

THE GLORIOUS HUNT

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

BY DAVE KAY AND CHAD BROWN

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Corellon's realm of Arvandor is known for more than its majestic forests and splendid islands. The exalted of Arvandor track down and destroy abominations that carve paths through the dominion in an eternal event known as the Glorious Hunt. When Corellon and his exarchs receive more than they bargained for, will you join the hunt?
A Living Forgotten Realms Epic Campaign adventure set in Arvandor for 21st level characters.

This is a three-round adventure. We recommend that you allow a minimum of 12-15 hours of playing time.

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

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

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

APPROPRIATE CHARACTER LEVELS

This Epic Campaign adventure is designed for level 21 player characters (PCs). Players may only play this adventure with characters that have reached 21st level through play in the *Living Forgotten Realms* campaign. To be clear, it is okay to use a character that was started above 1st level following the rules in the *LFR Campaign Guide* and subsequently reached 21st level through the play of LFR adventures. However, the campaign rules limit new characters to a starting level of 11. It is not legal to create a brand-new 21st-level character specifically to participate in the Epic Campaign.

If a character has reached 21st level but is not the correct level for this adventure, which can only happen by playing the Epic Campaign adventures out of order, that player may adjust the level of his or her character accordingly for the duration of this adventure.

Adjusting Level Up: If a character is below the designated level for this adventure (but has reached at least 21st level), increase the character's level to the correct level for this adventure, following the core rules (so the character gains powers, feats, ability score increases, and so forth as normal). The player may not change any of the character's existing magic items, and the character gains no new magic items.

Adjusting Level Down: If a character is above the designated level for this adventure, reduce the character's level by removing all benefits gained from higher levels. The character may not use any of the magic items or Story Awards gained from Epic Campaign adventures designated for levels higher than this adventure. For example, if a player had to skip the level 21 adventure but has already played the level 22 and level 23 adventures, that character may not use any of the magic items gained from those adventures during the lower-level adventure. Anything that happened in the higher-level adventures is temporarily "unwound," as if the character had played the adventures in the correct order.

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 will say so. In particular, you should not deny the players a milestone just because

they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

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

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

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

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects

that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

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

ADVENTURE BACKGROUND

In addition to the information provided herein, you might find it helpful to refer to Chapter 2: Divine Dominions, pages 37-43 of *The Plane Above: Secrets of the Astral Sea*.

THE GLORIOUS HUNT

While some celestial domains are pastoral heavens of rest and contemplation, Corellon chose something quite different for Arvandor. The arresting beauty of Corellon's domain is forever threatened in an eternal struggle known as the Glorious Hunt.

During the Dawn War, the gods twisted the astral isle Agathys into a spawning ground for abominations to be used as weapons against the titans. At the war's end, the gods found that they could not reverse their magic, and built the Red Prison, Carceri, around the island to instead contain the abominations. However, some of the more powerful abominations found ways to escape and wreak havoc on the planes.

Corellon arranged for abominations that managed to escape Carceri to appear within Arvandor through a metaphysical funnel rather than be free to threaten the mortal realms. In this way, Corellon protects the mortal realms from these horrors and also keeps his exalted (called *ruesti*) forever vigilant and sharp. Thus, Arvandor is a realm of beauty, art, and magnificence, but also one of danger, valor, and sacrifice.

RECENT EVENTS

A fallen Angel of Secrets named Karadrach has altered the metaphysical funnel that connects Arvandor to Carceri, and the flow of abominations from Carceri to Arvandor has increased dramatically. Furthermore, many of these abominations have been tainted with a virulent poison capable of corrupting mortals and immortals alike. Making matters even worse, fundamental portions of Arvandor itself have been horribly blighted, through the use of the Words of Creation, the very alphabet of all things' existence. Karadrach was once the guardian of the knowledge of the Words of Creation, but has abandoned his post to serve a new mistress (whose identity will be revealed in time, but is beyond the scope of this adventure).

The members of the Glorious Hunt have become so overwhelmed by these incursions, and so weakened by the terrible poison, that many of the abominations have spread beyond Arvandor into Faerûn itself. Fearing that the situation is too much for his *ruesti* to handle, Corellon sends for aid from the fey kingdoms of Faerûn.

DM'S INTRODUCTION

This is a fast-paced adventure designed to throw the adventurers face-first into the *Living Forgotten Realms* Epic Campaign. The adventure features planar travel, fantastic locales, and direct interaction with greater deities. It is your responsibility to bring the epic nature of this adventure to the forefront and help the players understand that their characters' actions matter now more than ever.

This adventure includes several new types of traps and puzzles that the players may have never encountered in the past. To maximize player enjoyment, be sure to over-communicate with the players and explain these new mechanics to keep things moving.

This adventure covers a great deal of content and players may not yet be used to playing at Epic tier. If you are running this adventure in a time-sensitive environment and find yourself running short on time, consider skipping one of the "cure" encounters (Encounter 8, 9, or 10). Be sure to save 1.5 - 2 hours for the final encounter and conclusion. You can save additional time by calling off combats that are running long once it is clear that the PCs have the upper hand.

A number of previous adventures can have an impact on this adventure. Before beginning the adventure, find out which PCs have played *SPEC1-3 Ghosts of the Past* (*Hive of Corruption*, *Windsong Tower*, *Sirens Lure*, or *Dark Portal*); *CORM1-3 Head Above Water*; *CORE1-12 Songs of the Heart*; *SPEC3-1 / SPEC3-2 Roots of Corruption*; or *WEEK1-3 Beneath Haunted Halls*. Ask the players to make note of any eladrin-related story awards that their characters have earned. These awards are referenced throughout the course of this adventure. In particular, determine which PCs, if any, have the status of *Sha'Quessir* (elf-friend) or Knight of Myth Drannor (Story Awards **SPEC05**, **SPEC08**, **SPEC13**, or **SPEC14** from the *SPEC1-3 Ghosts of the Past* adventures can grant this status, as can the adventures *SPEC3-1* and *SPEC3-2*, collectively called *Roots of Corruption*). Other adventures may grant similar Story Awards (such as **CORM05 Eladrin's Blessing** from *CORM1-3*, and **CORE22 Gratitude of the Hill Elders** from *CORE1-12*) that also count for this purpose. Characters that have been granted divine boons from members of the

Seldarine (particularly from Corellon himself) are also quite valuable in this adventure.

Check whether any PC is the wielder of the special weapon *Faervian* (Story Award **SPEC10** from *SPEC1-3 Ghosts of the Past: Siren's Lure*), and whether any PCs have **SPEC06 Shazryl's Bribe** from *SPEC1-3 Ghosts of the Past: Dark Portal*.

The introduction sets the scene with the PCs receiving an audience request from Ilsevele Miritar, Coronal of Myth Drannor. Upon their arrival, the PCs are attacked by a demonic incursion that has penetrated the mythal's defenses - an ominous sign. After dealing with the demons, the Coronal informs the PCs that the patron deities of the elves and eladrin need help, and requests that the PCs travel to Arvandor, astral realm of Corellon, and join the Glorious Hunt. She has secured the *Mistress of the Night*, a spelljammer now owned by the Velerian Trade Alliance, as their mode of transportation to Arvandor.

The PCs travel to Arvandor and meet a number of the *ruesti*. They have a chance to gather some information about recent events before hearing calls for help and joining the hunt. The PCs must decide which call to answer first, though they ultimately answer both. After defeating a number of abominations, more calls for help bring the PCs to the Court of the Seldarine, where they join a large-scale battle in which Corellon is wounded and poisoned.

The PCs gather information about the poison and learn that the realm itself has been corrupted, which has made Corellon and the *ruesti* susceptible to the poison, and that they must cleanse three key locations in Arvandor. During their travels, the PCs must overcome groups of demons guarding each location, making it clear that something sinister is behind the chain of events that has transpired. As the PCs investigate the sources of the corruption, they learn that the Words of Creation, an ancient and immensely powerful alphabet used to form the astral dominions, have been corrupted in each location, rendering the natives of Arvandor susceptible to the poison carried by the abominations.

After cleansing Arvandor, the PCs reach the Wasteland of Burnt Blood where Corellon, driven mad by the poison, has gone on a rampage. The PCs confront Corellon, avoiding his wild attacks and defending against an elite group of demons as they perform a ritual to cure him. Once cured, Corellon rewards the PCs for their heroism and sets them on a quest to hunt down the source of these attacks.

TOTAL PARTY KILLS (TPK)

Although rare, TPKs happen from time to time. In most cases, the party fails the adventure when every PC is

killed in an encounter. However, given the length of this adventure, a TPK can spoil everyone's fun, especially when the players set aside 12 hours to play and were killed after 2. Use your discretion in determining ways for the party to recover from a TPK.

If a TPK occurs before Encounter 6, perhaps a powerful servant of Corellon resurrects the fallen PCs so that they may resume the hunt, or perhaps they return to life just as the fallen *ruesti* do. Note, however, that resource management is part of this adventure's challenge and PCs that have been raised from the dead benefit from an extended rest. It is recommended that when a PC is raised in this way, he does not benefit from any such advantages (but still suffers the standard death penalty). The decision, as always, is in your hands.

Gods Aren't Perfect

Deities, although very powerful, are not omniscient and their power has limits. Throughout this adventure and future adventures in the Epic Campaign, the characters interact with the deities of Faerûn in a variety of ways. In some cases, the characters may come to the aid of a greater deity. In other cases, the characters may stand against the schemes of another. Throughout these adventures, it is important to convey the fact that the gods, like mortals, are flawed and need to be helped or opposed when the time comes. Always remember that the characters are the heroes and they have a special place in this world, one that even the gods cannot deny.

PLAYER'S INTRODUCTION

Ask each player to think about where his PC might be spending time in between adventures. If you have the time, go around the table and ask each player to share this information - some PCs might be together, some may not be. Wherever they may be, Captain Eluryo Panahq arrives aboard the spelljammer, the *Mistress of the Night* with a personal message from Coronal Ilsevele Miritar of Myth Drannor. Read the following:

Throughout your adventuring years, missions have come and gone. If there's one thing you've learned, it's that the greater the mission, the greater the call. And so it is no surprise that at the peak of your adventuring career, the call for help comes not as a hastily written note, or a royal missive, or even a cryptic sending ritual, but as a magnificent flying vessel of ages long past.

The figurehead depicts a woman whose face is obscured, no matter which angle you view it from. Her hull is freshly painted in midnight black and emblazoned on the bow in gold leaf is the name, "Mistress of the Night."

The captain, a skeletal half-elf dressed in an ancient mariner's uniform tips his hat from the ship's helm. "Ahoy there, hero! I don't suppose ye be ready for more adventure?"

If any of the PCs have worked with Eluryo in the past, such as in CORE2-2 *Rising of the Dark*, CORE2-10 *High Infidelity*, or CORE2-11 *The Sign of Four*, work Eluryo's familiarity with them into this scene.

Relate the following to the PCs through conversation with Captain Panahq:

- The Velerian Trade Alliance is helping Coronal Ilsevele Miritar of Myth Drannor seek out adventurers for a mission of great importance.
- The Coronal has asked for some of the PCs by name.
- Captain Panahq has been tasked with finding a group of Faerûn's legendary adventurers (specifically the PCs).
- Captain Panahq was told only that the mission involved planar travel and was of utmost importance to the eladrin nations.

When the PCs are ready, proceed to the Arrival in Myth Drannor section below.

ARRIVAL IN MYTH DRANNOR

Cheers ring out from beneath the Cormanthor's thick canopies as your undead captain deftly pilots the Mistress into the city. A quick scan of your surroundings reveals that the city has faced recent attacks and much of it lies in ruin. Your arrival is a frenzy of salutations and formalities as your band is led through the Elven Court to a large clearing, surrounded by a contingent of guards.

Coronal Ilsevele Miritar awaits you wearing a suit of golden weavemail. She is accompanied by an entourage of High Wizards. She bows her head slightly and bids you to approach. "Heroes, you have my deepest gratitude for allowing me to bring you here so abruptly. I will spare you any further formalities and cut to the heart of the matter."

Myth Drannor has recently been facing attacks from planar incursions that are bypassing the mythal's protection. These attacks and their source are dealt with in a different adventure, but for continuity's sake, illustrate the devastation that these attacks have caused in the forest.

The Coronal has requested, by name, those PCs that have received a favor from her kingdom in any previous adventure (such as SPEC1-3 *Ghosts of the Past*). She addresses such PCs with the deepest respect, especially

any PC that wields *Faervian*. She regards any PCs with SPEC06 *Shazryl's Bribe* with disgust but still allows them to participate in the mission.

Relate the following to the PCs through conversation with the Coronal:

- The eladrin gods have called out for aid to the eladrin nations of Faerûn with recent events on Corellon's realm of Arvandor, an archipelago in the Astral Sea.
- The exalted of Arvandor, called *ruesti*, engage in an eternal event known as the Glorious Hunt in which they hunt down powerful abominations.
- The frequency and quantity of abomination attacks in Arvandor of late have been too much for the *ruesti* to handle. These attacks appear to be concentrated on Estaira, Arvandor's largest isle, and some have come dangerously close to Nath Seldarie, Corellon's palace.
- Recently, planar rifts have been appearing in the Cormanthor and even Myth Drannor, spewing demons and other horrors that have been attacking the nation at random. These rifts somehow manage to bypass the protections offered by the Mythal.
- The recent attacks have caused the eladrin to avoid tightly enclosed areas, hence the meeting in the clearing.
- The Coronal and her champions must remain in Myth Drannor and defend the city. She wants the PCs to travel to Arvandor and join the Glorious Hunt in her stead.
- The Velerian Trade Alliance has given the Coronal use of the *Mistress of the Night*. The ship's captain will take the PCs to Arvandor as soon as they're ready.

Refer to Appendix 1 for more details about Myth Drannor, Arvandor, or the Glorious Hunt as they come up during this scene. When role-playing Coronal Ilsevele Miritar, encourage the PCs to develop a good understanding of what's going on and what they're getting themselves into, but also remind them that time is of the essence and they must leave as soon as possible.

Just as the PCs bid farewell to the Coronal and prepare to leave, a planar rift appears within the court and demons begin spewing out, attacking everything in sight. Proceed to Encounter 1.

ENCOUNTER 1: UNWELCOME GUESTS

ENCOUNTER LEVEL 22 (20900 XP)

SETUP

This encounter includes the following creatures:

2 nabassu deathwings (D)

2 nalfeshnee swine guards (S)

1 nalfeshnee tyrant (T)

Planar rifts appear in the Elven Court as the PCs prepare to leave for Arvandor and demons pour through the rifts, attacking Myth Drannor. The PCs fend off the demon attack.

A cacophonous ripping sound heralds the sudden appearance of planar rifts throughout the Elven Court. Demonic creatures pour through the rifts, ready to unleash havoc. “It’s another attack,” screams the Coronal as she draws her longsword. “Take these while we defend the people!”

Coronal Miritar and her entourage disperse to fight other demons in other parts of the court. This is not a premeditated attack - the demons were shunted into Myth Drannor by an extraplanar force. PCs may be able to notice this by making Insight checks to recognize the demons’ general lack of organization, or by making Arcana checks to determine the random nature of the planar rifts. Use DC 19 for these checks.

Note that although the rifts have bypassed the Mythal’s defenses, the wards against teleportation are still in place: creatures may not teleport while within Myth Drannor. This may affect both the PCs and the demons. To be fair, do not extend this restriction on all powers with the teleportation keyword (i.e. swordmage PCs should still be able to use their *aegis of assault* power to mark enemies), just make it clear that creatures cannot actually use teleportation to move themselves or other creatures (i.e. swordmage PCs cannot use the triggered action associated with their *aegis of assault* power to attack creatures that violate their marks). PCs may not remember or be aware of this fact - allow them to make DC 26 History or Arcana checks to recall it before attempting any teleportation powers.

As the portals appear on the map, every PC may slide up to 2 squares to reposition himself before rolling Initiative.

FEATURES OF THE AREA

This area has a few important features.

Planar Rifts: The planar rifts through which the demons emerge remain on the map for the duration of the combat. Any creature that begins its turn in or enters a square adjacent to or containing a rift takes 20 psychic and necrotic damage and gains vulnerable 10 all (save ends). A creature can only be subjected to this damage once per turn. The demons are immune to the effects of the rifts.

Standing Stones: The standing stones are 10 feet (2 squares) tall and are blocking terrain. The squares they occupy are considered “soft” corners for movement and line of effect.

Thick Trees: The trees represent dense forest. Squares containing trees are difficult terrain. Characters within these squares gain total concealment against melee and ranged attacks, but suffer a -5 penalty on attack rolls.

Pillars: The black pillars are blocking terrain. They are 15 feet (3 squares) high, and characters can balance on top of them with a DC 19 Acrobatics check. A character balancing on the walls must succeed at this check every round or fall off the wall to a side of his choice.

TACTICS

The swine guards attack convenient targets. They try to push PCs near or into the rifts whenever possible and defend the tyrant to the best of their ability. The tyrant uses *unholy whispers* as often as possible and uses *vile glare* on a target that appears to be most impacted by its effects, such as a controller or a leader.

The deathwings have no affiliation with the nalfeshnee other than a shared desire to cause destruction, and thus do not coordinate their tactics with the nalfeshnee. They open with *soul devour*, targeting PCs that are least likely to have a high Fortitude defense, and follow up with *life-stealing lunge* on the same targets (if possible). For ideal tactics, use both in the same round via their available action point. When *life-stealing lunge* is not available, the deathwings fly overhead and make claw attacks. Use your best judgment when running the deathwings. If the PCs appear to be struggling with flying opponents, adjust your tactics so as to not cause too much frustration, as long as the PCs face a moderate challenge. The demons flee when defeat is imminent; wrap up the encounter before it becomes a grind.

If the PCs are having too easy a time with the demons, feel free to send a few more nalfeshnee through the portals.

SCALING THE ENCOUNTER

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

Four PCs: For a group that is strong against control effects, remove one of the nalfeshnee swine guards. For a group that is weaker against control effects but strong at taking and dealing damage, instead remove one of the nabassu deathwings.

Six PCs: Add two more nalfeshnee swine guards, or one more nalfeshnee tyrant (your choice).

ENDING THE ENCOUNTER

The eladrin defeat the remaining demons at around the same time as the PCs (or the PCs help the eladrin defeat the remainder of the demons). A cry of victory echoes throughout the court and the Coronal encourages the PCs to leave at once. Proceed to Encounter 2.

MILESTONE

This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 1: “UNWELCOME GUESTS”

Nalfeshnee Swine Guard	Level 20 Brute
Huge elemental humanoid (demon)	XP 2,800
HP 237; Bloodied 118	Initiative +11
AC 32, Fortitude 34, Reflex 32, Will 32	Perception +16
Speed 6, fly 4 (clumsy)	Darkvision
Resist 10 poison	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 3d12 + 16 damage, and the swine guard pushes the target 2 squares.	
m Noisome Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 12 damage, and ongoing 10 poison damage (save ends).	
MINOR ACTIONS	
Vicious Assault • Encounter	
Effect: The next attack this creature makes before the end of its next turn is made against the lowest of the target's defenses.	
TRIGGERED ACTIONS	
C Shattered Minds (psychic) • Encounter	
Trigger: The swine guard is first bloodied.	
Attack (Free Action): Close burst 3 (enemies); +23 vs. Will	
Hit: 2d8 + 6 psychic damage, and the target is dazed (save ends).	
First Failed Saving Throw: The swine guard slides the target 3 squares. The target is stunned instead of dazed (save ends).	
Skills Intimidate +20	
Str 26 (+18)	Dex 12 (+11) Wis 22 (+16)
Con 27 (+18)	Int 13 (+11) Cha 20 (+15)
Alignment chaotic evil Languages Abyssal	
Equipment: halberd, plate armor	

Note: Variable resistance replaced with vicious assault (Demonomicon).

Nalfeshnee Tyrant	Level 23 Controller
Huge elemental humanoid (demon)	XP 5,100
HP 215; Bloodied 107	Initiative +12
AC 37, Fortitude 35, Reflex 34, Will 36	Perception +22
Speed 6, fly 4 (clumsy)	Darkvision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 3 (one creature); +28 vs. AC	
Hit: 4d6 + 17 damage, and the tyrant slides the target 2 squares.	
r Black Lightning (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +26 vs. Reflex	
Hit: 2d6 + 9 necrotic damage, and until the end of the tyrant's next turn, the target is slowed and gains vulnerable 15 psychic.	
r Unholy Whispers (psychic) • Recharge 5-6	
Attack: Area burst 2 within 10 (enemies in burst); +26 vs. Will	
Hit: 3d6 + 14 psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
m Vile Glare • Recharge 6	
Attack: Ranged 5 (one creature); +26 vs. Will	
Hit: The only attacks the target can make are basic attacks (save ends).	
Each Failed Saving Throw: Vile glare recharges.	
TRIGGERED ACTIONS	
Variable Resistance • 3/Encounter	
Trigger: The tyrant takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The swine guard gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Arcana +23, Bluff +24, Insight +22, Intimidate +24	
Str 25 (+18)	Dex 13 (+12) Wis 23 (+17)
Con 23 (+17)	Int 23 (+17) Cha 27 (+19)
Alignment chaotic evil Languages Abyssal, Common	

ENCOUNTER 1: “UNWELCOME GUESTS” (CONTINUED)

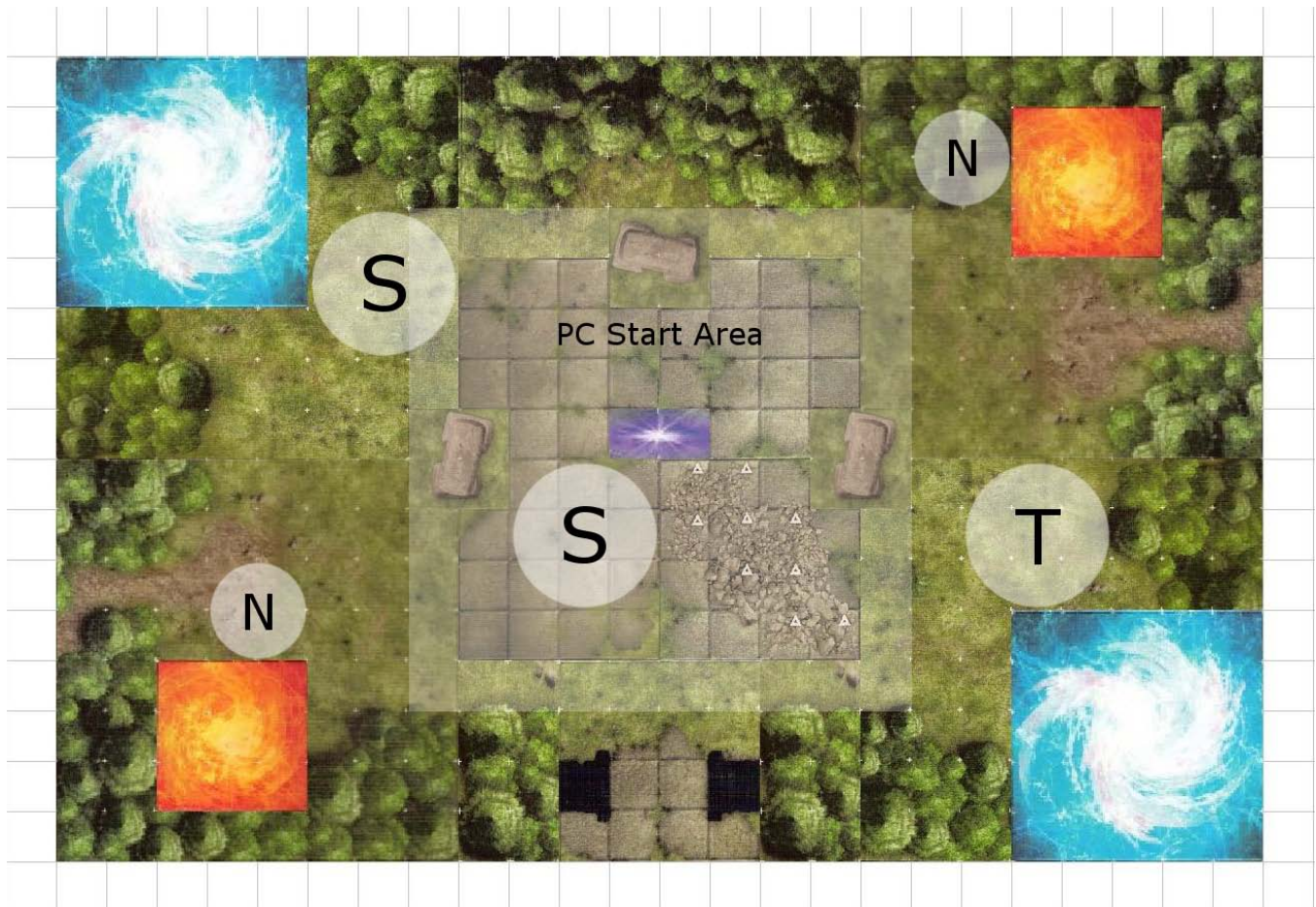
Nabassu Deathwing	Level 23 Skirmisher
Large elemental humanoid (demon)	XP 5,100
HP 215; Bloodied 107	Initiative +21
AC 37, Fortitude 35, Reflex 35, Will 34	Perception +20
Speed 8, fly 8 (hover), teleport 4	Darkvision
Action Points 1	
TRAITS	
Abyssal Vigor	
The nabassu deathwing has 1 action point.	
Portal Link	
Whenever the deathwing starts its turn within 3 squares of a portal leading to the Abyss, it becomes insubstantial and is phasing, and its teleportation increases to 8. This effect lasts until the start of the deathwing's next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +28 vs. AC	
Hit: 5d8 + 14 damage.	
M Life-Stealing Lunge (necrotic) • Recharge 5-6	
Effect: The deathwing flies 8 squares and makes an attack.	
Attack: Melee 1 (one creature); +26 vs. Fortitude	
Hit: Ongoing 25 necrotic damage (save ends). If the target is under the effect of the nabassu's soul devour, it instead takes ongoing 35 necrotic damage (save ends).	
M Soul Devour (necrotic) • Recharge when first bloodied	
Attack: Melee 1 (one creature unaffected by soul devour); +26 vs. Fortitude	
Hit: The target loses three healing surges. In addition, until the end of the encounter, whenever the target hits and deals damage to the deathwing, the target takes 10 necrotic damage.	
Skills Stealth +24	
Str 25 (+18)	Dex 26 (+19)
Con 23 (+17)	Int 10 (+11)
	Cha 22 (+17)
Alignment chaotic evil	Languages Abyssal

Notes: *Variable resistance* replaced with *abyssal vigor* (*Demonomicon*). Since teleportation effects do not function within Myth Drannor, the deathwing's teleport speed is not usable during this encounter.

ENCOUNTER 1: “UNWELCOME GUESTS” MAP

TILE SETS NEEDED

Sinister Woods x2, *DTMS - The Dungeon* x2 (portals), *Arcane Corridors* x2 (portals)



ENCOUNTER 2: BEGIN THE HUNT

SETUP

Important NPCs:

Elrohir Itharwen, male elf, member of the Order of the Black Bow

Ariglen Galondel, female eladrin, member of Fenmarel's Pack

Captain Panahq takes the PCs to Arvandor aboard the *Mistress of the Night*. Upon reaching the shores of Arvandor, the PCs are greeted by *ruesti* and inducted into the Glorious Hunt.

Captain Panahq takes the helm and the Mistress of the Night shudders as time and space bend around her. In the blink of an eye, your surroundings shift from the canopied forests of Cormanthor to the infinite silver expanse of the Astral Sea.

Your voyage is a blur as Eluryio deftly navigates the vessel through the sea of stars. "If I still had breath, what we're about to see would take it away." The captain grins as he steers the ship directly into an immense veil of green light.

A spray of shining sapphire water greets the Mistress of the Night as she touches down in Arvandor. The veritable cradle of elven myth is more lush and verdant than even the bards describe.

The PCs may make DC 19 Arcana or History checks to recall any information about Arvandor. Some of this information may be acquired through speaking with Eluryio or with the *ruesti* later in the encounter. Refer to Appendix 1 for information that can be shared with the PCs. Be sure to share some of this information with the PCs to break up the two sections of read-aloud text.

Captain Panahq guides your vessel to a small beachhead crowded with tents. A forest denser than any on Faerûn stretches endlessly to the horizon mere steps from the edge of the camp. Eluryio points a skeletal finger to a tall hill jutting out from the forest's thick canopies topped with a majestic palace shrouded in mist. "That be Nath Seldarie, where Corellon holds court. Few have had the honor of ever being inside."

The captain drops anchor fifty feet from shore and hands you a simple metal rod. "You'll have to swim to shore from here, lads. Use this if ye be needing the ship. Good luck!"

The rod radiates faint magic and anyone trained in Arcana can identify the rod as a simple signal flare. Once ashore, the PCs can familiarize themselves with the current state of affairs on Arvandor and be inducted into the Glorious Hunt. Upon their arrival, the PCs are given an ivory horn and informed that each hunting party carries one and sounds it if they need help. The *ruesti* immediately recognize *Faervian*, and any PC that wields *Faervian* (SPEC10 from SPEC1-3 *Ghosts of the Past: Siren's Lure*) is treated with awe and admiration in the camp. Drow, gnolls, and other races that are traditionally enemies of the fey are treated with distrust and/or scorn to varying degrees - use your discretion in role-playing the *ruesti*.

The camp is full of elf and eladrin *ruesti*. The sheer number of unpredictable attacks has driven the *ruesti* out of their camps within the Endless Forest. PCs can make the following quick observations immediately upon entering:

- **Arcana/Religion DC 19** - The elves and eladrin in the camp are not typical fey; they are exalted - fey spirits deemed worthy to live out their afterlife on Arvandor. Typically, when a *ruesti* is slain, he or she comes back to life in Arvandor the next day.
- **Passive Perception DC 19** - The camp appears to be split into two subgroups. Each member wears one of two insignia - either a black arrow pin, or a stylized wolf's head pin. Nearly all of the *ruesti* in the camp are wounded or recovering from recent combat.
- **Insight DC 26** - A general sense of anxiety pervades the camp. If the fey are camping *outside* of the forest, then whatever is *within* the forest must be truly dangerous.

ASKING AROUND

The PCs are immediately welcomed into the camp - the *ruesti* need all the help they can get. In addition to any information contained within Appendix 1, the PCs learn the following by speaking with the *ruesti*.

- The Glorious Hunt has been different lately. Abominations have been appearing in the hunting lands en masse, some more powerful than anything the *ruesti* have ever seen.
- The unpredictability and frequency of the attacks have become so intense that the *ruesti* have been forced to seek shelter outside of the Endless Forest, the largest of the hunting lands.
- Many of the *ruesti* are beginning to feel as though they have become the prey, rather than the hunters.

- The wounded *ruesti* that have returned to camp appear to have been poisoned by some unknown contagion. Its effects are yet undetermined, but it progresses quickly. Some say these new abominations inflict a virulent poison through their teeth and claws.
- The two dominant hunting parties in this camp are the Order of the Black Arrow, lead by Elrohir Itharwen and Fenmarel's Pack, led by Ariglen Galondel.

ORDER OF THE BLACK BOW

The Order of the Black Bow is a seasoned hunting party of elite archers. Elrohir Itharwen is a brooding elf clad in boiled black leather that carries a greatbow longer than he is tall. Much like their patron Shevarash, exarch of fury and vengeance, Elrohir and the other members of the order are quick to take offense and are known to join wholeheartedly in doomed Hunts.

FENMAREL'S PACK

Ariglen Galondel is female eladrin member of Fenmarel's Pack, a party of dire-wolf riding rangers armed with spears, longswords, and double scimitars. Unlike their patron Fenmarel Mestarine, the Lone Wolf, Ariglen and her followers take the mantra of "strength in numbers" to heart and believe that they are Fenmarel's lost wolf pack.

EXAMINING THE WOUNDED

PCs may use Heal checks to examine some of the poisoned *ruesti* and learn the following information. (A successful check against the higher DCs also reveals the information from any lower DCs.)

- Heal DC 19 reveals only that the poison saps the subject's physical and mental resolve.
- Heal DC 26 reveals that the poison is fast-acting and infects the subject's mind during later stages. Examination of subjects in more advanced stages will be necessary to even begin to understand how it can be cured.
- Heal DC 35 reveals that the poison is especially potent against fey creatures and immortals, particularly natives of Arvandor, as though it were tied to the realm itself. A *ruesti* that dies while infected by this poison is unlikely to ever come back to life. The poison was engineered by someone very powerful.

Note that Arvandor is an astral dominion and as such, has unique planar features. In particular, Arvandor's Inveiglement feature means that attacks with the charm

or illusion keyword gain a +1 bonus to the attack roll. See Appendix 1 for more details.

After the PCs have spent a short while getting oriented, horns sound in the distance as hunting parties in the Endless Forest call for help.

Two distinct horn blasts sound in the distance. The camp becomes alive with activity and Elrohir and Ariglen each come rushing out of their tents. Both the Order of the Black Bow and Fenmarel's Pack are calling for reinforcements and judging by sounds of the horns, they're a good distance apart.

ENDING THE ENCOUNTER

The PCs must decide which hunting party they wish to help first. If the PCs choose to help the Fenmarel's Pack, proceed to Encounter 3. If the PCs choose to help the Order of the Black Bow, proceed to Encounter 4.

Poisoned PCs

Although the poison is not designed for mortals, it does have a lesser effect on PCs.

Any PC damaged by an abomination's natural attack (such as a claw or bite) or an astral warwing's weapon suffers a -1 penalty to all defenses until cured. The penalty is increased to -2 for PCs with the fey origin.

PCs that have gained the immortal subtype (typically from a paragon path), or whose Epic Destiny has them on a path to immortality, suffer the penalty to saving throws as well as to defenses. (Use the PCs' Epic Destinies to determine who is on the path to immortality, at your discretion. Common examples are Chosen and Demigod).

For example, an eladrin Demigod PC that is damaged by one of Jögrilak's bite attacks or a voracia's *envenomed fangs* attack suffers a -2 penalty to both defenses and saving throws until cured.

PCs will learn more about the poison and its cure in Encounter 7.

MILESTONE

This encounter does NOT count toward a milestone.

TREASURE

Ariglen or Elrohir gives the PCs a pair of *fey warrior's boots* as a gift for joining the hunt.

ENCOUNTER 3: BIG GAME HUNTERS

ENCOUNTER LEVEL 22 (20750 XP)

SETUP

This encounter includes the following creatures and traps:

1 Jörgrilak the Voracious (J)

The PCs hunt down a legendary abomination and face off against it in a forest clearing. Depending on how skillfully the PCs hunt down the creature, they may begin combat at an advantage, in a neutral position, or at a disadvantage.

HUNTING JÖRGILAK

Before encountering Jörgrilak, the PCs must first hunt it down. This is accomplished through a number of skill checks that may determine whether the PCs find Jörgrilak, or Jörgrilak finds them. They may also gain some information on how best to face it along the way. This is NOT a skill challenge.

SCENE 1 – FALLEN *RUESTI*

The intermittent horn blasts have led you through a weaving maze of trees, boulders, and streams. You arrive at a small clearing where the signs of battle are evident. Bodies of ruesti and dire wolf carcasses are strewn about amidst massive sections of overturned earth.

A DC 26 Heal check reveals that the *ruesti* have been mauled by an immense creature, mostly by bite attacks. Some are partially digested, while others have sustained acid damage. A few seem to have been flung into tree trunks with incredible force.

If the PCs chose this encounter second, the *ruesti* are all dead, and this information is based on *post mortem* analysis only. If the PCs chose this encounter first, many of the *ruesti* are grievously wounded, but still alive. The PCs can easily save the lives of the *ruesti* that aren't already dead. With a DC 26 Heal check, a PC can revive a fallen *ruesti*, who shares the following information:

- Fenmarel's Pack tracked an immense abomination that swam through the earth as a fish swims through water

- The creature resembled a worm with green scales and three/four/five heads. It swallowed some of the *ruesti* whole with a single bite.
- Although the creature had no eyes, the creature seemed at one with the earth and was able to sense the *ruesti* with ease.
- He claims that the creature is an ancient evil named Jörgrilak the Voracious, created by the dawn titans during the dawn war for one purpose: complete and utter destruction.
- The injured *ruesti* asks the PCs to track down Jörgrilak and recover the bodies of those it has swallowed so that they may be reborn in Arvandor.

This information can also be gleaned through a Speak with Dead ritual if the PCs chose this encounter second or are unable to revive a *ruesti* that is still alive.

SCENE 2 – TRACKING THE BEAST

Upon close examination, the sections of overturned earth must have been created by an immense creature emerging from beneath the forest floor. The sheer size of the openings indicates that the creature must easily be twenty feet wide and one can only guess at its length.

A DC 19 Nature check reveals that the creature creates tunnels as it burrows through the earth, and while attempting to track it through its own tunnels would put the tracker at an immense disadvantage should he encounter it, a keen hunter can track its movements from above ground by feeling for hollow sections beneath the forest floor.

Clever PCs may have already figured out that Jörgrilak has tremorsense, but they must remain on the ground while tracking him. Read the following once the PCs decide to follow these tunnels:

The elusive creature's tunnels keep you moving through the forest for nearly an hour before ending abruptly amidst a large clearing.

Jörgrilak has by now realized that he is being tracked and has led the PCs to a clearing where he is about to attack. PCs may use the following skills to figure this out:

- **Nature/Perception DC 26** – The creature's tunnels have taken a sharp turn deeper into the ground. PCs may use Nature or Insight to ascertain the reason.
- **Nature/Insight DC 35** – Burrowing creatures typically move in such a way just before attacking a creature on the surface.

If one of the PCs figures out that Jörgrilak is about to attack, they prepare for this attack in the following manner. Note that they may not ready attack actions, because they don't know exactly when Jörgrilak will attack:

- **Acrobatics/Stealth DC 26** - The PC holds very still so that Jörgrilak cannot detect his or her presence as easily. This may reduce the likelihood that Jörgrilak attacks this character during the surprise round.
- **Bluff DC 19** - The PC makes a great deal of commotion to draw Jörgrilak's attention, but disguises his or her motives well. This may increase the likelihood that Jörgrilak attacks this character during the surprise round.

Once the PCs have made their preparations, roll Initiative. Allow each PC to make either a DC 26 or DC 35 Perception or Nature check to be able to notice the disruptions to the earth just before Jörgrilak makes its attack. If the PCs chose this encounter first and spoke with the *ruesti*, they have advanced knowledge of Jörgrilak and the DC for the skill check is medium (DC 26). If the PCs chose this encounter second, the DC for the skill check is hard (DC 35).

PCs that succeed on this check gain a +4 bonus to their Initiative checks and gain combat advantage during the first round of combat. PCs that fail this check suffer a -4 penalty to their Initiative checks and grant combat advantage during the first round of combat.

Jörgrilak emerges from the ground at the start of combat. It can sense the location of each PC on the ground or in contact with something that is touching the ground (such as a tree). It prefers to emerge from the ground within reach of a PC that is likely to weigh the least, or a PC that has successfully used Bluff to attract its attention. When Jörgrilak emerges from the ground, read the following:

A gargantuan, green-scaled worm erupts from beneath the forest floor in a spray of overturned earth and flying debris. Its three/four/five snake-like heads are eyeless, but move with deadly purpose. The midday sun reflects brightly off of its thick, plated hide. The monstrosity releases an ear-splitting shriek from each of its heads, revealing rows of razor-sharp teeth in their open maws.

FEATURES OF THE AREA

This area has a few important features.

Fallen Tree: The fallen tree is difficult terrain.

Moongate: The moongate is a permanent portal to Carceri, which the PCs can discern only with an

Analyze Portal ritual or similar power. While the moongate's destination is not relevant to the encounter, it radiates eldritch influx that has a number of powerful effects.

First, a character standing adjacent to the moongate may spend a standard action to recharge a magic item's daily power. This feature of the moongate only functions while enemies are near (meaning the PCs must make use of it during combat), and only once per PC. Second, any character within 2 squares of the moongate heals an additional 10 hit points whenever he spends a surge to regain hit points. Make these features clear to the players.

Thick Trees: The trees represent dense forest. Squares containing trees are difficult terrain. Characters completely within them gain total concealment against melee and ranged attacks, but suffer a -5 penalty on attack rolls. The thick trees are 40 feet (8 squares) tall.

TACTICS

Jörgrilak's tactics greatly influence the challenge level of the encounter. If it focuses many attacks on one or two PCs at a time, the encounter is much more difficult than if it spreads its bite attacks out amongst PCs within its reach. Use this as a lever to provide a challenge level suitable for the party. Remember that the *voracious fury* power requires you to split the bite attacks up amongst at least two different PCs. Particularly late in the encounter, it would not be sporting to target a single character with 7 bite attacks, spend an action point, then target the same character with 7 more bite attacks.

Some tactical recommendations include using *fling* against a melee-oriented PC that Jörgrilak has already slowed with a bite attack to make it difficult to return to the fray, using *withering bite* against any PCs that demonstrate a high damage output, and using *swallow whole* against a PC that is least likely to be able to escape.

If the PCs begin using hit-and-run tactics against Jörgrilak, slowing or immobilize it and staying out of its reach, remember that Jörgrilak can use *unstoppable* to break free or burrow beneath the ground and resurface on its own terms.

Note that Jörgrilak's thick hide has a reflective surface that protects it from arrows and other magical ranged attacks, granting it resist 10 all against ranged and area attacks. Also note that its *many-headed* feature prevents the PCs from completely taking it out of the fight (via stun effects, sleep effects, or even the power of a *voidcrystal weapon* for example).

Remember that any PC damaged by Jörgrilak's bite attack is poisoned. This is the same poison that has been

affecting the *ruesti*. Refer to the section marked “Poisoned PCs” in Encounter 2 for details.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the number of Jörgrilak’s heads from 4 to 3 (reducing the number of attacks it can make with *voracious fury* accordingly), and reduce Jörgrilak’s hit points by 80.

Six PCs: Increase the number of Jörgrilak’s heads from 4 to 5 (increasing the number of attacks it can make with *voracious fury* accordingly), and increase Jörgrilak’s hit points by 80.

ENDING THE ENCOUNTER

If the PCs have not yet aided the order of the Black Bow and defeated the abominations in Encounter 3, proceed to that encounter next. If the PCs have already defeated Encounter 3, proceed to Encounter 5.

If the PCs have already completed Encounter 4, then this marks the end of the first 4-hour round of the adventure and may be a good time to take a break. If running in a timed convention environment, take these time estimates into consideration to help ensure the players can finish the adventure on time.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs find a *ring of regeneration* still on one of the now-skeletal fingers of the hand of its previous wearer and a number of astral diamonds worth a total of 40 000 gp per PC (in other words, 4 astral diamonds per PC) in Jörgrilak’s stomach.

ENCOUNTER 3: “BIG GAME HUNTERS”

Jörgrilak the Voracious	Level 22 Solo Brute
Gargantuan immortal magical beast (blind)	XP 20,750
HP 880; Bloodied 440	Initiative +18
AC 34, Fortitude 36, Reflex 32, Will 34	Perception +20
Speed 10; burrow 10 (tunneling)	Blindsight 20, Tremorse
Immune blindness, fear, gaze attacks	
Resist 10 all against area and ranged attacks	
Saving Throws +5; Action Points 2	
TRAITS	
Instinctive Assault	
On an Initiative of 10 + its Initiative check, Jörgrilak can make a bite attack and either a fling or acid spit attack.	
Earthbinding Aura • Aura 40	
Any flying creature in the aura has its fly speed reduced to 1 and maximum altitude reduced to 20 feet. Any creature above this altitude at the end of its turn falls to an altitude of 20 feet automatically.	
Many-Headed	
Each time Jörgrilak would become dazed, dominated, stunned, or otherwise rendered unable to attack, it instead loses one attack while using <i>voracious fury</i> during its next turn. All of these conditions can be applied cumulatively.	
Heroslayer	
While Jörgrilak is marked, it gains a +2 bonus to attack rolls and +5 bonus to damage rolls against the creature that marked it.	
Regenerating Heads	
When Jörgrilak first reaches 660, 440, and 220 hit points, a head is destroyed. At the start of its next turn after a head is destroyed, two heads grow in the lost head's place, and Jörgrilak gains an additional bite attack with <i>voracious fury</i> .	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
<i>Attack:</i> Melee 4 (one creature); +27 vs. AC	
<i>Hit:</i> 4d8 + 16 damage, and the target is slowed until the end of its next turn. The target is also affected by the abomination's poison (see the sidebar in Encounter 2 for details).	
M Voracious Fury • At-Will	
Jörgrilak makes four bite attacks, plus an additional attack for each head it has grown (see <i>regenerating heads</i>). Jörgrilak may not target the same creature with more than half of these attacks, rounded up.	
MINOR ACTIONS	
M Fling • At-Will	
<i>Attack:</i> Melee 4 (one creature); +25 vs. Fortitude	
<i>Hit:</i> 3d8 + 11 damage, and Jörgrilak slides the target 4 squares.	
R Acid Spit (acid) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +25 vs. Reflex	
<i>Hit:</i> 4d8 + 11 acid damage, and the target is blinded (save ends). This attack does not provoke opportunity attacks.	
Regurgitate • At-Will	
<i>Effect:</i> One creature swallowed by Jörgrilak appears in a square of Jörgrilak's choice within 4 squares of it. That creature is no longer swallowed and takes 3d8 + 9 damage.	
Unstoppable • Recharge 4-6	
<i>Effect:</i> Jörgrilak is no longer slowed, immobilized, or restrained.	

TRIGGERED ACTIONS		
M Thrash • At-Will		
<i>Trigger:</i> An attack hits Jörgrilak.		
<i>Attack (Immediate Reaction):</i> Melee 4 (one or two creatures); +25 vs. Reflex		
<i>Hit:</i> 3d12 + 16 damage, and the target is knocked prone.		
Swallow Whole • At-Will (1/Round)		
<i>Trigger:</i> Jörgrilak hits with a bite attack.		
<i>Effect (Free Action):</i> The target is swallowed (escape DC 27). While swallowed, the target does not occupy a square and has neither line of sight nor line of effect to anything except Jörgrilak and other creatures swallowed by Jörgrilak; in addition, nothing has line of sight or line of effect to the target except other creatures swallowed by Jörgrilak. If the target attacks Jörgrilak using a close or an area attack, that attack targets all other creatures swallowed by Jörgrilak. While swallowed, the target takes 40 acid damage at the end of its turn. When the effect ends or Jörgrilak drops to 0 hit points, the target appears in an unoccupied square of its choice adjacent to Jörgrilak.		
Withering Bite (poison) • Recharge 4-6		
<i>Trigger:</i> Jörgrilak hits with a bite attack.		
<i>Effect (Free Action):</i> The target is weakened and takes ongoing 20 poison damage (save ends).		
Str 28 (+20)	Dex 20 (+16)	Wis 19 (+15)
Con 36 (+24)	Int 12 (+12)	Cha 10 (+11)
Alignment chaotic evil Languages -		

Note: Custom solo based on elements from heroslayer hydra (*Dungeon* 170), purple worm (*Monster Vault*), and tarrasque (*Monster Manual*).

ENCOUNTER 3: “BIG GAME HUNTERS” MAP

TILE SETS NEEDED

Sinister Woods x2, Arcane Corridors x1 (portal)



ENCOUNTER 4: STEPPER'S BANE

ENCOUNTER LEVEL 22 (22200 XP)

SETUP

This encounter includes the following creatures and traps:

2 voracia (V)

2 maledictions (level 20) (M)

The PCs come upon a treetop camp 50 feet where a group of abominations wreak havoc on a group of *ruesti*. The PCs can choose whether they'd like to rush in to battle or try to sneak up to the camp. See the Methods of Approach section below for details on how to handle their approach.

The sounds of battle resonate from the tops of a grove of trees. From the base of an immense tree, you can make out a series of structures built amidst the branches above. Two rope ladders hang down to the ground.

If the PCs chose this encounter first, the remaining members of the Order of the Black Bow are fighting a losing battle against the abominations. The sounds of battle can be heard from outside of the camp. Read the following as the PCs enter the camp:

A small group of ruesti archers battles desperately against enormous, starfish-shaped creatures dripping poison from dozens of fangs in each limb. Black clouds of thunder float overhead, unleashing blasts of necrotic energy. The faces of slain ruesti scream with agony from within their chaotic forms. Dozens of elven and eladrin bodies lay strewn about the camp, some little more than scattered limbs and torsos.

If the PCs chose this encounter second, the abominations have killed every last *ruesti* in the camp. The camp appears to be silent. Read the following as the PCs enter the camp:

Dozens of elven and eladrin bodies lay strewn about the camp, some little more than scattered limbs and torsos. Enormous, starfish-shaped creatures screech at you as you enter, dripping poison from dozens of fangs in each limb. Black clouds of thunder float overhead, the faces of slain ruesti screaming with agony from within their chaotic forms.

The PCs begin combat in one of the start areas around a trap door as indicated on the map. Use your discretion in adjudicating the starting locations of any PCs that instead chose to fly up to the tree, or climb up through the dense foliage. Each PC can choose which trap door he emerged from, but must make this decision before you place the creatures on the map.

The abominations in this encounter are forces of pure destruction. As is their nature, they are here to wreak as much havoc as possible. The voracias move by rolling their five starfish-like limbs into a ball and hurling themselves forward, despoiling and devouring all in their path and leaving a trail of putrid slime in their wake. They were designed specifically to kill elves and eladrin, some say by Lolth herself. The maledictions fly overhead, screaming in fury and agony, heedless of danger.

METHODS OF APPROACH

The PCs can choose whether they'd like to rush up the ladders to battle or try to sneak in to the camp. If they rush in, they gain no benefit and suffer no penalty. If they try to sneak in, allow them to make a group Acrobatics, Nature, or Stealth check.

If the PCs chose this encounter first, the abominations are distracted by the *ruesti* and the group skill check is made against DC 26. If the PCs chose this encounter second, the abominations are alert, expecting more hunters to arrive, and the group skill check is made against DC 35.

If they succeed on the group check (half or more of the PCs succeed on their individual skill checks), they catch the abominations unaware. Grant the PCs a +4 bonus on their Initiative checks and combat advantage during the first round of combat. If they fail, the abominations heard them coming and had sufficient time to react. The PCs suffer a -4 penalty on their Initiative checks and grant combat advantage during the first round of combat.

Remember, the PCs can always choose to rush in for neutral starting conditions.

FEATURES OF THE AREA

This area has a few important features.

Grass: The squares of grass indicate areas outside of the trees. If a creature enters one of these squares, it falls 50 feet to the forest floor and must again climb back up. Make it clear to the players that only the sections of stone floor or thick trees are part of the treetop camp - any other square is 50 feet down.

Rubble: Rubble and other sections of difficult terrain are clearly indicated on the map.

Thick Trees: The trees here represent dense foliage. Creatures with climb speeds may move through these squares as though they were normal terrain. Creatures without climb speeds must succeed at a DC 26 Athletics check each round to move at half speed. A creature that fails this check by 5 or less cannot move through the trees. A creature that fails this check by more than 5 falls prone. A creature without a climb speed that sustains damage while climbing through the trees must succeed at a DC 26 Acrobatics check or fall. Also, remember that any creature without a climb speed grants combat advantage while it is climbing.

Trap Doors: The PCs emerge through these trap doors when they enter the camp via the ladders. Should any of them fall, they must climb 50 feet up the rope ladders to return to the combat, and emerge once again through either of the two trap doors.

Walls: The black walls are blocking terrain. They are 10 feet (2 squares) high, and characters can balance on top of them with a DC 19 Acrobatics check. A character balancing on the walls must succeed at this check every round or fall off the wall to a side of his choice. Creatures with climb speeds may climb up and over the walls with ease (full speed, no check required).

TACTICS

The voracias take advantage of their climb speeds to move through the trees. They target elf and eladrin PCs above all others, though they try to surround themselves with as many PCs as possible so as to cause maximum damage with their auras. Because their *envenomed fangs* attacks can target one or two creatures, and the voracias can make two such attacks with a standard action, they try to keep at least two creatures within reach so that they can attack each creature twice.

The maledictions fly overhead, out of melee reach, but low enough to the ground that they can keep as many PCs as possible in their *grave storm* auras. They use *keening madness* whenever possible and otherwise attack with *necrostorm ray*. They gravitate towards more intelligent foes, whose minds they find delectable. Try to keep the encounter moving quickly and adjust the monsters' tactics so that it doesn't begin to drag.

Remember that any PC damaged by the voracias' *envenomed fangs* is poisoned. This is the same poison that has been affecting the *ruesti*. Refer to the section marked "Poisoned PCs" in Encounter 2 for details.

SCALING THE ENCOUNTER

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

Four PCs: Remove one malediction.

Six PCs: Add another malediction.

ENDING THE ENCOUNTER

If the PCs have not yet aided Fenmarel's Pack and defeated the abominations in Encounter 3, proceed to that encounter next. If the PCs have already defeated Encounter 3, proceed to Encounter 5.

If the PCs have already completed Encounter 3, then this marks the end of the first 4-hour round of the adventure and may be a good time to take a break. If running in a timed convention environment, take these time estimates into consideration to help ensure the players can finish the adventure on time.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs find a suit of *feytouched armor* +5 in the camp.

ENCOUNTER 4: “STEPPER’S BANE”

Malediction	Level 20 Controller
Large immortal animate (undead)	XP 2,800
HP 136; Bloodied 68	Initiative +19
AC 34, Fortitude 33, Reflex 34, Will 32	Perception +13
Speed 8, fly 8 (hover)	Darkvision
Immune disease, fear, poison	
Resist 15 lightning, 15 necrotic, 15 thunder; insubstantial	
TRAITS	
Grave Storm (lightning, necrotic, thunder) • Aura 3	
When an enemy within the aura spends a healing surge, it takes 20 lightning, necrotic, and thunder damage.	
STANDARD	
m Maddening Touch • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 2d8 + 15 damage, and the target takes a -2 penalty to Will until the end of the malediction’s next turn.	
r Necrostorm Ray (fear, lightning, thunder) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: 3d8 + 15 lightning and thunder damage, and the target is slowed and grants combat advantage (save ends both).	
C Keening Madness (fear, psychic) • Recharge 5-6	
Attack: Close burst 5 (enemies); +25 vs. Will	
Hit: 4d8 + 15 psychic damage, and the target is dazed (save ends).	
Str 23 (+16) Dex 28 (+19) Wis 17 (+13)	
Con 26 (+18) Int 17 (+13) Cha 19 (+14)	
Alignment chaotic evil Languages Primordial, understands all languages	

Note: Malediction (*Plane Above*) with updated damage expressions.

Voracia	Level 22 Elite Skirmisher
Large immortal humanoid	XP 8,300
HP 416; Bloodied 208	Initiative +21
AC 36, Fortitude 34, Reflex 34, Will 30	Perception +16
Speed 7 (10 while bloodied); climb 7	
Saving Throws +2; Action Points 1	
TRAITS	
Acid Haze • Aura 3	
Each enemy that enters the aura or starts its turn within the aura takes 10 acid damage, or 20 acid damage while the voracia is bloodied.	
Astral Doom	
Enemies cannot reroll attacks against a voracia.	
STANDARD ACTIONS	
m Envenomed Fangs (poison) • At-Will	
Attack: Melee 2 (one or two creatures); +27 vs. AC	
Hit: 4d8 + 16 damage, and ongoing 10 poison damage (save ends). If the target is bloodied by this attack, the target is also dazed until the end of its next turn.	
r Acidic Spittle (acid) • At-Will	
Attack: Ranged 10 (one creature); +25 vs. Fortitude	
Hit: 4d6 + 16 damage, and ongoing 20 acid damage (save ends).	
M Ravenous Rend • At-Will	
The voracia makes two <i>envenomed fangs</i> attacks and shifts 3 squares.	
TRIGGERED ACTIONS	
Stepper’s Bane (acid, teleportation) • At-Will	
Trigger: When an enemy uses a teleportation power inside the voracia’s acid haze aura.	
Effect (Immediate Reaction): The voracia teleports 10 squares and makes a melee basic attack. If it hits the triggering enemy with this attack, the target also takes ongoing 20 poison damage (save ends).	
Str 26 (+19) Dex 26 (+19) Wis 20 (+16)	
Con 24 (+18) Int 18 (+15) Cha 20 (+16)	
Alignment Chaotic Evil Languages Common, Elven	

Note: Voracia (*Plane Above*) with updated damage expressions.

ENCOUNTER 4: “STEPPER’S BANE” MAP

TILE SETS NEEDED

Sinister Woods x3, Caves of Carnage x3 (rope bridges)



ENCOUNTER 5: CALL TO BATTLE

SETUP

As the PCs finish their second hunt encounter, dozens of horns sound in the distance, signaling an attack on the Court of the Seldarine.

You have barely a moment to catch your breath from the battle, before a cacophony of horns sounds in the distance. The sheer number of horns that must have been blown to create such a blare could only mean that an even greater danger is imminent.

The PCs easily determine that the horn blasts originated from Nath Seldarie. PCs trained in Perception or Nature can immediately sense the movement of all nearby ruesti rushing towards the hill to join in its defense.

The PCs' next move should be clear - rush to Nath Seldarie to defend the Court of the Seldarine. Given the PCs' current distance from Nath Seldarie, the battle could very well be over by the time they reach it. Allow the PCs to come up with a clever solution to this problem. If they remember the signal flare given to them by Captain Panahq, they can use it to call the ship. Read the following if they do:

The device releases a ball of flame that flies past the treetops and into the sky, leaving a trail of thick, red smoke in its wake. Within moments, a familiar voice shouts from above, "When I heard those horns, I figured you'd be needing me. Climb aboard!" A rope ladder drops from above the forest's canopy and dangles at your feet.

Captain Panahq pilots the *Mistress of the Night* with all haste to Nath Seldarie. The PCs can no longer make out the glorious palace atop the hill as the thick mists now enshroud it completely.

Hundreds of abominations rush headlong into the mists that enshroud the mountain, concealing everything from base to summit, including the palace itself.

Corellon uses the mist as a defensive measure - few who enter the mist find their way to the palace atop the hill. PCs can make a DC 26 Arcana or History check to recall this fact. However, with the sheer number of abominations attacking the palace, a significant number are bound to find their way through.

The PCs have no choice but to enter the mists and hope that they can navigate their way through.

Fortunately, they have already caught Corellon's eye and as they enter the mist, one of Corellon's servants confronts them to determine their intentions. If the players have shown no interest in role-playing or if you need to make up for lost time, feel free to skip this section at your discretion.

The mists are anything but mundane. Some are as solid as stone while others are a choking miasma. After a brief while spent lost in the mists, a bright blue glow heralds the appearance of a shining wisp, formless but undoubtedly sentient. An angelic chorus echoes in your mind "You seek entry into the palace of the Divine Muse, First of the Seldarine, Creator of all elvenkind, and the Coronal of Arvandor. I speak with His Voice, and only I can show you the path. Speak your intentions, mortals, or find your own way."

The enigmatic wisp has been tasked with judging the PCs' worth before allowing them safe passage. This should be a brief role-playing encounter as the PCs try to explain themselves. To make it interesting, ask existential questions of the PCs, such as "What is good?", or "What is the worth of Arvandor?"

Once the PCs prove themselves, the Voice clears a path for the PCs. Read the following as they exit:

Corellon's palace looms ahead, a magnum opus of stunning elven architecture. Hundreds of ruesti man the walls and battlements, prepared for whatever might break through the mist. Many can barely stand and others have already collapsed, having succumbed to the poisoned wounds suffered during the hunt.

If the PCs chose Encounter 3 first and rescued the members of Fenmarel's Pack, Ariglen spots the PCs and calls out to them:

Ariglen, mounted upon her dire wolf stands at the head of her unit at the base of the central gate. "You mortals have some backbone. Thank Corellon you've arrived. Protect the western gate - it's the most exposed."

If the PCs chose Encounter 4 first and rescued the members of the Order of the Black Bow, Elrohir spots the PCs and calls out to them:

Elrohir of the Order of the Black Bow gives you a grim nod from one of the battlements. "So you survived your first hunt? Thank Corellon you've arrived. Protect the western gate - it's the most exposed."

ENDING THE ENCOUNTER

Place the map for Encounter 6 in front of the PCs and allow them to select their positions and begin making their preparations. Once the PCs are in position, proceed to Encounter 6.

MILESTONE

This encounter does NOT count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: BATTLE OF NATH SELDARIE

ENCOUNTER LEVEL 23 (26200 XP)

SETUP

This encounter includes the following creatures and traps:

- 2 astral warwing ragers (level 22) (R)
- 2 astral warwing bombardiers (level 21) (B)
- 1 astral warwing commander (level 22) (C)
- 1 astral juggernaut (level 21) (J)

The PCs are guarding the western gate of Nath Seldarie against a force of abominations that has penetrated the mist surrounding the palace.

The encounter begins five minutes after they arrive at the western gate (the map for this encounter). They PCs may prepare in any way they'd like, but they do not have time to complete any rituals that take longer than five minutes to cast. As such, the PCs may begin the encounter standing anywhere on the map, provided that they are in front of the gates, on top of the gates, or flying above the gates.

After five minutes, the battle begins. The PCs' concerns are the creatures attacking the western gate - a cadre of astral warwings and an astral juggernaut. Read the following and ask for Initiative:

The anxious quiet erupts into chaos in an instant as the battle begins. Groups of winged creatures charge out of the mist, weapons in hand. If not for the metallic plates glowing with blue energy in place of flesh and bone, one might confuse them for the angelic host. Violent tremors shake the very earth, marking the approach of something very large coming from the mists.

PCs can make a DC 26 Arcana or History check to identify the creatures as astral warwings, constructs created by the gods during the Dawn War to fill out their armies and counter the chaotic creations of the primordials. The warwings were used to break enemy formations and fortifications. Modeled after the angels that were the first servants of the gods, the astral warwings are sometimes mistaken for members of the angelic host. Astral warwings follow their orders to the letter. Without a recognized commander in the field, a warwing continues to act on its last set of orders for as long as it is able. Since the end of the Dawn War, the majority of the astral warwings have long since been locked away in Carceri.

Although all the warwings are similar, they are also visually distinct (meaning it is possible to tell them apart without needing to make skill checks, although as always, Monster Knowledge checks can provide much more detailed information). Clearly describe the differences between the different types of warwings to the players.

The warwings fly out of the mist on their individual initiative counts. It is entirely possible that on the first round, PCs with a high Initiative result may not have a creature to fight yet, but have seen what is coming based on what the *ruesti* in other parts of the palace are fighting. Regardless, the battle has begun. They may ready actions, delay, or make additional preparations as necessary.

ASTRAL JUGGERNAUT

Astral juggernauts were created using the same powerful magic that was used to create astral warwings. These legendary constructs were used to penetrate defenses considered otherwise impregnable. Astral juggernauts can assume a defensive posture that makes them nearly unstoppable - in this form they can only be slowed down, and even that is only to a limited extent. Once a juggernaut has breached its target's defenses, it emerges from its defensive posture and begins wreaking havoc on everything in sight. Only the most powerful primordials have ever been able to stand against one.

At the end of the first round of combat, the astral juggernaut appears on the map in the indicated space. At the end of each round thereafter, it moves its speed towards the gate. The juggernaut begins in its defensive posture; use the hazard stat block. Throughout the encounter, the PCs can perform actions to reduce the juggernaut's speed to a minimum of 2 squares as indicated in the stat block. Any speed penalties bestowed by the PCs during a given round only last for the duration of that round, even if they are normally ended on a save. Read the following as you place the juggernaut on the map:

The sources of the tremors reveal themselves, as two massive, giant-like constructs emerge from the mist, glowing with the same blue energy that animates the warwings. One approaches the eastern gate and the other the western, which you now defend. Both are hunkered down, intent on smashing down the gates that stand before them.

Be sure to describe Corellon's appearance to the PCs as well, covered in the Corellon section below.

The juggernaut begins with a speed of 10 (which may be modified by a variety of factors), and can reach the gates after moving 10 squares. This means that 5 rounds is the longest it could take for the juggernaut to reach the gate (if the PCs slow its speed to 2 squares each round), and 1 round is the soonest it could reach the gate (if the PCs don't slow its speed to 8 or lower in the second round). Make it clear to the players that slowing down the juggernaut is critical to their mission and make sure the players understand their options as well as the mechanics for slowing it, including when the juggernaut has reached its minimum speed in a given round.

When the juggernaut reaches the gate, it assumes its natural form and smashes the gate to splinters. Roll initiative for the juggernaut, and switch to the level 30 solo brute stat block. The juggernaut acts on its new initiative count in the following round. Make it clear to the PCs that this creature is more powerful than they could hope to defeat. They simply need to survive until Corellon arrives.

CORELLON

When the astral juggernauts appear, Corellon strides out to meet the juggernaut attacking the eastern gate in battle, and calls out to the PCs to hold theirs off until he can arrive.

The ruesti cheer with excitement as an elf in fine mail and a sky blue cloak wades out from the eastern gate to meet the juggernaut in battle with longsword in hand. His golden hair hangs in curls that frame perfect, beautiful features. This can be none other than Corellon himself. His voice booms across the battlefield as he looks over at your group. "Hold it back! Protect the western gate at all costs!"

Corellon spends 5 rounds battling the juggernaut at the eastern gate before arriving to help the PCs. This means that if the PCs held the juggernaut off for the maximum 5 rounds, they do not need to fight the juggernaut in its true form at all. If they only held it off for 3 rounds, for example, they would need to survive against it for 2 rounds. Once Corellon appears, remove the juggernaut from Initiative if the PCs are still in combat - the juggernaut is no longer a threat once Corellon has its attention.

RUESTI HELP

The PCs may receive some help from the *ruesti* that they saved in previous encounters. The *ruesti* come to the PCs' aid at the beginning of the second round of combat.

Be creative in describing the arrival of the *ruesti* and the help they provide. Each group of *ruesti* helps in a different way:

Fenmarel's Pack - If the PCs saved Fenmarel's Pack in Encounter 3, they ride over and help harry the astral juggernaut. Reduce the astral juggernaut's speed by 2 for the duration of the encounter.

Order of the Black Bow - If the PCs saved the Order of the Black Bow in Encounter 4, they unleash a volley of arrows upon the astral warwings. An astral warwing bombardier and rager of your choosing immediately have their hit points reduced to their bloodied values.

FEATURES OF THE AREA

This area has a few important features.

Fallen Trees: The fallen trees are difficult terrain

Mist: The mist blocks line of sight and line of effect. Any creature that is forced completely into the mist is dazed (save ends). The mist is considered hazardous terrain. The mist also forms a "ceiling" above the palace that is 30 feet (6 squares) from the battlements (60 feet from the ground), so ranged artillery cannot fly too far overhead.

Pool: The pool radiates powerful magic and although it is likely of great significance, the PCs cannot discover its use during the combat. The pool is considered difficult terrain.

Statues: The statues within the palace are blocking terrain.

Thick Trees: The trees represent dense forest. Squares containing trees are difficult terrain. Characters completely within the trees gain total concealment against melee and ranged attacks, but suffer a -5 penalty on attack rolls.

Towers/Battlements: The towers/battlements are 30 feet (6 squares) above the ground, and the battlements provide cover for creatures standing directly behind them. Every area containing battlements is considered a tower and is 30 feet above the ground (this includes the catwalk above the gates and the two protruding areas). Characters can find ladders leading up to the towers within the palace floor, and can use these ladders to move freely from the palace floor to the towers (though they still climb the ladders at half speed).

Tower Sigils: The sigils on the towers enable any standing upon them to gain the ability to fly for a brief period of time. Any character standing on a sigil can spend a minor action to gain a fly speed equal to the character's base land speed + 2 until the end of his or her next turn. When this ability fades, any character still

in midair falls to the ground. Make the features of these sigils clear to the players.

Walls: The black walls are blocking terrain. They are 25 feet (5 squares) high, and characters can balance on top of them with a DC 19 Acrobatics check. A character balancing on the walls must succeed at this check every round or fall off the wall to a side of his choice.

TACTICS

The warwings work as a single unit to defeat the PCs, attacking with the precision and efficiency of constructs created by the gods following the commands of an extremely intelligent being.

The commander prefers to remain out of melee combat, entering melee only when necessary. It uses *astral target* each round on a creature that is most accessible to its allies. If any PCs create any conjurations or zones, the commander uses *clearing burst* to dispel them.

The ragers wade into combat, heedless of whether or not PCs can reach them with melee attacks. They surround themselves with enemies and focus on causing as much damage as possible. Once they've been bloodied, they use *raging assault* whenever it is available for use, particularly when there are conjurations or zones that they can dispel.

The bombardiers use *astral bombard* whenever possible, switching to *astral burst* if drawn adjacent to multiple PCs. Upon their deaths, they drop *final bombard* on as many PCs as possible. The bombardiers always focus their attacks on the commander's *astral target*.

The juggernaut, if it has a chance to make attacks, simply focuses on dealing as much damage as possible, attacking the nearest PC(s) with its more powerful attacks. Remember that the juggernaut is far too powerful for the PCs to take on. This should be made clear to them. The PCs should focus on surviving rather than trying to take it down.

Remember that any PC damaged by the warwings' weapon attacks is poisoned. This is the same poison that has been affecting the *ruesti*. Refer to the section marked "Poisoned PCs" in Encounter 2 for details.

SCALING THE ENCOUNTER

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

Four PCs: Remove an astral warwing bombardier and reduce the astral juggernaut's speed by 2 squares.

Six PCs: Add an astral warwing bombardier or astral warwing rager (your choice), and increase the astral juggernaut's speed by 2 squares.

ENDING THE ENCOUNTER

Once Corellon has appeared to battle the astral juggernaut, the combat comes to an end. Note that this encounter is not over until the PCs have held the juggernaut off for 5 rounds, even if they've defeated all of the astral warwings.

Although he defeats the astral juggernaut, Corellon suffers a poisoned wound that instantly brings him to his knees. Read the following:

Despite its gargantuan size, the juggernaut is no match for the eladrin god. Corellon's fluid movements are like poetry in motion, his gleaming blade deftly parrying the creature's wild swings and cutting into its plated hide as though it were soft flesh. As Corellon moves in for the killing blow, the creature's desperate attack grazes the god's arm. Corellon's blade strikes true nonetheless and fells the massive automaton.

Cheers ring out from the few ruesti left standing as the last of the creatures fall. However, as the god turns to face you, his strength gives out and he drops to his knees, staring at the flesh wound in disbelief.

This marks the halfway point of the adventure and provides a nice cliffhanger if you'd like to take a break, or if playing the adventure in two 6-hour slots as opposed to one 12-hour slot. Given the intensity of the first half of the adventure, it is recommended that you take a short break before continuing. Proceed to Encounter 7 when ready.

MILESTONE

This encounter counts toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: “BATTLE OF NATH SELDARIE”

Astral Warwing Rager		Level 22 Brute
Large immortal animate (construct)		XP 4,150
HP 255; Bloodied 127		Initiative +20
Regeneration 10 (if the astral warwing takes necrotic damage, regeneration does not function until the end of its next turn)		
AC 34, Fortitude 37, Reflex 35, Will 34		Perception +17
Speed fly 8 (hover)		
Immune disease, poison, sleep		
STANDARD ACTIONS		
m Siege Flail (weapon) • At-Will		
Attack: Melee 3 (one creature); +27 vs. AC		
Hit: 3d12 + 16 damage, and the target is knocked prone and dazed until the end of the astral warwing's next turn.		
M Raging Assault (weapon) • At-Will , only useable when bloodied		
The astral warwing moves at half speed and makes one <i>siege flail</i> attack after each square of movement. It can make up to four attacks in this way, but no more than two against any single target. If it comes within reach of a conjuration of zone, it makes an attack:		
Attack: Melee 3 (one conjuration or zone); +27 vs. creator's Will		
Hit: The conjuration or zone is destroyed and all its effects end. The creator takes 3d6 + 9 psychic damage and is pulled 2 squares closer to the astral warwing.		
C Raging Sweep (psychic, weapon) • Recharge 5-6		
Attack: Close blast 3 (creatures in blast); +27 vs. AC		
Hit: 3d12 + 9 psychic damage, and the target is pushed 3 squares and knocked prone.		
Str 29 (+20)	Dex 24 (+18)	Wis 22 (+17)
Con 24 (+18)	Int 6 (+9)	Cha 6 (+9)
Alignment chaotic evil		Languages telepathy 20

Note: Astral warwing rager (*Dragon* 371) with updated damage expressions.

Astral Warwing Bombardier		Level 21 Artillery
Large immortal animate (construct)		XP 3,200
HP 157; Bloodied 78		Initiative +20
Regeneration 10 (if the astral warwing takes necrotic damage, regeneration does not function until the end of its next turn)		
AC 33, Fortitude 33, Reflex 36, Will 33		Perception +17
Speed fly 8 (hover)		
Immune disease, poison, sleep		
STANDARD ACTIONS		
R Astral Ray (fire, radiant) • At-Will		
Attack: Ranged sight (one creature); +28 vs. Reflex		
Hit: 4d6 + 15 fire and radiant damage.		
A Astral Burst (fire, radiant) • At-Will		
Attack: Close burst 2 (enemies in burst); +26 vs. Fortitude		
Hit: 4d8 + 11 fire and radiant damage, and the target is blinded (save ends) and pushed 3 squares.		
Miss: Half damage, and the target is pushed 1 square.		
A Astral Bombard (radiant) • Recharge 5-6		
Attack: Area burst 3 within sight (creatures in burst); +26 vs. Reflex		
Hit: 3d8 + 11 radiant damage.		
TRIGGERED ACTIONS		
A Final Bombard (fire, radiant) • Encounter		
Trigger: The warwing is reduced to 0 hit points.		
Attack (<i>Free Action</i>): Area burst 3 within sight (creatures in burst); +26 vs. Fortitude		
Hit: 4d8 + 11 fire and radiant damage, and the target is knocked prone.		
Str 24 (+17)	Dex 30 (+20)	Wis 24 (+17)
Con 25 (+17)	Int 6 (+8)	Cha 6 (+8)
Alignment chaotic evil		Languages telepathy 20

Note: Astral warwing bombardier (*Dragon* 371) with updated damage expressions.

ENCOUNTER 6: “BATTLE OF NATH SELDARIE” (CONTINUED)

Astral Warwing Commander	Level 22 Elite Controller
Huge immortal animate (construct)	XP 8,300
HP 414; Bloodied 207	Initiative +18
Regeneration 10 (if the astral warwing takes necrotic damage, regeneration does not function until the end of its next turn)	
AC 36, Fortitude 34, Reflex 33, Will 33	Perception +18
Speed fly 8 (hover)	
Immune disease, poison, sleep	
Saving Throws +2; Action Points 1	
TRAITS	
Commander's Boon • Aura 10	
Astral warwings that start their turn in the aura gain a +2 bonus to attack rolls.	
STANDARD ACTIONS	
m Astral Blade (weapon) • At-Will	
Attack: Melee 3 (one or two creatures); +27 vs. AC	
Hit: 3d10 + 16 damage, and the warwing pushes the target 3 squares.	
C Blade Sweep (weapon) • At-Will	
Attack: Close burst 3 (creatures in burst); +27 vs. AC	
Hit: 3d10 + 9 damage, and the warwing pushes the target 3 squares.	
A Clearing Burst (psychic) • At-Will	
Attack: Area burst 2 within sight (creatures in burst); +25 vs. Will	
Hit: 3d8 + 9 psychic damage. In addition, this power targets any conjuration or zone in the burst; +26 vs. creator's Will; conjuration or zone is destroyed, all its effects end, and its creator is dazed (save ends).	
C Astral Thunder (radiant, thunder) • Encounter	
Attack: Close blast 5 (enemies in burst); +25 vs. Fortitude	
Hit: 4d6 + 9 thunder and radiant damage, and the target is deafened and blinded (save ends both), and knocked prone.	
Miss: Half damage, and the target is deafened (save ends), but not blinded or knocked prone.	
MINOR ACTIONS	
R Astral Target • 1/Round	
Attack: Ranged sight (one creature); +27 vs. Reflex	
Hit: The target is slowed and takes an additional 3d6 + 9 damage from attacks made by astral warwings (save ends both).	
Str 27 (+19)	Dex 24 (+18) Wis 24 (+18)
Con 23 (+17)	Int 12 (+12) Cha 12 (+12)
Alignment chaotic evil Languages telepathy 20	

Note: Astral warwing commander (*Dragon* 371) with updated damage expressions.

ENCOUNTER 6: “BATTLE OF NATH SELDARIE” (CONTINUED)

Astral Juggernaut - Defensive Posture	Level 21 Obstacle
Hazard	XP 4,150
<i>A massive construct that resembles a giant built out of adamantine.</i>	
Hazard: Astral juggernauts were created using the same powerful magic used to create astral warwings. These legendary constructs were used to penetrate defenses considered otherwise impregnable. Astral juggernauts are known to assume a defensive posture that makes them nearly unstoppable. Once a juggernaut has breached its target's defenses, it emerges from its defensive posture and begins wreaking havoc on everything in sight.	
Perception The Astral Juggernaut is immediately visible, no skill check is necessary to perceive it.	
Additional Skills: Arcana or Insight <ul style="list-style-type: none"> ◆ Insight DC 19: A character notices that the immense creature appears to be hunkered down, focusing on making forward progress. It appears as though making any attacks in its current stance would be very difficult. ◆ Arcana DC 26: A character realizes that this creature is an astral juggernaut, an immensely powerful creature that is capable of assuming a stance that makes it impossible to stop. 	
Trigger The astral juggernaut appears on the map at the end of the first round.	
Movement At the end of the second round and each round thereafter, it moves its speed towards the gate. The juggernaut can only take a single move action each round in this form. The juggernaut begins with a speed of 10, but its speed can be reduced each round temporarily. See countermeasures below. Nothing can stop the juggernaut's forward progress. If a creature is in its way, that creature is pushed away, regardless of whether or not it can ignore forced movement. If a solid obstacle is in its way, the portion of the obstacle in its way is destroyed.	
Additional Effect When the juggernaut reaches the space designated on the map, it breaks down the door and assumes its offensive posture. See the “Offensive Posture” statistics block.	
Countermeasures The astral juggernaut is immune to all damage and effects, including forced movement and teleportation. However, its speed can be reduced in the following ways. All effects are cumulative with one another and with themselves, and its speed may never be reduced below 2: <ul style="list-style-type: none"> ◆ Every 50 points of damage dealt instead reduce its speed by 2, rounded down. ◆ Every 3 squares of forced movement instead reduce its speed by 2, rounded up, to a maximum of 6. ◆ Effects that slow the juggernaut instead reduce its speed by 2. ◆ Effects that daze or immobilize the juggernaut instead reduce its speed by 4. ◆ Effects that stun or restrains the juggernaut instead reduce its speed by 6. ◆ Use your discretion in adjudicating any effects not mentioned. ◆ The astral juggernaut's defenses are all 33 while in this form. 	

Note: Custom hazard.

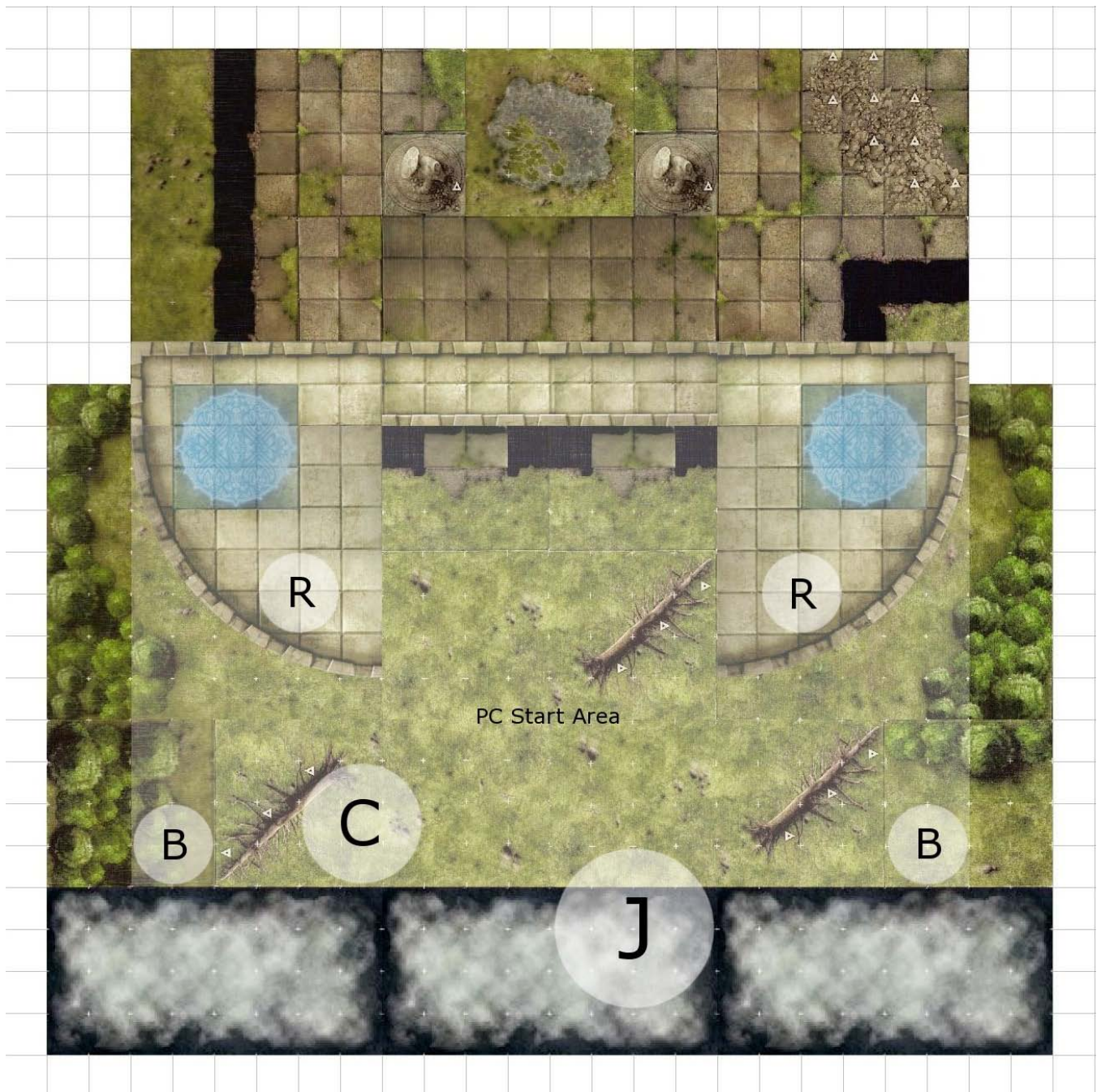
Astral Juggernaut - Offensive Posture	Level 30 Solo Brute
Gargantuan immortal animate (construct)	XP -
HP 1,364; Bloodied 682	Initiative +22
AC 44, Fortitude 43, Reflex 41, Will 43	Perception +24
Speed 10	
Immune disease, poison, sleep	
Saving Throws +5; Action Points 2	
TRAITS	
Earthbound The astral juggernaut may ignore all forced movement and cannot be knocked prone. It also cannot be teleported against its will.	
STANDARD ACTIONS	
m Slam • At-Will <i>Attack:</i> Melee 4 (one creature); +35 vs. AC <i>Hit:</i> 4d12 + 20 damage, and each enemy adjacent to the target is dazed until the end of the astral juggernaut's next turn.	
M Juggernaut's Fury • At-Will <i>Effect:</i> The juggernaut uses <i>slam</i> twice. If the juggernaut hits the same target more than once, it pushes the target 10 squares and knocks it prone.	
C Earth Smash • At-Will <i>Attack:</i> Close blast 5 (creatures in blast); +31 vs. Reflex <i>Hit:</i> 2d12 + 10 damage, and the target falls prone and is dazed (save ends). <i>Miss:</i> Half damage.	
C Tremendous Quake • Recharge when first bloodied <i>Attack:</i> Close burst 10 (enemies in burst); +31 vs. Fortitude <i>Hit:</i> 5d12 + 10 damage, and the juggernaut slides the target 4 squares and knocks it prone. The target cannot stand and is dazed (save ends both). <i>Miss:</i> Half damage, and the juggernaut slides the target 1 square and knocks it prone.	
MINOR ACTIONS	
C Astral Doom • Recharge 5-6 <i>Attack:</i> Close blast 5 (creatures in blast); +31 vs. Fortitude <i>Hit:</i> The target is blinded (save ends). <i>First Failed Saving Throw:</i> The target is stunned (save ends).	
TRIGGERED ACTIONS	
Eternal Resilience • At-Will <i>Trigger:</i> The astral juggernaut is subjected to an effect that dazes, stuns, petrifies, or dominates it. <i>Effect (Free Action):</i> The astral juggernaut makes a saving throw against the effect.	
Str 34 (+29)	Dex 21 (+22)
Con 31 (+27)	Int 24 (+24)
	Wis 29 (+26)
	Cha 27 (+25)
Alignment chaotic evil	
Languages telepathy 20	

Note: Ogremoch (MM3) simplified and reflavored as an astral warwing and changed from soldier to brute.

ENCOUNTER 6: “BATTLE OF NATH SELDARIE” MAP

TILE SETS NEEDED

Sinister Woods x3, Arcane Towers x2, Arcane Corridors x3 (mist)



ENCOUNTER 7: ARVANDOR'S LAST HOPE

SETUP

Important NPCs:

Corellon, male deity, patron of arcane magic and the fey, ruler of Arvandor, leader of the Seldarine

In the aftermath of the battle, Corellon and the vast majority of the *ruesti* are dying from the same powerful poison. The poison has a stronger effect on Corellon than any of the *ruesti* due to his close connection to Arvandor. The PCs may try to help Corellon, but he is rapidly losing strength and there is nothing they can do to treat him. Impose upon the PCs the magnitude of the situation: they stand before one of the most powerful deities of Faerûn, and he is dying at their feet.

This encounter is intended to serve as both a story encounter and a role-playing encounter. A great deal of information is made available throughout the encounter. Encourage the PCs to interact with the NPCs and with one another rather than simply summarizing the information for them.

CORELLON

The *ruesti* are very protective of their leader, particularly with regard to outsiders. However, the PCs should have no trouble convincing them to allow them to examine Corellon. Furthermore, it has become clear to the *ruesti* that the PCs seem to be barely affected by the poison that is killing their people and now their deity, and may be Arvandor's only hope. Make this clear to the PCs if they haven't realized it already.

EXAMINING CORELLON

PCs may examine Corellon with Heal checks. In addition to the information provided in Encounter 2, the PCs may learn the following based on the DC met. Any PC that had examined a poisoned *ruesti* in the past gains a +5 bonus on this check:

- Heal DC 19 reveals that the poison begins by severely weakening the subject. As it progresses, the subject goes mad (insane). If untreated, the madness becomes permanent for stronger subjects and kills weaker ones.
- Heal DC 26 reveals that the poison has strong ties to Arvandor itself. Due to his connection with his dominion, Corellon is affected much more strongly than the other *ruesti*. Although he was exposed much later than many others, he is likely to progress to later stages more quickly. While

deities are normally immune to poisons and diseases of all kinds, this was clearly designed for this very purpose.

SPEAKING WITH CORELLON

While Corellon is severely weakened and slowly slipping into madness, he is certainly strong enough to ask the PCs for their help once more and can provide some additional guidance.

Despite his sunken-in cheeks and pale expression, the eladrin deity is still beautiful to behold. He beckons you over, his voice a mere whisper of the one shouting battle commands just minutes ago. "It is our good fortune that you were sent here to aid us this day. Through treachery unknown to me, Arvandor has been poisoned and as outsiders, you may be her last hope. The pool of the Seldarine is very sacred to us. Please, drink its blessed water and Arvandor will reinvigorate you and show you the way to saving her."

The PCs may speak with Corellon for a few moments longer to learn more. He relates the following:

- Corellon believes that Arvandor itself has been "corrupted" in some way, which has made this poison so effective against its natives.
- The abomination attacks and the Glorious Hunt must have been used to distract Corellon and the Seldarine while Arvandor was being corrupted.
- The pool of the Seldarine is as old as Arvandor. Corellon and the Seldarine commune with Arvandor by drinking its waters. It was one of four foundation points for the Lattice of Heaven.
- The Lattice of Heaven was a powerful astral connection created by the gods to link their dominions together. It was destroyed during the Dawn War, but a number of deities hope to someday rebuild it.
- The other foundation points can be found deep within the Reef Catacombs, in the dead city of Caranthras, and on the slopes of a mountain in the Wasteland of Burnt Blood.

THE POOL

Two events take place when the PCs drink from the pool. First, the pool restores PC resources. Second, through the pool, Arvandor chooses the PCs to cleanse it.

RECOVERING RESOURCES

The serene pool's water is a perfectly clear blue, yet its depth is impossible to determine. PCs trained in Arcana

can immediately notice the powerful magic radiating from the pool, but cannot determine its nature. When the PCs drink from the pool, read the following:

One sip of the pool's water is an experience that overwhelms the senses. The taste of the water brings an awareness of the realm's awesome beauty and heart-stopping rapture and invigorates your body and soul.

The pool sees into the souls of each PC that drinks from it, weighing their past good deeds and the strength of their connection to Arvandor. Each PC recovers resources depending on the number of good deeds he or she has previously performed for the eladrin. Use each character's Story Awards to determine the number of resources regained. Adventures where PCs may earn such awards include (but are not limited to) the following: SPEC1-3 (four versions, H1 through P1); SPEC3-1 (Heroic); SPEC3-2 (Paragon); CORM1-3; and WEEK1-3. Any Story Award that specifically grants the favor of Myth Drannor, another eladrin-ruled realm, or a divine boon from a member of the Seldarine definitely counts, and other awards may count at your discretion based on the wording of the award.

In particular, determine which PCs, if any, have the status of Sha'Quessir (elf-friend) or Knight of Myth Drannor, whether any PCs wield the legendary weapon *Faervian*, and whether any PCs have **SPEC06 Shazryl's Bribe** from SPEC1-3 *Ghosts of the Past: Dark Portal*.

- The pool restores all who drink from it to full hit points.
- A PC regains 4 healing surges, 2 daily powers, and 2 daily item powers by default.
- A PC with **SPEC06 Shazryl's Bribe** regains nothing by default.
- For each special favor of the eladrin, a PC gains an additional 2 healing surges, 1 daily power, and 1 daily item power.
- Elf or eladrin PCs, fey pact warlocks, or worshippers of Corellon or one of his exarchs gain an additional 2 healing surges, 1 daily power, and 1 daily item power (PCs that meet two or more criteria receive double the benefit).
- A PC who has been designated as Sha'Quessir or Knight of Myth Drannor, or that wields *Faervian*, gains the full benefit of an extended rest.
- Use your discretion in determining additional conditions, such as PCs with the Chosen of Corellon epic destiny, or PCs with the Champion of Corellon paragon path, to name just a few examples.
- Any dead PC given water from the pool immediately returns to life as per the Raise Dead

ritual. PCs cannot use this as a loophole to receive an extended rest; the pool only invigorates or revives those who fought and died heroically. (In other words, the PCs can't kill themselves to get an extended rest via the free Raise Dead.)

THE VISIONS

As the PCs drink from the pool, they feel a connection established between themselves and the realm. They are chosen to become its saviors. Read the following:

With each gulp of mystic water comes a new awareness; a deeper sense of Arvandor screaming in agony as some fell taint permeates the realm. The liquid turns to a burning poison in your stomach, and a dizzying image invades your mind.

Distribute **Player Handout 1**, which describes the visions that the PCs see while drinking from the pool. After the PCs finish drinking, a portal opens within the pool and the PCs feel something tugging at them to dive into the portal. The PCs have a short while to prepare, but they should proceed with all haste.

Make it clear to the players that they should take time to research the sites they have been told about, and to prepare in any way they see fit. The Reef Catacombs in particular is entirely underwater and those that prepare appropriately (using rituals or otherwise) will be rewarded accordingly.

RESEARCHING THE SITES

Corellon mentioned the Reef Catacombs, the dead city of Caranthras, and the Wasteland of Burnt Blood as the three other foundation points. The PCs may want to research these locations so that they know how to prepare for their upcoming quest. The PCs may gain the following information through History checks, or by speaking with some of the *ruesti* in the area (such as Ariglen or Elrohir):

- **The Dead City of Carantharas:** Among a great stand of trees on a small island near the edge of the dominion are the ruins of an exalted city whose wards fell centuries ago to a concerted abomination attack. Carantharas has been maintained as one of the Hunting Lands instead of being rebuilt. By day, the island appears deserted, but by night the echoes of the lost *ruesti* who ruled the place whisper through the leaves of the trees.

- **The Reef Catacombs:** Frequently, the Glorious Hunt travels to a chain of tiny, boulder-like islands off the coast of Estaira where abominations have lodged with increasing frequency. In reality, these islands are the tops of great trees petrified with age and submerged beneath the water. Diving hunters who swim from tree to tree or those who find a way through the air pockets within the petrified limbs must pry out the abominations that find refuge among the underwater tree caverns.
- **The Wasteland of Burnt Blood:** One sizzling stretch of badlands blights Arvador's pure landscape. The Wasteland of Burnt Blood, a ravaged black desert pitted by pools of scalding red liquid, was forged in a battle between Corellon and Gruumsh that took place before the Dawn War. Abominations are drawn to the seething wasteland since memories of Gruumsh's fury and power seeped into the land there.

their stay in Arvador, any PC may use the item regardless of patron deity, since they were given it with Corellon's personal blessing. Of course, should a character mistreat the holy symbol in any way, such blasphemy would draw the god's wrath.

The PCs may spend up to 30 minutes preparing for their journey. This includes casting preparatory rituals. (The *ruesti* have exhausted their own resources for the moment and cannot cast rituals for the PCs.) As time progresses, the urging becomes more and more difficult to resist. After 30 minutes, the PCs must go through the portal or risk failing their mission.

ENDING THE ENCOUNTER

When the PCs dive into the portal, read the following:

A feeling of warmth surrounds you as you suddenly gain an awareness of the very contours of the domain. You can sense vast tribes of trees, the scent of soil and rock, and the breath of the wind as you soar, mind, body and soul, across the landscape. As you are carried through Arvador, your senses sharpen, revealing something pervasively foul; a blight upon the domain. A thrumming sound envelops you, as you feel yourself propelled toward the source of the corruption.

Proceed to Encounter 8.

MILESTONE

This encounter does NOT count toward a milestone.

TREASURE

Corellon gives the PCs a *star of Corellon* +5 as a reward for their valor during combat and reminds them of the importance of their mission. Normally, a character must worship Corellon to use this item, but for the duration of

ENCOUNTER 8: CARANTHRAS

ENCOUNTER LEVEL 21 (16000 XP)

SETUP

This encounter includes the following creatures and traps:

1 tree of madness (T)

1 glabrezu (level 21) (G)

2 corrupted olin gisir priests (P)

The PCs are deposited outside of a temple in the dead city of Caranthras.

Your dizzying journey leaves you amongst the ruins of a deserted city, standing before a crumbling temple. Hundreds of voices whisper simultaneously in Elven, an unintelligible chorus of noise.

PCs that understand Elven can make Arcana, History, or Religion checks (DC 26) to realize that the whispers belong to the ancient spirits of *ruesti* that died in Caranthras during its destruction. Although the whispers seem ominous, they may provide information to the PCs. Some of this information may be useful in the encounter while the rest has no meaning now, but might become useful in the future. Some examples of the whispers follow. Feel free to add others at your discretion:

- *Beware the tree of madness...*
- *She knows! She knows the secret!*
- *Avoid their gaze... their gaze...*

When the PCs enter the temple, read the following:

The thick stone doors open to reveal the remnants of a temple that must have been a great library in ages past. Two sets of similar doors stand closed to either side ahead of you. The petrified remnants of a dark-leaved tree dominate the center of the temple, surrounded by crumbling columns.

A huge demon with pincers for arms stands in a shallow pool ahead, grinning wickedly as if it had been expecting your arrival.

Glabrezus sow discord. They like to goad their allies into ever-greater acts of depravity and violence. When a demon as wicked as a glabrezu lingers too long in the world, its corruption spreads. Crops are stunted, animals die, people sicken, and the sky itself seems to darken.

Only when the demon is driven off or slain can the natural order be restored.

After corrupting the foundation point, Karadrach raised the long-dead Olin Gisir priests that once guarded this temple. Twisted shadows of their former glory, they now attend the glabrezu as its depraved servants. Place the glabrezu on the map and roll initiative. The priests are currently in the library wings of the temple, and phase through the walls on their first turn. Because they move in complete silence and can phase through the walls, they are undetectable by the PCs through standard means. When they appear, describe the priests as decaying eladrin corpses in ancient vestments, their eyes glowing red with an unnatural malevolence.

ANCIENT MYTHAL

The remnant of an ancient mythal surrounds Caranthras. While greatly diminished, it still protects the spirits of those who died during the city's destruction. PCs trained in Arcana, Religion, or History feel the presence of the mythal automatically. If no PC is trained in any of these skills, give the PCs a DC 19 Arcana, Religion, or History check to detect the presence of the mythal.

One time during the encounter, each individual PC may listen to the whispers of the *ruesti* and attempt to call upon the latent power of the mythal. This requires a DC 26 Arcana, History, or Religion check made as a minor action. On a success, that PC may regain either one healing surge or the use of one expended encounter power. On a failure, the PC regains nothing and is dazed (save ends).

CORRUPTED GROUND

The entire area is considered corrupted ground for as long as the tree of madness exists. Until the trap is disabled, all demons in the encounter gain resist 15 all and gain a +1 bonus to rolls to recharge their powers. While this is a powerful effect, it is intended to serve as encouragement for the PCs to focus on disabling the trap as their highest priority. Make it very clear to the players that the mere existence of the trap gives the demons additional resilience and power.

SIGIL PUZZLE

The rules and mechanics for the sigil puzzle at each of the three foundation points are detailed in Appendix 2. Keep this appendix close at hand while running each of these three encounters.

Throughout the encounter, encourage the players to disable the trap as their first priority (rather than killing

the enemies and then disabling the trap), as time is of the essence. Convey Arvandor's urging throughout the encounter.

The first time any individual PC successfully disables a corrupted sigil (solving one piece of the puzzle) while demons remain, that PC regains a healing surge. Each PC may only regain one surge in this way in this encounter. If demons remain when the puzzle is completed, the PC who completed the puzzle gains a bonus Action Point. These rewards are designed to encourage the players to interact with the puzzle during combat. Do not reward the players if they find loopholes, or solve the puzzle only after nearly all of the danger has been eliminated.

Once the players have solved the puzzle, be sure to take away the player handout before moving on to the next encounter so that they don't use the old puzzle to reverse engineer the new puzzle (as their PCs won't have the old puzzle to look at when solving the new one).

Distribute **Player Handout 2** when someone first examines the sigil puzzle in this encounter. The puzzle is located directly on the tree on the map, and occupies all four squares for purposes of determining adjacency.

FEATURES OF THE AREA

This area has a few important features.

Alcoves: The black sections of the alcoves are blocking terrain, and separate the library wings from the central chamber of the temple. Characters do not have line of sight or line of effect into the library wings.

Altar: The altar functions as blocking terrain and as a martyr's monument. Any good-aligned character within 2 squares of the altar gains a +2 bonus on saving throws. Any good-aligned character standing adjacent to the altar may spend a minor action on his or her turn to make a saving throw against any one effect that a save can end.

Bookshelves: The bookshelves are blocking terrain and stand floor to ceiling.

Ceiling: The ceiling of the temple is 20 feet (4 squares) high.

Debris: The crumbling columns and other squares containing debris are difficult terrain, as indicated on the map.

Doors: The heavy stone doors require a move action to open, rather than a minor action.

Pool: The pool's water has been corrupted. Every square of the pool functions as necrotic ground - characters that spend healing surges or are given healing effects regain only half the normal number of hit

points (rounded down) while standing in a square of the pool.

Statues: The statues are blocking terrain.

Tree: The tree is blocking terrain.

TACTICS

The glabrezu flies into position and uses *double attack* to grab PCs that are trying to solve the puzzle. It uses as many of its minor action attacks as possible each round. When multiple PCs surround the tree, it uses *devastation of eons* in conjunction with an action point to deal as much damage as possible to the PCs in the zone. When one of the corrupted priests dies, the glabrezu uses *demonic harvest* to gain the priest's most powerful remaining unused power and uses it on the next round.

The priests use their ability to phase in and out of the central chamber to their advantage, forcing the PCs to either ready attacks or chase them down. They use their gaze attacks whenever possible, closing into melee only to make a *ghostly longsword* attack and use *theft of knowledge* to recharge *treacherous gaze*. The priests use the glabrezu as the target of their *self-preservation* power when it activates.

SCALING THE ENCOUNTER

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

Four PCs: Remove a corrupted olin gisir priest. Also, one of the 5 corrupted sigils in the sigil puzzle is already glowing (meaning only 4 more need to be identified).

Six PCs: Add another corrupted olin gisir priest.

ENDING THE ENCOUNTER

When the PCs solve the sigil puzzle and defeat the demons, the foundation point is cleansed and a portal opens to the next foundation point. The PCs can feel Arvandor urging them onward. If they take time to rest, the urging grows even stronger.

When the PCs step through the portal, they receive the benefits of a short rest. Proceed to Encounter 9.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs find a +5 *holy avenger longsword* in the rubble next to the altar. The blade is clearly of elven make and a brilliant star-shaped sapphire is set into the cross-guard.

ENCOUNTER 8: “CARANTHRAS”

Glabrezu	Level 21 Elite Brute
Huge elemental humanoid (demon)	XP 8,300
HP 480; Bloodied 240	Initiative +16
AC 37, Fortitude 40, Reflex 35, Will 35	Perception +17
Speed 8, fly 8	Truesight 6
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Pincer Claw • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 5d8 + 14 damage.	
M Double Attack • At-Will	
The glabrezu makes two pincer claw attacks. If both attacks hit the same target, the target is grabbed.	
A Devastation of Eons (zone) • Encounter	
Effect: The glabrezu creates a zone in an area burst 1 within 10 squares that lasts until the end of the glabrezu's next turn. The glabrezu gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against creatures within the zone.	
Sustain Minor: Each creature within the zone takes 10 damage and the zone persists.	
MINOR ACTIONS	
R Abyssal Bolt • At-Will	
Attack: Ranged 10 (one creature); +24 vs. Reflex	
Hit: 4d6 + 14 damage.	
C Blasphemous Word (psychic) • Encounter	
Attack: Close burst 5 (enemies in burst); +24 vs. Will	
Hit: 4d8 + 9 psychic damage, and the target is dazed until the end of the glabrezu's next turn.	
C Chaos Word • Recharge 6	
Attack: Close burst 5 (enemies in burst); +24 vs. Fortitude	
Hit: 4d8 + 9 damage. This damage bypasses all resistances.	
TRIGGERED ACTIONS	
Arcane Fury • Encounter	
Trigger: The glabrezu becomes bloodied.	
Effect (Free Action): The glabrezu teleports 8 squares, recharges its blasphemous word and chaos word powers, and attacks with abyssal bolt, blasphemous word, and chaos word.	
Demonic Harvest • Encounter	
Trigger: A demon with an unused encounter or recharge power is reduced to 0 hit points within 5 squares of the glabrezu.	
Effect (Free Action): The glabrezu gains the use of the unused power.	
Skills Arcana +22, Bluff +18, Intimidate +18	
Str 26 (+19)	Dex 17 (+18)
Con 20 (+17)	Int 24 (+12)
	Cha 16 (+12)
Alignment chaotic evil Languages abyssal, common	

Note: Glabrezu (*Plane Above*) with updated damage expressions and variable resistance replaced and Oublivae's Ruinlords theme (*Demonomicon*).

Corrupted Olin Gisir Priest	Level 21 Controller
Medium elemental humanoid (eladrin, demon, undead)	XP 3,200
HP 197; Bloodied 98	Initiative +17
Regeneration 10 (if the priest takes radiant damage, regeneration does not function until the end of its next turn)	
AC 35, Fortitude 31, Reflex 33, Will 33	Perception +22
Speed 7 phasing	Blindsight 5
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m Ghostly Longsword • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d8 + 10 damage, and the target is dazed until the priest's next turn.	
C Psychic Rays (psychic) • At-Will	
Attack: Ranged 10 (one or two creatures); +24 vs. Reflex	
Hit: 3d6 + 7 psychic damage.	
Demonic Authority • Recharge when first bloodied	
Effect: Each ally adjacent to the priest makes a melee basic attack with combat advantage as a free action.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
The priest teleports 5 squares.	
MINOR ACTIONS	
R Hypnotic Gaze (charm) • Recharge 4-6	
Attack: Ranged 5 (one creature); +24 vs. Will	
Hit: The target is immobilized (save ends).	
Effect: The target cannot attack the priest until the end of the target's next turn.	
R Treacherous Gaze (charm) • Recharge 6	
Attack: Ranged 5 (one creature); +24 vs. Will	
Hit: The target is dominated until the end of the priest's next turn.	
M Theft of Knowledge • Encounter	
Attack: Melee 1 (one creature); +26 vs. Will	
Hit: The priest recharges a rechargeable power or regains the use of an encounter power. The next time the priest uses that power, it gains a +4 bonus to the attack roll.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
Trigger: The priest takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The priest gains resist 20 to the triggering damage type until the end of the encounter.	
Self-Preservation (illusion, teleportation) • Encounter	
Trigger: An enemy bloodies the priest	
Effect (Immediate Reaction): The priest teleports, swapping places with an ally it can see within 10 squares. The priest becomes invisible until the end of its next turn, and the ally can make a melee basic attack as a free action against the enemy that bloodied the priest if it is within the ally's reach.	
Skills Arcana +22, Religion +20, Stealth +21	
Str 13 (+11)	Dex 23 (+16)
Con 21 (+15)	Int 20 (+15)
	Cha 18 (+14)
Alignment chaotic evil Languages abyssal, elven	

Note: Ultrademon schemer (MM3) reflavored as an undead eladrin base creature and Oublivae's Ruinlords theme (*Demonomicon*).

ENCOUNTER 8: “CARANTHRAS” (CONTINUED)

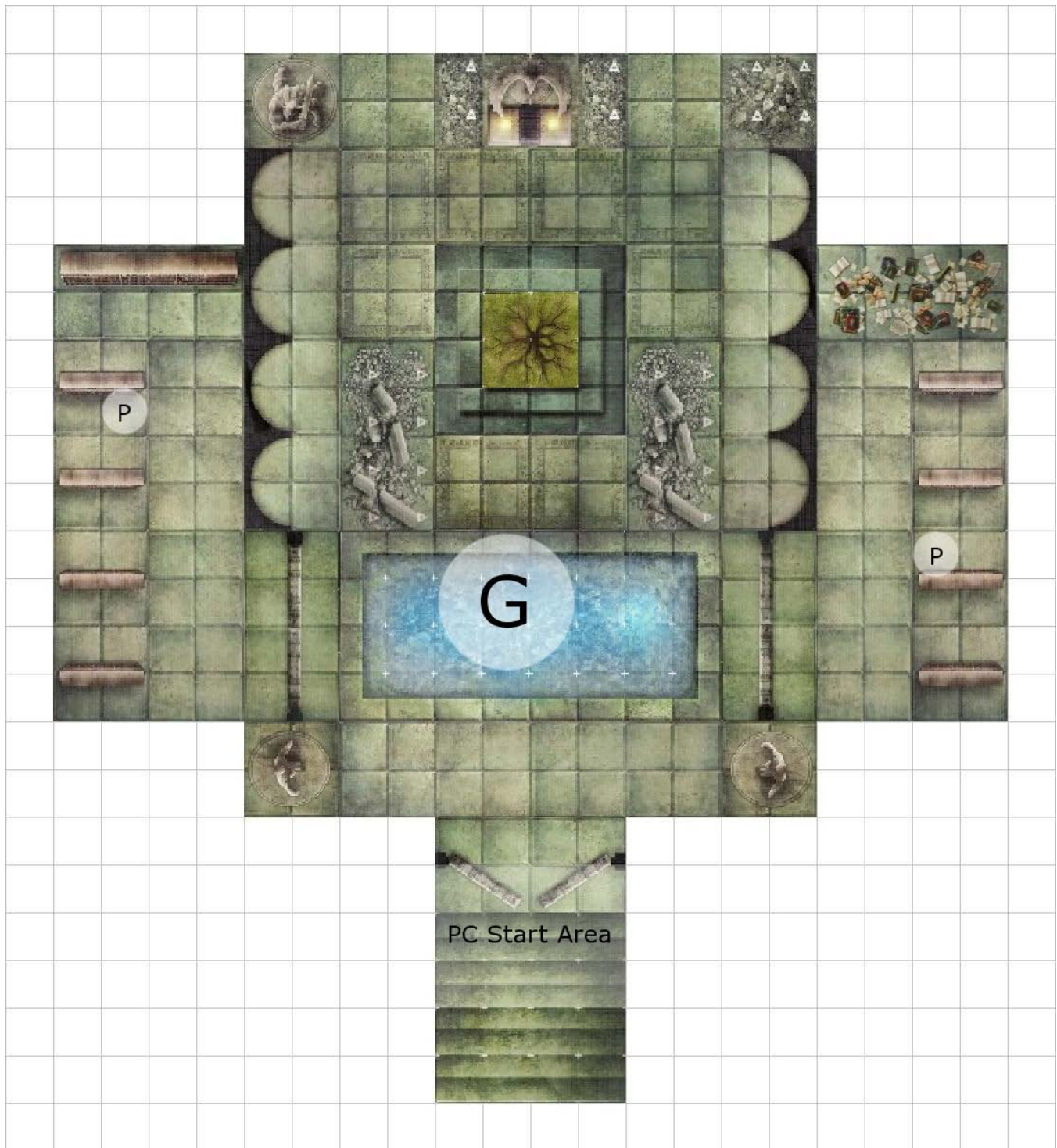
Tree of Madness	Level 21 Blaster
Trap	XP 3,200
<i>The black, gnarled tree fills your mind with whispers of oblivion.</i>	
Trap: The heart tree of this once-great temple has been corrupted by the altering of Arvador's Words of Creation. Once a symbol of renewal, the tree now corrupts the minds of any who draw near. The tree occupies a 2x2 area and is blocking terrain.	
Perception	
The tree is immediately visible, no check is necessary to perceive it.	
Additional Skills: Arcana or History	
♦ DC 19: A character realizes that the tree is long dead but some unnatural force sustains it. Although the tree cannot be attacked directly, it might be destroyed by the cleansing of the foundation point.	
Trigger	
This trap activates when combat begins. The tree of madness makes the following two attacks on initiative counts 35 and 25 respectively.	
Attack 1 (psychic) [35 initiative]	
Attack: Ranged 10 (three creatures); +26 vs. Will	
Hit: 4d6 + 15 psychic damage, and the target gains a -4 penalty to Will defense and ongoing 10 psychic damage (save ends both).	
Attack 2 (charm, psychic) [25 initiative]	
Attack: Close burst 3 (non-demon creatures in burst); +24 vs. Will	
Hit: The target is pushed 2 squares and attacks itself with an at-will power of your choice. The target gains a +3 bonus to its attack and damage rolls for this attack.	
Miss: 15 damage, and the target is pushed 2 squares.	
Countermeasures	
The tree of madness may only be disabled by the cleansing of the foundation point. The foundation point is cleansed by the completion of the sigil puzzle. See the encounter description for more details.	

Note: Custom hazard based on the phantom hunter trap (DMG2) with a few adjustments.

ENCOUNTER 8: “CARANTHRAS” MAP

TILE SETS NEEDED

DTMS - The Dungeon x2, Sinister Woods x1 (tree)



ENCOUNTER 9: REEF CATACOMBS

ENCOUNTER LEVEL 21 (16000 XP)

SETUP

This encounter includes the following creatures and traps:

1 corruption cyst (C)

3 achree (A)

6 achree spawns (S)

The PCs are deposited in an underwater cave deep in the Reef Catacombs where the taint on Arvandor has manifested as an immense black cyst.

The foul taste of putrid water is unavoidable as it fills your nose and mouth. Submerged trees that reach upwards towards the water's surface are scattered throughout the dark, underwater cavern, their canopies forming a makeshift ceiling. Violent currents flow through sections of the cavern.

Dozens of glowing red eyes appear amongst the trees. Nearly a dozen piranha-like fish dart from tree to tree, some large enough to swallow you in a single bite.

Each PC gains the benefit of a short rest before arriving in the cavern as Arvandor invigorates them during their journey.

The cavern is entirely underwater. Any PCs that have not adequately prepared suffer all of the penalties associated with fighting underwater, including the need to hold their breath if necessary and risking the dangers of drowning. The cavern is dimly illuminated by glowing green lichen that grows along its walls. Roll Initiative when ready.

When a PC comes within view of the cyst, read the following:

An immense black cyst floats near the rear of the chamber amidst rushing currents of necrotic water.

CORRUPTED GROUND

The entire area is considered corrupted ground for as long as the corruption cyst exists. Until the trap is disabled, all demons in the encounter gain resist 15 and gain a +1 bonus to rolls to recharge their powers. While this is a powerful effect, it is intended to serve as encouragement for the PCs to focus on disabling the trap as their highest priority. Make it very clear to the players that the mere existence of the trap gives the demons additional resilience and power.

SIGIL PUZZLE

The rules and mechanics for the sigil puzzle at each of the three foundation points are detailed in Appendix 2. Keep this appendix close at hand while running each of these three encounters.

Throughout the encounter, encourage the players to disable the trap as their first priority (rather than killing the enemies and then disabling the trap), as time is of the essence. Convey Arvandor's urging throughout the encounter.

The first time any individual PC successfully disables a corrupted sigil (solving one piece of the puzzle) while demons remain, that PC regains a healing surge. Each PC may only regain one surge in this way in this encounter. If demons remain when the puzzle is completed, the PC who completed the puzzle gains a bonus Action Point. These rewards are designed to encourage the players to interact with the puzzle during combat. Do not reward the players if they find loopholes, or solve the puzzle only after nearly all of the danger has been eliminated.

Once the players have solved the puzzle, be sure to take away the player handout before moving on to the next encounter so that they don't use the old puzzle to reverse engineer the new puzzle (as their PCs won't have the old puzzle to look at when solving the new one).

Distribute **Player Handout 3** when someone first examines the sigil puzzle in this encounter. The puzzle is located directly underneath the black cyst on the map, and occupies all four squares for purposes of determining adjacency.

FEATURES OF THE AREA

This area has a few important features.

Ceiling: The ceiling of this chamber is 30 feet (6 squares) high.

Necrotic Currents: The areas on the map containing water represent currents of necrotic water. The currents flow from left to right (and from the top of the map to the bottom). Note that the currents run floor to ceiling, and creatures cannot pass by the currents in some places without teleporting.

The currents accelerate at random. At the start of each round, roll 1d6. On a roll of 4-6, the currents slide every creature currently occupying a water square 8 squares in the direction of the flow. Creatures with a swim speed may reduce this distance by half, and creatures may make saving throws to reduce the distance by half again. Thus, a creature with a swim speed that makes its saving throw may reduce the slide

distance to 2 squares. A creature that hits a wall as a result of this forced movement takes 3d10 damage.

In addition, any creature that enters a square of necrotic current or starts its turn in one takes 15 necrotic damage. (This only applies to the squares indicated as water squares, but remember that the entire encounter area is under water.)

Submerged Trees: The submerged trees are difficult terrain. Their trunks occupy the center of the 4 squares containing them and are blocking terrain. The cyst can use the trees as the origin square for its area attacks.

The power of Arvandor flows through the trunks of the trees, and they function as fey circles for PCs that know how to tap into this power. A PC adjacent to or standing in a tree's space may spend a move action to make a DC 26 Nature check. On a success, the PC may teleport up to 5 squares. On a failure, there is no ill effect other than the loss of the move action. Anyone examining the trees may make a free DC 19 Nature check to sense the availability and activation of this effect.

Underwater Movement: This entire encounter takes place underwater, so creatures that do not have a swim speed and cannot teleport have difficulty moving around.

A creature without a swim speed can make Athletics checks to move underwater. The entire area is considered stormy water, so movement requires a DC 20 Athletics check as part of the movement-granting action. Success means that the creature can move one-half its ground speed. Failure by 4 or less means the creature can't move; failure by 5 or more means the creature can't move and sinks 1 square.

Underwater Combat: Attackers take a -2 penalty to attack rolls when using powers with the Fire keyword underwater. Weapon attacks also take a -2 penalty unless the weapon is from the spear or crossbow groups. Creatures with the aquatic keyword (such as the achree) gain a +2 bonus to attack rolls against nonaquatic creatures.

Drowning: If for some reason the PCs do not have the ability to breathe water, they risk drowning. Any character can hold his or her breath for 3 minutes (30 rounds) without needing to make Endurance checks. After that, the character must make a DC 20 Endurance check at the end of each turn to continue holding his or her breath, with the DC increasing by 5 per round. However, even during the first 3 minutes, in any round where a character takes damage, that character must make a DC 20 Endurance check at the end of his or her turn to continue holding his or her breath.

Once a character "loses" his or her breath, that character loses a healing surge and must continue to make Endurance checks each round against DC 25, then 30, and so on. Each failed check causes the loss of another healing surge. A character who fails a check and has no healing surges takes damage equal to his or her level. This continues until the character dies or gains access to air again. Surges lost to drowning may not be regained until the character gains access to air again.

Walls: The cavern walls are indicated on the map as black area. They are blocking terrain.

TACTICS

The achree swarm the PCs that are easiest to reach using *relentless attack*, setting themselves up for *blood feast* as often as possible. When an achree dies, describe its *demon inside* power in gory detail as another achree bursts out of its corpse. The achree spawn use similar tactics. Be sure to use *jaws of death* as they die.

Although unintelligent, the achree have been commanded to guard the sigils and will focus their attacks on PCs attempting to solve the puzzle.

SCALING THE ENCOUNTER

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

Four PCs: Remove an achree. Also, one of the 5 corrupted sigils in the sigil puzzle is already glowing (meaning only 4 more need to be identified).

Six PCs: Add another achree.

ENDING THE ENCOUNTER

When the PCs solve the sigil puzzle and cleanse the foundation point, a portal opens to the next foundation point. The PCs can feel Arvandor urging them onward. If they take time to rest, the urging grows even stronger.

The encounter is over when the PCs cleanse the sigil. If the PCs are having fun and you aren't short on time, take the time to let them finish off the achree before moving on. When the PCs step through the portal, they receive the benefits of a short rest. Proceed to Encounter 9.

MILESTONE

This encounter counts toward a milestone.

TREASURE

One of the achree swallowed a +5 *rod of starlight*. The PCs may claim the item after defeating these monsters.

ENCOUNTER 9: “REEF CATACOMBS”

Achree	Level 21 Skirmisher
Large elemental beast (aquatic, demon)	XP 3,200
HP 202; Bloodied 101	Initiative +21
AC 35, Fortitude 33, Reflex 34, Will 33	Perception +23
Speed 4, swim 10	Blindsight 10
Resist 20 fire, 20 necrotic	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d6 + 16 damage, and the target is grabbed. The achree cannot make bite attacks while it has a creature grabbed, but it can use its vicious rend.	
M Vicious Rend • At-Will	
Attack: Melee 2 (one creature that the achree currently has grabbed); +26 vs. Fortitude	
Hit: 4d12 + 16 damage, and the target slides 5 squares, is knocked prone, and is no longer grabbed.	
Miss: Half damage and prone, no slide, still grabbed.	
M Relentless Attack • At-Will	
The achree moves its speed and can enter enemies' spaces. This movement provokes opportunity attacks, and the achree must end its move in an unoccupied space. When it enters an enemy's space, the achree makes a bite attack. Once after a successful bite attack, the achree can end its move within reach of the same target and make a vicious rend attack against the target.	
TRIGGERED ACTIONS	
Blood Feast • At-Will	
Trigger: The achree hits a bloodied creature with an attack.	
Effect (Free Action): One achree or achree spawn adjacent to the creature can make a basic attack against the creature.	
Demon Inside	
Trigger: The achree is reduced to 0 hit points.	
Attack (Free Action): A lesser achree erupts from the achree's corpse at the start of the achree's next turn. The lesser achree has the achree's speed, defenses, basic attacks, and ability scores, but is otherwise treated as a minion.	
Str 22 (+16)	Dex 28 (+19)
Con 26 (+18)	Int 2 (+6)
	Cha 20 (+15)
Alignment chaotic evil	Languages understands abyssal

Note: Achree (E3 *Prince of Undeath*) with updated damage expressions, *variable resistance* replaced, and Yeenoghu's Death Pack theme (*Demonomicon*).

Achree Spawn	Level 21 Minion
Medium elemental beast (aquatic, demon)	XP 800
HP 1; a missed attack never damages a minion	Initiative +19
AC 35, Fortitude 33, Reflex 34, Will 33	Perception +22
Speed 4, swim 10	Blindsight 10
Resist 20 fire, 20 necrotic	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 16 damage	
Miss: 8 damage	
TRIGGERED ACTIONS	
Blood Feast • At-Will	
Trigger: The achree hits a bloodied creature with an attack.	
Effect (Free Action): One achree or achree spawn adjacent to the creature can make a basic attack against the creature.	
C Jaws of Death • Encounter	
Trigger: The achree spawn is reduced to 0 hit points.	
Attack (Free Action): The achree spawn makes a bite attack against each enemy adjacent to it.	
Str 20 (+15)	Dex 28 (+19)
Con 24 (+17)	Int 2 (+6)
	Cha 17 (+13)
Alignment chaotic evil	Languages understands abyssal

Note: Achree spawn (E3 *Prince of Undeath*) with updated damage expressions and Yeenoghu's Death Pack theme (*Demonomicon*).

ENCOUNTER 9: “REEF CATACOMBS” (CONTINUED)

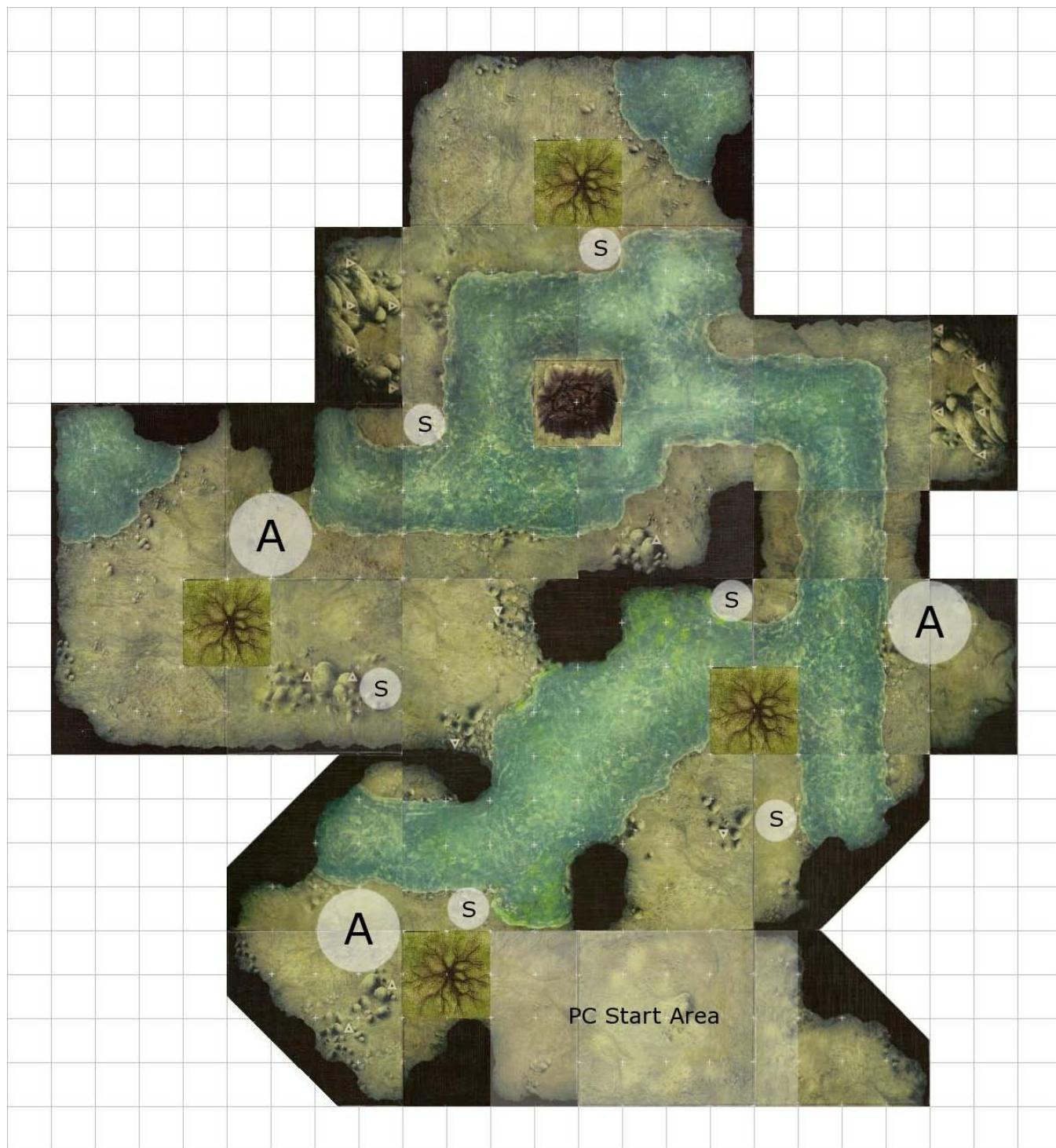
Corruption Cyst	Level 21 Blaster
Trap	XP 3,200
<i>The putrid blob of ichor pulses with necrotic energy.</i>	
Trap: The cyst is a physical manifestation of the corruption in the realm. Here, it has taken the form of a necrotic cyst that poisons the water and attacks any who approach. The cyst occupies a 2x2 area and is blocking terrain.	
Perception The corruption cyst is immediately visible, no skill check is necessary to perceive it.	
Additional Skills: Arcana or Nature ♦ DC 19: A character realizes that this cyst is a manifestation of the corruption that is tainting the realm. Although the cyst cannot be attacked directly, it might be destroyed by the cleansing of the foundation point.	
Trigger This trap activates when combat begins. The corruption cyst makes the following two attacks on Initiative counts 35 and 25 respectively.	
Attack 1 (acid) [35 initiative] <i>Attack:</i> Area burst 2 within 10 (non-demon creatures in burst); +24 vs. Reflex; this attack can originate from any of the submerged trees instead of from the cyst itself. <i>Hit:</i> 3d8 + 9 acid damage, and ongoing 15 acid damage (save ends).	
Attack 2 (necrotic) [25 initiative] <i>Attack:</i> Close burst 3 (non-demon creatures in burst); +24 vs. Fortitude <i>Hit:</i> 4d8 + 9 necrotic damage, and the target is pushed 3 squares.	
Countermeasures The corruption cyst may only be disabled by the cleansing of the foundation point. The foundation point is cleansed by the completion of the sigil puzzle. See the encounter description for more details.	

Note: Custom hazard based on the phantom hunter trap (DMG2) with a few adjustments.

ENCOUNTER 9: “REEF CATACOMBS” MAP

TILE SETS NEEDED

Caves of Carnage x2, Sinister Woods x2 (trees)



ENCOUNTER 10: WASTELAND OF BURNT BLOOD

ENCOUNTER LEVEL 22 (19800 XP)

SETUP

This encounter includes the following creatures and traps:

- 1 demonstone obelisk (O)
- 2 writhing crags (level 22) (C)

The PCs are deposited upon the slopes of a mountain in the middle of the Wasteland of Burnt Blood, where Corellon once battled Gruumsh.

The sizzling stretch of badlands dotted with pools of boiling blood is a stark contrast to Arvandor's majestic forests. Groups of maddened ruesti battle with demons and one another all around you. Along the slopes of the mountain on which you stand, three huge black obelisks jut out of the landscape like wicked fangs.

At the mount's summit, Corellon himself is engaged in battle, sending chunks of black rock and bodies of his victims raining down the slope.

Each PC gains the benefit of a short rest before arriving in the wasteland as Arvandor invigorates them during their journey.

PCs can make DC 26 Arcana, History, or Religion checks to realize that this is the very mountain atop which Corellon battled Gruumsh and emerged the victor.

By now, many of the ruesti that had been poisoned earlier in the day have progressed to the later levels of the infliction and have gone mad, attacking everything in sight. Describe scenes in which flying demons are knocked out of the sky by volleys of arrows as a tip-off that flying creatures may draw too much attention to themselves in this encounter.

The writhing crags currently have *stone body* active and deliberately appear exactly like the demonstone obelisk. Noticing the difference is very difficult, even for characters with high Perception scores. The base DC for passive Perception is 36, out to a distance of 5 squares from a writhing crag. For each square beyond 5, the Perception DC increases by 1. A character who actively attempts to study the "three black obelisks" may attempt an active Perception check against the same DC (36 within 5 squares, +1 for each additional square).

Roll initiative when the PCs come within 10 squares of either the obelisk or one of the writhing crags.

All three begin to glow and to the PCs, it may seem that three traps have activated.

CORRUPTED GROUND

The entire area is considered corrupted ground for as long as the demonstone obelisk exists. Until the trap is disabled, all demons in the encounter gain resist 15 all and gain a +1 bonus to rolls to recharge their powers. While this is a powerful effect, it is intended to serve as encouragement for the PCs to focus on disabling the trap as their highest priority. Make it very clear to the players that the mere existence of the trap gives the demons additional resilience and power.

SIGIL PUZZLE

The rules and mechanics for the sigil puzzle at each of the three foundation points are detailed in Appendix 2. Keep this appendix close at hand while running each of these three encounters.

Throughout the encounter, encourage the players to disable the trap as their first priority (rather than killing the enemies and then disabling the trap), as time is of the essence. Convey Arvandor's urging throughout the encounter.

The first time any individual PC successfully disables a corrupted sigil (solving one piece of the puzzle) while demons remain, that PC regains a healing surge. Each PC may only regain one surge in this way in this encounter. If demons remain when the puzzle is completed, the PC who completed the puzzle gains a bonus Action Point. These rewards are designed to encourage the players to interact with the puzzle during combat. Do not reward the players if they find loopholes, or solve the puzzle only after nearly all of the danger has been eliminated.

Once the players have solved the puzzle, be sure to take away the player handout before moving on to the next encounter so that they don't use the old puzzle to reverse engineer the new puzzle (as their PCs won't have the old puzzle to look at when solving the new one).

Distribute **Player Handout 4** when someone first examines the sigil puzzle in this encounter. The puzzle is located directly on the obelisk on the map (the one that *isn't* a withering crag), and occupies all nine squares for purposes of determining adjacency.

FEATURES OF THE AREA

This area has a few important features.

Augmented Blood Rock: The rocks that occupy more than 1 square on the map are 5 feet (1 square) high. Creatures may climb up onto the rocks with ease.

The rocks function as a more powerful version of blood rock: creatures standing upon them may score a critical hit on an attack roll of 18 - 20. (The attack still has to hit; only a natural 20 is an automatic hit.)

Blood Pools: The pools of water on the map designate pools of boiling blood and are both difficult and hazardous terrain. Any creature that enters or ends its turn in a pool takes 20 fire and acid damage and begins sinking into the pool, becoming restrained (save ends or until freed).

First Failed Saving Throw: The creature instead becomes petrified (save ends) and the damage it takes increases to 40 per round (20 after the resistance granted by the petrified condition). Another character can drag a petrified ally out of the blood pool with a move action and a DC 19 Athletics check (the dragging character does not move, but pulls the ally to any adjacent square outside the pool). Teleportation effects can also be used to rescue petrified characters by getting them out of the pool before they melt.

Second Failed Saving Throw: The creature melts away into slag and dies.

Obelisk: The withering crags and the demonstone obelisk are indicated by the large black 3x3 squares on the map. The square without a "C" is the real obelisk. It is recommended that you use the same tile for all three to maintain the surprise until the PCs discover which "obelisks" are actually the withering crags.

Unwanted Attention: Any PC that flies more than 5 squares above the ground draws the unwanted attention of maddened *ruesti* nearby. If a PC ends his turn flying more than 5 squares above the ground, a group of maddened nearby *ruesti* attack the PC with a volley of arrows: +27 vs. Reflex; 3d10 + 15 damage and the target is knocked prone. (When a flying creature is knocked prone, it falls. If that creature is a mount, the rider isn't automatically dismounted unless the mount crashes at the end of the fall.)

Wasteland of Burnt Blood: The Wasteland of Burnt Blood is infused with memories of Gruumsh's fury and power. All creatures in the area gain a +2 bonus to damage rolls and suffer a -2 penalty to AC. For bloodied creatures, this bonus and penalty instead become +5 and -5, respectively. (The demonstone obelisk is immune, but the writhing crags are subject to this effect, which is not included in their stat blocks.)

TACTICS

Unless they've been detected, the writhing crags wait until multiple PCs come within reach and then open with *triple reach* to grab as many PCs as possible following by *reel* to pull them adjacent. If their cover is

blown, the writhing crags use *earth glide* to move into position and attack. If already grabbing PCs, they use *flailing tentacles* and *stone-melding slam* to control the battlefield. If possible, they try to slide the PCs into the pools of blood with *flailing tentacles*. They try to keep as many PCs adjacent to them as possible so as to make the best use of their *soul stealer aura*. Remember that the writhing crags have *earth glide*, meaning they can move through earth with no difficulty. Use this to their advantage to gain advantageous position against the PCs. The writhing crags are acutely aware of the blood rock stones, and will glide up on top of them to reap the benefits.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the hit points of the writhing crags by 32 each. Also, one of the 5 corrupted sigils in the sigil puzzle is already glowing (meaning only 4 more need to be identified).

Six PCs: Increase the hit points of the writhing crags by 32 each.

ENDING THE ENCOUNTER

The encounter is over when the PCs cleanse the sigil. If the PCs are having fun and you aren't short on time, take the time to let them finish off the demons before moving on. Either way, when the foundation point has been cleansed, proceed to Encounter 11.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Amongst the wreckage of one of the writhing crags, the PCs see several petrified, shattered bodies that might once have been *ruesti*. Several of their magic items survived, however, including a *stag helm* (level 25) and a pair of *resplendent gloves*.

ENCOUNTER 10: “WASTELAND OF BURNT BLOOD”

Writhing Crag	Level 22 Elite Soldier
Huge elemental magical beast (demon, earth)	XP 8,300
HP 418; Bloodied 209	Initiative +20
AC 38, Fortitude 36, Reflex 30, Will 34	Perception +17
Speed 6 (earth glide), climb 6 (spider climb)	All-around vision
Immune petrification	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the writhing crag makes a basic attack against the target with a +5 bonus on the attack roll and damage roll.	
Tentacle Grab	
A writhing crag can attack and grab with up to three tentacles at a time. While grabbing an enemy, it can act normally, but can't use that tentacle for another attack. Enemies can attack the tentacle to make the writhing crag let go of a grabbed creature; the tentacle's defenses are the same as the crag's. An attack that hits a tentacle does not harm the writhing crag but causes it to let go and retract the tentacle. A writhing crag has 5 tentacles.	
STANDARD ACTIONS	
m Stone Reach • At-Will	
Attack: Melee 5 (one creature); +28 vs. AC	
Hit: 4d8 + 16 damage, and the target is grabbed.	
M Triple Reach • At-Will	
The writhing crag makes three <i>stone reach</i> attacks.	
M Flailing Tentacles • Recharge 5-6	
Attack: Melee 5 (one or two creatures); +28 vs. AC	
Hit: 5d8 + 16 damage, and the writhing crag slides the target 5 squares and knocks it prone. Each enemy adjacent to the target and within the writhing crag's reach (5 squares) takes 10 damage.	
M Stone-Melding Slam • Recharge 6	
Attack: Melee 5 (one creature adjacent to a rock or stone surface); +28 vs. Fortitude or Reflex (whichever is lower)	
Hit: 5d8 + 16 damage, and the target is partly absorbed into the surface, causing it to become immobilized (save ends).	
First Failed Saving Throw: The target is restrained (save ends).	
Second Failed Saving Throw: The target is drawn entirely into the stone, leaving a faint imprint, and is petrified (no save). When the writhing crag is killed, any petrified characters can be retrieved.	
Stone Body • Encounter	
A writhing crag that does not move and retracts its tentacles resembles a jagged rock formation, stalagmite, or stalactite. In this form, the writhing crag can be recognized only with a successful DC 36 Perception check.	
MINOR ACTIONS	
C Reel • At-Will	
Attack: Close burst 5 (grabbed creatures in burst); +28 vs. Fortitude	
Hit: The target is pulled 5 squares.	
Str 28 (+20)	Dex 20 (+16)
Con 25 (+18)	Int 13 (+12)
	Wis 22 (+17)
	Cha 23 (+17)
Alignment evil	Languages abyssal, primordial

Note: Writhing crag (*Plane Below*) with updated damage expressions and variable resistance replaced (*Demonomicon*).

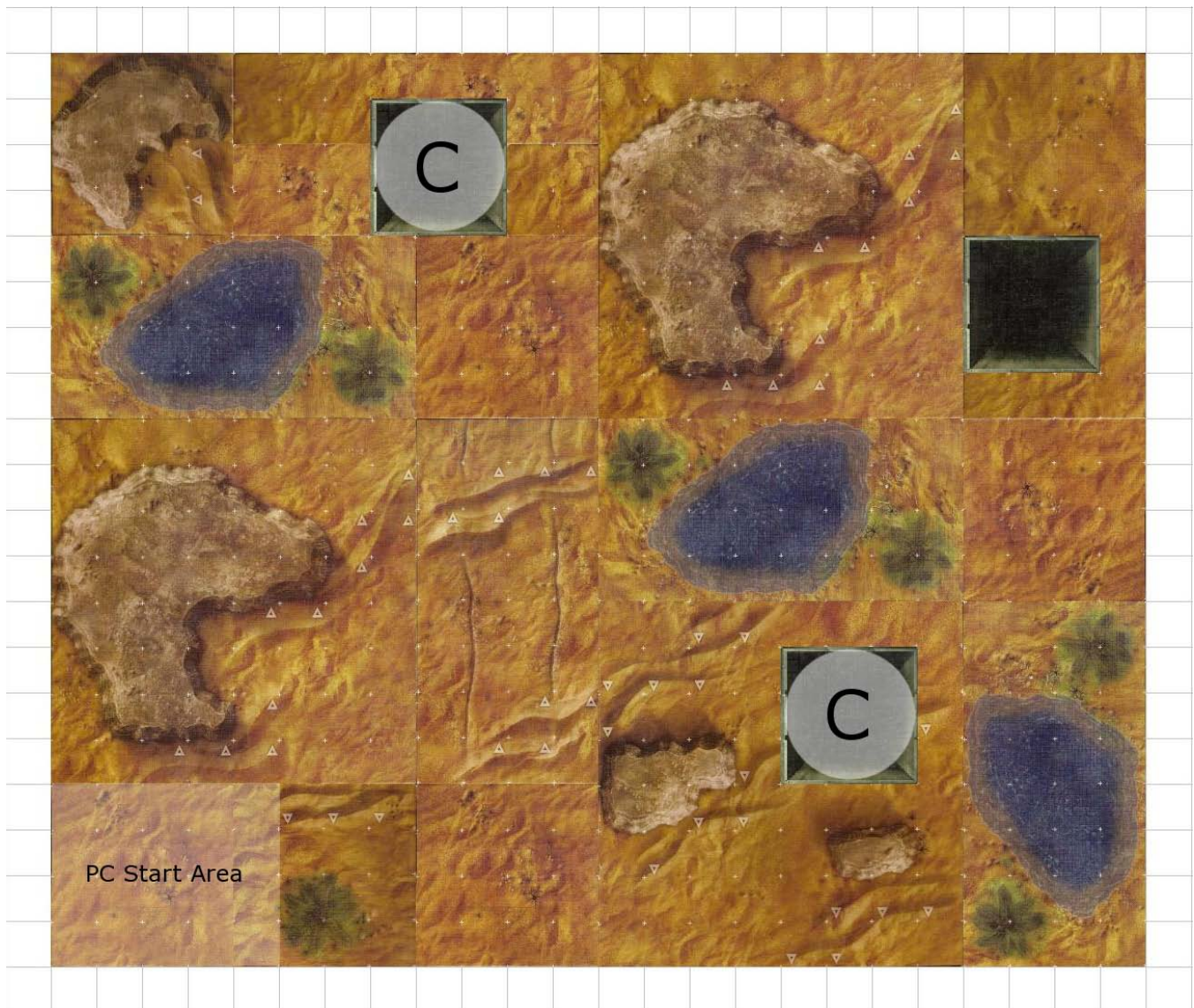
Demonstone Obelisk	Level 21 Blaster
Trap	XP 3,200
<i>An upright slab of black stone is shrouded in blood-red haze.</i>	
Trap: The demonstone obelisk blasts its opponents with demonic energy and clouds the minds of creatures that approach it, causing them to lash out at their allies. The obelisk occupies a 3x3 area and is blocking terrain.	
Perception	
The obelisk is immediately visible; no check is necessary to perceive it.	
Additional Skills: Arcana or History	
♦ DC 26: The obelisk channels the raw essence of the Abyss. It radiates evil, and it can overwhelm the senses of creatures that draw too close. Although it cannot be attacked directly, it might be destroyed by the cleansing of the foundation point.	
Trigger	
This trap activates when combat begins. The demonstone obelisk makes the following two attacks on Initiative counts 35 and 25 respectively.	
Attack 1 (fire, necrotic) [35 initiative]	
Attack: Close burst 10 (three enemies in burst); +26 vs. Will	
Hit: 3d8 + 9 fire and necrotic damage, and the target is knocked prone and takes ongoing 15 fire and necrotic damage (save ends).	
Attack 2 (charm) [25 initiative]	
Attack: Close burst 3 (non-demon creatures in burst); +24 vs. Will	
Hit: The target moves its speed and makes a basic attack against the nearest creature. If the target can charge the nearest creature, it does that instead. If the target cannot attack, it makes a double move toward the nearest creature.	
Miss: 15 damage and the target is pushed 2 squares.	
Countermeasures	
The demonstone obelisk may only be disabled by the cleansing of the foundation point. The foundation point is cleansed by the completion of the sigil puzzle. See the encounter description for more details.	

Note: Custom hazard based on the phantom hunter trap (DMG2) and slaughter monolith (*Demonomicon*) with a few adjustments.

ENCOUNTER 10: “WASTELAND OF BURNT BLOOD” MAP

TILE SETS NEEDED

Desert of Athas x3, DTMS - The Dungeon x2 (obelisks)



ENCOUNTER 11: FINAL SHOWDOWN

ENCOUNTER LEVEL 24 (33550 XP)

SETUP

This encounter includes the following creatures and traps:

- 1 Karadrach, corruption angel (K)
- 2 hezrou (H)
- 12 mezzodemon sycophants (M)
- 1 corrupted Corellon hazard (C)

With Arvandor cleansed, the heroes are faced with cleansing Corellon of the poison that has by now driven him mad.

The invigorating presence of Arvandor once again fills your senses. You become aware of Corellon engaged in furious battle at the mountain's summit. Lost now to the influence of the malign poison, the First of the Seldarine fights indiscriminately with blade and spell.

Hints of the Words of Creation dance at the edges of your mind. Syllables of the Words align and phrases come together, too potent to comprehend, but the idea itself couldn't be more clear: first scribe a circle of cleansing into the ground at the mountain's summit, then coerce Corellon into it, and finally, power the circle with any magic or sheer force of will you can muster to free the god's poisoned mind.

As your awareness returns to normal, the sense of urgency intensifies. Cure the Lord of Arvandor, and quickly, before his madness becomes permanent, and he destroys all he has created.

The PCs are cleansed of their poison and gain the benefits of a short rest one last time. Those PCs devoted to a divine being or primal spirit suddenly begin to feel their patron's awareness and exhortation to save the First of the Seldarine from this madness. Be creative in coming up with appropriate descriptions whenever possible. Even those entities who are not friendly with Corellon do not wish to see him left insane, as he would pose a grave threat to all of creation in his current state.

This encounter consists of both a combat and a skill challenge. The skill challenge involves cleansing Corellon of the poison that afflicts him. The combat involves fending off Karadrach and his demonic servants and avoiding Corellon's wild attacks as the PCs try to cleanse him. The skill challenge consists of four

scenes and begins immediately. The combat begins during Scene Two.

SKILL CHALLENGE: CLEANSE CORELLON

Goal: The PCs must cleanse Corellon of his poison.

Complexity: 2 (Special, see below)

Primary Skills: Varies (see below). If a PC makes a strong case for using a skill not mentioned below, use your discretion in determining its effectiveness.

Victory: The PCs cleanse Corellon, saving both his life and the realm of Arvandor.

Defeat: The PCs cannot fail the skill challenge directly. Instead, failures either bestow a negative effect on the PCs or cause them damage. The PCs fail only if they all perish.

The penalties for failure vary from scene to scene, but in some cases, PCs lose healing surges for failure. If a PC that has no healing surges remaining is forced to lose a healing surge, that PC instead takes his surge value in damage.

Use your discretion in rewarding the clever use of powers or rituals. Remind the PCs that time is at a premium, and even minutes could be critical, but reward creativity when appropriate.

SCENE ONE – UP THE MOUNT (1 CHECK PER PC)

The PCs make their way through waves of maddened *ruesti* to the crest of the mountain. Each PC must attempt one of the listed skill checks to complete this scene; however, all PCs proceed to Scene 2 regardless of their success or failure. Don't put the PCs on the battle map until after this scene. Scene Two is when the combat encounter really begins.

Bedlam reigns on the slope above you. The sky swirls with frightful wind and blasts of energy. Ruesti, demons, and abominations fight in a grand fracas. The steep, treacherous path is blocked by battles and awash with displays of magical and martial might.

It does not matter how the PCs ascend the mountain. Groups of maddened *ruesti* armed with bows make flying just as perilous as running, if not more so.

There are no DCs listed for the skill checks, because each PC completes the scene after one check regardless of success or failure. Instead, each character's individual degree of success determines what happens to that character at the beginning of Scene Two.

Acrobatics/Athletics/Endurance (special)

The character leaps, barrels, or dodges through, over, or past the adversaries.

Bluff/Intimidate (special)

The character cows or deceives his opponents to make his way through.

Stealth (special)

The character sneaks past the more dangerous troubles.

The results of each character's individual check determine how that character enters Scene Two.

- If the character **beat the Hard DC**, the character does not lose a healing surge, and gains a +5 bonus to his or her initiative check at the beginning of Scene Two.
- If the character **beat the Moderate DC** but did not beat the Hard DC, the character does not lose a healing surge, and rolls initiative normally during Scene Two.
- If the character **beat the Easy DC** but did not beat the Moderate DC, the character loses 1 healing surge and suffers a -5 penalty to his or her initiative check at the beginning of Scene Two.
- If the character **did not beat the Easy DC**, the character loses 1 healing surge, suffers a -10 penalty to his or her initiative check at the beginning of Scene Two, and is dazed (no save) on his or her first turn (the dazed condition ends automatically at the end of the character's first turn, but it cannot be ended by any other means).

SCENE TWO – CIRCLE OF CLEANSING (SPECIAL)

The PCs scribe the ritual circle for the cleansing ritual into the ground.

The summit is a battered plateau of black rock and rubble, awash with streams of boiling blood and the bodies of the slain. Corellon stands in the center, unleashing a torrent of magical energy at a group of demons in the distance before turning to face you.

Hulking, toad-like creatures dripping slime stand amidst six-limbed insectoid demons wielding tridents. Each of the demons has a different, now-familiar sigil carved into its carapace. A large humanoid figure draped in tattered grey robes is held aloft by wings of sickly green light. It hefts a bronze falchion inlaid with the sigils you so recently cleansed and points menacingly in your direction.

In this scene, the PCs must work together to scribe a ritual circle into the ground. Combat also begins during this scene as the PCs face attacks from Corellon as well as the demons. Roll initiative as the scene begins. Note that only 6 mezzodemon sycophants are present at the start of combat. The other 6 arrive during Scene 4.

At least half of the PCs must successfully contribute to the skill challenge in a single round in order to succeed in this scene. Thus, if fewer than half of the PCs attempt to contribute towards the skill challenge in a given round, they have no chance of success in the scene during that round. Characters must have completed Scene 1 and be adjacent to the location of the circle on the battle map to contribute.

While the PCs can scribe this circle anywhere on the map, remind them that they will have to force Corellon into the circle. Placing the circle in a specific location may make the ritual much easier for the PCs during a later Scene (see below). The ritual circle is a 2x2 square. We strongly recommend that you prepare an additional tile indicating the circle so that the players can better visualize its location.

History DC 26 or Insight DC 35 (minor action; not a success or failure)

The character realizes that in his madness, Corellon is reliving his infamous battle with Gruumsh, and can determine the specific location on the Mount where Corellon defeated Gruumsh.

Corellon cut out Gruumsh's eye between the two largest rocks on the mountain's summit (on the bottom right section of the map). A ritual circle drawn in this location would be more potent in cleansing Corellon.

The following primary skills can be used to draw the circle. A character must spend a minor action to channel energy or physically draw the circle on his or her turn to make a primary skill check. Again, at least half of the PCs must successfully contribute during the same round in order to complete this scene. Characters who have not yet completed Scene 1 are not on the battle map and cannot contribute, but they still count as members of the party. Roll initiative for everyone at the same time. If a character arrives from Scene 1 after the fight has already started, that PC enters the battle map from the corner marked as the PC starting area.

Arcana, Nature, or Religion DC 26 (minor action; 1 success)

The character channels arcane, divine, or primal energy into the creation of the circle.

Endurance DC 19 or Thievery DC 26 (minor action; 1 success)

Through force of will or a steady hand, the PC helps carve the circle into the earth.

Success: When the PCs complete this scene, each PC that contributed a successful skill check during the round in which the circle was completed regains a lost healing surge as the circle invigorates them.

SCENE THREE – POSITIONING CORELLON (SPECIAL)

The PCs force Corellon into the ritual circle so that they may perform the cleansing ritual.

The cleansing circle thrums with power, shedding soft yellow light from its outline in the dark stone. A scratched voice issues from the green-winged creature, “Shall all my efforts be undone so quickly? I think not, mortals.”

This scene is rather unique in that the PCs must force Corellon into the ritual circle. In order to succeed at this scene, the PCs must simply maneuver Corellon such that his space is entirely within that of the ritual circle. They may accomplish this through standard means of teleportation or forced movement, or by using the skills listed below.

Although insane, Corellon is not stupid. He is aware that the PCs are trying to force him into the ritual circle and thus, it cannot be good for him. Avoid having him simply walk into the circle, but on the other hand, in the interest of time, don’t make it too hard on the PCs.

Each failure in this scene enrages Corellon further, granting him a free *vorp* attack against the nearest target. Note that there is no set number of successful skill checks needed to complete this scene; rather, each successful check enables the PC to move Corellon as described for that skill. The scene ends when the PCs trap Corellon inside the cleansing circle.

Bluff DC 19 (minor action)

The character draws Corellon’s attention. On a success, the PC may pull Corellon 1 square, plus 1 square for each full 5 points by which the DC is exceeded. The character must be within 5 squares of Corellon in order to attempt this check.

Athletics or Intimidate DC 26 (minor action)

The character forces Corellon to backpedal. On a success, the PC may push Corellon 1 square, plus 1 square for each full 5 points by which the DC is exceeded. The character must be within 5 squares of Corellon in order to attempt an Intimidate check, or

adjacent to Corellon in order to attempt an Athletics check.

Arcana, Nature, or Religion DC 26 (minor action)

The character channels arcane, divine, or primal energy into the circle, which slides Corellon nearer to the circle. On a success, the PC may slide Corellon 1 square, plus 1 square for each full 5 points by which the DC is exceeded. A character must be within 5 squares of the cleansing circle in order to attempt this check.

Success: When the PCs complete this scene, each PC that contributed at least one successful skill check to move Corellon regains an expended encounter power.

SCENE FOUR – CLEANSING RITUAL (4 TO 6 SUCCESSES)

The PCs perform the ritual to cleanse Corellon, while Karadrach and his minions redouble their efforts.

Light explodes from the cleansing circle as it encases the Lord of Arvandor in a sphere of yellow light. Familiar sigils orbit the surface of the sphere.

The robed figure throws back its hood, uncovering an angelic face with pure-black eyes that weep tears of poison. A cruel smile plays over its lips. “Your skill and persistence do you credit, mortals. And yet, the gambit is not complete.”

At this point, the other 6 mezzodemon sycophants join the fray. The ritual circle keeps Corellon immobilized within it, but he is still capable of attacking as normal. When the PCs defeat Karadrach, he disincorporates and his remaining minions disappear.

As you land what should be the killing blow, the angel vanishes. The sound of its rasping voice echoes from the distance. “Savor your victory while you can, mortals. You are but insects before the great mistress. When our paths cross again, you may call me Karadrach.”

The PCs must make a total number of successful primary skill checks equal to the number of PCs (although not every PC has to contribute, so long as the total is reached). In this scene, the PCs may attempt skill checks using either minor actions or standard actions. Ask the player before each check if the character wishes to use a minor action against a harder DC, or a standard action against an easier DC. In the skill descriptions below, the number before the slash is the “take your time” (standard action) DC, while the number after the slash is the “try to do it faster” (minor action) DC.

PCs must be adjacent to the cleansing circle in order to make primary skill checks in this scene. Keep

Corellon in the initiative order, as he may still make attacks against those PCs within his reach.

Each failure on a skill check in this scene costs the PC one healing surge as his or her energy is drained by channeling the ritual. If the character is out of surges, the character instead takes damage equal to his or her surge value.

If the PCs scribed the ritual circle between the two large rocks on the map (per the History/Insight check in Scene 2), they gain a +5 bonus on all skill checks during this scene. Any PC who speaks Supernal or Abyssal also gains a +5 bonus to checks during this scene. These two bonuses are cumulative.

Arcana or Religion DC 19/35 (standard/minor action, 1 success, no maximum)

The character uses the circle of cleansing to combat the magical nature of the corruption.

Diplomacy or Insight DC 19/35 (standard/minor action, 1 success, maximum 3 successes total)

The character appeals to Corellon's true nature beneath the madness, urging him to fight the effects of the corruption in harmony with the heroes' efforts. Characters who are worshippers of Corellon gain a +5 bonus on this check. Those who worship non-elven / non-eladrin deities suffer a -5 penalty.

Endurance DC 19/26 (standard/minor action, 1 success, no maximum)

The character channels life essence into the ritual to empower it. Attempting this skill costs a healing surge before success or failure is determined.

Heal or Nature DC 19/35 (standard/minor action, 1 success, no maximum)

The character makes use of healing and poison lore to combat the physical nature of the poison.

FEATURES OF THE AREA

Augmented Blood Rock: The rocks that occupy more than 1 square on the map are 5 feet (1 square) high. Creatures may climb up onto the rocks with ease. The rocks function as a more powerful version of blood rock: creatures standing upon them may score a critical hit on an attack roll of 18 - 20. (The attack still has to hit; only a natural 20 is an automatic hit.)

Blood Pools: The pools of water on the map designate pools of boiling blood and are both difficult and hazardous terrain. Any creature that enters or ends its turn in a pool takes 20 fire and acid damage and

begins sinking into the pool, becoming restrained (save ends or until freed).

First Failed Saving Throw: The creature instead becomes petrified (save ends) and the damage it takes increases to 40 per round (20 after the resistance granted by the petrified condition). Another character can drag a petrified ally out of the blood pool with a move action and a DC 19 Athletics check (the dragging character does not move, but pulls the ally to any adjacent square outside the pool). Teleportation effects can also be used to rescue petrified characters by getting them out of the pool before they melt.

Second Failed Saving Throw: The creature melts away into slag and dies.

Wasteland of Burnt Blood: The Wasteland of Burnt Blood is infused with memories of Gruumsh's fury and power. All creatures in the area gain a +2 bonus to damage rolls and suffer a -2 penalty to AC. For bloodied creatures, the bonus and penalty instead become +5 and -5, respectively. (This is not included in any of the stat blocks. Karadrach is immune to this effect, but all of the demons and Corellon are affected.)

TACTICS

Karadrach employs hit-and-run tactics during the first two scenes of the skill challenge, making use of *treacherous escape* and *foresight* to avoid attacks. He keeps his minions nearby so that he can use them as shields. He enters melee to use *memory blade* when the opportunity presents itself and uses *roaring revelation* when he can target a number of PCs. He uses *lash of fury* to grant the hezrous additional attacks.

If all 6 of the first wave of mezzodemon sycophants are killed before Scene 4 of the skill challenge, Karadrach flees and returns with the next wave when Scene 4 begins. Do what you can to prevent the PCs from eliminating Karadrach too early; he should be a constant threat throughout the skill challenge.

The mezzodemon sycophants enter melee at the earliest opportunity but try to remain within 10 squares of Karadrach so that they can sacrifice themselves should he sustain damage. They strive to get as close to the PCs as possible so that when they sacrifice themselves using *for the master*, they can hit nearby PCs with their *final spew*. A DC 26 Perception check notices that the mezzodemons (not Karadrach) are spending actions to redirect damage. While this ability is designed to keep Karadrach in play, some players may find it frustrating. Guide them towards the tactic of killing off the sycophants before wasting attacks on Karadrach, or focusing more of their efforts on cleansing Corellon.

The hezrous attack single-mindedly, using *poisonous exhalation* against grouped-up PCs. They use *spell eater* to destroy any troublesome zones, and *abyssal transference* if Karadrach is surrounded or otherwise in trouble.

SCALING THE ENCOUNTER

Make the following adjustments to the combat:

Four PCs: Remove a hezrou.

Six PCs: Add another hezrou or six more mezzodemon sycophants (your choice).

ENDING THE ENCOUNTER

After the PCs complete Scene 4 of the skill challenge and Karadrach flees, proceed to the conclusion. Remember that when Karadrach discorporates, any remaining demons disappear.

MILESTONE AND TREASURE

This encounter concludes the adventure, so it doesn't really matter (but hey, it counts toward a milestone).

ENCOUNTER 11: “FINAL SHOWDOWN”

Karadrach, Corruption Angel	Level 22 Elite Controller
Large immortal humanoid (angel)	XP 8,300
HP 408; Bloodied 204	Initiative +20
AC 36, Fortitude 34, Reflex 34, Will 36	Perception +23
Speed 6, fly 8 (hover)	Darkvision
Immune disease, fear; Resist 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Angelic Presence	
Attacks against Karadrach take a -2 penalty. When Karadrach is bloodied, the penalty increases to -4.	
STANDARD ACTIONS	
m Memory Blade (psychic) • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 5d8 + 14 psychic damage, and the target cannot use encounter or daily powers until the end of Karadrach's next turn.	
R Mind Lash (psychic) • At-Will	
Attack: Ranged 10 (one creature); +25 vs. Will	
Hit: 3d8 + 16 psychic damage, and the target is dazed until the end of Karadrach's next turn.	
C Roaring Revelation (psychic, thunder) • Encounter	
Attack: Close burst 5 (enemies in burst); +23 vs. Fortitude	
Hit: 4d8 + 9 psychic and thunder damage, and the target is stunned until the end of Karadrach's next turn.	
Double Attack • At-Will	
Karadrach makes two <i>memory blade</i> attacks, two <i>mind lash</i> attacks, or one <i>memory blade</i> and one <i>mind lash</i> attack.	
MOVE ACTIONS	
Treacherous Escape (illusion, poison, teleportation, zone) • Recharge 6	
Effect: Karadrach creates an illusory duplicate of himself in his space, turns invisible until he attacks, and teleports 10 squares. If any creature attacks the illusion, it disappears and erupts in a burst 2 centered on the illusion, dealing 20 poison damage to all creatures in the burst.	
MINOR ACTIONS	
Lash of Fury • At-Will 1/round	
Effect: A demon within 10 squares of Karadrach takes 16 damage and then makes a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Foresight (teleportation) • Recharge 5-6	
Trigger: When targeted by an attack	
Effect (Immediate Interrupt): Karadrach teleports 4 squares and makes a <i>memory blade</i> attack.	
Bloodied Revelation • Encounter	
Trigger: Karadrach becomes bloodied	
Effect (No Action): <i>Roaring revelation</i> recharges, and Karadrach uses it.	
Skills Arcana +22, History +22, Stealth +20	
Str 22 (+17) Dex 18 (+15) Wis 23 (+17)	
Con 20 (+16) Int 23 (+17) Cha 27 (+19)	
Alignment chaotic evil Languages All	
Equipment: memory sword, cloak of angels, chainmail	

Note: Angel of Secrets (E1 *Death's Reach*) with updated damage expressions and demon summoner powers (*Demonomicon*).

Hezrou	Level 22 Brute
Large elemental humanoid (demon)	XP 4,150
HP 254; Bloodied 127	Initiative +17
AC 34, Fortitude 36, Reflex 33, Will 33	Perception +17
Speed 6, fly 4 (clumsy)	Darkvision
TRAITS	
O Noxious Stench (poison) • Aura 2	
Any enemy that makes an attack while in the aura takes 10 poison damage, or 20 poison damage while the hezrou is bloodied.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 4d10 + 10 damage.	
M Bite • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 6d12 + 10 damage.	
C Maddening Exhalation (psychic) • Encounter	
Attack: Close blast 5 (enemies in blast); +23 vs. Will	
Hit: 4d10 + 10 psychic damage, and the target is dazed and during its turn, must attack the enemy nearest to it at the start of its turn (save ends both).	
MOVE ACTIONS	
Abyssal Transference (teleportation) • Encounter	
Effect: If the hezrou and Karadrach are within 10 squares of each other, the hezrou swaps positions with Karadrach.	
MINOR ACTIONS	
C Spell Eater (psychic) • Recharge 6	
Attack: Close blast 5 (one zone in burst); +25 vs. Will of the zone's creator	
Hit: The zone is destroyed, and the hezrou recharges a power of its choice.	
Skills Arcana +23, Bluff +24, Insight +22, Intimidate +24	
Str 25 (+18) Dex 13 (+12) Wis 23 (+17)	
Con 23 (+17) Int 23 (+17) Cha 27 (+19)	
Alignment chaotic evil Languages Abyssal, Common	

Note: Hezrou (*Monster Vault*) with variable resistance replaced and demon summoner powers (*Demonomicon*).

ENCOUNTER 11: “FINAL SHOWDOWN” (CONTINUED)

Mezzodemon Sycophant	21 Minion Soldier
Medium elemental humanoid (demon)	XP 800
HP 1; a missed attack never damages a minion	Initiative +18
AC 37, Fortitude 31, Reflex 34, Will 35	Perception +19
Speed 6	Darkvision
Resist 20 poison	
TRAITS	
Opportunistic Trident • Aura 1	
At the start of the sycophant's turn, it deals 15 damage to each adjacent enemy granting it combat advantage.	
STANDARD ACTIONS	
m Trident • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 15 damage.	
r Thrown Trident • At-Will	
Attack: Ranged 10 (one creature); +26 vs. AC	
Hit: 15 damage.	
TRIGGERED ACTIONS	
C Final Spew (poison)	
Trigger: The sycophant drops to 0 hit points or fewer.	
Attack (No Action): Close blast 3 (creatures in blast); +24 vs. Fortitude	
Hit: The target is blinded and takes ongoing 15 poison damage (save ends both).	
For the Master • Encounter	
Trigger: Karadrach is within 10 squares of the sycophant and takes damage.	
Effect (Immediate Interrupt): The sycophant takes the triggering damage instead.	
Str 16 (+13)	Dex 23 (+16)
Con 17 (+13)	Int 20 (+15)
	Wis 19 (+14)
	Cha 25 (+17)
Alignment chaotic evil	Languages Abyssal
Equipment trident	

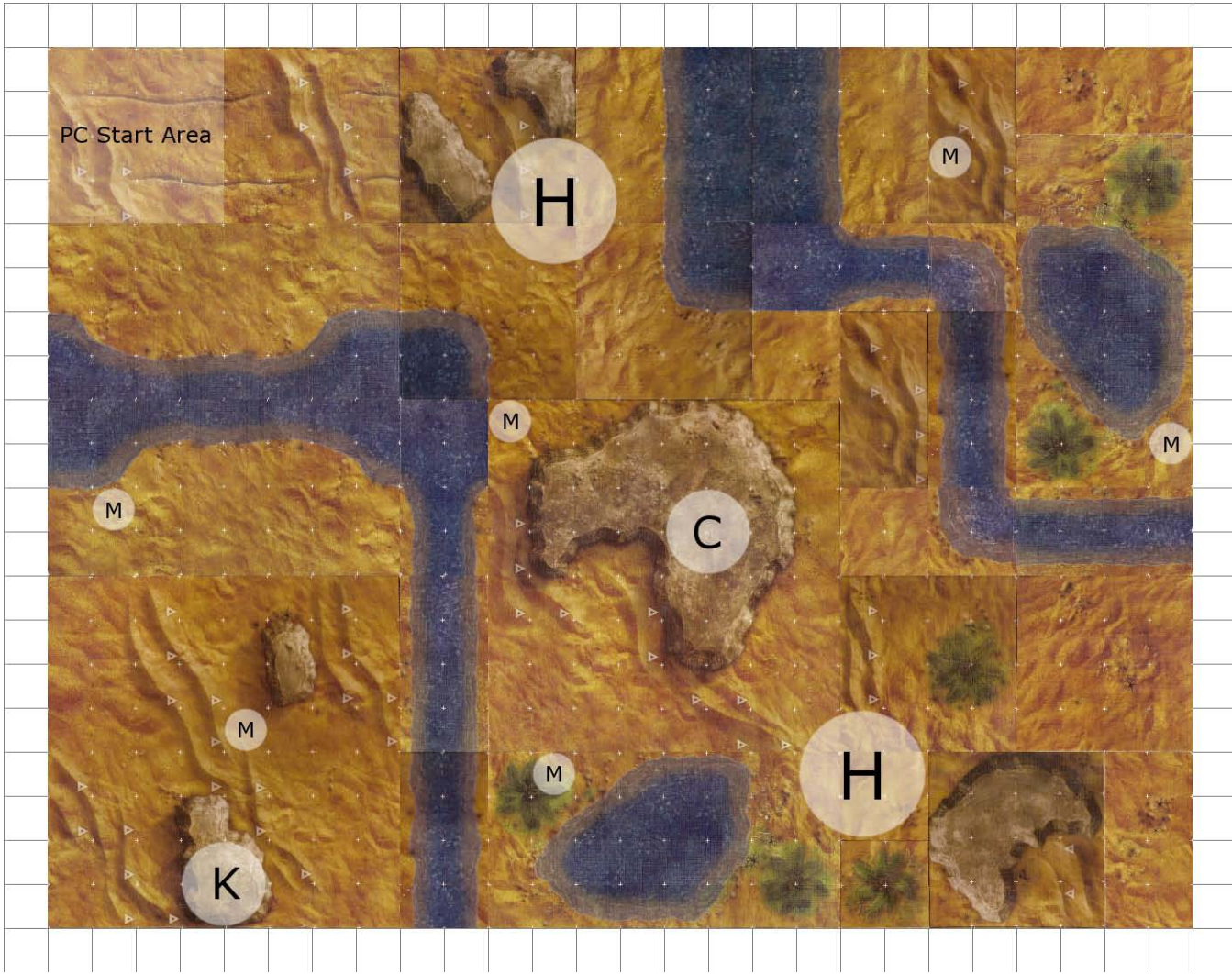
Note: Mezzodemon sycophant (*Demonomicon*) with variable resistance replaced, ranged attack added, and demon summoner powers (*Demonomicon*).

Corrupted Corellon	Level 21 Blaster
Hazard	XP 4,150
<i>The eladrin god attacks everything in his path in a maddened frenzy.</i>	
Hazard: Corellon has succumbed to the poison and gone mad, reliving his infamous battle with Gruumsh. He attacks everything in his path.	
Perception	
Corellon is immediately visible, no check is necessary to perceive him.	
Additional Skills: Insight	
♦ DC 19: Corellon appears to be severely weakened.	
♦ DC 26: Corellon is gripped by madness and appears to be reliving a battle, occasionally making attacks and subtle parries against remembered foes. While his foes appear to be hallucinatory, his attacks are anything but.	
Trigger	
This hazard activates when combat begins. Corellon acts twice per round, at initiative count 40 and initiative count 25. On each of his turns, he may choose one of the following three attacks, moving up to 6 squares before attacking if necessary. Corellon chooses his targets at random. Use your discretion in selecting Corellon's targets and attacks to adjust the difficulty of the combat as necessary. It is recommended that he begins by attacking the PCs. Avoid targeting minions with his attacks.	
Vorpal Doom • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 7d8 + 15 damage (critical 5d6 + 55 damage). This attack can score a critical hit on a roll of 19-20.	
Force Volley (force) • At-Will	
Attack: Ranged 20 (one, two, or three creatures); +24 vs. Reflex	
Hit: 6d6 + 15 damage (critical 5d6 + 45 damage), and the target is dazed until the end of its next turn.	
Waves of Languor (charm, psychic) • Recharge 5-6	
Attack: Close burst 3 (creatures in burst); +24 vs. Will	
Hit: 3d8 + 9 psychic damage (critical 5d6 + 33 damage), and the target is slowed and weakened (save ends both).	
First Failed Saving Throw: The target is instead unconscious (save ends).	
Countermeasures	
♦ Corellon can be attacked as normal and is treated as an enemy. Corellon's defenses are all 35.	
♦ Corellon can be subjected to effects and conditions, but any effects or conditions on Corellon automatically end at the end of each of his turns (even if a save could not normally end the effect).	
♦ Any effect that would remove Corellon from the battlefield (by shunting him to other planes or extradimensional spaces), or anything that has a “removed from play” effect, does not work on Corellon.	
♦ Corellon cannot take immediate or opportunity actions.	
♦ Corellon has infinite hit points for purposes of this encounter, so damage that he sustains is irrelevant.	

Note: Custom hazard with a combination of swordmage and wizard powers.

ENCOUNTER 11: “FINAL SHOWDOWN” MAP

TILE SETS NEEDED
Desert of Athas x3



CONCLUDING THE ADVENTURE

As you complete the ritual, the look of mad fury fades from the eladrin god's brilliant blue eyes, replaced with a deep sadness as he looks over the destruction done to his realm, some by his own hand. He mutters a brief intonation and an arcane pulse washes over the blackened mountainside, and down its slopes to the charred wasteland below. Almost instantly, the ruesti on the slopes drop their weapons and cease their fighting.

Corellon looks upon your group and manages a faint smile. "My friends, your heroism has earned my eternal gratitude. You have saved not only my realm, but my very existence, and for that, you shall be handsomely rewarded. However, I fear that this treachery is only the beginning. I have more to ask of all of you."

Corellon offers rewards to the PCs and asks them to undertake a quest to ascertain the source of this treacherous plot and put an end to it. Relate the following information to the players through their conversation with Corellon:

- Corellon has much work to do to repair the damage that was done to Arvandor.
- Corellon explains the secret behind Carceri. During the Dawn War, the gods created these abominations to battle the dawn titans. After the war, the spawning of the abominations could not be stopped, and the gods created the prison Carceri to seal them away. Corellon created a metaphysical funnel connecting Carceri to Arvandor so that should any abominations escape (and they do), they will instead appear within Arvandor. This is the very foundation of the Glorious Hunt.
- Although the abominations have been stopped, it is evident that the angel calling himself Karadrach somehow managed to take control of the funnel and has infused the powerful poison into the abominations themselves.
- Corellon has heard the name Karadrach. He was once an Angel of Secrets, an enigmatic divine servant tasked with guarding the knowledge of the Words of Creation. It seems clear that he has been corrupted by a powerful being, but Corellon does not know who the angel now serves and the PCs are unable to ascertain this either (regardless of Knowledge check results, rituals, etc.)
- The angel made a comment about "the mistress" when the PCs defeated him. Corellon warns the PCs that whoever Karadrach's mistress may be,

Karadrach's knowledge of the Words of Creation as their former guardian could only have made her far more dangerous.

- Although Karadrach's corruption of Arvandor enabled the poison to function as it did, Karadrach could not have been working alone. Whoever he serves has a great deal of knowledge about the Words of Creation and must be extremely powerful.
- Corellon asks that the PCs travel into Carceri, discover who is behind these attacks on Arvandor, and stop them at any cost.
- Corellon warns the PCs that Carceri is considered to be inescapable, and that although he asks them to enter, he cannot help them escape. Once they enter the Red Prison, they are truly on their own.
- A moongate to Carceri does exist in Arvandor. The PCs can find it in a large clearing in the Endless Forest (in fact, they may recognize it as the same moongate from Encounter 3).
- When the PCs travel through the moongate, the adventure is over. (PCs that refuse to enter at this time may find other hooks to draw them in during future adventures - try as they might, they cannot escape their destiny.)

TREASURE

- Any PC that wields *Faervian* and has **SPEC10** from *SPEC1-3 Ghosts of the Past: Siren's Lure* has proven himself as the true wielder of *Faervian*, and Corellon offers to unlock the weapon's full potential. The updated item statistics can be found in the story award **EPIC03**. This costs the PC one of his two Treasures from this adventure as well as a found-item slot.
- Corellon bestows his divine boon upon any PC that accepts it. This counts as one of the character's two Treasures from this adventure, but does not cost a found-item slot. This boon does not expire until the character completes his or her Epic Destiny; in other words, it lasts throughout the rest of the character's Epic Campaign experience.
- Corellon offers the PCs any Uncommon armor, weapon, implement, or neck slot item of level 24 or below, or any Uncommon item (regardless of slot) of level 22 or below. This costs the PC one of his or her two Treasure selections from the adventure as well as a found-item slot.
- The *ruesti* reward the PCs with gold and precious gemstones totaling 60 000 gp per PC. They also offer to upgrade a +4 enhancement bonus item to +5 for any character who wants this service.

REWARDS SUMMARY

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

EXPERIENCE POINTS AND GOLD

In the Epic Campaign, characters do not need to track XP. All characters reach level 22 upon completing this adventure (regardless of whether they died during the adventure or not).

Base Gold per PC

100 000 gp

(Encounter 3: 40 000 gp, Conclusion: 60 000 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.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

THREE ROUNDS, TWO TREASURES

The Living Forgotten Realms Epic Campaign consists of 10 three-round adventures, each of which covers a single level of the Epic tier of play. To keep the PCs’ rewards in line with the campaign’s expected advancement rate, the PCs have the opportunity to select TWO of the listed Treasures (including More Gold). We settled on two Treasures instead of three, because characters are really not expected to find three magic items per level, even at the Epic tier. We structured the Base Gold and More Gold awards such that a character who chooses More Gold as both of his or her Treasures still ends up with enough cash to buy a level 21 magic item at market price (although why someone would want to do that is hard to imagine).

All the PCs are considered to be 22nd level at the time they are making their Treasure selections from this adventure, so they can choose any of the listed items. A character who wishes to find two magic items for his or her two Treasures still has to have two available found-item slots (including the new slot that is unlocked for reaching 22nd level).

To be clear, a character who chooses More Gold twice receives no other Treasures. That character would earn 130,000 gp in addition to the Base Gold award, for a grand total of 230,000 (two hundred thirty thousand) gold pieces gained from this adventure.

EACH PC SELECTS TWO OF THE FOLLOWING:

Treasure A: *fey warrior’s boots** (level 24; AV2)
Found in Encounter 2

Treasure B: *ring of regeneration* (level 24; PH)
Found in Encounter 3

Treasure C: *feytouched armor +5** (level 22; MoP)
Found in Encounter 4

Treasure D: *star of Corellon +5** (level 23; AV)
Found in Encounter 7

Treasure E: *+5 holy avenger longsword* (level 25; PH)
Found in Encounter 8

Treasure F: *+5 rod of starlight** (level 25; AV)
Found in Encounter 9

Treasure G: *stag helm** (level 25; AV)
Found in Encounter 10

Treasure H: *resplendent gloves** (level 25; AV2)
Found in Encounter 10

Treasure I: *Corellon's boon of arcane might** (level 23; DMG2)
Found in the Conclusion; Story Award EPIC01; if chosen, still counts as a Treasure selection, but does not consume one of the character's found-item slots

Treasure J: *Faervian Upgrade** (level 25; custom)
Found in the Conclusion; Story Award EPIC03; the character must already have Story Award SPEC10 (Wielder of Faervian)

Treasure K: any Uncommon armor, weapon, implement, or neck slot item of level 24 or lower from a player resource
Found in the Conclusion

Treasure L: Any Uncommon permanent magic item (regardless of item slot) of level 22 or lower from a player resource
Found in the Conclusion

Treasure M: Any Common permanent magic item (regardless of item slot) of level 24 or lower from a player resource
Found in the Conclusion

Treasure X (Upgrade an Item): A character may upgrade one existing +4 enhancement bonus magic item (and only a +4 enhancement bonus magic item) to a +5 enhancement bonus. The upgraded item is the same item, but the character now has the +5 version of that item instead of the +4 version.
Found in the Conclusion; if the original +4 item was selected using a found-item slot, then the upgrade does NOT consume another found-item slot. However, if the original item was not paid for with a found-item slot, then selecting the upgrade DOES consume one of the character's found-item slots.

Treasure Y (Elixirs plus Gold): A character may choose to find a pack including the following elixirs: one *elixir of flying* (level 21), one *elixir of Fortitude* (level 21), one *elixir of Reflexes* (level 21), and one *elixir of Will* (level 21) plus 40 000 (forty thousand) gold pieces instead of another Treasure. The player should write the consumables gained on his or her Adventure Log. Consumables obtained in this fashion do not take up found-item slots.

Treasure Z (More Gold): A character may choose to receive coin, astral diamonds, or other valuables worth 65 000 (sixty-five thousand) gold pieces (in addition to the Base Gold amount) instead of another Treasure.

STORY AWARDS

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

EPIC01 Corellon's Eternal Gratitude

All the PCs earn this Story Award so long as they successfully completed the adventure by rescuing Corellon in Encounter 11.

EPIC02 Alphabet Soup

To earn this Story Award, a character must have contributed at least one success (i.e. spent a minor action to touch a corrupted glyph) toward correctly solving any one of the glyph puzzles during Encounter 8, Encounter 9, or Encounter 10.

EPIC03 True Wielder of Faervian

To earn this Story Award, a character must already possess Story Award SPEC10 Wielder of Faervian, and must select the Faervian Upgrade as one of his or her Treasures from this adventure.

NEW RULES

Corellon's Boon of Arcane Might

Level 23 Uncommon

Corellon brought arcane magic to the world. Mortals who please him gain access to powers that would otherwise take years of study to master.

Divine Boon 425,000 gp

Property: Choose an at-will power from an arcane character class. You can use that power as an encounter power.

Power (Daily): Free Action. Choose a 17th-level encounter power from an arcane character class. You can use that power once before the end of the encounter.

Reference: *Dungeon Master's Guide 2*

Fey Warrior's Boots

Level 24 Uncommon

Step in and out the Feywild with this leaf-weight footwear.

Item Slot: Feet 525,000 gp

Property: You gain a +2 item bonus to Reflex.

Power (At-Will ♦ Teleportation): Immediate Reaction. Trigger: An attack misses you. Effect: You teleport 3 squares.

Reference: *Adventurer's Vault 2*

Feytouched Armor

Level 22 Uncommon

Materials from the Feywild are worked into this armor, improving your reflexes and allowing you to disappear briefly.

Lvl 22 +5 325,000 gp

Armor: Leather, Hide

Enhancement: AC

Property: Gain an item bonus to initiative checks equal to the armor's enhancement bonus.

Power (Encounter ♦ Illusion): Standard Action. You become invisible until the end of your next turn.

Reference: *Manual of the Planes*

Resplendent Gloves

Level 25 Uncommon

These fine calfskin gloves increase the potency of powers that break a foe's will.

Lvl 25 625,000 gp

Item Slot: Hands

Property: When you hit an enemy with an attack power that targets Will, the attack deals 5 extra damage. If it's an illusion attack, one target you hit (your choice) also grants combat advantage to you until the end of your next turn.

Reference: *Adventurer's Vault 2*

Rod of Starlight

Level 25 Uncommon

This rod makes targets you curse feel the full force of the radiance you cull from distant stars.

Lvl 25 +5 425,000 gp

Implement (Rod)

Enhancement: +5 attack rolls and damage rolls

Critical: +5d6 radiant damage

Property: When you place your Warlock's Curse on a target, it gains vulnerability to radiant damage equal to the rod's enhancement bonus until the end of your next turn.

Reference: *Adventurer's Vault*

Stag Helm

Level 25 Uncommon

This helm sports a set of antlers and makes you as alert as a stag.

Lvl 25 625,000 gp

Item Slot: Head

Property: Gain a +6 item bonus to passive Perception checks. Also, you can take a minor action during a round when you are surprised.

Reference: *Adventurer's Vault*

Star of Corellon

Level 23 Uncommon

This star-shaped pendant flashes with an inner light when you unleash arcane or divine energy.

Lvl 23 +5 425,000 gp

Implement (Holy Symbol)

Prerequisite: To use this symbol, you must worship Corellon.

Enhancement: +5 attack rolls and damage rolls

Critical: +5d6 damage

Property: You can use this holy symbol as an implement for any arcane power.

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Gain an additional use of your *healing word* power or your Channel Divinity class feature for this encounter.

Reference: *Adventurer's Vault*

Elixir of Flying Level 21 Uncommon
Your feet leave the ground after imbibing this fluorescent, effervescent draught.

Lvl 21 9,000 gp

Potion

Power (Consumable): Minor Action. Gain a fly speed of 8 (hover) until the end of the encounter or for 5 minutes, whichever comes first. When the duration ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, you fall to the nearest such surface, taking damage accordingly.

Reference: *Adventurer's Vault*

Elixir of Fortitude Level 23 Uncommon
Your body grows tougher after imbibing this viscous fuchsia liquid.

Lvl 23 17,000 gp

Potion

Power (Consumable): Minor Action. Use this power after you drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack, to gain a Fortitude defense of 40 against that attack. This replaces your normal Fortitude defense for that attack.

Reference: *Adventurer's Vault*

Elixir of Reflexes Level 23 Uncommon
You become quicker after imbibing this thin rose liquid.

Lvl 23 17,000 gp

Potion

Power (Consumable): Minor Action. Use this power after you drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack, to gain a Reflex defense of 40 against that attack. This replaces your normal Reflex defense for that attack.

Reference: *Adventurer's Vault*

Elixir of Will Level 23 Uncommon
Your mind becomes more resilient after imbibing this bubbling white liquid.

Lvl 23 17,000 gp

Potion

Power (Consumable): Minor Action. Use this power after you drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack, to gain a Will defense of 40 against that attack. This replaces your normal Will defense for that attack.

Reference: *Adventurer's Vault*

Faervian (Upgraded) Level 25 Rare
The craftsmanship of this blade is distinctly elven. Forged from one solid piece of burnished steel, the blade glows a deep purple when drawn.

Lvl 25 +5 625,000 gp

Weapon: Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus, and the target is blinded until the end of its next turn.

Property: *Faervian* may be used as an implement by any class that has powers with the Implement keyword.

Property: During a short rest or an extended rest, you can store in *Faervian* one at-will or encounter attack power with the Implement keyword that you or an ally has. You can have only one power stored in the weapon at a time. *Faervian* cannot store a power of higher level than the weapon. You cannot use a power stored in the weapon if the power's level is higher than yours. The power is still available to the character who stored it (the act of storing a power does not expend the power). Once the power is used, another power must be stored in the weapon before its encounter power can be used again. If a new power is stored before the old one is used, the old power is lost. The stored power is lost when you take an extended rest even if you did not discharge it.

Power (At-Will ♦ Radiant): Free Action. All weapon damage dealt by *Faervian* is radiant damage, including the bonus dice of critical damage. Another free action returns the weapon's damage to normal.

Power (Encounter ♦ Implement): Free Action. Use this power when you hit with an attack power using *Faervian* as the weapon or implement. Use the power stored in *Faervian*, targeting the creature you just hit. If the stored power is an encounter power, you must expend an action point to unlock it. Using the stored power counts as a separate attack in every respect; you must make a new attack roll, and the power uses your relevant ability score, regardless of who stored the power. Apply your applicable bonuses, penalties, and other conditional modifiers. Triggering the stored power does not provoke opportunity attacks. You must use *Faervian* as the implement for the stored power. This discharges the stored power (whether the stored power's attack hits or misses). You may not activate other powers or take other free actions between hitting with your first attack and triggering the stored power to make a second attack.

Power (Daily ♦ Implement, Psychic): Standard Action. Make an attack: Area burst 3 within 10 (enemies in burst); your highest ability modifier vs. Will; 4d10 psychic damage, and the target is blinded until the end of its next turn. Demons and devils hit by this attack are instead stunned until the end of their next turn. You must use *Faervian* as the implement for this power.

Reference: Custom item created specifically for LFR

APPENDIX 1: MYTH DRANNOR AND ARVANDOR

CITY OF MYTH DRANNOR

Eladrin Realm; Population 10,000

Myth Drannor is essentially a city-state, one that has been largely restored to its old beauty. The city features flourishing glades, wide forest meadows, cobbled roads, and stately buildings - both free-standing structures and those incorporated into the boughs and canopy of Cormanthor Forest. The population of Myth Drannor is mostly eladrin, though a few thousand elves also call the city home. A repaired mythal firmly seals the city's numerous old portals and prevents planar intrusions (even, ironically, from the Feywild). Current Myth Drannor is smaller than its ancient footings; large stretches of pristine forest now make up whole districts. These woods squat over haunted regions of restless undead and deadly traps - many, but not all, fully cleared out. The work done to seal the countless gates and portals riddling Myth Drannor and its environs is a crucial advantage that Ilsevele enjoys in dealing with the Shadovar. With extraplanar connections suppressed in the heart of the forest, shadow-dependent wizards can't easily bring their hostility into Myth Drannor's heart. On the other hand, the eladrin of Myth Drannor are unable to pierce the veil into the Feywild and enjoy their ancient racial homeland - at least, not while they remain in or close to Myth Drannor.

ARVANDOR

Astral Dominion

Size and Shape: Archipelago stretching about 400 miles across and composed of six large islands and dozens of smaller ones; bounded.

Gravity: Normal.

Mutability: Divinely mutable. (Deities control their own environs.)

Inveiglement: Attacks with the charm or illusion keyword gain a +1 bonus to the attack roll.

Arvandor is a dominion of emerald forests, enchanting waters, and starry nights. It is home to immortals who love beauty, song, and revelry. It is the domain of Corellon, patron of elves and eladrin, and many elven

souls dwell in peace and joy here. The plane is an archipelago of steep, forest-covered islands in a wine-

dark sea. Many of Arvandor's isles lie hidden in glammers of mist and mirage, or shift to the Feywild at times. At the edges of the plane, the dark waters of Arvandor are shrouded in great walls of rolling dark green mist that mark the dominion's borders. Astral vessels approaching Arvandor pass through the misty wall and sail into the plane's waters. Arvandor experiences day and night, although the nights are brilliant with stars. When it rains, it's little more than a damp mist in the hours before dawn.

THE GLORIOUS HUNT

The idea of Arvandor as a world of graceful forests, brilliant sunsets, and splendid islands tells only a piece of the story. Rather than living in safety, as do most of the exalted of other dominions, the exalted of Arvandor, known as the ruesti, are aware that they are part of what Corellon and Sehanine refer to as the Glorious Hunt. As such, the ruesti know they can be called on at any time to help track and slay an abomination that is carving a path through the dominion. Exaltation alone, however, doesn't make a mighty warrior or magician, and the ruesti of Arvandor are constantly training their bodies and minds for their sacred duty - and their own safety.

To avoid the same tragedy created in other dominions with the shattering of the Lattice of Heaven as a testament to how far the heavens have fallen, the strange necessity of the Hunt has served a secondary purpose that Corellon and Sehanine wanted in their dominion - danger. Corellon and his exalted aren't satisfied with an endless succession of perfectly happy days - lives without loss. Most in Arvandor see the Hunt as a glorious calling and a never-ending quest to preserve the fierce beauty of the realm.

To this end, the Glorious Hunt is a dangerous proposition. A ruesti who dies while on the Hunt can expect to receive only between three and a dozen resurrections inside Arvandor before dying a final death. Additionally, some abominations have soul-rending powers, which are worse than death because they can obliterate victims from the dominion immediately. Ironically, the afterlife of elves and eladrin - the longest-lived mortal races - is shortest of all the immortal beings.

SOURCE: *PLANE ABOVE: SECRETS OF THE ASTRAL SEA* BY ROB HEINSOO © 2010 WOTC

SOURCE: *MANUAL OF THE PLANES* BY RICHARD BAKER, JOHN ROGERS, ROBERT J. SCHWALB, AND JAMES WYATT © 2009 WOTC

SOURCE: *FORGOTTEN REALMS CAMPAIGN GUIDE* BY BRUCE CORDELL, ED GREENWOOD, AND CHRIS SIMS © 2008 WOTC

APPENDIX 2: SIGIL PUZZLES

THE WORDS OF CREATION

Arvador, like all astral dominions, was created using the Words of Creation, an immensely powerful alphabet that not even the gods themselves can truly understand. This alphabet permeates the realm, determining every characteristic of every detail on Arvador - similar to a genetic code. However, in this location and two others, the Words of Creation have been altered just slightly so as to change the very nature of Arvador; to make it susceptible to the poison that the PCs have by now come in contact with.

The PCs' new connection to the realm enables them to see things that others cannot - they are able to see a small grouping of sigils that make up the Words of Creation that have been altered. Although they cannot understand the sigils, they can puzzle out which sigils have been corrupted by understanding the pattern used in their formation. The PCs must simply touch the corrupted sigils at each foundation point, and Arvador can correct them itself, cleansing the foundation point.

THE SIGIL PUZZLE

The sigil puzzle is linked to the trap in this encounter. That is to say, the "trap" is a manifestation of the corruption caused by the corrupted sigils in the area. By identifying corrupted sigils (and by extension, enabling Arvador to correct them), the PCs disable the trap in the encounter and cleanse the foundation point.

PCs that have line of sight to the square containing the sigils as indicated on the map can immediately notice the glowing sigils. However, they must move adjacent to the square to truly see them. When a PC moves adjacent to the sigils, reveal the Player Handout associated with the encounter.

SOLVING THE SIGIL PUZZLE

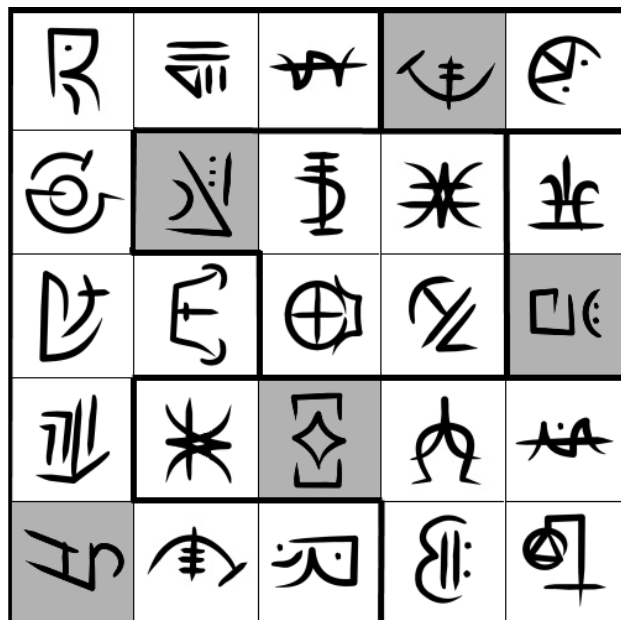
The mechanics for the sigil puzzle are described below. Read the following to the players, and use the mechanics below to help answer their questions and keep the encounter running smoothly:

The act of altering the Words of Creation is governed by a set of universal arcane laws. Two adjacent sigils could not have been altered. Similarly they could not have been in the same row, same column, or in the same arcane region.

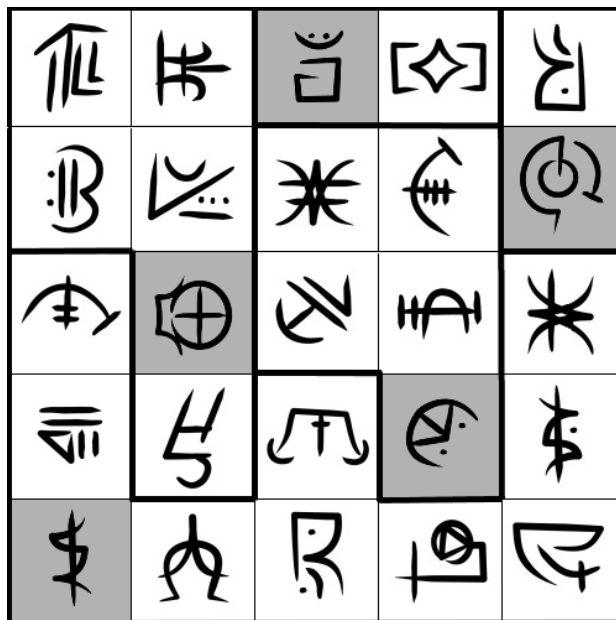
- To cleanse the foundation point, all corrupted sigils must be identified.
- To identify a sigil, a character must simply touch it as a minor action; Arvador will do the rest. Once a sigil has been touched, it begins to glow.
- Five sigils have been corrupted that must be identified.
- No two corrupted sigils may exist in the same row or column, and no two corrupted sigils may be adjacent to one another (this includes diagonals).
- No two corrupted sigils may exist within a given area outlined in bold (only visible with the grid). Make sure you point out the darker lines on the grid to the players - without this information it is impossible to solve the puzzles through any means other than trial and error.
- A PC must be adjacent to the square containing the sigil puzzle in order to touch it.
- If a PC cannot figure out the answer, that PC may attempt a DC 26 Arcana, History, or Insight check as a standard action to figure out one incorrect sigil. A character who speaks Supernal or Abyssal gains a +5 bonus on this check. A minor action is still required to touch it.
- If a PC touches the wrong symbol (i.e. a symbol that is not corrupted), that PC takes 30 force damage and is pushed 1 square away from the puzzle.
- As soon as the puzzle is solved, the corresponding trap/hazard in the encounter is disabled, but any remaining monsters must still be dealt with.

APPENDIX 3: SIGIL PUZZLE SOLUTIONS

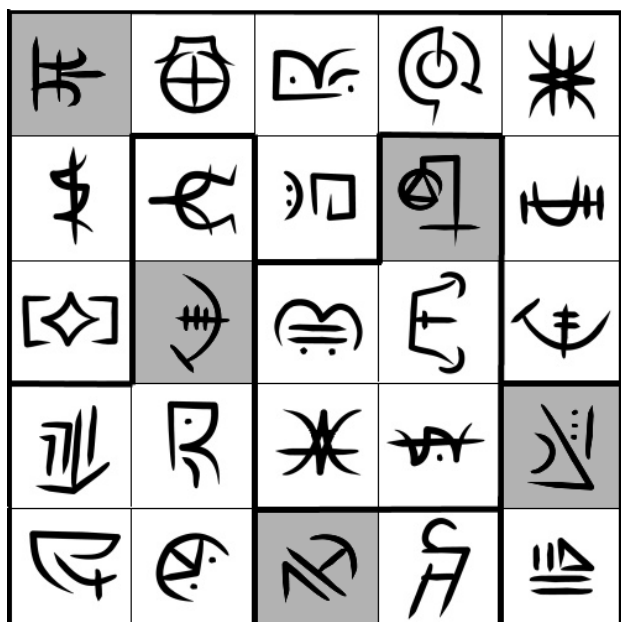
ENCOUNTER 8: CARANTHRAS (SEE PLAYER HANDOUT 2)



ENCOUNTER 10: WASTELAND OF BURNT BLOOD (SEE PLAYER HANDOUT 4)



ENCOUNTER 9: REEF CATACOMBS (SEE PLAYER HANDOUT 3)



PLAYER HANDOUT 1: POOL VISION

You are not immediately aware of where you are. You feel alive, incredibly alive, active and restless and suddenly you are running in thousands of directions as thousands of legs push against the green earth, off of tree branches, or up the sides of mountains. Thousands of eyes see thousands of different scenes, thousands of ears hear thousands of different noises, and the sensations overwhelm your ability to understand, leaving just the sense of movement and the feel of wind in your face.

And then you become aware of the pain. A wracking pain and sense of wrongness, a bump that does not belong, multiplied one thousand-fold and a thousand different minds feel the corruption, feel their bodies changing, as they feel the poison.

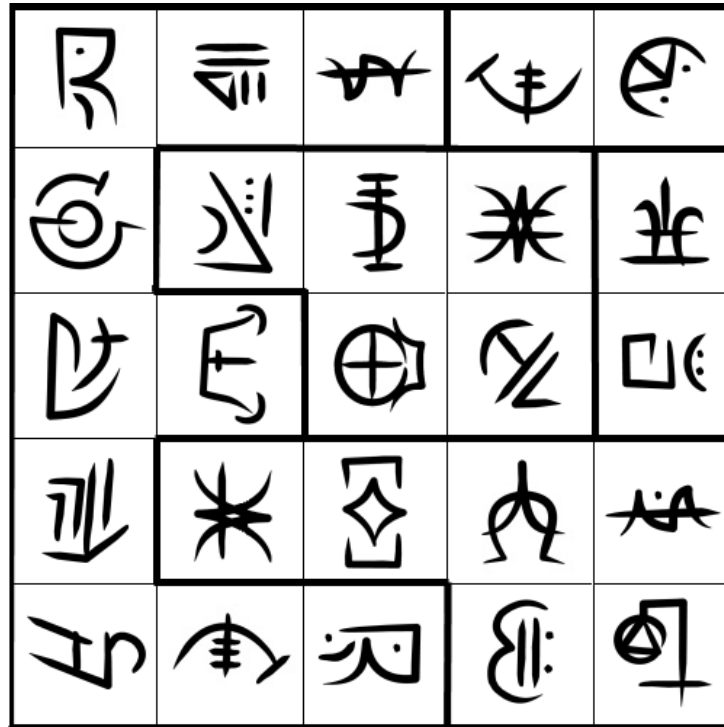
Suddenly, all of the different views drop away until only one view remains: that of an eagle soaring above Arvandor. The forest falls away beneath as you climb, huge trees shrinking until they look like a green carpet far below, the huge rivers turning into the thin blue veins of the land, spilling into the azure sea. Far to the south the forest dies out, replaced by a burnt and blasted wasteland.

A quiet voice whispers in your mind. "When the first sun rose, I was connected to the dominions of the other gods. Tethers long gone connected me. Here, there, and there." The eagle's eyes; your eyes look to a ruined city, a spot of the ocean floor buried deep beneath a grove of submerged trees, and a mountain in the burnt wasteland, each in turn. At each spot, unfamiliar sigils overlay the land; runes that mean nothing to your rational mind but evoke feelings of divinity, power, and creation nonetheless.

Suddenly, the eagle shrieks in pain. Your view changes abruptly to that of an angelic face with pure-black eyes that weep tears of poison. The angel smiles, as though it can sense your gaze. A sudden flash of bronze is the last thing you see before the vision is severed.

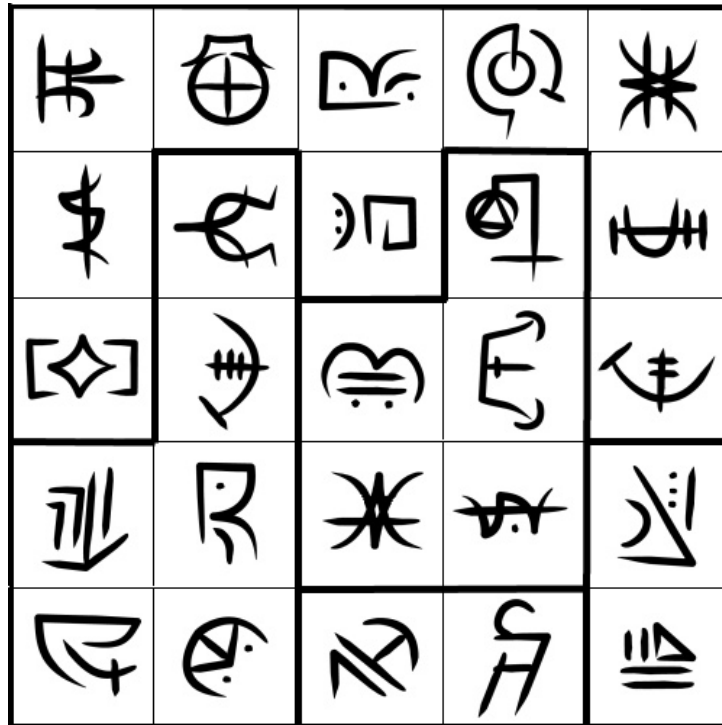
PLAYER HANDOUT 2: CARANTHRAS SIGILS

Strange sigils are carved into the tree's thick, gnarled trunk. Although the symbols themselves are unfathomable, their pattern conveys a sense of wrongness. They seem to be responsive to your touch.



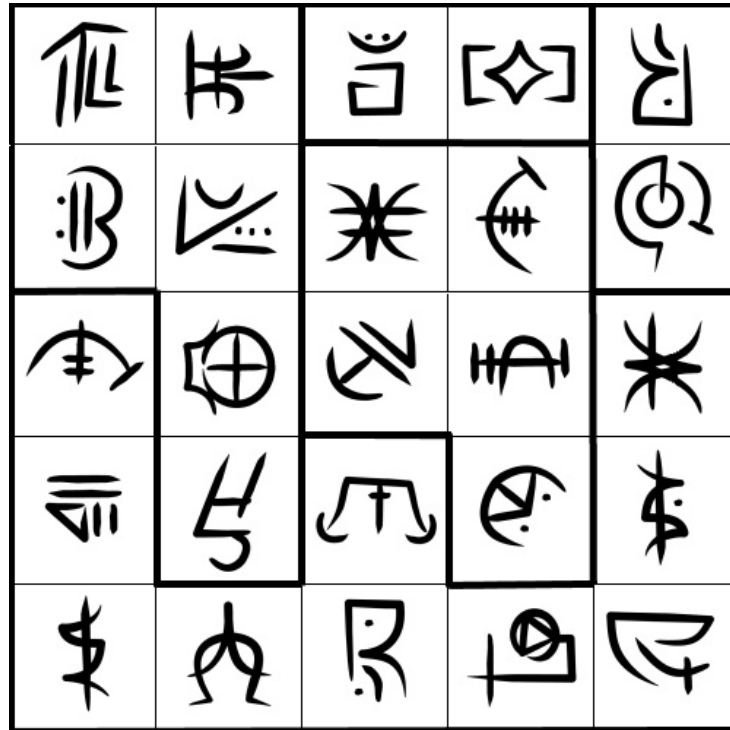
PLAYER HANDOUT 3: REEF CATACOMBS SIGILS

Strange sigils are carved into the cavern floor. Although the symbols themselves are unfathomable, their pattern conveys a sense of wrongness. They seem to be responsive to your touch.



PLAYER HANDOUT 4: WASTELAND OF BURNT BLOOD SIGILS

Strange sigils are carved into the obelisk's black stone surface. Although the symbols themselves are unfathomable, their pattern conveys a sense of wrongness. They seem to be responsive to your touch.



DUNGEONS & DRAGONS[®]

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

EPIC3~1 THE GLORIOUS HUNT

EPIC01 Corellon's Eternal Gratitude

You were called to the eladrin city-state of Myth Drannor by Coronal Ilsevele Miritar, who had herself received a call for aid from the Astral dominion of Arvandor, home of the greater god Corellon, First of the Seldarine. There had been a number of attacks by powerful abominations pouring through planar rifts in Arvandor, more than even the mighty *ruesti* of the Glorious Hunt could handle on their own. Making matters worse, the abominations carried a poison that was capable of afflicting even the immortals, weakening them and slowly driving them insane.

You joined the Glorious Hunt and helped defend Nath Seldarie, the Court of the Seldarine, from an attack by astral invaders. Corellon himself joined the battle to slay a particularly horrifying foe. He prevailed, but was stricken by the poison. Through a vision linking you to the spirit of Arvandor, you were able to discover that the poison was somehow coming from within the realm, the result of the corruption of the Words of Creation that define the fundamental reality of all things. You embarked on a quest to locate and cleanse the foundation points of Arvandor.

Although the battles were fierce, you prevailed, cleansing Arvandor and rescuing Corellon from his madness. A fallen Angel of Secrets named Karadrach was revealed as the instigator of the plot, though it was clear that Karadrach was but an agent of a greater power, who he referred to only as "the great mistress."

At Corellon's request, your next mission is to pursue Karadrach into the Tarterian Depths of Carceri and seek the truth behind the invasion of Arvandor. Corellon has warned you that once you enter the Red Prison, he will not be able to aid or rescue you.

For saving Corellon's realm and indeed his very existence, you have earned his eternal gratitude. Should you accept it, this takes the form of *Corellon's boon of arcane might*. Accepting this boon does not cost you a found-item slot, and the boon lasts until you have fulfilled your Epic Destiny (in other words, it does not expire until you have completed the entire Epic Campaign).

Corellon's Boon of Arcane Might

Level 23 Uncommon

Corellon brought arcane magic to the world. Mortals who please him gain access to powers that would otherwise take years of study to master.

Divine Boon

Property: Choose an at-will power from an arcane character class. You can use that power as an encounter power.

Power (Daily): Free Action. Choose a 17th-level encounter power from an arcane character class. You can use that power once before the end of the encounter.

Reference: *Dungeon Master's Guide 2*

EPIC02 Alphabet Soup

You interacted directly to cleanse a corrupted sigil in the divine realm of Arvandor, thereby gaining knowledge of the Words of Creation. Although the Words themselves are too powerful for any mortal mind to comprehend, your experience will give you an advantage should you find yourself confronted with a similar situation in the future. You gain a +2 insight bonus on any skill or ability check involving the Words of Creation.

DUNGEONS & DRAGONS[®]

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

EPIC3~1 THE GLORIOUS HUNT

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Although the battles were fierce, you prevailed, cleansing Arvandor and rescuing Corellon from his madness. A fallen Angel of Secrets named Karadrach was revealed as the instigator of the plot, though it was clear that Karadrach was but an agent of a greater power, who he referred to only as "the great mistress."

At Corellon's request, your next mission is to pursue Karadrach into the Tarterian Depths of Carceri and seek the truth behind the invasion of Arvandor. Corellon has warned you that once you enter the Red Prison, he will not be able to aid or rescue you.

For saving Corellon's realm and indeed his very existence, you have earned his eternal gratitude. Should you accept it, this takes the form of *Corellon's boon of arcane might*. Accepting this boon does not cost you a found-item slot, and the boon lasts until you have fulfilled your Epic Destiny (in other words, it does not expire until you have completed the entire Epic Campaign).

Corellon's Boon of Arcane Might

Level 23 Uncommon

Corellon brought arcane magic to the world. Mortals who please him gain access to powers that would otherwise take years of study to master.

Divine Boon

Property: Choose an at-will power from an arcane character class. You can use that power as an encounter power.

Power (Daily): Free Action. Choose a 17th-level encounter power from an arcane character class. You can use that power once before the end of the encounter.

Reference: *Dungeon Master's Guide 2*

EPIC02 Alphabet Soup

You interacted directly to cleanse a corrupted sigil in the divine realm of Arvandor, thereby gaining knowledge of the Words of Creation. Although the Words themselves are too powerful for any mortal mind to comprehend, your experience will give you an advantage should you find yourself confronted with a similar situation in the future. You gain a +2 insight bonus on any skill or ability check involving the Words of Creation.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A LEGENDARY RARE ITEM FROM:

EPIC3~1 THE GLORIOUS HUNT

EPIC03 True Wielder of Faervian

Forged centuries ago by a powerful archmage, the baneblades of Demron are six legendary and unique weapons. Only the most worthy heroes are permitted to wield them, and for your service to the people of Myth Drannor, you have been presented with *Faervian*. In your hands, and with the blessing of Corellon himself, the blade has reached its true potential. This story award serves as an upgrade to *Faervian*, replacing the version you originally received with Story Award **SPEC10**. You may never sell, trade, give away, or disenchant this item.

When you reach character level 27, *Faervian* becomes a level 30 item. The blade's enhancement bonus increases from +5 to +6, and the damage of its daily attack power increases from 4d10 to 6d10. None of the other powers or properties change, and this automatic upgrade does not cost gold or a found-item slot.

Faervian, Legendary Blade of Myth Drannor

Level 25/30 Rare

The craftsmanship of this blade is distinctly elven. Forged from one solid piece of burnished steel, the blade glows a deep purple when drawn.

Level 25 (+5; 625,000 gp) or Level 30 (+6; 3,125,000 gp)

Weapon: Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus, and the target is blinded until the end of its next turn.

Property: *Faervian* may be used as an implement by any class that has powers with the Implement keyword.

Property: During a short rest or an extended rest, you can store in *Faervian* one at-will or encounter attack power with the Implement keyword that you or an ally has. You can have only one power stored in the weapon at a time. *Faervian* cannot store a power of higher level than the weapon. You cannot use a power stored in the weapon if the power's level is higher than yours. The power is still available to the character who stored it (the act of storing a power does not expend the power). Once the power is used, another power must be stored in the weapon before its encounter power can be used again. If a new power is stored before the old one is used, the old power is lost. The stored power is lost when you take an extended rest even if you did not discharge it.

Power (At-Will ♦ Radiant): Free Action. All weapon damage dealt by *Faervian* is radiant damage, including the bonus dice of critical damage. Another free action returns the weapon's damage to normal.

Power (Encounter ♦ Implement): Free Action. Use this power when you hit with an attack power using *Faervian* as the weapon or implement. Use the power stored in *Faervian*, targeting the creature you just hit. If the stored power is an encounter power, you must expend an action point to unlock it. Using the stored power counts as a separate attack in every respect; you must make a new attack roll, and the power uses your relevant ability score, regardless of who stored the power. Apply your applicable bonuses, penalties, and other conditional modifiers. Triggering the stored power does not provoke opportunity attacks. You must use *Faervian* as the implement for the stored power. This discharges the stored power (whether the stored power's attack hits or misses). You may not activate other powers or take other free actions between hitting with your first attack and triggering the stored power to make a second attack.

Power (Daily ♦ Implement, Psychic): Standard Action. Make an attack: Area burst 3 within 10 (enemies in burst); your highest ability modifier vs. Will; 4d10 psychic damage, and the target is blinded until the end of its next turn. Demons and devils hit by this attack are instead stunned until the end of their next turn. You must use *Faervian* as the implement for this power.

Reference: Custom item created specifically for LFR

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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DUNGEONS & DRAGONS

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