

SPIDER'S WEB

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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New Sharandar is on the brink of war, with skirmishes already taking place. Heroes are needed to prevent the outbreak of a full-scale war. Can you root out the infernal influence that is the cause of this region's troubles before it is too late? A *Living Forgotten Realms* adventure set in Neverwinter for characters of the Heroic tier (levels 1 -10).

This adventure is the conclusion of the *Devil's Play* Major Quest, which started with *NEVE4-1 Hound's Baying* and continued in *NEVE4-2 Serpent's Kiss*. We recommend that you play the trilogy in order with the same character.

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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If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

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 are 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 supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

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 says 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 his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

NEVERWINTER CAMPAIGN SETTING:

This adventure takes place in Neverwinter and the Neverwinter Woods. An appendix is included in the adventure to give you some idea of the area and the groups at work in this adventure. You do not need the *Neverwinter Campaign Setting* (NCS) to run this adventure. However, having the book would be helpful as it includes more detailed descriptions of locations and can give you a greater understanding of the power groups in the city.

PREVIOUS ADVENTURES IN NEVERWINTER:

This adventure takes place after *NEVE5-2 Serpent's Kiss*. It is strongly urged that the PCs participate in that adventure before engaging in this adventure.

Besides *NEVE5-1 Hound's Baying* there are three adventures set in Neverwinter (published in *Dungeon*) that have been adapted for LFR. Some of the NPCs in *ADAP3-1: The Gauntlgrym Gambit* and *ADAP3-2 Shards of Selune* (found in *Dungeon* 193) and *ADAP 3-3: That which Never Sleeps* (found in *Dungeon* 195) are also found in this adventure series. It is not required to play these adapted adventures, though having done so might increase the players' enjoyment.

ADVENTURE BACKGROUND

Mayara Sulbrandil is a renegade eladrin who was accused of the murder of her teammates. Since she was unbalanced, she was banned from the eladrin settlement of New Sharandar in the Neverwinter Woods rather than put to trial. She fled to Neverwinter, where she started to investigate the Ashmadai, who she blames for her predicament.

Mayara is possessed by a devil; though she has been able to resist the possession so far (whether she is aware of the possession at this moment depends on events in *NEVE4-2 Serpent's Kiss*).

The devil was summoned by Addemios, an influential eladrin in New Sharandar who worships Asmodeus. Addemios had the aid of Ashmadai led by a woman named Favria, and by members of the Cult of the Dragon. Addemios desires to dedicate New Sharandar to his patron. To prevent Mayara from identifying him, he arranged to have her banned from court, after which he sought to imprison her so he could turn her into a faithful servant. Unfortunately, his plans backfired, and the eladrin decided to have Mayara stand trial, forcing him to quicken his plans.

With the trial going on, he lured Merrisara Winterwhite, the eladrin leader, to an outpost in Iliyanbruen, and then had Favria's Ashmadai attack, with the intent to slay her and take *Aughlathla'vel, the Winter Wind*, Merrisara's symbol of office.

With Merrisara Winterwhite's death, a furious war has broken out in Neverwinter Woods now that the xenophobic Olirien Mistcrown is in charge. The war is fed by attacks from Favria's Ashmadai, but the eladrin make little distinction between cultists and normal folk, and the war also threatens to spill over to Neverwinter.

In addition, dark fey, fed with information from Addemios, plan to attack New Sharandar from a nearby portal in the Feydark.

Only a small faction of eladrin now outcast of New Sharandar, see the whole picture, and they desperately need aid.

GEOGRAPHY

Most of this adventure takes place within the Neverwinter Wood, amongst ruins of the ancient eladrin empire of Iliyanbruen. Once famous for its treetop buildings formed of living wood, the fey magic has largely dissipated, leaving small pockets of rotting structures and caches of ancient treasures. These ruins are sacred to the eladrin, but also attract their share of treasure-hunters.

The eladrin city of New Sharandar lies in the Feywild, a small fortification built around a small portal

to Toril. The rustic outpost has only a few non-military residents. The eladrin of New Sharandar are driven by the desire to rediscover their former power on Toril by rebuilding their empire.

Looming Woods: This entire adventure takes place deep within the Neverwinter Wood, an ancient forest where the magic of the feywild lingers long after its former inhabitants. The PCs are under the effects of *Looming Woods* throughout the course of the adventure:

TRAITS
Looming Woods
<i>Effect:</i> Living creatures in affected squares must make a saving throw before rolling initiative. Those who fail are surprised during the first round of combat.
Living creatures who fail a Perception check while in affected squares are convinced they heard or saw something moving nearby.
Finally, living creatures take a -2 penalty to Will and saving throws against fear powers and effects while in affected squares.
<i>Special:</i> Creatures that live in these woods for more than a few weeks grow immune to this effect.

At the DM's discretion, some PC backgrounds, themes or story awards may negate this effect, e.g. the *Iliyanbruen Guardian* theme.

Feel free to embellish the foreboding trees, the sound of giggling sprites in the underbrush, and skitter of small forest animals crashing through the foliage. For more information see *Neverwinter Campaign Setting*, pp. 174).

Important Note: PCs with Story Award **NEVE05 Devil's Play** are immune to the *Looming Woods*.

DM's INTRODUCTION

In *NEVE4-2 Serpent's Kiss*, the players needed to decide who they should save: Mayara or Merrisara. If they saved Mayara (**NEVE07 Stay of Execution**), then Mayara is free. If they went to save Winterwhite, they could not prevent her death, but acquired *Aughlathla'vel, the Winter Wind* and learned that Addemios is the traitor (**NEVE08 The Traitor Revealed**).

If the PCs did not obtain the blade, it is now in the hands of Favria.

Note: if none of the PCs played *NEVE4-2 Serpent's Kiss*, Mayara is imprisoned and the blade is in Favria's hands. If different PCs had different outcomes, then Mayara is freed and the PCs have the blade.

The blade is unique. If more than one PC has the blade, only one can wield it. The players need to decide which character has the unique version of the blade during this adventure (see the item certificate for details).

Ask which characters played *NEVE4-1 Hound's Baying* (all Story Awards **except** **NEVE02** are relevant) and/or *NEVE4-2 Serpent's Kiss* (all Story Awards **except** **NEVE09** are relevant). Whether they have *Aughlathla'vel, the Winter Wind* or know about Addemios Three Dawn's involvement with the cult affects Encounter 2 and has minor effects on later encounters. All PCs who have played *NEVE4-2 Serpent's Kiss* recognize Addemios on sight, as he gave testimony in Mayara's trial.

You should also find out if any PCs have **ADAP11 Missive into Gauntlgrym** which can affect Encounter 2 and **WATE41 A Bargain with Asmodeus** which can affect Encounter 4a and 4b. PCs who have played *ADAP3-2 Shards of Selune* and who have **ADAP14 Selune's Sanctuary** gain a friendly greeting from Lady Jasmine and a small benefit in Encounter 1.

Give the PCs Player Handout 1 and invite them to read it if they did not play the previous adventures or need to be reminded of what occurred in them. Then proceed to the Player's Introduction below.

PLAYER'S INTRODUCTION

If the PCs did not play NEVE4-2 *Serpent's Kiss*, they are approached by Telliann, administrator of the Protectors of Neverwinter. Telliann has involved herself with the eladrin known as the Winterwhite Knights. She fears Neverwinter will be drawn into a war if the conflict cannot be resolved, and she needs to send adventurers to aid these struggling eladrin. She offers them her aid and membership in the Protectors of Neverwinter meta-org.

If the PCs played NEVE4-2 *Serpent's Kiss*, they are in the Neverwinter Woods and have allied with the Winterwhite Knights, led by Curdailen, an eladrin captain who served Winterwhite before she was killed. Lady Jasmine, priestess of Sehanine Moonbow, cares for Mayara (either at the Winterwhite Knights base or in New Sharandar).

If a PC has NEVE10 **Bearer of Aughlathla'vel, the Winter Wind**, that PC personally owns the blade and can use it as if attuned.

If nobody has this award, but someone has NEVE08 **The Traitor Revealed**, the PCs have the blade in the party, but nobody is attuned to it, and it functions as a normal magical blade without extra attack powers.

Read or paraphrase the following:

With the death of Merrisara the Neverwinter Woods has exploded into war. Olirien Mistcrown, an eladrin xenophobe, has taken control of New Sharandar. In his zeal to eliminate the cultists Mistcrown is tearing the woods apart, eliminating the innocent as well as the guilty.

If the PCs have not played NEVE 4-2 read the following:

You were recently approached by Teliann, administrator of the Protectors of Neverwinter. She offered funding from the city's coffers if you would act as agent's on the city's behalf to help defuse the war, which threatens the delicate stability of Neverwinter itself. She put you in contact with Curdailen, lieutenant of the late Merrisara and leader of New Sharandar's Winterwhite Knights.

Read the following to all PCs:

When you meet up with Curdailen his face and regalia are smeared in blood, some of it clearly his own. Hopefully he has a plan to help end this chaos.

Proceed to Encounter 1.

ENCOUNTER 1: A WALK ON THE FEY SIDE

Important NPCs

Curdailen, eladrin lieutenant of the Winterwhite Knights

Lady Jasmine, eladrin priestess of Sehanine Moonbow

Mayara Sulbrandil, eladrin avenger of Sehanine Moonbow

Curdailen needs to impart the following information:

- Curdailen is worried that there are factions yet unseen that have yet to reveal themselves in this conflict. He warns PCs that in recent years Neverwinter and the Neverwinter Woods have both become dens of intrigue and not all the players readily reveal themselves. ***“Spiders can strike from the shadows at any time.”***
- Curdailen believes there is at least one hidden faction that has an infiltrator among the New Sharandar leadership council. Unfortunately, Mistcrown sees the Winterwhite knights as traitors and refuses to communicate with them or any outsiders.
- Curdailen knows of a rarely-used portal through the Feydark to New Sharandar, which was originally found by an eladrin wizard, Sicod Ravenshadow. Unfortunately, the portal was recently discovered and taken by Ashmadai, so it needs to be re-conquered. A token is needed to open the gate (the standard rituals to do so do not work without it due to a feycrafted ward). Curdailen knows *Aughlathla'vel*, the Winter Wind suffices, but other tools may also be available, so the portal must be guarded. **If the PCs do not yet have the blade**, they need to obtain it first. In that case, Curdailen believes the Ashmadai are using it to open the portal.
- He intends to lead the Winterwhite Knights ahead of the PCs to clear the path to the portal and occupy the main force of Ashmadai. The PCs have to deal with whatever enemies are at the portal.
- He wants them to *find the traitor in the eladrin leadership of New Sharandar* and expose him. If the PCs already suspect Addemios the PCs need to find evidence of this.
- He promises the PCs 75/125/225/450/675 gp for their services.

If Mayara is not with the party, add:

- Curdailen wants to free her. She should be in the prison in the fortress at the heart of the city.

PCs may know Lady Jasmine from *ADAP3-2 Shards of Selune* or *NEVE4-1 Hound's Baying*. Lady Jasmine has recently traveled here from her temple in Neverwinter and currently acts as Mayara's caretaker if she is with the party. Otherwise she is here because she is concerned about her friend Mayara. If PCs have **NEVE03 In Service of the City** she volunteers the following:

“A human in Neverember's service by the name of Teliann - I believe you have met her - asked me to supply you with some healing. May Sehanine Moonbow's grace guide you.”

PCs with the story award receive a potion of cure light wounds (AL 2-6) or a *potion of cure moderate wounds* (AL 8-10).

If Mayara is with the party:

- Mayara is entrusted to the PC to accompany them on this mission. She is the one that started the investigation into the Ashmadai cult (in **ADAP3-1 The Gauntlgrym's Gambit**). Mayara seems much calmer now that she has been vindicated for the murders in *NEVE 4-2*. She still struggles with control but does not seem to be an active threat at the moment.
- Lady Jasmine turns care for Mayara over to the PCs and works directly with Curdailen to draw enemy attention from the PCs.

After the PCs have had an opportunity to ask questions, they need to complete one group check and optionally two other skill checks to safely reach the crossing (an old part of Iliyanbruen) without being surprised by Favria. They are traveling independently of the main force to avoid detection.

Note: If Mayara travels with the party, the two skill checks are reduced to an Easy DC. The group check is still a Moderate DC.

Arcana (Moderate DC) one success maximum

The PC follows the arcane sigil of the portal to find the most direct way to the portal. This gives a +2 bonus to all PCs for the group check.

Nature (Moderate DC) one success maximum

The PC navigates through the woods, using the best paths and tracks to travel unhindered. This gives a +2 bonus to all PCs for the group check.

Perception (Moderate DC) one success maximum

The PC sees the landmarks that Curdailen described on how to get to the portal. This gives a +2 bonus to all PCs for the group check.

Endurance or Stealth (Moderate DC) group check

Each PC can choose Endurance or Stealth as the skill for this group check. PCs that choose Endurance push themselves through the front lines, timing it with the Winterwhite Knights attacks on the main forces. Each PC that fails the check loses a healing surge in the skirmish.

PCs that choose Stealth sneak up to the portal while the Winterwhite Knights distract the main Ashmadai forces. Each PC that fails the check loses a healing surge in a minor skirmish after being discovered.

Special: A PC that fails a check in the group check can choose to spend an Encounter or Daily attack power to quickly rout his or her attackers. This turns a failure into a success. A spent encounter power is NOT available in the next encounter.

ENDING THE ENCOUNTER

Once the PCs arrive near the portal, continue with Encounter 2 (**they do not get a short rest**). If the group check failed, they are surprised. If they succeeded, they are not surprised.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

Potion of cure light wounds AL 2-6 or *potion of cure moderate wounds* AL 8-10 (one potion per PC with NEVE03).

ENCOUNTER 2: THE CULTIST AT THE PORTAL

ENCOUNTER LEVEL 3/5/7/9/11

CREATURES

This encounter includes the following:

Favria (F)

2 branded zealot (B)

2 fimbrul devils (D)

4 zealot initiate (I)

Mayara Non-combatant (with PCs or not present)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 branded zealot.

Six PCs: Add 1 branded zealot.

SETUP

The PCs encounter Favria and her Ashmadai in order to liberate the feytouched grounds. As they battle, other Ashmadai are barely being held back by the eladrin forces, as the grounds are a staging area to aid the assault on the city.

Note: Due to the battle with the early defenses of the Ashmadai, Favria knows the PCs are coming. They have no opportunity to sneak up on her, though if they were quick Favria won't be able to set up an ambush and gain surprise. The foot long mithral tube described below is a chime of opening.

When PCs enter the area read the following:

Numerous humans fill this clearing, garbed openly as Ashmadai cultists. One figure in particular quickly draws your attention. A female dwarf stands atop a small hill dual wielding hand crossbows with short blades attached below. Her dark leather armor is a sharp contrast to her blonde mane. Wrapped in her belt, is a foot long mithral tube scribed with glyphs. I must have some significance.

If Favria has Aughlathla'vel, read the following:

Strapped to her waist you see what has been described to you as the Aughlathla'vel, the Winter Wind.

No matter who possesses the blade read the following:

The dwarf smiles, almost in anticipation. She calls out, "Intruders, I am Favria and this is my clearing. If you've come to ply your steel and spells against the Ashmadai, you have selected your prey poorly. You die this day, along with the eladrin of New Sharandar."

If the PCs possess Aughlathla'vel, read the following:

Favria's eyes flare with alarm. "Ashmadai, kill [describes PC carrying sword] before the blade is used."

Note: If PCs failed the group check in Encounter 1 Favria and her troops get a surprise round.

PCs need to find the portal (which is not visible until it is activated), activate it, and get through to avoid being overwhelmed. They need the blade to open the portal (a standard action while adjacent to the portal) and to close it. The PCs have **5 rounds** to activate the portal and pass through before reinforcements arrive. The PCs are aware of this as the fighting behind them, between the Ashmadai and Curdailen's forces, is pressing in on them.

After **5 rounds**, 4 zealot initiates enter the map every round from various directions. For parties of 4, 3 zealots enter, and for parties of 6, 5 zealots enter.

If the PCs have **ADAP14 Selune's Sanctuary** they have **6 rounds** before the zealots appear because of the intense efforts Lady Jasmine puts into forcing the cultists back.

If the PC's don't have the blade (acquired with **NEVE08 The Traitor Revealed** in *NEVE4-2 Serpent's Kiss*) they need to defeat Favria and take it from her. If Favria has the blade, she can spend **1 minor action per round** to draw additional reinforcements from the Feywild (Ashmadai who already entered the Feywild). This does not open a portal. Stopping Favria from these actions requires spending an **immediate interrupt** and using a **Moderate DC Arcana or Nature check**).

Favria possesses a *chime of opening* with which she hoped to open the portal. It doesn't work without the blade but Favria noticed that it enhances the blade's use.

Note: The blade's properties and powers are available to those who wield it and are attuned to it (including Favria). Only a PC that gained the blade in the earlier adventure is deemed to be attuned. Otherwise, the blade functions as a normal +1 magical blade. The blade has an additional effect that it makes a spiritual connection to Mayara due to her Mark of Justice (this applies to everyone wielding the blade).

If the PCs know Addemios' connection to the cult (with Story Award **NEVE08 The Traitor Revealed**

from NEVE 4-2 *Serpent's Kiss*), they may engage in a skill challenge during combat to convince the Ashmadai that Addemios wants to take New Sharandar for the dark fey and intends to betray them. Make this clear to the PCs. **If the PCs do not have the story award they do not know Addemios is behind the attacks.** This skill challenge is difficult because Favria and her troops like to solve their problems with blades rather than words.

Curdailen and the Winterwhite Knights fight off-screen, making it clear that it is the PCs who are to enter the Feydark. Describe the off screen battle drawing closer and closer to the PCs, thereby increasing their urgency to get through the portal.

If Mayara is with the party she does not wish to fight since she fears she will lose control. She fights only if the PCs ask her to. If forced to fight she alternates between friendly and hostile due to the possession, causing her to lash out at random. PCs can spend minor actions for social skill checks at a **Moderate DC** to help her maintain control if she is forced to fight. If **two** PCs succeed on a social skill check Mayara is able to control herself for one round. Her stats are listed in **Appendix 1** for easy access if needed in this encounter. She double runs into the portal as soon as it is opened.

When the PCs open the portal they can enter the Feywild. Mayara follows, but Curdailen and the Winterwhite Knights stay behind to defend the area against the remaining Ashmadai.

FEATURES OF THE AREA

Illumination: Bright light in the clearing.

Rocks: The rocks are blocking terrain 10 feet in height. They block lines of effect and have soft corners. They may be climbed with a **Moderate DC Athletics** check.

Fallen Trees: Fallen trees are difficult terrain.

Trees: Trees provide cover and are considered difficult terrain. Due to the dense growth in the forest all trees on the outer edge of the map require 3 squares of movement to pass through.

Slopes: Slopes are ten feet in height and may be climbed with a **Moderate DC Athletics** check.

Portal: **Do not read to players until portal location is known.** The portal is located on the top of the ridge at the top of the map. (if replaying, you can locate the portal elsewhere, i.e. at back of the stones on the bottom edge of the map)

PCs can locate the portal with a minor action **Hard DC Arcana or Nature**, move action **Moderate DC Arcana or Nature** or a standard action **Easy DC Arcana or Nature** check.

They need the blade to open the portal. This is a standard action (no check needed) while adjacent to the portal. A similar action closes it.

As long as she has the blade, Favria can summon 3 minions per minor action (2 minions for 4 PCs and 4 minions for 6 PCs). See *pull through* in her stat block. Summoned minions appear within 3 squares of the portal.

Once PCs enter the portal, they are out of the combat.

TACTICS

The goal of Favria and her Ashmadai is to prevent passage through the portal. Therefore, if Favria has the *Winter Wind* their main goal is to protect her. If the PCs have the blade, their main goal is to drop the PC holding the item (Favria knows who this is due to a divination ritual), and prevent PCs from using the portal once it is active.

The cultists **do not** target Mayara even if she attacks them; they know she is possessed by a servant of their master.

If Favria has the blade: Favria engages PCs from range, targeting ranged attackers first. She uses her *dual assault* on the first PC that engages her in melee. She also stays away from the portal to make accessing it harder for the PCs if they do manage to drop her. Every round when she still holds the blade and is not dazed she uses *pull through* to summon reinforcements.

The branded zealots and the fimbrul devils target as many melee PCs as possible, trying to prevent them from reaching Favria.

The zealots use *hellfire chain* whenever possible and *bow to your master* against their first melee target.

The fimbrul devil's use *frozen prison* on any unhindered melee character, saving it if all melee characters have at least been slowed. They try to use *icy exhalation* on slowed targets whenever possible.

The initiates try to engage and daze all ranged characters if possible.

If a PC holds the blade, until they open the portal all enemies target that PC exclusively (Favria declares the PC holding the blade with a free action). They ignore all marks (except for initiates) and risk opportunity attacks if necessary to drop the PC. Once the portal is open they attempt to fall back around the portal and use similar tactics as above, except they target any PC's approaching the portal.

Skill Challenge: Converting the Cultists (optional)

Goal: Convince Favria that Addemios Three-Dawn is a traitor and an enemy to her cause, securing free passage through the portal.

Complexity: 2 (6 successes before three failures)

Primary Skills: Intimidate, Diplomacy, Religion

Secondary Skills: Streetwise, Insight

Success: The PCs convince Favria that Addemios is a greater threat to the Ashmadai than they are; she tells her troops to stand down, and willingly assists their passage through the portal.

Failure: The cultists fight to the death.

Diplomacy: Hard DC: (Standard Action; one success - no maximum)

PCs convince Favria that Addemios is the greater threat using logic and reason. Favria dislikes reasonable talk, so this is quite difficult.

Intimidate: Moderate DC: (Standard Action; one success - no maximum)

PCs threaten Favria if she fails to allow them to go against the true threat, Addemios.

Religion: Hard DC: (Standard Action; one success - no maximum)

PCs convince Favria that Addemios is betraying her religion using a sophisticated analysis of the tenets of Asmodeus.

Streetwise: Moderate DC: (Minor action; no successes)

PCs remember the word on the street is that Favria tends to solve her problems with blades rather than words and would be most open to Intimidation, and resistant to Diplomacy and Religion. They also realize that the more of her troops they down/bloody the easier it should be to convince her to stop.

If they make the hard DC, they also learned that Favria has sought out Gauntlgrym in the past, and anyone with knowledge of its location could use that as a bargaining chip. This unlocks using **ADAP11 Missive into Gauntlgrym** or similar awards in the skill challenge.

Insight: Easy DC (Minor action; no successes)

Favria is very easy to read and PCs gain all the information under Streetwise above, except the information about Gauntlgrym.

ADAP11 Missive into Gauntlgrym or similar story reward: **Automatic** (Minor action; one success - one maximum)

PC offers to share information on the location of Gauntlgrym. (1 success maximum)

The following modifiers apply to skill checks made during the combat:

- For each minion defeated, PCs gain a cumulative +1 bonus on the primary skill checks, to a maximum of +4.
- For each enemy bloodied, the PCs gain a cumulative +1 bonus on the primary skill checks.
- For each enemy defeated, the PCs gain an additional +1 bonus on the primary skill checks
- If Favria is bloodied, PCs gain a +2 bonus on the primary skill checks.

Ending the Encounter:

The encounter ends in four possible ways.

The PCs defeat Favria and her companions. If so they enter the portal and collect the *chime of opening* and *Aughlathla'vel, the Winter Wind*, if needed.

The PCs convince Favria and her men to stand down. If so they enter the portal. They do not get any of Favria's treasure, so if they did not already own *Aughlathla'vel, the Winter Wind*, they do not obtain it. Favria gets away.

Read the following:

Favria and her cultists move aside as the portal; flares into existence. "All right. You can pass. Promise me you will rip Three-Dawn's heart from his chest. No half measures; I want death and dismemberment."

Regardless of the PCs' response Favria let's them through, but she is clearly angry if the PCs seem hesitant to kill Three Dawn.

The PCs fail to defeat Favria and her companions, and Favria forced them through the portal, they do **not** get the *chime of opening* nor *Aughlathla'vel*. Favria gets away.

The PCs use the sword to open the portal, but did not slay Favria. The PCs have the sword, but not the *chime of opening*. However, Curdailen retrieved the chime for them during the battle (though Favria gets away).

When the PCs have all entered the portal read the following.

As you pass the veil between worlds you are struck by the vibrancy of life surrounding you. What was a clearing in the Neverwinter Woods is almost choked with life in the Feywild.

You realize that you have to move quickly and carefully to reach New Sharandar before it is overrun.

If the PCs have the sword, they can seal the portal behind them. In either case, no Ashmadai pursue them into the Feywild.

Proceed to Encounter 3.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The *chime of opening* is acquired when the PCs defeat Favria or if they manage to get through the portal using the sword.

PCs may also acquire *Aughlathla'vel, the Winter Wind*, but it must be attuned (by spending a found item slot after the adventure) before they are able to activate its attack powers.

ENCOUNTER 2: THE CULTIST AT THE PORTAL (ADVENTURE LEVEL 2)

Favria	Level 3 Skirmisher
Medium natural humanoid, dwarf	XP 150
HP 50; Bloodied 25	Initiative +7
AC 17, Fortitude 16, Reflex 15, Will 14	Perception +4
Speed 6	Darkvision
Resist 5 fire, 5 poison	
STANDARD ACTIONS	
m Bladed Hand Crossbow (weapon) • At-Will	
Effect: Favria can shift 1 square before and after the attack.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 1 damage, or 3d6 + 1 if Favria has combat advantage against the target.	
r Poisoned Bolt (poison, weapon) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. AC	
Hit: 1d8 + 1 damage, and ongoing 5 poison damage (save ends).	
Dual Assault • Recharge if neither attack hits	
Effect: Favria uses <i>bladed hand crossbow</i> and <i>poisoned bolt</i> .	
R The Winter Wind (cold, force, weapon, teleport) • Encounter	
Requirement: Favria holds <i>Aughlathla'vel</i> .	
Attack: Ranged 20 (one creature); +8 vs. AC	
Hit: 3d6 + 1 cold and force damage, and the target is teleported to a square adjacent to Favria.	
MINOR ACTIONS	
Pull Through (weapon) • Recharge 5-6, once per round max	
Requirement: Favria holds <i>Aughlathla'vel</i> .	
Effect: Favria summons 3 zealot initiates from the Feywild, pulling them through the portal. With 4 PCs, she summons 2 zealot initiates. With 6 PCs, she summons 4 zealot initiates. The zealot initiates appear within 3 squares of the portal.	
Skills Athletics +9, Insight +10, Intimidate +8, Stealth +11	
Str 14 (+4) Dex 18 (+6) Wis 16 (+5)	
Con 20 (+7) Int 12 (+3) Cha 12 (+3)	
Alignment unaligned Languages Common, Dwarven	
Equipment leather armor, 2 hand crossbows, 20 bolts	
Added: power simulating the use of <i>Aughlathla'vel</i> & pull through as a power (recharge power at AL 2 only)	

2 Fimbrul Devil	Level 2 Controller
Medium immortal humanoid (devil)	XP 125
HP 42; Bloodied 21	Initiative +4
AC 16, Fortitude 14, Reflex 13, Will 13	Perception +4
Speed 6 (ice walk)	
Resist 10 cold, 10 fire	
STANDARD ACTIONS	
m Icy Claw (cold) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 cold damage.	
C Icy Exhalation (cold) • At-Will	
Attack: Close blast 3 (creatures in the blast); +5 vs. Fortitude	
Hit: 1d6 + 4 cold damage, and the target is slowed until the end of the devil's next turn. If the target is already slowed, it is immobilized instead.	
R Frozen Prison (cold) • Encounter	
Attack: Ranged 5 (one creature); +5 vs. Fortitude	
Hit: 2d6 + 7 cold damage, and the target is restrained (save ends).	
Miss: Half damage, and the target is immobilized (save ends).	
Skills Intimidate +7, Stealth +8	
Str 17 (+4) Dex 15 (+3) Wis 14 (+3)	
Con 16 (+4) Int 11 (+1) Cha 12 (+2)	
Alignment evil Languages Common	
Equipment robes, mace	

1-3 Branded Zealot	Level 2 Brute
Medium natural humanoid, human	XP 125
HP 46; Bloodied 23	Initiative +3
AC 14, Fortitude 15, Reflex 14, Will 13	Perception +3
Speed 6	
STANDARD ACTIONS	
m Branding Iron (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 6 fire damage.	
R Hellfire Chain (fire) • At-Will	
Attack: Ranged 3 (one creature); +5 vs. Fortitude	
Hit: 1d10 + 3 fire damage. The zealot pulls the target up to 2 squares, and the target is slowed until the end of its next turn.	
Bow to Your Master • Recharge if neither attack hits	
Effect: The zealot uses <i>hellfire chain</i> . If the target is then adjacent to the zealot, the zealot uses <i>branding iron</i> against it. If both attacks hit, the target falls prone.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The zealot misses with an attack or fails a saving throw.	
Effect (no action): The zealot gains a +4 racial bonus to the attack roll or saving throw.	
Skills Intimidate +7, Stealth +8	
Str 17 (+4) Dex 15 (+3) Wis 14 (+3)	
Con 16 (+4) Int 11 (+1) Cha 12 (+2)	
Alignment evil Languages Common	
Equipment robes, mace	
Added <i>heroic effort</i>	

4-7 Zealot Initiate	Level 1 Minion Skirmisher
Medium natural humanoid, human	XP 25
HP 1; a missed attack never damages a minion	Initiative +6
AC 15, Fortitude 12, Reflex 15, Will 13	Perception +5
Speed 6	Low-light vision
STANDARD ACTIONS	
m Dazing Daggers (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 5 damage, and the target is dazed until the end of the zealot's next turn.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The zealot misses with an attack or fails a saving throw.	
Effect (no action): The zealot gains a +4 racial bonus to the attack roll or saving throw.	
Fiendish Shift (fire) • At-Will	
Trigger: An enemy's melee attack misses the zealot.	
Effect (free action): The triggering enemy takes 3 fire damage, and the zealot can shift 1 square	
Skills Bluff +9, Stealth +11	
Str 11 (+0) Dex 18 (+4) Wis 10 (+0)	
Con 12 (+1) Int 14 (+2) Cha 15 (+2)	
Alignment unaligned Languages Common	
Equipment leather armor, dagger	
Reflavored fell court creep. Added <i>heroic effort</i> and removed fire resistance. Changed daze to end of next turn.	

ENCOUNTER 2: THE CULTIST AT THE PORTAL (ADVENTURE LEVEL 4)

Favria	Level 5 Skirmisher
Medium natural humanoid, dwarf	XP 200
HP 68; Bloodied 34	Initiative +9
AC 19, Fortitude 18, Reflex 17, Will 16	Perception +6
Speed 6	Darkvision
Resist 5 fire, 5 poison	
STANDARD ACTIONS	
m Bladed Hand Crossbow (weapon) • At-Will	
Effect: Favria can shift 1 square before and after the attack.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 3 damage, or 3d6 + 3 if Favria has combat advantage against the target.	
r Poisoned Bolt (poison, weapon) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. AC	
Hit: 1d8 + 3 damage., and ongoing 5 poison damage (save ends).	
Dual Assault • Recharge if neither attack hits	
Effect: Favria uses <i>bladed hand crossbow</i> and <i>poisoned bolt</i> .	
R The Winter Wind (cold, force, weapon, teleport) • Encounter	
Requirement: Favria holds <i>Aughlathla'vel</i> .	
Attack: Ranged 20 (one creature); +10 vs. AC	
Hit: 3d6 + 3 cold and force damage, and the target is teleported to a square adjacent to Favria.	
MINOR ACTIONS	
Pull Through (weapon) • At-Will, once per round	
Requirement: Favria holds <i>Aughlathla'vel</i> .	
Effect: Favria summons 3 zealot initiates from the Feywild, pulling them through the portal. With 4 PCs, she summons 2 zealot initiates. With 6 PCs, she summons 4 zealot initiates. The zealot initiates appear within 3 squares of the portal.	
Skills Athletics +9, Insight +10, Intimidate +8, Stealth +11	
Str 14 (+4) Dex 18 (+6) Wis 16 (+5)	
Con 20 (+7) Int 12 (+3) Cha 12 (+3)	
Alignment unaligned Languages Common, Dwarven	
Equipment leather armor, 2 hand crossbows, 20 bolts	

2 Fimbrul Devils	Level 4 Controller
Medium immortal humanoid (devil)	XP 175
HP 58; Bloodied 29	Initiative +5
AC 18, Fortitude 16, Reflex 15, Will 15	Perception +5
Speed 6 (ice walk)	
Resist 10 cold, 10 fire	
STANDARD ACTIONS	
m Icy Claw (cold) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 cold damage.	
C Icy Exhalation (cold) • At-Will	
Attack: Close blast 3 (creatures in the blast); +7 vs. Fortitude	
Hit: 2d6 + 2 cold damage, and the target is slowed until the end of the devil's next turn. If the target is already slowed, it is immobilized instead.	
R Frozen Prison (cold) • Encounter	
Attack: Ranged 5 (one creature); +6 vs. Fortitude	
Hit: 3d8 + 5 cold damage, and the target is restrained (save ends).	
Miss: Half damage, and the target is immobilized (save ends).	
Skills Intimidate +8, Stealth +9	
Str 17 (+5) Dex 15 (+4) Wis 14 (+4)	
Con 16 (+5) Int 11 (+2) Cha 12 (+3)	
Alignment evil Languages Common	
Equipment robes, mace	

1-3 Branded Zealots	Level 4 Brute
Medium natural humanoid, human	XP 175
HP 66; Bloodied 33	Initiative +4
AC 16, Fortitude 17, Reflex 16, Will 15	Perception +4
Speed 6	
STANDARD ACTIONS	
m Branding Iron (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 8 fire damage.	
R Hellfire Chain (fire) • At-Will	
Attack: Ranged 3 (one creature); +7 vs. Fortitude	
Hit: 2d6 + 5 fire damage. The zealot pulls the target up to 2 squares, and the target is slowed until the end of its next turn.	
Bow to Your Master • Recharge if neither attack hits	
Effect: The zealot uses <i>hellfire chain</i> . If the target is then adjacent to the zealot, the zealot uses <i>branding iron</i> against it. If both attacks hit, the target falls prone.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The zealot misses with an attack or fails a saving throw.	
Effect (no action): The zealot gains a +4 racial bonus to the attack roll or saving throw.	
Skills Intimidate +8, Stealth +9	
Str 17 (+5) Dex 15 (+4) Wis 14 (+4)	
Con 16 (+5) Int 11 (+2) Cha 12 (+3)	
Alignment evil Languages Common	
Equipment robes, mace	

4-7 Zealot Initiates	Level 3 Minion Skirmisher
Medium natural humanoid, human	XP 38
HP 1; a missed attack never damages a minion	Initiative +7
AC 17, Fortitude 14, Reflex 17, Will 15	Perception +6
Speed 6	Low-light vision
STANDARD ACTIONS	
m Dazing Daggers (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage, and the target is dazed until the end of the zealot's next turn.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The zealot misses with an attack or fails a saving throw.	
Effect (no action): The zealot gains a +4 racial bonus to the attack roll or saving throw.	
Fiendish Shift (fire) • At-Will	
Trigger: An enemy's melee attack misses the zealot.	
Effect (free action): The triggering enemy takes 3 fire damage, and the zealot can shift 1 square	
Skills Bluff +10, Stealth +12	
Str 11 (+1) Dex 18 (+5) Wis 10 (+1)	
Con 12 (+2) Int 14 (+3) Cha 15 (+3)	
Alignment unaligned Languages Common	
Equipment leather armor, dagger	

ENCOUNTER 2: THE CULTIST AT THE PORTAL (ADVENTURE LEVEL 6)

Favria	Level 5 Skirmisher
Medium natural humanoid, dwarf	XP 200
HP 68; Bloodied 34	Initiative +8
AC 19, Fortitude 18, Reflex 17, Will 16	Perception +5
Speed 6	Darkvision
Resist 5 fire, 5 poison	
STANDARD ACTIONS	
m Bladed Hand Crossbow (weapon) • At-Will	
Effect: Favria can shift 1 square before and after the attack.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 3 damage, or 3d6 + 3 if Favria has combat advantage against the target.	
r Poisoned Bolt (poison, weapon) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. AC	
Hit: 1d8 + 3 damage., and ongoing 5 poison damage (save ends).	
Dual Assault • Recharge if neither attack hits	
Effect: Favria uses <i>bladed hand crossbow</i> and <i>poisoned bolt</i> .	
R The Winter Wind (cold, force, weapon, teleport) • Encounter	
Requirement: Favria holds <i>Aughlathla'vel</i> .	
Attack: Ranged 20 (one creature); +10 vs. AC	
Hit: 3d6 + 3 cold and force damage, and the target is teleported to a square adjacent to Favria.	
MINOR ACTIONS	
Pull Through (weapon) • At-Will, once per round	
Requirement: Favria holds <i>Aughlathla'vel</i> .	
Effect: Favria summons 3 zealot initiates from the Feywild, pulling them through the portal. With 4 PCs, she summons 2 zealot initiates. With 6 PCs, she summons 4 zealot initiates. The zealot initiates appear within 3 squares of the portal.	
Skills Athletics +9, Insight +10, Intimidate +8, Stealth +11	
Str 14 (+4)	Dex 18 (+6) Wis 16 (+5)
Con 20 (+7)	Int 12 (+3) Cha 12 (+3)
Alignment unaligned Languages Common, Dwarven	
Equipment leather armor, 2 hand crossbows, 20 bolts	

2 Fimbrul Devils	Level 6 Controller
Medium immortal humanoid (devil)	XP 250
HP 74; Bloodied 37	Initiative +6
AC 20, Fortitude 18, Reflex 17, Will 17	Perception +6
Speed 6 (ice walk)	
Resist 10 cold, 10 fire	
STANDARD ACTIONS	
m Icy Claw (cold) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 cold damage.	
C Icy Exhalation (cold) • At-Will	
Attack: Close blast 3 (creatures in the blast); +9 vs. Fortitude	
Hit: 2d6 + 4 cold damage, and the target is slowed until the end of the devil's next turn. If the target is already slowed, it is immobilized instead.	
R Frozen Prison (cold) • Encounter	
Attack: Ranged 5 (one creature); +9 vs. Fortitude	
Hit: 3d8 + 7 cold damage, and the target is restrained (save ends).	
Miss: Half damage, and the target is immobilized (save ends).	
Skills Intimidate +9, Stealth +10	
Str 17 (+6)	Dex 15 (+5) Wis 14 (+5)
Con 16 (+6)	Int 11 (+3) Cha 12 (+4)
Alignment evil Languages Common	
Equipment robes, mace	

2 Branded Zealots	Level 6 Brute
Medium natural humanoid, human	XP 250
HP 96; Bloodied 43	Initiative +5
AC 18, Fortitude 19, Reflex 18, Will 17	Perception +5
Speed 6	
STANDARD ACTIONS	
m Branding Iron (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 9 fire damage.	
R Hellfire Chain (fire) • At-Will	
Attack: Ranged 3 (one creature); +9 vs. Fortitude	
Hit: 2d8 + 9 fire damage. The zealot pulls the target up to 2 squares, and the target is slowed until the end of its next turn.	
Bow to Your Master • Recharge if neither attack hits	
Effect: The zealot uses <i>hellfire chain</i> . If the target is then adjacent to the zealot, the zealot uses <i>branding iron</i> against it. If both attacks hit, the target falls prone.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The zealot misses with an attack or fails a saving throw.	
Effect (no action): The zealot gains a +4 racial bonus to the attack roll or saving throw.	
Skills Intimidate +9, Stealth +10	
Str 17 (+6)	Dex 15 (+5) Wis 14 (+5)
Con 16 (+6)	Int 11 (+3) Cha 12 (+4)
Alignment evil Languages Common	
Equipment robes, mace	

4-7 Zealot Initiates	Level 5 Minion Skirmisher
Medium natural humanoid, human	XP 50
HP 1; a missed attack never damages a minion	Initiative +8
AC 19, Fortitude 16, Reflex 19, Will 18	Perception +7
Speed 6	Low-light vision
STANDARD ACTIONS	
m Dazing Daggers (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage, and the target is dazed until the end of the zealot's next turn.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The zealot misses with an attack or fails a saving throw.	
Effect (no action): The zealot gains a +4 racial bonus to the attack roll or saving throw.	
Fiendish Shift (fire) • At-Will	
Trigger: An enemy's melee attack misses the zealot.	
Effect (free action): The triggering enemy takes 3 fire damage, and the zealot can shift 1 square	
Skills Bluff 11, Stealth +13	
Str 11 (+2)	Dex 18 (+6) Wis 10 (+2)
Con 12 (+3)	Int 14 (+4) Cha 15 (+4)
Alignment unaligned Languages Common	
Equipment leather armor, dagger	

ENCOUNTER 2: THE CULTIST AT THE PORTAL (ADVENTURE LEVEL 8)

Favria	Level 7 Skirmisher
Medium natural humanoid, dwarf	XP 300
HP 82; Bloodied 41	Initiative +9
AC 21, Fortitude 20, Reflex 19, Will 18	Perception +6
Speed 6	Darkvision
Resist 5 fire, 5 poison	
STANDARD ACTIONS	
m Bladed Hand Crossbow (weapon) • At-Will	
Effect: Favria can shift 1 square before and after the attack.	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage, or 3d8 + 6 if Favria has combat advantage against the target.	
r Poisoned Bolt (poison, weapon) • At-Will	
Attack: Ranged 10 (one creature); +12 vs. AC	
Hit: 2d6 + 4 damage., and ongoing 5 poison damage (save ends).	
Dual Assault • Recharge if neither attack hits	
Effect: Favria uses <i>bladed hand crossbow</i> and <i>poisoned bolt</i> .	
R The Winter Wind (cold, force, weapon, teleport) • Encounter	
Requirement: Favria holds <i>Aughlathla'vel</i> .	
Attack: Ranged 20 (one creature); +12 vs. AC	
Hit: 3d8 + 6 cold and force damage, and the target is teleported to a square adjacent to Favria.	
MINOR ACTIONS	
Pull Through (weapon) • At-Will, once per round	
Requirement: Favria holds <i>Aughlathla'vel</i> .	
Effect: Favria summons 3 zealot initiates from the Feywild, pulling them through the portal. With 4 PCs, she summons 2 zealot initiates. With 6 PCs, she summons 4 zealot initiates. The zealot initiates appear within 3 squares of the portal.	
Skills Athletics +10, Insight +11, Intimidate +9, Stealth +12	
Str 14 (+5)	Dex 18 (+7) Wis 16 (+6)
Con 20 (+8)	Int 12 (+4) Cha 12 (+4)
Alignment unaligned Languages Common, Dwarven	
Equipment leather armor, 2 hand crossbows, 20 bolts	

2 Fimbrul Devils (level 8)	Level 8 Controller
Medium immortal humanoid (devil)	XP 350
HP 84; Bloodied 42	Initiative +7
AC 22, Fortitude 20, Reflex 19, Will 19	Perception +7
Speed 6 (ice walk)	
Resist 10 cold, 10 fire	
STANDARD ACTIONS	
m Icy Claw (cold) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 cold damage.	
C Icy Exhalation (cold) • At-Will	
Attack: Close blast 3 (creatures in the blast); +11 vs. Fortitude	
Hit: 2d6 + 6 cold damage, and the target is slowed until the end of the devil's next turn. If the target is already slowed, it is immobilized instead.	
R Frozen Prison (cold) • Encounter	
Attack: Ranged 5 (one creature); +11 vs. Fortitude	
Hit: 3d8 + 11 cold damage, and the target is restrained (save ends).	
Miss: Half damage, and the target is immobilized (save ends).	
Skills Intimidate +10, Stealth +11	
Str 17 (+7)	Dex 15 (+6) Wis 14 (+6)
Con 16 (+7)	Int 11 (+4) Cha 12 (+5)
Alignment evil Languages Common	
Equipment robes, mace	

1-3 Branded Zealots	Level 8 Brute
Medium natural humanoid, human	XP 350
HP 106; Bloodied 53	Initiative +6
AC 20, Fortitude 21, Reflex 20, Will 19	Perception +6
Speed 6	
STANDARD ACTIONS	
m Branding Iron (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 10 fire damage.	
R Hellfire Chain (fire) • At-Will	
Attack: Ranged 3 (one creature); +11 vs. Fortitude	
Hit: 3d6 + 10 fire damage. The zealot pulls the target up to 2 squares, and the target is slowed until the end of its next turn.	
Bow to Your Master • Recharge if neither attack hits	
Effect: The zealot uses <i>hellfire chain</i> . If the target is then adjacent to the zealot, the zealot uses <i>branding iron</i> against it. If both attacks hit, the target falls prone.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The zealot misses with an attack or fails a saving throw.	
Effect (no action): The zealot gains a +4 racial bonus to the attack roll or saving throw.	
Skills Intimidate +10, Stealth +11	
Str 17 (+7)	Dex 15 (+6) Wis 14 (+6)
Con 16 (+7)	Int 11 (+4) Cha 12 (+5)
Alignment evil Languages Common	
Equipment robes, mace	

4-7 Zealot Initiates	Level 7 Minion Skirmisher
Medium natural humanoid, human	XP 75
HP 1; a missed attack never damages a minion	Initiative +9
AC 21, Fortitude 18, Reflex 21, Will 19	Perception +8
Speed 6	Low-light vision
STANDARD ACTIONS	
m Dazing Daggers (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage, and the target is dazed until the end of the zealot's next turn.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The zealot misses with an attack or fails a saving throw.	
Effect (no action): The zealot gains a +4 racial bonus to the attack roll or saving throw.	
Fiendish Shift (fire) • At-Will	
Trigger: An enemy's melee attack misses the zealot.	
Effect (free action): The triggering enemy takes 3 fire damage, and the zealot can shift 1 square	
Skills Bluff +12, Stealth +14	
Str 11 (+3)	Dex 18 (+7) Wis 10 (+3)
Con 12 (+4)	Int 14 (+5) Cha 15 (+5)
Alignment unaligned Languages Common	
Equipment leather armor, dagger	

ENCOUNTER 2: THE CULTIST AT THE PORTAL (ADVENTURE LEVEL 10)

Favria	Level 9 Skirmisher
Medium natural humanoid, dwarf	XP 400
HP 100; Bloodied 50	Initiative +10
AC 23, Fortitude 22, Reflex 21, Will 20	Perception +7
Speed 6	Darkvision
Resist 5 fire, 5 poison	
STANDARD ACTIONS	
m Bladed Hand Crossbow (weapon) • At-Will	
Effect: Favria can shift 1 square before and after the attack.	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage, or 3d8 + 8 if Favria has combat advantage against the target.	
r Poisoned Bolt (poison, weapon) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. AC	
Hit: 2d6 + 8 damage., and ongoing 5 poison damage (save ends).	
Dual Assault • Recharge if neither attack hits	
Effect: Favria uses <i>bladed hand crossbow</i> and <i>poisoned bolt</i> .	
R The Winter Wind (cold, force, weapon, teleport) • Encounter	
Requirement: Favria holds <i>Aughlathla'vel</i> .	
Attack: Ranged 20 (one creature); +14 vs. AC	
Hit: 3d8 + 8 cold and force damage, and the target is teleported to a square adjacent to Favria.	
MINOR ACTIONS	
Pull Through (weapon) • At-Will, once per round	
Requirement: Favria holds <i>Aughlathla'vel</i> .	
Effect: Favria summons 3 zealot initiates from the Feywild, pulling them through the portal. With 4 PCs, she summons 2 zealot initiates. With 6 PCs, she summons 4 zealot initiates. The zealot initiates appear within 3 squares of the portal.	
Skills Athletics +11, Insight +12, Intimidate +10, Stealth +13	
Str 14 (+5) Dex 18 (+7) Wis 16 (+7)	
Con 20 (+9) Int 12 (+5) Cha 12 (+5)	
Alignment unaligned Languages Common, Dwarven	
Equipment leather armor, 2 hand crossbows, 20 bolts	

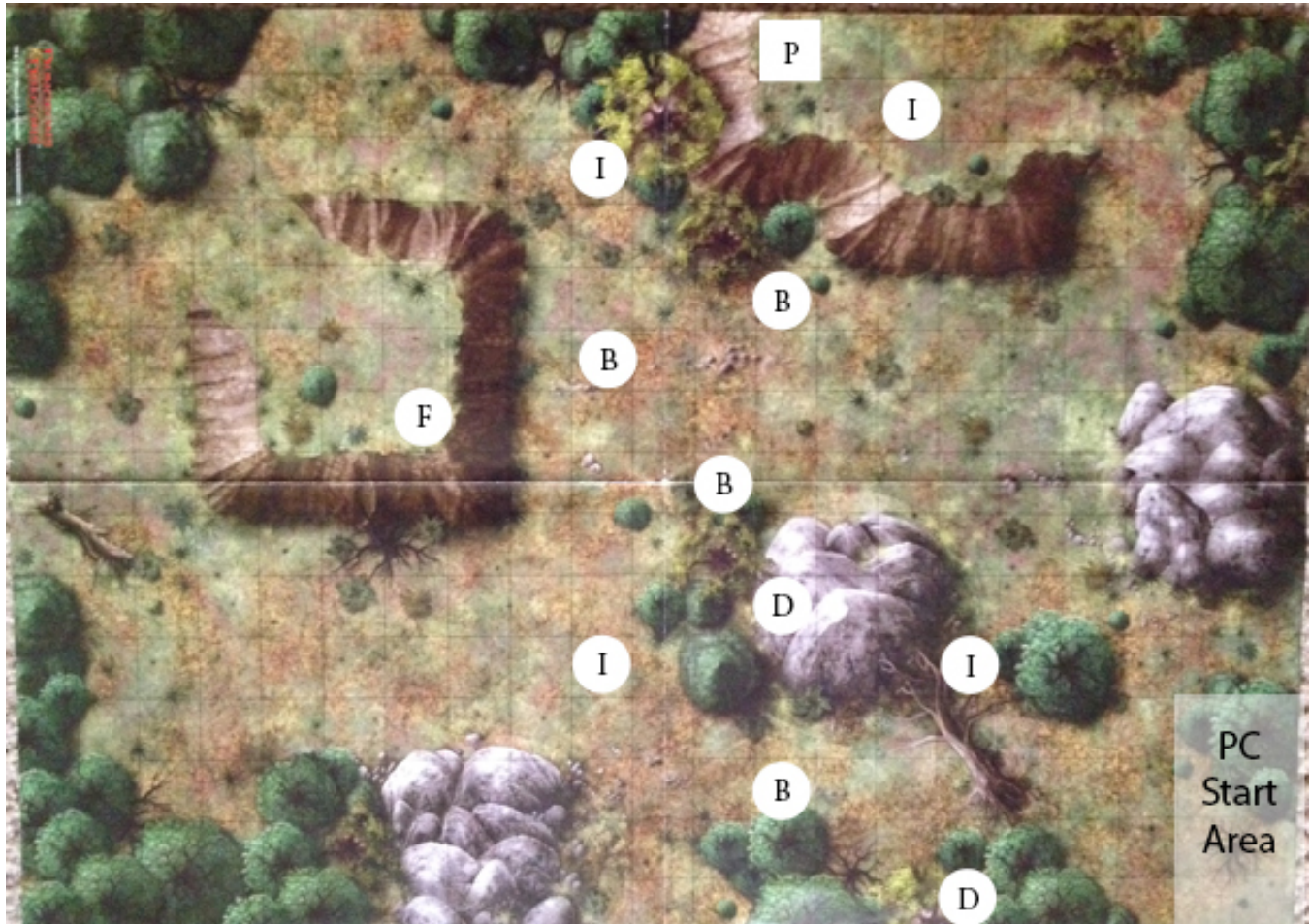
2 Fimbrul Devils	Level 10 Controller
Medium immortal humanoid (devil)	XP 700
HP 106; Bloodied 53	Initiative +8
AC 24, Fortitude 22, Reflex 21, Will 21	Perception +8
Speed 6 (ice walk)	
Resist 10 cold, 10 fire	
STANDARD ACTIONS	
m Icy Claw (cold) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8+9 cold damage.	
C Icy Exhalation (cold) • At-Will	
Attack: Close blast 3 (creatures in the blast); +13 vs. Fortitude	
Hit: 2d6 + 8 cold damage, and the target is slowed until the end of the devil's next turn. If the target is already slowed, it is immobilized instead.	
R Frozen Prison (cold) • Encounter	
Attack: Ranged 5 (one creature); +13 vs. Fortitude	
Hit: 3d8 + 11 cold damage, and the target is restrained (save ends).	
Miss: Half damage, and the target is immobilized (save ends).	
Skills Intimidate +11, Stealth +12	
Str 17 (+8) Dex 15 (+7) Wis 14 (+7)	
Con 16 (+8) Int 11 (+5) Cha 12 (+6)	
Alignment evil Languages Common	
Equipment robes, mace	

1-3 Branded Zealots	Level 10 Brute
Medium natural humanoid, human	XP 700
HP 126; Bloodied 63	Initiative +7
AC 22, Fortitude 23, Reflex 22, Will 21	Perception +7
Speed 6	
STANDARD ACTIONS	
m Branding Iron (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 12 fire damage.	
R Hellfire Chain (fire) • At-Will	
Attack: Ranged 3 (one creature); +15 vs. Fortitude	
Hit: 3d6+12 fire damage. The zealot pulls the target up to 2 squares, and the target is slowed until the end of its next turn.	
Bow to Your Master • Recharge if neither attack hits	
Effect: The zealot uses <i>hellfire chain</i> . If the target is then adjacent to the zealot, the zealot uses <i>branding iron</i> against it. If both attacks hit, the target falls prone.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The zealot misses with an attack or fails a saving throw.	
Effect (no action): The zealot gains a +4 racial bonus to the attack roll or saving throw.	
Skills Intimidate +11, Stealth +12	
Str 17 (+8) Dex 15 (+7) Wis 14 (+7)	
Con 16 (+8) Int 11 (+5) Cha 12 (+6)	
Alignment evil Languages Common	
Equipment robes, mace	

4-7 Zealot Initiates	Level 9 Minion Skirmisher
Medium natural humanoid, human	XP 125
HP 1; a missed attack never damages a minion	Initiative +10
AC 23, Fortitude 20, Reflex 23, Will 21	Perception +9
Speed 6	Low-light vision
STANDARD ACTIONS	
m Dazing Daggers (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage, and the target is dazed until the end of the zealot's next turn.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The zealot misses with an attack or fails a saving throw.	
Effect (no action): The zealot gains a +4 racial bonus to the attack roll or saving throw.	
Fiendish Shift (fire) • At-Will	
Trigger: An enemy's melee attack misses the zealot.	
Effect (free action): The triggering enemy takes 3 fire damage, and the zealot can shift 1 square	
Skills Bluff +13, Stealth +15	
Str 11 (+4) Dex 18 (+8) Wis 10 (+4)	
Con 12 (+5) Int 14 (+6) Cha 15 (+6)	
Alignment unaligned Languages Common	
Equipment leather armor, dagger	

ENCOUNTER 2: THE CULTIST AT THE PORTAL

POSTER MAP FROM
Monster Vault: Threats of the Nentir Vale



B= Branded Zealot
D= Fimbrul Devil
F= Favria
I= Zealot Initiate
P= Portal

ENCOUNTER 3: THE DEVIL YOU KNOW

IMPORTANT NPC

Mnemnia, Spiderkin hag, former ruler of New Sharandar

Soon after crossing into the Feywild the PCs arrive at an underground cavern in the Feydark.

The portal you entered exits into an underground cavern in the Feydark. The only light here is the faint glow of the fluorescent mushrooms growing wild on the cavern floor.

The PCs now must get their bearings to find their way towards New Sharandar. The PCs must make a **Dungeoneering** check to head in the right direction. Up to two PCs may assist in the check. A **moderate DC History or Nature** check may also be used to assist in the check.

- **Hard DC Dungeoneering:** The PCs take the most direct route to New Sharandar.
- **Moderate DC Dungeoneering:** The PCs are heading in the right general direction, but go the long way. Each PC must make an **Easy DC Endurance** check or lose a healing surge.
- **Easy DC Dungeoneering:** The PCs start off in the right direction, but get confused and take a wrong turn. They have to double back the way they came to get back on the right path. Each PC must make a **Moderate DC Endurance** check or lose a healing surge.
- **Failed Easy DC Dungeoneering:** The PCs go in circles and only by process of elimination find the way to New Sharandar. Each PC must make a **Hard DC Endurance** check or lose a healing surge.

Nearing New Sharandar, the PCs encounter Mnemnia.

You enter a large cavern. From the darkness above, out of the reach of torchlight, close to one of the walls, a voice whispers down.

“May I have a word with you travelers to New Sharandar? I am Mnemnia, former ruler of New Sharandar and I seek your assistance.”

Mnemnia is 60 feet up on the wall.

PCs with Darkvision (or other means to see that far in the dark), can see a female eladrin with shiny long black hair and piercing green eyes up on a web-covered wall. Her abdomen is that of a spider, and it sprouts eight legs with which she holds to the wall.

Mnemnia is a shape shifter. She uses her glamour to appear attractive even in half-spider form, but PCs who manage to pierce the disguise realize her true form: that of a bloated half-spider crone.

Mnemnia attempts to enlist the PCs in the attack on New Sharandar. This is what she can offer the PCs.

- Before she makes demands, she states that she knows of a ritual to exorcise the devil within Mayara. She promises to help Mayara if the PCs help her.
- She was part of the former occupants of the area now known as New Sharandar until they were forced out by the returning eladrin. She emphasizes the sad aspects of her story. Focusing on what she has lost and claiming that all she wants is what is rightful hers.
- When she is returned to New Sharandar, she would be a powerful ally against other invaders. To showcase her trustworthiness, she reveals that Thay has designs on this region.
- She promises to root the Ashmadai out of New Sharandar and to help the PCs in the future against the Ashmadai in the Neverwinter region. She claims the eladrin are xenophobes and can never be true allies.
- If there are Protectors of Neverwinter in party she makes it clear she wishes no trouble with Neverember and the benefit of rooting out the Ashmadai extends to the city of Neverwinter itself.
- She offers the PCs magic items: *boots of spider climbing*, a *staff of the viper* (at AL 4+) and an *amulet of aranea* (at AL 6+) for their aid.
- She also matches the payment that Curdailen offered (75/125/225/450/675gp).
- As a last resort, she offers to tell the PCs who the traitor is within the eladrin leadership: Addemios, her son. She has no emotional ties to him and the PCs can have him if they wish.

If Mayara is with the party she leaves the decision to the PCs. She feels she is slowly losing control to the devil. If the PCs disagree, they may try to pretend to go along and betray her later. The PCs must make a group **Moderate DC Bluff** check. Success gets the PCs a surprise round in Encounter 4a. Failure gives the enemies a surprise round in Encounter 4a.

If the PCs attempt to bluff her, make an opposed check, but hold Mnemnia's roll secret.

Then read the following, regardless of outcome:

It took a few minutes, but you think Mnemnia believes your offer of assistance is genuine.

If the PCs decide to help her (or pretend to), read the following:

Mnemnia smiles, "You have taken the pragmatic path, and its rewards are many. The Ashmadai will never take root in New Sharandar once it is under my rule. You must hurry if you are to aid the rest of my troops. Strike from within the heart of the city and cut down its defenders. Their blood will fuel my ritual."

If the PCs ask about Mayara, she adds:

"Be forewarned, the devil will be uncaged in Mayara once the battle is joined above. It is then it is the most vulnerable to being banished. With my power added to yours you may achieve this goal with ease."

If the PCs reject Mnemnia's offer, read the following:

"Fools, you should have taken my generous offer. Because of your choice, I bestow upon you the dreaded Curse of A Thousand Spiders."

As the last words leave her lips, a green glowing web cascades down and engulfs you, burning where it touches your skin and casting you into convulsions on the ground. Mnemnia crawls out of sight and disappears in the darkness.

If any of the PCs are **Protectors of Neverwinter** read the following which applies only to their PCs:

A dark whisper skitters across your consciousness, "Lackey of Neverember, your pain will be brief lest we draw your master's ire."

Once Mnemnia is gone have each PC roll a saving throw. On a failure, the PC is cursed. At the end of the adventure, each cursed PC gains Story Award **NEVE12 Curse of a Thousand Spiders** unless they are **Protectors of Neverwinter**. The Story Award details the long-term rules for the curse. During this adventure, the PCs suffer the Stage 1 effect, as follows:

CURSE OF A THOUSAND SPIDERS

Thousands of pustulent spiders swarm your flesh leaving painful welts all over your body which hurt at the merest touch.

Stage 1: While affected by stage 1, the target has vulnerable 5 to all damage.

Note: Based off the Tomb King's Wrath curse from the *Book of Vile Darkness*, page 31.

ENDING THE ENCOUNTER

If the PCs attack Mnemnia, she immediately interrupts, teleporting out of line of effect, casts her curse, and then disappears through a tunnel high up the wall.

If the PCs decide to not help Mnemnia or just pretend to help, continue with Encounter 4a.

If the PCs decide to help Mnemnia, proceed to Encounter 4b.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

If they decided to help or successfully bluffed, *boots of spider climbing*, a *staff of the viper* +2 (at AL4+), and an *amulet of aranea* +2 (at AL6+) are made available to the PCs. If they failed to bluff, Mnemnia says she can reward them after their mission is successful.

ENCOUNTER 4A: THE DEVIL IS IN NEW SHARANDAR

ENCOUNTER LEVEL 3/5/7/9/11

CREATURES

This encounter includes the following creatures:

Addemios Three-Dawn (A)

Mnemnia (N)

Mayara (M)

2 boggle body snatchers (B)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 boggle body snatcher.

Six PCs: Add 1 boggle body snatcher.

SETUP

The PCs reach New Sharandar attempting to stop the incursion of dark fey. The PCs must battle Addemios and Mnemnia before Addemios can cast a ritual to open the gates of New Sharandar. If the PCs somehow killed Mnemnia, Addemios takes charge instead. Make adjustments where necessary.

If Mayara is held by the eladrin, Addemios has her nearby, otherwise she likely travels with the PCs. Regardless, Addemios asserts control of the devil and orders her to attack the PCs.

The PCs have an opportunity to kill Mayara or banish the devil during the fight (possible because the devil now manifests). Otherwise, the devil within Mayara overpowers her and attacks the PCs until one or the other is dead.

When the PCs arrive, read the following:

You have finally reached the end of your scramble through the Feydark. A tall ladder leads upwards into light and you find yourselves in a sort of scaffolding around a gigantic tree. A scene of carnage lies before you. Eladrin and the twisted forms of dark fey lie crumpled; off in the distance a unicorn runs across a bridge then collapses, bleeding from numerous wounds.

The PCs may place themselves within one square of either ladder pit in the corners of the map.

A voice calls out, muffled by the foliage. "They are almost upon us my son. Release the devil within that

eladrin strumpet; claim the Winter Wind, and your destiny."

The PCs recognize Mnemnia's voice.

With a series of whispered words from Addemios Three-Dawn comes a bloodcurdling scream out of Mayara, followed by manic laughter. The devil has taken her. She glances in your direction and licks her lips. "I will have your bloodied corpses meddlers."

The PCs realize they need to perform an exorcism if there is any chance of saving Mayara.

If the PCs attempted to bluff Mnemnia and succeeded in Scene 3, read the following:

Addemios barks orders at you, "Hurry up and secure this tree before more rabble arrive."

The PCs realize he has no idea that they are not on his side, and gain a surprise round.

If the PCs attempted to bluff Mnemnia and failed in Scene 3, read the following:

You realize too late that Mnemnia saw through your lies. Before you can react her troops are upon you.

The monsters gain a surprise round. Mnemnia casts the Curse of a Thousand Spiders on the PCs as her action in the surprise round. They must save or receive the curse below.

CURSE OF A THOUSAND SPIDERS
Thousands of pustulent spiders swarm your flesh leaving painful welts all over your body which hurt at the merest touch.
Stage 1: While affected by stage 1, the target has vulnerable 5 to all damage.

Note: Based off the Tomb King's Wrath curse from the Book of Vile Darkness, page 31.

FEATURES OF THE AREA

This area has a few important features.

Illumination: Despite the thick foliage enough sunlight penetrates to provide bright light.

Tree Height: The encounter takes place 50 feet above the ground. Creatures that fall can climb back up using an **easy DC Athletics check** at **their normal move speed** due to a series of ropes and pulleys the eladrin are using in their construction of New Sharandar. Creatures that fall can grab the ropes to catch themselves at the edge (and fall prone) with a **hard DC Athletics or Acrobatics check** or to fall only

half the distance with a **moderate DC Athletics or Acrobatics** check.

Brush: The brush is so thick below the trees it catches creatures that fall after AL x 5 feet.

Rubble: Rubble squares marked with a triangle are difficult terrain.

Walls: The walls are ten feet high blocking terrain and can be climbed with a **moderate DC Athletics** check.

Ladder pit: Creatures falling down the ladder pit are treated the same as if they fell off the tree, except there is no brush to catch them and if they climb up it is at their **normal climb speed**.

Bridges: The bridges are of sturdy construction and are treated as normal terrain.

Wounded Unicorn: A deeply injured unicorn lies down on these squares. The unicorn needs immediate aid (PCs have **three rounds**) to prevent its death. A **moderate DC Heal** or **Nature check** as a **standard action** while adjacent (or using a healing power from appropriate range) allows it to regain consciousness. If they save the unicorn, the PC get story award, **NEVE13 Unicorn Friend**. Once conscious, the unicorn instantly flees the battle.

TACTICS

Mnemnia's and Three-Dawn's goal is to control this tree top area so Three-Dawn can focus on completing a ritual to open the gates of New Sharandar to the bulk of Mnemnia's army.

Aughlathla'vel, the Winter Wind makes casting this ritual much easier; as such they target the wielder of *Aughlathla'vel* if tactically sound. Mnemnia starts with *spider-curse* and uses *venom blast* if she can catch at least 3 PCs in it. If bloodied she uses it even if she can only catch 2 PCs.

Three Dawn uses *eldritch burst* whenever he can as long as he can catch at least 2 PCs in it.

The boggle body snatchers attack PCs who do not have the *Winter Wind*, seeking to use *body snatch* as much as possible, and then having the PCs attack their allies (or themselves if they do not have line to their allies).

The devil directs Mayara to attack the PCs indiscriminately, without regard to marks. See the skill challenge for possible changes in tactics for Mayara.

While controlled by the devil, all damage to Mayara is lethal damage. This is evident to the PCs because of how profusely she bleeds when struck, even with blunt objects! The PCs realize that even if they attempt to subdue her, Mayara's chances of survival are not good.

SKILL CHALLENGE: EXORCISING THE DEVIL

Goal: Release Mayara from infernal control.

Complexity: 1 (4 successes before three failures)

Primary Skills: Arcana, Bluff, Diplomacy, Heal, Intimidate, Nature, Religion,

Secondary Skills: Athletics, History, Insight

Success: Mayara manages to expel the devil and falls unconscious.

Failure: The devil is more deeply entrenched in Mayara and only her death can stop it.

PCs with **NEVE01 Saving Mayara** are more familiar with the possession Mayara is experiencing and get a +2 bonus to all checks to exorcise the demon.

Note: PCs who have **WATE41 A Bargain with Asmodeus**, can only use standard actions at a Hard difficulty to free Mayara and Mayara's tactics change to targeting individuals who made the deal; specifically trying to kill them. She attacks them even after they have dropped, so Asmodeus can get their soul and openly states these intentions as excited utterances so the PCs are aware of this.

All of the primary checks below can be done as either a **Moderate DC** standard action or a **Hard DC** move action with the exception of Nature (noted below). All checks must be from within 5 squares, except for Heal which must be done adjacent to Mayara. The devil is constantly adapting to the tactics the PC use to usurp its control, preventing the reuse of most skills.

Note: Explanations of the use of skills noted below are examples. PCs may find other uses for a skill.

Arcana: (1 success, 1 maximum; Trained only)

The PC calls directly on arcane power to force the devil out.

Bluff: (1 success, 1 maximum)

The PC manages to trick the devil into believing they represent another powerful entity which is unhappy with the possession.

Diplomacy: (1 success, 1 maximum)

The PC manages to convince Mayara to fight more strongly to assert control.

Heal: (1 success, 1 maximum)

The PCs help Mayara purge the infernal possession by improving her physical health. This provokes an opportunity attack by the devil

Intimidate: (1 success, 1 maximum)

The PC manages to cow the devil, weakening its hold on Mayara.

Nature: (1 success, 2 maximum)

The PC calls directly on primal power to force the devil out. This is an **Easy DC** as a standard action or a **Moderate DC** Move action due to the powerful Feywild energies of New Sharandar.

Religion: (1 success, 1 maximum; Trained only) The PC calls directly on divine power to force the devil out.

Athletics: (not a success or failure)

Moderate DC: Minor action

The PC physically restrains Mayara, giving a +2 bonus to the next check made to free her. The PC must be adjacent to Mayara. This provokes an opportunity attack by the devil.

History: (not a success or failure)

Moderate DC Minor action

The PCs realize that this area is historically known for powerful primal energy due to encroachment of the Feywild, and that Nature checks are particularly effective in freeing Mayara and can be tried untrained.

Insight: (not a success or failure)

Moderate DC Minor action

The PCs gain a +2 bonus to the next check to free Mayara as the PC realizes some small clue as to what would be most effective in securing her release.

If the PCs succeed in the skill challenge read the following:

With a shudder from Mayara and a scream of rage from her infernal possessor, the devil is cast out in a flash of red light. Mayara slumps to the ground, unconscious, but free.

If the PCs fail the skill challenge:

Mayara laughs at you and in a voice not her own calls out, "Stop you're meddling, mortals! You have failed. This flesh sack is mine until its heart pops."

ENDING THE ENCOUNTER

If the PCs defeat Addemios and Mnemnia then New Sharandar is secured for the eladrin and they are rewarded by the grateful defenders of New Sharandar. If Addemios yet lives, Olirien has him imprisoned.

If they fail Mnemnia and Addemios have taken over New Sharandar.

Proceed to Encounter 5.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs find a *seeker weapon* +2 (at AL6+) and *cat step boots* among the bodies of the fallen, which the eladrin graciously allow them to take. On Mnemnia the PCs find a *staff of the viper* +2 (at AL4+), *boots of spider climbing*, and an *amulet of aranea* +2 (at AL6+).

ENCOUNTER 4A: THE DEVIL IS IN NEW SHARANDAR

(ADVENTURE LEVEL 2)

Addemios Three-Dawn	Level 5 Artillery
Medium fey humanoid, eladrin	XP 200
HP 51; Bloodied 25	Initiative +6
AC 19, Fortitude 16, Reflex 18, Will 18	Perception +5
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 4 damage.	
r Wrath of the Divine (implement; varies) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 3d4 + 3 fire, necrotic, or radiant damage (Three-Dawn's choice), and one creature adjacent to the target takes 3 damage of the same type.	
A Eldritch Burst (force, implement) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +10 vs. Fortitude	
Hit: 1d10 + 5 force damage, and the target falls prone.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Three-Dawn teleports up to 5 squares.	
Skills Arcana +9, Bluff +11, Religion +9	
Str 12 (+3)	Dex 18 (+6) Wis 11 (+2)
Con 15 (+4)	Int 15 (+4) Cha 18 (+6)
Alignment evil Languages Common, Elven	
Equipment chain armor, short sword, rod	
Updated to reflect MM3 damage expressions	

2 Boggle Body Snatchers	Level 2 Controller
Small fey humanoid	XP 250
HP 37; Bloodied 18	Initiative +6
AC 16, Fortitude 14, Reflex 16, Will 12	Perception +8
Speed 6, climb 6	Darkvision
Resist 5 fire	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
R Body Snatch (charm) • Recharge 5-6	
Attack: Ranged 5 (one creature); +5 vs. Will	
Hit: The target is dominated (save ends). Until the target saves against this effect, the boggle is removed from play, and the target gains a +2 bonus to attack rolls and damage rolls. When the effect ends, the boggle returns to play in an unoccupied space of its choice within 5 squares of the target.	
MOVE ACTIONS	
Dimension Hop (teleportation) • At-Will	
Effect: The boggle teleports 3 squares.	
MINOR ACTIONS	
Boggle Sweat Stain • At-Will (1/round)	
Effect: The boggle's current square is greased until the end of the encounter. Whenever any creature other than a boggle willingly enters the greased square, that creature falls prone.	
Skills Athletics +8, Stealth +11, Thievery +11	
Str 15 (+3)	Dex 20 (+6) Wis 14 (+3)
Con 13 (+2)	Int 5 (-2) Cha 6 (-1)
Alignment evil Languages Common, Goblin	

Removed *dimensional window* because it is not applicable here

Mnemnia	Level 5 Artillery (Leader)
Medium fey humanoid	XP 200
HP 46; Bloodied 23	Initiative +4
AC 19, Fortitude 15, Reflex 17, Will 17	Perception +9
Speed 6	Darkvision
TRAITS	
Unwholesome Presence • Aura 3	
When an enemy within the aura spends a healing surge to regain hit points, that enemy regains only half the normal hit points.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 1 damage, and the target is immobilized (save ends).	
R Venom Ray (poison) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. Reflex	
Hit: 2d6 + 6 poison damage and ongoing 5 poison damage (save ends).	
R Spider Curse (necrotic) • Encounter	
Attack: Ranged 20 (one creature); +8 vs. Will	
Hit: 3d6 + 9 necrotic damage, and the target is weakened and takes ongoing 5 necrotic damage (save ends both).	
Miss: Half damage, and weakened until the end of Mnemnia's next turn.	
C Venom Blast (poison) • Encounter	
Attack: Close blast 5 (enemies in blast); +8 vs. Fortitude	
Hit: 2d8 + 6 poison damage.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mnemnia teleports up to 10 squares.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: Mnemnia can alter her physical form to appear as a beautiful young female elf, half-elf, eladrin or human until she uses change shape again or drops to 0 hit points. To assume a specific individual's form, Mnemnia must have seen that individual. Other creatures can make a DC 25 Insight check to discern that the form is a disguise.	
Skills Arcana +10, Dungeoneering +9	
Str 10 (+2)	Dex 15 (+4) Wis 14 (+4)
Con 10 (+2)	Int 16 (+5) Cha 11 (+2)
Alignment evil	Languages Common, Elven

Reflavored drow arachnomancer to hag. Removed *cloud of darkness* and *Lolth's judgment*. Added *fey step* and *change shape*. Added *unwholesome presence* from bog hag.

Mayara	Level 3 Artillery
Medium fey humanoid, eladrin	XP 150
HP 39; Bloodied 19	Initiative +5
AC 15, Fortitude 14, Reflex 16, Will 14	Perception +6
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 6 damage.	
r Scorching Hellfire (fire) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +8 vs. AC or Reflex (whichever is lower)	
Hit: 1d8 + 6 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +8 vs. Fortitude	
Hit: 2d6 + 5 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +9, Dungeoneering +8	
Str 10 (+1)	Dex 15 (+3) Wis 14 (+3)
Con 10 (+1)	Int 16 (+4) Cha 11 (+1)
Alignment unaligned	Languages Common, Elven

Reflavored to reflect avenger of Sehanine and updated to MM3 damage for eladrin arcane archer. Added hellish armor and adjusted attacks due to devil possession.

ENCOUNTER 4A: THE DEVIL IS IN NEW SHARANDAR

(ADVENTURE LEVEL 4)

Addemios Three-Dawn	Level 7 Artillery
Medium fey humanoid, eladrin	XP 300
HP 63; Bloodied 31	Initiative +7
AC 21, Fortitude 18, Reflex 20, Will 20	Perception +6
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
r Wrath of the Divine (implement; varies) • At-Will	
Attack: Ranged 10 (one creature); +12 vs. Reflex	
Hit: 2d8+6 fire, necrotic, or radiant damage (Three-Dawn's choice), and one creature adjacent to the target takes 4 damage of the same type.	
A Eldritch Burst (force, implement) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +12 vs. Fortitude	
Hit: 2d8+8 force damage, and the target falls prone.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Three-Dawn teleports up to 5 squares.	
Skills Arcana +10, Bluff +12, Religion +10	
Str 12 (+4)	Dex 18 (+7)
Con 15 (+5)	Int 15 (+5)
Cha 18 (+7)	
Alignment evil	
Languages Common, Elven	
Equipment chain armor, short sword, rod	

2 Boggle Body Snatchers	Level 4 Controller
Small fey humanoid	XP 350
HP 53; Bloodied 26	Initiative +7
AC 18, Fortitude 16, Reflex 18, Will 14	Perception +9
Speed 6, climb 6	Darkvision
Resist 5 fire	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d6+5 damage.	
R Body Snatch (charm) • Recharge 5-6	
Attack: Ranged 5 (one creature); +7 vs. Will	
Hit: The target is dominated (save ends). Until the target saves against this effect, the boggle is removed from play, and the target gains a +2 bonus to attack rolls and damage rolls. When the effect ends, the boggle returns to play in an unoccupied space of its choice within 5 squares of the target.	
MOVE ACTIONS	
Dimension Hop (teleportation) • At-Will	
Effect: The boggle teleports 3 squares.	
MINOR ACTIONS	
Boggle Sweat Stain • At-Will (1/round)	
Effect: The boggle's current square is greased until the end of the encounter. Whenever any creature other than a boggle willingly enters the greased square, that creature falls prone.	
Skills Athletics +9, Stealth +12, Thievery +12	
Str 15 (+4)	Dex 20 (+7)
Con 13 (+3)	Int 5 (-1)
Cha 6 (0)	
Alignment evil	
Languages Common, Goblin	

Mnemnia	Level 7 Artillery (Leader)
Medium fey humanoid	XP 300
HP 58; Bloodied 29	Initiative +5
AC 21, Fortitude 17, Reflex 19, Will 19	Perception +10
Speed 6	Darkvision
TRAITS	
Unwholesome Presence • Aura 3	
When an enemy within the aura spends a healing surge to regain hit points, that enemy regains only half the normal hit points.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage, and the target is immobilized (save ends).	
R Venom Ray (poison) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 2d8 + 1 poison damage and ongoing 5 poison damage (save ends).	
R Spider Curse (necrotic) • Encounter	
Attack: Ranged 20 (one creature); +10 vs. Will	
Hit: 3d6 + 8 necrotic damage, and the target is weakened and takes ongoing 5 necrotic damage (save ends both).	
Miss: Half damage, and weakened until the end of Mnemnia's next turn.	
C Venom Blast (poison) • Encounter	
Attack: Close blast 5 (enemies in blast); +10 vs. Fortitude	
Hit: 2d8 + 8 poison damage.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mnemnia teleports up to 10 squares.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: Mnemnia can alter her physical form to appear as a beautiful young female elf, half-elf, eladrin or human until she uses change shape again or drops to 0 hit points. To assume a specific individual's form, Mnemnia must have seen that individual. Other creatures can make a DC 25 Insight check to discern that the form is a disguise.	
Skills Arcana +11, Dungeoneering +10	
Str 10 (+3)	Dex 15 (+5) Wis 14 (+5)
Con 10 (+3)	Int 16 (+6) Cha 11 (+3)
Alignment evil	Languages Common, Elven

Mayara	Level 5 Artillery
Medium fey humanoid	XP 200
HP 51; Bloodied 25	Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 16	Perception +7
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 6 damage.	
r Scorching Hellfire (fire, weapon) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +10 vs. AC or Reflex (whichever is lower)	
Hit: 2d6 + 6 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +10 vs. Fortitude	
Hit: 2d8 + 6 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +10, Dungeoneering +9	
Str 10 (+2)	Dex 15 (+4) Wis 14 (+4)
Con 10 (+2)	Int 16 (+5) Cha 11 (+2)
Alignment unaligned	Languages Common, Elven

ENCOUNTER 4A: THE DEVIL IS IN NEW SHARANDAR

(ADVENTURE LEVEL 6)

Addemios Three-Dawn	Level 9 Artillery
Medium fey humanoid, eladrin	XP 400
HP 75; Bloodied 37	Initiative +8
AC 23, Fortitude 20, Reflex 22, Will 22	Perception +7
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
r Wrath of the Divine (implement; varies) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 2d8+8 fire, necrotic, or radiant damage (Three-Dawn's choice), and one creature adjacent to the target takes 5 damage of the same type.	
A Eldritch Burst (force, implement) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +14 vs. Fortitude	
Hit: 3d6+9 force damage, and the target falls prone.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Three-Dawn teleports up to 5 squares.	
Skills Arcana +11, Bluff +13, Religion +11	
Str 12 (+5)	Dex 18 (+8)
Con 15 (+6)	Int 15 (+6)
Wis 11 (+4)	Cha 18 (+8)
Alignment evil	
Languages Common, Elven	
Equipment chain armor, short sword, rod	

2 Boggle Body Snatchers	Level 6 Controller
Small fey humanoid	XP 500
HP 69; Bloodied 34	Initiative +8
AC 20, Fortitude 18, Reflex 20, Will 16	Perception +10
Speed 6, climb 6	Darkvision
Resist 5 fire	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d6+7 damage.	
R Body Snatch (charm) • Recharge 5-6	
Attack: Ranged 5 (one creature); +9 vs. Will	
Hit: The target is dominated (save ends). Until the target saves against this effect, the boggle is removed from play, and the target gains a +2 bonus to attack rolls and damage rolls. When the effect ends, the boggle returns to play in an unoccupied space of its choice within 5 squares of the target.	
MOVE ACTIONS	
Dimension Hop (teleportation) • At-Will	
Effect: The boggle teleports 3 squares.	
MINOR ACTIONS	
Boggle Sweat Stain • At-Will (1/round)	
Effect: The boggle's current square is greased until the end of the encounter. Whenever any creature other than a boggle willingly enters the greased square, that creature falls prone.	
Skills Athletics +10, Stealth +13, Thievery +13	
Str 15 (+5)	Dex 20 (+8)
Con 13 (+4)	Int 5 (0)
	Wis 14 (+5)
	Cha 6 (1)
Alignment evil	
Languages Common, Goblin	

Mnemnia		Level 9 Artillery (Leader)
Medium fey humanoid		XP 400
HP 70; Bloodied 35		Initiative +5
AC 23, Fortitude 19, Reflex 21, Will 21		Perception +9
Speed 6		Darkvision
TRAITS		
Unwholesome Presence • Aura 3		
When an enemy within the aura spends a healing surge to regain hit points, that enemy regains only half the normal hit points.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 8 damage, and the target is immobilized (save ends).		
R Venom Ray (poison) • At-Will		
Attack: Ranged 10 (one creature); +12 vs. Reflex		
Hit: 2d8 + 3 poison damage and ongoing 5 poison damage (save ends).		
R Spider Curse (necrotic) • Encounter		
Attack: Ranged 20 (one creature); +12 vs. Will		
Hit: 3d8 + 8 necrotic damage, and the target is weakened and takes ongoing 5 necrotic damage (save ends both).		
Miss: Half damage, and weakened until the end of Mnemnia's next turn.		
C Venom Blast (poison) • Encounter		
Attack: Close blast 5 (enemies in blast); +12 vs. Fortitude		
Hit: 3d6 + 9 poison damage.		
Miss: Half damage.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: Mnemnia teleports up to 10 squares.		
MINOR ACTIONS		
Change Shape (polymorph) • At-Will		
Effect: Mnemnia can alter her physical form to appear as a beautiful young female elf, half-elf, eladrin or human until she uses change shape again or drops to 0 hit points. To assume a specific individual's form, Mnemnia must have seen that individual. Other creatures can make a DC 25 Insight check to discern that the form is a disguise.		
Skills Arcana +12, Dungeoneering +11		
Str 10 (+4)	Dex 15 (+6)	Wis 14 (+6)
Con 10 (+4)	Int 16 (+7)	Cha 11 (+4)
Alignment evil		Languages Common, Elven

Mayara		Level 7 Artillery
Medium fey humanoid		XP 300
HP 63; Bloodied 31		Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 18		Perception +8
Speed 6		Low-light vision
Saving Throws +5 against charm effects		
TRAITS		
Distant Vengeance		
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.		
Hellish Armor		
Mayara's area and ranged attacks do not provoke attacks of opportunity.		
STANDARD ACTIONS		
m Claws weapon) • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 6 damage.		
r Scorching Hellfire (fire, weapon) • At-Will		
Mayara makes the following attack twice: Ranged 20/40		
Attack: Ranged 20/40 (one or two creatures); +12 vs. AC or Reflex (whichever is lower)		
Hit: 2d8 + 6 damage plus 1d6 fire damage.		
A Eldritch Blast (force) • Recharge 5-6		
Attack: Area burst 1 within 20 (creatures in burst); +12 vs. Fortitude		
Hit: 2d8 + 8 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: Mayara teleports up to 5 squares.		
MINOR ACTIONS		
Oath of Enmity (divine) • Encounter (special)		
Attack: Close burst 10 (one enemy Mayara can see)		
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).		
Skills Arcana +11, Dungeoneering +10		
Str 10 (+3)	Dex 15 (+5)	Wis 14 (+5)
Con 10 (+3)	Int 16 (+6)	Cha 11 (+3)
Alignment unaligned		Languages Common, Elven

ENCOUNTER 4A: THE DEVIL IS IN NEW SHARANDAR

(ADVENTURE LEVEL 8)

Addemios Three-Dawn	Level 11 Artillery
Medium fey humanoid, eladrin	XP 600
HP 87; Bloodied 43	Initiative +9
AC 25, Fortitude 22, Reflex 24, Will 24	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
r Wrath of the Divine (implement; varies) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 3d6+9 fire, necrotic, or radiant damage (Three-Dawn's choice), and one creature adjacent to the target takes 6 damage of the same type.	
A Eldritch Burst (force, implement) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +16 vs. Fortitude	
Hit: 3d6+11 force damage, and the target falls prone.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Three-Dawn teleports up to 5 squares.	
Skills Arcana +12, Bluff +14, Religion +12	
Str 12 (+6)	Dex 18 (+9)
Con 15 (+7)	Int 15 (+7)
	Wis 11 (+5)
	Cha 18 (+9)
Alignment evil	
Languages Common, Elven	
Equipment chain armor, short sword, rod	

2 Boggle Body Snatchers)	Level 8 Controller
Small fey humanoid	XP 700
HP 85; Bloodied 42	Initiative +9
AC 22, Fortitude 20, Reflex 22, Will 18	Perception +11
Speed 6, climb 6	Darkvision
Resist 5 fire	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8+7 damage.	
R Body Snatch (charm) • Recharge 5-6	
Attack: Ranged 5 (one creature); +11 vs. Will	
Hit: The target is dominated (save ends). Until the target saves against this effect, the boggle is removed from play, and the target gains a +2 bonus to attack rolls and damage rolls. When the effect ends, the boggle returns to play in an unoccupied space of its choice within 5 squares of the target.	
MOVE ACTIONS	
Dimension Hop (teleportation) • At-Will	
Effect: The boggle teleports 3 squares.	
MINOR ACTIONS	
Boggle Sweat Stain • At-Will (1/round)	
Effect: The boggle's current square is greased until the end of the encounter. Whenever any creature other than a boggle willingly enters the greased square, that creature falls prone.	
Skills Athletics +11, Stealth +14, Thievery +14	
Str 15 (+6)	Dex 20 (+9)
Con 13 (+4)	Int 5 (0)
	Wis 14 (+6)
	Cha 6 (1)
Alignment evil	
Languages Common, Goblin	

Mnemnia	Level 11 Artillery (Leader)
Medium fey humanoid	XP 600
HP 82; Bloodied 41	Initiative +7
AC 25, Fortitude 21, Reflex 23, Will 23	Perception +12
Speed 6	Darkvision
TRAITS	
Unwholesome Presence • Aura 3	
When an enemy within the aura spends a healing surge to regain hit points, that enemy regains only half the normal hit points.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6+3 damage, and the target is immobilized (save ends).	
R Venom Ray (poison) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 2d6+2 poison damage and ongoing 10 poison damage (save ends).	
R Spider Curse (necrotic) • Encounter	
Attack: Ranged 20 (one creature); +14 vs. Will	
Hit: 2d10 + 15 necrotic damage, and the target is weakened and takes ongoing 10 necrotic damage (save ends both).	
Miss: Half damage, and weakened until the end of Mnemnia's next turn.	
C Venom Blast (poison) • Encounter	
Attack: Close blast 5 (enemies in blast); +14 vs. Fortitude	
Hit: 3d6 + 11 poison damage.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mnemnia teleports up to 10 squares.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: Mnemnia can alter her physical form to appear as a beautiful young female elf, half-elf, eladrin or human until she uses change shape again or drops to 0 hit points. To assume a specific individual's form, Mnemnia must have seen that individual. Other creatures can make a DC 25 Insight check to discern that the form is a disguise.	
Skills Arcana +13, Dungeoneering +12	
Str 10 (+5)	Dex 15 (+7) Wis 14 (+7)
Con 10 (+5)	Int 16 (+8) Cha 11 (+5)
Alignment evil	Languages Common, Elven

Mayara	Level 9 Artillery
Medium fey humanoid	XP 400
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 18	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
r Scorching Hellfire (fire) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +12 vs. AC or Reflex (whichever is lower)	
Hit: 2d8 + 8 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +12 vs. Fortitude	
Hit: 3d8 + 13 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +12, Dungeoneering +11	
Str 10 (+4)	Dex 15 (+6) Wis 14 (+6)
Con 10 (+4)	Int 16 (+7) Cha 11 (+4)
Alignment unaligned	Languages Common, Elven

ENCOUNTER 4A: THE DEVIL IS IN NEW SHARANDAR

(ADVENTURE LEVEL 10)

Addemios Three-Dawn	Level 13 Artillery
Medium fey humanoid, eladrin	XP 800
HP 99; Bloodied 49	Initiative +10
AC 27, Fortitude 24, Reflex 26, Will 26	Perception +9
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
r Wrath of the Divine (implement; varies) • At-Will	
Attack: Ranged 10 (one creature); +16 vs. Reflex	
Hit: 3d6+11 fire, necrotic, or radiant damage (Three-Dawn's choice), and one creature adjacent to the target takes 7 damage of the same type.	
A Eldritch Burst (force, implement) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +18 vs. Fortitude	
Hit: 3d8+11 force damage, and the target falls prone.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Three-Dawn teleports up to 5 squares.	
Skills Arcana +13, Bluff +115, Religion +13	
Str 12 (+7)	Dex 18 (+10) Wis 11 (+6)
Con 15 (+8)	Int 15 (+8) Cha 18 (+10)
Alignment evil Languages Common, Elven	
Equipment chain armor, short sword, rod	

2 Boggle Body Snatchers	Level 10 Controller
Small fey humanoid	XP 1000
HP 101; Bloodied 58	Initiative +10
AC 24, Fortitude 22, Reflex 24, Will 20	Perception +12
Speed 6, climb 6	Darkvision
Resist 5 fire	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8+9 damage.	
R Body Snatch (charm) • Recharge 5-6	
Attack: Ranged 5 (one creature); +13 vs. Will	
Hit: The target is dominated (save ends). Until the target saves against this effect, the boggle is removed from play, and the target gains a +2 bonus to attack rolls and damage rolls. When the effect ends, the boggle returns to play in an unoccupied space of its choice within 5 squares of the target.	
MOVE ACTIONS	
Dimension Hop (teleportation) • At-Will	
Effect: The boggle teleports 3 squares.	
MINOR ACTIONS	
Boggle Sweat Stain • At-Will (1/round)	
Effect: The boggle's current square is greased until the end of the encounter. Whenever any creature other than a boggle willingly enters the greased square, that creature falls prone.	
Skills Athletics +12, Stealth +15, Thievery +15	
Str 15 (+7)	Dex 20 (+10) Wis 14 (+7)
Con 13 (+5)	Int 5 (1) Cha 6 (2)
Alignment evil Languages Common, Goblin	

Mnemnia	Level 13 Artillery (Leader)
Medium fey humanoid	XP 800
HP 94; Bloodied 47	Initiative +8
AC 27, Fortitude 23, Reflex 25, Will 25	Perception +13
Speed 6	Darkvision
TRAITS	
Unwholesome Presence • Aura 3	
When an enemy within the aura spends a healing surge to regain hit points, that enemy regains only half the normal hit points.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6+5 damage, and the target is immobilized (save ends).	
R Venom Ray (poison) • At-Will	
Attack: Ranged 10 (one creature); +16 vs. Reflex	
Hit: 2d6+4 poison damage and ongoing 10 poison damage (save ends).	
R Spider Curse (necrotic) • Encounter	
Attack: Ranged 20 (one creature); +16 vs. Will	
Hit: 2d10 + 5 necrotic damage, and the target is weakened and takes ongoing 10 necrotic damage (save ends both).	
Miss: Half damage, and weakened until the end of Mnemnia's next turn.	
C Venom Blast (poison) • Encounter	
Attack: Close blast 5 (enemies in blast); +16 vs. Fortitude	
Hit: 3d8 + 11 poison damage.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mnemnia teleports up to 10 squares.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: Mnemnia can alter her physical form to appear as a beautiful young female elf, half-elf, eladrin or human until she uses change shape again or drops to 0 hit points. To assume a specific individual's form, Mnemnia must have seen that individual. Other creatures can make a DC 25 Insight check to discern that the form is a disguise.	
Skills Arcana +14, Dungeoneering +13	
Str 10 (+6)	Dex 15 (+8) Wis 14 (+8)
Con 10 (+6)	Int 16 (+9) Cha 11 (+6)
Alignment evil	Languages Common, Elven

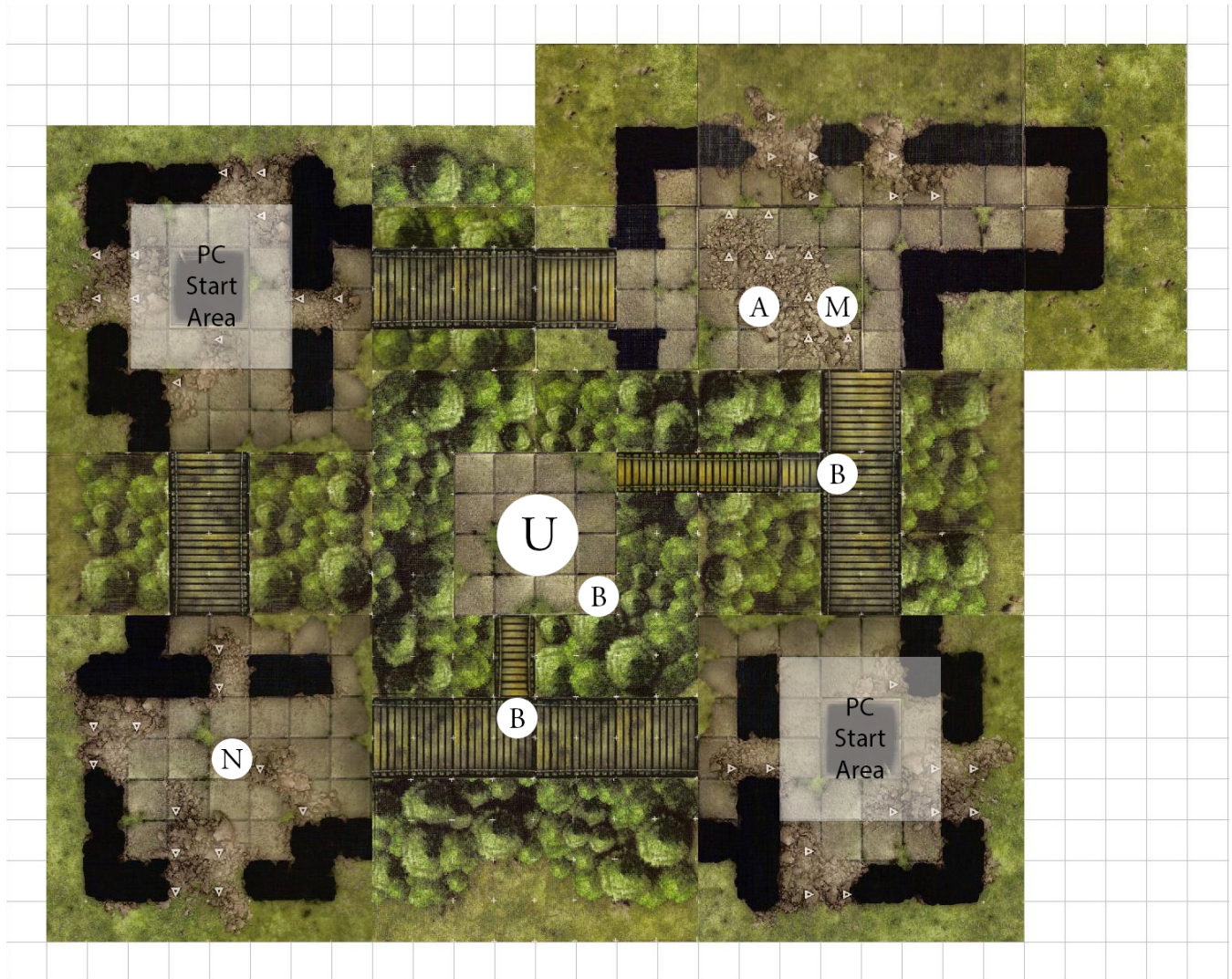
Mayara	Level 11 Artillery
Medium fey humanoid, eladrin	XP 600
HP 75; Bloodied 37	Initiative 8
AC 21, Fortitude 20, Reflex 22, Will 20	Perception +9
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
r Scorching Helfire (fire) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +14 vs. AC or Reflex (whichever is lower)	
Hit: 2d6 + 7 damage plus 2d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +14 vs. Fortitude	
Hit: 3d6 + 11 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +13, Dungeoneering +12	
Str 10 (+5)	Dex 15 (+7) Wis 14 (+7)
Con 10 (+5)	Int 16 (+8) Cha 11 (+5)
Alignment unaligned	Languages Common, Elven

ENCOUNTER 4A: THE DEVIL IS IN NEW SHARANDAR

TILE SETS NEEDED

Caves of Carnage x3 (rope bridges)

Sinister Woods x3



A= Addemios Three Dawn

M= Mayara

B= Boggles

U= Unicorn

N= Mnemnia

ENCOUNTER 4B: THE DEVIL WITHIN

ENCOUNTER LEVEL 5/7/9/11/13

CREATURES

This encounter includes the following creatures:

Addemios Three-Dawn (A)

Olirien (O)

Mayara (M)

1 eladrin sergeant (E)

2 eladrin monks (K)

SCALING THE ENCOUNTER

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

Four PCs:

Remove 1 eladrin monk.

Six PCs:

Add 1 eladrin monk.

SETUP

The PCs reach New Sharandar attempting to aid the incursion of dark fey. Mnemnia guides them into the city and orders them to kill as many defenders of New Sharandar as possible to empower her ritual, which opens the city to her forces. She then quickly leaves to join the rest of her army.

They are met in battle with the forces of New Sharandar, led by Olirien Mistcrown. Seen as invaders, they need to defeat the eladrin.

If Mayara is held by the eladrin, Addemios has her nearby, otherwise she likely travels with the PCs. Regardless, Addemios asserts control of the devil and orders her to attack the PCs.

The PCs have an opportunity to kill Mayara or banish the devil during the fight (possible because the devil now manifests). Otherwise, the devil within Mayara overpowers her and attacks the PCs until one or the other is dead.

Since Mnemnia is actively aiding the PCs at this point she is easier to free from the devil.

Addemios also fights along, still keeping up his masquerade. He focuses exclusively on the PCs.

If successful the PCs have aided the invasion of New Sharandar, but also defeated Addemios and forced the Ashmadai out of the city.

PCs start on the map within 1 square of either ladder pit, and the party can be split between them.

When the PCs arrive, read the following:

You have finally reached the end of your scramble through the fey dark. A tall ladder leads upwards into light. As you near the top Mnemnia describes a single eladrin you are to capture, but let live.

If she already admitted it is her son, she refers to him by name, Addemios Three-Dawn. Regardless, PCs who have played NEVE4-2 recognize the description as Three-Dawn, one of the eladrin who testified against Mayara in her trial.

Mnemnia then scurries out of the passage. If the PCs follow, describe the following:

You find yourselves in a sort of scaffolding around a gigantic tree. Off in the distance a unicorn runs across a bridge then crumples, bleeding from numerous wounds, its blood flowing through the air towards Mnemnia.

A squad of eladrin look on in horror as Mnemnia then fades from view calling out to you, "Rend their flesh and this city shall fall!"

One of the archers seems to take your measure.

PCs who played NEVE4-2 recognize him as Olirien Mistcrown, one of the judges in Mayara's trial.

"Allies of the dark, you shall never take this city." His troops surge forth.

If PCs have NEVE04 **Truth and Justice** they must cross it off as they have actively betrayed the elves of New Sharandar. After they have done so read the following:

Mistcrown's troops, and even Mistcrown himself seem to hesitate. "We thought we could trust you, but you will find there is no enemy more fierce than eladrin betrayed."

This hesitation gives the eladrin a -5 initiative penalty. However, Mayara and Addemios are unaffected.

If any of the PCs makes a **passive hard DC Perception** read the following:

The eladrin [Three-Dawn] you were told not to kill seems to be whispering intently.

Read the following to all PCs.

A blood curdling scream tears out of Mayara, followed by manic laughter. The devil has taken her. She glances

in your direction and licks her lips. "I will have your bloodied corpse's meddlers."

The PCs realize they need to perform an exorcism if there is any chance of saving Mayara.

FEATURES OF THE AREA

This area has a few important features.

Illumination: Despite the thick foliage enough sunlight penetrates to provide bright light.

Tree Height: The encounter takes place at 50 feet above the ground. Creatures that fall can climb back up using an **easy DC Athletics check at their normal speed** due to a series of ropes and pulleys the eladrin are using in their construction of New Sharandar. Creatures that are falling can grab onto the ropes to catch themselves at the edge (and fall prone) with a **hard DC Athletics or Acrobatics check** or to fall only half the distance with a **moderate DC Athletics or Acrobatics check**.

Brush: The brush is so thick below the trees it will catch creatures that fall after AL x 5 feet.

Rubble: Rubble squares marked with a triangle are difficult terrain.

Walls: The walls are ten feet high blocking terrain and can be climbed with a **moderate DC Athletics check**.

Ladder pit: Creatures falling down the ladder pit are treated the same as if they fell off the tree, except there is no brush to catch them and if they climb up it is at their **normal climb speed**.

Bridges: The bridges are of sturdy construction and are treated as normal terrain.

Wounded Unicorn: A deeply injured unicorn lies down on these squares. The unicorn needs immediate aid (PCs have **three rounds**) to prevent its death. A **moderate DC Heal or Nature check** as a **standard action** while adjacent (or using a healing power from appropriate range) allows it to regain consciousness. If they save the unicorn, they get story award, **NEVE13 Unicorn Friend**. Once conscious, the unicorn instantly flees the battle. The aiding of the unicorn angers Mnemnia and she reflexively unleashes the Curse of a Thousand Spiders on the PCs before controlling her anger. PCs must make a save or receive the curse below.

CURSE OF A THOUSAND SPIDERS

Thousands of pustulent spiders swarm your flesh leaving painful welts all over your body which hurt at the merest touch.

Stage 1: While affected by stage 1, the target has vulnerable 5 to all damage.

Note: Based off the Tomb King's Wrath curse from the *Book of Vile Darkness*, page 31.

TACTICS

Olrrien's goal is to eliminate the invaders of New Sharandar, the PCs. However, his forces initially try to capture rather than kill the PCs, as long as the PCs disable (rather than kill) their opponents. Addemios tries to maintain his cover and acquire *Aughlathla'vel, the Winter Wind*, if possible; he targets its wielder if tactically sound.

Addemios uses *eldritch burst* whenever he can as long as he can catch at least 2 PCs in it. Olrrien attempts to keep his distance using *scorching burst* and *eldritch blast* as much as possible. He tries to pin down other ranged attackers.

The sergeant and monks work in concert as the monks try to provide the sergeant combat advantage either using *monk throw* to put PCs at his feet prone or hitting them with *slam*. The sergeant uses *dagger flick* as soon as possible against defender PCs to isolate them; otherwise he targets PCs wielding melee weapons.

The devil directs Mayara to attack the PCs indiscriminately, without regard to marks. See the skill challenge for possible change in tactics for Mayara.

Note: While controlled by the devil, Mayara only takes lethal damage, which is evident to the PCs because of how profusely she bleeds when struck.

SKILL CHALLENGE: EXORCISING THE DEVIL

Goal: Release Mayara from infernal control.

Complexity: 1 (4 successes before three failures)

Primary Skills: Arcana, Bluff, Diplomacy, Heal, Intimidate, Nature, Religion,

Secondary Skills: Athletics, History, Insight

Success: Mayara manages to expel the devil and falls unconscious.

Failure: The devil is more deeply entrenched in Mayara and only her death can stop it.

PCs with **NEVE01 Saving Mayara** are more familiar with the possession Mayara is experiencing and get a +2 bonus to all checks to exorcise the demon.

Since the PCs have sided with Mnemnia they receive a +2 bonus to all skill checks in the skill challenge.

Note: PCs who have **WATE41 A Bargain with Asmodeus**, can only use standard actions at a Hard difficulty to free Mayara and Mayara's tactics change to

targeting individuals who made the deal; specifically trying to kill them. She attacks them even after they have dropped, so Asmodeus can get their soul and openly states these intentions as excited utterances so the PCs are aware of this.

All of the primary checks below can be done as either a **Moderate DC** standard action or a **Hard DC** move action with the exception of Nature (noted below). All checks must be from within 5 squares, except for Heal which must be done adjacent to Mayara. The devil is constantly adapting to the tactics the PC use to usurp its control, preventing the reuse of most skills.

Note: Explanations of the use of skills noted below are examples. PCs may find other uses for a skill.

Arcana: (1 success, 1 maximum; Trained only)

The PC calls directly on arcane power to force the devil out.

Bluff: (1 success, 1 maximum)

The PC manages to trick the devil into believing they represent another powerful entity which is unhappy with the possession.

Diplomacy: (1 success, 1 maximum)

The PC manages to convince Mayara to fight more strongly to assert control.

Heal: (1 success, 1 maximum)

The PCs helps Mayara purge the infernal possession by improving her physical health. This must be done adjacent to Mayara. This provokes an opportunity attack by the devil.

Intimidate: (1 success, 1 maximum)

The PC manages to cow the devil, weakening its hold on Mayara

Nature: (1success, 2 maximum)

The PC calls directly on primal power to force the devil out. This is an **automatic success** as a standard action or an **easy DC** Move action due to the powerful Feywild energies of New Sharandar.

Religion: (1 success maximum; Trained only)

The PC calls directly on divine power to force the devil out.

Athletics: (not a success or failure)

Moderate DC: Minor action

The PC physically restrains Mayara, giving a +2 bonus to the next check made free her. Must be adjacent to

Mayara. This provoke as opportunity attack by the devil who uses Mayara's bow as a staff against the PC (same stats as short sword attack).

History: (not a success or failure)

Moderate DC Minor action

The PCs realize that the this area is historically known for powerful primal energy due to encroachment of the Feywild, and that Nature checks are particularly effective in freeing Mayara and can be tried untrained.

Insight: (not a success or failure)

Moderate DC Minor action

The PCs gain a +2 bonus to the next check to free Mayara as the PC realizes some small clue as to what would be most effective in securing her release.

If the PCs succeed in the skill challenge read the following:

With a shudder from Mayara and a scream of rage from her infernal possessor, the devil is cast out in a flash of red light. Mayara slumps to the ground, unconscious, but free.

IF THE PCs FAIL THE SKILL CHALLENGE:

Mayara laughs at you and in a voice not her own calls out, "Stop you're meddling, mortals! You have failed. This flesh sack is mine until its heart pops."

ENDING THE ENCOUNTER

If the PCs defeat Addemios and Olirien New Sharandar is secured for Mnemnia and they have expunged the cult from the city. If Addemios yet lives, Mnemnia has him imprisoned.

If they fail the eladrin hold a greatly weakened New Sharandar, with the cult hidden and ready to strike.

Proceed to Encounter 5.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs find a 2 *seeker weapon* +2 (at AL6+) and *cat step boots* among the bodies of the fallen, which Mnemnia will allows them to claim.

ENCOUNTER 4B: THE DEVIL WITHIN (ADVENTURE LEVEL 2)

Addemios Three-Dawn	Level 5 Artillery
Medium fey humanoid, eladrin	XP 200
HP 51; Bloodied 25	Initiative +6
AC 19, Fortitude 16, Reflex 18, Will 18	Perception +5
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 4 damage.	
r Wrath of the Divine (implement; varies) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 3d4 + 3 fire, necrotic, or radiant damage (Three-Dawn's choice), and one creature adjacent to the target takes 3 damage of the same type.	
A Eldritch Burst (force, implement) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +10 vs. Fortitude	
Hit: 1d10 + 5 force damage, and the target falls prone.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Three-Dawn teleports up to 5 squares.	
Skills Arcana +9, Bluff +11, Religion +9	
Str 12 (+3)	Dex 18 (+6) Wis 11 (+2)
Con 15 (+4)	Int 15 (+4) Cha 18 (+6)
Alignment evil Languages Common, Elven	
Equipment chain armor, short sword, rod	

1-3 Eladrin Monk	Level 2 Brute
Medium fey humanoid, eladrin	XP 125
HP 45; Bloodied 22	Initiative +2
AC 14, Fortitude 16, Reflex 12, Will 14	Perception +3
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 6 damage, and the target grants combat advantage until the end of the monk's next turn.	
M Monk Throw • Recharge 5 6	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 2d10 + 9 damage, and the monk slides the target 3 squares and knocks it prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Monk teleports up to 5 squares.	
Skills Athletics + 11, Intimidate +5	
Str 20 (+6)	Dex 13 (+2) Wis 15 (+3)
Con 15 (+3)	Int 10 (+1) Cha 8 (+0)
Alignment Unaligned Languages Common, Elven	

Silverback ape from MM3 page 11 reflavored to eladrin. Changed monk throw recharge to 5-6 and removed chest beat.

Mayara	Level 3 Artillery
Medium fey humanoid, eladrin	XP 150
HP 39; Bloodied 19	Initiative +5
AC 15, Fortitude 14, Reflex 16, Will 14	Perception +6
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 6 damage.	
r Scorching Hellfire (fire) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +8 vs. AC or Reflex (whichever is lower)	
Hit: 1d8 + 6 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +8 vs. Fortitude	
Hit: 2d6 + 5 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +9, Dungeoneering +8	
Str 10 (+1)	Dex 15 (+3) Wis 14 (+3)
Con 10 (+1)	Int 16 (+4) Cha 11 (+1)
Alignment unaligned Languages Common, Elven	

Reflavored to reflect avenger of Sehanine and updated to MM3 damage for eladrin arcane archer. Added hellish armor and adjusted attacks due to devil possession

Olirien	Level 3 Artillery
Medium fey humanoid, eladrin	XP 150
HP 39; Bloodied 19	Initiative +5
AC 15, Fortitude 14, Reflex 16, Will 14	Perception +6
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Feywild Tactics • Aura 5	
Fey Allies can score critical hits on rolls of 19-20 while in the aura.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 6 damage.	
r Scorching Arrows (fire, weapon) • At-Will	
Olirien makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +8 vs. AC or Reflex (whichever is lower)	
Hit: 1d8 + 6 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +8 vs. Fortitude	
Hit: 2d6 + 5 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Olirien teleports up to 5 squares.	
Skills Arcana +9, Dungeoneering +8	
Str 10 (+1)	Dex 15 (+3)
Con 10 (+1)	Int 16 (+4)
	Wis 14 (+3)
	Cha 11 (+1)
Alignment unaligned	
Languages Common, Elven	
Equipment short bow, short sword	

Updated to MM3 damage for eladrin arcane archer.
Added Feywild tactics from the eladrin fey knight.

Eladrin Sergeant	Level 2 Elite Skirmisher
Medium fey humanoid, eladrin	XP 250
HP 72; Bloodied 36	Initiative +7
AC 16, Fortitude 13, Reflex 16, Will 14	Perception +9
Speed 6	Low-light vision
Saving Throws +2; +5 against charm effects; Action Points 1	
TRAITS	
Feywild Master • Aura 5	
Fey Allies gain a +4 power bonus to initiative checks and Stealth checks.	
Willing Prey	
The Sergeant has combat advantage against any creature marking him.	
STANDARD ACTIONS	
m Katar (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, or 2d8 + 8 against a target granting combat advantage to the sergeant. If the attack deals more than 20 damage to the target, it falls unconscious (save ends).	
M Double Attack • At-Will	
Effect: The sergeant uses his katar twice, and can move up to his speed after the first attack.	
MOVE ACTIONS	
Fey Leap (teleportation) • Recharge 5 6	
Effect: The sergeant teleports up to 5 squares.	
MINOR ACTIONS	
R Dagger Flick (poison, weapon) • Encounter	
Attack: Melee 1 (one creature); +5 vs. Fortitude	
Hit: 2d6 + 7 damage and the target is immobilized and takes ongoing 5 poison damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
Skills Bluff +9, Stealth +10	
Str 14 (+3)	Dex 19 (+5)
Con 12 (+2)	Int 15 (+3)
	Wis 16 (+4)
	Cha 16 (+4)
Alignment unaligned	
Languages Common, Elven	
Equipment studded leather, dagger, katar	

Geriesh changed to eladrin

ENCOUNTER 4B: THE DEVIL WITHIN (ADVENTURE LEVEL 4)

Addemios Three-Dawn	Level 7 Artillery
Medium fey humanoid, eladrin	XP 300
HP 63; Bloodied 31	Initiative +7
AC 21, Fortitude 18, Reflex 20, Will 20	Perception +6
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
r Wrath of the Divine (implement; varies) • At-Will	
Attack: Ranged 10 (one creature); +12 vs. Reflex	
Hit: 2d8+6 fire, necrotic, or radiant damage (Three-Dawn's choice), and one creature adjacent to the target takes 4 damage of the same type.	
A Eldritch Burst (force, implement) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +12 vs. Fortitude	
Hit: 2d8+8 force damage, and the target falls prone.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Three-Dawn teleports up to 5 squares.	
Skills Arcana +10, Bluff +12, Religion +10	
Str 12 (+4)	Dex 18 (+7) Wis 11 (+3)
Con 15 (+5)	Int 15 (+5) Cha 18 (+7)
Alignment evil Languages Common, Elven	
Equipment chain armor, short sword, rod	

Eladrin Monk	Level 4 Brute
Medium fey humanoid, eladrin	XP 175
HP 65; Bloodied 32	Initiative +3
AC 16, Fortitude 18, Reflex 14, Will 16	Perception +4
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 6 damage, and the target grants combat advantage until the end of the monk's next turn.	
M Monk Throw • Recharge 5 6	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 3d8 + 9 damage, and the monk slides the target 3 squares and knocks it prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Monk teleports up to 5 squares.	
Skills Athletics + 12, Intimidate +6	
Str 20 (+7)	Dex 13 (+3) Wis 15 (+4)
Con 15 (+4)	Int 10 (+2) Cha 8 (+1)
Alignment Unaligned Languages Common, Elven	

Mayara (level 5)	Level 5 Artillery
Medium fey humanoid	XP 200
HP 51; Bloodied 25	Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 16	Perception +7
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 6 damage.	
r Scorching Hellfire (fire, weapon) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +10 vs. AC or Reflex (whichever is lower)	
Hit: 2d6 + 6 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +10 vs. Fortitude	
Hit: 2d8 + 6 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +10, Dungeoneering +9	
Str 10 (+2)	Dex 15 (+4) Wis 14 (+4)
Con 10 (+2)	Int 16 (+5) Cha 11 (+2)
Alignment unaligned Languages Common, Elven	

Olirien		Level 5 Artillery
Medium fey humanoid, eladrin		XP 200
HP 51; Bloodied 25		Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 16		Perception +7
Speed 6		Low-light vision
Saving Throws +5 against charm effects		
TRAITS		
Feywild Tactics • Aura 5		
Fey Allies can score critical hits on rolls of 19-20 while in the aura.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d6 + 6 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Olirien makes the following attack twice: Ranged 20/40		
Attack: Ranged 20/40 (one or two creatures); +10 vs. AC or Reflex (whichever is lower)		
Hit: 2d6 + 6 damage plus 1d6 fire damage.		
A Eldritch Blast (force) • Recharge 5-6		
Attack: Area burst 1 within 20 (creatures in burst); +10 vs. Fortitude		
Hit: 2d8 + 6 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: Olirien teleports up to 5 squares.		
Skills Arcana +10, Dungeoneering +9		
Str 10 (+2)	Dex 15 (+4)	Wis 14 (+4)
Con 10 (+2)	Int 16 (+5)	Cha 11 (+2)
Alignment unaligned Languages Common, Elven		
Equipment short bow, short sword		

Eladrin Sergeant		Level 4 Elite Skirmisher
Medium fey humanoid, eladrin		XP 350
HP 104; Bloodied 57		Initiative +8
AC 18, Fortitude 15, Reflex 18, Will 16		Perception +10
Speed 6		Low-light vision
Saving Throws +2; +5 against charm effects; Action Points 1		
TRAITS		
Feywild Master • Aura 5		
Fey Allies gain a +4 power bonus to initiative checks and Stealth checks.		
Willing Prey		
The Sergeant has combat advantage against any creature marking him.		
STANDARD ACTIONS		
m Katar (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage, or 3d6 + 8 against a target granting combat advantage to the sergeant. If the attack deals more than 20 damage to the target, it falls unconscious (save ends).		
M Double Attack • At-Will		
Effect: The sergeant uses his katar twice, and can move up to his speed after the first attack.		
MOVE ACTIONS		
Fey Leap (teleportation) • Recharge 5 6		
Effect: The sergeant teleports up to 5 squares.		
MINOR ACTIONS		
R Dagger Flick (poison, weapon) • Encounter		
Attack: Melee 1 (one creature); +7 vs. Fortitude		
Hit: 2d8 + 9 damage and the target is immobilized and takes ongoing 5 poison damage (save ends both).		
Miss: The target is immobilized until the end of its next turn.		
Skills Bluff +10, Stealth +11		
Str 14 (+4)	Dex 19 (+6)	Wis 16 (+5)
Con 12 (+3)	Int 15 (+4)	Cha 16 (+5)
Alignment unaligned Languages Common, Elven		
Equipment studded leather, dagger, katar		

ENCOUNTER 4B: THE DEVIL WITHIN (ADVENTURE LEVEL 6)

Addemios Three-Dawn (level 9)	Level 9 Artillery
Medium fey humanoid, eladrin	XP 400
HP 75; Bloodied 37	Initiative +8
AC 23, Fortitude 20, Reflex 22, Will 22	Perception +7
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
r Wrath of the Divine (implement; varies) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 2d8+8 fire, necrotic, or radiant damage (Three-Dawn's choice), and one creature adjacent to the target takes 5 damage of the same type.	
A Eldritch Burst (force, implement) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +14 vs. Fortitude	
Hit: 3d6+9 force damage, and the target falls prone.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Three-Dawn teleports up to 5 squares.	
Skills Arcana +11, Bluff +13, Religion +11	
Str 12 (+5)	Dex 18 (+8) Wis 11 (+4)
Con 15 (+6)	Int 15 (+6) Cha 18 (+8)
Alignment evil Languages Common, Elven	
Equipment chain armor, short sword, rod	

Eladrin Monk	Level 6 Brute
Medium fey humanoid, eladrin	XP 250
HP 85; Bloodied 42	Initiative +4
AC 18, Fortitude 20, Reflex 16, Will 18	Perception +5
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 9 damage, and the target grants combat advantage until the end of the monk's next turn.	
M Monk Throw • Recharge 5 6	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 3d8 + 12 damage, and the monk slides the target 3 squares and knocks it prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Monk teleports up to 5 squares.	
Skills Athletics + 13, Intimidate +7	
Str 20 (+8)	Dex 13 (+4) Wis 15 (+5)
Con 15 (+5)	Int 10 (+3) Cha 8 (+2)
Alignment Unaligned Languages Common, Elven	

Mayara	Level 7 Artillery
Medium fey humanoid	XP 300
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 18	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws weapon • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 6 damage.	
r Scorching Hellfire (fire, weapon) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +12 vs. AC or Reflex (whichever is lower)	
Hit: 2d8 + 6 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +12 vs. Fortitude	
Hit: 2d8 + 8 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +11, Dungeoneering +10	
Str 10 (+3)	Dex 15 (+5) Wis 14 (+5)
Con 10 (+3)	Int 16 (+6) Cha 11 (+3)
Alignment unaligned Languages Common, Elven	

Olirien)		Level 7 Artillery
Medium fey humanoid, eladrin		XP 300
HP 51; Bloodied 25		Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 16		Perception +7
Speed 6		Low-light vision
Saving Throws +5 against charm effects		
TRAITS		
Feywild Tactics • Aura 5		
Fey Allies can score critical hits on rolls of 19-20 while in the aura.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 6 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Olrien makes the following attack twice: Ranged 20/40		
Attack: Ranged 20/40 (one or two creatures); +12 vs. AC or Reflex (whichever is lower)		
Hit: 2d8 + 6 damage plus 1d6 fire damage.		
A Eldritch Blast (force) • Recharge 5-6		
Attack: Area burst 1 within 20 (creatures in burst); +12 vs. Fortitude		
Hit: 2d8 + 8 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: Olirien teleports up to 5 squares.		
Skills Arcana +11, Dungeoneering +10		
Str 10 (+3)	Dex 15 (+5)	Wis 14 (+5)
Con 10 (+3)	Int 16 (+6)	Cha 11 (+3)
Alignment unaligned Languages Common, Elven		
Equipment short bow, short sword		

Eladrin Sergeant		Level 6 Elite Skirmisher
Medium fey humanoid, eladrin		XP 500
HP 136; Bloodied 68		Initiative +9
AC 20, Fortitude 17, Reflex 20, Will 18		Perception +11
Speed 6		Low-light vision
Saving Throws +2; +5 against charm effects; Action Points 1		
TRAITS		
Feywild Master • Aura 5		
Fey Allies gain a +4 power bonus to initiative checks and Stealth checks.		
Willing Prey		
The Sergeant has combat advantage against any creature marking him.		
STANDARD ACTIONS		
m Katar (weapon) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 7 damage, or 3d6 + 10 against a target granting combat advantage to the sergeant. If the attack deals more than 20 damage to the target, it falls unconscious (save ends).		
M Double Attack • At-Will		
Effect: The sergeant uses his katar twice, and can move up to his speed after the first attack.		
MOVE ACTIONS		
Fey Leap (teleportation) • Recharge 5-6		
Effect: The sergeant teleports up to 5 squares.		
MINOR ACTIONS		
R Dagger Flick (poison, weapon) • Encounter		
Attack: Melee 1 (one creature); +9 vs. Fortitude		
Hit: 3d6 + 10 damage and the target is immobilized and takes ongoing 5 poison damage (save ends both).		
Miss: The target is immobilized until the end of its next turn.		
Skills Bluff +11, Stealth +12		
Str 14 (+5)	Dex 19 (+7)	Wis 16 (+6)
Con 12 (+4)	Int 15 (+5)	Cha 16 (+6)
Alignment unaligned Languages Common, Elven		
Equipment studded leather, dagger, katar		

ENCOUNTER 4B: THE DEVIL WITHIN (ADVENTURE LEVEL 8)

Addemios Three-Dawn	Level 11 Artillery
Medium fey humanoid, eladrin	XP 600
HP 87; Bloodied 43	Initiative +9
AC 25, Fortitude 22, Reflex 24, Will 24	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
r Wrath of the Divine (implement; varies) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 3d6+9 fire, necrotic, or radiant damage (Three-Dawn's choice), and one creature adjacent to the target takes 6 damage of the same type.	
A Eldritch Burst (force, implement) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +16 vs. Fortitude	
Hit: 3d6+11 force damage, and the target falls prone.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Three-Dawn teleports up to 5 squares.	
Skills Arcana +12, Bluff +14, Religion +12	
Str 12 (+6)	Dex 18 (+9) Wis 11 (+5)
Con 15 (+7)	Int 15 (+7) Cha 18 (+9)
Alignment evil Languages Common, Elven	
Equipment chain armor, short sword, rod	

Eladrin Monk	Level 8 Brute
Medium fey humanoid, eladrin	XP 350
HP 105; Bloodied 52	Initiative +5
AC 20, Fortitude 22, Reflex 18, Will 20	Perception +6
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 10 damage, and the target grants combat advantage until the end of the monk's next turn.	
M Monk Throw • Recharge 5 6	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 4d6 + 13 damage, and the monk slides the target 3 squares and knocks it prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Monk teleports up to 5 squares.	
Skills Athletics + 14, Intimidate +8	
Str 20 (+9)	Dex 13 (+5) Wis 15 (+6)
Con 15 (+6)	Int 10 (+4) Cha 8 (+3)
Alignment Unaligned Languages Common, Elven	

Mayara	Level 9 Artillery
Medium fey humanoid	XP 400
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 18	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
r Scorching Hellfire (fire) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +12 vs. AC or Reflex (whichever is lower)	
Hit: 2d8 + 8 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +12 vs. Fortitude	
Hit: 3d8 + 13 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +12, Dungeoneering +11	
Str 10 (+4)	Dex 15 (+6) Wis 14 (+6)
Con 10 (+4)	Int 16 (+7) Cha 11 (+4)
Alignment unaligned Languages Common, Elven	

Olirien	Level 9 Artillery
Medium fey humanoid, eladrin	XP 400
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 18	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Feywild Tactics • Aura 5	
Fey Allies can score critical hits on rolls of 19-20 while in the aura.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
r Scorching Arrows (fire, weapon) • At-Will	
Olirien makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +12 vs. AC or Reflex (whichever is lower)	
Hit: 2d8 + 8 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +12 vs. Fortitude	
Hit: 3d8 + 13 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Olirien teleports up to 5 squares.	
Skills Arcana +12, Dungeoneering +11	
Str 10 (+4)	Dex 15 (+6) Wis 14 (+6)
Con 10 (+4)	Int 16 (+7) Cha 11 (+4)
Alignment unaligned Languages Common, Elven	
Equipment short bow, short sword	

Eladrin Sergeant	Level 8 Elite Skirmisher
Medium fey humanoid, eladrin	XP 700
HP 158; Bloodied 79	Initiative +10
AC 22, Fortitude 19, Reflex 22, Will 20	Perception +12
Speed 6	Low-light vision
Saving Throws +2; +5 against charm effects; Action Points 1	
TRAITS	
Feywild Master • Aura 5	
Fey Allies gain a +4 power bonus to initiative checks and Stealth checks.	
Willing Prey	
The Sergeant has combat advantage against any creature marking him.	
STANDARD ACTIONS	
m Katar (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, or 3d8 + 10 against a target granting combat advantage to the sergeant. If the attack deals more than 20 damage to the target, it falls unconscious (save ends).	
M Double Attack • At-Will	
Effect: The sergeant uses his katar twice, and can move up to his speed after the first attack.	
MOVE ACTIONS	
Fey Leap (teleportation) • Recharge 5-6	
Effect: The sergeant teleports up to 5 squares.	
MINOR ACTIONS	
R Dagger Flick (poison, weapon) • Encounter	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 3d8 + 11 damage and the target is immobilized and takes ongoing 5 poison damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
Skills Bluff +12, Stealth +13	
Str 14 (+6)	Dex 19 (+8) Wis 16 (+7)
Con 12 (+3)	Int 15 (+6) Cha 16 (+7)
Alignment unaligned Languages Common, Elven	
Equipment studded leather, dagger, katar	

ENCOUNTER 4B: THE DEVIL WITHIN (ADVENTURE LEVEL 10)

Addemios Three-Dawn		Level 13 Artillery
Medium fey humanoid, eladrin		XP 800
HP 99; Bloodied 49		Initiative +10
AC 27, Fortitude 24, Reflex 26, Will 26		Perception +9
Speed 6		Low-light vision
Saving Throws +5 against charm effects		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage.		
r Wrath of the Divine (implement; varies) • At-Will		
Attack: Ranged 10 (one creature); +16 vs. Reflex		
Hit: 3d6+11 fire, necrotic, or radiant damage (Three-Dawn's choice), and one creature adjacent to the target takes 7 damage of the same type.		
A Eldritch Burst (force, implement) • Recharge 5-6		
Attack: Area burst 1 within 10 (creatures in burst); +18 vs. Fortitude		
Hit: 3d8+11 force damage, and the target falls prone.		
Miss: Half damage.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: Three-Dawn teleports up to 5 squares.		
Skills Arcana +13, Bluff +115, Religion +13		
Str 12 (+7)	Dex 18 (+10)	Wis 11 (+6)
Con 15 (+8)	Int 15 (+8)	Cha 18 (+10)
Alignment evil		
Languages Common, Elven		
Equipment chain armor, short sword, rod		

Eladrin Monk		Level 10 Brute
Medium fey humanoid, eladrin		XP 500
HP 125; Bloodied 62		Initiative +6
AC 22, Fortitude 24, Reflex 20, Will 22		Perception +7
Speed 6		Low-light vision
Saving Throws +5 against charm effects		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 3d6 + 12 damage, and the target grants combat advantage until the end of the monk's next turn.		
M Monk Throw • Recharge 5 6		
Attack: Melee 1 (one creature); +13 vs. Reflex		
Hit: 4d6 + 15 damage, and the monk slides the target 3 squares and knocks it prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: Monk teleports up to 5 squares.		
Skills Athletics + 15, Intimidate +9		
Str 20 (+10)	Dex 13 (+6)	Wis 15 (+7)
Con 15 (+7)	Int 10 (+5)	Cha 8 (+4)
Alignment Unaligned		
Languages Common, Elven		

Mayara		Level 11 Artillery
Medium fey humanoid, eladrin		XP 600
HP 75; Bloodied 37		Initiative 8
AC 21, Fortitude 20, Reflex 22, Will 20		Perception +9
Speed 6		Low-light vision
Saving Throws +5 against charm effects		
TRAITS		
Distant Vengeance		
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.		
Hellish Armor		
Mayara's area and ranged attacks do not provoke attacks of opportunity.		
STANDARD ACTIONS		
m Claws • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 3d6 + 9 damage.		
r Scorching Hellfire (fire) • At-Will		
Mayara makes the following attack twice: Ranged 20/40		
Attack: Ranged 20/40 (one or two creatures); +14 vs. AC or Reflex (whichever is lower)		
Hit: 2d6 + 7 damage plus 2d6 fire damage.		
A Eldritch Blast (force) • Recharge 5-6		
Attack: Area burst 1 within 20 (creatures in burst); +14 vs. Fortitude		
Hit: 3d6 + 11 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: Mayara teleports up to 5 squares.		
MINOR ACTIONS		
Oath of Enmity (divine) • Encounter (special)		
Attack: Close burst 10 (one enemy Mayara can see)		
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).		
Skills Arcana +13, Dungeoneering +12		
Str 10 (+5)	Dex 15 (+7)	Wis 14 (+7)
Con 10 (+5)	Int 16 (+8)	Cha 11 (+5)
Alignment unaligned		
Languages Common, Elven		

Olirien)		Level 11 Artillery
Medium fey humanoid, eladrin		XP 600
HP 75; Bloodied 37		Initiative 8
AC 21, Fortitude 20, Reflex 22, Will 20		Perception +9
Speed 6		Low-light vision
Saving Throws +5 against charm effects		
TRAITS		
Feywild Tactics • Aura 5		
Fey Allies can score critical hits on rolls of 19-20 while in the aura.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 3d6 + 9 damage.		
r Scorching Arrows (fire, weapon) • At-Will		
Olirien makes the following attack twice: Ranged 20/40		
Attack: Ranged 20/40 (one or two creatures); +14 vs. AC or Reflex (whichever is lower)		
Hit: 2d6 + 7 damage plus 2d6 fire damage.		
A Eldritch Blast (force) • Recharge 5-6		
Attack: Area burst 1 within 20 (creatures in burst); +14 vs. Fortitude		
Hit: 3d6 + 11 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: Olirien teleports up to 5 squares.		
Skills Arcana +13, Dungeoneering +12		
Str 10 (+5)	Dex 15 (+7)	Wis 14 (+7)
Con 10 (+5)	Int 16 (+8)	Cha 11 (+5)
Alignment unaligned Languages Common, Elven		
Equipment short bow, short sword		

Eladrin Sergeant		Level 10 Elite Skirmisher
Medium fey humanoid, eladrin		XP 1000
HP 190; Bloodied 95		Initiative +11
AC 24, Fortitude 21, Reflex 24, Will 22		Perception +13
Speed 6		Low-light vision
Saving Throws +2; +5 against charm effects; Action Points 1		
TRAITS		
Feywild Master • Aura 5		
Fey Allies gain a +4 power bonus to initiative checks and Stealth checks.		
Willing Prey		
The Sergeant has combat advantage against any creature marking him.		
STANDARD ACTIONS		
m Katar (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage, or 3d8 + 12 against a target granting combat advantage to the sergeant. If the attack deals more than 20 damage to the target, it falls unconscious (save ends).		
M Double Attack • At-Will		
Effect: The sergeant uses his katar twice, and can move up to his speed after the first attack.		
MOVE ACTIONS		
Fey Leap (teleportation) • Recharge 5-6		
Effect: The sergeant teleports up to 5 squares.		
MINOR ACTIONS		
R Dagger Flick (poison, weapon) • Encounter		
Attack: Melee 1 (one creature); +13 vs. Fortitude		
Hit: 3d8 + 14 damage and the target is immobilized and takes ongoing 5 poison damage (save ends both).		
Miss: The target is immobilized until the end of its next turn.		
Skills Bluff +13, Stealth +14		
Str 14 (+7)	Dex 19 (+9)	Wis 16 (+8)
Con 12 (+4)	Int 15 (+7)	Cha 16 (+8)
Alignment unaligned Languages Common, Elven		
Equipment studded leather, dagger, katar		

ENCOUNTER 4B: THE DEVIL WITHIN

TILE SETS NEEDED

Sinister Woods x3

Caves of Carnage x3 (rope bridges)



A= Addemios Three-Dawn

E= eladrin sergeant

K= eladrin monk

M= Mayara (only appears here is not with PCs,
otherwise PCs can place in PC starting area)

O= Olirien

ENCOUNTER 5: FATE OF NEW SHARANDAR

Regardless of the outcome of Encounter 4, the PCs find themselves at the end of the battle for New Sharandar.

MNEMNIA VICTORIOUS

If Mnemnia is in control of the city, read the following:

An eerie silence envelopes the city. Mnemnia stands to address her allies and the captured enemies.

“The rightful order is once again restored to New Sharandar. Gone are the pretenders because our cause was true. To those who fought along my side, the spoils go to you. To those defeated, let us see if you can outrace a horde of spiderkin.”

If Mnemnia and her allies defeated the eladrin, they and all other survivors are forced to flee before being overwhelmed by a horde of hungry spiderkin. For story purposes some of the eladrin are considered to escape, while others are eaten alive. If the PCs fought alongside Mnemnia, she rewards them appropriately and they are always welcome in New Sharandar.

THE ELADRIN VICTORIOUS

If the eladrin are in control of the city, read the following:

The wounded are everywhere, but there is a look of hope in their eyes. The invaders have been repelled and now the damage wrecked by Mnemnia and her allies can begin to be repaired.

If the PCs fought against the eladrin and were defeated, they are banned from the city, with a warning never to return. Only their connection to Neverwinter and the need for the weakened eladrin to prevent a reason for open war (for now) with Neverwinter keeps them safe.

If the PCs helped the eladrin secure the victory, Olirien and Curdailen once again stand side-by-side and are grateful to the PCs rewarding them appropriately.

Mayara: If Mayara was not exorcised or killed, she is missing. If the PCs exorcised Mayara, read the following:

Mayara is fully recovered from her ordeal. With the devil purged from her body, a youthful vigor is once again shining through the eladrin.

“I am grateful for all that you have done for me. I will never forget.”

Saving Mayara counts as a favor with the Protectors of Neverwinter meta-organization.

CONCLUDING THE ADVENTURE

STORY AWARDS

If the PCs fought on the winning side in the battle for New Sharandar, they receive **NEVE11 Fate of New Sharandar**.

If any PC was cursed by Mnemnia in Encounter 3 and failed the initial saving throw, that PC gets **NEVE12 Curse of a Thousand Spiders**.

If any PC rescued the unicorn in Encounter 4, all PCs receive **NEVE13 Unicorn Friend**.

If any PC finds *Aughlathla'vel* for the first time and chooses the blade as his or her Treasure (and has room for a Rare found item), that PC receives **NEVE14 Bearer of Aughlathla'vel, the Winter Wind**. Multiple characters may choose this reward if they wish, but make sure that the players are aware of the restrictions on the weapon (there can only ever be one “true” copy at a table) before they make their decision.

TREASURE

If the PCs fought on the winning side of the battle for New Sharandar, they are paid enough to bring their total for the adventure to 75/125/225/450/675 gp. Each PC is also offered his or her choice of any Uncommon suit of armor from a player resource, with an item level up to the PC's level plus 2 (maximum item level 10).

BONUS TREASURE (MAJOR QUEST REWARD)

Those PCs who also have Story Awards **NEVE01 Saving Mayara** and **NEVE05 Devil's Play** have completed the *Devil's Play* Major Quest. They receive bonus gold (25/35/70/130/200 gp), and the level of Uncommon suit of armor they can choose increases to PC's level plus 4 (maximum item level 12).

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

Each PC who already has both Story Awards NEVE01 and NEVE06, and who earns NEVE11 in this adventure, completes the *Devil Within* Major Quest and earns the additional rewards listed for the Adventure Level played. This Major Quest Bonus is in addition to the listed Maximum XP and the listed Base Gold.

To be clear, the quest bonus is based strictly on the AL played in this adventure, not the ALs at which that PC played NEVE5-1 and/or NEVE5-2.

ADVENTURE LEVEL 2

Minimum Possible XP: 225 XP

Crossing the portal: +70 XP

Securing New Sharandar for allies: +70 XP

Exorcising the devil within Mayara and clearing her name: +60 XP

Maximum Possible XP: 425 XP**Base Gold per PC: 75 gp**

(Encounter 3A: 15 gp, Encounter 4: 15 gp, Encounter 6: 20 gp, Encounter 7: 25 gp)

AL 2 Major Quest Bonus: +125 XP, +25 gp

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP

Crossing the portal: +100 XP

Securing New Sharandar for allies: +100 XP

Exorcising the devil within Mayara and clearing her name: +80 XP

Maximum Possible XP: 600 XP**Base Gold per PC: 125 gp**

(Encounter 3A: 20 gp, Encounter 4: 20 gp, Encounter 6: 40 gp, Encounter 7: 45 gp)

AL 4 Major Quest Bonus: +175 XP, +35 gp

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP per PC

Crossing the portal: +140 XP

Securing New Sharandar for allies: +140 XP

Exorcising the devil within Mayara and clearing her name: +120 XP

Maximum Possible XP: 850 XP per PC**Base Gold per PC: 225 gp**

(Encounter 3A: 50 gp, Encounter 4: 50 gp, Encounter 6: 60 gp, Encounter 7: 65 gp)

AL 6 Major Quest Bonus: +250 XP, +70 gp

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP

Crossing the portal: +200 XP

Securing New Sharandar for allies: +200 XP

Exorcising the devil within Mayara and clearing her name: +160 XP

Maximum Possible XP: 1200 XP**Base Gold per PC: 450 gp**

(Encounter 3A: 100 gp, Encounter 4: 100 gp, Encounter 6: 120 gp, Encounter 7: 130 gp)

AL 8 Major Quest Bonus: +350 XP, +130 gp

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP

Crossing the portal: +280 XP

Securing New Sharandar for allies: +280 XP

Exorcising the devil within Mayara and clearing her name: +240 XP

Maximum Possible XP: 1700 XP

Gold per PC: 675 gp

(Encounter 3A: 150 gp, Encounter 4: 150 gp, Encounter 6: 175 gp, Encounter 7: 200 gp)

AL 10 Major Quest Bonus: +500 XP, +200 gp

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. 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.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: *Aughlathla’veel, the Winter Wind* (Story Award NEVE14) (Rare item)

Found in Encounter 2 if not acquired in NEVE 4-2

Treasure B: Any Uncommon armor of the PC’s level + 2 or less from a player resource

Treasure C: MAJOR QUEST ONLY Any Uncommon armor of the PC’s level + 4 or less (maximum item level 12) from a player resource

Treasure D: *boots of spider climbing* (level 5; PH)
Found in Encounter 2

Treasure E *chime of opening* (level 5; MME)
Found in Encounter 2

Treasure F: *+1 seeker weapon* (level 3; MME)
Found in Encounter 4a or 4b

At AL 4+, add the following:

Treasure G: *+2 staff of the viper* (level 7; MME)
Found in Encounter 3 or encounter 4a

At AL 6+, add the following:

Treasure H: *+2 seeker weapon* (level 8; MME)
Found in Encounter 4a or 4b

Treasure J: *+2 amulet of aranea* (level 10; MME)
Found in Encounter 3 or encounter 4a

ALL ALs:

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player’s choice. This 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 consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of cure light wounds* (level 5) plus 30 gp

AL 4: *potion of cure light wounds* (level 5) plus 55 gp

AL 6: *potion of cure light wounds* (level 5) plus 130 gp

AL 8: *potion of cure moderate wounds* (level 10) plus 130 gp

AL 10: *potion of cure moderate wounds* (level 10) plus 280 gp

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

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

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.

All characters earn NEVE11 with the appropriate option check based on the outcome of the adventure.

NEVE11 Fate of New Sharandar

Check the box that applies to the outcome of the adventure, and gain the listed benefits. Strike through any benefits that you did not earn.

Option 1: New Sharandar is controlled by Curdailen and the eladrin.

- This Story Award counts as a favor with the Protectors of Neverwinter meta-organization (and can be used to join if you meet the requirements).
- If you also exorcised Mayara, you gain an additional favor of the Protectors of Neverwinter.

Option 2: New Sharandar has fallen to Mnemnia and her allies.

- You have the favor of the leader of New Sharandar. This is not part of any meta-organization but may have its own value.

Those PCs who were cursed by Mnemnia, failed their initial saving throw, and are NOT members of the **Protectors of Neverwinter** meta-organization, gain NEVE12. (Protectors do not gain the curse, as Mnemnia does not want to enter with a long term conflict with Neverember at this time).

NEVE12 Curse of a Thousand Spiders

The level of the curse is set equal to your current character level at the beginning of every adventure. This

NEVE5-3 *Spider's Web*

is used to determine all DCs for the curse. Before each adventure, you must make a Religion check to determine whether the curse worsens, improves, or remains the same. Track the level of the curse and its progression below until you are able to remove it.

(See Story Award for curse text)

If any PC rescued the unicorn in Encounter 4, all PCs earn NEVE13.

NEVE13 Unicorn Friend

You are a friend of the unicorns. You are eligible to take (or retrain into) the Fey Beast Tamer character theme (see *Heroes of the Feywild*, pages 105-107). You may select a unicorn as your companion/mount. It has the game statistics listed below.

(See Story Award for stat block, which is based on the *Dragon* 406 article *Paragons of Fey Valor*, page 3. Added Fey Warding aura from unicorn creature, so the aura would trigger the theme leveled benefits.)

Any character who chooses Treasure A gains Story Award NEVE14. (A character with NEVE10 cannot also gain NEVE14; they are the same item.)

NEVE14 Bearer of Aughlathla'vel, the Winter Wind

You recovered the ancient eladrin blade, *Aughlathla'vel, the Winter Wind*, from the Cult of Asmodeus in Neverwinter.

In order to gain this Story Award, you must choose *Aughlathla'vel* as your Treasure for this adventure. It costs you a found-item slot and counts against your limit of one Rare item per tier. It cannot be sold, traded, or given away, though you may replace it with a different Rare item, should you find one, as described in the *LFR Campaign Guide*.

The sword initially has a +1 enhancement bonus, and its item level is always equal to your character level (minimum 2). When you reach character level 7, and every 5 levels thereafter, the enhancement bonus automatically increases by 1 (to a maximum of +6 at 27th level). You may not upgrade the item beyond or faster than these automatic increases. You never have to pay any gold or spend additional found-item slots in order to benefit from the automatic upgrades.

For details of the Mark of Justice ritual, refer to *Divine Power*. There is no component cost (the sword's power alone suffices). As per the standard campaign rules, you may not use the ritual on another PC unless you have the player's permission to do so.

(See Story Award for item stat block and additional rules; note that this is a separate full-page certificate.)

NEW RULES

Amulet of Aranea Level 10 Uncommon

Item Slot: Neck 5,000 gp
Enhancement: +2 Fortitude, Reflex and Will

Property: You gain resist 5 poison.

Power (Daily, Poison): Immediate Reaction. *Trigger:* An enemy hits you with a melee attack. *Effect:* That enemy takes 1d10 poison damage, and ongoing 5 poison damage (save ends). The enemy also takes a -2 penalty to saving throws against poison effects until the end of the encounter.

Source: *Mordenkainen's Magnificent Emporium*, page 71.

Chime of Opening Level 5 Uncommon Wondrous Item 1,000 gp

Power (Daily): Standard Action. *Effect:* When you strike the chime of opening, you direct it to open a single locked door, chest, gate or any other object within 5 squares of you and remove any traps upon the object. The chime makes a single Thievery check with a +10 bonus against all DCs, it is possible for the chime to unlock an object but not disable the traps on it (or visa versa), or to disable some traps but leave the others intact.

Source: *Mordenkainen's Magnificent Emporium*, page 81.

Potion of Cure Light Wounds Level 1 Uncommon Consumable: Potion 20 gp

Utility Power (Healing): Minor Action. You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Source: *Mordenkainen's Magnificent Emporium*, page 96.

Potion of Cure Moderate Wounds Level 10 Uncommon Consumable: Potion 200gp

Utility Power (Healing): Minor Action. You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Source: *Mordenkainen's Magnificent Emporium*, page 96.

Seeker Weapon +1/+2 Level 3/8 Uncommon

Lvl 3 +1 680 gp
 Lvl 8 +2 3,400 gp

Weapon: Any ranged or any thrown

Enhancement: +1/+2 attack rolls and damage rolls

Critical: +1d8/+2d8 damage

Utility Power (Encounter): Minor Action. *Effect:* The next target you attack with this weapon can be behind blocking terrain or otherwise out of line of effect, but only if a clear path can be traced to that target and the path is within range. In addition, you take no penalties for cover or concealment when you make the attack roll against that target.

Source: *Mordenkainen's Magnificent Emporium*, page 31.

Staff of the Viper +2 Level 7 Uncommon Lvl 7 +2 2,600 gp

Implement: staff

Enhancement: +2 attack rolls and damage rolls

Critical: +2d8 poison damage

Attack Power (Daily, poison): No Action. *Trigger:* You hit a creature with an attack using this staff. *Effect:* The creature takes ongoing 5 poison damage (save ends).

Source: *Mordenkainen's Magnificent Emporium*, page 50.

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/NEVE0503LFR>

The survey period closes on **01 January 2014**. 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 fate of Mayara?

- a. Mayara died.
- b. Mayara survived, but the devil is still within her.
- c. Mayara survived and the devil was exorcized.

Question 2: Who ended up in control of New Sharandar?

- a. Mnemnia and her dark fey allies
- b. Curdailen and the eladrin

Question 3: How many PCs completed the Major Quest?

- a. All of the PCs completed the Major Quest.
- b. At least half of the PCs completed the Major Quest.
- c. Less than half of the PCs completed the Major Quest.
- d. No PCs completed the Major Quest.

Question 4: How interested are the players in seeing more adventures set in the Neverwinter region?

- a. The players are extremely interested in seeing more Neverwinter adventures.
- b. The players are somewhat interested in seeing more Neverwinter adventures.
- c. The players expressed no preference, or were evenly divided.
- d. The players are somewhat disinterested in seeing more Neverwinter adventures.
- e. The players do not want to see more Neverwinter adventures; it should be replaced with a new story area.

Question 5: 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)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

Question 6: How do you, the DM, rate this adventure, using the same 5-point scale?

APPENDIX 1: NEVERWINTER, ITS ENVIRONS, AND ITS POWER GROUPS

The port city of Neverwinter lies two hundred and fifty miles north of Waterdeep along the Sword Coast. The Neverwinter River, which bisects the city, runs warm throughout the year. As a result, the city has a temperate climate all year, even in the winter months.

NEVERWINTER HISTORY

Once known as “The City of Skilled Hands” and “The Jewel of the North” the city of Neverwinter now struggles to survive. Almost thirty years ago minor earth tremors plagued the city; these were the precursors of the eruption of Mount Hotenow. A portion of that volcano’s peak exploded with such force that lava and superheated ash poured across the city. Half of the city’s population died in seconds. Those buildings that were not destroyed were covered in layers of ash. The shifting earth left a great chasm in the southeastern part of the city. In the aftermath strange zombies wandered the city, their flesh turned to ash. To add to the city’s woes, plaguechanged monsters crawled out from the chasm.

Eventually some of those who fled the city returned, hoping to rebuild their home. Looters and other opportunists also arrived and rebuilding began. An essential part of that rebuilding was the creation of a wall dividing the southern part of the city in two. The southeastern part was left to the plaguechanged monsters, allowing some measure of safety for rebuilding in the southwestern corner of the city.

NEVERWINTER WOOD

Leagues beyond Neverwinter, a thick press of trees marks the edge of a vast wood. In places the brush is so thick that travel requires one to chop away branches each foot of the way. Even where the thickets are lighter and pathways can be found, the land’s preternatural aura still sends chills down the spine. The canopy overhead blots out the light of day. Monsters of this world and those native to other planes reside here, alongside the ghosts of past civilizations.

NEW SHARANDAR

Long ago, the elven empire of Illefarn fractured into three kingdoms, one of which was Iliyanbruen. Eventually that nation also met its end. While most of its citizens traveled to Evermeet, some few slipped into the Feywild. There they created a new nation that has thrived for centuries. When the planes fell into alignment once more, a group of eladrin set out to explore the world they had lost. This resulted in the military outpost known as New Sharandar, which

protects the portal between the Feywild and the Neverwinter Wood. Before the outpost could be established, a band of dark fey had to be driven away from the portal area. Thus New Sharandar is fortified against attacks from both the mortal world and the Feywild.

SHARANDAR RUINS

Deep in the Neverwinter Wood linger the remnants of Sharandar, the capital city of the Iliyanbruen fey empire. Sharandar’s structures were built high in the trees. The thickest trees supported round platforms upon which were built peaked-roof homes. Great bridges, both crafted and grown, linked one structure or tree to the next. Rot has been feasting on the abandoned city for centuries, weakening structures. Nature has also been at work; vines and moss cover every surface, sometimes creating new walls or thorny barriers. A few sections of the ancient city are not as tattered as the rest. The guardians of Iliyanbruen have been working to reclaim a portion of these ruins. They are trying to create habitable communities and protect what remains of their lost empire.

ASHMADAI

Years before the volcanic cataclysm that shattered Neverwinter, cultists of Asmodeus calling themselves the Ashmadai began working in the region. At that time they were allied with Thay. Despite their original plans, today there are two distinct sects of cultists in Neverwinter, though both identify themselves as Ashmadai. One group is more focused on their loyalty to Asmodeus, while the other cares more about acquiring earthly power in ways both subtle and overt.

CULT OF THE DRAGON

Members of this group hold an apocalyptic view of the future. They believe that undead dragons shall rule the world, and they are devoted to bringing that vision to life. They prefer to serve dragons, offering gifts, information and not-so-subtle encouragements for living dragons to become dracoliches. The local cell in Neverwinter has been unsuccessful so far and has been looking for new means to achieve their goals.

APPENDIX 2: MAYARA

The cultists do not target Mayara in Encounter 2. However, Mayara may, due to PC pressure, involve herself in Encounter 2. The following stat blocks are to be used if that is the case, with a reminder that PCs must complete **two** skill checks per round to allow Mayara to act normally. Otherwise she attacks and moves randomly while actively fighting. She still runs for the portal once it is open.

AL 2

Mayara	Level 3 Artillery
Medium fey humanoid, eladrin	XP 150
HP 39; Bloodied 19	Initiative +5
AC 15, Fortitude 14, Reflex 16, Will 14	Perception +6
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 6 damage.	
r Scorching Hellfire (fire) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +8 vs. AC or Reflex (whichever is lower)	
Hit: 1d8 + 6 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +8 vs. Fortitude	
Hit: 2d6 + 5 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +9, Dungeoneering +8	
Str 10 (+1)	Dex 15 (+3) Wis 14 (+3)
Con 10 (+1)	Int 16 (+4) Cha 11 (+1)
Alignment unaligned	Languages Common, Elven

AL 4

Mayara	Level 5 Artillery
Medium fey humanoid	XP 200
HP 51; Bloodied 25	Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 16	Perception +7
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 6 damage.	
r Scorching Hellfire (fire, weapon) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +10 vs. AC or Reflex (whichever is lower)	
Hit: 2d6 + 6 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +10 vs. Fortitude	
Hit: 2d8 + 6 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +10, Dungeoneering +9	
Str 10 (+2)	Dex 15 (+4) Wis 14 (+4)
Con 10 (+2)	Int 16 (+5) Cha 11 (+2)
Alignment unaligned	Languages Common, Elven

AL 6

Mayara	Level 7 Artillery
Medium fey humanoid	XP 300
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 18	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 6 damage.	
r Scorching Hellfire (fire, weapon) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +12 vs. AC or Reflex (whichever is lower)	
Hit: 2d8 + 6 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +12 vs. Fortitude	
Hit: 2d8 + 8 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +11, Dungeoneering +10	
Str 10 (+3)	Dex 15 (+5)
Con 10 (+3)	Int 16 (+6)
	Cha 11 (+3)
Alignment unaligned	Languages Common, Elven

AL 8

Mayara	Level 9 Artillery
Medium fey humanoid	XP 400
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 18	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
r Scorching Hellfire (fire) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +12 vs. AC or Reflex (whichever is lower)	
Hit: 2d8 + 8 damage plus 1d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +12 vs. Fortitude	
Hit: 3d8 + 13 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +12, Dungeoneering +11	
Str 10 (+4)	Dex 15 (+6)
Con 10 (+4)	Int 16 (+7)
	Cha 11 (+4)
Alignment unaligned	Languages Common, Elven

AL 10

Mayara	Level 11 Artillery
Medium fey humanoid, eladrin	XP 600
HP 75; Bloodied 37	Initiative 8
AC 21, Fortitude 20, Reflex 22, Will 20	Perception +9
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Distant Vengeance	
As long as Mayara is within 10 squares of her oath of enmity target and no other enemies are adjacent to her, she gains the benefit of her oath of enmity on all ranged basic attacks against her oath of enmity target.	
Hellish Armor	
Mayara's area and ranged attacks do not provoke attacks of opportunity.	
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
r Scorching Hellfire (fire) • At-Will	
Mayara makes the following attack twice: Ranged 20/40	
Attack: Ranged 20/40 (one or two creatures); +14 vs. AC or Reflex (whichever is lower)	
Hit: 2d6 + 7 damage plus 2d6 fire damage.	
A Eldritch Blast (force) • Recharge 5-6	
Attack: Area burst 1 within 20 (creatures in burst); +14 vs. Fortitude	
Hit: 3d6 + 11 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Mayara teleports up to 5 squares.	
MINOR ACTIONS	
Oath of Enmity (divine) • Encounter (special)	
Attack: Close burst 10 (one enemy Mayara can see)	
Effect: Whenever Mayara makes an attack against the target and the target is the only enemy adjacent to her, she makes two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point Mayara regains the use of the power (see also Distant Vengeance).	
Skills Arcana +13, Dungeoneering +12	
Str 10 (+5)	Dex 15 (+7)
Con 10 (+5)	Int 16 (+8)
	Wis 14 (+7)
	Cha 11 (+5)
Alignment unaligned	Languages Common, Elven

PLAYER HANDOUT 1: WHAT HAS GONE BEFORE

Players should inform the DM if their PCs have **ADAP11 Missive into Gauntlgrym**, **WATE41 A Bargain with Asmodeus**, and/or **ADAP14 Selune's Sanctuary** as these Story Awards can affect the adventure, as well as any Story Awards from NEVE5-1 or NEVE5-2. It is also important for the DM to know whether any PCs are members of the **Protectors of Neverwinter** meta-organization.

Mayara Sulbrandil is a renegade eladrin who was accused of the murder of her companions. Since she was clearly mentally unbalanced, she was banished from the eladrin settlement of New Sharandar in the Neverwinter Woods rather than put to trial. She fled to the city of Neverwinter, where she started to investigate the Ashmadai (cult of Asmodeus), but she was instead captured by them, setting the stage for the events of NEVE5-1.

Adventurers (perhaps the PCs) were hired by Rodrik, a friend of Mayara, to seek her out. They found her and freed her from the cult, but were accosted by eladrin from New Sharandar serving Lady Merrisara Winterwhite. Merrisara sought to take Mayara into custody, as due to a shift in eladrin politics it had recently been decided that she must be tried for her crimes. Mayara's possession by a devil was fully revealed and she was taken into custody by Merrisara, which led into the events of NEVE5-2.

Adventurers (perhaps the PCs) were then hired by the city of Neverwinter through its spokesperson Teliann to make sure Mayara had a fair trial. Lord Neverember could ill afford to look weak with all of the factions, apparent and hidden, embroiled in conflict in Neverwinter.

While seeking additional evidence to find the truth of Mayara's guilt or innocence, the PCs were given a choice: attempt to save Merrisara Winterwhite, who had been led into an ambush by Ashmadai seeking her mystic blade, *Aughlathla'vel, the Winter Wind*, or continue their search. Their choices either landed the blade in their hands, or led to Mayara's acquittal and freedom.

Note: if none of the PCs have played NEVE5-2 *Serpent's Kiss*, the default situation at the beginning of NEVE5-3 is that Mayara is imprisoned and the blade is not in the party's possession. Story Awards from NEVE5-2 can change this default situation in various ways. If different PCs had different outcomes during NEVE5-2 and all the appropriate Story Awards for both sides are present at the table, then Mayara is free *and* the PCs have the blade.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

NEVE5~3 SPIDER'S WEB

NEVE11 Fate of New Sharandar

Check the box that applies to the outcome of the adventure, and gain the listed benefits. Strike through any benefits that you did not earn.

☐ New Sharandar is controlled by Curdailen and the eladrin.

- This Story Award counts as a favor with the Protectors of Neverwinter meta-organization (and can be used to join if you meet the requirements).
- If you also exorcised Mayara, you gain an additional favor of the Protectors of Neverwinter.

☐ New Sharandar has fallen to Mnemnia and her allies.

- You have the favor of the leader of New Sharandar. This is not part of any meta-organization but may have its own value.

NEVE12 Curse of a Thousand Spiders

The level of the curse is set equal to your current character level at the beginning of every adventure. This is used to determine all DCs for the curse. Before each adventure, you must make a Religion check to determine whether the curse worsens, improves, or remains the same. Track the level of the curse and its progression below until you are able to remove it.

CURSE OF A THOUSAND SPIDERS

Stage 0: The curse is dormant.

Stage 1: While affected by stage 1, the target has vulnerable 5 to all damage.

Stage 2: While affected by stage 2, the target has vulnerable 10 to all damage and takes a -2 penalty to attack rolls.

Stage 3: While affected by stage 3, the target is vulnerable 10 to all damage, takes a -2 penalty to all attack rolls, and is weakened. If the target drops below 1 hit point, it dies instantly, and its remains turn into a mist of green vapor.

PROGRESSION

Check: Before each adventure, the afflicted character makes a Religion check.

Below the Easy DC: The stage of the curse increases by one.

Easy DC: No change.

Moderate DC or higher: The curse decreases by one (if at stage 0, there is no change).

LIFTING THE CURSE

Option One: You must successfully complete a My Realms (MYRE) adventure written specifically to lift the curse for this character.

Option Two: Once you have carried this curse through three consecutive adventures, you may have a Remove Affliction ritual cast upon you (market price 680 gp, or cast by another player character). The normal rules for Remove Affliction apply.

Current Level of the Curse:

Adventures Completed with Curse active: ☐ ☐ ☐

Curse Lifted by: ☐ Option 1 (MYRE)

☐ Option 2 (Remove Affliction)

NEVE13 Unicorn Friend

You are a friend of the unicorns. You are eligible to take (or retrain into) the Fey Beast Tamer character theme (see *Heroes of the Feywild*, pages 105-107). You may select a unicorn as your companion/mount. It has the game statistics listed below.

Unicorn

Large fey magical beast (companion, mount)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the unicorn if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 8

TRAITS

Fey Warding ♦ Aura 2

Allies in the aura gain a +2 power bonus to saving throws.

Piercing Charger (mount)

If the unicorn's rider makes a charge attack and hits, the target of the attack is pushed 1 square and knocked prone.

STANDARD ACTIONS

m Kick ♦ At-Will

Attack: Melee 1 (one creature); your level + 7 vs. AC

Hit: 2d6 + your highest ability modifier damage.

MOVE ACTIONS

Fey Step (teleportation) ♦ Encounter

Effect: The unicorn and its rider teleport up to 5 squares. The rider must either remain mounted or teleport to a square adjacent to the unicorn.

MINOR ACTIONS

Horn Touch ♦ Encounter

Effect: One creature adjacent to the unicorn can make a saving throw.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

RECOVERED AN ELADRIN ARTIFACT DURING THE ADVENTURE

NEVE5~ 3 SPIDER'S WEB

NEVE14 Bearer of Aughlathla'vel, the Winter Wind

You recovered the ancient eladrin blade, *Aughlathla'vel, the Winter Wind*, from the Cult of Asmodeus in Neverwinter.

In order to gain this Story Award, you must choose *Aughlathla'vel* as your Treasure for this adventure. It costs you a found-item slot and counts against your limit of one Rare item per tier. It cannot be sold, traded, or given away, though you may replace it with a different Rare item, should you find one, as described in the *LFR Campaign Guide*.

The sword initially has a +1 enhancement bonus, and its item level is always equal to your character level (minimum 2). When you reach character level 7, and every 5 levels thereafter, the enhancement bonus automatically increases by 1 (to a maximum of +6 at 27th level). You may not upgrade the item beyond or faster than these automatic increases. You never have to pay any gold or spend additional found-item slots in order to benefit from the automatic upgrades.

For details of the Mark of Justice ritual, refer to *Divine Power*. There is no component cost (the sword's power alone suffices). As per the standard campaign rules, you may not use the ritual on another PC unless you have the player's permission to do so.

Aughlathla'vel, the Winter Wind	Rare
<i>You are filled with a sense of purpose and determination to preserve the eladrin enclave of New Sharandar. The blade of this fey-forged weapon glows white when it is wielded in battle against the unrighteous.</i>	
Lvl 2 (+1) / 7 (+2) / 12 (+3) / 17 (+4) / 22 (+5) / 27 (+6)	No market price (cannot be sold)
Weapon: Longsword	
Enhancement: Attack rolls and damage rolls	
Critical: +1d6 cold or force damage per plus (your choice; only the bonus critical hit damage is of the chosen type)	
Property	
While you carry this weapon, you and your allies may pass unhindered through the magical wards of New Sharandar.	
Property	
The individual to whom this weapon is attuned can cast the Mark of Justice ritual as if he or she possessed a ritual scroll. Only one such ritual can be in effect at a time. If the sword changes owners, the current mark does not end, but the new owner gains control of the active mark.	
Power (Cold, Force) ♦ Encounter (Standard Action)	
<i>Effect:</i> The weapon discharges a shimmering mirror of itself that flies toward your enemy. You make a melee basic attack as a ranged 20 attack with this weapon. All damage dealt by this attack becomes cold and force damage. This does not provoke opportunity attacks.	
<i>Special:</i> You may use this power as a free action instead of a standard action if another power or effect grants you the ability to make a ranged basic attack when it is not your turn. Doing so still counts as your encounter usage of this power.	
Power (Teleportation) ♦ Daily (Free Action)	
<i>Trigger:</i> You hit an enemy within 20 squares of you with an attack using this weapon.	
<i>Effect:</i> You teleport the triggering enemy to a square adjacent to you.	
Reference: Custom item created for LFR, based on <i>fey strike weapon</i> (Dragon 381)	

Aughlathla'vel is a unique weapon. For story reasons, only one PC at the table may wield the “real” copy. If multiple characters possess the sword, the players must decide who carries the true blade for the duration of the adventure. Every other copy is treated as a *fey strike weapon* (see below) for the duration of the adventure. The enhancement bonus of the affected items does not change, and they are still treated as Rare items, but these items have only the powers and properties listed below.

Fey Strike Weapon
<i>Even distant foes must fear a blow from a warrior with this gleaming weapon in hand.</i>
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power ♦ Encounter (Standard Action)
<i>Effect:</i> The weapon discharges a shimmering mirror of itself that flies toward your enemy. You make a melee basic attack as a ranged 20 attack with this weapon. This does not provoke opportunity attacks.
Power (Teleportation) ♦ Daily (Free Action)
<i>Trigger:</i> You hit an enemy with an attack using this weapon.
<i>Effect:</i> You teleport the triggering enemy up to 10 squares to a square adjacent to you.
Reference: Dragon 381

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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SESSION TRACKING

DUNGEON MASTER

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