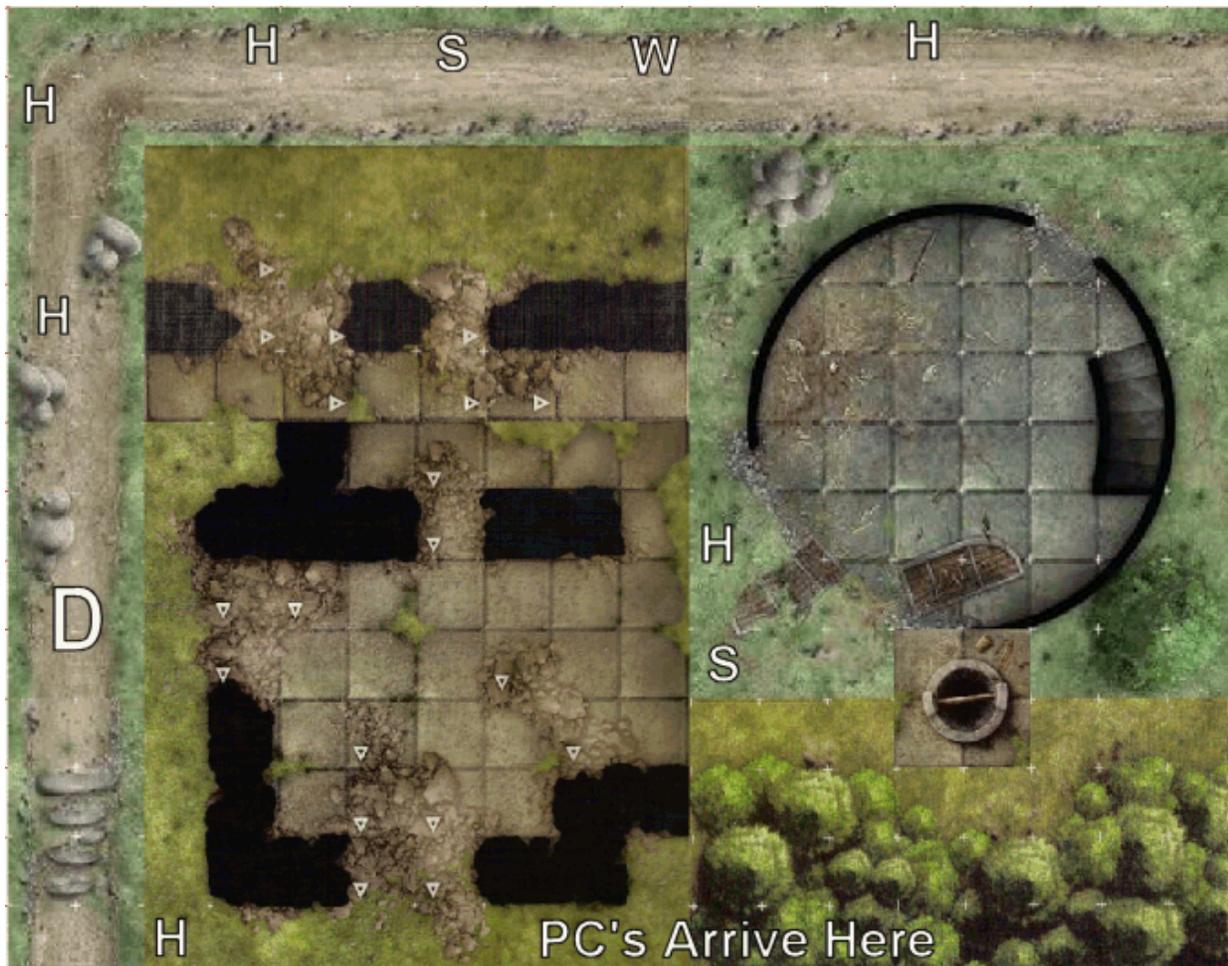
Shadow Wolf (level 7)		Level 7 Lurker	
Medium shadow beast			
Initiative +7		Senses Perception +8; low-light vision	
HP 50; Bloodied 25			
AC 21; Fortitude 19, Reflex 20, Will 18			
Speed 8			
m Bite (standard; at-will)			
+12 vs. AC; 1d8 + 4 damage.			
Combat Advantage			
If the shadow wolf has combat advantage against its target, it deals an extra 1d6 damage and blinds the target (save ends) on a successful melee attack.			
Fade to Night (immediate interrupt, when the shadow wolf is the target of a melee attack; at-will)			
The shadow wolf gains combat advantage against the attacker and makes a melee basic attack against the attacker. The shadow wolf then shifts 1 square.			
Shadow Stalk			
If a shadow wolf moves at least 3 squares from its starting position, or if it does not attack this turn, it gains concealment until the end of its next turn.			
Alignment Evil		Languages -	
Skills Stealth +10			
Str 13 (+4)	Dex 14 (+5)	Wis 13 (+4)	
Con 14 (+4)	Int 2 (-1)	Cha 10 (+3)	

ENCOUNTER 7: THE SHADOW PACK MAP

TILE SETS NEEDED

Ruins of the Wild x1

Sinister Woods x1



D = Deathdog

H = Howler Dread Hound

S = Shadow Hound

W = Shadow Wolf

ENCOUNTER 8: THE NECKLACE

SETUP

As the PCs emerge from the forest, they find the locals stirring to begin their morning's work.

Rays of dawn light split the leaves as you emerge from the forest, and the cock's crow greets your ears. The smell of frying eggs and sausages reminds you that whatever evil lies at their doorsteps, the Deepingfolk still have gardens to tend and animals to mind—saving the world is heroes' work, not theirs.

The farmers are grateful to hear of the dangers the PCs overcame in the forest, but they take the news with a stern resolve.

If Endler has survived, no ounce of fatigue shows on him. He begs the PCs to let him accompany them – at least as far as the next major city. Regardless if they agree, he starts packing immediately; his days as a farmer are done. As a token of thanks, Endler offers the PCs a thin silver *whistle of warning*. The whistle belonged to his mother, and she said he could always use it to summon his friends to him if he were in danger. He promises that if he ever hears the whistle blown, he will fly to the defense of the blower, sword in hand, ready to die for friendship and glory.

Dorn the Elder offer his thanks as well. He comments that the shadow hounds' hides may be valuable. His sister-in-law is a leather crafter, and she could craft amazing armor out of it. With the hounds defeated, he plans to scour the forest and collect the hides. Obviously, the PCs may benefit first of any work created.

When the PCs decide to seek out Liscardem read the following:

Liscardem's door creaks open, just before you lift your hand to knock. The wizard stands in the door opening, and beckons you inside.

"Come," the wizard sighs, "I imagine you have quite the tale for me."

The wizard has a tepid pot of tea prepared. He is reluctant to get to business. If allowed, he prattles on about his bees.

He does not discuss why he left Battledale, but is happy to talk about bees and, being exposed, old lore and arcana.

If the PCs mention the portals, the shadow creatures or the drow to Liscardem, he frowns and

shakes his head, describing it as a curious situation that is a mystery to him.

If the PCs show him the tablet fragment, Liscardem raises his eyebrows and says only, "I suggest you hang on to that. I imagine it will prove useful some day."

He is reluctant to discuss the tablet, but if pressed, he says that he estimates the original tablet would be about the size of a large tome. He cannot read the runes on it, but they look like a form of elven, as used in ritual texts by the drow, but 'much older'. He believes a few runes seem to indicate death and darkness, but he is unsure. "The script is enchanted so it cannot be read," is his excuse.

If the PCs have not yet received his aid (in Encounter 1) Liscardem is happy to reward the PCs for doing a good deed (even if they failed to save Endler). He points to some blue stone jars, claiming they contain "liquid magic".

Anyone checking the contents finds he means 'honey' - though those who have arcane powers detect a faint arcane aura on it. Liscardem has been experimenting with complex rituals to imbue the bees' honey.

If the PCs are willing to help him test an experiment, they may dip one item per PC with an enhancement bonus of +1 or a non-magical weapon, implement, or armor into his "liquid magic." If they do, they find that the item has been magically charged, increasing its enhancement bonus to +2 or turning a non-magical item into a +2 *magic weapon*, +2 *magic implement*, or +2 *magic armor*). This charge wears off overnight unless the PC takes the associated item bundle. At this stage in the experiment, dipping a more powerful item in the liquid does not have any effects.

After the PCs recount their adventures of the past night, he asks them to show him the necklace.

The wizard studies the necklace for some time. Eventually, he reveals the following:

- The necklace is of ancient elven design.
- It is not great work, only a bauble, but it likely predates the Crown Wars - the famous elven wars. That makes it about 18,000 years old.
- It was likely crafted in ancient Miyeritar, most likely by house Aelryth, an old dark elven house.
- He expects there is more to it, but he needs to study it closer for that.

Liscardem blinks, as if waking from a dream. "Very well," he says, "I must consult some original texts for further study. That will take some time.

I shall keep the necklace for now. Inform your employer that I will let her know when I learn more."

Before they take their leave of him, the wizard has only one request: that the PCs not tell of their business with Liscardem to the farmers. “They are simple people,” he explains. “Good people, but not the sort to accept one like me without a more humble guise.”

ENDING THE ENCOUNTER

The PCs have rescued the farmers – for now. Whatever evil lurks in the Cormanthor forest, there is little that can be done here and now.

They must now return to New Velar or the Abbey to give news of their adventures to Yellira or Mishell. Their employer takes the news somberly, and assures them they did good work in helping out the farmers. She pays the PCs the agreed 75 / 100 gold per person, and suggests she may have work for them in the future.

If the PCs were unsuccessful in delivering the necklace to Liscardem, she is disappointed, but grateful the PCs returned it. She allows them to keep their up-front payment as compensation for their time.

TREASURE

Endler’s *whistle of warning*, and the ability to upgrade a magic item with an enhancement bonus of +1 or lower are possible rewards from this encounter.

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: Endler's Assault

160 / 250 XP

Encounter 3: The Fate of the Lockes

160 / 250 XP

Encounter 5: Meeting, Interrupted

200 / 300 XP

Encounter 6: The Righteous Assassin

200 / 300 XP

Encounter 7: The Shadow Pack

280 / 410 XP

Total Possible Experience

640 / 960 XP

Gold per PC

100 / 150 gp

(Introduction: 10 / 20 gp, Encounter 5: 15 / 30 gp, Encounter 6: 15 / 30 gp, Encounter 7: 75 / 100 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: replace an item with an enhancement bonus of +1 with the +2 version of that item. The new item cannot be of a level higher than the PCs current level +4. This upgrade takes up one item slot in addition to any slots the original item takes up.

Found in Conclusion.

Bundle B: *magic armor +2, magic weapon +2 or magic implement +2* (level 6, PH)

Found in Conclusion

Bundle C: *spiderkissed weapon +2* (level 7; Dragon 367)

Found in Encounter 5 or 6

Bundle D: *cape of the mountebank +1** (low-level version only) (level 5; Adventurer's Vault)

Found in Encounter 5 or 6

Bundle E: *raven cloak +2** (high-level version only) (level 9; Dragon 381)

Found in Encounter 5 or 6

Bundle F: *symbol of the radiant flame** (level 7, Adventurer's Vault 2)

Found in Encounter 5 or 6

Bundle G: *whistle of warning** (level 8, Adventurer's Vault 2)

Found in Conclusion

Bundle H: *shadow hound armor +2** (level 7; Adventurer's Vault 2)

Found in Encounter 7

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 75 / 200

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 125 / 250 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

The PCs earn **DALE28** if Endler survives the adventure. If Endler has not survived, award **DALE29**. PCs earn **DALE30** if they have recovered the tablet fragment (finding the fragment requires success in either Encounter 6 or Encounter 7). Pass out certificates to the players for their story awards.

DALE28 A Nascent Hero

You ensured the survival of Endler Naven, a youth raised on stories of glory and heroes. You have his gratitude and admiration. Endler spreads the tales of your heroic deeds among the common folk in Deepingdale. At your DM's discretion, this may provide you with some benefit in other adventures set in the Dalelands.

If you also have previously earned the story award **DALE10: A Favor Owed to the Sibilant Sisters**, your debt with the Sibilant Sisters is considered settled.

The wizard Liscardem is researching a mysterious necklace you were hired to bring him. This starts the *Stem the Tide* major quest, which concludes in *DALE2-4 Illsylvra*.

DALE29 Darkness stirs in Cormanthor

Rumors of the deaths in Deepingdale have spread among the common folk throughout the area—including your involvement. At your DM's discretion, this may have some effect in other adventures set in the Dalelands.

Additionally, the Sibilant Sisters asked you to protect Endler Naven, but the farm boy met an untimely demise. You have incurred their wrath as a result.

While any mechanical effects of their fortunetelling have faded, they never quite go away. It is up to you how your fortune manifests itself on your character.

The wizard Liscardem is researching a mysterious necklace you were hired to bring him. This starts the

Stem the Tide major quest, which concludes in *DALE2-4 Illsylvra*.

DALE30 Memorial Tablet - Fragment #8

You found a fragment of a sandstone tablet chiseled with ancient runes. The runes, which look like ancient, twisted elven runes, are impossible to decipher – some kind of magic thwarts any attempt to read the inscriptions. Perhaps if you find more fragments of this tablet the tale behind it will one day be made known.

NEW RULES

Cape of the Mountebank

Level 5+

Lvl 5 +1 1,000 gp

Item Slot: Neck

Enhancement: +1 Fortitude, Reflex, and Will

Power (Daily o Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

Reference: *Adventurer's Vault* .

Raven Cloak

Level 9+

Lvl 9 +2 4,200 gp

Item Slot: Neck

Enhancement: +2 Fortitude, Reflex, and Will

Property: You gain resist 5 cold and resist 5 necrotic.

Power (Daily): No Action. Trigger: You fail a saving throw.

Effect: Reroll that saving throw with a +5 bonus. If the saving throw is a death saving throw, you gain a +10 bonus.

Reference: *Dragon Magazine* 381.

Shadow Hound Armor

Level 7+

Lvl 7 +1 2,600 gp

Armor: Hide

Enhancement: +2 AC

Power (Daily): Immediate Reaction. Trigger: You become bloodied. Effect: You become insubstantial until the end of your next turn.

Reference: *Adventurer's Vault* 2.

Tanglefoot Bag

Level 2

Level 2 25 gp

Alchemical Item

Power (Consumable): Standard Action. Make an attack: Ranged 5/10; +5 vs. Reflex; on a hit, the target is immobilized until the end of your next turn, at which point the creature is then slowed until the end of its next turn.

Reference: *Adventurer's Vault*.

Soulfang of Resistance

Level 5

Level 5 50 gp

Soulfang

Power (Consumable): Minor Action. Until you remove this soulfang, you gain resist 10 to a damage of a specific type, and you take damage equal to half your healing surge value at the start of your turn or if you remove the soulfang on the turn you use it. Damage caused by this soulfang cannot be reduced by any means. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the soulfang is created.

Reference: *Dragon Magazine* 378.

Spiderkissed Weapon

Level 7+

Lvl 7 +1 2,600 gp

Weapon: Any melee

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 poison damage

Power (At-Will o Poison): Free Action. All damage dealt by this weapon is poison damage. Another free action returns the damage to normal.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is slowed (save ends). First Failed Save: The target is immobilized (save ends).

Reference: *Dragon Magazine* 367, page 234.

Symbol of the Radiant Flame

Level 7+

Lvl 7 +1 2,600 gp

Implement (Holy Symbol)

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 fire and radiant damage, and each ally within 5 squares of you gains a bonus to damage rolls equal to the symbol's enhancement bonus until the end of your next turn. The bonus damage is fire and radiant.

Property: Primal characters can wield this holy symbol in one hand to use it as a totem implement for primal powers.

Power (Daily): Free Action. Trigger: You score a critical hit with an attack power using this holy symbol. Effect: The bonus to allies' damage rolls when you score a critical hit with this symbol lasts until the end of the encounter.

Reference: *Adventurer's Vault* 2.

Whistle of Warning

Level 8

Level 8 3,400 gp

Wondrous Item

Power (Encounter): Minor Action. Each ally within 10 squares of you who can hear the whistle can shift 1 square and draw a weapon or retrieve an implement as a free action.

Reference: *Adventurer's Vault* 2.

Last Sight Vision

Component Cost: 25 gp

Market Price: 100 gp

Key Skill: Arcana or Religion Level: 2

Category: Divination

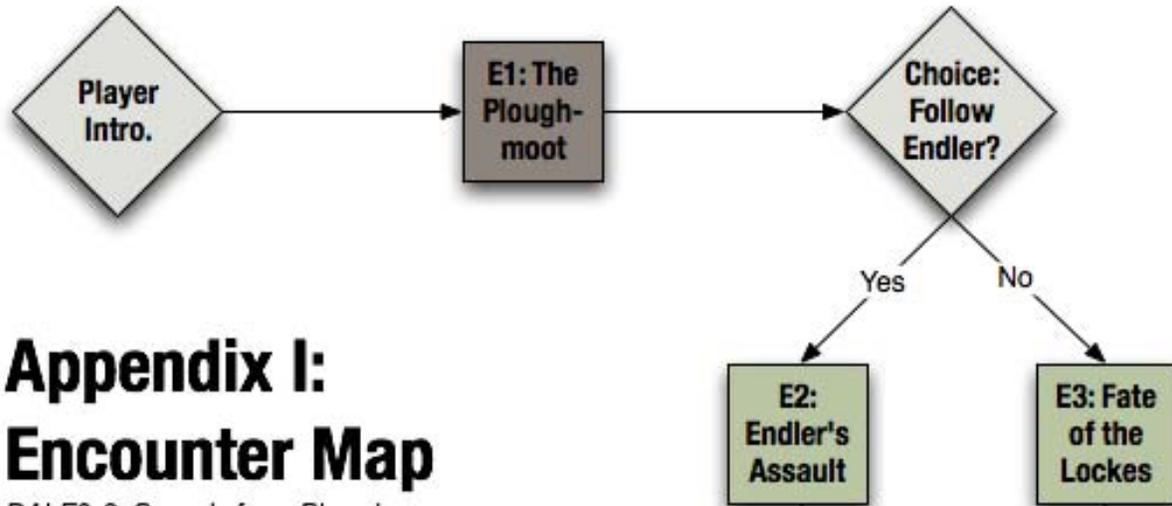
Time: 10 minutes

Duration: 2 or more rounds

When you perform this ritual in the presence of a corpse or a skull, you witness an auditory and visual replay of the moments before the death of that creature, as seen from the creature's perspective. You cannot perform this ritual on headless corpses. Once you have performed this ritual, you must wait until you have gained a level before using it again on the same remains.

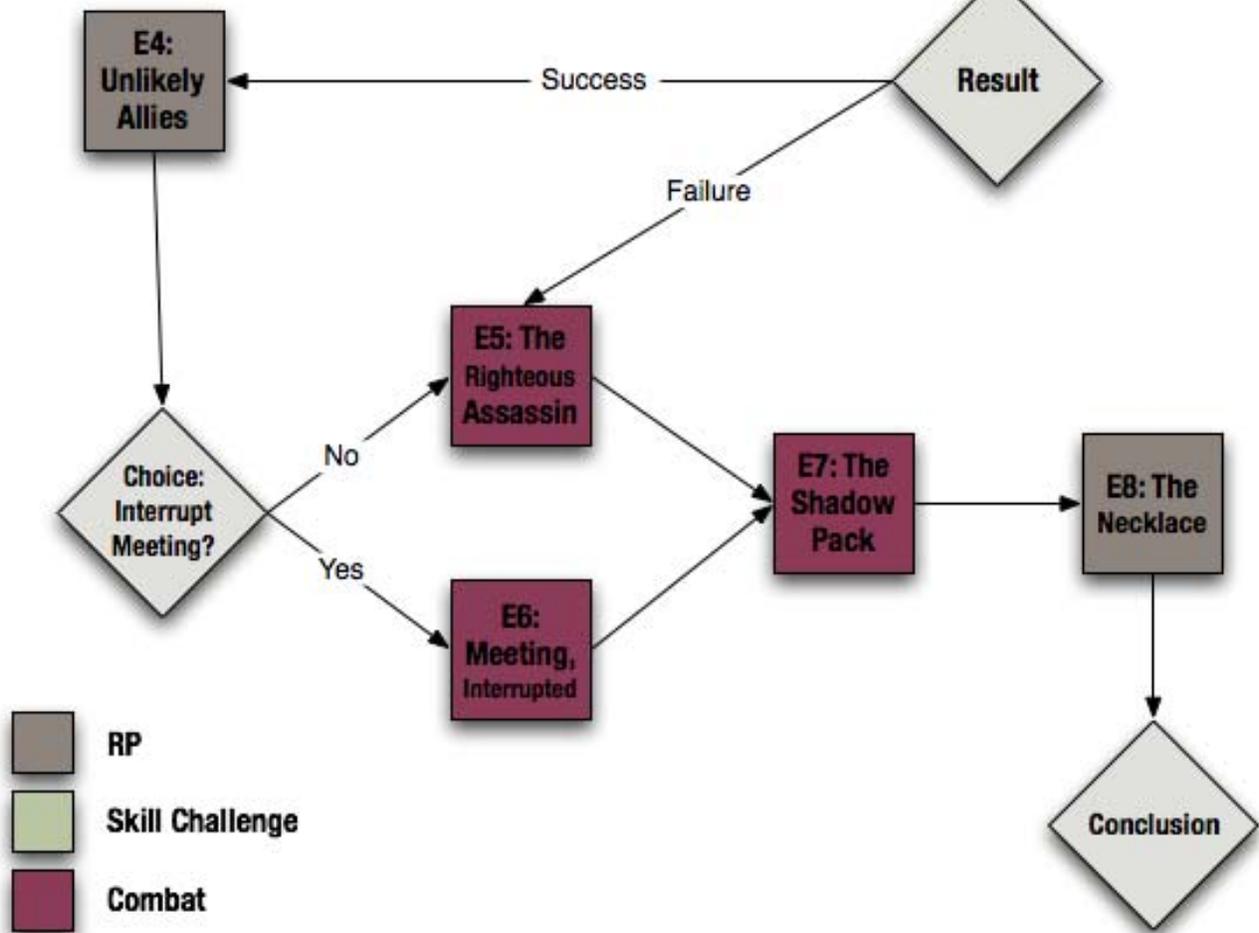
Your Arcana or Religion check determines the length of time prior to the target's death that you experience.

Check Result	Time Period
19 or lower	2 rounds
20–29	4 rounds
30–39	6 rounds
40 or higher	10 rounds



Appendix I: Encounter Map

DALE2-3: Swords from Plowshares



- RP
- Skill Challenge
- Combat

APPENDIX II: FAMILIAR FACES

This appendix provides some character details you can use as a quick reference to enhance the experience for the players.

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.

MISHELL NYMONEN

Region/Town: Dalelands / Shadowdale

Appears in: DALE1-4, DALE2-1

Mishell is a young wood elf with skin as dark as oak, with a faint sheen of green. Her hair is near black. She has a faint scar on the left side of her neck that creeps up to her ear.

She wears simple hides and leathers, and carries a long sword at her side.

A character knows the following information about Mishell Nymonen with a successful Streetwise check:

DC 15: Mishell Nymonen is from Shadowdale. She is a tracker who lives on Silverhand farm.

DC 20: Mishell is in touch with the fey that live in the woods around Shadowdale. She also has a good rapport with the eladrin from Myth Drannor.

DC 25: Mishell occasionally works for Elminster, but her exact relation to him is unknown.

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 into the distance. Mirror-like shards riddle her body. She wears a simple gown. Many mirrorlike shards pierce her skin. Her hand clenches as if she is biting back her pain.

Spellscarred PCs automatically know that Sureen is a plaguechanged creature. In addition, a character knows the following information about Sureen with a successful Streetwise check:

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

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

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.

Due to this 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 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 more compassionate direction.

APPENDIX III: THE PLOUGHMOOT

You can run scenes from the ploughmoot for groups that have the time and interest in more roleplay. All the skill checks here are optional: they provide clues and roleplay opportunities, but if time is a constraint or the PCs are uninterested, they can be skipped. There is no penalty for failure other than a missed opportunity to learn a clue.

From within the barn comes the din of men dicing and a makeshift band of men pounding on buckets, blowing on jugs and strumming crude instruments. The merriment seems lost, however, on the scowling youth that leans against the doorframe.

Outside, farm boys and girls race plows across the fallow field; by the small bonfire a skeletal old man weaves a tale to gathered children, while nearby a gaggle of ugly old women hover over an expectant mother.

Run Scene 1 if the PCs join the festivities.

The old women are the Sibilant Sisters; if the PCs approach them, start Scene 2. If any of the PCs have the story award **DALE10 A Favor Owned to the Sibilant Sisters**, the sisters seek that PC out and offer the fortune.

If any of the PCs approach Liscardem, run Scene 3.

Endler is the youth standing by himself. If any PCs approach him or otherwise don't take part in the ploughmoot, begin Scene 4.

Whenever a PC succeeds in a skill check, they learn one of the following rumors:

- No one in the area knows any wizards. The only folk who did were Galen and Sendra Naven, and they passed away about a month back.
- Animal attacks in the forest have increased lately, and farmers are nervous. Shadowy beasts have been spotted in the woods.
- Poor Endler hasn't been the same since his parents were killed by wild animals last month. He's even been seen practicing with a sword he can barely lift, and tracking imaginary beasts by night.
- Conrad Locke and his family rarely miss a ploughmoot. While it's odd that they're not here, the trip was probably too much for them to make, what with the new baby, but at least their dogs aren't howling like they usually do.
- The only new folk in the area are Liscardem the beekeeper and Bartok the dragonborn. Both of them should be at the moot somewhere.

Finally, being familiar helps PCs considerably. At the DMs discretion, speaking the local dialect (Chondathan) or being from the Dalelands can give a bonus up to +5. Similarly, you can impose penalties if PCs behave boorishly, disrespect the local deities or openly associate themselves with the Eldreth Veluuthra, Sembia, Netheril, or drow.

See 'People at the Ploughmoot', below, for more information on the people at the moot.

SCENE 1: FUN AT THE 'MOOT

Run this scene when the PCs join the social activities of the ploughmoot. The locals are friendly, but they aren't well traveled or educated, and most are suspicious of foreigners.

Insight or Streetwise DC 10

The PC works the crowd, chatting and making jokes. The farmers are a prim group, and wary of PCs that get too casual with their daughters. To them, adventurers are a welcome sideshow, but not to be trusted as they tend to bring trouble.

Bluff, History, Intimidate or Religion DC 15

The elders sit by their bonfire and tell wildly embellished stories of glories past to any who pay them mind. The PCs, as strangers, would be invited to spin a tale. Success earns the PCs the admiration of the village elders. A failure means that listeners are bored or a little too scared.

Diplomacy, Endurance or Thievery DC 15

The locals play a dicing game they call the "Three Brothers" that involves a convoluted combination of throwing dice, yelling and drinking. A successful check means the player managed to follow along well enough to impress the other players, but not too well to make them jealous.

Athletics or Acrobatics DC 15

Once the party gets in full swing, the PCs find themselves invited to dance by locals ranging in age from children to doddering elders. With a successful check, the PC has endeared himself to the dancers, probably earning him several local admirers as well.

Athletics DC 15

The ploughing contest is one of the featured events at the moot, its winner taking home a massive stuffed goose. Contestants race alongside each other behind massive plough blades, the first to cross a field without

veering too far off course wins. With a successful check, the PC loses, but performs well enough to earn the farmers' respect. If a PC succeeds by 7 or more, he wins the goose.

Heal or Nature DC 15

Freehold farmers suffer all kind of maladies and injuries, although most are fairly mundane.

SCENE 2: THE SIBILANT SISTERS

The PCs aren't the only strangers at the ploughmoot. The Sibilant Sisters are attending, telling fortunes and acting as midwives to the locals. If the PCs approach the Sisters, read the following.

As you approach the three crones, they are fussing over a blushing farmers' wife clearly in a late-term pregnancy. One of the sisters is applying a thick black paste to the mother's stomach with a leathery hand, while the other two alternate speaking:

"This one will be a healthy one."

"Healthy and strong."

"Strong and hungry."

"He will eat and eat until there is nothing left!"

The three all burst into cackles, the mother looking bewildered and pleased, gasps, "It will be a boy?" But the three have already turned their backs to her as they take you in, their wrinkled faces twisting into bent-toothed grins.

"Pretty this one is."

"With a pretty future."

"Does it want its future told?"

PCs that have had run-ins with the Sisters may be wary of them, but the Sisters bear the PCs no ill will, clucking their tongues and smiling apologetically at the PCs if they become confrontational. If the PCs force the issue, the farmers quickly come to the Sisters' aid.

The Sibilant Sisters are willing to let the farmers fight for them. While they command powerful forces, they do not feel like revealing this. If a PC insists on attacking the Sisters, they calmly retreat, disappearing as soon as they are out of sight or the PCs blink. None of the farmers notice this effect, and believe the PCs 'scared them away', confirming that 'adventurers are just trouble'.

Any PC that wishes to have its future told may do so. It takes about fifteen minutes, and the Sibilant Sisters take their leave after an hour of fortune telling. When reading, the sisters circle the PC, clucking and mumbling. Only after a suitably uncomfortable inspection, the sisters speak, each sister speaking a

sentence. Choose or determine randomly one of the possible fortunes (listed in Appendix IV). No two PCs should have the same one. Their effects last until the end of the adventure. **If a fortune proves too negative or to the detriment of the player, end the effect early.**

The following occurs after each PC receives its fortune, although for brevity only read it once:

Just when you think she is finished, the sister in front of you grabs your wrist in an iron-like grip, and pulls your ear to her mouth. She whispers:

"Little lamb, little lamb wants to wrest the sheers from the barber. Play the shepherd. Save our lamb, lest he lead the sheep to the butcher.

"Do not disappoint us."

If any of the PCs have the story award **DALE10 A Favor Owned to the Sibilant Sisters**, the sisters add the following:

"This trifle you owe us. This, and your debt is discharged."

The Sisters answer no questions, and if the PCs speak while being read they are immediately hushed.

SCENE 3: LISCARDEM

The wizard Liscardem looks impossibly old, but his eyes are active and piercing. He fidgets constantly.

The rail-thin beekeeper sits by himself, humming and swaying along to the music. His hands are covered in healed-over stings, and his eyes glazed over with a nostalgic gleam.

Liscardem refuses any requests to see or examine the necklace at this point. He is just a humble beekeeper, and that it's a shame the PCs have travelled so far to waste their time. If the PCs press the issue, he plays the doddering fool, but he's happy to converse and make merry.

PCs who make a DC 15 Insight check realize that Liscardem does not wish to have the farmers know that he is a wizard. If they threaten to expose him, he glares at them angrily and tells them to come to his shack in the morning of the following day. He does not wish to deal with them today.

SCENE 4: ENDLER NAVEN

Run this scene if the PCs approach Endler.

The lone young man stands out from the crowd, not just by his sour demeanor, but also by the large sword he wears in a sheath on his back. As he notices you, however, his eyes light up.

Endler had hoped to convince the farmers to send militia patrols into the forest in search of the animals that killed his parents. Although some of the farmers agreed with him, the prevailing sentiment was that the attacks were random and not worth investigating.

Endler is eager to hear stories of real adventurers and begs the PCs to indulge him in tips or stories.

Any Skill DC 11

The PC can use pretty much any skill to show off and impresses Endler. A success gains Endler's confidence. Endler imparts to the PC the story of his parents' death and his plan to seek out the creatures for vengeance.

Any Skill DC 17

The PC can use pretty much any skill to prove to Endler that they are an adventurer. After doing so, he recounts to the others just how amazing the PC is.

PEOPLE AT THE PLOUGHMOOT

Endler Naven

Orphaned human youth, 23 years old.

- Raised on stories of adventure
- Exuberant, energetic and naïve
- Wants to be a hero
- Wears his fathers sword on his back, which is too heavy for him
- Is desperate for vengeance for his parents

Galen & Sendra Naven

Endler's deceased parents

- Killed by shadow creatures near their home about a month ago
- Former adventurers who retired to the Dales

Dorn Firth the Elder

Wealthiest farmer in the region

- Stocky, strong and stubborn.
- Unwilling to take risks
- Disapproves of Endler – thinks he's too rash

Dorn Firth the Younger

Endler's, friend; eldest son of Dorn the Elder

- Tall, chubby and awkward, yet quite strong
- Loyal to Endler to a fault.
- Sole ambition is to become a blacksmith

Lind Firth

Dorn's cousin (17)

- Prettiest girl in the area
- Constantly tries to be demure, but is too headstrong and stubborn to maintain the facade
- Assumes she is going to marry Endler

The Widow Mildren

Host of the ploughmoot

- An Archendarran—sturdy, strong-willed with a tempest temper
- Took to smoking her husband's pipe after he passed 10 years ago
- Has a habit of taking in strays

Fen Bluefinger

Widow Mildren's farmhand

- Grew up in the area, always a bit slow
- Found the stone tablet with Conrad Locke. Touching it spellscarred him. The scar is mundane. His thumb occasionally flares with a blue flame.

Bartok the Dragonborn

Widow Mildren's farmhand

- Came to the Dales two years ago from Tymanther
- Former vagrant, he has a checkered past but is reformed
- Remains gruff, secretive; drinks heavily
- Not trusted by any of the farmers

Other minor characters

- Elza Firth, broad-shouldered wife of Dorn the Elder
- Chessa Firth, Dorn the Elder's unmarried sister
- Dorn the Elder's three younger sons: Mott (18), Logan (16) and Hesh (10)
- Freeman Kestle, his wife, Bette (seven months pregnant), twin daughters (15), son (14)
- Elder Hamm, oldest in the region, skeletal, wiry and bald
- Marshall Hamm, his wife Sharin, son Bonn, daughter Lisel their toddler Bit
- The Locke family: Conrad and Delia, their son (13), daughter Fael (6) and infant daughter

APPENDIX IV: PREVIOUS ADVENTURES

The following are some guidelines for how players' previous adventures may affect this adventure. All of these effects are optional, intended to enhance role play, and are to be applied at the DM's discretion.

Adventure	Story Award	Effect
ADAP1-5	n/a	When Ris'lak's goblin attendant sees PCs that have played this adventure, the goblin yells, "not you, not again!" If it can't flee, it does its best to keep another creature between itself and the PC.
CORE1-1	CORE02	Showing the shade coin to Edyn Darkhand causes him to get worried. He concentrates attacks on that PC, seeing them as agents of the Shade prince Rivalen Tanthul.
DALE1-1, DALE1-7	DALE02, DALE20	PCs that are members of <i>The Stellar Fellowship of Gentle Adventurers</i> gain some special treatment from Yellira or Mishell at the beginning of the adventure. In addition, these PCs may tap their reputations to reroll one social skill check at any point during the adventure.
DALE1-2, DALE1-4, DALE1-5	DALE06, DALE12	The PCs may be searching for a former adventurer named Byar or one of his compatriots (or have found him if they played DALE1-5). The locals don't know any of the seven other than its leader. They have heard of a hunter called Byar, who lives near Highmoon.
DALE1-4	DALE10	PCs that owe a favor to the Sibilant Sisters are specifically sought out for a fortune telling. If the PCs keep Endler alive for the duration of the adventure, this PC's debt is considered fulfilled.
DALE1-5	DALE14	PCs carrying the true <i>ring of blue shadows</i> have a special benefit in Encounter 11. If she is made aware of the ring, Ris'lak would kill for the opportunity to study it.
EAST1-5	EAST10	Nizzrendar can detect the <i>Ire of Lolth</i> on a PC. He attacks this PC above any other.
QUES1-1	n/a	If the PCs have attended the meeting between Taalor Darkhope and the drow of Sshamath they may realize that the drow encountered in this adventure are from rival cities (History DC 20).
SPEC1-3	SPEC15	PCs with the Taint of Moander recognize the dark power in the Cormanthor forest as <i>not</i> related to the dead god of rot.
WEEK1-3	n/a	PCs that have been to the Shadowfell recognize that the portals are connected to the Shadowfell (though do not necessarily lead to it).

APPENDIX V: PROPHECIES OF THE SISTERS

The following are some sample fortunes the PCs can be told by the Sibilant Sisters, along with their effects.

1. **“A demon’s luck is in your veins. It burns to be released! See how it flies!”** A sister draws her nail across your palm, and blood spurts into the air from a tiny gash then quickly stops. The PC can choose to loose a healing surge as a free action to treat any d20 roll of 1 to be a 20. This does **NOT** turn an attack into a critical hit. If Endler dies, the wound re-opens, and the PC lose a healing surge (or a healing surge in damage if no surges are left). The wound heals after an extended rest, but leaves a large scar.
2. **“Oh, so sad. Bruises all over your face. Such a pretty face.”** The PC takes a -1 penalty to all defenses while not bloodied, and a +1 bonus to all defenses when bloodied. If Endler dies, The PC’s face becomes covered in painful bruises, and any weapon attack deals +2 damage to the PC until the end of the adventure. The bruises fade after an extended rest but the tenderness never fully heals.
3. **A sister puts a hand on either side of your face and puts a dry-lipped kiss on your forehead. “The kiss of the shadow is on this one.”** Creatures with the shadow keyword feel drawn to the PC. In combat, these creatures attempt to remain near the PC although their tactics are otherwise unaffected. If Endler dies, the mark becomes visible on the PC’s forehead. The PC gains vulnerable 2 necrotic until the end of the adventure. After an extended rest the mark fades, but can still be seen under close examination.
4. **The sisters all pull away from you as if blinking at a bright light. “A good soul in this one, so bright it shines from you!”** While in total darkness, the PC sheds bright light in a burst 1. If Endler dies, the light turn to violent flashes – whenever the PC is hit by a melee attack both the PC and the attacker must make a saving throw or be blinded (save ends). After an extended rest the light dims, although on the darkest nights a very slight nimbus surrounds the PC.
5. **A sister pats your belly. “Hungry for power you are, so hungry!”** The PC’s body temperature rises slightly. Once per encounter, when the PC scores a critically hit, the PC can take one healing surge value in damage to immediately take a standard action. If Endler dies, the PC becomes ravenously hungry and must eat a full meal with every short rest (or every hour of non-combat activity besides sleep) or lose a healing surge. After an extended rest the PC eventually becomes sated, although will never truly feel full, no matter how much the PC eats.
6. **“A green thumb!” One of the sisters shouts, “be a flower and not a weed.”** Flowers and vines start to sprout from the PC’s skin. The PC has regeneration 1 while bloodied. If Endler dies, the growth becomes uncontrollable. Roots burst from the PC’s feet, making it difficult to walk– the PC’s speed is reduced by 2. After an extended rest the growths eventually die and fall off, but occasionally flowers and leaves are found in the PC’s clothes, as if they grew on him.
7. **One of the sisters pinches your nose. “Destined for big things, this one.”** The PC rapidly grows three inches, becoming stronger but slightly ungainly. Clothes and armor may become tight or uncomfortable. The PC gains a +2 bonus to Strength checks, Strength-based skill checks, grabs and bull rush attacks, but takes a -2 penalty to Dexterity-based skill checks. If Endler dies, the PC’s feet double in size, making boots uncomfortable to wear. For every run ort charge action, the PC you must succeed on a saving throw or fall prone. After an extended rest the PC’s feet return to normal size, although every once in a while a feature (ears, hand, nose) may temporarily become twice its normal size.
8. **The sisters examine you carefully, then grow eerily silent. You begin to ask them what they see, but all they do is hush you. Eventually one whispers, “a golden voice, yours, to be heard across Faerûn.”** Once per encounter the PC may use a minor action to shout: Burst 2: Con vs. Fortitude; 1d6 thunder damage, and the creature is deafened until the end of your next turn. If Endler dies, the PC loses his or her voice and may not speak. After an extended rest the PC’s voice returns, but at times the PC has trouble controlling the volume of his or her voice, sometimes yelling in whispers, or shouting when in a quiet room.

HANDOUT I: THE TABLET FRAGMENT



DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

DALE2~3 SWORDS FROM PLOWSHARES

DALE28 A Nascent Hero

You ensured the survival of Endler Naven, a youth raised on stories of glory and heroes. You have his gratitude and admiration. Endler spreads the tales of your heroic deeds among the common folk in Deepingdale. At your DM's discretion, this may provide you with some benefit in other adventures set in the Dalelands.

If you also have previously earned the story award *DALE10: A Favor Owned to the Sibilant Sisters*, your debt with the Sibilant Sisters is considered settled.

The wizard Liscardem is researching a mysterious necklace you were hired to bring him. This starts the *Stem the Tide* major quest, which concludes in *DALE2-4 Illslydra*.

DALE29 Darkness stirs in Cormanthor

Rumors of the deaths in Deepingdale have spread among the common folk throughout the area—including your involvement. At your DM's discretion, this may have some effect in other adventures set in the Dalelands.

Additionally, the Sibilant Sisters asked you to protect Endler Naven, but the farm boy met an untimely demise. You have incurred their wrath as a result.

While any mechanical effects of their fortunetelling have faded, they never quite go away. It is up to you how your fortune manifests itself on your character.

The wizard Liscardem is researching a mysterious necklace you were hired to bring him. This starts the *Stem the Tide* major quest, which concludes in *DALE2-4 Illslydra*.

DALE30 Memorial Tablet - Fragment #8

You found a fragment of a sandstone tablet chiseled with ancient runes. The runes, which look like ancient, twisted elven runes, are impossible to decipher - some kind of magic thwarts any attempt to read the inscriptions. Perhaps if you find more fragments of this tablet the tale behind it will one day be made known.

DUNGEONS & DRAGONS

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(This number was given to the organizer when the event was scheduled)

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	RPGA/DCI Number
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DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
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