

HANDS THAT ROCK THE CRADLE

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY PIETER SLEIJPEN

REVIEWED BY DAVE KAY AND GREG MARKS

PLAYTESTED BY DAN ANDERSON, LARRY DELUCAS, BRIAN GRIMM, PETER
HOANG, HEIKI HOUK, DAVE KAY, NICKOLAS LOUIE, WESS MCCANN,
MICKEY TAN, NOPALZIN TORRES, RYDIA VIELEHR AND DAVID VILLAREAL

The slaving has stopped, the caravans arriving unmolested at their destinations and the Drow Merchant is nowhere to be seen. As winter falls upon the lands of Luruar, something or someone can be sensed battling for control: a recipe for destruction or a recipe for life? A *Living Forgotten Realms* adventure set in Luruar for characters levels 11-14.

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

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OFFICIAL D&D PLAY

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

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

PREPARING FOR PLAY

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

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

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

APPROPRIATE CHARACTER LEVELS

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

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Not much has changed in the Glimmerwood. Proud Uthgardt barbarians fight savage orcs and bloodthirsty lycanthropes hunt down innocent prey. However, a

dangerous threat has taken root below the dark trees of their woodland home.

During the past year (mostly dealt with in *LURU1-5* to *LURU1-7*), items have been stolen and people have been kidnapped by order of Sadbatu, an outcast drow known as the 'drow Merchant'. Sadbatu was "unfairly" banished from Menzoberranzan for crimes against the matriarchy. She managed to escape into the wild and sought contact with otherworldly forces to seek out revenge. In the heart of winter, she managed to contact a servant of Auril, the cruel and coldhearted goddess of winter, and made a deal: In return for the power and knowledge to exact her vengeance, she would plunge the world above into a brutal winter, the likes of which not seen in decades. After more than a year of hard work, she has finally acquired the items her ritual requires.

The elves of the Itharwen clan have been investigating Sadbatu's appearance ever since the events of *LURU1-7*. Using their considerable magical and financial prowess, they learned of the Merchant's other projects and connected the items she stole to the ritual she has planned. Their divinations hinted at the imminence of the ritual as well as its likely location: one of the tops of the Nether Mountains east of Silvermoon. With this knowledge, the Itharwen leaders sent out riders to Silvermoon, Everlund and Sundabar to find help to stop the ritual.

In the meantime, the drow Merchant waits for just the right time to perform the ritual. Having learned of the Itharwen's meddling, she sent assassins to deal with the threat. Though the compound of the Itharwen clan is out of reach, their agents are not.

DM'S INTRODUCTION

Find out which characters have played the following adventures: *LURU1-2 The Gibbous Moon*, *LURU1-5 Beyond the Wild Frontier*, *LURU1-6 Desperate Times*, and *LURU1-7 Demonic Dealings*. PCs who befriended the Itharwen clan (story award **LURU12 House Itharwen's Lost Property**) receive a magical sending to get to the Gibbous Moon in Everlund as fast as possible. PCs with **LURU02 Blessed of Eaerlann** story award are troubled by dreams of an evil ritual performed on a snow-covered mountaintop. They feel the urge to travel to Everlund and the Gibbous Moon inn.

The adventure begins in the Gibbous Moon in the town of Everlund. Those who have been here before (*LURU1-2 The Gibbous Moon*) find much has changed since their last visit. An agent of House Itharwen approaches the PCs and explains the Merchant's plan,

asking them to help before it is too late. Those PCs who have helped Helios, the owner, in *LURU1-2* gain some more information. If the PCs accept the mission, the agent informs them that he will perform a Linked Portal ritual that will take them to more powerful and knowledgeable members of the clan.

Before the agent can perform the ritual, demonic creatures appear and try to kill the the agent, and the PCs in a spectacular fashion, damaging as much of the city as possible. Hidden amongst the panicked crowd is another assassin, responsible for triggering the summoning and waiting for the right moment to strike. The PCs impress the city authorities and are rewarded for their help. Assuming the agent survives, the PCs are transported to the Itharwen Academy, otherwise they lose valuable time in tracking down other agents that know the portal circle at the Academy.

Once at the Academy, the PCs are briefed on the details, including the dangers of their journey. The Merchant operates out of an earth node and has protected it with wards that summon elemental guardians to attack any who try to open a portal into the node. The Ithwaren wizards need the PCs' help to pierce the warding and defend them while they open a portal to the node.

Within the node, the PCs find the location of the Merchant's ritual. The results of the previous encounters determine how far the Merchant is into her ritual, and the dangers that face them.

After putting a stop to the Merchant's ritual, the PCs return to the Itharwen Academy to claim their reward (or report their failure if necessary). The PCs are rewarded, particularly so if they fought well in Everlund against the demons.

The DCs of skill checks in this adventure are based on the rules in the *Rules Compendium* from the *D&D Essentials*.

In Slumber Remain: Check if any of the PCs have quest card "In Slumber Remain", and if they fulfilled the other two tasks. They may receive an answer to the question for the third task. This answer can be obtained at the end of Encounter 6.

PLAYER'S INTRODUCTION

PCs who have worked for the Itharwen before are at the entrance of the Gibbous Moon in Everlund after responding to an invitation pleading them to come as quickly as possible. Other characters were lured here by their dreams, or simply for a warm meal and refuge from the frigid weather. It is winter in Luruar and for the past few days, the snows have been incessant. The sky is overcast and none of the mountaintops to the

north can be seen. Two feet of snow covers the ground. As the PCs arrive at the Gibbous Moon in Everlund, read:

You arrive in Everlund in the dead of winter at the foot of the Gibbous Moon, an inn that beckons you inside with the promise of warmth and a hot meal.

Although bustling with activity, the inn is in a state of disrepair and its interior is in the middle of renovation. It is clear much has changed since the troubles in *LURU1-2* *Gibbous Moon*. Of the many customers drinking ale and eating stew (of a much higher quality than during *LURU1-2*), most are locals, although there are a couple of travelers.

Helios, the innkeeper, welcomes PCs who have met him in *LURU1-2*. If they have the story award **LURU03 Friend of Helios** the welcome is warm and they are offered immediately a free meal and a drink – both the best of the house. Otherwise, Helios is much more reserved, if not a bit fearful. If asked about his shady dealings in the past, he explains that he is has changed and has resolved his issues with the authorities. For more information see Encounter 1.

The inn is very crowded and if the PCs do not already know one another, they find themselves at the same table. When the PCs are finished with introductions, proceed to Encounter 1.

ENCOUNTER 1: THE NEW GIBBOUS MOON

SETUP

Important NPCs:

Helios Duthlon, male human innkeeper.

Mara Dunwall, young female human waitress.

Millarin Itharwen, a young male eladrin wizard from the Mercantile House Itharwen of Silverymoon.

Even though Helios has kept himself alive and out of trouble with the law, much has changed since LURU1-2. Helios' brush with death has given him a wake-up call. He has worked to improve the tavern, and the Itharwen selected as the meeting place due to its good food, and its inconspicuous appearance, unlike some of the more luxurious taverns in Everlund. Read the following once the PCs enter the tavern:

Despite the heavy renovations underway, business in the Gibbous Moon is booming. A large balcony now surrounds the central common room and a new staircase leads up to higher floors. The patrons are working-class locals, mostly human with the occasional halfling. While the distinct odor of peat smoke is difficult to miss, the smell of stew is mouth-watering. A cheerful young woman makes her way over to your table to take your order.

The young woman is Mara Dunwall. She welcomes the PCs and takes their orders. She recommends warm spiced wine and vegetable stew, both of which she claims are excellent. Otherwise the place only serves simple fare. She is curious about the PCs, especially if Helios recognizes them. After taking orders, she spends some time chatting with the PCs before returning to her work. If the PCs want to speak with Helios, she sends Helios to their table. Note that neither she nor Helios know why the Itharwen House seeks the PCs. All they know is that a young eladrin reserved a table.

Millarin shows up some time after the PCs. Give the characters some time to interact with Mara and Helios if they wish to roleplay. Millarin immediately walks over to the PCs' table to discuss business.

HELIOS DUTHLON, THE INNKEEPER

Male human

Appearance: Tall balding man muscled enough to throw out drunks if the need arises. Wears light-colored clothing with a stained brown apron tied at his waist.

Personality: Helios has had time to think about how he was forced into being an accessory to kidnapping and murder and sought council at the local temple of Chauntea. With their help, he resolved his issues with the law and he is honestly trying to amend his ways. He is a grumpy, sour man with a chip on his shoulder, but hides his demeanor in front of customers.

Goals: Staying out of trouble and pleasing Mara and the temple of Chauntea.

If the PCs have the story award LURU03 Friends of Helios, he tells them about a recent incident where somebody tried to ambush him, but he managed to escape. The ambusher looked like a local tanner named Fester who sometimes visited the tavern. Fester was found dead the next day; skinned alive. He asks the PCs if they know of any creatures that can steal a person's body and leave skinned corpses behind. Otherwise, Helios keeps his distance from the PCs.

MARA DUNWALL

Female human

Appearance: Short, pretty, and plump young woman with long, curly, red-brown hair and a freckled face. She wears simple clothing in earthly tones. Perceptive characters note the wooden symbol of Chauntea, goddess of agriculture, around her neck.

Personality: Mara is a merry, motherly and loves to chat with people. Wise beyond her years, and always willing to help, she is beloved by the regulars of the inn who stand up for her if anyone treats her with disrespect.

Goals: Mara is here to help out Helios, both with advice and through her work as a waitress. She finds Helios' grumpiness endearing and treats him as a favorite uncle. She loves her job, and always tries to keep the customers happy.

OTHER PATRONS

Male and female humans and the occasional halfling

Appearance: The guests belong mostly to the lower class. All are well fed; winter has just begun and supplies are still plentiful.

Personality: They keep to themselves and are wary around strangers, especially ones as well-armed as the PCs. They are not impolite, and are willing to exchange news, especially when offered a pint of ale.

They can share the following information:

- The weather is cold, but not unusually so for this time of the year.
- Some people have seen strange flashes in the clouds in the Nether Mountains to the northeast. Most dismiss this as nonsense,

especially since the weather makes it impossible to see those mountains and it would be much too cold for anything to survive there except maybe a white dragon (which they find incredulous).

- The Uthgardt barbarians have been attacking caravans; something they haven't done in ages.

MILLARIN ITHARWEN

Male eladrin

Appearance: Tall and slender with short white hair and sharp features. He has deep green eyes and pale skin. He wears the clothing of a hunter, although of excellent quality but with little fur despite the weather.

Personality: Millarin is worried, desperately searching for adventurers to help with Shanariel Itharwen's quest. He is generally polite, although he keeps his distance from strangers. He is always happy to discuss magic, but does not have the time to do so now.

Goals: Getting adventurers to the Academy of his House as quickly as possible, learning more about magic and history of Luruar and the surrounding countries.

- If any of the PCs have **LURU12 House Itharwen's Lost Property**, he kindly asks them to join him. He then reaches out to any other obvious adventurers (the other PCs) - promising them that he requires adventurers for an urgent matter that threatens the whole region. If that is not enough, he also mentions the fee will be good as well.
- Shanariel Itharwen has found out information regarding the drow Merchant and needs the PCs to help stop the Merchant.
- Millarin does not know the details, but his superiors at the Academy do. All he knows is that it has something to do with a ritual that threatens the safety of Luruar and that it involves the sacrifice of innocents. He also knows the window of opportunity is small. If the PCs accept, he is to cast a Linked Portal immediately and take the PCs to the Academy where the PCs are briefed and likely transported to another region to deal with the Merchant.
- Millarin lives in the local compound of the House. Most who live there are simple merchants, but there are a couple of other ritual casters. The leaders at the compound know about the meeting. **It is important to make sure the PCs realize this, so that if Millarin dies in Encounter 2, they know that they**

can get to the compound to get to the Academy.

- Millarin appears nervous, constantly scanning the crowd. If pressed, he admits he has the feeling he has been followed, but has no evidence to support his suspicion.
- Millarin gives the PCs a receipt for 300/600 gp each, payable by the Itharwen Academy once the quest is complete; Millarin does not have the authority to give any gold up front.

ENDING THE ENCOUNTER

If the PCs decide to help Millarin, he stands up and is about to direct the characters to the cellar, but before the PCs can rise, assassins strike. If the PCs refuse, Millarin doesn't take it kindly, angrily rising to leave the tavern at which time the assassins also strike. The assassins have no concern for harming innocents, and may ignore the PCs until they realize they pose a threat. Proceed to Encounter 2.

EXPERIENCE POINTS

The characters receive no experience points, as this is a role-playing encounter.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2: EXPLOSIVE RETALIATION

ENCOUNTER LEVEL 12/14 (3500/5000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 fey face-stealer (F)
- 2 immoliths (level 13) (I)
- 2 solamiths (level 11) (S)

This encounter includes the following creatures at the high tier:

- 1 fey face-stealer (level 14) (F)
- 2 immoliths (I)
- 2 solamiths (level 13) (S)

The drow Merchant knows that House of Itharwen is on her trail and has hired a face-stealer to deal with the problem. She does not have access to the Itharwen headquarters, but she can certainly disrupt their ability to hire adventurers.

The face-stealer has been trailing Millarin for some time. It now sees a chance to destroy Millarin, the adventurers he is about to hire, and Helios. Using a couple of items given by the Drow Merchant, it summons demons to help wreak chaos in the inn.

As the adventurers rise from the table, read:

Suddenly, a small explosion rocks the tavern with a flash of crimson light, filling the room the odor of sulfur and burned flesh. Screams of pain and panic immediately follow. Large, humanoid creatures made of dark red flames appear in the midst of the chaos, clearly intent on destruction.

The PCs start at whichever table they had chosen to sit, although Millarin favored a booth on the first floor. Place the immoliths and solamiths in logical places on the map with the immoliths starting near the PCs and the solamiths some distance away (preferably on the balcony).

After the demons begin attacking, the face-stealer(s) reveal themselves by attacking Millarin (and a soft-target PC if there is another). They wait for the right opportunity to strike, delaying if necessary, hiding amongst the crowd before attacking (DC 24/25 Insight

to notice them when combat begins). Note that the face-stealers look like ordinary humans, but in the few seconds between changing skin, they look like hairless eladrin with porcelain-colored skin and mask-like face.

FEATURES OF THE AREA

Balconies: The wooden balcony surrounding the common room is 10 feet (2 squares) above the first. Railings provide those above with a +2 bonus on saving throws to prevent being forced over the edge. A 3x3 square section can be torn down with a DC 20 Athletics check made as a move action. Make the following attack against those in the area:

C Collapsing Floor

Close blast 3; +15/+17 vs. Reflex; 2d8 + 6 damage and the target is knocked prone on the first floor. *Miss:* The target slides to a square of its choice adjacent to the area.

Chandeliers: Chandeliers are indicated by three blue circles on the map of the 2nd floor. These can be torn down with a move action, either by making a ranged attack against AC 18 or automatically when standing adjacent to the rope that keeping each aloft (not shown on the map). If a chandelier is torn down, it makes the following attack against those in the area:

Chandelier (standard; encounter)

+15/+17 vs. Reflex; 2d8 + 6 damage. *Miss:* half damage. *Effect:* The area where the chandelier fell becomes difficult terrain.

Crowd: The tavern patrons flee towards the doors and windows at Initiative 10. The 2x2 squares in front of the doors are considered difficult terrain, and creatures that start their turn in the area need to make a saving throw or end up prone. Small creatures gain cover while hiding in the crowd. The crowd disperses on its initiative in the 3rd round or when targeted by an area attack dealing 25 damage or more. Regardless of the circumstances, gives the PCs a chance to heroically save some of the crowd.

Furniture: All furniture is considered difficult terrain or blocking terrain (at your discretion), providing cover to small creatures or those prone on the floor. Most of the furniture can be cleared away or pushed aside with a DC 16 Athletics check made as a move action.

Smoke/Flames: At the start of the 4th round, the common room fills with smoke. All creatures inside the tavern gain concealment and at the start of their turn, must make a DC 18/20 Endurance checks to avoid losing a healing surge. At the start of the 6th round, the common room becomes an inferno. Any creature inside the tavern take 10 fire damage at the start of its turn. At

this point, the tavern cannot be saved, but it takes minutes before the building actually collapses. If the fight ends in 5 rounds or less, the PCs can save the tavern (assuming they try).

Windows: The windows are covered with sturdy wooden shutters. A shutter can be opened with a move action, allowing medium or smaller creatures to leave the building by spending 2 squares of movement. Large creatures must squeeze. Due to the thick layer of snow on the ground outside, creatures can jump from the 2nd floor windows without risk of injury.

TACTICS

The demons have orders to kill the PCs and if possible, Millarin. They are destructive entities, they take joy in killing innocents, even if they making tactical mistakes in doing so.

The immoliths try to grab opponents, especially those that appear to be resistant to fire or that use ranged attacks. The solamiths use their most damaging *soulfire* attacks while trying not to hit the immolith and the face-stealer. They focus on ranged attackers, or those that threaten them.

The face-stealer hides amongst the crowd, delaying until it can use *steal skin* against Millarin. If successful, it tries to stay within 5 squares of Millarin, using *identity crisis* and *twin sympathy* against the eladrin. The other face-stealer uses similar tactics, but against a PC that kept his distance from the immoliths. Once they have stolen identities, they try to affect as many characters as possible with *disruptive touch*, especially bloodied targets.

The demons fight to the death. The face-stealer tries to flee once all demons are destroyed or once its hit points reach half its bloodied value or lower. If cornered, it fights to the death.

Millarin tries to keep his distance from the battle. He knows he is not strong enough to face these demons, although he uses *magic missile* if necessary or tried to stabilize dying PCs. You can tweak the difficulty of the encounter by focusing the demons' attacks less or more on Millarin.

Millarin	Level 8
Medium fey humanoid, eladrin	XP –
Initiative +8	Senses Perception +9; low-light vision
HP 75; Bloodied 37	
AC 20; Fortitude 19, Reflex 21, Will 19	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
r Magic Missile (standard; at-will) ♦ Force	
Range 20; 5 force damage.	
Fey Step (move; encounter) ♦ Teleportation	
Millarin teleports 5 squares.	
Alignment Unaligned	Languages Common, Elven

Skills Arcana +12, Heal +4

Str 12 (+5)

Dex 18 (+8)

Wis 11 (+4)

Con 15 (+6)

Int 17 (+7)

Cha 15 (+6)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 immolith.

Six PCs: Add 1 fey face-stealer.

ENDING THE ENCOUNTER

The demons disappear when brought to 0 hit points or below as the magic that binds them to this plane dissolves. The face-stealer can be caught alive. It is cold-hearted, cowardly, and extremely jealous of normal people and their ability to experience emotions. It knows only that a female drow hired it to delay the Itharwen in their attempts to hire adventurers, preferably through killing the adventurers and the Itharwen agents. The drow also provided the means to summon the demons since the drow suspected help was needed to deal with any adventurers the Itharwen would hire.

If Millarin survived, he doesn't give the PCs much time to rest after the fight, preferring to get the PCs to his superiors as fast as possible. He gives the PCs 10 minutes to deal with the city authorities (who are extremely grateful) and wounded civilians before creating a Linked Portal to the Itharwen Academy.

If Millarin died, the PCs should realize the need for haste. Although they cannot open a portal to the Academy themselves, they can find the Itharwen compound in the city. Members of the House in the compound have a ritual scroll of Linked Portal, but it takes some time to find somebody with the knowledge of the circle and precious time is lost (playing a factor in Encounter 6). Either way, the PCs reach the Academy. Proceed with Encounter 3.

EXPERIENCE POINTS

The PCs earn 700/1000 experience points each for defeating the demons.

TREASURE

The fey face-stealer carries a *robe of defying flames* +3 and a *skull mask* (level 15). Note that if there are two face-stealers, there is only one of each of these items available. At the spot the demons appeared the PCs find black opals for a total value of 200/500 gold pieces per character.

ENCOUNTER 2: EXPLOSIVE RETALIATION STATISTICS (LOW LEVEL)

Fey Face-Stealer	Level 12 Lurker
Medium fey humanoid (shapechanger)	XP 700
Initiative +14 Senses Perception +6; darkvision	
HP 95; Bloodied 47	
AC 26; Fortitude 23 (25 while bloodied), Reflex 24, Will 26	
Resist 10 fire, 10 necrotic	
Speed 6; see also <i>fey step</i>	
m Disruptive Touch (standard; at-will)	
+19 vs. AC; 1d10 + 6 damage, and the target cannot spend healing surges (save ends).	
M Surprise Attack (standard, usable while this creature is hidden; recharge 5-6)	
The fey face-stealer makes a disruptive touch attack that deals 2d8 extra damage.	
M Steal Skin (standard; recharges when the fey face-stealer has no one under the effect of this power)	
+17 vs. Fortitude; 3d6 + 5 damage. The fey face-stealer assumes the appearance of the target until the end of the encounter. Whenever the target uses a healing surge, the fey Face-Stealer regains half the hit points and the target regains the other half.	
Identity Crisis (immediate interrupt, usable while bloodied when subject to a melee or ranged attack and adjacent to a target on which the fey Face-Stealer has used steal skin; encounter)	
The target of steal skin becomes the attack's target instead of the fey face-stealer.	
Twin Sympathy (free, usable when attacked while within 5 squares of the target whose appearance it has assumed using steal skin; recharge 4-6)	
The target of steal skin takes half the attack's damage and the fey face-stealer takes the other half.	
Fey Step (move; encounter) ♦ Teleportation	
The fey face-stealer teleports 5 squares.	
Defying Flames (immediate interrupt, when the fey face-stealer takes fire damage; daily) ♦ Healing	
The fey face-stealer takes no fire damage, gains a +2 power bonus to speed until the end of its next turn, and can spend a healing surge to heal 23 hit points.	
Alignment Evil Languages Common, Elven, telepathy 10	
Skills Acrobatics +12, Bluff +14, Intimidate +14, Stealth +12	
Str 12 (+7) Dex 19 (+10) Wis 4 (+3)	
Con 17 (+9) Int 6 (+5) Cha 22 (+12)	
Equipment <i>robes of defying flames</i> +3, <i>skull mask</i> .	

Note: The fey face-stealer is a foulspawn skintaker modified with the feywild denizen theme (*surprise attack* and *fey step*) with two magic items.

Immolith (level 13)	Level 13 Controller
Large elemental magical beast (demon, fire, undead)	XP 800
Initiative +9 Senses Perception +8	
Flaming Aura (Fire) aura 1; any creature that enters or starts its turn in the aura takes 10 fire damage.	
HP 137; Bloodied 68	
AC 25; Fortitude 26, Reflex 22, Will 23	
Immune disease, fire, poison; Resist 15 variable (2/encounter);	
Vulnerable 10 radiant	
Speed 6	
m Claw (standard; at-will) ♦ Fire	
Reach 4; +18 vs. AC; 1d8 + 6 fire damage, and ongoing 5 fire damage (save ends).	
M Fiery Grab (standard; at-will) ♦ Fire	
The immolith makes a claw attack (see above) against a Large or smaller target. On a hit, the target slides into a square adjacent to the immolith and is grabbed (until escape). While grabbed, the target loses any resistance it has to fire. An immolith can hold up to five grabbed creatures using this power.	
R Deathfire Curse (minor; at-will) ♦ Fire	
Range 10; +16 vs. Will; the target is slowed (save ends). Aftereffect: The target takes ongoing 5 fire damage (save ends).	
Vigor of the Grave (minor 1/round; at-will) ♦ Healing	
Close burst 5; undead in the burst (including the immolith) regain 10 hit points.	
Alignment Chaotic Evil Languages Abyssal	
Str 22 (+12) Dex 16 (+9) Wis 15 (+8)	
Con 25 (+13) Int 9 (+5) Cha 18 (+10)	

Solamith (level 11)	Level 11 Artillery
Large elemental humanoid (demon)	XP 600
Initiative +11 Senses Perception +6	
HP 91; Bloodied 45	
Regeneration 10 (if the solamith takes cold damage, regeneration doesn't function on its next turn)	
AC 22; Fortitude 23, Reflex 24, Will 21	
Resist 10 fire, 10 variable (2/encounter)	
Speed 8	
m Claw (standard; at-will) ♦ Fire	
Reach 2; +17 vs. AC; 1d8 + 3 damage plus 1d6 fire damage.	
A Soulfire (standard; at-will) ♦ Fire, Necrotic	
The solamith chooses one of the following attacks, taking damage as it hurls parts of itself at enemies. The solamith cannot reduce itself to 0 hit points or fewer in this fashion.	
• Area burst 1 within 20; +15 vs. Reflex; 3d6 + 4 fire and necrotic damage. The solamith takes 5 damage.	
• Area burst 2 within 20; +15 vs. Reflex; 4d6 + 4 fire and necrotic damage. The solamith takes 10 damage.	
• Area burst 3 within 20; +15 vs. Reflex; 5d6 + 4 fire and necrotic damage. The solamith takes 15 damage.	
C Soulfire Retort (immediate reaction, when the solamith takes damage from a melee attack, recharges when first bloodied) ♦ Fire, Necrotic	
Close blast 3; +15 vs. Reflex; 3d6 + 4 fire and necrotic damage, and the target is pushed 1 square.	
Alignment Chaotic Evil Languages Abyssal	
Str 20 (+10) Dex 23 (+11) Wis 13 (+6)	
Con 19 (+9) Int 4 (+2) Cha 8 (+4)	

ENCOUNTER 2: EXPLOSIVE RETALIATION STATISTICS (HIGH LEVEL)

Fey Face-Stealer (level 14)		Level 14 Lurker
Medium fey humanoid (shapechanger)		XP 1000
Initiative +15	Senses Perception +7; darkvision	
HP 107; Bloodied 53		
AC 28; Fortitude 25 (27 while bloodied), Reflex 26, Will 28		
Resist 10 fire, 10 necrotic		
Speed 6; see also fey step		
m Disruptive Touch (standard; at-will)		
+21 vs. AC; 1d10 + 7 damage, and the target cannot spend healing surges (save ends).		
M Surprise Attack (standard, usable while this creature is hidden; recharge 5-6)		
The fey face-stealer makes a disruptive touch attack that deals 2d8 extra damage.		
M Steal Skin (standard; recharges when the fey face-stealer has no one under the effect of this power)		
+19 vs. Fortitude; 3d6 + 6 damage. The fey face-stealer assumes the appearance of the target until the end of the encounter.		
Whenever the target uses a healing surge, the fey Face-Stealer regains half the hit points and the target regains the other half.		
Identity Crisis (immediate interrupt, usable while bloodied when subject to a melee or ranged attack and adjacent to a target on which the fey Face-Stealer has used steal skin; encounter)		
The target of steal skin becomes the attack's target instead of the fey face-stealer.		
Twin Sympathy (free, usable when attacked while within 5 squares of the target whose appearance it has assumed using steal skin; recharge 4-6)		
The target of steal skin takes half the attack's damage and the fey face-stealer takes the other half.		
Fey Step (move; encounter) ♦ Teleportation		
The fey face-stealer teleports 5 squares.		
Defying Flames (immediate interrupt, when the fey face-stealer takes fire damage; daily) ♦ Healing		
The fey face-stealer takes no fire damage, gains a +2 power bonus to speed until the end of its next turn, and can spend a healing surge to heal 26 hit points.		
Alignment Evil	Languages Common, Elven, telepathy 10	
Skills Acrobatics +13, Bluff +15, Intimidate +15, Stealth +13		
Str 12 (+8)	Dex 19 (+11)	Wis 4 (+4)
Con 17 (+10)	Int 6 (+6)	Cha 22 (+13)
Equipment robes of defying flames +3, skull mask.		

Note: The fey face-stealer is a foulspawn skintaker modified with the feywild denizen theme (*surprise attack* and *fey step*) with two magic items.

Immolith		Level 15 Controller
Large elemental magical beast (demon, fire, undead)		XP 1200
Initiative +10	Senses Perception +9	
Flaming Aura (Fire) aura 1; any creature that enters or starts its turn in the aura takes 10 fire damage.		
HP 153; Bloodied 76		
AC 27; Fortitude 28, Reflex 24, Will 25		
Immune disease, fire, poison; Resist 15 variable (2/encounter); Vulnerable 10 radiant		
Speed 6		
m Claw (standard; at-will) ♦ Fire		
Reach 4; +20 vs. AC; 1d8 + 7 fire damage, and ongoing 5 fire damage (save ends).		
M Fiery Grab (standard; at-will) ♦ Fire		
The immolith makes a claw attack (see above) against a Large or smaller target. On a hit, the target slides into a square adjacent to the immolith and is grabbed (until escape). While grabbed, the target loses any resistance it has to fire. An immolith can hold up to five grabbed creatures using this power.		
R Deathfire Curse (minor; at-will) ♦ Fire		
Range 10; +18 vs. Will; the target is slowed (save ends). Aftereffect: The target takes ongoing 5 fire damage (save ends).		
Vigor of the Grave (minor 1/round; at-will) ♦ Healing		
Close burst 5; undead in the burst (including the immolith) regain 10 hit points.		
Alignment Chaotic Evil		Languages Abyssal
Str 22 (+13)	Dex 16 (+10)	Wis 15 (+9)
Con 25 (+14)	Int 9 (+6)	Cha 18 (+11)

Solamith (level 13)		Level 13 Artillery
Large elemental humanoid (demon)		XP 1200
Initiative +12	Senses Perception +7	
HP 103; Bloodied 51		
Regeneration 10 (if the solamith takes cold damage, regeneration doesn't function on its next turn)		
AC 24; Fortitude 25, Reflex 26, Will 23		
Resist 10 fire, 10 variable (2/encounter)		
Speed 8		
m Claw (standard; at-will) ♦ Fire		
Reach 2; +19 vs. AC; 1d8 + 4 damage plus 1d6 fire damage.		
A Soulfire (standard; at-will) ♦ Fire, Necrotic		
The solamith chooses one of the following attacks, taking damage as it hurls parts of itself at enemies. The solamith cannot reduce itself to 0 hit points or fewer in this fashion.		
● Area burst 1 within 20; +17 vs. Reflex; 3d6 + 5 fire and necrotic damage. The solamith takes 5 damage.		
● Area burst 2 within 20; +17 vs. Reflex; 4d6 + 5 fire and necrotic damage. The solamith takes 10 damage.		
● Area burst 3 within 20; +17 vs. Reflex; 5d6 + 5 fire and necrotic damage. The solamith takes 15 damage.		
C Soulfire Retort (immediate reaction, when the solamith takes damage from a melee attack, recharges when first bloodied) ♦ Fire, Necrotic		
Close blast 3; +17 vs. Reflex; 3d6 + 5 fire and necrotic damage, and the target is pushed 1 square.		
Alignment Chaotic Evil		Languages Abyssal
Str 20 (+11)	Dex 23 (+12)	Wis 13 (+7)
Con 19 (+10)	Int 4 (+3)	Cha 8 (+5)

ENCOUNTER 2: EXPLOSIVE RETALIATION

TILES SET NEEDED

DU4 Arcane Towers x2, DU6 Harrowing Halls x2



ENCOUNTER 3: ITHARWEN ACADEMY

SETUP

Important NPCs:

Fhiele Itharwen, a soft-spoken female eladrin wizard.

Landen Itharwen, a stern male eladrin guard captain.

The portal opens into a large room, decorated with mosaics of open buildings surrounded by trees. The floor is caked with mud and large scratches tarnish the colorful walls. A number of eladrin are seated in an adjacent room, engaged in a passionate discussion. As you appear, three heavily armored warriors step into the archway between the two rooms, motioning for you to enter.

The guards lead the PCs to their leader, Landen Itharwen, a stern but polite warrior. He welcomes the PCs, and if asked about the condition of the room, mentions that the wizards recently tried to open a portal into an earthnode that was protected by some kind of ritual. The rubble and damaged murals are the result, but luckily no lives were lost. He leads the PCs through several corridors into a large dining hall.

Landen introduces the PCs to Fhiele Itharwen, Shanariel Itharwen's wife and Lady of the Academy. She is a tall and regal eladrin with long brown hair, green eyes, and a pale complexion. She is in charge while Shanariel is away. Although soft-spoken, she has a strong personality and it shows in her speaking. She introduces herself and gives the PCs a chance to do the same before getting down to business:

- The drow Merchant intends to cast a dangerous ritual. Divinations on the ritual are conflicting, but Fhiele suspects that the ritual involves both destruction and the creation of new life.
- In only a few hours the stars alignment will be such that the ritual can be completed. The Merchant must be stopped before it is too late.
- The Merchant worships Auril, goddess of winter.
- A few days ago, a dark-cloaked orc entered the teleportation circle using an Itharwen Academy teleportation ring, gained access to their magical research facility, but did not seem to find what he was looking for before escaping.
- The Itharwen traced the orc back to the mountaintops in the Nether Mountains near a powerful earth node.

- Earth nodes are crossings of ley lines throughout the Underdark and are powerful sources of energy for rituals. These ley lines also make it easy to access earth nodes via teleportation and the Itharwen are well-versed in this magic.
- The Itharwen tried to open a portal to the earth node to stop the Merchant's ritual, but were blocked by powerful wards. Before they could pierce the wards, several elemental creatures entered the chamber. They were relatively easy to kill, but by grabbing and flinging the ritual casters through the room, managed to disrupt House Itharwen's ritual.
- The PCs' task is straightforward: Protect/help the casters while they try to pierce the Merchant's wards. Once the portal is opened, enter the portal, locate the drow Merchant, and capture or kill her.
- In addition to the payment already promised by Millaren, Fhiele offers access to the Academy vaults. She also allows the PCs to study the local portal circle and hands them a ritual scroll of Linked Portal to make their return trip easier. She provides a *cloak of survival* +3 as advanced payment.

ENDING THE ENCOUNTER

Fhiele urges the PCs to find the drow Merchant and put a stop to her plans as quickly as possible. If they accept, she takes them to a nearby courtyard, which has been prepared for the ritual to open the portal. Proceed to Encounter 4.

EXPERIENCE POINTS

The characters receive no experience points, as this is a role-playing encounter.

TREASURE

The PCs are given a *cloak of survival* +3 by Fhiele.

ENCOUNTER 4: GUARDED PORTAL

ENCOUNTER LEVEL 9/11 (2000/2800
XP)

Setup

Important NPCs:

Phiele Itharwen, a soft-spoken female eladrin wizard.

Oeren and Tannen Itharwen, male eladrin ritual casters.

Renae Itharwen, female eladrin ritual caster.

Each wave of elementals includes the following creatures at the low tier:

3 water flinger (level 10)

2 dust wisp (level 10)

Each wave of elementals includes the following creatures at the high tier:

3 water flinger (level 12)

2 dust wisp (level 12)

The PCs are brought to an area outside of the complex designated for dangerous rituals. The PCs are introduced to Oeren, Renae and Tannen, the three eladrin that will be casting the ritual to open the portal to the earth node used by the drow Merchant. Powerful wards protect the earth node. The PCs are tasked with either helping directly with the ritual and/or to keep the elemental creatures away from the casters.

Phiele leads you into a park behind the compound. The temperature is freezing, the sky overcast and the ground blanketed in snow. Three eladrin dressed in cold-weather gear await you on a large stone platform surrounded by six marble statues. The platform and surrounding area have been cleared of snow, exposing a ritual circle between the statues.

The six statues are statues of Corellon, Kelemvor, Oghma, Sehanine, Silvanus, and Sune.

The encounter contains both a combat and a skill challenge. The skill challenge involves opening the portal, which is complicated by the Merchant's wards, which summon elementals to attack the ritual casters. The PCs are tasked with protecting the casters, although they can join the ritual casters to speed up the process;

the eladrin admit that the ritual may be a challenge for them to complete on their own.

Note that throughout the encounter, a minimum of 2 waves of elementals appears in the area (see below). The map shows 6 red circles. Roll one d6 for the dust wisps and one d6 for the water flingers. The number indicates the area in which each group of elementals appears. They appear on their initiative and can immediately take a full round's worth of actions. The areas in which the elementals appear each round begin glowing at the start of each round; clever PCs can use this information to plan their actions appropriately.

SKILL CHALLENGE: BREAKING THE BARRIER

Goal: Opening the portal as quickly as possible and costing as few resources as possible.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Dungeoneering, Nature.

Victory: The portal is opened within a reasonable amount of time and at minimal expense. See Encounter 6 for details.

Defeat: Opening the portals takes longer than expected and costs additional resources. See Encounter 6 for details.

The challenge consists of a minimum of 4 rounds of checks (referred to as "ritual turns"). Each ritual turn takes 10 minutes in-game time. At the end of the ritual turn, all creatures performing the ritual must make a skill check. If more than half of the casters fail the check, it is considered a single failure; otherwise, it is considered a success. Once four group successes are scored, the portal opens. Each group failure extends the challenge by another ritual turn (another 10 minutes). Each group failure also causes another wave of elemental creatures to appear in the area and attack the casters (see below for details) at the start of the next ritual turn. The stress of the encounter prevents anybody from taking a short rest until the end of the ritual.

Although the eladrin do not instruct the PCs to help with the ritual, 2 PCs can easily choose to do so in order to help speed things up or add some stability to the ritual. A maximum of 6 creatures can contribute to the ritual (4 eladrin and 2 PCs). More PCs can join, replacing an eladrin, but at least one eladrin needs to remain part of the ritual.

A ritual caster must remain in the same square for the duration of the ritual. If somehow moved, that character scores an individual failure during the ritual turn in which he was moved. A caster that skips making

a check in any given turn cannot contribute to the ritual from that point onward. A ritual caster can take other actions, as long as they spend at least 1 move action per round on the ritual (thus, they can participate in the battle).

For each ritual round, roll 1d20 for each eladrin participating in the ritual. A roll of 10 or higher results in a success, and a roll of 9 or lower results in a failure for each eladrin. Remember that these eladrin may be forced to move or even killed during any given ritual round, and this may turn a success into a failure.

- **Ritual Turn 1:** As soon as the ritual begins, the first wave of elementals appears.
- **Ritual Turn 2:** If the prior ritual turn failed, another wave appears. If the prior ritual turn succeeded, no wave appears.
- **Ritual Turn 3:** If the prior ritual turn failed, another wave appears. If the prior ritual turn succeeded, no wave appears.
- **Ritual Turn 4:** Regardless of the result of the previous ritual turn, another wave appears.
- **Following ritual turns:** If the prior ritual turn failed, another wave appears. If the prior ritual turn succeeded, no wave appears.

Arcana, Dungeoneering or Nature DC 18/20 (trained only; special)

Through knowledge of rituals and/or earth nodes, the PC aids in opening a link between a nearby earth node and the one used by the drow Merchant.

TROUBLESHOOTING

The goal of the encounter is a string of high paced short fights with little to no rest in between. Do not roll initiative for each separate wave. Allow the PCs the option to act first or to wait. If the group easily deals with one wave, and wants a bit more of a challenge, send in an extra wave in the 2nd round after the first appeared. You can repeat this one more time, but be careful not to overdo it. It is still only a complexity 1 skill challenge.

FEATURES OF THE AREA

Platform: Creatures can enter the platform without endangering the ritual. The platform is turned into a loadstone. The area is considered difficult terrain, and ranged attacks that trace a line of effect through it take a -2 penalty to attack rolls.

Ruined Tower: The ruined tower is a fake ruin built for decoration. The walls are blocking terrain.

Snow Covered Ground: The ground other than the stone tiles is covered with 2 feet of snow and is

difficult terrain. Prone creatures in the snow gain concealment. Attacks with the fire keyword melt patches of snow, turning it into normal terrain.

Stone Tiles: These areas have been cleared of snow and are normal terrain.

Trees: Trees are blocking terrain and provide cover.

TACTICS

The elementals use straightforward tactics: they try to force the ritual casters to move so as to disrupt the ritual. Each elemental focuses on one caster. The elementals attack any PCs that block their path to the casters.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 water flinger and 1 dust wisp from each wave.

Six PCs: Add 2 water flingers and 1 dust wisp to each wave.

ENDING THE ENCOUNTER

When the PCs and eladrin score four successes in the skill challenge, the portal opens and the encounter ends. If the party has already accrued 3 failures and doesn't seem to be having fun with the encounter, call it and inform the PCs that the casters have managed to open the portal. Proceed with Encounter 5.

The eladrin inform the PCs that they can only keep the portal open for a minute, so the PCs do not have time to take a short rest. Once through the portal, the PCs have 40 minutes to rest, minus 10 for each failure they accrued during this encounter without negative consequences. Every 5 minutes that the PCs spend in excess of 40 minutes earns an automatic failure in the skill challenge in Encounter 5.

Time lost in Encounter 2 in the case of Millarin's death cannot be compensated for with good results in this encounter.

EXPERIENCE POINTS

The PCs gain 400/560 experience points each if they manage to open the portal before accruing 3 failures, otherwise they receive half that amount.

TREASURE

The PCs gain no treasure in this encounter.

ENCOUNTER 4: GUARDED PORTAL STATISTICS (LOW LEVEL)

Water Flinger (level 10)		Level 10 Minion
Medium elemental animate (construct)		XP 125
Initiative +9 Senses Perception +4; darkvision		
HP 1; a missed attack never damages a minion.		
AC 22; Fortitude 24, Reflex 22, Will 21		
Immune disease, poison, petrification		
Speed 8		
m Tentacle Knot (standard; at-will) ♦ Acid		
Reach 2; +13 vs. AC; 7 acid damage, and the target is grabbed. A grabbed target takes 7 acid damage at the start of each of the aberrant flinger's turns.		
m Fling (minor 1/round; at-will)		
Targets a creature the aberrant flinger is grabbing; +12 vs. Fortitude; 4 damage, and the target slides 3 squares and is knocked prone. The target is no longer grabbed. Miss: The target is no longer grabbed.		
Alignment Unaligned		Languages –
Str 22 (+11)	Dex 19 (+9)	Wis 8 (+4)
Con 18 (+9)	Int 2 (+1)	Cha 16 (+8)

Note: Renamed aberrant flinger (type also changed into elemental).

Dust Wisp (level 10)		Level 10 Minion
Small elemental humanoid (air, demon)		XP 125
Initiative +12	Senses Perception +10; darkvision	
Buffeting Winds aura 2; each creature within the aura takes a -2 penalty to attack rolls with ranged and area attacks.		
HP 1; a missed attack never damages a minion.		
AC 24; Fortitude 22, Reflex 25, Will 20		
Speed 10 (hover)		
m Wind and Thunder (standard; at-will) ♦ Thunder		
+14 vs. Fortitude; 5 damage plus 2 thunder damage, and the dust wisp slides the target 3 squares. The dust wisp can then shift 1 square or move 3 squares as a free action.		
Alignment Chaotic Evil		Languages Abyssal, Primordial
Str 18 (+9)	Dex 24 (+12)	Wis 20 (+10)
Con 20 (+10)	Int 14 (+7)	Cha 17 (+8)

Eladrin Casters		Level –
Medium fey humanoid, eladrin		XP –
Initiative +8	Senses Perception +9; low-light vision	
HP 4 hits; Bloodied 2 hit		
AC 23; Fortitude 22, Reflex 24, Will 22		
Saving Throws +5 against charm effects		
Speed 6; see also fey step		
Fey Step (move; encounter) ♦ Teleportation		
Millarin teleports 5 squares.		
Alignment Unaligned		Languages Common, Elven
Skills Arcana +8		
Str 12 (+5)	Dex 18 (+8)	Wis 11 (+4)
Con 15 (+6)	Int 17 (+7)	Cha 15 (+6)

Note: Simplified stat blocks for the eladrin casters. They are bloodied after 2 hits and die at the 4th hit.

ENCOUNTER 4: GUARDED PORTAL (HIGH LEVEL)

Water Flinger (level 12)	Level 12 Minion
Medium elemental animate (construct)	XP 175
Initiative +10 Senses Perception +5; darkvision HP 1; a missed attack never damages a minion. AC 24; Fortitude 26, Reflex 24, Will 23 Immune disease, poison, petrification Speed 8	
m Tentacle Knot (standard; at-will) ♦ Acid Reach 2; +15 vs. AC; 8 acid damage, and the target is grabbed. A grabbed target takes 8 acid damage at the start of each of the aberrant flinger's turns.	
m Fling (minor 1/round; at-will) Targets a creature the aberrant flinger is grabbing; +14 vs. Fortitude; 5 damage, and the target slides 3 squares and is knocked prone. The target is no longer grabbed. Miss: The target is no longer grabbed.	
Alignment Unaligned Languages – Str 22 (+12) Dex 19 (+10) Wis 8 (+5) Con 18 (+10) Int 2 (+2) Cha 16 (+9)	

Note: Renamed aberrant flinger (type also changed into elemental).

Dust Wisp (level 12)	Level 12 Minion
Small elemental humanoid (air, demon)	XP 175
Initiative +13 Senses Perception +11; darkvision Buffeting Winds aura 2; each creature within the aura takes a -2 penalty to attack rolls with ranged and area attacks. HP 1; a missed attack never damages a minion. AC 26; Fortitude 24, Reflex 27, Will 22 Speed 10 (hover)	
m Wind and Thunder (standard; at-will) ♦ Thunder +16 vs. Fortitude; 6 damage plus 3 thunder damage, and the dust wisp slides the target 3 squares. The dust wisp can then shift 1 square or move 3 squares as a free action.	
Alignment Chaotic Evil Languages Abyssal, Primordial Str 18 (+10) Dex 24 (+13) Wis 20 (+11) Con 20 (+11) Int 14 (+8) Cha 17 (+9)	

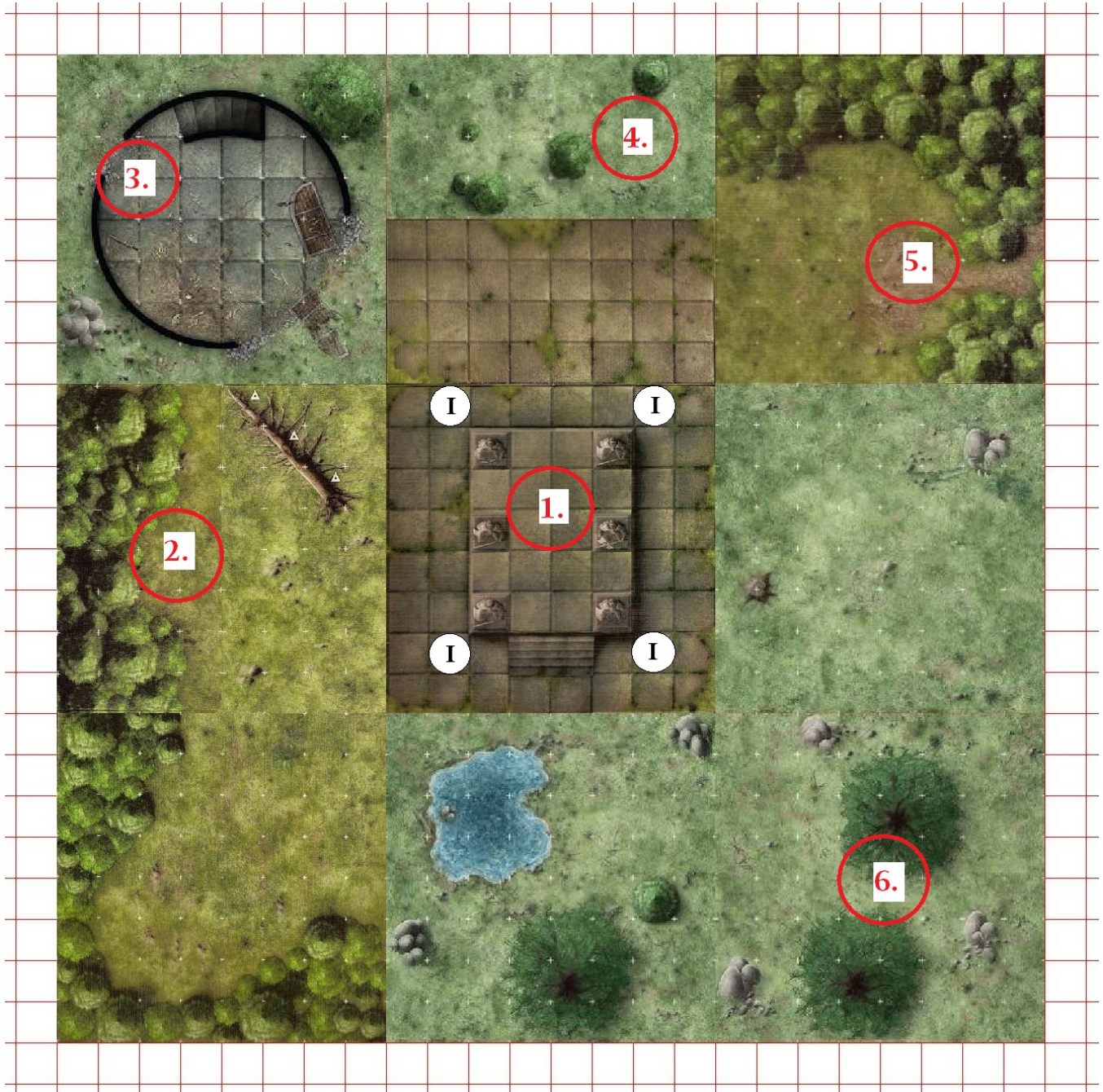
Eladrin Casters	Level –
Medium fey humanoid, eladrin	XP –
Initiative +8 Senses Perception +9; low-light vision HP 2 hits; Bloodied 1 hit AC 23; Fortitude 22, Reflex 24, Will 22 Saving Throws +5 against charm effects Speed 6; see also <i>fey step</i>	
Fey Step (move; encounter) ♦ Teleportation Millarin teleports 5 squares.	
Alignment Unaligned Languages Common, Elven Skills Arcana +10 Str 12 (+5) Dex 18 (+8) Wis 11 (+4) Con 15 (+6) Int 17 (+7) Cha 15 (+6)	

Note: Simplified stat blocks for the eladrin casters. They are bloodied after 1 hits and die at the 2nd hit.

ENCOUNTER 4: GUARDED PORTAL MAP

Tiles Set Needed

DT4 Ruins of the Wild x1, DU5 Sinister Woods x1



The **red circles** are the areas in which the elementals appear. Roll one d6 for each minion type to determine the red circle in which the elementals of that type appear.

ENCOUNTER 5: FROZEN PASSAGES

SKILL CHALLENGE: LEVEL 10/12 COMPLEXITY 1 (500/700XP)

SETUP

The portal deposits the PCs into an ice-covered cavern with multiple exits. PCs trained in Arcana can detect powerful arcane energy in the area. The PCs can hear the sounds of casting over a raging storm somewhere. The PCs must determine which exit to take and which corridors to follow to reach the Merchant.

Your disorienting ride deposits you into a maze of icy caverns and tunnels, their light blue walls glittering with physical manifestations of arcane energy. Powerful gusts of wind howl throughout the tunnels, nearly drowning out the distant incantations of a single voice. You haven't much time.

The PCs must succeed in a skill challenge to navigate the maze of caverns and tunnels and find the Merchant before it is too late.

The extreme cold requires that each PC succeed at an Endurance check at the end of each round:

Endurance DC 18/20 (0 successes)

The PC succumbs to the biting cold and loses one healing surge. PCs with resist cold lower than 10 gain a +5 bonus to the check. PCs with resist cold 10 or more or who are under the protection of Endure Elements automatically succeed on this check.

SKILL CHALLENGE: FROZEN PASSAGES

Goal: Locate drow Merchant's ritual site as quickly as possible.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Dungeoneering and Perception.

Secondary Skills: Athletics, Religion.

Victory: The PCs locate the ritual site before early, and have a good chance to stop it (see Encounter 6).

Defeat: The PCs have located the ritual site late and the PCs are at a disadvantage to stop it (see Encounter 6).

Acrobatics DC 13/14 (required, group check; 1 success; 1 maximum)

The frozen corridors are extremely slippery and made treacherous by the occasional crevasse or snow covered pit. Moving quickly through the corridors is a

recipe for disaster. The group **MUST** attempt this check at some point during the skill challenge.

Arcana DC 26/28 (trained only; 1 success; 1 maximum)

By detecting magical auras in the area, the PC develops a good idea of which direction to travel in. If the PCs lost time in Encounter 2 because Millarin was killed and/or in Encounter 4 because opening the portal took more time than expected, this check also reveals that the ritual is nearly complete.

Athletics DC 18/20 (opened with Perception; 1 success; 1 maximum)

The PC quickly removes snow and ice blocking a corridor shortcut. The PC may use an encounter or daily fire attack power in place of this check.

Dungeoneering 18/20 (1 success; 1 maximum)

The PC uses his knowledge of caverns to find the way.

Perception DC 18/20 (1 success; 2 maximum)

Sounds are difficult to trace within the cavern, but the PC has a keen ear. The second successful check reveals a secret passage that has been frozen over and opens up the use of the Athletics skill.

Religion DC 18/20 (0 success)

The Merchant is a worshipper of Auril, evil goddess of winter. The PC realizes that a ritual powered by her magic would likely take place above ground and knows to move upwards. A successful Religion check provides a +2 bonus to future Arcana and Dungeoneering checks for the party.

ENDING THE ENCOUNTER

The PCs arrive at the mountaintop where the drow Merchant is performing her ritual. Success or failure determines what they find when they arrive. Proceed to Encounter 6.

EXPERIENCE

The characters receive 100/140 experience points each for successfully completing the skill challenge, half if they fail.

TREASURE

The PCs gain no treasure in this encounter.

ENCOUNTER 6: BIRTH OF WINTER

ENCOUNTER LEVEL 14/16 (5000/7000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 **Sadbatu, the drow Merchant** (level 12) (S)
- 1 **frost giant shield bearer** (level 13) (F)
- 2 **hill giant avalanchers** (level 13) (A)
- 1 **Icicle Flinger** (level 15) (G)
- 0 - 4 **Chillborn Zombies** (level 7) (Z)

This encounter includes the following creatures at the high tier:

- 1 **Sadbatu, the drow Merchant** (level 14) (S)
- 1 **frost giant shield bearer** (level 15) (F)
- 2 **hill giant avalanchers** (level 15) (A)
- 1 **Icicle Flinger** (G)
- 0 - 4 **Chillborn Zombies** (level 9) (Z)

The development of this encounter depends on the PCs' performance during Encounter 2, and the skill challenges in Encounters 4 and 5. The PCs earn 1 failure here if Millarin was killed in Encounter 2, 1 failure if they failed the skill challenge in Encounter 4, and 1 failure if they failed the skill challenge in Encounter 5, for a maximum of 3 failures here.

0 Failures: The PCs arrive just as Sadbatu begins his ritual. They have 5 rounds to subdue Sadbatu before the first 3 chillborn zombies rise and 7 rounds before the 4th zombie rises. The ritual completes at the end of the 10th round.

Each Failure: Each failure leads to a 2-round delay for the PCs. With one failure, the PCs arrive 2 rounds into the ritual and only have 3 rounds to subdue Sadbatu before the first 3 chillborn zombies rise, and so forth.

The glacial maze deposits you onto a mountaintop in the midst of a raging snowstorm. A path winds its way around steep, icy cliffs. A female drow stands at the summit, chanting loudly beside a glowing standing stone. A number of giants guard the area.

The standing stone is the icicle flinger and the center of the ritual. Its zone includes the summit and the layer

below (2nd layer from the arrival point of the PCs). The giants are all Sadbatu's servants and do not trigger the icicle flinger.

The storm has a minor effect on vision and only impedes the movement of flying creatures. This is noted under Features of the Area.

FEATURES OF THE AREA

Cliffs: The black areas on the map (except the thin line through the lake and under the frost giant) are cliffs 20 feet (4 squares) high. Due to the snow and wind, climbing them requires a DC 20 Athletics check. A climbing character that is hit also needs to succeed at a DC 20 Athletics check to prevent falling down.

Note that this is true for the outer edges of the map as well. Beyond that there are no more steep elevations and the mountain slope goes steeply down.

Corpses: Human corpses strewn about the mountaintop are difficult terrain.

Creeping Ice: Blue dots indicate squares with Creeping Ice. Any character that begins or ends his turn in Creeping Ice takes 10 cold damage.

Icicle Flinger Zone: The blue glowing standing stone shoots icicles at the enemies of Auril that enter the 2nd and 3rd elevation of the mountain. PCs cannot teleport into the zone, instead ending up at its border. If the trap is disabled this effect disappears.

If the trap is permanently disabled, the ice elemental empowering the trap is freed. It curiously stays around to observe the fight if still going on, otherwise it thanks the characters for its liberation before returning home. Quick acting PCs can stop it for a few questions (see below).

Icy Patch: The pool on the map is a patch of slippery ice and is difficult terrain. Creatures without icewalk that enter one of these squares must make a DC 18/20 Acrobatics check or fall prone, ending their movement.

Snow Covered Floor: The whole area is covered in a thin layer of snow. It does not affect movement, except on those spots with a triangle where the layer is particularly thick, reflecting difficult terrain.

Storm: Due to the storm, any flying creature is attacked when it takes a move action using flight or begins its turn flying: +17/+19 vs. Fortitude; slide 1d6 squares in a straight line of randomly-determined direction. If this brings the creature into contact with a cliff or wall, the creature suffers 2d8 + 6 damage and immediately falls prone at the foot of that cliff or wall.

The storm also greatly hinders ranged combat. The whirling snow provides concealment for targets of ranged attacks, and an additional -2 penalty to attack

rolls due to the high winds. These penalties are removed once the icicle flinger is disabled (or if disabled for 1 round for that one round). Sadbatu, the icicle flinger and her allies are unaffected by the storm due to Auril's blessing.

TACTICS

The giants keep the PCs away from Sadbatu by any means possible, taking pleasure in sliding them off cliffs or into Creeping Ice. They use their forced movement abilities to trigger the frost giant's defensive stand whenever possible.

The frost giant provides Sadbatu with temporary hit points from *protective strike* as soon as possible. He prefers to target ranged attackers and targets vulnerable to cold, but also tries to knock creatures off cliffs, even provoking opportunity attacks to do so if necessary. It uses *defensive stance* against any targets likely to be forced adjacent to it by the hill giants or by Sadbatu.

Sadbatu must dedicate some of her energy towards the ritual. She can do so with minor, move, or standard actions made either every round or every other round, at your discretion. Choose the right balance depending on the challenge level you want to provide for the players.

SCALING THE ENCOUNTER

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

Four PCs: Remove a hill giant avalancher.

Six PCs: Add a frost giant shield bearer.

ENDING THE ENCOUNTER

Once all of the opponents are dead or subdued, the PCs can examine the area and find the following:

- A woman that had been sacrificed at the standing stone.
- A white bone rod and a frost-covered scroll of *Control Weather* that has already been consumed; if the scroll is picked up, it crumbles.
- A *potion of vitality*.
- The *bowl of purity* and the *bed of rapid rest* stolen in *LURU1-6 Desperate Times*.
- The *bloodstone spider* and the *fragrance of authority* stolen in *LURU1-7 Demonic Dealings*.
- There is no trace of the ring attuned to the Academy's portal circle.
- A small bag filled with jewels, residuum and coins.

- A fragment of what appears to be an ancient stone tablet with an unreadable text - see **LURU15 Memorial Tablet - Fragment #4.**

If the PCs were unable to stop the ritual in time, the standing stone glows brightly and a pillar of snow-white light descends upon Sadbatu. Seconds later, it dissipates, shattering the standing stone and with Sadbatu nowhere in sight. The giants continue to fight, however.

If the PCs do stop the ritual (by subduing Sadbatu), the intensity of the storm and the unnatural cold subside. Nothing else of note occurs, however.

IN SLUMBER REMAIN

The ice elemental in the icicle flinger trap knows little of what was going on. It was summoned, bound to the sound and used to fuel part of the ritual. It hated it. PCs on the *Slumber Remain* quest, who have done task 1 and 2, can ask where the sleeping titan lies. The ice elemental reacts surprised and answers that even now, others seek to open the conflagration of souls. In doing so, they mean to wake that which should in slumber remain. The Darkturret key can wake or seal the icy prison of the dawn titan entombed within a glacier in Fimbrul. If you are to become involved, you need to get to Darkturret and from there, to Fimbrul. The PC now fulfilled Task 3.

EXPERIENCE POINTS

The characters gain 1000/1400 experience points each for defeating the Sadbatu and her servants. If the PCs failed the skill challenges in Encounter 4 and/or 5 and face off against the chillborn zombies they earn 60/80 experience points per PC, per defeated zombie up to the experience points lost in prior encounters. In addition, if the characters stopped the ritual they gain 40/100 experience points each for successfully completing the minor quest.

TREASURE

Although the PCs find all of the items mentioned above, they can only choose one bundle in this adventure and a number of the items are too low-level to be mentioned as bundles. The coins and jewels found add up to 700/1100 gp per PC.

ENCOUNTER 6: BIRTH OF WINTER STATISTICS (LOW LEVEL)

Sadbatu (level 12)	Level 12 Elite Artillery (Leader)
Medium fey humanoid, drow (cold)	XP 1400
Initiative +8	Senses Perception +9; dark vision
HP 192; Bloodied 96	
AC 26; Fortitude 24, Reflex 26, Will 27	
Resist 10 cold; if Sadbatu takes cold damage and her next attack hits, one target of that attack takes an extra 5 cold damage.	
Saving Throws +2	
Speed 6	
Action Points 1	
m Chill Touch (standard; at-will) ♦ Cold	
+17 vs. Reflex; 2d8 + 6 cold damage, and the target cannot make opportunity attacks against Sadbatu until the end of her next turn.	
r Frosty Glare (standard; at-will) ♦ Cold	
Ranged 10; +17 vs. Will; 3d6 + 10 cold damage, and the target Gains vulnerable 5 cold until the end of Sadbatu's next turn.	
M/R Fury of Winter (standard; at-will)	
Sadbatu makes two basic attacks.	
R Lash of the Long Night (standard; recharge 4-6) ♦ Cold	
Ranged 10; +17 vs. Fortitude; 2d8 + 6 cold damage, and the target is slowed and is pushed 5 squares (save ends).	
R Darkfire (standard; at-will)	
Ranged 10; +15 vs. Reflex; Until the end of Sadbatu's next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.	
C Ride the Bitter Wind (standard; encounter) ♦ Cold, Teleportation	
Close blast 5; targets enemies; +15 vs. Fortitude; 2d8 + 6 cold damage, and the target is knocked prone. Sadbatu and her allies within the area teleport to any square within the blast.	
C Gift of the Pale Prince (free, when first bloodied; encounter)	
♦ Cold, Teleportation	
Sadbatu recharges <i>ride the bitter wind</i> if she has expended it, and she uses it as a free action. If she has not expended it, she uses it immediately without expending it.	
Alignment Evil	Languages Common, Elven, Primordial
Skills Arcana +15, Intimidate +18, Stealth +10	
Str 10 (+6)	Dex 14 (+8) Wis 16 (+9)
Con 18 (+10)	Int 18 (+10) Cha 21 (+11)

Note: Azara Iceborn changed into a drow and modified damage.

Icicle Flingers (level 15)	Level 15 Blaster
Trap	XP 1200
Trap: The blue glowing standing stone shoots icicles at the enemies of Auril that enter the 2nd and 3rd elevation of the mountain.	
Perception	
No check is necessary to notice the standing stone and its magical nature.	
Additional Skills: Arcana	
DC 24: The character recognizes the hazard's nature.	
Trigger	
The trap triggers when a creature moves into a trigger zone or starts its turn in a trigger zone. The trigger zone is the 2 nd elevation on the map.	
Attack	
Immediate Reaction	Ranged 10
Target: The creature that triggered the hazard.	
Attack: +22 vs. AC	
Hit: 2d8 + 7 cold damage, and the target is teleported 4 squares to the floor of a lower elevation.	
Miss: Half damage.	
Countermeasures	
♦ Thievery DC 22: A creature adjacent to the stone can attempt to disable it with Thievery as a standard action. A successful check disables it until the start of the creatures next round. A failed check triggers an attack. Four successful checks permanently disable the trap.	
♦ Arcana DC 30: A creature in the zone who makes a successful check as a move action disables the trigger zone until the end of the character's next turn. A failed check leads to a free attack by the icicle flinger. Four successful checks permanently disable the trap, only one success can be scored per round.	
♦ A creature can attack the zone with a power that affects zones (such as dispel magic). The zone's defense is 25 against such attacks. The power has the normal effect it would against a zone.	

Note: Adaptation of rock flingers trap to both the terrain of the encounter, and changed into cold damage.

Frost Giant Shield Bearer (level 13)		Level 13 Soldier
Large elemental humanoid (cold, giant)		XP 800
Initiative +14 Senses Perception +11		
HP 134; Bloodied 67		
AC 29; Fortitude 27, Reflex 26, Will 23		
Resist 15 cold		
Speed 8 (ice walk)		
m Icy Battleaxe (standard; at-will) ♦ Cold, Weapon		
Melee 2; +18 vs. AC; 3d10 + 7 cold damage, and the target is marked until the end of the shield bearer's next turn.		
M Protective Strike (standard; encounter)		
The shield bearer uses <i>icy battleaxe</i> . On a hit, the attack deals 10 extra cold damage, and one ally within 10 squares of the shield bearer gains 25 temporary hit points.		
Defensive Stand (minor 1/round; at-will)		
Choose one enemy within 10 squares of the shield bearer that is not marked by it. If that enemy moves adjacent to the shield bearer before the end of the shield bearer's next turn, the shield bearer can use <i>icy battleaxe</i> against the enemy as a free action.		
Icebound Footing		
When an effect pulls, pushes, or slides the shield bearer, it moves 2 squares less than the effect specifies. In addition, the shield bearer can make a saving throw to avoid falling prone.		
Coordinated Attack		
The shield bearer has combat advantage against an enemy while another frost giant shield bearer is adjacent to that enemy.		
Alignment Evil Languages Giant		
Skills Athletics +18, Intimidate +13		
Str 24 (+13)	Dex 22 (+12)	Wis 20 (+11)
Con 22 (+12)	Int 15 (+8)	Cha 14 (+8)
Equipment hide armor, heavy shield, battleaxe.		

Hill Giant Avalancher (level 13)		Level 13 Skirmisher
Large elemental humanoid (giant)		XP 800
Initiative +14 Senses Perception +9		
HP 131; Bloodied 65		
AC 27; Fortitude 24, Reflex 26, Will 23		
Speed 8		
m Greatclub (standard; at-will) ♦ Weapon		
Melee 2; +18 vs. AC; 2d10 + 10 damage.		
R Rolling Rock (standard; at-will) ♦ Weapon		
Ranged 8; +16 vs. Reflex; 2d10 + 3 damage, and the avalancher slides the target 4 squares and knocks it prone.		
M Crushing Charge (standard; recharge 4-6) ♦ Weapon		
The avalancher charges and makes the following attack in place of a melee basic attack: Melee 1; +19 vs. AC; 2d10 + 10 damage, and the target falls prone.		
Stomping Shift (move; at-will)		
The avalancher shifts 4 squares and can move through prone enemies' spaces. Each time the avalancher enters a prone enemy's space for the first time during the shift, that enemy takes 8 damage.		
Alignment Chaotic evil Languages Giant		
Skills Athletics +16		
Str 21 (+11)	Dex 23 (+12)	Wis 17 (+9)
Con 19 (+10)	Int 15 (+8)	Cha 11 (+6)
Equipment hide armor, greatclub.		

Chillborn Zombie (level 7)		Level 7 Soldier
Medium natural animate (undead)		XP 300
Initiative +5 Senses Perception +3; darkvision		
Chillborn Arua (cold) Aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.		
HP 79; Bloodied 39		
AC 23; Fortitude 21, Reflex 17, Will 17		
Immune disease, poison; Resist 10 cold, 10 necrotic; Vulnerable 5 fire, 5 radiant		
Speed 4		
m Slam (standard; at-will) ♦ Cold		
+12 vs. AC; 1d6 + 4 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends).		
C Death Burst (when reduced to 0 hit points) ♦ Cold		
The chillborn zombie explodes: close burst 1; +10 vs. Fortitude; 2d6 + 2 cold damage, and the target is slowed (save ends).		
Ice Reaper Cold		
The chillborn zombie deals +5 cold damage to an immobilized creature.		
Alignment Unaligned Languages –		
Skills Athletics +12		
Str 19 (+7)	Dex 10 (+3)	Wis 10 (+3)
Con 15 (+5)	Int 2 (-1)	Cha 6 (+1)

ENCOUNTER 6: BIRTH OF WINTER STATISTICS (HIGH LEVEL)

Sadbatu (level 14)	Level 14 Elite Artillery (Leader)
Medium fey humanoid, drow (cold)	XP 2000
Initiative +9	Senses Perception +10; dark vision
HP 216; Bloodied 108	
AC 28; Fortitude 26, Reflex 28, Will 29	
Resist 10 cold; if Sadbatu takes cold damage and her next attack hits, one target of that attack takes an extra 5 cold damage.	
Saving Throws +2	
Speed 6	
Action Points 1	
m Chill Touch (standard; at-will) ♦ Cold	
+19 vs. Reflex; 2d8 + 7 cold damage, and the target cannot make opportunity attacks against Sadbatu until the end of her next turn.	
r Frosty Glare (standard; at-will) ♦ Cold	
Ranged 10; +19 vs. Will; 3d6 + 12 cold damage, and the target gains vulnerable 5 cold until the end of Sadbatu's next turn.	
M/R Fury of Winter (standard; at-will)	
Sadbatu makes two basic attacks.	
R Lash of the Long Night (standard; recharge 4-6) ♦ Cold	
Ranged 10; +19 vs. Fortitude; 2d8 + 7 cold damage, and the target is slowed and is pushed 5 squares (save ends).	
R Darkfire (standard; at-will)	
Ranged 10; +17 vs. Reflex; Until the end of Sadbatu's next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.	
C Ride the Bitter Wind (standard; encounter) ♦ Cold, Teleportation	
Close blast 5; targets enemies; +17 vs. Fortitude; 2d8 + 7 cold damage, and the target is knocked prone. Sadbatu and her allies within the area teleport to any square within the blast.	
C Gift of the Pale Prince (free, when first bloodied; encounter)	
♦ Cold, Teleportation	
Sadbatu recharges <i>ride the bitter wind</i> if she has expended it, and she uses it as a free action. If she has not expended it, she uses it immediately without expending it.	
Alignment Evil	Languages Common, Elven, Primordial
Skills Arcana +16, Intimidate +19, Stealth +11	
Str 10 (+7)	Dex 14 (+9) Wis 16 (+10)
Con 18 (+11)	Int 18 (+11) Cha 21 (+12)

Note: Azara Iceborn changed into a drow and modified damage.

Icicle Flingers (level 16)	Level 16 Blaster
Trap	XP 1400
Trap: The blue glowing standing stone shoots icicles at the enemies of Auril that enter the 2nd and 3rd elevation of the mountain. It has a limited supply of ice. It can make 10 attacks.	
Perception	
No check is necessary to notice the standing stone and its magical nature.	
Additional Skills: Arcana	
DC 24: The character recognizes the hazard's nature.	
Trigger	
The trap triggers when a creature moves into a trigger zone or starts its turn in a trigger zone. The trigger zone is the 2 nd elevation on the map.	
Attack	
Immediate Reaction	Ranged 10
Target: The creature that triggered the hazard.	
Attack: +23 vs. AC	
Hit: 2d8 + 8 cold damage, and the target is teleported 4 squares to the floor of a lower elevation.	
Miss: Half damage.	
Countermeasures	
♦ Thievery DC 22: A creature adjacent to the stone can attempt to disable it with Thievery as a standard action. A successful check disables it until the start of the creatures next round. A failed check triggers an attack. Four successful checks permanently disable the trap.	
♦ Arcana DC 31: A creature in the zone who makes a successful check as a move action disables the trigger zone until the end of the character's next turn. A failed check leads to a free attack by the icicle flinger. Four successful checks permanently disable the trap, only one success can be scored per round.	
♦ A creature can attack the zone with a power that affects zones (such as dispel magic). The zone's defense is 26 against such attacks. The power has the normal effect it would against a zone.	

Note: Adaptation of rock flingers trap to both the terrain of the encounter, and changed into cold damage.

Frost Giant Shield Bearer (level 15)	Level 15 Soldier
Large elemental humanoid (cold, giant)	XP 1200
Initiative +15 Senses Perception +12	
HP 150; Bloodied 75	
AC 31; Fortitude 29, Reflex 28, Will 25	
Resist 15 cold	
Speed 8 (ice walk)	
m Icy Battleaxe (standard; at-will) ♦ Cold, Weapon	
Melee 2; +20 vs. AC; 3d10 + 8 cold damage, and the target is marked until the end of the shield bearer's next turn.	
M Protective Strike (standard; encounter)	
The shield bearer uses <i>icy battleaxe</i> . On a hit, the attack deals 10 extra cold damage, and one ally within 10 squares of the shield bearer gains 25 temporary hit points.	
Defensive Stand (minor 1/round; at-will)	
Choose one enemy within 10 squares of the shield bearer that is not marked by it. If that enemy moves adjacent to the shield bearer before the end of the shield bearer's next turn, the shield bearer can use <i>icy battleaxe</i> against the enemy as a free action.	
Icebound Footing	
When an effect pulls, pushes, or slides the shield bearer, it moves 2 squares less than the effect specifies. In addition, the shield bearer can make a saving throw to avoid falling prone.	
Coordinated Attack	
The shield bearer has combat advantage against an enemy while another frost giant shield bearer is adjacent to that enemy.	
Alignment Evil	Languages Giant
Skills Athletics +19, Intimidate +14	
Str 24 (+14)	Dex 22 (+13) Wis 20 (+12)
Con 22 (+13)	Int 15 (+9) Cha 14 (+9)
Equipment hide armor, heavy shield, battleaxe.	

Hill Giant Avalancher (level 15)	Level 15 Skirmisher
Large elemental humanoid (giant)	XP 1200
Initiative +15 Senses Perception +10	
HP 147; Bloodied 73	
AC 29; Fortitude 26, Reflex 28, Will 25	
Speed 8	
m Greatclub (standard; at-will) ♦ Weapon	
Melee 2; +20 vs. AC; 2d10 + 11 damage.	
R Rolling Rock (standard; at-will) ♦ Weapon	
Ranged 8; +18 vs. Reflex; 2d10 + 4 damage, and the avalancher slides the target 4 squares and knocks it prone.	
M Crushing Charge (standard; recharge 4-6) ♦ Weapon	
The avalancher charges and makes the following attack in place of a melee basic attack: Melee 1; +21 vs. AC; 2d10 + 11 damage, and the target falls prone.	
Stomping Shift (move; at-will)	
The avalancher shifts 4 squares and can move through prone enemies' spaces. Each time the avalancher enters a prone enemy's space for the first time during the shift, that enemy takes 8 damage.	
Alignment Chaotic evil	Languages Giant
Skills Athletics +17	
Str 21 (+12)	Dex 23 (+13) Wis 17 (+10)
Con 19 (+11)	Int 15 (+9) Cha 11 (+7)
Equipment hide armor, greatclub.	

Chillborn Zombie (level 9)	Level 9 Soldier
Medium natural animate (undead)	XP 400
Initiative +6 Senses Perception +4; darkvision	
Chillborn Aua (cold) Aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.	
HP 95; Bloodied 47	
AC 25; Fortitude 23, Reflex 19, Will 19	
Immune disease, poison; Resist 10 cold, 10 necrotic; Vulnerable 5 fire, 5 radiant	
Speed 4	
m Slam (standard; at-will) ♦ Cold	
+14 vs. AC; 1d6 + 5 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends).	
C Death Burst (when reduced to 0 hit points) ♦ Cold	
The chillborn zombie explodes: close burst 1; +12 vs. Fortitude; 2d6 + 3 cold damage, and the target is slowed (save ends).	
Ice Reaper Cold	
The chillborn zombie deals +5 cold damage to an immobilized creature.	
Alignment Unaligned	Languages –
Skills Athletics +13	
Str 19 (+8)	Dex 10 (+4) Wis 10 (+4)
Con 15 (+6)	Int 2 (+0) Cha 6 (+2)

ENCOUNTER 6: BIRTH OF WINTER MAP

TILE SETS NEEDED

DU3 Caves of Carnage x3



Note: The black areas on the map are cliffs. Basically it is a mountaintop with three different elevations (and a fourth not on the map) and a spiral path leading up to the top. If you do not have enough tiles, try to recreate the spiral path and different elevations.

ENCOUNTER 7: THE COLD RETURN

SETUP

Important NPCs:

Shanariel Itharwen, a polite, courteous, confident male eladrin wizard.

The PCs return to the Itharwen Academy to report back to Mariel Itharwen. Shanariel Itharwen is present upon their return.

- Shanariel is happy to see the PCs and questions them thoroughly on what happened.
- If the PCs prevented Sadbatu from completing the ritual, and completed the major quest, Shanariel offers them access to the extensive vaults - see treasure below.
- Shanariel is grateful for the return of the items; however, he is still disturbed that the Itharwen Academy teleportation ring, a ring of eladrin grace, was not recovered, and asks the PCs to contact him if they should happen to find it.
- Shanariel allows the PCs to keep the bloodstone spider and the fragrance of authority if they wish.
- Shanariel thanks the PCs for ending Sadbatu's threat to the Itharwen Academy, and pays them as promised.

ENDING THE ENCOUNTER

EXPERIENCE

PCs on the major quest (story award **LURU13** from *LURU1-7 Demonic Dealings*) receive 120/200 experience points each for completing it.

TREASURE

The PCs receive 300/600 gp. In addition, the characters that finished the major quest gain access to a magic item of their choice from a player legal source of a level equal to or lower than the PC's level + 2 at the end of this adventure.

CONCLUDING THE ADVENTURE

Regardless of success, the PCs gain the story award **LURU14 Birth of Winter**. Note down in the story

award whether they prevented the ritual from taking place or not.

If the PCs found the memorial tablet - fragment #4, they gain the story award **LURU15 Memorial Tablet - Fragment #4**.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: Explosive Retaliation

700 / 1000 XP

Encounter 4: Guarded Portal

400 / 560 XP

Encounter 5: Frozen Passages

100 / 140 XP

Encounter 6: Birth of Winter

1000 / 1400 XP

Minor Quest: Disrupted the Ritual

40 / 100 XP

Total Possible Experience

2240 / 3200 XP

Major Quest: Stolen Property

700 / 1000 XP

Total Possible Experience with Major Quest

2940 / 4200 XP

Gold per PC

1200 / 2200 gp

(Encounter 2: 200/500 gp, Encounter 6: 700/1100 gp, Encounter 7: 300/600 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC

receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon* +1 is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a +1 *duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *robe of defying flames* +3* (level 13; Adventurer's Vault)
Found in Encounter 2

Bundle B: *skull mask** (level 15; Adventurer's Vault)
Found in Encounter 2

Bundle C: *cloak of survival* +3 (level 14; Player's Handbook)
Found in Encounter 3

Bundle D: *bloodstone spider** (level 11; Adventurer's Vault)
Found in Encounter 6.

Bundle E: *fragrance of authority** (level 12; Adventurer's Vault)
Found in Encounter 6.

Bundle F: Major quest: magic item of the PC's level +2 or lower from a player legal source.
Found in Encounter 7.

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of vitality* plus 300/1100 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and

only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1300/2100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

LURU14 Birth of Winter

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X Succeeded in stopping the ritual

X Failed to stop the ritual

LURU15 Memorial Tablet - Fragment #4

You have recovered a fragment of an ancient stone tablet that is covered with strange writing. This fragment was located in the possession of the Drow Merchant at the top of a mountain near Silvermoon.

NEW RULES

BLOODSTONE SPIDER

Level: 11

Price: 9,000 gp

Wondrous Item

Power (Daily • Conjuration): Standard Action. Use this figurine to conjure a spider made of bloodstone (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

The creature obeys only you, responding to commands spoken in any language. The creature remains for up to 8 hours or until you use a minor action to dismiss it. The conjured creature acts on the same initiative count as you. Every action it takes costs you a minor action (which you use to issue commands), and a conjured creature cannot exceed its normal allotment of actions (a standard, a move, and a minor action) during its turn. If you spend no minor actions on your turn to command the creature, it remains where it is without taking any actions on its turn.

A conjured creature has hit points, defenses, and attacks as indicated in its statistics block. It has no healing surges and cannot be healed, though it can still benefit from temporary hit points. When reduced to 0 hit points or fewer, the conjured creature disappears and cannot be conjured again until after you've taken an extended rest. Conjured creatures lack basic attacks and therefore cannot make opportunity attacks.

Power (At-Will): Standard Action. The bloodstone spider recharges its *poisoned bite* power.

Source: *Adventurer's Vault*.

FRAGRANCE OF AUTHORITY

Level: 12

Price: 13,000 gp

Wondrous Item

Power (Daily): Standard Action. Apply the perfume to yourself or an adjacent ally. The target gains a +2 power bonus to Bluff, Diplomacy, or Intimidate checks (the target's choice) for 1 hour.

Source: *Adventurer's Vault*.

ROBE OF DEFYING FLAMES

Level: 13

Price: 17,000 gp

Armor: Cloth

Enhancement: +3 AC

Property: Resist 10 fire.

Power (Daily • Healing): Immediate Interrupt. Use this power when you would take fire damage. You take no fire damage, you gain a +2 power bonus to speed until the end of your next turn, and you can spend a healing surge.

Source: *Adventurer's Vault*.

SKULL MASK

Level: 15

Price: 25,000 gp

Item Slot: Head

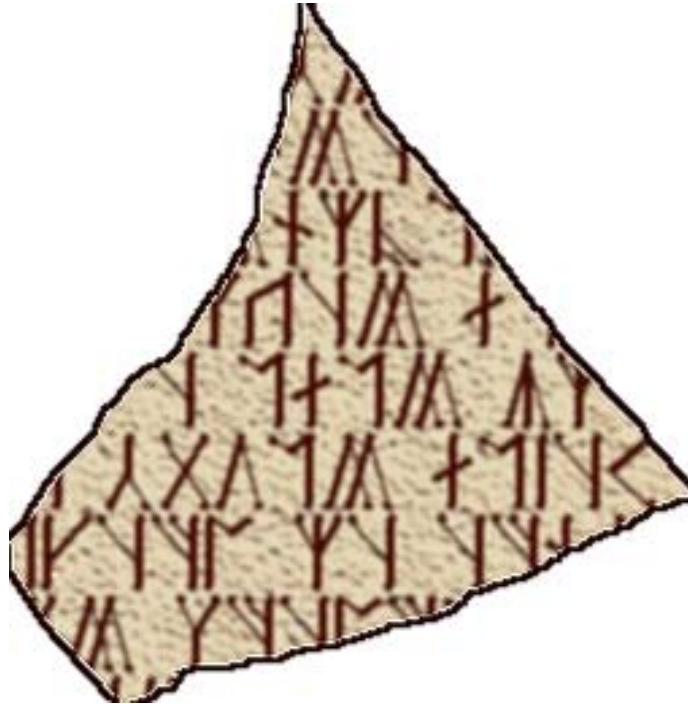
Property: Enemies who can see you take a -2 penalty to saving throws against fear effects.

Property: Gain resist 10 necrotic, and a +2 item bonus to Intimidate checks.

Source: *Adventurer's Vault*.

Bloodstone Spider		-
Large natural magical beast		XP -
Initiative as conjurer	Senses Perception +7; tremorsense +5	
HP 16; Bloodied 8		
AC 22; Fortitude 21, Reflex 20, Will 18		
Immune disease, poison		
Speed 6, climb 6 (spider climb)		
m Bite (standard; at-will)		
+13 vs. Armor Class; 1d8 + 5 damage.		
M Poisoned Bite (standard; encounter) ♦ Poison		
+13 vs. Armor Class; 1d8 + 5 damage, and ongoing 5 poison damage (save ends).		
Alignment Unaligned	Languages -	
Skills Stealth +14		
Str 20 (+10)	Dex 18 (+9)	Wis 15 (+7)
Con 18 (+9)	Int 1 (+0)	Cha 10 (+5)

PLAYER'S HANDOUT 1



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.

Player Name	RPGA/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS

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(character name)

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

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DUNGEONS & DRAGONS

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