

NEW RULES

Sending Fork **Level 6 Uncommon** Wondrous Item 1,800 gp

Property: You can use this item as an optional focus for the Sending ritual. When you do, multiply the maximum range of the ritual by 10.

Power: *Minor Action.* Choose an unoccupied square within 10 squares of you and speak a short phrase (no more than twenty-five words) into the fork. Creatures can hear you as though you were in the chosen square. You do not need line of sight to have line of effect to the square.

Source: Dragon Magazine 387, page 29

Know the Path **Level 5 Uncommon** Fey Magic Gift 1,000 gp

Utility Power ♦ Daily (Minor Action)

Effect: You utter the name of a specific location you have seen before that is on the same plane as you. Until you take an extended rest, you can sense the general direction to that location and the distance to it.

Source: Heroes of the Feywild, page 142

Scarf of Reconciliation **Level 7+ Uncommon** Level 7 +2 2,600 gp

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Properties:

- While you have a drow ally within 10 squares of you, you gain a +2 item bonus to Intimidate and Stealth checks.
- While you have an eladrin ally within 10 squares of you, you gain a +2 item bonus to Arcana and History checks.
- While you have an elf ally within 10 squares of you, you gain a +2 item bonus to Perception and Nature checks.

Source: Adventurer's Vault 2, page 132

Scarf of Reconciliation **Level 7+ Uncommon** Head Slot 5,000 gp

Properties:

- While you have a drow ally within 10 squares of you, you gain darkvision.
- While you have an eladrin ally within 10 squares of you, you gain a +5 item bonus to saving throws against charm effects.
- While you have an elf ally within 10 squares of you, you gain a +1 item bonus to Perception checks.

Source: Adventurer's Vault2, page 132

Feystride Boots **Level 11 Uncommon** Feet Slot 9,000gp

Property: While you have a drow or elf ally within 10 squares of you, the range of your fey step racial power increases by 2 squares.

Power (Teleportation) ♦ **Encounter** (Move Action). While you have an eladrin ally within 10 squares of you, you can expand your eleven accuracy racial power or use your Lothtouched racial trait to teleport 5 squares.

Source: Adventurer's Vault 2 pg 132

Sending Stones (pair) **Level 11 Uncommon** Wondrous Item 9,000

Power: *Standard Action.* Until the end of your next turn, any person speaking into one stone can be heard by those near the other stone as though he or she were standing in the other stone's place. At the end of your next turn both stones are exhausted. With a minor action, any character touching a single stone renews the set.

Special: Sending stones normally come in a matched pair attuned to one another. Larger sets of stones attuned to each other can be created (add 50 percent to the base price for each additional stone).

Source: Player's Handbook pg 255, Madness at Gardmore Abbey pages 3-15.

Elixir of Protection from Evil **Level 5+ Uncommon** Lvl 5 50 gp

Consumable: Elixir

Utility Power ♦ Consumable (Minor Action)

Requirement: Your level must be equal to or lower than the elixir's level +5

Effect: You drink the elixir and gain a +1 bonus to damage rolls against evil creatures and to all defenses against evil creatures' attacks. The bonus lasts until the end of your next turn.

Source: Mordenkainen's Magnificent Emporium, page 94

Elixir of Speed **Level 11 Uncommon** Consumable: Potion 350 gp

Utility Power ♦ Consumable (Minor Action)

Effect: You drink the elixir and gain a +2 power bonus to your speed for 1 hour.

Source: Adventurer's Vault, page 187

NEW RULES (CONTINUED)

Feyheart Courser	Level 2 Skirmisher
Large fey beast (mount)	XP 125
HP 37; Bloodied 18	Initiative +7
AC 18, Fortitude 14, Reflex 16, Will 14	Perception +3
Speed 10	low-light vision
STANDARD ACTIONS	
m Kick ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage	
MOVE ACTIONS	
Nimble Beast ♦ Encounter	
The feyheart courser shifts 2 squares	
MINOR ACTIONS	
Swift Steed ♦ Encounter	
Requirement: The feyheart courser is mounted by a friendly rider of 2 nd level or higher	
Effect: the feyheart courser gains a +4 bonus to speed until the end of its next turn.	
Skills: Endurance +7	
Str 14 (+3)	Dex 18 (+5) Wis 14 (+3)
Con 13 (+2)	Int 2 (-3) Cha 9 (0)
Alignment unaligned	Languages —

Based on Valenar riding horse with MM3 damage expressions

Feyheart Destrier	Level 5 Brute
Large fey magical beast (mount)	XP 200
HP 76; Bloodied 38	Initiative +4
AC 17, Fortitude 19, Reflex 16, Will 15	Perception +3
Speed 8	low-light vision
STANDARD ACTIONS	
m Kick ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d8 + 7 damage	
M Trample ♦ At-Will	
The destrier can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the destrier must end its move in an unoccupied space. When it enters an enemy's space, the destrier makes a trample attack:	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 2d8 + 3 damage and the target is knocked prone.	
TRIGGERED ACTIONS	
Bonded Mount ♦ Encounter	
Requirement: The feyheart courser is mounted by a friendly rider of 5 th level or higher	
Trigger: The rider speeds a healing surge	
Effect: the feyheart destrier gains temporary hit points equal to the rider's healing surge value.	
Swift Steed ♦ Encounter	
Requirement: The feyheart courser is mounted by a friendly rider of 5 th level or higher	
Trigger: The rider charges.	
Effect: the rider gains a +6 bonus to damage on the charge attack.	
Skills: Endurance +10	
Str 22 (+8)	Dex 14 (+4) Wis 12 (+3)
Con 16 (+5)	Int 3 (-2) Cha 10 (+2)
Alignment unaligned	Languages —

Based on magebred destrier with MM3 damage expressions

EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Neverwinter Story Area!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/NEVE0502LFR>

The survey period closes on **01 January 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

Question 1: What was the verdict of Mayara's trial?

- a. Guilty
- b. Innocent

Question 2: Who ended up with Aughlathla'vel?

- a. The Ashmadai
- b. The PC's
- c. The Protectors of Neverwinter

Question 3: Did the PCs believe Mayara innocent or guilty?

- a. Completely innocent.
- b. Guilty beyond a reasonable doubt.
- c. The PCs weren't sure.

Question 4: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating; the adventure had no redeeming qualities)
- b. Two stars (below expectations; the adventure was pretty bad but had some good moments)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations; there may have been a few hiccups, but the adventure was good overall)
- e. Five stars (best possible rating; the adventure was memorable and fun)

Question 5: How do you, the DM, rate this adventure, using the same 5-point scale?