

# ILLSYLDRA

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

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Something in the forests of Deepingdale is driving the elves from their ancestral home. A black tree spews out disease and spawns shadow creatures that take over the woods. Will you be able to solve the problem in time? A *Living Forgotten Realms* adventure set in the Dalelands for characters levels 11-14. This is the second and concluding part of the *Stem the Tide* Major Quest, which began in DALE2-3 *Swords from Plowshares*.

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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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. 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 about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears 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 a WPN event (see above), 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. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain 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:

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** 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 just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** 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 in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text

word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

## APPROPRIATE CHARACTER LEVELS

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

This 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

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the resurrection daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, resurrection may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to

reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest.

Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters.

After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

**Death Penalty:** When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC

has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

**Diseases:** A disease lasts until it is cured or it reaches its 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 an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may 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. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

## ADVENTURE BACKGROUND

Illsyldra, an ancient tree in the forest of Deepingdale near Darkwatch, is a fey site of power. Beneath Illsyldra's roots is a portal to the House of Dark Consumption, a dungeon in the Underdark beneath the Dalelands. The portal has been breached some time ago, and now gates open at random through Cormanthor, releasing dark energies and shadow creatures. The strongest of these portals center on the tree and are slowly corrupting it.

The Sschindylryn drow, in cooperation with House Jaelre from Cormanthor, have long sought for the power

source inside the House. They even cooperated with Mirabeta Selkirk, a dark agent who seeks to gain power in the Dalelands. Mirabeta used her influence to send an unwitting adventuring party, Byar's Seven, through the portal in search of its secrets. It was through Byar's party that the gate was breached.

The drow have sent an expedition via the underground tunnels to access the gate and gain control over it.

## DM's INTRODUCTION

The PCs meet one another at the office of Moonlady Shava Enathuin, the half-elf ruler of Deepingdale. The reclusive wizard Liscardem has been investigating a necklace tied to the portals and has developed a ritual to contain or weaken the gate it ties to.

If the PCs have the story award **DALE13 Byar's Seven** from *DALE1-5 Hunter's Down*, the adventurer Byar is also present at the meeting.

The PCs are sent to Liscardem to obtain the ritual, so they can deal with the shadow taint corrupting the forest. The Moonlady meanwhile musters her militia and the elven forces.

At Liscardem's village, they witness firsthand the corruption spreading. One of the fields outside the village suddenly comes to life. The plants rampage through the farms. The PCs must rescue the villagers and end the threat.

After rescuing the villagers, the PCs need to calm them and then master the ritual before the Highmoon militia arrives. The ritual needs to be held at Illsyldra. To get to the tree, the PCs are going to need help, as there are too many shadowy creatures to fight. Moonlady Shava and her Highmoon militia plan to assault the creatures aboveground. The PCs need the distraction to get to the tree and deal with the main menace there. If they have a map drawn by Byar, they can also approach the tree (and the gate) through the underground tunnels of Semberholme.

If they go aboveground, the militia of Highmoon clears a path for the PCs to approach Illsyldra. When they arrive, they need to battle the last defenders and the tree's now-corrupted guardian, the wood nymph Illona.

Otherwise, the PCs navigate the underground passage from Byar's map that leads the PCs to the gate at the base of Illsyldra. When they arrive, they find they are not the first ones there and they must defeat the drow that seek to control the gate for their own nefarious purposes. They also face the tree's now-corrupted guardian, the wood nymph Illona.

Once the defenders have been defeated, Moonlady Shava also arrives. While her militia keeps the rest of the creatures at bay, the PCs have a small window of time to enact the ritual and close the gate to the House of Dark Consumption. This stems the taint corrupting the forest, ending the influx of shadow creatures.

## PLAYER'S INTRODUCTION

If the PCs have **DALE28 A Nascent Hero** or **DALE29 Darkness Stirs in Cormanthor** from *DALE2-3 Swords from Ploughshares*, they have been asked by Yellira Am'benuinyl to meet with Moonlady Shava Enathuin in Highmoon as the wizard Liscardem has completed his investigation of the necklace that the PCs delivered in *DALE2-3 Swords From Plowshares*.

If the PCs played *DALE1-5 Hunter's Down*, they met Moonlady Shava Enathuin and she hires them personally.

If the PCs played *DALE1-4 Lady in Flames* or *DALE2-1 Forever*, they are hired by Mishell Nymonen.

If the PCs have **DALE02** or **DALE20 Member of the Stellar Fellowship of Gentle Adventurers** from *DALE1-1 The Prospect* or *DALE1-7 Arts*, they are recommended by Yellira Am'benuinyl to meet with Moonlady Shava Enathuin in Highmoon about the shadow threat that is plaguing the area.

If the PCs have not played any of these adventures, their reputations have gotten them noticed by the powers-that-be in the Dales and they are hired to meet Moonlady Shava Enathuin in Highmoon.

*Upon arriving in Highmoon, you go directly to the Tower of the Rising Moon as requested in your summons. When presenting the summons to the guards of the tower, you are escorted through the tower to the Starfall Chamber. Arriving at the Starfall Chamber, your escorts seat you at the huge circular table in the center of the room. Inscribed in the table is a detailed map of the Dales.*

# ENCOUNTER 1: PORTAL PROBLEM

## SETUP

**Moonlady Shava Enathuin**, half-elf Lady (ruler) of Deepingdale.

**Mishell Nymonen**, female wood elf, Myth Drannor representative.

**Byar the adventurer**, male human (optional; see below; his story is in Appendix I).

After a few minutes, Moonlady Shava enters with Mishell Nymonen. If any of the PCs have **DALE13 Byar's Seven**, Byar is also present. The Moonlady briefly introduces everyone, before proceeding:

*"I am glad all of you are able to come to our aid. More and more shadow creatures have been reported throughout the area. The wizard Liscardem has discovered the source.*

*There is an ancient white tree in the Cormanthor forest that the elves revered, named Illsylvra. Recently, Illsylvra has turned black. When the elves went to see what was wrong, shadow creatures emerged from the tree and drove the elves back. The shadow creatures spread throughout the forest, bolstered by random portals opening and spawning new creatures.*

*We need you to heal Illsylvra and close the portal."*

This is the information that Moonlady Shava can relay to the PCs:

- Illsylvra contains a secret portal between her roots. This portal leads to the House of Dark Consumption, a dungeon in the Underdark. Byar and Sureen Tevernesta gained this information. They were paid to enter the portal. When they escaped from the place to which it led, they could not close it.
- Liscardem has discovered a ritual that can close the portal if enacted at the source.
- To close the portal, a necklace is needed as a focus. Liscardem believes it to be a symbolic key that when worn by an elf of the proper bloodline - in this case Sureen - would open the portal. Closing the portal is easier.
- The necklace belongs to Sureen Tevernesta, a woman who has fallen ill and cannot be present.
- Liscardem resides in a small nameless thorp near the Glaemril.
- The farmers there are unaware that he is a wizard. They know him as a beekeeper.

- He can teach the PCs the ritual (and provide the material components) or, if no one is a ritual caster, give a scroll.
- It is unlikely that the PCs can enter the portal, even with the necklace, since they need to be from a specific elven bloodline. Lady Enathuin advises not to even try. The PCs can close the portal from outside.
- Byar, if present, has a map of underground tunnels that lead to Illsylvra.
- Neither he nor Sureen were aware of the necklace true function. Byar thinks his group was manipulated. It was too convenient that his employer gave the necklace as payment, and insisted on Sureen Tevernesta's inclusion.
- If Byar is not there, the PCs have to take the direct approach (over land).
- Moonlady Shava plans to muster the Highmoon militia and ask the support of Semberholme and Myth Drannor. She will meet the PCs at Liscardem's thorp, which is close to Illsylvra.
- The approach needs to be quick and work as a surprise, so the PCs can move in quickly and dispatch the forces at the portal. If the PCs do not act quickly, it is likely the shadow creatures get the advantage.
- It is difficult to do this with the forces that are needed, so the PCs should go ahead and prepare the forces' advancement. Hopefully the mustering goes fast enough that they gain surprise.
- The PCs are also to find Liscardem, and get the ritual and focus from him.
- Once the Moonlady's forces arrive, the plan is to engage the shadow creatures while the PCs approach Illsylvra.
- The PCs are paid 600/1100 gp each for this mission.

## ENDING THE ENCOUNTER

When the PCs have no more questions, proceed to Encounter 2.

## EXPERIENCE POINTS

The PCs do not earn any experience points for this encounter, nor does it count as a milestone.

## TREASURE

There is no treasure for this encounter.

## ENCOUNTER 2: FUNGUS AMONG US

### ENCOUNTER LEVEL 13/15 (4200/6200 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

- 1 spore lord (level 14) (L)
- 2 infectors (level 13) (I)
- 2 overgrowths (level 13) (O)
- 6 farmers (F)

This encounter includes the following creatures at the high tier:

- 1 spore lord (level 16) (L)
- 2 infectors (level 15) (I)
- 2 overgrowths (level 15) (O)
- 6 farmers (F)

The PCs leave Highmoon and they arrive next morning at the farms without incident.

As the PCs reach one of the outer farmhouses, read:

*It is morning when you arrive at the first of the farms that make up Liscardem's thorp. You are about to pass the farmhouse when a frantic farmer steps out of the fields screaming for help.*

*"HELP! Monster pla..."*

*Just then a plant tendril reaches out of the crops and grabs the farmer. It pulls him in while the farmer claws desperately at the ground. One other farm worker in the field climbs an enormous scarecrow to flee the unknown menaces.*

Except for the farmer who panicked and climbed the scarecrow, five other farmers are running as quickly as they can toward the house and the PCs.

#### FEATURES OF THE AREA

**Farmhouse:** The house is 15 feet high and can be climbed with a DC 15 Athletics check. The door is closed, but not locked. A creature on the roof can see the field and where other creatures are in the field, though those creatures have partial concealment. A DC 20/21 Perception or Nature check distinguishes the type (plant monster or farmer) of a partial concealed creature.

A creature on the roof has cover from those on the ground, but can still be seen.

**Farmers:** The farmers have a speed of 6, AC 12, and other defenses 10. The first hit bloodies a farmer, and the second hit kills him or her.

**Crops:** The corn stalks in the field are over 10 feet tall. It is difficult terrain and provides partial concealment for creatures more than one square away, and total concealment to creatures more than 5 squares away. From above (flying or on top of the scarecrow or farmhouse), a creature can see the fields and tell that a creature is in a particular square of the field, though that creature has partial concealment.

A DC 20/21 Perception or Nature check distinguishes the type (plant monster or farmer) of a partially concealed creature.

**Boulders:** Squares with large boulders in them count as blocking terrain. The boulders are 2 feet high (too low to actually look out over the field). A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top of the boulders and occupy that square.

**Trees:** Trees count as difficult terrain. It grants partial concealment but does not conceal a creature's type.

**Path:** The path is normal terrain except for the boulders (see above).

**Scarecrow:** The statue in the field is a 12 feet tall wicker scarecrow. It can be climbed with a DC 10 Athletics check. A creature can cling or sit on top of the scarecrow and get a view of the fields. At the start of the encounter, one farmer is on top of the scarecrow.

#### TACTICS

The plants engage the closest farmer if no PC threatens or engages them. While they suffer from the concealment, they know how to distinguish a creature's type and do not attack other plants. This includes plant-like PCs, such as wilden, until that PC attacks a plant.

The spore lord uses *spore flight* to maneuver around the fields to get in the best position to attack with *burrowing spores*. If the spore lord can't engage an enemy in melee, it relies on *choking blast* at range.

The infector uses *slime burst* to keep melee enemies away, then uses *leaping blast* at range targeting enemies within 3 squares of each other.

The overgrowth starts with *grasping tendrils* to grab the target then *fungus growth* to keep the enemy near.

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one infector.

**Six PCs:** Add another infector.

## ENDING THE ENCOUNTER

For each two farmers saved, the PCs receive a +1 bonus to interaction with the villagers in the next encounter.

Once the PCs defeat the demon plants, proceed to the next encounter.

## EXPERIENCE POINTS

The characters receive 840/1240 experience points each for defeating the scions and rescuing the farmers.

## TREASURE

The spore lord wears a +3 *hypnotic pendant*.



## ENCOUNTER 2: FUNGUS AMONG US (LOW LEVEL)

Spore Lord (level 14)		Level 14 Skirmisher
Medium elemental magical beast (demon, plant)		XP 1000
HP146; Bloodied 73		Initiative +12
AC 28, Fortitude 27, Reflex 26, Will 23		Perception +9
Speed 6		Darkvision
STANDARD ACTIONS		
m <b>Burrowing Spores</b> (poison) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +17 vs. Fortitude		
Hit: Ongoing 20 poison damage (save ends).		
Each Failed Saving Throw: The ongoing damage increases by 5, to a maximum of 30 ongoing damage.		
r <b>Choking Blast</b> (poison, zone) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +17 vs. Fortitude		
Hit: 3d8 + 7 poison damage, and the spore lord creates a zone that fills the target's square and all adjacent squares. The zone lasts until the end of the spore lord's next turn. Any creature that enters the zone or ends its turn there takes 5 poison damage.		
C <b>Spore Cloud</b> (poison, zone) • <b>At-Will</b>		
Attack: Close burst 1 (creatures in burst); +17 vs. Fortitude		
Hit: 2d8 + 6 poison damage, and the burst creates a zone that lasts until the end of the spore lord's next turn. Any creature that enters the zone or ends its turn there takes 10 poison damage.		
MOVE ACTIONS		
<b>Spore Flight</b> • <b>At-Will</b>		
Effect: The spore lord transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.		
TRIGGERED ACTIONS		
<b>Variable Resistance</b> • 2/Encounter		
Trigger: The spore lord takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The spore lord gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 19 (+11)	Dex 17 (+10)	Wis 15 (+9)
Con 26 (+15)	Int 5 (+4)	Cha 12 (+8)
Alignment chaotic evil		Languages Abyssal
Note: Renamed scion of Zuggtmoy spore lord.		

Infector (level 13)		Level 13 Artillery
Medium elemental magical beast (demon, plant)		XP 800
HP 110; Bloodied 55		Initiative +9
AC 27, Fortitude 26, Reflex 25, Will 24		Perception +8
Speed 6		
STANDARD ACTIONS		
m <b>Battering Tendrils</b> • <b>At-Will</b>		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d6 + 8 damage, and the infector shifts 1 square.		
r <b>Leaping Blast</b> • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +18 vs. Reflex		
Hit: 3d6 + 10 damage, and the target takes a -2 penalty to all defenses (save ends). The infector then makes a secondary attack.		
Secondary Attack: Close burst 2 centered on the primary target (one creature in burst); +18 vs. Reflex		
Hit: 2d6 + 4 damage, and the target takes a -2 penalty to all defenses (save ends).		
<b>A Slime Burst</b> • <b>Encounter</b>		
Attack: Area burst 1 within 10 (creatures in burst); +18 vs. Reflex		
Hit: The target takes ongoing 10 damage and is immobilized (save ends both).		

TRIGGERED ACTIONS		
<b>C Horrid Rot (necrotic)</b>		
Trigger: The infector drops to 0 hit points		
Attack (Free Action): Close burst 2 (creatures in burst); +16 vs. Fortitude		
Hit: The target takes ongoing 10 necrotic damage (save ends).		
<b>Variable Resistance • 2/Encounter</b>		
Trigger: The infector takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The infector gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 19 (+10)	Dex 17 (+9)	Wis 15 (+8)
Con 26 (+14)	Int 5 (+3)	Cha 12 (+7)
Alignment chaotic evil Languages Abyssal		
Note: Renamed scion of Zugtmoy infector.		

Overgrowth (level 13)		Level 13 Soldier
Medium elemental magical beast (demon, plant)		XP 800
HP128; Bloodied 64		Initiative +11
AC 29, Fortitude 25, Reflex 24, Will 23		Perception +8
Speed 6		Darkvision
TRAITS		
Regeneration		
The overgrowth regains 5 hit points whenever it starts its turn with at least 1 hit point.		
STANDARD ACTIONS		
m Grasping Tendrils • At-Will		
Attack: Melee 2 (one creature); +16 vs. Reflex		
Hit: 4d6 + 7 damage, and the targeted is grabbed.		
r Pulling Tendrils • At-Will		
Attack: Ranged 5 (one creature); +16 vs. Fortitude		
Hit: 4d6 + 7 damage, and the overgrowth pulls the target 3 squares.		
M Fungal Growth • Encounter		
Attack: Melee 2 (one creature grabbed by the overgrowth); +16 vs. Reflex		
Hit: 2d10 + 10 damage, and the target takes ongoing 10 damage and is restrained (save ends both). The target cannot escape the grab until it saves against the effect.		
Miss: The overgrowth regains the use of this power.		
C Grasping Slime • Encounter		
Attack: Close burst 1 (creatures in burst); +16 vs. Reflex		
Hit: The target takes ongoing 10 poison damage and is immobilized (save ends both).		
TRIGGERED ACTIONS		
Variable Resistance • 2/Encounter		
Trigger: The overgrowth takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The overgrowth gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 19 (+10)	Dex 17 (+9)	Wis 15 (+8)
Con 26 (+14)	Int 5 (+3)	Cha 12 (+7)
Alignment chaotic evil Languages Abyssal		
Note: Renamed scion of Zugtmoy overgrowth.		

## ENCOUNTER 2: FUNGUS AMONG US (HIGH LEVEL)

Spore Lord (level 16)	Level 16 Skirmisher
Medium elemental magical beast (demon, plant)	XP 1400
HP162; Bloodied 81	Initiative +13
AC 30, Fortitude 29, Reflex 28, Will 25	Perception +10
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Burrowing Spores (poison) • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: Ongoing 20 poison damage (save ends).	
Each Failed Saving Throw: The ongoing damage increases by 5, to a maximum of 30 ongoing damage.	
<b>r Choking Blast (poison, zone) • At-Will</b>	
Attack: Ranged 10 (one creature); +19 vs. Fortitude	
Hit: 3d8 + 9 poison damage, and the spore lord creates a zone that fills the target's square and all adjacent squares. The zone lasts until the end of the spore lord's next turn. Any creature that enters the zone or ends its turn there takes 10 poison damage.	
<b>C Spore Cloud (poison, zone) • At-Will</b>	
Attack: Close burst 1 (creatures in burst); +19 vs. Fortitude	
Hit: 2d8 + 7 poison damage, and the burst creates a zone that lasts until the end of the spore lord's next turn. Any creature that enters the zone or ends its turn there takes 15 poison damage.	
MOVE ACTIONS	
<b>Spore Flight • At-Will</b>	
Effect: The spore lord transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.	
TRIGGERED ACTIONS	
<b>Variable Resistance • 2/Encounter</b>	
Trigger: The spore lord takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The spore lord gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Str 19 (+12)	Dex 17 (+11)
Con 26 (+16)	Int 5 (+5)
	Wis 15 (+10)
	Cha 12 (+9)
Alignment chaotic evil	Languages Abyssal
Note: Renamed scion of Zuggtmoy spore lord.	

  

Infector (level 15)	Level 15 Artillery
Medium elemental magical beast (demon, plant)	XP 1200
HP 122; Bloodied 61	Initiative +10
AC 29, Fortitude 28, Reflex 27, Will 26	Perception +9
Speed 6	
STANDARD ACTIONS	
<b>m Battering Tendrils • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 8 damage, and the infector shifts 1 square.	
<b>r Leaping Blast • At-Will</b>	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: 3d6 + 12 damage, and the target takes a -2 penalty to all defenses (save ends). The infector then makes a secondary attack.	
Secondary Attack: Close burst 2 centered on the primary target (one creature in burst); +20 vs. Reflex	
Hit: 2d6 + 5 damage, and the target takes a -2 penalty to all defenses (save ends).	
<b>A Slime Burst • Encounter</b>	
Attack: Area burst 1 within 10 (creatures in burst); +20 vs. Reflex	
Hit: The target takes ongoing 10 damage and is immobilized (save ends both).	

TRIGGERED ACTIONS		
<b>C Horrid Rot (necrotic)</b>		
<i>Trigger:</i> The infector drops to 0 hit points		
<i>Attack (Free Action):</i> Close burst 2 (creatures in burst); +18 vs. Fortitude		
<i>Hit:</i> The target takes ongoing 10 necrotic damage and is immobilized (save ends both).		
<b>Variable Resistance • 2/Encounter</b>		
<i>Trigger:</i> The infector takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The infector gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
<b>Str</b> 19 (+11)	<b>Dex</b> 17 (+10)	<b>Wis</b> 15 (+9)
<b>Con</b> 26 (+15)	<b>Int</b> 5 (+4)	<b>Cha</b> 12 (+8)
<b>Alignment</b> chaotic evil		<b>Languages</b> Abyssal
<b>Note:</b> Renamed scion of Zuggtmoy infector.		

Overgrowth (level 15)	Level 15 Soldier
Medium elemental magical beast (demon, plant)	XP 1200
HP 144; Bloodied 72	Initiative +12
AC 31, Fortitude 27, Reflex 26, Will 25	Perception +9
Speed 6	Darkvision
TRAITS	
<b>Regeneration</b>	
The overgrowth regains 5 hit points whenever it starts its turn with at least 1 hit point.	
STANDARD ACTIONS	
<b>m Grasping Tendrils • At-Will</b>	
Attack: Melee 2 (one creature); +18 vs. Reflex	
Hit: 4d6 + 9 damage, and the targeted is grabbed.	
<b>r Pulling Tendrils • At-Will</b>	
Attack: Ranged 5 (one creature); +18 vs. Fortitude	
Hit: 4d6 + 9 damage, and the overgrowth pulls the target 3 squares.	
<b>M Fungal Growth • Encounter</b>	
Attack: Melee 2 (one creature grabbed by the overgrowth); +18 vs. Reflex	
Hit: 2d10 + 12 damage, and the target takes ongoing 10 damage and is restrained (save ends both). The target cannot escape the overgrowth's grab until it saves against the effect.	
Miss: The overgrowth regains the use of this power.	
<b>C Grasping Slime • Encounter</b>	
Attack: Close burst 1 (creatures in burst); +18 vs. Reflex	
Hit: The target takes ongoing 10 poison damage and is immobilized (save ends both).	
TRIGGERED ACTIONS	
<b>Variable Resistance • 2/Encounter</b>	
Trigger: The overgrowth takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The overgrowth gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Str 19 (+11)	Dex 17 (+10)
Con 26 (+15)	Int 5 (+4)
	Wis 15 (+9)
	Cha 12 (+8)
Alignment chaotic evil	Languages Abyssal
Note: Renamed scion of Zuggtmoy overgrowth.	

## ENCOUNTER 2: FUNGUS AMONG US

### TILE SETS NEEDED

*Ruins of the Wild* x2 (fields may need improvisation with other tile sets)



F = Farmer

L = Spore Lord

I = Infector

O = Overgrowth

## ENCOUNTER 3: GETTING TO THE ROOT OF THE PROBLEM

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

### SETUP

**Liscardem**, male human wizard.

**Moonlady Shava Enathuin**, half-elf Lady (ruler) of Deepingdale.

*A burly man steps up. He casts about, as if looking for something.*

*"Our farms are being overrun with demon plants and Highmoon sends only FOUR men?"*

The man is Dorn the Elder, the farmers' leader. PCs who played DALE2-3 *Swords From Ploughshares* met him before.

If a PC has DALE28 **A Nascent Hero**, Dorn treats the PC with respect. The PC earns a +2 bonus to checks in Scene 1.

If a PC has DALE29 **Darkness Stirs in Cormanthor**, he treats the PC with scorn, having seen how the PC failed to deal with an earlier problem. The PC takes a -2 penalty to checks in Scene 1.

Regardless, Dorn and the other locals are unhappy with the situation.

*The farmers are scared. The forces won't be here for several hours to secure the village. Once they arrive, the folk may well demand too much of them if they stay in this state of panic - from Moonlady Shava's reputation, it is unlikely she will refuse aid.*

*Calming the farmers down and prepare the thorp against additional attacks may prevent this.*

Make sure the PCs realize that Highmoon may divert too many resources to protect the farmers, hindering the effort to get to Illsyldra. It is up to the PCs to calm the farmers down and prepare them to defend themselves.

### SKILL CHALLENGE: GETTING TO THE ROOT OF THE PROBLEM

**Goal:** Learn the ritual, ensure a fast departure of the forces, and get to Illsyldra with speed.

**Complexity:** 2 (8 successes before 3 failures)

**Primary Skills:** Arcana, Diplomacy, Dungeoneering, History, Nature, Perception

**Other Skills:** Heal, Insight

**Victory:** The PCs arrive at Illsyldra with minimal casualties to the army, and without warning the wood nymph Illona.

**Defeat:** The PCs make it to Illsyldra, but the army has taken many casualties, and the wood nymph Illona knows of their arrival.

### SCENE 1: CALMING THE FARMERS [1 □ 2 SUCCESSES]

The farmers demand protection. If they stay as agitated and fearful as they are now, the forces may be delayed while they set up a secure perimeter. Moonlady Shava Enathuin is someone who does not ignore pleas from her people. She is likely to make the bad choice of aiding the farmers before continuing on. To counter this, the PCs can mobilize the farmers and make sure they feel safe.

Failure in this scene means the farmers demand more protection from the Highmoon army, which Moonlady Shava Enathuin is likely not to deny them (but see Scene 3 to avoid this).

In addition to providing aid, the PCs can gather the following information (no check needed):

- The shadow creatures in the nearby woods have grown bolder and attacked farmhouses on the edge of town.
- This is the first time any of the villagers have encountered these monster plants.
- Liscardem is a beekeeper that lives on his own outside the thorp. The PCs get directions.

Gathering information costs no time, but any PCs that looks for Liscardem before they rallied the farmers or instilled some confidence cannot participate in this scene.

If no PCs stay for this scene, they essentially leave it to the Deepingdale forces, and they earn one failure (but see Scene 3). Note that the PCs can split up.

Proceed after the PCs have made their attempts to calm the people or set up a town militia or snares.

**Bluff or Diplomacy DC 19/20** (1 success, 1 maximum)

The PC's persuasive talk of the Highmoon army coming to their aid and the proficiency (real or exaggerated) the PCs displayed in dispatching the demon plants calms the nerves of the people.

**Insight DC 19/20** (no successes)

The PC reads the crowd and knows what it takes to calm them down. This grants a +2 bonus on the next Diplomacy check.



### **Thievery DC 19/20** (1 success, 1 maximum)

The PC sets up snares or traps and warning devices around the perimeters of the homes of the townsfolk. The villagers feel safer in their homes.

### **SCENE 2: LISCARDEM'S AID [0][1 SUCCESS]**

It is fairly easy to find Liscardem (especially if the PCs played *DALE2-4 Swords From Ploughshares*), but unless the PCs split up, they have little time with the wizard.

***You find Liscardem in his hut. He is a pale shadow of a man. He looks immensely old and tired. He wheezes and talks with difficulty, and it doesn't seem like he can travel at all.***

Liscardem's research into the portal and its shadow magic have weakened him. He cannot travel, let alone perform the ritual. A PC has to do it.

At least one PC has to learn the ritual. If a PC is not trained in ritual use, Liscardem provides a scroll, but still has to instruct at least one PC (and preferably as many as possible). Each PC participating needs to make the following check.

### **Arcana DC 19/20** (group check (all participating PCs need to succeed) 1 success, 1 maximum)

The PC quickly learns the ritual (or the use of the scroll). On a failure, he or she learns the ritual but takes precious time.

Special: if the PC skipped Scene 1 and went to Liscardem immediately, the DC is 13/14 instead.

Liscardem can tell the PCs about the tree Illsyldra:

- Illsyldra is grown from a seed of the Ivory Tree of Winter. The Tree of Winter was a mythical tree that grew in the Feywild. It was one of the Forest Monarchs, trees sacred to the fey that served as emblems of pure life force. The tree fell in war, but its ghost lingers, angered by its destruction.
- At least one seed was taken into Cormanthor, where it grew into Illsyldra.
- Illsyldra is a sacred tree, and not naturally malicious, but the anger of its parents' destruction lingers, and encourages those who seek conflict to allow cruelty into their hearts. It is for this that the druids and the Sembholme elves kept others away from it.
- The tree has a guardian spirit, a creature named Illona. She is likely corrupted by the influence of the portal.
- Liscardem believes the forces need to approach quickly and with stealth, lest Illona is alerted and prepared for the attack.

- Liscardem asks the PC to have mercy when facing Illona. She is not by nature malevolent. He believes she has fallen under control of dark forces.

Before they set out, the wizard has one more thing for the PCs. This does not take much time, and he even follows the PCs back to the village for this if required, as he wishes to offer it to all PCs.

He shows them a small jar that contains "liquid magic." Those checking the contents find he means "honey" - though it has 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 +2 or lower (or a mundane item) into his "liquid magic." If they do, they find that the item has been magically charged, increasing its enhancement bonus to +3 (or turning a mundane item into a +3 *magic* version of itself). Liscardem warns that the charge generally wears off again overnight (unless the PC takes the associated item bundle, see Encounter 6). Dipping a more powerful item in the liquid does not have any effects.

### **SCENE 3: PICKING DIRECTIONS**

Eventually, the Highmoon forces arrive, led by Moonlady Shava Enathuin. If the PCs failed Scene 1 or simply ignored the farmers' pleas, she listens to the farmers' concerns and decides to leave forces behind to deal with their anxiety.

Have PCs (preferably those with military experience, or those with the highest History or Insight skills) realize that this hampers the forces' progress, increasing the chances that the wood nymph Illona is alerted. PCs can decide to talk the moonlady out of this idea, gaining the farmers' ire, but increasing the chances of the mission succeeding.

### **Diplomacy DC 27/29** (no success)

The PC's convince Moonlady Shava to continue on with the mission without leaving forces behind. This removes one failure earned in Scene 1.

As soon as at least one PC knows the ritual, the PCs have to decide how to approach Illsyldra.

The most direct approach is aboveground, in the wake of the Highmoon forces. Once the forces are engaged with the enemy, the PCs need to slip past and approach Illsyldra (Scene 4). For this reason, the forces need to get close and the attack needs to be quick.

If Byar is present, the PCs may also decide to approach Illsyldra underground, using Byar's map, while the forces attack above (Scene 5). In that case, the forces can take some liberty, drawing shadow creatures away, but the PCs' approach needs to be quick lest the shadow creatures realize the diversion.

#### **SCENE 4: THROUGH THE FOREST [3 OR MORE SUCCESSES]**

Run this scene when the PCs follow the army above ground. You can also run this scene briefly (for one or two skill checks) as an approach to Scene 5. This allows the PCs to briefly play the role as captains before they leave the forces to approach through the Underdark.

The forces' approach to Illsyldra takes several hours. Various minor skirmishes start early in the march, which increase as they near the tree. The PCs are part of this approach, and are expected to aid in making the approach speedy and with as few casualties as possible. They are given ranks equal to captain, allowing them to command a small force of soldiers about - at least until the point where they have to advance by themselves.

Regardless of stealth or magic used to conceal the advance, the forces - and the PCs - get involved in many minor skirmishes. **Each failure** in this part of the skill challenge therefore costs one healing surge, as PCs make mistakes, run into ambushes or lag behind, or have to get in the thick of the fight in enemy territory. Be creative in describing these moments, but make sure PCs are the heroes, even if their skill failures cost them surges.

This scene ends when the PCs reach Illsyldra, which is either when they earn 4 success or 3 failures. They continue with Encounter 4.

**Leading the Forces:** The following skills can be used while the PCs are still in charge of the forces. Once the PCs need only one more success, continue with *break away from the forces*.

**Athletics or Endurance 19/20** (1 success, no maximum)

The PC helps maintain the line or exerts him- or herself to clear a path in the forest that allows the army to fight more efficiently against the shadow creatures.

**Diplomacy or Intimidate 19/20** (1 success, 2 maximum)

The PC presents a commanding presence or gives a rally speech to the troops to inspire them to fight the shadow beast with increased courage and vigor.

**Heal 19/20** (1 success, no maximum)

The PC treats injured soldiers enabling them to get back to the fight.

**History 19/20** (1 success, 1 maximum)

The PC uses knowledge of previous battles against shadow creatures to give advice on how to best fight the creatures.

**Nature 19/20** (1 success, 1 maximum)

The PCs use terrain knowledge to lead the army along the best path to Illsyldra.

**Break away from the forces:** The following skills can be used once the PCs break away from the main forces and move in to Illsyldra.

**Perception 19/20** (no successes)

The PC finds an opening in the ranks of the oncoming shadow creatures and directs the party to the open path. This grants each PC a +2 check on their Stealth check.

**Stealth 13/14** (group check, 1 success)

The PC darts from tree to tree to avoid the detection of the shadow creatures.

#### **SCENE 5: UNDERGROUND [3 OR MORE SUCCESSES]**

Run this scene when the PCs follow the army underground. The Highmoon forces can easily liberate the tunnel indicated on Byar's map (you can briefly run Scene 4 to involve the PCs in this liberation). From there the PCs can enter the Underdark.

The trek underground takes several hours. Shadow creatures - most fairly insignificant in power - assault the PCs along the way. The PCs get involved in several minor skirmishes unless they manage to avoid these with their skills. **Each failure** in this part of the skill challenges therefore costs one healing surge, as PCs make mistakes, fall to trap or ambushes, or get misdirected. Be creative in describing these moments, but make sure PCs are the heroes here, even if their skill failures cost them surges.

This scene ends when the PCs reach Illsyldra, which is either when they earn 4 successes or 3 failures. They continue with Encounter 5.

**Deciphering the Map:** Byar's map is drawn from memory, and as such is not flawless. The PCs need to make an effort to understand what the mapmaker meant, so they can avoid making wrong turns.

**Insight 19/20** (1 success, 1 maximum)

The PC manages to understand Byar's map.

**Navigating the Underdark:** The following skills can be used once the PCs set out for Illsylvra.

**Athletics or Endurance 19/20** (1 success, no maximum)

The PC gets his party through dangerous terrain.

**Dungeoneering 19/20** (1 success, 1 maximum)

The PC knows its way around the tunnels and knows how to avoid common hazards.

**Nature 19/20** (no successes)

The PC notices tracks that belong to a drow party that passed here earlier. The knowledge of possible drow sentries grants each PC a +2 check on their Stealth check.

**Perception 27/29** (1 success, 1 maximum)

The PC notices a new tunnel not on Byar's map that seems to lead more directly to Illsylvra.

**Stealth 13/14** (group check, 1 success)

The PC stalks the tunnels to avoid the detection of the shadow creatures.

## ENDING THE ENCOUNTER

The PCs are successful in their journey to Illsylvra if they earned 4 successes before 3 failures.

If the PCs went aboveground (Scene 3) they continue with Encounter 4. If they went underground (Scene 4), they continue with Encounter 5.

**Success:** The PCs arrive at the next encounter ready for action. They gain surprise on their enemies.

**Failure:** The PCs arrive at the next encounter disoriented and unprepared. They start the encounter surprised.

## EXPERIENCE POINTS

Each PC receives 240/320 experience points for successfully completing the skill challenge, or half that amount if they fail.

## TREASURE

Liscardem gifts the PC with material for powering the ritual, including a scroll containing Seal Portal and Shadow Passage.

## ENCOUNTER 4: TREE OF SHADOWS

ENCOUNTER LEVEL 14/16 (5300/7500 XP)

### SETUP

This encounter includes the following creatures at the low tier:

- 1 shadow puppeteer (P)
- 2+ blackfire shadows (M, each round, two blackfire shadows emerge from Illsyldra)
- 2 entropic reaper (level 13) (R)
- 1 Illona, wood nymph of Illsyldra (level 11) (I)

This encounter includes the following creatures at the high tier:

- 1 shadow puppeteer (level 16) (P)
- 2+ blackfire shadows (M, each round, two blackfire shadows emerge from Illsyldra)
- 2 entropic reaper (R)
- 1 Illona, wood nymph of Illsyldra (level 13) (I)

After PCs break through the shadow forces, they reach the base of Illsyldra.

Illsyldra was born from a sapling of the Ivory Tree of Winter (a powerful Feywild tree) and thus is affected by a cold-hearted curse. As combat starts near the tree, creatures feel the weight of the tree's anger filling their hearts. They are rewarded if they give into its cold rage (see the cold-hearted curse info in Features of the Area).

As the PCs get close to the area, read:

*The temperature grows colder and you feel the anger of Illsyldra in the air. The rage is threatening to fill your heart and you have a choice to make.*

Allow each PC to decide whether they want to accept the cold-hearted curse at the start of their turn (see Features of the Area). Make sure the players know what the effects are before they make their choice. Once each PC has decided, read:

*You see what was once a beautiful fey female, but now darkened by the same corruption that plagues Illsyldra. She is flanked by blackfire shadowy humanoids and glares at you with piercing green eyes.*

Illona and the blackfire shadows have been corrupted along with Illsyldra. Each round, two more blackfire

shadows emerge from Illsyldra. A DC 20/21 passive Insight check alerts the PCs to the struggle within Illona. The PCs may attempt a skill challenge (see below) to suppress the corruption for the duration of the combat until they can close the portal with the necklace.

If the PCs **succeeded** on the skill challenge in Encounter 3, they gain surprise.

If the PCs **failed** the skill challenge in Encounter 3, they instead are surprised.

### FEATURES OF THE AREA

**Illumination:** The area is in dim light. Within 3 squares of the tree trunk is complete darkness. No amount of light can change this second effect.

**Illsyldra's Cold-Hearted Curse:** When combat erupts, each creature makes a choice at the start of its first turn in the encounter.

If it chooses **not** to allow cruelty into its heart, the curse manifests as a **-2 penalty** to attack rolls and damages rolls until the end of the encounter.

If it does allow cruelty into its heart, the following effects apply to the creature until the end of the encounter:

- The creature gains a +2 bonus to attack rolls and damage rolls.
- The creature treats all other creatures as enemies for the purpose of targeting with powers.
- The creature can't use healing powers or the Heal skill except on itself.

All monsters have accepted the cold-hearted curse, which is reflected in their stat blocks.

**Illsyldra:** The center 3x3 squares of the center tree tile (where the trunk is located) counts as blocking terrain. The outer edge of the tree may be traversed and used for cover.

Each round, two blackfire shadows emerge from Illsyldra (or four if the PCs fail the skill challenge, see below). At most a number of blackfire shadows equal to the PCs +2 can appear on the map at the same time.

**Rocks:** Difficult terrain unless a DC 20/21 Acrobatics is made. The creature falls prone on a failed check.

**Other trees:** Counts as difficult terrain and provide cover.

**Ponds:** Shallow pools of water are difficult terrain. A DC 19/20 Nature or Arcana check reveals that any creature that has accepted the cold-hearted curse and starts its turn there while wounded regains 10 hit points. Those not under the curse who start their turn there take 10 points of damage. All the monsters are aware of this. This effect (either damage or healing) happens **only once**.



## TACTICS

All monsters have accepted the cold-hearted curse, which is reflected in their stat blocks.

Illona opens up with *lonely keening* on any non-melee PC. Then Illona wades into melee with *trapped in the woods* until there is someone stuck in the tree.

The blackfire shadows open up with *blackflame bolt* followed by moving into position to effect as many as possible with *blackfire burst*.

The entropic reaper uses *eye of impending doom* on the most threatening enemy then on any enemy not effected by it on every round afterward. Every round, the reaper follows with *entropic assault*.

One of the reapers uses the encounter power of the *periapt of cascading health* with the first save ends condition that is placed on it.

### MINOR ACTIONS

#### Periapt of Cascading Health • Encounter

You end one condition that a save can end.

The shadow puppeteer uses *shadow puppet* and tries to remain hidden every round.

## SKILL CHALLENGE: CORRUPTION SUPPRESSION

**Goal:** To stop the corruption of Illsyldra and end the stream of blackfire shadows and attacks by Illona.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Diplomacy, Nature, Religion, Heal, Intimidate

**Other Skills:** Insight, History

**Victory:** Illsyldra's corruption has been suppressed.

**Defeat:** Illsyldra's corruption grows.

Each success reduces the magical darkness around Illsyldra by 1 square; the low-light illumination first and finally the darkness square.

**Note:** Except for the Heal check, the PCs do not need to be adjacent to Illona to suppress her corruption. See individual checks below.

Allow PCs to make the Insight check at the start of their turn (passive or as a free action).

**Insight DC 19/20** (free action or passive check; must see or hear Illona; no success)

The PC realizes Illona's struggle. This grants a +2 on Diplomacy checks.

**Nature DC 19/20** (standard action; must be within 3 squares of Illona; 1 success)

The PC calls on the spirits of nature to purge the corruption that has taken over Illsyldra and the spirits respond. Green energy flows from him or her pushing back the taint in Illsyldra.

**Religion DC 19/20** (standard action; must be within 3 squares of Illona; 1 success)

The PC uses a divine ritual or prayer. Radiant energy bathes Illsyldra in the light, removing a portion of her taint.

**Diplomacy DC 19/20** (move action; 1 success; maximum 1 per round)

The PC pleads with Illona to fight the corruption. A flash in her eyes shows that she is fighting with renewed vigor. On a success, Illona forgoes opportunity attacks when an adjacent PC uses a Heal check.

The PC can use this skill anywhere on the map, but must be able to communicate with Illona. If Illona can't see the PC, this check has a -2 penalty.

**Heal DC 27/29** (standard action; must be adjacent to Illona; 1 success)

The PC applies a herbal remedy or provides healing to calm the soul and soothe the pain Illona is feeling from the corruption.

**Intimidate DC 19/20** (move action; 1 success; maximum 1 per round)

The PC cows Illona or pushes her to buck up and fight against the corruption that is within her.

The PC can use this skill anywhere on the map, but must be able to communicate with Illona. If Illona can't see the PC, this check has a -2 penalty.

The PCs succeed if they earn 4 successes before 3 failures.

**Success:** With the corruption suppressed, no more blackfire shadows appear and Illona retreats back into Illsyldra on her next turn. The magical darkness around Illsyldra disappears, and any creature inside Illsyldra is immediately freed.

PCs, who did not accept the cold-hearted curse, no longer have penalties on attack and damage. For PCs who accepted the curse, nothing changes.

In addition, the PCs gain the following benefit:

### TRIGGERED ACTIONS

#### Illona's Blessing • Encounter

**Trigger:** The PC starts its turn while suffering from an effect that a save can end, and is within 6 squares of Illsyldra.

**Effect (Free Action):** The PC makes a saving throw against the effect.

**Failure:** The corruption gets stronger as it lashes out against the PCs; four blackfire shadows instead of two appear each round.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one entropic reaper, and add 3 blackfire shadows, spread over the map, at the start of combat. At most 6 blackfire shadows can appear on the map at the same time.

**Six PCs:** Add 4 blackfire shadows, spread over the map, at the start of combat. At most 8 blackfire shadows can appear on the map at the same time.

## ENDING THE ENCOUNTER

Once the PCs defeat the shadow creatures, they can enact the ritual to close the portal. Proceed to Encounter 6 once the players are ready to perform the ritual.

If the PCs suppressed the corruption of Illona, she breaks a branch off of Illsyldra and it forms into a +3 *alfsair spear* as a gift of appreciation.

## EXPERIENCE POINTS

The characters receive 1060/1500 experience points each. (The skill challenge XP replaces the experience from defeating Illona in combat, so this does not change the total.)

## TREASURE

Illona may gift the PCs with a +3 *alfsair spear*. One of the entropic reapers wears a +3 *periapt of cascading health*. The monsters also carry 600/1100 gp in black gems (onyx, hematite, and black pearls).

## ENCOUNTER 4: TREE OF SHADOWS (LOW LEVEL)

Shadow Puppeteer	Level 14 Lurker
Medium shadow humanoid	XP 1000
HP 74; Bloodied 37	Initiative +17
AC 24, Fortitude 25, Reflex 26, Will 26	Perception +9
Speed 8	Darkvision
Resist insubstantial; Vulnerable 5 radiant	
TRAITS	
<b>Born of Shadows</b>	
The puppeteer can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
STANDARD ACTIONS	
m <b>Shadow Touch</b> (necrotic, zone) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 3d6 + 14 necrotic damage or 3d6 + 19 necrotic damage against a target that cannot see the puppeteer.	
Effect: The puppeteer creates a zone in the target's space and each square adjacent to it. The zone is lightly obscured, and it lasts until the end of the puppeteer's next turn.	
M <b>Shadow Puppet</b> (charm, necrotic) • Recharge when the shadow puppeteer hits a creature that cannot see it	
Attack: Melee 1 (one creature); +19 vs. Will	
Hit: 2d6 + 7 necrotic damage, or 2d6 + 12 necrotic damage against a target that cannot see the puppeteer. The target is dominated until it starts its turn not adjacent to the shadow.	
Skills Stealth + 18	
Str 12 (+8)	Dex 22 (+13) Wis 14 (+9)
Con 17 (+10)	Int 12 (+8) Cha 19 (+11)
Alignment evil	Languages Common
Note: includes a +2 to attack and damage due to Illsyldra's curse.	

Blackfire Shadow	Level 14 Minion Skirmisher
Medium shadow humanoid	XP 250
HP 1; a missed attack never damages a minion.	Initiative +15
AC 28, Fortitude 26, Reflex 28, Will 24	Perception +10
Speed 7	Darkvision
Resist 15 fire, 20 necrotic	
STANDARD ACTIONS	
m <b>Burning Claw</b> (necrotic) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 12 necrotic damage.	
r <b>Blackflame Bolt</b> (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 12 necrotic damage.	
TRIGGERED ACTIONS	
C <b>Blackfire Burst</b> (necrotic)	
Trigger: The blackfire shadow drops to 0 hit points.	
Effect (Free Action): Close burst 2; The target takes ongoing 12 necrotic damage (save ends).	
Brilliant Alacrity (necrotic, teleportation) • At-Will	
Trigger: The blackfire shadow is missed by a fire or necrotic attack.	
Effect (Immediate Reaction): The blackfire shadow teleports 7 squares. At the end of the movement, the shadow makes a <i>blackflame bolt</i> attack against the creature that made the triggering attack.	
Str 16 (+10)	Dex 22 (+13) Wis 16 (+10)
Con 20 (+12)	Int 10 (+7) Cha 10 (+7)
Alignment Evil	Languages Supernal
Note: Renamed whitefire burning devil. Updated damage to MM3/Essentials. Re-flavored radiant to necrotic damage. Includes a +2 to attack and damage due to Illsyldra's curse.	

Entropic Reaper (level 13)	Level 13 Elite Lurker
Medium shadow humanoid (undead)	XP 1600
HP 208; Bloodied 104	Initiative +14
AC 29, Fortitude 27, Reflex 27, Will 25	Perception +9
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Regeneration</b> (healing)	
The reaper regains 10 hit points whenever it starts its turn and has at least 1 hit point. If an entropic reaper takes radiant damage, regeneration doesn't function until the end of its next turn.	
STANDARD ACTIONS	
m <b>Umbral Scythe</b> (necrotic, weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d6 + 13 necrotic damage.	
C <b>Entropic Assault</b> (necrotic, psychic, weapon) • At-Will	
Attack: Close burst 2 (creatures in burst); +18 vs. Will	
Hit: 2d8 + 9 necrotic damage, the target is dazed (save ends).	
First Failed Saving Throw: The target is instead stunned (save ends).	
Second Failed Saving Throw: The target takes ongoing 10 psychic and is stunned (save ends both).	
<b>Shift into Nothing</b> • At-Will	
Effect: the entropic reaper disappears, negating line of sight and line of effect to it for all creatures. At the start of its turn, it returns to a square within 5 squares of the square it occupied when it last used shift into nothing.	
MINOR ACTIONS	
C <b>Eye of Impending Doom</b> (fear, gaze, psychic) • At-Will (1/round)	
Attack: Close burst 3 (one creature in burst); +18 vs. Will	
Hit: The target takes 10 psychic damage if it attacks the entropic reaper (save ends).	
Skills Intimidate +13	
Str 23 (+12)	Dex 18 (+10) Wis 17 (+9)
Con 20 (+11)	Int 16 (+9) Cha 14 (+8)
Alignment evil	Languages Common
Equipment robes, scythe	
Note: Updated attack and damage to MM3/Essentials. Includes a +2 to attack and damage due to Illsyldra's curse.	

## ENCOUNTER 4: TREE OF SHADOWS (LOW LEVEL)

<b>Illona, Wood Nymph (level 11)</b>	<b>Level 11 Soldier</b>
Medium fey humanoid	XP 600
<b>HP 112; Bloodied 56</b>	<b>Initiative +10</b>
<b>AC 27, Fortitude 22, Reflex 22, Will 25</b>	<b>Perception +13</b>
<b>Speed 6 (forest walk)</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>Regeneration (healing)</b>	
Whenever the wood nymph has at least 1 hit point and starts its turn adjacent to or within its tree, it regains 5 hit points.	
<b>Treebound</b>	
Illona is bound to the tree, Illsyldra. Illona can enter the tree and has superior cover while there. In addition, the wood nymph treats the tree as an ally for the purpose of flanking.	
<b>STANDARD ACTIONS</b>	
<b>m Wooden Hands • At-Will</b>	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d8 + 8 damage, and the target is slowed until the end of the Illona's next turn.	
<b>M Trapped in the Wood (teleportation) • Recharge</b> when no enemy is within the nymph's tree	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: Illona teleports the target 6 squares to the squares containing Illona's tree, and the target is removed from play (save ends). When the effect ends, the target appears in an unoccupied square of its choice adjacent to the tree.	
Effect: Illona teleports 8 squares to a square adjacent to its tree.	
<b>R Lonely Keening (charm, psychic) • Encounter</b>	
Attack: Ranged 10 (one creature); +18 vs. Will	
Hit: 2d8 + 12 psychic damage.	
Effect: Until the end of the encounter or until Illona drops to 0 hit points, the target is marked and takes 5 damage at the end of any turn in which it is not either adjacent to Illona or closer to Illona than when it began its turn.	
<b>MINOR ACTIONS</b>	
<b>Tree Home (teleportation) • At-Will</b>	
Requirement: Illona must be within 6 squares of Illsyldra.	
Effect: Illona teleports to a square adjacent to Illsyldra.	
<b>Skills</b> Diplomacy + 15, Insight +13, Nature +13	
<b>Str 18 (+9)</b>	<b>Dex 17 (+8)</b>
<b>Con 16 (+8)</b>	<b>Int 18 (+9)</b>
<b>Wis 16 (+8)</b>	<b>Cha 21 (+10)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common, Elven	
<b>Note:</b> low-light upgraded to darkvision. Includes a +2 to attack and damage due to Illsyldra's curse.	

## ENCOUNTER 4: TREE OF SHADOWS (HIGH LEVEL)

Shadow Puppeteer (level 16)	Level 16 Lurker
Medium shadow humanoid	XP 1400
HP 86; Bloodied 43	Initiative +18
AC 26, Fortitude 27, Reflex 28, Will 28	Perception +10
Speed 8	Darkvision
Resist insubstantial; Vulnerable 5 radiant	
TRAITS	
<b>Born of Shadows</b>	
The puppeteer can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
STANDARD ACTIONS	
m <b>Shadow Touch</b> (necrotic, zone) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 3d6 + 16 necrotic damage or 3d6 + 21 necrotic damage against a target that cannot see the puppeteer.	
Effect: The puppeteer creates a zone in the target's space and each square adjacent to it. The zone is lightly obscured, and it lasts until the end of the puppeteer's next turn.	
M <b>Shadow Puppet</b> (charm, necrotic) • Recharge when the shadow hits a creature that cannot see it	
Attack: Melee 1 (one creature); +21 vs. Will	
Hit: 2d6 + 9 necrotic damage, or 2d6 + 14 necrotic damage against a target that cannot see the puppeteer. The target is dominated until it starts its turn not adjacent to the shadow.	
Skills Stealth +19	
Str 12 (+9)	Dex 22 (+14) Wis 14 (+10)
Con 17 (+11)	Int 12 (+9) Cha 19 (+11)
Alignment evil	Languages Common
Note: Includes a +2 to attack and damage due to Illsyldra's curse.	

Blackfire Shadow	Level 14 Minion Skirmisher
Medium shadow humanoid	XP 250
HP 1; a missed attack never damages a minion.	Initiative +15
AC 28, Fortitude 26, Reflex 28, Will 24	Perception +10
Speed 7	Darkvision
Resist 15 fire, 20 necrotic	
STANDARD ACTIONS	
m <b>Burning Claw</b> (necrotic) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 12 necrotic damage.	
r <b>Blackflame Bolt</b> (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 12 necrotic damage.	
TRIGGERED ACTIONS	
C <b>Blackfire Burst</b> (necrotic)	
Trigger: The blackfire shadow drops to 0 hit points.	
Effect (Free Action): Close burst 2; The target takes ongoing 12 necrotic damage (save ends).	
Brilliant Alacrity (necrotic, teleportation) • At-Will	
Trigger: The blackfire shadow is missed by a fire or necrotic attack.	
Effect (Immediate Reaction): The blackfire shadow teleports 7 squares. At the end of the movement, the shadow makes a blackflame bolt attack against the creature that made the triggering attack.	
Str 16 (+10)	Dex 22 (+13) Wis 16 (+10)
Con 20 (+12)	Int 10 (+7) Cha 10 (+7)
Alignment evil	Languages Supernal
Note: Renamed whitefire burning devil from <i>The Plane Above: Secrets of the Astral Plane</i> and updated damage to MM3/Essentials. Re flavored to necrotic damage. Includes a +2 to attack and damage due to Illsyldra's curse	

Entropic Reaper	Level 15 Elite Lurker
Medium shadow humanoid (undead)	XP 2400
HP 232; Bloodied 116	Initiative +15
AC 31, Fortitude 29, Reflex 29, Will 27	Perception +10
Speed 6	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Regeneration</b> (healing)	
The reaper regains 10 hit points whenever it starts its turn and has at least 1 hit point. If an entropic reaper takes radiant damage, regeneration doesn't function until the end of its next turn.	
STANDARD ACTIONS	
m <b>Umbral Scythe</b> (necrotic, weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d6 + 15 necrotic damage.	
C <b>Entropic Assault</b> (necrotic, psychic, weapon) • At-Will	
Attack: Close burst 2 (creatures in burst); +20 vs. Will	
Hit: 2d8 + 10 necrotic damage, the target is dazed (save ends).	
First Failed Saving Throw: The target is instead stunned (save ends).	
Second Failed Saving Throw: the target takes ongoing 10 psychic and is stunned (save ends both).	
<b>Shift into Nothing</b> • At-Will	
Effect: the entropic reaper disappears, negating line of sight and line of effect to it for all creatures. At the start of its turn, it returns to a square within 5 squares of the square it occupied when it last used shift into nothing.	
MINOR ACTIONS	
C <b>Eye of Impending Doom</b> (fear, gaze, psychic) • At-Will (1/round)	
Attack: Close burst 3 (one creature within burst); +22 vs. Will	
Hit: The target takes 10 psychic damage if it attacks the entropic reaper (save ends).	
Skills Intimidate +14	
Str 23 (+13)	Dex 18 (+11) Wis 17 (+10)
Con 20 (+12)	Int 16 (+10) Cha 14 (+9)
Alignment evil	Languages Common
Equipment robes, scythe	
Note: Updated attack and damage to MM3/Essentials. Includes a +2 to attack and damage due to Illsyldra's curse.	

## ENCOUNTER 4: TREE OF SHADOWS (HIGH LEVEL)

<b>Illona, Wood Nymph of Illsyldra (level 13)</b>	<b>Level 13 Soldier</b>
Medium fey humanoid	XP 800
<b>HP 128; Bloodied 64</b>	<b>Initiative +11</b>
<b>AC 29, Fortitude 23, Reflex 24, Will 27</b>	<b>Perception +14</b>
<b>Speed 6 (forest walk)</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>Regeneration (healing)</b>	
Whenever the wood nymph has at least 1 hit point and starts its turn adjacent to or within its tree, it regains 5 hit points.	
<b>Treebound</b>	
Illona is bound to the tree, Illsyldra. Illona can enter the tree and has superior cover while there. In addition, the wood nymph treats the tree as an ally for the purpose of flanking.	
<b>STANDARD ACTIONS</b>	
<b>m Wooden Hands • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 10 damage, and the target is slowed until the end of the Illona's next turn.	
<b>M Trapped in the Wood (teleportation) • Recharge</b> when no enemy is within the nymph's tree	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: Illona teleports the target 6 squares to the squares containing Illona's tree, and the target is removed from play (save ends). When the effect ends, the target appears in an unoccupied square of its choice adjacent to the tree.	
Effect: Illona teleports 8 squares to a square adjacent to its tree.	
<b>R Lonely Keening (charm, psychic) • Encounter</b>	
Attack: Ranged 10 (one creature); +20 vs. Will	
Hit: 2d8 + 14 psychic damage.	
Effect: Until the end of the encounter or until Illona drops to 0 hit points, the target is marked and takes 5 damage at the end of any turn in which it is not either adjacent to Illona or closer to Illona than when it began its turn.	
<b>MINOR ACTIONS</b>	
<b>Tree Home (teleportation) • At-Will</b>	
Requirement: Illona must be within 6 squares of Illsyldra.	
Effect: Illona teleports to a square adjacent to Illsyldra.	
<b>Skills</b> Diplomacy + 16, Insight +14, Nature +14	
<b>Str 18 (+10)</b>	<b>Dex 17 (+9)</b>
<b>Con 16 (+9)</b>	<b>Int 18 (+10)</b>
<b>Wis 16 (+9)</b>	<b>Cha 21 (+11)</b>
<b>Alignment</b> unaligned	<b>Languages</b> Common, Elven
<b>Note:</b> low-light upgraded to darkvision. Includes a +2 to attack and damage due to Illsyldra's curse.	



## ENCOUNTER 4: TREE OF SHADOWS MAP

TILE SETS NEEDED

*Sinister Woods* x2



M = Blackfire Shadows   P = Shadow Puppeteer

R = Entropic Reaper   I = Illona

## ENCOUNTER 5: THE DROW CHALLENGE

ENCOUNTER LEVEL 14/16 (5300/7500 XP)

### SETUP

This encounter includes the following creatures at the low tier:

- 1 draegloth favored one (level 13) (D)
- 1 drow agent (level 14) (A)
- 2 drow snipers (level 13) (S)
- 2+ whitefire shadows (M, each round, two whitefire shadows emerge from Illsyldra)
- 1 Illona, wood nymph of Illsyldra (level 11) (I)

This encounter includes the following creatures at the high tier:

- 1 draegloth favored one (level 15) (D)
- 1 drow agent (level 16) (A)
- 2 drow snipers (level 15) (S)
- 2+ whitefire shadows (M, each round, two whitefire shadows emerge from Illsyldra)
- 1 Illona, wood nymph of Illsyldra (level 13) (I)

After weaving their way through the underground passage, the PCs reach the base of Illsyldra. They are not the first ones here.

Illsyldra was born from a sapling of the Ivory Tree of Winter (a powerful Feywild tree) and thus is affected by a cold-hearted curse. As combat starts near the tree, creatures feel the weight of the tree's anger filling their hearts. They are rewarded if they give into its cold rage (see the cold-hearted curse info in Features of the Area).

As the PCs get close to the area, read:

*The temperature grows colder and you feel the anger of Illsyldra in the air. The rage is threatening to fill your heart and you have a choice to make.*

Allow each PC to decide whether they want to accept the cold-hearted curse at the start of their turn (see Features of the Area). Make sure the players know what the effects are before they make their choice. Note that the monsters have accepted and it is included in their stat blocks.

Once each PC has decided, read:

*You see that others have beaten you to Illsyldra's trunk as a male drow with flowing white hair, what was once*

*a beautiful fey female, but now darkened by the same corruption that plagues Illsyldra, and flanked by flaming whitefire humanoids step out of the darkness surrounding the tree's base.*

*"You are too late. We claim this portal for House Jaerle. Leave now and forget you ever came here. And maybe I will do the same for you."*

There is no negotiation with the drow. They are here to control the portal. If the PCs do decide to leave, the drow do not pursue.

Illona and the whitefire shadows have been corrupted along with Illsyldra. Each round, two more whitefire shadows emerge from Illsyldra. A DC 20/21 passive Insight check alerts the PCs to the struggle within Illona. The PCs may attempt a skill challenge (see below) to suppress the corruption for the duration of the combat until they can close the portal with the necklace.

If the PCs **succeeded** on the skill challenge in Encounter 3, they gain surprise.

If the PCs **failed** the skill challenge in Encounter 3, they instead are surprised.

### FEATURES OF THE AREA

**Illumination:** The area is in dim light. Within 3 squares of the tree trunk is complete darkness. No amount of light can change this second effect

**Ceiling:** The height of the corridor and cavern is 10 feet.

**Illsyldra's Cold-Hearted Curse:** When combat erupts, each creature makes a choice at the start of its first turn in the encounter.

If it chooses **not** to allow cruelty into its heart, the curse manifests as a **-2 penalty** to attack rolls and damages rolls until the end of the encounter.

If it does allow cruelty into its heart, the following effects apply to the creature until the end of the encounter:

- The creature gains a +2 bonus to attack rolls and damage rolls.
- The creature treats all other creatures as enemies for the purpose of targeting with powers.
- The creature can't use healing powers or the Heal skill except on itself.

All monsters have accepted the cold-hearted curse, which is reflected in their stat blocks.

**Illsyldra:** The center 3x3 squares of the center tree tile (where the trunk is located) counts as blocking terrain. The outer edge of the tree may be traversed and used for cover.

Each round, two whitefire shadows emerge from Illsyldra (or four if the PCs fail the skill challenge, see



below). At most 7 whitefire shadows can appear on the map at the same time.

**Rocks and other fallen rubble:** Difficult terrain unless a DC 20/21 Acrobatics is made. The creature falls prone on a failed check.

**Pond:** Shallow pools of water are difficult terrain. A DC 19/20 Nature or Arcana check reveals that any creature that has accepted the cold-hearted curse and starts its turn there while wounded regains 10 hit points. Those not under the curse who start their turn there take 10 points of damage. All the monsters are aware of this. This effect (either damage or healing) happens **only once**.

## TACTICS

All monsters have accepted the cold-hearted curse which is reflected in their stat blocks.

Illona does not attack the drow, who are themselves attuned to the corruption (the reason for this may become more clear in CORE2-12 *The Sschindylryn Heresy*).

Illona opens up with *lonely keening* on any non-melee PC. Then Illona wades into melee with *trapped in the woods* until there is someone in stuck in the tree.

The whitefire shadows open up with *whiteflame bolt* followed by moving into position to effect as many as possible with *whitefire burst*.

The drow agent *agent's strike* at every opportunity looking for the enemy with the best at-will power. If threatened, the agent uses *cloud of darkness* to reposition himself to find an *agent's strike* target.

The drow agent has a +3 *whistling longsword* and uses it on its first hit, then proceeds to focus on the affected PC.

### MINOR ACTIONS

#### **Whistling Weapon** (thunder, weapon) • **Daily**

**Trigger:** You hit an enemy with this weapon.

**Effect:** For the rest of the encounter, each time you hit with this weapon, the target becomes deafened (save ends); a deafened target becomes slowed (save ends); a slowed target becomes deafened and dazed (save ends); and a dazed target becomes deafened, slowed and stunned (save ends).

The drow sniper's stay in the darkness of Illsyldra and fire its *hand crossbow*. The sniper loads an *explosive bolt* if any PCs are adjacent to each other.

The draegloth favored one starts with *overshadow* followed by *Lolth's blight*. It then wades into melee combat.

**Note:** *Lolth's blight* runs a risk of overpowering PCs with daze effects. Carefully consider whether to use it more than once.

## SKILL CHALLENGE: CORRUPTION SUPPRESSION

**Goal:** To stop the corruption of Illsyldra and end the stream of whitefire shadows and attacks by Illona.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Diplomacy, Nature, Religion, Heal, Intimidate

**Other Skills:** Insight, History

**Victory:** Illsyldra's corruption has been suppressed.

**Defeat:** Illsyldra's corruption grows.

Each success reduces the magical darkness around Illsyldra by 1 square; the low-light illumination first and finally the darkness square.

**Note:** Except for the Heal check, the PCs do not need to be adjacent to Illona to suppress her corruption. See individual checks below.

Allow PCs to make the Insight check at the start of their turn (passive or as a free action).

**Insight DC 19/20** (free action or passive check; must see or hear Illona; no success)

The PC realizes Illona's struggle. This grants a +2 on Diplomacy checks.

**Nature DC 19/20** (standard action; must be within 3 squares of Illona; 1 success)

The PC calls on the spirits of nature to purge the corruption that has taken over Illsyldra and the spirits respond. Green energy flows from him or her pushing back the taint in Illsyldra.

**Religion DC 19/20** (standard action; must be within 3 squares of Illona; 1 success)

The PC uses a divine ritual or prayer. Radiant energy bathes Illsyldra in the light, removing a portion of her taint.

**Diplomacy DC 19/20** (move action; 1 success; maximum 1 per round)

The PC pleads with Illona to fight the corruption. A flash in her eyes shows that she is fighting with renewed vigor. On a success, Illona forgoes opportunity attacks when an adjacent PC uses a Heal check.

The PC can use this skill anywhere on the map, but must be able to communicate with Illona. If Illona can't see the PC, this check has a -2 penalty.

**Heal DC 27/29** (standard action; must be adjacent to Illona; 1 success)

The PC applies a herbal remedy or provides healing to calm the soul and soothe the pain Illona is feeling from the corruption.

**Intimidate** DC 19/20 (move action; 1 success; maximum 1 per round)

The PC cows Illona or pushes her to buck up and fight against the corruption that is within her.

The PC can use this skill anywhere on the map, but must be able to communicate with Illona. If Illona can't see the PC, this check has a -2 penalty.

The PCs succeed if they earn 4 successes before 3 failures.

**Success:** With the corruption suppressed, no more whitefire shadows appear and Illona retreats back into Illsyldra on her next turn. The magical darkness around Illsyldra disappears, and any creature inside Illsyldra is immediately freed.

PCs, who did not accept the cold-hearted curse, no longer have penalties on attack and damage. For PCs who accepted the curse, nothing changes.

In addition, the PCs gain the following benefit:

TRIGGERED ACTIONS
<b>Illona's Blessing • Encounter</b>
<i>Trigger:</i> The PC starts its turn while suffering from an effect that a save can end, and is within 6 squares of Illsyldra.
<i>Effect (Free Action):</i> The PC makes a saving throw against the effect.

**Failure:** The corruption gets stronger as it lashes out against the PCs; four whitefire shadows instead of two appear each round.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the drow snipers. At most 6 whitefire shadows can appear on the map at the same time.

**Six PCs:** Add another drow sniper. At most 8 whitefire shadows can appear on the map at the same time.

## ENDING THE ENCOUNTER

Once the PCs defeat the drow, they can enact the ritual to close the portal. Proceed to Encounter 6 once the players are ready to perform the ritual.

If the PCs suppressed the corruption of Illona, she breaks a branch off of Illsyldra and it forms into a +3 *alfsair spear* as a gift of appreciation.

## EXPERIENCE POINTS

The characters receive 1060/1500 experience points each for defeating the drow. The skill challenge experience points replace the experience from defeating Illona in combat.

## TREASURE

Illona may gift the PCs with a +3 *alfsair spear*. The drow agent carries a +3 *whistling weapon*. The drow also carry 600/1100 gp in black gems (onyx, hematite, and black pearls).

## ENCOUNTER 5: DROW CHALLENGE (LOW LEVEL)

Drow Agent (level 14)	Level 14 Lurker
Medium fey humanoid	XP 1000
HP 108; Bloodied 54	Initiative +17
AC 27, Fortitude 25, Reflex 27, Will 26	Perception +15
Speed 6	Darkvision
TRAITS	
<b>Keep Enemies Close</b>	
The drow inquisitor gains a +4 bonus to all defenses while a creature it's dominating is within 5 squares of it.	
STANDARD ACTIONS	
<b>m Silver Longsword (psychic) • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 14 damage plus 1d6 psychic damage.	
<b>M Agent's Strike (psychic) • At-Will</b> usable only against a target not affected by <i>agent's strike</i>	
Attack: Melee 1 (one creature); +19 vs. Will	
Hit: 3d6 + 14 damage plus 1d6 psychic damage, and the target is dominated until the end of the agent's next turn.	
MINOR ACTIONS	
<b>C Cloud of Darkness (zone) • Encounter</b>	
Effect: Close burst 1; This power creates a cloud of darkness that remains in place until the end of the agent's next turn. The cloud blocks line of sight for all creature except the agent. Any creature entirely within the cloud (except the agent) is blinded until it exits.	
TRIGGERED ACTIONS	
<b>M Bend the Will • At-Will (1/round)</b>	
Trigger: When the agent is hit with a melee or ranged attack while dominating a creature.	
Effect (Free Action): The creature dominated by the agent uses an at-will power of the agent's choice against the enemy making the triggering attack as a free action.	
Skills Arcana +14, Insight +15	
Str 16 (+10)	Dex 23 (+13) Wis 16 (+10)
Con 18 (+11)	Int 14 (+9) Cha 20 (+12)
Alignment evil Languages Common, Elven	
Equipment silver longsword, leather armor	
Note: Reffavored Ch'r'ai Inquisitor. Updated damage to <i>Essentials</i> . Includes a +2 to attack and damage due to Illslydra's curse.	

Draegloth Favored One (lvl 13)	Level 13 Elite Controller
Large elemental humanoid (demon)	XP 1600
HP 260; Bloodied 130	Initiative +11
AC 29, Fortitude 27, Reflex 25, Will 29	Perception +20
Speed 6, jump 5	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d6 + 13 damage.	
<b>A Lolth's Blight (necrotic) • Recharge 5-6</b>	
Attack: Area Burst 4 within 20 (enemies within burst); +19 vs. Will	
Hit: 2d8 + 9 necrotic damage, the target is dazed (save ends).	
Miss: Half damage and the target is not dazed.	
<b>A Overshadow (necrotic, zone) • Daily</b>	
Attack: Area Burst 5 within 10 (creatures within burst without darkvision); +19 vs. Will	
Hit: 2d8 + 9 necrotic damage, the target is blinded (save ends).	
Effect: This power creates a zone of darkness that remains in place until the end of the favored one's next turn.	

MINOR ACTIONS	
<b>R Darkfire • Encounter</b>	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: Until the end of the draegloth's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
TRIGGERED ACTIONS	
<b>M Quick Bite • At-Will (1/round)</b>	
Trigger: The draegloth favored one hits with a claw.	
Effect (Free Action): Melee 2 (one creature); +21 vs. AC	
Hit: 3d6 + 13 damage.	
<b>Variable Resistance • Encounter</b>	
Trigger: The draegloth takes acid, cold, fire, lightning or thunder damage	
Effect (Free Action): The draegloth gains resist 10 to the triggering damage type until the end of the encounter	
Skills Religion +12, Stealth +15	
Str 22 (+12)	Dex 19 (+10) Wis 26 (+14)
Con 18 (+10)	Int 12 (+7) Cha 16 (+9)
Alignment chaotic evil Languages Abyssal, Elven	
Note: Updated damage to <i>Essentials</i> . Includes a +2 to attack and damage due to Illslydra's curse.	

Whitefire Shadow	Level 14 Skirmisher
Medium shadow humanoid	XP 250
HP 1; a missed attack never damages a minion.	Initiative +15
AC 28, Fortitude 26, Reflex 28, Will 24	Perception +10
Speed 7	Darkvision
Resist 15 fire, 20 radiant	
STANDARD ACTIONS	
<b>m Burning Claw (radiant) • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 12 radiant damage.	
<b>r Whiteflame Bolt (radiant) • At-Will</b>	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 12 radiant damage.	
TRIGGERED ACTIONS	
<b>C Whitefire Burst (radiant)</b>	
Trigger: When the whitefire shadow drops to 0 hit points.	
Effect (Free Action): Close burst 2; The target takes ongoing 12 radiant damage (save ends).	
<b>Brilliant Alacrity (radiant, teleportation) • At-Will</b>	
Trigger: When the whitefire shadow is missed by a fire or radiant attack.	
Effect (Immediate Reaction): The whitefire shadow teleports 7 squares. At the end of the movement, the shadow makes a <i>whiteflame bolt</i> attack against the creature that made the triggering attack.	
Str 16 (+10)	Dex 22 (+13) Wis 16 (+10)
Con 20 (+12)	Int 10 (+7) Cha 10 (+7)
Alignment evil Languages Supernal	
Note: Reffavored whitefire burning devil. Updated damage to <i>Essentials</i> . Includes a +2 to attack and damage due to Illslydra's curse.	

## ENCOUNTER 5: DROW CHALLENGE (LOW LEVEL)

Drow Sniper (level 13)	Level 13 Artillery
Medium fey humanoid	XP 800
HP 95; Bloodied 47	Initiative +11
AC 25, Fortitude 23, Reflex 26, Will 22	Perception +12
Speed 7	Darkvision
TRAITS	
<b>Explosive Bolts</b> (fire)	
The drow sniper can fire special explosive bolts from his hand crossbow. It carries 3 such bolts. An explosive bolt deals the same damage as a regular bolt and has an additional effect. It deals an additional 1d6 + 6 fire damage to the target and any creature adjacent to the target.	
<b>Sniper</b>	
When a drow sniper makes a ranged attack from hiding and misses, it is still considered to be hiding.	
<b>Drow Poison</b> (poison)	
A creature hit by a weapon coated with drow poison takes a -2 penalty to attack rolls (save ends).	
<i>First Failed Save:</i> The target is also weakened (save ends).	
<i>Second Failed Save:</i> The target fails unconscious until the end of the encounter.	
STANDARD ACTIONS	
<b>m Rapier</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage and the drow sniper makes a secondary attack against the same target.	
Secondary Attack: +20 vs. Fortitude	
Hit: See drow poison for effect.	
<b>R Hand Crossbow</b> (poison, weapon) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +22 vs. AC	
Hit: 3d6 + 13 damage and the drow sniper makes a secondary attack against the same target.	
Secondary Attack: +20 vs. Fortitude	
Hit: See drow poison for effect.	
MINOR ACTIONS	
<b>R Darkfire</b> • <b>Encounter</b>	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: Until the end of the drow sniper's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
<b>Skills</b> Dungeoneering +12, Intimidate +12, Stealth +16	
<b>Str</b> 14 (+8)	<b>Dex</b> 20 (+11) <b>Wis</b> 13 (+7)
<b>Con</b> 11 (+6)	<b>Int</b> 13 (+7) <b>Cha</b> 12 (+7)
<b>Alignment</b> evil <b>Languages</b> Common, Elven	
<b>Equipment</b> 3 explosive bolts coated in drow poison, leather armor, rapier coated in drow poison, hand crossbow, crossbow bolts (20) coated in drow poison	

**Note:** Updated damage to *MM3/Essentials*. Includes a +2 to attack and damage due to Illsyldra's curse.

Illona, Wood Nymph (level 11)	Level 11 Soldier
Medium fey humanoid	XP 600
HP 112; Bloodied 56	Initiative +10
AC 27, Fortitude 22, Reflex 22, Will 25	Perception +13
Speed 6 (forest walk)	Darkvision
TRAITS	
<b>Regeneration</b> (healing)	
Whenever the wood nymph has at least 1 hit point and starts its turn adjacent to or within its tree, it regains 5 hit points.	
<b>Treebound</b>	
Illona is bound to the tree, Illsyldra. Illona can enter the tree and has superior cover while there. In addition, the wood nymph treats the tree as an ally for the purpose of flanking.	
STANDARD ACTIONS	
<b>m Wooden Hands</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d8 + 8 damage, and the target is slowed until the end of the Illona's next turn.	
<b>M Trapped in the Wood</b> (teleportation) • <b>Recharge</b> when no enemy is within the nymph's tree	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: Illona teleports the target 6 squares to the squares containing Illona's tree, and the target is removed from play (save ends). When the effect ends, the target appears in an unoccupied square of its choice adjacent to the tree.	
Effect: Illona teleports 8 squares to a square adjacent to its tree.	
<b>R Lonely Keening</b> (charm, psychic) • <b>Encounter</b>	
Attack: Ranged 10 (one creature); +18 vs. Will	
Hit: 2d8 + 12 psychic damage.	
Effect: Until the end of the encounter or until Illona drops to 0 hit points, the target is marked and takes 5 damage at the end of any turn in which it is not either adjacent to Illona or closer to Illona than when it began its turn.	
MINOR ACTIONS	
<b>Tree Home</b> (teleportation) • <b>At-Will</b>	
Requirement: Illona must be within 6 squares of Illsyldra.	
Effect: Illona teleports to a square adjacent to Illsyldra.	
<b>Skills</b> Diplomacy +15, Insight +13, Nature +13	
<b>Str</b> 18 (+9)	<b>Dex</b> 17 (+8) <b>Wis</b> 16 (+8)
<b>Con</b> 16 (+8)	<b>Int</b> 18 (+9) <b>Cha</b> 21 (+10)
<b>Alignment</b> unaligned <b>Languages</b> Common, Elven	
<b>Note:</b> low-light upgraded to darkvision. Includes a +2 to attack and damage due to Illsyldra's curse.	

## ENCOUNTER 5: DROW CHALLENGE (HIGH LEVEL)

<b>Drow Agent</b>	<b>Level 16 Lurker</b>
Medium fey humanoid	XP 1400
<b>HP 126; Bloodied 63</b>	<b>Initiative +17</b>
<b>AC 29, Fortitude 27, Reflex 29, Will 28</b>	<b>Perception +15</b>
<b>Speed 6</b>	<b>Darkvision</b>

### TRAITS

#### Keep Enemies Close

The drow inquisitor gains a +4 bonus to all defenses while a creature it's dominating is within 5 squares of it.

### STANDARD ACTIONS

#### m Silver Longsword (psychic) • At-Will

Attack: Melee 1 (one creature); +23 vs. AC

Hit: 3d6 + 16 damage plus 1d8 psychic damage.

#### M Agent's Strike (psychic) • At-Will usable only against a target not affected by agent's strike

Attack: Melee 1 (one creature); +21 vs. Will

Hit: 3d6 + 16 damage plus 1d8 psychic damage, and the target is dominated until the end of the agent's next turn.

### MINOR ACTIONS

#### C Cloud of Darkness (zone) • Encounter

Effect: Close burst 1; this power creates a cloud of darkness that remains in place until the end of the agent's next turn. The cloud blocks line of sight for all creature except the agent. Any creature entirely within the cloud (except the agent) is blinded until it exits.

### TRIGGERED ACTIONS

#### M Bend the Will • At-Will (1/round)

Trigger: When the agent is hit with a melee or ranged attack while dominating a creature.

Effect (Free Action): The creature dominated by the agent uses an at-will power of the agent's choice against the enemy making the triggering attack as a free action.

Skills Arcana +14, Insight +15

Str 16 (+10) Dex 23 (+13) Wis 16 (+10)

Con 18 (+11) Int 14 (+9) Cha 20 (+12)

Alignment evil Languages Common, Elven

Equipment silver longsword, leather armor

Note: Reffavored Ch'r'ai Inquisitor. Updated damage to *Essentials*. Includes a +2 to attack and damage due to Illsyltra's curse.

<b>Draegloth Favored One (lvl 15)</b>	<b>Level 15 Elite Controller</b>
Large elemental humanoid (demon)	XP 2400
<b>HP 292; Bloodied 146</b>	<b>Initiative +11</b>
<b>AC 31, Fortitude 29, Reflex 27, Will 31</b>	<b>Perception +20</b>
<b>Speed 6, jump 5</b>	<b>Darkvision</b>
<b>Saving Throws +2; Action Points 1</b>	

### STANDARD ACTIONS

#### m Claw • At-Will

Attack: Melee 2 (one creature); +23 vs. AC

Hit: 3d6 + 15 damage.

#### A Lolth's Blight (necrotic) • Recharge 5-6

Attack: Area Burst 4 within 20 (enemies within burst); +21 vs. Will

Hit: 2d8 + 10 necrotic damage, the target is dazed (save ends).

Miss: Half damage and the target is not dazed.

#### A Overshadow (necrotic, zone) • Daily

Attack: Area Burst 5 within 10 (creatures within burst without darkvision); +21 vs. Will

Hit: 2d8 + 10 necrotic damage, the target is blinded (save ends).

Effect: This power creates a zone of darkness that remains in place until the end of the favored one's next turn.

### MINOR ACTIONS

#### R Darkfire • Encounter

Attack: Ranged 10; (one creature) +21 vs. Reflex

Hit: Until the end of the draegloth's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.

### TRIGGERED ACTIONS

#### M Quick Bite • At-Will (1/round)

Trigger: The draegloth favored one hits with a claw.

Effect (Free Action): Melee 2; +23 vs. AC

Hit: 3d6 + 15 damage.

#### Variable Resistance • Encounter

Trigger: The draegloth takes acid, cold, fire, lightning or thunder damage

Effect (Free Action): The draegloth gains resist 10 to the triggering damage type until the end of the encounter.

Skills Religion +13, Stealth +16

Str 22 (+13)

Dex 19 (+11)

Wis 26 (+15)

Con 18 (+11)

Int 12 (+8)

Cha 16 (+10)

Alignment chaotic evil Languages Abyssal, Elven

Note: Updated damage to *Essentials*. Includes a +2 to attack and damage due to Illsyltra's curse.

<b>Whitefire Shadow</b>	<b>Level 14 Skirmisher</b>
Medium shadow humanoid	XP 250

HP 1; a missed attack never damages a minion.

Initiative +15

AC 28, Fortitude 26, Reflex 28, Will 24

Perception +10

Speed 7

Darkvision

Resist 15 fire, 20 radiant

### STANDARD ACTIONS

#### m Burning Claw (radiant) • At-Will

Attack: Melee 1 (one creature); +21 vs. AC

Hit: 12 radiant damage.

#### r Whiteflame Bolt (radiant) • At-Will

Attack: Ranged 10 (one creature); +19 vs. Reflex

Hit: 12 radiant damage.

### TRIGGERED ACTIONS

#### C Whitefire Burst (radiant)

Trigger: When the whitefire shadow drops to 0 hit points.

Effect (Free Action): Close burst 2; The target takes ongoing 12 radiant damage (save ends).

#### Brilliant Alacrity (radiant, teleportation) • At-Will

Trigger: When the whitefire shadow is missed by a fire or radiant attack.

Effect (Immediate Reaction): The whitefire shadow teleports 7 squares. At the end of the movement, the shadow makes a whiteflame bolt attack against the creature that made the triggering attack.

Str 16 (+10)

Dex 22 (+13)

Wis 16 (+10)

Con 20 (+12)

Int 10 (+7)

Cha 10 (+7)

Alignment evil

Languages Supernal

Note: Renamed whitefire burning devil. Updated damage to *Essentials*. Includes a +2 to attack and +1 to damage due to Illsyltra's curse.



## ENCOUNTER 5: DROW CHALLENGE (HIGH LEVEL)

Drow Sniper (level 15)	Level 15 Artillery
Medium fey humanoid	XP 1200
HP 107; Bloodied 53	Initiative +12
AC 27, Fortitude 25, Reflex 28, Will 24	Perception +13
Speed 7	Darkvision
TRAITS	
<b>Explosive Bolts</b> (fire)	
The drow sniper can fire special explosive bolts from his hand crossbow. It typically carries 3 such bolts. An explosive bolt deals the same damage as a regular bolt and has an additional effect. It deals an additional 1d6 + 7 fire damage to the target and any creature adjacent to the target.	
<b>Sniper</b>	
When a drow sniper makes a ranged attack from hiding and misses, it is still considered to be hiding.	
<b>Drow Poison</b> (poison)	
A creature hit by a weapon coated with drow poison takes a -2 penalty to attack rolls (save ends).	
<i>First Failed Save:</i> The target is also weakened (save ends).	
<i>Second Failed Save:</i> The target fails unconscious until the end of the encounter.	
STANDARD ACTIONS	
<b>m Rapier</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 15 damage and the drow sniper makes a secondary attack against the same target.	
Secondary Attack: +22 vs. Fortitude	
Hit: See drow poison for effect.	
<b>R Hand Crossbow</b> (poison, weapon) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +24 vs. AC	
Hit: 3d8 + 15 damage and the drow sniper makes a secondary attack against the same target.	
Secondary Attack: +22 vs. Fortitude	
Hit: See drow poison for effect.	
MINOR ACTIONS	
<b>R Darkfire</b> • <b>Encounter</b>	
Attack: Ranged 10 (one creature); +22 vs. Reflex	
Hit: Until the end of the drow sniper's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
<b>Skills</b> Dungeoneering +13, Intimidate +13, Stealth +17	
<b>Str</b> 14 (+9)	<b>Dex</b> 20 (+12) <b>Wis</b> 13 (+8)
<b>Con</b> 11 (+7)	<b>Int</b> 13 (+8) <b>Cha</b> 12 (+8)
<b>Alignment</b> evil <b>Languages</b> Common, Elven	
<b>Equipment</b> 3 explosive bolts coated in drow poison, leather armor, rapier coated in drow poison, hand crossbow, crossbow bolts (20) coated in drow poison	

**Note:** Updated damage to *Essentials*. Includes a +2 to attack and damage due to Illsyldra's curse.

Illona, Wood Nymph of Illsyldra (level 13)	Level 13 Soldier
Medium fey humanoid	XP 800
HP 128; Bloodied 64	Initiative +11
AC 29, Fortitude 23, Reflex 24, Will 27	Perception +14
Speed 6 (forest walk)	Darkvision
TRAITS	
<b>Regeneration</b> (healing)	
Whenever the wood nymph has at least 1 hit point and starts its turn adjacent to or within its tree, it regains 5 hit points.	
<b>Treebound</b>	
Illona is bound to the tree, Illsyldra. Illona can enter the tree and has superior cover while there. In addition, the wood nymph treats the tree as an ally for the purpose of flanking.	
STANDARD ACTIONS	
<b>m Wooden Hands</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 10 damage, and the target is slowed until the end of the Illona's next turn.	
<b>M Trapped in the Wood</b> (teleportation) • <b>Recharge</b> when no enemy is within the nymph's tree	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: Illona teleports the target 6 squares to the squares containing Illona's tree, and the target is removed from play (save ends). When the effect ends, the target appears in an unoccupied square of its choice adjacent to the tree.	
Effect: Illona teleports 8 squares to a square adjacent to its tree.	
<b>R Lonely Keening</b> (charm, psychic) • <b>Encounter</b>	
Attack: Ranged 10 (one creature); +20 vs. Will	
Hit: 2d8 + 14 psychic damage.	
Effect: Until the end of the encounter or until Illona drops to 0 hit points, the target is marked and takes 5 damage at the end of any turn in which it is not either adjacent to Illona or closer to Illona than when it began its turn.	
MINOR ACTIONS	
<b>Tree Home</b> (teleportation) • <b>At-Will</b>	
Requirement: Illona must be within 6 squares of Illsyldra.	
Effect: Illona teleports to a square adjacent to Illsyldra.	
<b>Skills</b> Diplomacy +16, Insight +14, Nature +14	
<b>Str</b> 18 (+10)	<b>Dex</b> 17 (+9) <b>Wis</b> 16 (+9)
<b>Con</b> 16 (+9)	<b>Int</b> 18 (+10) <b>Cha</b> 21 (+11)
<b>Alignment</b> unaligned <b>Languages</b> Common, Elven	
<b>Note:</b> low-light upgraded to darkvision. Includes a +2 to attack and damage due to Illsyldra's curse.	

## ENCOUNTER 5: DROW CHALLENGE

### TILE SETS NEEDED

*Caves of Carnage* x1, *Sinister Woods* x1



**M** = Whitefire Shadows   **S** = Drow Sniper   **A** = Drow Agent  
**I** = Illona   **F** = Draegloth Favored One

## ENCOUNTER 6: CLOSING THE PORTAL

### SETUP

**Moonlady Shava Enthuin**, female half-elf leader of Highmoon.

**Liscardem**, male human wizard

Once the combat is over, the PCs can perform the ritual. The ritual has to be performed by someone that learned the ritual in Encounter 2. One PC must hold the necklace. This can be the same PC that casts the ritual (but need not be). The PCs can attempt the ritual only once. The casting PC makes a DC 29/31 Arcana check. This check is modified as follows:

- The PC takes a -2 penalty if he or she failed the check when Liscardem taught the ritual.
- If Illona's corruption was suppressed in the previous encounter, the PC gets a +2 bonus to the Arcana check as she is there to aid in the ritual.
- Any PC may aid the ritual by sacrificing a healing surge to give a +1 bonus to the Arcana check. Each PC may only donate 2 healing surges per check (+2 bonus per PC).

If the Arcana check fails, Illsyldra corruption burst out on all the PCs and they each lose a healing surge (the caster and holder lose an additional surge). The portal dims and goes dormant, but isn't permanently closed. Liscardem's ritual does not work again on the portal, as the connection to the necklace is now severed.

***If Illona is there***, she mentions that a PC may also willingly sacrifice their life to power the ritual granting an automatic success. Only a person who did not embrace the curse in the fight previously can do this, as their life force is untainted.

If a PC chooses to sacrifice their life, read the following:

***As the ritual is cast, leaves and vines shoot out from Illsyldra and wrap around you. The corruption pours into your body as the evil flows from Illsyldra into you. A burst of blackness explodes your body and you go blank.***

***Moments later, you wake up having stared death in the eye and won. But there is a price for your sacrifice as a black scar runs down your left cheek.***

The PC who sacrificed their life still has to deal with the death penalty, but is raised by Illsyldra and receives story award, **DALE30 A Life Given**.

Once the ritual is done, all shadow creatures flee. The army lets out a cheer of victory.

### ENDING THE ENCOUNTER

The PCs conclude by reporting back to Moonlady Shava Enthuin and Liscardem at the village where they met the army in Encounter 2.

Moonlady Shava congratulates you, read the following:

***"You have truly earned your place in Dalelands lore with your efforts in closing the portal. We are in your debt.***

***No doubt we need to deal with the remaining creatures, but at least the portal is closed. In time, we will defeat all of them. For now, I have increased our scouts along the border of the Darkwatch, and sent Mishell Nymonen to Myth Drannor to report the situation."***

She pays the PC in gold, and also offers to provide them with magic suitable to their personal needs (a common item of the PC's level +2 or lower, or an uncommon item of the PC's level or lower).

Liscardem offers the PC a special mixture to permanently upgrade their magic item.

### EXPERIENCE POINTS

If the PCs close the portal, they receive 100/140 experience points for reaching the minor quest..

If the PC has **DALE28 A Nascent Hero** or **DALE29 Darkness Stirs in Cormanthor**, they receive 700/1000 experience points for reaching the *Stem the Tide* major quest.

### TREASURE

Lady Enthuin pays 600/1100 gp per PC for their efforts, and provides a common item of the PC's level +2 or lower, or an uncommon item of the PC's level or lower. The PCs may also earn the ability to upgrade a magic item with an enhancement bonus of +2 or lower as described in Encounter 3.



## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, 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 AND BASE GOLD

Give PCs the full XP 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: Fungus Among Us**

**840/1240 XP**

**Encounter 3: Getting to the Root of the Problem**

**240/320 XP**

**Encounter 4: Tree of Shadows**

**1060/1500 XP**

**Encounter 5: Drow Challenge**

**1060/1500 XP**

**Minor Quest: Seal the Portal**

**100/140 XP**

**[Optional] Major Quest** (PCs with DALE28 or DALE29): **Stem the Tide**

**700/1000 XP**

**Total Possible Experience**

**2240/3200 XP (2940/4200 XP with Major Quest)**

**Base Gold per PC**

**1200/2200 gp**

(Encounter 4 or 5: 600/1100 gp, Encounter 6: 600/1100 gp)

### TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure 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; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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 Treasure, 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.

#### THE FOLLOWING TREASURES ARE AVAILABLE:

**Treasure A:** Upgrade one of your existing items that currently has an enhancement bonus of +2 to the +3 enhancement bonus version of that same item. If the upgraded item’s new item level is more than four levels above your character level, you may not use the upgraded item until your character level is within four levels of the item’s new level.

This upgrade takes up one found-item slot in addition to any slots the character had already spent on the original item.

Found in Encounter 6

**Treasure B:** *hypnotic pendant +3\** (level 13; *Dragon* 386)  
Found in Encounter 2

**Treasure C:** *periapt of cascading health +3\** (level 15; *Dragon* 369)  
Found in Encounter 4

**Treasure D:** *whistling weapon +3\** (level 13; *Dragon* 390)  
Found in Encounter 5

**Treasure E:** *alfsair spear +3\** (level 13; *Adventurer’s Vault* 2)  
Found in Encounter 4 or 5 (see requirements in the encounter)

**Treasure F: Seal Portal\*** (level 8, *Dungeon* 160) and **Shadow Passage\*** (level 8, *Manual of the Planes*) found as either ritual scrolls or ritual books (player's choice).  
Found in Encounter 2

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** The character finds a *potion of clarity\** (level 15, *Adventurer's Vault*) plus 300 / 1100 gp (in addition to his or her Base Gold).

The player should record the consumable gained on his or her Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

**Treasure Z (More Gold):** The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables worth 1300 / 2100 gp (in addition to his or her Base Gold).

## STORY AWARDS

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

- To earn DALE30, a character must sacrifice his or her life during the ritual to close the portal (Encounter 6). Such a character automatically earns DALE31 in addition to DALE30.
- A character who did not sacrifice his or her life, but who did participate in the ritual or otherwise came into contact with Illsyldra's essence (by carrying the necklace, by making skill checks during the skill challenge, by contributing healing surges, or in any other active way) gains DALE31 but not DALE30.
- A character who never touched the necklace and specifically and intentionally did not participate in the ritual gains neither award.

### DALE30 A Life Given

You have gained a permanent scar in the shape of a tree on your left cheek. Its magic grants you the following power:

#### MINOR ACTIONS

##### Illsyldra's Blessing • Daily (primal)

*A protective layer of tree bark covers your body and armor.*

**Target:** You.

**Effect:** Until the end of the encounter, you gain a +4 power bonus to AC. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0).

The scar's magic can be activated a maximum of three times before it fades. Each time you use this power, mark off one of the following three boxes. ☐ ☐ ☐

When you use the power for the third time, the scar's magic fades, but the scar remains as a symbol of your sacrifice.

### DALE31 Illsyldra's Essence

Illsyldra is an ancient tree in the forest of Deepingdale near Darkwatch. You helped cleanse the tree of corruption. During this process, a portion of Illsyldra's essence merged with your own. Fey and plant creatures generally regard you more favorably (DM's discretion). Also, one time only, you may choose to allow cruelty to enter your heart, taking on an aspect of the Ivory Tree of Winter from which Illsyldra was seeded.

#### MINOR ACTIONS

##### Cold-Hearted Curse • Daily (primal)

*A cold rage fills your heart, anger born of winter's cruelty.*

**Requirement:** You must be in a forest or wooded area.

**Target:** You.

**Effect:** You gain a +2 bonus to attack rolls and damage rolls. You treat all creatures as enemies for the purposes of targeting powers. You cannot use powers with the Healing keyword, or the Heal skill, except on yourself. These effects last until the end of the encounter or until you end them as a minor action.

Once you have used this effect, cross out the above paragraph. You retain the benefit with fey and plant creatures, but cannot activate the power of the curse more than one time.

## NEW RULES

### Hypnotic Pendant +3

Level 13

Lvl 13 17,000 gp

**Item Slot:** Neck

**Enhancement:** +3 Fortitude, Reflex and Will

**Power (Daily • Charm):** Standard Action. You make the following ranged attack against one creature within 10 squares of you: +16 vs. Will. Hit: You designate a specific time or date in the future (for example, noon tomorrow) or a specific event that might occur in the future (for example, when you see the next blacksmith). If the designated time or event occurs before you use this item's power again, the target is dominated by you (save ends). You do not need to be near the target or have line of sight or effect to the target to choose its actions for the purpose of the dominated effect.

**Reference:** *Dragon* 386, page 30.

### Periapt of Cascading Health +3

Level 15

Lvl 15 25,000 gp

**Item Slot:** Neck

**Enhancement:** +3 Fortitude, Reflex and Will

**Power (Encounter):** Minor Action. You end one condition that a save can end.

**Reference:** *Dragon Magazine* 369, page 16.

### Whistling Weapon +3

Level 13

Lvl 13 17,000 gp

**Weapon:** Any

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

**Critical:** +3d6 thunder damage

**Power (Daily • Thunder):** Minor Action. *Trigger:* You hit an enemy with this weapon. *Effect:* For the rest of the encounter, each time you hit with this weapon, the target becomes deafened (save ends); a deafened target becomes slowed (save ends); a slowed target becomes deafened and dazed (save ends); and a dazed target becomes deafened, slowed and stunned (save ends).

**Reference:** *Adventurer's Vault* 2, page 25.

### Alfsair Spear +3

Level 13

Lvl 13 +3 17,000 gp

**Weapon:** Spear

**Enhancement:** attack rolls and damage

**Critical:** +1d8 psychic and poison damage per plus

**Property:** You gain an item bonus to Nature checks equal to the spear's enhancement bonus.

**Property:** Classes that use totems can use this spear as an implement for class powers and paragon powers.

**Power (Daily • Poison, Psychic):** No Action. *Trigger:* You score a critical hit against an enemy with this spear. *Effect:* The enemy hit by the triggering attack is dazed until the end of its next turn.

**Reference:** *Adventurer's Vault* 2, page 15.

### Seal Portal

**Level:** 8

**Category:** Binding

**Time:** 10 minutes

**Duration:** Permanent

**Component Cost:** 100 gp

**Market Price:** 680 gp

**Key Skill:** Arcana

You sever the magical connections that bind one place to another by way of a portal. The completion of this ritual successfully shuts a currently active portal and seals it. No creature, object, or energy can pass through a sealed portal. The portal is not destroyed, though it becomes both invisible and intangible, meaning that it cannot be perceived or interacted with while sealed. If the portal would normally disappear after a certain amount of time, it does so.

At the completion of this ritual, make an Arcana check. A sealed portal can be reopened with the linked portal, planar portal, or true portal rituals, but the creature performing the ritual to reopen the portal must make an Arcana check that equals or exceeds the results of the Arcana check you made when performing this ritual. You can remove the seal on a portal you have sealed by performing this ritual on it again.

The magic of a sealed portal can be detected with the Arcana skill. The level of the magical phenomenon (the seal, not the portal itself) is equal to your level at the time you performed this ritual.

**Reference:** *Dungeon* 160, page 27.

### Shadow Passage

**Level:** 8

**Category:** Travel

**Time:** 10 minutes

**Component Cost:** 135 gp

**Market Price:** 680 gp

**Key Skill:** Arcana or Religion (no check)

**Duration:** Instantaneous

Use this ritual at a shadow crossing. When you perform this ritual, you shift yourself and up to eight allies from the world to a corresponding location in the Shadowfell, or from the Shadowfell to a corresponding location in the world. The shadow crossing need not be active for Shadow Passage to work. You remain in the Shadowfell until you leave by another means or you perform this ritual again at a shadow crossing.

**Special:** Shadar-kai have a special connection to the Shadowfell. Consequently, a shadar-kai who has mastered this ritual or performs it from a scroll does not pay the component cost.

**Reference:** *Manual of the Planes*, page 151.

### Potion of Clarity

Level 15

Lvl 15 1000 gp

**Potion**

**Power (Consumable):** Minor action. When you drink this potion, you must spend a daily magic item use. Once, before the end of the encounter, when you make an attack roll with an encounter or daily attack power of 15<sup>th</sup> level or lower, you can reroll the attack roll, but must use the second result.

**Reference:** *Adventurer's Vault*, page 188.

## APPENDIX I: IMPORTANT NPCs

### BYAR

**Region/Town:** Dalelands / Deepingdale

**Appears in:** DALE1-5

*Byar is a muscular human. He is short and stocky, with dusky skin and dark brown hair. His brown eyes peek out from under heavy eyebrows, and his teeth are crooked.*

Byar can relay the following information:

- Byar is an Arkaiun, a human race that lives south of the Shaar. In his early days he was a pirate in Purl.
- Two years ago, Byar accepted a mission from a human merchant, Lubeq, from Melvaunt,
- The mission was to explore the dungeons under Semberholme and seek out a hidden portal. Certain keys would open these portals.
- Byar's adventuring companions included, among others: Lubeq himself, the halfling Swift Elyan, the dwarf Dorrington Brightaxe, and - proposed by Lubeq - the priestess Sureen Tevernesta.
- Byar and Sureen became lovers. He gifted her with a necklace that Lubeq had given him as an advance payment, though he now is unsure if that was his own idea.
- The party traveled to Semberholme and from there into the Underdark.
- Sureen unwittingly opened a portal. Byar now knows it was the necklace, combined with Sureen's ancestry, that triggered the portal.
- What they found was a one-way gate into a nightmarish place, filled with shadows and undead, a dark twisted maze that changed with every step, and a complex of tunnels that sapped the life out of them.
- Many of the group, including Lubeq, succumbed to the shadows. Finally Sureen, in anger, broke a mirror that held a magical portal.
- The mirror exploded in a hundred shards that embedded themselves in her body. However, the blow did open a gate and the survivors escaped.
- The portal dropped them in the woods of Cormanthor. From there, the group scattered, not realizing they had left behind an open portal that could be used by other creatures.
- Since then, Byar has devoted himself to hunting shadow creatures. He has made peace with his friends, and looks forward to being reunited with Sureen.

### LISCARDEM

**Region/Town:** Dalelands / Deepingdale

**Appears in:** DALE2-3

*Liscardem is an old half-elf with thin grey hair. He is rail-thin. His hands are covered with healed-over scars, and his eyes glazed over with a nostalgic gleam.*

A character knows the following information about Liscardem with a successful Arcana check:

**DC 20:** Liscardem is a wizard and historian, who was once member of a circle of mages in Battledale. He is a scholar, not a warrior.

**DC 25:** 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.

**DC 30:** None of his fellow farmers know he is a mage. He masquerades as a beekeeper.

### 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 close 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 works for Elminster, but her exact relation to him is unknown.

## MOONLADY SHAVA ENATHUIN

**Region/Town:** Dalelands / Deepingdale

**Appears in:** DALE1-5

*Moonlady Shava Enathuin is a beautiful half-elf woman with long, dark red hair and brilliant green eyes. Her face is smooth, suggesting her to be much younger than she really is.*

A character knows the following information about Moonlady Enathuin with a successful Streetwise check:

**DC 15:** Lady Shava Enathuin is the lord - or Moonlady - of Deepingdale. She has ruled the town for almost half a century.

**DC 20:** Lady Enathuin has the ear of her people. She makes decisions quickly, but tends to favor her people's fate over the greater good. Some say this has led to the disorder in the Highmoon militia.

**DC 25:** Lady Enathuin has many friends in far away places. It is rumored she used to be a Harper.

## DUNGEONS & DRAGONS

### LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

**DALE2~ 4 ILLSYLDRA**

#### DALE30 A Life Given

You have gained a permanent scar in the shape of a tree on your left cheek. Its magic grants you the following power:

##### MINOR ACTIONS

###### Illsyldra's Blessing • Daily (primal)

*A protective layer of tree bark covers your body and armor.*

**Target:** You.

**Effect:** Until the end of the encounter, you gain a +4 power bonus to AC. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0).

The scar's magic can be activated a maximum of three times before it fades. Each time you use this power, mark off one of the following three boxes. ☐ ☐ ☐

When you use the power for the third time, the scar's magic fades, but the scar remains as a symbol of your sacrifice.

#### DALE31 Illsyldra's Essence

Illsyldra is an ancient tree in the forest of Deepingdale near Darkwatch. You helped cleanse the tree of corruption. During this process, a portion of Illsyldra's essence merged with your own. Fey and plant creatures generally regard you more favorably (DM's discretion). Also, one time only, you may choose to allow cruelty to enter your heart, taking on an aspect of the Ivory Tree of Winter from which Illsyldra was seeded.

##### MINOR ACTIONS

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*A cold rage fills your heart, anger born of winter's cruelty.*

**Requirement:** You must be in a forest or wooded area.

**Target:** You.

**Effect:** You gain a +2 bonus to attack rolls and damage rolls. You treat all creatures as enemies for the purposes of targeting powers. You cannot use powers with the Healing keyword, or the Heal skill, except on yourself. These effects last until the end of the encounter or until you end them as a minor action.

Once you have used this effect, cross out the above paragraph. You retain the benefit with fey and plant creatures, but cannot activate the power of the curse more than one time.

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

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

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# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

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