

HOUND'S BAYING

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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A priestess of Sehanine Moonbow has gone missing in Neverwinter. Why was she taken, and what is she involved in? A *Living Forgotten Realms* adventure set in Neverwinter for characters of the Heroic tier (levels 1-10). This is the first adventure of the *Devil's Play* Major Quest, which continues with NEVE4-2 *Serpent's Kiss* and concludes in NEVE4-3 *Spider's Web*.

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the

players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

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

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

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

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging

game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

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

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

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

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

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

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

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

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

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

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

DCs BY ADVENTURE LEVEL

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

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

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

NEVERWINTER CAMPAIGN SETTING:

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

ADVENTURE BACKGROUND

Several months ago, Mayara Sulbrandil, eladrin priestess of Sehanine Moonbow, killed her eladrin bodyguards during a botched investigation. Mayara was found gibbering and covered in blood, and branded with the mark of Asmodeus. The bodies of her companions were strewn about the ruins. The eladrin of Ilyanbrien initially banned her, and Mayara fled to Neverwinter.

Lady Merrisara Winterwhite, the leader of the eladrin of New Sharandar, recently demanded that Mayara yet stand trial for her crimes. She travels to Neverwinter, where she desires to apprehend Mayara.

The truth of Mayara's tale is more complex, and will be dealt with in *NEVE4-2 Serpent's Kiss*.

Meanwhile, Mayara has become a threat, both to the Ashmadai and to dark forces outside Neverwinter, who want to have her captured and brought in.

Hurloon, a devil in eladrin form, has been tasked with capturing Mayara, and hired the elven sisters

Sylvara and Ayala through General Sabine. The two were successful in capturing Mayara, and handed her off to Hurloon.

Mayara only has two friends in Neverwinter: the roguish Rodrik, and the lady Jasmine, a priestess of Sehanine Moonbow (also known as Selune). They became concerned about her disappearance.

Lady Jasmine contacted the elves of Ilyanbrien to gather information, leading Merrisara Winterwhite to come to the decision to arrest Mayara so she can stand trial.

Aided by a *mark of justice* ritual effect, Merrisara headed towards Neverwinter.

Meanwhile Rodrik sought out adventurers to help find and rescue Mayara.

DM'S INTRODUCTION

The PCs are asked to aid Rodrik with his missing friend. He worries that something serious has happened to Mayara, and wants the PCs to investigate her.

He suspects his twin brother Gustaf, a man of malicious actions, might be involved. He suggests the PCs find and talk to some people his brother recently employed - the elven sisters Sylvara and Ayala. Unfortunately, he doesn't know where they can be found; they're mercenaries and adventurers, and could be anywhere.

The PCs may find the sisters by tracking down people who've seen them recently, which gives them a tour of Neverwinter. Eventually, the PCs track them down to the drow encampment at Castle Never, where the sisters are hunting undead in the catacombs.

The PCs are given a choice - wait for the sisters to return, or seek them out in the castle. If the PCs wait, they have to convince the sisters to share what they know, beyond the manor's location.

If the PCs seek the sisters out in the castle, they can help them kill a room full of undead and earn their trust, or at least appreciation.

The sisters point the PCs to a manor where Gustaf does dirty business. The cult of Asmodeus has decided to claim the manor, and have Gustaf serve as a sacrifice to the devil in Mayara.

The PCs have to battle or sneak their way through the manor, represented as a skill challenge, to get to the room where Mayara is being held.

The room has been connected to the eighth layer of the Nine Hells, making its temperature below zero. The frozen room is designed to weaken Mayara's willpower and help the devil take over.

After defeating the devils assigned to guard Mayara and Gustaf, the PCs can free them from the prison.

Gustaf can relay some information to the PCs, especially about how Mayara's been acting scary.

As they leave the manor, the PCs are confronted by eladrin from Ilyanbruen, who had been directed to the manor by a *mark of justice* ritual effect.

During the confrontation, Mayara loses control and transforms into a devil. After she is captured, the eladrin announce their intent to take her to Ilyanbruen for trial, a cliffhanger that leads into NEVE4-2 *Serpent's Kiss*.

A Note on Names: There are a fair number of NPCs in this adventure. A number of already established names may be similar sounding, especially *Mayara* (the eladrin who is missing) and *Merrisara* (the leader of the New Sharandar eladrin).

To prevent confusion, the adventure refers to Merrisara Winterwhite as *Lady Winterwhite* to make a clear distinction.

PREVIOUS ADVENTURES IN NEVERWINTER:

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

PLAYER'S INTRODUCTION

The note asking for your help has brought you to the Beached Leviathan. Once a pirate ship, it is now a tavern. The Leviathan earned its current name when a massive storm beached it in the ruins of Neverwinter's docks.

The man you seek has taken a table in the corner. When he sees you, he gestures for you to join him.

"Greetings, adventurers! Have some food, and listen to my tale. I hope you can help me."

PCs who played ADAP3-1 *The Gauntlgrym Gambit* may know Rodrik (and that he is friends with Mayara Sulbrandil).

Rodrik buys the PCs a meal, and after food has arrived, begins to explain his troubles. Continue with Encounter 1.

ENCOUNTER 1: THE BEACHED LEVIATHAN

Important NPC: Rodrik, male human

The Beached Leviathan is an actual, formerly functional galleon. While a full description of the tavern can be found in [Dungeon #193](#) a basic description is included in Scene 1 of Encounter 2.

Rodrik meets with the PCs on the top level, the deck.

"Again, thank you for heeding my call, adventurers. A friend and ally of mine, Mayara Sulbrandil, has gone missing. She has been thwarting certain villains in Neverwinter, and has certainly made some foes.

I heard a rumor that some mercenaries asked about Mayara recently; if you can find them, they might be able to tell you more.

Rodrik shares the following information with the PCs:

- Mayara Sulbrandil is an eladrin priestess of Selune, who she refers to as Sehanine Moonbow. She is a passionate, impulsive, and sometimes irrational and aggressive woman. She came from the Neverwinter Woods. Rodrik does not know why Mayara came to Neverwinter, but suspects she had a fall-out with her people, of whom he knows little.
- Mayara has been working against some of the nefarious organizations in Neverwinter. Primarily she's worked against devil cults, but also the Cult of the Dragon. She may have bitten off more trouble than she can handle.
- The last thing she told me about was a warehouse she investigated in the Blacklake district, close to where the orcs live.
- Lady Jasmine, another eladrin priestess of Selune, may know more. She's probably in the Shard of the Moon, a temple.
- He doesn't know anymore about the mercenaries.

After giving all he knows of Mayara, or whenever PCs asks about possible enemies of Mayara, Rodrik says:

There is one more thing: a possibility my brother Gustaf is involved. He often does things of ill-repute, and it would not surprise me to believe he was connected."

Rodrik can add the following:

- In a previous investigation (ADAP3-1 *The Gauntlgrym Gambit*), Mayara made a connection between Gustaf and one devil cult, and had intentions of looking into that further. She disappeared shortly thereafter.
- Rodrik doesn't want the PCs looking for Gustaf specifically - if his brother gets word the PCs are looking for him, it would interfere with Rodrik's personal efforts to thwart him.
- He doesn't want his brother hurt - Rodrik has no problem thwarting Gustaf's work and efforts, but cares deeply about his brother and is hoping to redeem him.
- Rodrik and Gustaf are identical twins - Rodrik warns the PCs that Gustaf has in the past tried to pass himself off as Rodrik. If pressed, Rodrik will admit to doing the same thing to interfere with his brother's work.

Rodrik is willing to pay the PCs for their efforts. He offers them a fee of 12 / 25 / 50 / 75 / 100 gp for the rescue of Mayara, or at least information about what has happened to her.

He does not have more gold to give the PCs. He suggests that Lady Jasmine, Mayara's only other friend, may be willing to reward the PCs.

ENDING THE ENCOUNTER

Once the PCs are briefed and accept the mission, continue with Encounter 2.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs are advanced their fee for helping find Mayara, which is 12 / 25 / 50 / 75 / 100 gp.

ENCOUNTER 2: FIND THE BOUNTY HUNTERS

In order to find out what happened to Mayara, the PCs need to find the elven sisters Sylava and Alaya. This is divided into scenes at different locations, where the PCs might find some information. Each location is portrayed in a separate scene.

This encounter is designed as a tour of Neverwinter. The PCs need **not** visit all locations, and may visit or revisit locations after encountering the sisters in Encounter 3. Some locations offer similar information, and some may offer information that the PCs only know to ask about after speaking to the sisters.

If the PCs are getting restless or running in circles, feel free to have whoever the PCs are talking to send them to see Teliann at the Moonstone Mask. **Note:** You can use Scene 8 or Scene 9 as action scenes to break out of the skill challenge.

In general, as the PCs ask around in the different locations, they learn the available information. A potential NPC is provided, but feel free to invent a different character if it would work better for the PCs' actions. The NPCs are honest with regard to the information about the sisters - extended research at the different locations confirms what they are told.

All of these locations are well known - if the PCs don't know how to get to them, almost anyone they ask can point them in the right direction. The only exception is, of course, the Assassination Attempt. Use this scene to move things along if the PCs are bogged down or don't seem to have an idea of where to go next.

Aside from using magic (see Scene 0), the PCs can visit:

- **Scene 1: The Beached Leviathan** (tavern)
 - Main NPCs: Rodrik, the PCs' patron, and Migrin, a dwarven criminal.
 - Learn: A description of the elves, and that they hang out at the Driftwood Tavern.
- **Scene 2: Blacklake District** (neighborhood)
 - Main NPC: Frog, the blacksmith
 - Learn: That two people captured an eladrin woman, the sister's names and current location.
- **Scene 3: The Shard of the Moon** (temple of Selune).
 - Learn: Mayara is a lunatic, has disappeared, and that the eladrin of Ilyanbruen wish to try her for murder.
 - Main NPC: Lady Jasmine, priestess of Selune

- **Scene 4: The Driftwood Tavern** (tavern)
 - Learn: The elves' names and relationship, that they like to fight and tell stories, have a room here, and found work at the Moonstone Mask.
 - PCs might be able to search the sisters' room.
 - Main NPCs: Oglaf, Uthgardt barbarian turned merchant, and Madame Rosene, the innkeeper
- **Scene 5: Moonstone Mask** (tavern)
 - Learn: The sisters worked for someone connected to General Sabine to capture a killer, they headed to Castle Never, and that Teliann is looking for members of the Neverwinter Protectors.
 - Main NPC: Teliann
- **Scene 6: The Barricades**
 - Learn: The sisters worked for General Sabine, and are now in Castle Never.
 - Learn: Hurloon was vouchsafed by someone the General knows
 - Main NPC: General Sabine
- **Scene 7: The Warehouse**
 - Learn: Mayara was captured there, dragged out, and guards installed after.
 - Main NPC: Orc guards
- **Scene 8: Assassination Attempt**
 - Learn: The cult of Asmodeus is interested in them, has Mayara, and is going to move her out of Neverwinter in less than a day.
 - Main NPC: Shiela, assassin

The PCs start in **Scene 1: The Beached Leviathan**.

SCENE 0: RITUALS

What the PCs may learn here (depending on the rituals chosen):

- General rumors
- Whether people they talked to spoke true
- The names of Gustaf's mercenaries
- That Gustaf and Mayara are protected or hidden from locating or scrying through magic

PCs might also attempt some rituals that reveal information about Mayara, the sisters, or something else. This is to be encouraged - reveal select information from the later scenes appropriate to the ritual the PCs are using. See Scene 2: Blacklake District for general rumors that some divination rituals may reveal.

Some rituals won't work. Due to the ritual circle in which they are held, nothing can directly target Mayara

or Gustaf. Even if the PCs know Mayara from a previous adventure, she won't respond to Sending, and cannot be located with rituals such as Magic Map or Detect Object.

SCENE 1: THE BEACHED LEVIATHAN

What the PCs may learn here:

- The mercenaries are elven twin sisters
- They have a room at the Driftwood Tavern

The Beached Leviathan is a pirate ship. The owner, Captain Harrag, has maintained the aesthetics of a ship, and each floor of the tavern has a nautical name.

The lowest floor is the Hold. Harrag has decorated the Hold with nautical equipment and some spoils of war. These items include sahuagin weapons and skulls, preserved shark fins, and a giant crab's carapace. The kitchen is on this level, as well as a large bar.

The second level of the tavern is the Quarters. This has numerous private rooms and a stove for those who like to prepare their own food. Beautiful seascapes on tapestries lend color to the walls. There is also a platform called the stardeck jutting out to provide exterior seating.

The third level of the tavern is the Deck. This is where the PCs meet with Rodrik. There are tables and chairs for seating.

There is an open-sided spiral staircase that connects all three levels.

While Rodrik doesn't know which mercenaries his brother hired, perhaps the residents of the Beached Leviathan do. This place has a reputation for skullduggery, after all.

As the PCs investigate the mercenaries, they come across a sketchy dwarf woman named Mirgrin. She's involved in various illegal activities, but they don't involve the mercenaries:

A dwarven woman looks up at you from her table. She's got an ugly scar on the side of her face, and an easy smile. Her eyes are hard and slightly furtive. She drains her cup as she watches the room.

Mirgrin will talk to the PCs if they pay her 20 gp. If the PCs buy her a drink (she's drinking pricey whiskey, and another round will cost 5 gp) or succeed on a Moderate DC Diplomacy check, she'll share the following with the PCs:

- She's heard that a pair of elves were asking about Mayara recently.

- They dress differently, but their faces are mirrors.
- She doesn't know the elves' names, but has seen them in the Driftwood Tavern.

SCENE 2: BLACKLAKE DISTRICT

What the PCs may learn here:

- The names of the sisters are Sylvara and Ayala
- That the sisters are good fighters
- That they are currently fighting undead
- That they dislike their former employer

Use this scene if the PCs seek any information about the elven sisters on the streets of the Blacklake district.

PCs may also ask around (or use magic, see Scene 0) to find out general rumors regarding Neverwinter. The following can be learned this way, one at a time at a moderate DC Streetwise check (or two on a hard DC). These may also be learned at any location the PCs visit:

- Some people have seen a bound eladrin woman dragged through the streets at night, escorted by two armed persons. Nobody knows who these people were, and nobody asked. It's often better not to know too much.
- Lord Neverember is running out of money, and his forces will be pulling out soon.
- Lord Neverember's forces discovered a large cache of hidden dwarven gold, and he's bringing in more mercenaries to finally pacify the Blacklake district.
- General Sabine has begun a scandalous relationship with someone.
- The fey in Neverwinter Wood slaughtered a patrol recently, defiled the bodies, and put the heads in a pile.
- Nightmares have become prevalent since the Shard of the Moon was reclaimed for Selune.
- Cultists of the night goddess Shar are already infiltrating Neverwinter to reclaim the Shard.
- Old lady Esme's door was burned with that horrid devil mark the other night (an Easy Religion check reveals it is the mark of Asmodeus).

PCs may also use a moderate DC Arcana or Religion check to discover themselves that the symbol of Ashmadai is painted on some walls or doors. Most people who are asked about this do not know what it is - those that do refuse to speak about it.

Blacklake district looks well, despite the cataclysm that so damaged Neverwinter. Some of the wealthier

buildings are overgrown with vines, but the district bustles with activity.

As you ask around, you hear someone nearby leading a rally against the tyrant Neverember, as well as three young men trying to determine how each will duel the other two.

The political rally is being lead by Aurelia; a scion of one of Neverwinter's surviving noble families. If the PCs engage or interfere in the rally, it takes a Hard DC Bluff, Diplomacy, or Intimidate check to disperse the crowd. Failing the check may have consequences, left to the DM, which can include the PCs getting rocks thrown at them, up to sparking a small riot.

The three young men trying to duel each other are Thorn, Adrastus, and Hugh. All three are human males; the topic of the duel is Thorn's cheating on his fiancée Vismaya, who is Adrastus's sister. Thorn was seeing Hugh on the side, until Adrastus noticed the two in a tavern. If the PCs get involved, an appropriate skill check at a Moderate DC (i.e. an Athletics to force them apart, or an Intimidate to bully them) convinces the three to seek a less-lethal form of resolution; a Hard DC convinces them to put their anger aside and move on in some appropriate fashion.

As the PCs ask around in Blacklake, they learn that the elven sisters wander through here a lot. Eventually, they find Frog, a human man who makes his living as a weaponsmith.

Frog's Weapons is a prominent weaponsmith shop in the Blacklake District. Frog himself is a large human man; his vocation has given him a massive chest and matching arms. He is a quiet, thoughtful person, and willing to talk, especially with adventurers.

Frog is willing to talk with the PCs, as long as they don't mind him working on the forge during it. The forge is noisy and hot, and may make PCs uncomfortable. Frog can tell the PCs the following:

- The mercenaries the PCs are looking for are Sylvara and Ayala, a pair of eladrin twin sisters.
- They're regular customers, because their weapons see use, unlike some of the nobles who wear swords for show.
- The sisters like to duel and strive against others, not to prove a point or superiority, but to improve their own skill.
- The sisters were at his shop yesterday.
- Sylvara was buying a warhammer to fight undead - maybe skeletons.

- Ayala was not fond of their last patron, and said something about him made her flesh crawl.

SCENE 3: THE SHARD OF THE MOON

What the PCs may learn here:

- Mayara is a priestess of Sehanine Moonbow (Selune). She is lunatic.
- Mayara is wanted for murder.
- Merrisara Winterwhite, the eladrin commander, is coming to Neverwinter to bring Mayara in for trial
- The eladrin are not involved in Mayara's disappearance

The Shard of the Moon is a newly reclaimed temple to Selune (PCs who played ADAP3-2 *Shards of Selune* may have helped reclaim it). It's a piece of a tower that floats over the River District.

The Shard of the Moon is a beautiful fragment of a white alabaster tower that hovers impossibly over the River District. There is a small shrine to Selune in the River District that locals direct you to. As if sensing your arrival, a stairway of pale moonlight descends from the tower into the shrine.

The stairway of moonlight is the only current access to the Shard of the Moon. If the PCs use the stairs, they find them to be the stable and secure - the magic of the stairs prevents accidents and stumbles, and the PCs are in no danger of falling through or slipping off the side unintentionally.

If the PCs don't trust the stairs, they need to ascend 100 feet to the tower. With a Moderate DC Streetwise check (PCs who already know or suggest these options don't need to make a check), the PCs can find the following alternate methods up to the tower:

- Vansi, a spellscarred orc, used to aid people getting to the Shard when it was dangerous, as a test of courage and skill. She still has a ballista nearby that can be used to get up. It fires a grappling hook up to the tower, and drags a rope. She charged 10 gp per PC, and any PC ascending in this fashion needs to make a Moderate DC Endurance check or lose a healing surge.
- Rent a flying mount from Neverember's stables. This costs 50 gp per mount.
- Use the Tenser's Lift ritual, a scroll of which can be purchased for 680 gp.

If the PCs used Vansi's ballista to ascend, Lady Jasmine scolds them for risking damaging the tower when they are safely into the tower.

Regardless of their method of approach, and after potentially being scolding, Lady Jasmine greets them:

An eladrin woman with white hair and opalescent eyes greets you: "Good day to you, adventurers. What brings you to the Shard of the Moon?"

Lady Jasmine owes a debt of gratitude to any PC with **ADAP14 Selune's Sanctuary**, for they were the ones who helped cleanse the tower of Shar's influence. These PCs are received with a much more flowery greeting and a happy smile.

She tells the following to any PC:

- Mayara is a priestess of Sehanine Moonbow (Selune). She is lunatic - her mood switches dramatically, especially on a full moon. She has lately become increasingly aggressive.
- She knows Mayara has disappeared. She's been having haunting visions about her.
- Lady Jasmine is certain that Mayara is reaching out to her through the visions, but she cannot determine where Mayara is.

Lady Jasmine urges the PCs to look for Mayara and to keep her safe. If a PC has a favor with Lady Jasmine, such as **ADAP14 Selune's Sanctuary**, or if they win her trust through a hard Diplomacy check, she also volunteers the following:

- She used *sending* to contact Lady Winterwhite, the commander of New Sharandar in Neverwinter Wood, to report Mayara's disappearance.
- Lady Winterwhite revealed that the eladrin of Ilyanbruen recently decided to trial Mayara for murder. They are not involved in her recent disappearance.
- Lady Winterwhite is coming to Neverwinter for Mayara. She assumes Mayara is in hiding, and intends to find her.
- Lady Jasmine does not know anything about the murder charges.
- A *sending* to Mayara did not get a response. This could mean she did not want to respond, or that she was unable to respond.

Lady Jasmine offers the PCs a small reward if they find Mayara.

TREASURE

The PCs are advanced their fee for helping find Mayara, which is 13 / 25 / 50 / 75 / 100 gp.

SCENE 4: THE DRIFTWOOD TAVERN

What the PCs may learn here:

- The names of the sisters are Sylvara and Ayala
- They have been exploring Castle Never
- They visited the Moonstone Mask
- The sisters have worked for Gustaf before
- They're probably at the ruins of Castle Never.

Like the Beached Leviathan, the Driftwood Tavern is in the Blacklake district.

The Driftwood Tavern is an old tavern. Wear on the building's exterior give it a hefty weight. Inside, the genesis of the name becomes clear - relics of Old Neverwinter fill the room. Curios and bric-a-brac decorate the room, and ancient, carved door sit as tables throughout the room. Hundreds of candles artfully placed in corners and in chandeliers created from salvaged stained glass.

Despite the disparate origins of the items, the tavern looks well designed and stands as a monument to the history of Neverwinter.

Your entrance draws the attention of most of the crowd, and they regard with you impassive expressions.

The Driftwood Tavern is patronized by regulars and old friends, so the PCs stand out dramatically.

As the PCs ask around, they find an older human named Oglaf.

The man known as Oglaf is a rough-hewn man, heavily scarred, whose heritage points to barbarians near Neverwinter. He's wearing fur clothing and a battle-axe at his side. The pince-nez on his nose are quite incongruous.

Oglaf was a member of the Thunderbeast tribe of Uthgardt barbarians, but traders' stories caught his interest and he left the tribe for a life in the city long ago. He'll share the following with the PCs:

- He knows the sisters; they're elven twins named Sylvara and Ayala.
- They're honorable fighters, and accumulate great stories!
- They hunt in Castle Never, and have explored the Neverwinter Wood.

- They have a room here at the Driftwood Tavern, although they haven't stayed there much recently.
- They were headed up to the Moonstone Mask to look for work; the PCs should ask Liset about them.

Madame Rosene is a discreet innkeeper, and doesn't want to share much with the PCs. She will confirm that the sisters stay here, and volunteer to leave a message for them.

If the PCs wish to access the sisters' room, they'll need to get access with a Hard DC Bluff or Diplomacy to be allowed in, or a Moderate DC Thievery check to pick the lock or steal the key.

The sisters' room is a messy, cramped place. Bunk beds are on one wall, and a small writing desk is under a glazed window. A pair of armor stands, a dress-maker's dummy, and weapon rack, occupies the other walls. The floor has discarded clothing and gear.

PCs need to make a Perception check to search the room. Only one other PC can aid on the check, because the room is so messy and cramped. Depending on success, the PCs might learn things.

If the PCs got the Moderate DC:

- The PCs find the sister's notes on their last job. They had worked for Gustaf before, and he recommended them to an eladrin named Hurloon.
- Hurloon said Mayara was a murderer.
- Word on the street said Mayara was crazy.
- They find a crude map of some dungeons; the legend on the map indicates it's of Castle Never.

If the PCs got the Hard DC:

- The PCs find Ayala's diary.
- The diary complains about Hurloon. "He's creepy. A pale skinned eladrin man, with pale blue eyes. I could almost see an iris, or is it pupil, in there! Can you imagine an eladrin with pupils?" It goes on to say that Ayala feels Hurloon was observing her and Sylvara.
- More recently, their quarry, "another crazy eladrin", bit Sylvara! They had tracked her to a warehouse and confronted her. The eladrin wasn't a warrior, and was quickly subdued. Then, she up and bit Sylvara, drawing blood.

SCENE 5: MOONSTONE MASK

What the PCs may learn here:

- The sisters worked for General Sabine
- They now are in Castle Never

The Moonstone Mask is a tavern on an earthmote floating alongside the Protector's Enclave. It's accessed by a bridge from the docks.

The Moonstone Mask sits atop an earthmote anchored over the Neverwinter harbor by massive iron chains. The trip up to the tavern goes across a wide, swaying bridge.

At the entrance to the tavern, you can see a majestic view of Neverwinter. Laughter and yells flow out of the building.

Inside, the majority of the patrons are dressed in the livery of Mintarn. These are the soldiers of Lord Neverember.

Liset Cheldar owns the Moonstone Mask. She's a half-elven woman, and is very charming.

If the PCs ask her about Sylvara and Ayala, she points them to one of Lord Neverember's aides, a woman named Teliann:

Teliann is a stern human dressed in a conservative Waterdeep style. The woman looks each of you over thoroughly, evaluating your capabilities and purpose. After a moment of thought, she gestures towards chairs and says, "You adventurers have something you wish to discuss with me. Please have a seat."

Teliann is a serious woman who takes her responsibilities seriously. She brooks no nonsense, and despises liars. She'll share the following with the PCs:

- The elven twins were hired by someone connected to General Sabine.
- They were supposed to capture a killer in town, and did it successfully.
- They've since gone to Castle Never to hunt with the drow.

Teliann asks the PCs to find out what they can, and come back and tell her. If they are successful and share it with her, she'll see if she can help them out.

Teliann knows more than she is sharing, because she wants to evaluate the PCs for the Protectors of Neverwinter.

If the PCs come back and talk to Teliann, she wants to know what they've discovered. Deceiving Teliann

requires a Moderate DC Bluff check. If they are unsuccessful, she rebukes them and tells them to be honest. A second attempt to deceive her requires a Hard DC Bluff check. A failure in this one causes Teliann to lose any trust in the PCs and she sends them on their way.

If the PCs are honest about what has happened or successfully deceived Teliann, she says:

“Thank you. To be honest, I knew a bit about the sister’s activities already. I’ve had my eye on Mayara Sulbrandil for a while – her allegations of devil cultists in the city are worrisome, and her sudden disappearance compounded that fear.

“Lord Neverember has formed a small group of adventurers that he’s calling the ‘Protectors of Neverwinter.’ I’m a member, and I’m always looking for talented, honest individuals. There are so many threats to the safety and security of the city these days; we want strong, independent minded individuals allied with the city who can address these concerns. General Sabine’s forces are strained with our current, known threats and can’t easily adapt to changing circumstances.

“If you are interested, I’d like you to join.”

Any PC can express interest – it doesn’t have to be the whole group. What Teliann didn’t mention in the spiel is the citizenship requirement – if a PC is interested, she’ll go into that part.

PCs must be residents of Neverwinter – the Protectors of Neverwinter have to have allegiance to the city first and foremost. An exception is made for citizens of Waterdeep, since Dagult Neverember hails from there.

If a PC is not a citizen of Neverwinter or Waterdeep, then they are not allowed in, but will still earn a favor with the Protectors of Neverwinter.

Regardless, she offers them a small pouch containing two (three, if there are six PCs) doses of *dust of disappearance*.

SCENE 6: THE BARRICADES

What the PCs may learn here:

- The sisters worked for General Sabine
- They now are in Castle Never

General Sabine is currently seeing to defensive measures near the Chasm, a great rift opened by the earthquake during the cataclysm that left Neverwinter ruined. Hostile, spellscarred forces pour out of it every so often, so the Mintarn mercenaries have to maintain defenses.

If the PCs try to speak to the General more than twice, her entourage prevents them from talking, telling the PCs they’ve wasted enough of her time already.

It takes some work, but you are able to get an audience with General Sabine. When you arrive, she’s concluding a conversation with the captain of the Wall and issuing orders.

Her entourage parts briefly so you may speak.

If this is the second time the PCs have talked to her, she’s a bit exasperated with them. Still, she’s willing to talk briefly:

- The two are Sylvara and Ayala, reliable elven mercenaries that have aided the Mintarn mercenaries before.
- They’re fighters and trouble makers.
- They’re probably at Castle Never, testing themselves against the undead or sparing with the drow.

General Sabine knows who hired the elven sisters – she’s the one who set up the meeting. However, unless the PCs have already learned the name of the eladrin who hired the sisters (Hurloon) or are Protectors of Neverwinter, she won’t reveal anything more. If they do have that information, she’ll share the following bits:

- Hurloon was introduced to her by an associate.
- The associate vouched for Hurloon’s identity.
- Sabine does not reveal the associate.
- Hurloon is an odd eladrin male. He has pale blue eyes and white hair, but looks youthful.
- He seemed untrustworthy, and it’s only her associate’s word that caused her to aid him at all.
- He was looking for Mayara Sulbrandil, who he claimed was a murderess.

SCENE 7: THE WAREHOUSE

What the PCs may learn here:

- Mayara was here.
- Someone was dragged out.
- The guards are new.

The warehouse that Mayara was investigating is bland and unassuming. Orcs guard the building, wearing armor and surcoats depicting a bird of some sort trapped in a net.

The guards are a small mercenary company that used to live under the Shard of the Night, before it was reclaimed. They've taken to calling themselves Sky-Tamer Company, after the orc challenge of climbing to the Shard of the Night and spending the night there.

The orcs challenge PCs if they approach. They were recently hired to guard this warehouse, and don't want to mess up their first job. Until the PCs convince them to talk, the orc don't reveal anything and just encourage the PCs to leave.

Using Skills: If PCs prefer not to fight, they can try to resolve things using their skills.

A hard Diplomacy check, or a moderate Bluff or Intimidate check, is enough to get the orcs to back down. Alternatively, a moderate Stealth check can get a PC into the warehouse without the orcs seeing them. An ability to teleport 4 squares, or a moderate Athletics check, can get a PC onto the warehouse roof, where there is an open able window into the warehouse.

Using combat: If PCs refuse to leave, the orcs attack. In a time restricted environment, you can abbreviate the fight by letting the PCs easily win, but have each PC take a healing surge in damage.

Otherwise, use the following setup:

CREATURES

This encounter includes the following creatures:

3 orc reaver

4 orc savage

SCALING THE ENCOUNTER

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

Four PCs: Remove one orc reaver

Six PCs: Add one orc reaver

FEATURES OF THE AREA

This area has the following features:

Warehouse: The warehouse doors are locked and closed. One of the orcs has the key. The walls of the warehouse are 20 feet high (moderate Athletics to climb), and lead to a flat roof with a window that leads into the warehouse.

If combat moves into the warehouse, it is filled with crates and other wares (difficult terrain).

If convinced to talk, the orcs share the following:

- They were hired to guard the warehouse not two days ago - apparently there was a break-in.
- The man that hired them was a pale-skinned eladrin.

If the PCs search the inside the warehouse, a moderate Perception check reveals evidence of a small struggle: Drag marks for a medium sized creature, and a small bloodstain. An easy Heal check indicates the blood came from a small injury to medium sized humanoid. A hard Perception check finds, near the blood stain, a key that fell out. It bears a label in common asking that it be returned to the Driftwood Tavern.

SCENE 8: ASSASSINATION ATTEMPT

What the PCs may learn:

- The Cult of Asmodeus is interested in them.
- The Cult has Mayara, and intends to move her out of Neverwinter soon.

The cult sends an assassin after the party when it learns that they are asking about Mayara. At this point, the responsible cult member doesn't know how skilled the PCs are and sends someone who is likely not sufficient to take out the PCs.

Shiela, the assassin, takes a shot at the PCs as they are moving through the city. This could vary - it could be an attempted mugging, a crossbow bolt to the head, poison, or something else.

Give the PCs present at the time of the assassination a chance to notice the attempt before it happens, either a Perception or Insight as appropriate. Using the highest value, the targeted PC gets a bonus:

- A Hard DC check means the PC reacts, or is warned, before the attempt takes place and it is completely stopped.

- A Moderate DC check gives the PC a moment to react, getting a bonus to avoid the attempt, giving a +10 bonus on the next check.
- An Easy DC check gives the PC a last minute warning, mitigating the attempt, giving a +4 bonus on the next check.
- Not getting an Easy DC check means that PC was completely unaware of the attempt.

When the attempt happens, the PC has to make an appropriate check (Endurance to avoid poison, Acrobatics to avoid getting shot, Athletics to defeat the mugging, Arcana to undo the sleep or paralysis effect, or something else appropriate). The success of the check determines how injured the PC is before overcoming the assassination attempt:

- A Hard DC check means the PC was completely unharmed by the attempt.
- A Moderate DC check means the PC was harmed slightly and loses a healing surge.
- An Easy DC check means the PC took some serious injury but is still standing, and loses two healing surges.
- Not getting an Easy DC check means the PC was severely injured. The PC loses four healing surges. If the PC was completely alone, that PC is captured by the assassin. The PC is handed off to other cultists and eventually taken to the manor.

The PCs may try to capture Shiela. See her stat block if the PCs trigger a combat. The PCs should be able to confront and capture Shiela unless the target was completely alone and captured. She refuses to divulge anything. She proudly bears the brand of Asmodeus on her shoulder, and sneers at the PCs.

PCs can trick or force her to give up information with a hard Intimidate check, a moderate Bluff check, or an easy Religion check. In that case she tells PCs the following:

- The cult has Mayara. She joined the cult outside Neverwinter, but proved to be too difficult to control.
- Hurloon, a cult leader from outside, brought in some outside help to get Mayara.
- She's been brought in for reconditioning.
- Shiela doesn't know where she is, but the cult has strongholds all over the city.
- One of the cult leaders (she doesn't know any other names and faces yet) heard the PCs were asking the wrong questions in town, and sent her to stop them.

If the PC was captured, Shiela takes him back to the manor for interrogation, or forcible conversion. She then heads back out and tries to get another PC, repeating this scene. In the rare event that she is able to subdue and capture *all* the PCs, go directly to the manor (Encounter 4) and improvise an escape scene.

Note that the capture PC might be detectable via rituals the PCs have, which might provide some assistance in finding the manor.

ENDING THE ENCOUNTER

When the PCs decide to seek out the sisters, and head to Castle Never, go to Encounter 3.

MILESTONE

This encounter counts towards a milestone only if the PCs engaged the orcs (Scene 7) or the assassin (Scene 8).

ENCOUNTER 2: FIND THE BOUNTY HUNTERS (ADVENTURE LEVEL 2)

SCENE 7: THE WAREHOUSE

Orc Reaver	Level 3 Skirmisher
Medium natural humanoid	XP 125
HP 47; Bloodied 23	Initiative +6
AC 17, Fortitude 16, Reflex 16, Will 14	Perception +2
Speed 6 (8 when charging)	Low-light Vision
TRAITS	
Charging Mobility	
While charging, the orc gains a +4 bonus to all defenses.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10 + 6 damage.	
Effect: After the attack, the orc can shift 1 square.	
R Javelin (weapon) • At-Will	
Attack: Ranged 20 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, and the orc can push the target 1 square	
TRIGGERED ACTIONS	
M Blood-Crazed Charge • Encounter	
Trigger: The orc hits an enemy.	
Effect (Free Action): The orc charges an enemy	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+5)	Dex 17 (+4) Wis 13 (+2)
Con 15 (+3)	Int 8 (+0) Cha 8 (+0)
Alignment unaligned Languages Common, Giant	
Equipment battleaxe, hide armor, javelin x4.	

Orc Savage	Level 2 Minion Brute
Medium natural humanoid	XP 31
HP 1; a missed attack never damages a minion	Initiative +2
AC 14, Fortitude 14, Reflex 12, Will 10	Perception +0
Speed 6	Low-light Vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 6 damage, or 10 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); +7 vs. AC	
Hit: 5 damage	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 16 (+4)	Dex 13 (+2) Wis 9 (+0)
Con 13 (+2)	Int 8 (+0) Cha 8 (+0)
Alignment unaligned Languages Common, Giant	
Equipment handaxe x4, hide armor.	

SCENE 9: THE ASSASSINATION ATTEMPT

Shiela	Level 3 Elite Lurker
Medium natural humanoid	XP 250
HP 90; Bloodied 45	Initiative +8
AC 17, Fortitude 13, Reflex 15, Will 13	Perception +2
Speed 6	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 1 damage, and Shiela shifts 1 square.	
r Hand Crossbow (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +7 vs. AC	
Hit: 1d6 + 1 damage, and ongoing 5 poison damage (save ends).	
M Double Sting • At-Will	
Effect: Shiela makes a rapier and a hand crossbow attack, each against a different target. She does not draw an opportunity attack from the target of the rapier attack when making the hand crossbow attack.	
MINOR ACTIONS	
C Gaudy Feint • Encounter	
Attack: Close burst 3 (enemies in the burst); +4 vs. Will	
Hit: The target grants combat advantage to Shiela until the end of his next turn.	
Skills Bluff +8, Insight +7, Stealth +9	
Str 15 (+3)	Dex 17 (+4) Wis 12 (+2)
Con 14 (+3)	Int 13 (+2) Cha 15 (+5)
Alignment Evil Languages Common	
Equipment rapier, 10 poisoned bolts, hand crossbow, leather armor.	

ENCOUNTER 2: FIND THE BOUNTY HUNTERS (ADVENTURE LEVEL 4)

SCENE 8: THE WAREHOUSE

Orc Reaver	Level 5 Skirmisher
Medium natural humanoid	XP 200
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 18, Will 16	Perception +3
Speed 6 (8 when charging)	Low-light Vision
TRAITS	
Charging Mobility	
While charging, the orc gains a +4 bonus to all defenses.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 8 damage.	
Effect: After the attack, the orc can shift 1 square.	
R Javelin (weapon) • At-Will	
Attack: Ranged 20 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the orc can push the target 1 square	
TRIGGERED ACTIONS	
M Blood-Crazed Charge • Encounter	
Trigger: The orc hits an enemy.	
Effect (Free Action): The orc charges an enemy	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+6)	Dex 17 (+5) Wis 13 (+3)
Con 15 (+4)	Int 8 (+1) Cha 8 (+1)
Alignment unaligned Languages Common, Giant	
Equipment battleaxe, hide armor, javelin x4.	

Orc Savage	Level 4 Minion Brute
Medium natural humanoid	XP 44
HP 1; a missed attack never damages a minion	Initiative +3
AC 16, Fortitude 16, Reflex 14, Will 12	Perception +1
Speed 6	Low-light Vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 8 damage, or 12 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); +9 vs. AC	
Hit: 6 damage	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 16 (+5)	Dex 13 (+3) Wis 9 (+1)
Con 13 (+3)	Int 8 (+1) Cha 8 (+1)
Alignment unaligned Languages Common, Giant	
Equipment handaxe x4, hide armor.	

SCENE 9: THE ASSASSINATION ATTEMPT

Shiela	Level 5 Elite Lurker
Medium natural humanoid	XP 400
HP 102; Bloodied 51	Initiative +9
AC 19, Fortitude 15, Reflex 17, Will 15	Perception +3
Speed 6	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 3 damage, and Shiela shifts 1 square.	
r Hand Crossbow (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +9 vs. AC	
Hit: 1d6 + 3 damage, and ongoing 5 poison damage (save ends).	
M Double Sting • At-Will	
Effect: Shiela makes a rapier and a hand crossbow attack, each against a different target. She does not draw an opportunity attack from the target of the rapier attack when making the hand crossbow attack.	
MINOR ACTIONS	
C Gaudy Feint • Encounter	
Attack: Close burst 3 (enemies in the burst); +6 vs. Will	
Hit: The target grants combat advantage to Shiela until the end of his next turn.	
Skills Bluff +9, Insight +8, Stealth +10	
Str 15 (+4)	Dex 17 (+5) Wis 12 (+3)
Con 14 (+4)	Int 13 (+3) Cha 15 (+4)
Alignment Evil Languages Common	
Equipment rapier, 10 poisoned bolts, hand crossbow, leather armor.	

ENCOUNTER 2: FIND THE BOUNTY HUNTERS (ADVENTURE LEVEL 6)

SCENE 8: THE WAREHOUSE

Orc Reaver	Level 7 Skirmisher
Medium natural humanoid	XP 300
HP 79; Bloodied 39	Initiative +8
AC 21, Fortitude 20, Reflex 20, Will 18	Perception +4
Speed 6 (8 when charging)	Low-light Vision
TRAITS	
Charging Mobility	
While charging, the orc gains a +4 bonus to all defenses.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d10 + 10 damage.	
Effect: After the attack, the orc can shift 1 square.	
R Javelin (weapon) • At-Will	
Attack: Ranged 20 (one creature); +12 vs. AC	
Hit: 2d6 + 8 damage, and the orc can push the target 1 square	
TRIGGERED ACTIONS	
M Blood-Crazed Charge • Encounter	
Trigger: The orc hits an enemy.	
Effect (Free Action): The orc charges an enemy	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+7)	Dex 17 (+6) Wis 13 (+4)
Con 15 (+5)	Int 8 (+2) Cha 8 (+2)
Alignment unaligned Languages Common, Giant	
Equipment battleaxe, hide armor, javelin x4.	

Orc Savage	Level 6 Minion Brute
Medium natural humanoid	XP 63
HP 1; a missed attack never damages a minion	Initiative +4
AC 18, Fortitude 18, Reflex 16, Will 14	Perception +2
Speed 6	Low-light Vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 9 damage, or 13 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); +11 vs. AC	
Hit: 7 damage	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 16 (+6)	Dex 13 (+4) Wis 9 (+2)
Con 13 (+4)	Int 8 (+2) Cha 8 (+2)
Alignment unaligned Languages Common, Giant	
Equipment handaxe x4, hide armor.	

SCENE 9: THE ASSASSINATION ATTEMPT

Shiela	Level 7 Elite Lurker
Medium natural humanoid	XP 600
HP 126; Bloodied 63	Initiative +10
AC 21, Fortitude 17, Reflex 19, Will 17	Perception +4
Speed 6	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 5 damage, and Shiela shifts 1 square.	
r Hand Crossbow (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +11 vs. AC	
Hit: 1d6 + 5 damage, and ongoing 5 poison damage (save ends).	
M Double Sting • At-Will	
Effect: Shiela makes a rapier and a hand crossbow attack, each against a different target. She does not draw an opportunity attack from the target of the rapier attack when making the hand crossbow attack.	
MINOR ACTIONS	
C Gaudy Feint • Encounter	
Attack: Close burst 3 (enemies in the burst); +8 vs. Will	
Hit: The target grants combat advantage to Shiela until the end of his next turn.	
Skills Bluff +10, Insight +9, Stealth +11	
Str 15 (+5)	Dex 17 (+6) Wis 12 (+4)
Con 14 (+5)	Int 13 (+4) Cha 15 (+5)
Alignment Evil Languages Common	
Equipment rapier, 10 poisoned bolts, hand crossbow, leather armor.	

ENCOUNTER 2: FIND THE BOUNTY HUNTERS (ADVENTURE LEVEL 8)

SCENE 8: THE WAREHOUSE

Orc Reaver	Level 9 Skirmisher
Medium natural humanoid	XP 400
HP 95; Bloodied 47	Initiative +9
AC 23, Fortitude 22, Reflex 22, Will 20	Perception +5
Speed 6 (8 when charging)	Low-light Vision
TRAITS	
Charging Mobility	
While charging, the orc gains a +4 bonus to all defenses.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d10 + 12 damage.	
Effect: After the attack, the orc can shift 1 square.	
R Javelin (weapon) • At-Will	
Attack: Ranged 20 (one creature); +14 vs. AC	
Hit: 2d6 + 10 damage, and the orc can push the target 1 square	
TRIGGERED ACTIONS	
M Blood-Crazed Charge • Encounter	
Trigger: The orc hits an enemy.	
Effect (Free Action): The orc charges an enemy	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+8)	Dex 17 (+7) Wis 13 (+5)
Con 15 (+6)	Int 8 (+3) Cha 8 (+3)
Alignment unaligned Languages Common, Giant	
Equipment battleaxe, hide armor, javelin x4.	

Orc Savage	Level 8 Minion Brute
Medium natural humanoid	XP 88
HP 1; a missed attack never damages a minion	Initiative +5
AC 20, Fortitude 20, Reflex 18, Will 16	Perception +3
Speed 6	Low-light Vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 10 damage, or 14 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); +13 vs. AC	
Hit: 8 damage	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 16 (+7)	Dex 13 (+5) Wis 9 (+3)
Con 13 (+5)	Int 8 (+3) Cha 8 (+3)
Alignment unaligned Languages Common, Giant	
Equipment handaxe x4, hide armor.	

SCENE 9: THE ASSASSINATION ATTEMPT

Shiela	Level 9 Elite Lurker
Medium natural humanoid	XP 800
HP 150; Bloodied 75	Initiative +11
AC 23, Fortitude 19, Reflex 21, Will 19	Perception +5
Speed 6	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 7 damage, and Shiela shifts 1 square.	
r Hand Crossbow (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +13 vs. AC	
Hit: 1d6 + 7 damage, and ongoing 5 poison damage (save ends).	
M Double Sting • At-Will	
Effect: Shiela makes a rapier and a hand crossbow attack, each against a different target. She does not draw an opportunity attack from the target of the rapier attack when making the hand crossbow attack.	
MINOR ACTIONS	
C Gaudy Feint • Encounter	
Attack: Close burst 3 (enemies in the burst); +10 vs. Will	
Hit: The target grants combat advantage to Shiela until the end of his next turn.	
Skills Bluff +12, Insight +11, Stealth +13	
Str 15 (+6)	Dex 17 (+7) Wis 12 (+5)
Con 14 (+6)	Int 13 (+5) Cha 15 (+6)
Alignment Evil Languages Common	
Equipment rapier, 10 poisoned bolts, hand crossbow, leather armor.	

ENCOUNTER 2: FIND THE BOUNTY HUNTERS (ADVENTURE LEVEL 10)

SCENE 8: THE WAREHOUSE

Orc Reaver	Level 11 Skirmisher
Medium natural humanoid	XP 500
HP 111; Bloodied 55	Initiative +10
AC 25, Fortitude 24, Reflex 24, Will 22	Perception +6
Speed 6 (8 when charging)	Low-light Vision
TRAITS	
Charging Mobility	
While charging, the orc gains a +4 bonus to all defenses.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d10 + 14 damage.	
Effect: After the attack, the orc can shift 1 square.	
R Javelin (weapon) • At-Will	
Attack: Ranged 20 (one creature); +16 vs. AC	
Hit: 2d6 + 12 damage, and the orc can push the target 1 square	
TRIGGERED ACTIONS	
M Blood-Crazed Charge • Encounter	
Trigger: The orc hits an enemy.	
Effect (Free Action): The orc charges an enemy	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+9)	Dex 17 (+8) Wis 13 (+6)
Con 15 (+7)	Int 8 (+4) Cha 8 (+4)
Alignment unaligned Languages Common, Giant	
Equipment battleaxe, hide armor, javelin x4.	

Orc Savage	Level 10 Minion Brute
Medium natural humanoid	XP 125
HP 1; a missed attack never damages a minion	Initiative +6
AC 22, Fortitude 22, Reflex 20, Will 18	Perception +4
Speed 6	Low-light Vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 11 damage, or 15 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); +15 vs. AC	
Hit: 9 damage	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 16 (+8)	Dex 13 (+6) Wis 9 (+4)
Con 13 (+6)	Int 8 (+4) Cha 8 (+4)
Alignment unaligned Languages Common, Giant	
Equipment handaxe x4, hide armor.	

SCENE 9: THE ASSASSINATION ATTEMPT

Shiela	Level 11 Elite Lurker
Medium natural humanoid	XP 1000
HP 162; Bloodied 81	Initiative +12
AC 25, Fortitude 21, Reflex 23, Will 21	Perception +6
Speed 6	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 9 damage, and Shiela shifts 1 square.	
r Hand Crossbow (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +15 vs. AC	
Hit: 1d6 + 9 damage, and ongoing 10 poison damage (save ends).	
M Double Sting • At-Will	
Effect: Shiela makes a rapier and a hand crossbow attack, each against a different target. She does not draw an opportunity attack from the target of the rapier attack when making the hand crossbow attack.	
MINOR ACTIONS	
C Gaudy Feint • Encounter	
Attack: Close burst 3 (enemies in the burst); +12 vs. Will	
Hit: The target grants combat advantage to Shiela until the end of his next turn.	
Skills Bluff +13, Insight +13, Stealth +14	
Str 15 (+7)	Dex 17 (+8) Wis 12 (+6)
Con 14 (+7)	Int 13 (+6) Cha 15 (+7)
Alignment Evil Languages Common	
Equipment rapier, 10 poisoned bolts, hand crossbow, leather armor.	

ENCOUNTER 3: TALK IT OUT

Important NPCs: Sylvara and Ayala, female elves

The PCs arrive at Castle Never looking for the sisters. Unfortunately, when the PCs arrive, the sisters have moved into the castle to hunt undead.

The ruins of Castle Never loom over Blacklake district. Once, it was a proud statement of Neverwinter's power and the seat of its royal family; now its toppled towers and collapsed walls embody the damage the city has taken.

The courtyard of the castle bustles with activity. There's evidence this encampment was once hidden; now the drow move about openly, training and drilling alongside the daring youths of Neverwinter.

This encampment was originally created by Drizzt Du'Urden and Jarlaxle - both legendary warriors - as a base to explore the ruins of Castle Never. The ranger and the rogue left, and ambitious (and foolish) young citizens of Neverwinter established their own camp here. Jarlaxle has sent Bregan D'aerthe operatives to keep an eye on the group.

The presence of the drow, and the connection to Drizzt, gives the camp its reputation. Currently, the citizens of Neverwinter and the drow test themselves by exploring the undead-overrun catacombs of Castle Never.

A comely drow woman approached you as you enter the courtyard. "Greeting adventurers," she says. "What brings you to the courtyard of Castle Never? If you're here to seek Drizzt Du'Urden, he's not been around the castle in quite some time. Perhaps you'd like to test yourself in the castle?"

This woman is Aerlyse, a half-drow who reports to Jarlaxle's second-in-command, Kimmuriel. Her pink eyes and off-white hair hint at her high-elven heritage. She doesn't reveal, confirm, or discuss her true patronage, instead claiming to work for the captain of the camp: Xalbyn, another drow. PCs may know Xalbyn from ADAP3-2 *Shards of Selune*, in which case Aerlyse also heard of them.

If the PCs ask about the sisters:

"Oh, you're here for the twins? They're a brave sort, if a bit rash and impulsive. They're currently hunting in the catacombs. I expect them to be back in about an hour, if

you'd care to wait. Or perhaps you're feeling brave, and would like to find them in the Castle?

"They'll like you more if you join them in the hunt."

Aerlyse knows the following, and reveals it if the PCs are polite:

- She met the sisters on a previous job in Waterdeep, guiding two women into the Underdark, to the city of Skullport. It were the strangest employers ever: a priestess of Loviatar and her plaguetouched friend, a woman with burning glass growing from her skin.
- The job proved the sisters worthy, and afterwards Aerlyse invited them to come to Neverwinter.
- They served all kinds of jobs since then.
- They recently completed a task for an eladrin.
- They captured a fugitive for the eladrin of Ilyanbruen, and turned her over to the eladrin.

Aerlyse also knows the following, which she learned by telepathically snooping on the sisters. She reveals this information if the PCs are willing to pay for it at 50 / 100 / 200 / 300 / 400 gp. A **moderate DC Bluff** or **Diplomacy** check reduces the price by half, and a **hard DC** check gets the information for free - although she tells the PCs that they owe her a favor. She does not reveal how she learned it, but claims she knows how to find information.

- The captured fugitive was indeed Mayara Sulbrandil.
- Aerlyse knows the eladrin's name - Hurloon.
- The sisters didn't really trust Hurloon, and were somewhat uneasy about him.
- She doesn't know where Mayara was taken.

ENDING THE ENCOUNTER

If the PCs elect to seek the sisters out in the ruins of Castle Never, use Encounter 3a. If the PCs instead decide to wait for the sisters to return, they do so after several hours - use Encounter 3b as the PCs have to earn the sisters' trust.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

If the PCs earn the sister's trust in either way, they may learn some training the sisters have picked up in Castle Never - one of the grandmaster boons Climb the Giant or Drizzt's Kick.

ENCOUNTER 3A: RIFE WITH UNDEAD

ENCOUNTER LEVEL 1/3/5/7/9

CREATURES

This encounter includes the following creatures:

- 2 unhallowed wight (W)
- 3 summoning sarcophagi (marked)
- 6-12 zombie shambler
- 2 elven warriors (A & S)

SCALING THE ENCOUNTER

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

Four PCs:

Deactivate one of the summoning sarcophagi.

Six PCs:

Activate the fourth summoning sarcophagi.

SETUP

The PCs enter the crypt that the elf sisters have explored into. When they find the sisters, they are beset by a group of undead - unfortunately, the sisters are exhausted from an earlier fight and in a bit of trouble.

When the PCs first arrive at this encounter, read or paraphrase the following:

Castle Never is a sprawling ruin, but the directions the drow gave you are pretty reliable. After traveling through the ruins and into the crypts, you hear the sounds of combat ahead. Rounding the corner, you can see two elven warriors holding off several undead. The elven women look tired, but are holding their own for now.

PCs can at this point wait and see what happens, or intervene. If the PCs decide not to intervene, the two sisters fight off the undead after several minutes of difficult but not overwhelming odds. They don't trust the PCs much after that (even if they know them), and consider it unprofessional to talk about previous jobs, so the PCs will have to engage in the skill challenge of 3b to get any information.

If the PCs elect to intervene, read or paraphrase the following:

Six bloated, clumsy corpses threaten the elven women, and the bodies of numerous others lie motionless upon the floor.

At the start of the first round (after a surprise round, if the PCs got one), read or paraphrase the following:

The disgusting undead turn towards you. As they begin to move, several sarcophagi slam open with a resounding boom. More bloated, clumsy corpses stumble out and lurch in your direction. Two dead bodies, these not ridden with corruption, spring agilely to their feet. They move with a predatory stride.

The unhallowed wights cannot be targeted during a surprise round; they are reanimated by the same magic that activated the summoning sarcophagi. The six zombie shamblers are scattered about in the area between the PCs and the sisters. The zombies are blocking the sisters from escaping the room.

FEATURES OF THE AREA

This area has a few important features.

Entry way: The area the PCs start in is elevated 2 squares above the main floor. There is a railing around the edge to prevent individuals from falling over. Walking movement over the edge costs an extra square.

Room: The room is covered in stone flagstones, which once had intricate design work. The ceiling is 5 squares above the main floor.

Stairs: The stairs down from the PCs entry point are crumbling and damaged. They are difficult terrain in any direction.

Summoning Sarcophagi: Unholy energy creates undead in these particular sarcophagi. At the start of the round during the first four rounds, each active sarcophagus slams open, disgorges a zombie, and slams closed. PCs can destroy a single summoning sarcophagus by damaging it or using skills (see the sarcophagus's stat block).

TACTICS

If the PCs wish to surprise the undead, they need to make a group Stealth check. If half or more made the Moderate DC, the PCs get a surprise round.

Because the wights feel the elves are trapped and can't leave, the undead turn towards the PCs. They attempt to climb up the platform and get to any lightly armored PCs.

At the start of each round, the sarcophagi each disgorge a zombie shambler. Each one stops after it has

disgorged 4 zombies. If no undead remain in combat, the sarcophagi stop even if they would disgorge more undead creatures.

The zombie shamblers move to support the wights - they are not intelligent themselves, but respond to the wights' desires.

The elven sisters take total defense actions during combat, and try to stay out of melee. They're exhausted and injured, and don't trust the PCs' intentions until after combat.

ENDING THE ENCOUNTER

The encounter ends when the PCs have killed all the undead. Afterward, the sisters are grateful for the assistance, although they claim that it was unnecessary. Regardless, they answer the PCs' questions about Mayara. Encounter 3b contains the information the sisters have, but they give it freely.

TROUBLESHOOTING

In the event the PCs destroy both unhallowed wights during the first round, consider having one of the summoning sarcophagi disgorge another unhallowed wight.

MILESTONE

If the PCs earned the sisters trust here, this counts towards a milestone.

TREASURE

If the PCs assist the sisters, the sisters offer to teach the PCs a bit of training they've learned from the drow: the grandmaster boons Climb the Giant or Drizzt's Kick.

ENCOUNTER 3A: RIFE WITH UNDEAD (ALL ADVENTURE LEVELS)

Sylvara (elf scout)	Level 2 Skirmisher
Medium fey humanoid	XP --
HP 39; Bloodied 19	Initiative +7
AC 16, Fortitude 13, Reflex 15, Will 13	Perception +8
Speed 7	Low-light Vision
TRAITS	
Combat Advantage	
Sylvara does an extra 1d6 damage against any creature granting combat advantage to her.	
Wild Step	
Sylvara ignores difficult terrain when she shifts.	
STANDARD ACTIONS	
m Warhammer • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 6 damage.	
Skills Nature +8, Stealth +10	
Str 12 (+2)	Dex 18 (+5) Wis 14 (+3)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)
Alignment unaligned Languages common, elven	
Equipment hide armor, longsword, broken short-sword, warhammer	

Note: Abbreviated stat-block for limited combat effect

Every round, the elven sisters take a standard action to use Total Defense. This gives them a +2 bonus on all their defenses (not included).

The sisters have already expended their encounter powers, including Elven Accuracy, which is why it is not in the stat blocks.

If the PCs make the sisters attack, give the sisters a bonus to attack rolls equal to the AL.

Ayala (elf noble guard)	Level 3 Soldier
Medium fey humanoid	XP --
HP 46; Bloodied 23	Initiative +6
AC 19, Fortitude 15, Reflex 13, Will 13	Perception +3
Speed 7	Low-light vision
TRAITS	
Wild Step	
Ayala ignores difficult terrain when she shifts.	
STANDARD ACTIONS	
m Longsword • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 7 damage.	
Effect: Ayala marks the target until the end of her next turn.	
TRIGGERED ACTIONS	
M Engaging Strike • At-Will	
Trigger: An enemy marked by Ayala that is adjacent to her shifts or makes an attack that doesn't include her.	
Attack (Immediate Interrupt): Melee 1 (the triggering enemy); +8 vs. AC	
Hit: 1d8 + 7 damage, and the target is immobilized until the end of its turn.	
Skills Acrobatics +9, Athletics +6	
Str 11 (+1)	Dex 16 (+4) Wis 14 (+3)
Con 14 (+3)	Int 11 (+1) Cha 10 (+1)
Alignment unaligned Languages Common, elven	
Equipment chainmail, longsword	

Note: Abbreviated stat-block for limited combat effect

ENCOUNTER 3A: RIFE WITH UNDEAD (ADVENTURE LEVEL 2)

2 Unhallowed Wights	Level 1 Soldier
Medium natural humanoid (undead)	XP 100
HP 32; Bloodied 16	Initiative +2
AC 17, Fortitude 14, Reflex 9, Will 13	Perception -1
Speed 6, climb 4	Darkvision
Immune disease, poison; Resist 5 necrotic Vulnerable 5 radiant	
STANDARD ACTIONS	
m Soul Draining Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 necrotic damage, and the target loses a healing surge, and is immobilized (save ends)	
Special: If the wight takes radiant damage, this attack does not cause targets to lose a healing surge until the end of the wight's next turn.	
TRIGGERED ACTIONS	
C Unhallowed Blight (necrotic) • At-Will	
Trigger: An enemy within 5 squares makes a successful saving throw.	
Attack (Opportunity Action): Close burst 5 (triggering enemy in burst); +4 vs. Fortitude.	
Hit: 5 necrotic damage, and the target grants combat advantage until the end of its next turn.	
Final Instructions (necrotic) • Encounter	
Trigger: The Unhallowed Wight drops to 0 hit points.	
Effect (No Action): Four shamblers disgorge from random sarcophagi.	
Str 19 (+4)	Dex 11 (+0) Wis 8 (-1)
Con 16 (+3)	Int 10 (+0) Cha 17 (+3)
Alignment evil	Languages Common

12 Zombie Shamblers	Level 1 Minion Brute
Medium natural humanoid (undead)	XP 25
HP 1; a missed attack never damages a minion	Initiative -1
AC 15, Fortitude 16, Reflex 13, Will 13	Perception -1
Speed 4	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Deathless Hunger • Encounter	
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.	
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point	
Str 18 (+4)	Dex 8 (-1) Wis 8 (-1)
Con 15 (+2)	Int 1 (-5) Cha 3 (-4)
Alignment unaligned	Languages -

2-4 Summoning Sarcophagi	Terrain Feature
Object	XP -
Detect no check necessary	Initiative First in the round
TRIGGERED ACTION	
Zombie creation (necrotic) • 4 / encounter	
Trigger: At the start of each round	
Effect: The Sarcophagus slams open, releasing a zombie shambler, and then slams closed. After the fourth zombie shambler, the sarcophagus stays open.	
COUNTERMEASURES	
Destroy (Standard Action)	
Athletics (Hard DC): The character must be adjacent to the sarcophagus. The character smash the sarcophagus lid, preventing it from closing.	
Dispel (Standard Action)	
Arcana (Hard DC): The character must be within 5 of the sarcophagus. The character dispels the energy that is creating the undead, preventing the sarcophagus from working.	
Disarm (Standard Action)	
Thievery (Hard DC): The character must be adjacent to the sarcophagus. The character can find and bind the trap trigger, preventing it from opening again.	
Sanctify (Standard Action)	
Religion (Hard DC): The character must be adjacent to the sarcophagus. The character can enact a short holy ritual that disrupts the undead summoning, causing the sarcophagus to fall silent.	

ENCOUNTER 3A: RIFE WITH UNDEAD (ADVENTURE LEVEL 4)

2 Unhallowed Wight	Level 3 Soldier
Medium natural humanoid (undead)	XP 150
HP 48; Bloodied 24	Initiative +3
AC 19, Fortitude 16, Reflex 11, Will 15	Perception +0
Speed 6, climb 4	Darkvision
Immune disease, poison; Resist 5 necrotic Vulnerable 5 radiant	
STANDARD ACTIONS	
m Soul Draining Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 1 necrotic damage, and the target loses a healing surge, and is immobilized (save ends)	
Special: If the wight takes radiant damage, this attack does not cause targets to lose a healing surge until the end of the wight's next turn.	
TRIGGERED ACTIONS	
C Unhallowed Blight (necrotic) • At-Will	
Trigger: An enemy within 5 squares makes a successful saving throw.	
Attack (Opportunity Action): Close burst 5 (triggering enemy in burst); +6 vs. Fortitude.	
Hit: 5 necrotic damage, and the target grants combat advantage until the end of its next turn.	
Final Instructions (necrotic) • Encounter	
Trigger: The Unhallowed Wight drops to 0 hit points.	
Effect (No Action): Four shamblers disgorge from random sarcophagi.	
Str 19 (+5)	Dex 11 (+1)
Con 16 (+4)	Int 10 (+1)
Wis 8 (+0)	Cha 17 (+4)
Alignment evil	
Languages Common	

12 Zombie Shamblers	Level 3 Minion Brute
Medium natural humanoid (undead)	XP 37
HP 1; a missed attack never damages a minion	Initiative -1
AC 15, Fortitude 16, Reflex 13, Will 13	Perception -1
Speed 4	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 7 damage.	
TRIGGERED ACTIONS	
Deathless Hunger • Encounter	
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.	
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point	
Str 18 (+5)	Dex 8 (+0)
Con 15 (+3)	Int 1 (-4)
Wis 8 (+0)	Cha 3 (-3)
Alignment unaligned	
Languages -	

2-4 Summoning Sarcophagi	Terrain Feature
Object	XP -
Detect no check necessary	Initiative First in the round
TRIGGERED ACTION	
Zombie creation (necrotic) • 4 / encounter	
Trigger: At the start of each round	
Effect: The Sarcophagus slams open, releasing a zombie shambler, and then slams closed. After the fourth zombie shambler, the sarcophagus stays open.	
COUNTERMEASURES	
Destroy (Standard Action)	
Athletics (Hard DC): The character must be adjacent to the sarcophagus. The character smash the sarcophagus lid, preventing it from closing.	
Dispel (Standard Action)	
Arcana (Hard DC): The character must be within 5 of the sarcophagus. The character dispels the energy that is creating the undead, preventing the sarcophagus from working.	
Disarm (Standard Action)	
Thievery (Hard DC): The character must be adjacent to the sarcophagus. The character can find and bind the trap trigger, preventing it from opening again.	
Sanctify (Standard Action)	
Religion (Hard DC): The character must be adjacent to the sarcophagus. The character can enact a short holy ritual that disrupts the undead summoning, causing the sarcophagus to fall silent.	

ENCOUNTER 3A: RIFE WITH UNDEAD (ADVENTURE LEVEL 6)

2 Unhallowed Wight	Level 5 Soldier
Medium natural humanoid (undead)	XP 200
HP 64; Bloodied 32	Initiative +4
AC 21, Fortitude 18, Reflex 13, Will 17	Perception +1
Speed 6, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic Vulnerable 5 radiant	
STANDARD ACTIONS	
m Soul Draining Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 3 necrotic damage, and the target loses a healing surge, and is immobilized (save ends)	
Special: If the wight takes radiant damage, this attack does not cause targets to lose a healing surge until the end of the wight's next turn.	
TRIGGERED ACTIONS	
C Unhallowed Blight (necrotic) • At-Will	
Trigger: An enemy within 5 squares makes a successful saving throw.	
Attack (Opportunity Action): Close burst 5 (triggering enemy in burst); +8 vs. Fortitude.	
Hit: 5 necrotic damage, and the target grants combat advantage until the end of its next turn.	
Final Instructions (necrotic) • Encounter	
Trigger: The Unhallowed Wight drops to 0 hit points.	
Effect (No Action): Four shamblers disgorge from random sarcophagi.	
Str 19 (+6)	Dex 11 (+2)
Con 16 (+5)	Int 10 (+2)
	Wis 8 (+1)
	Cha 17 (+5)
Alignment evil	Languages Common

12 Zombie Shamblers	Level 5 Minion Brute
Medium natural humanoid (undead)	XP 50
HP 1; a missed attack never damages a minion	Initiative +1
AC 17, Fortitude 18, Reflex 15, Will 15	Perception +1
Speed 4	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 8 damage.	
TRIGGERED ACTIONS	
Deathless Hunger • Encounter	
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.	
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point	
Str 18 (+6)	Dex 8 (+1)
Con 15 (+4)	Int 1 (-3)
	Wis 8 (+1)
	Cha 3 (-2)
Alignment unaligned	Languages -

2-4 Summoning Sarcophagi	Terrain Feature
Object	XP -
Detect no check necessary	Initiative First in the round
TRIGGERED ACTION	
Zombie creation (necrotic) • 4 / encounter	
Trigger: At the start of each round	
Effect: The Sarcophagus slams open, releasing a zombie shambler, and then slams closed. After the fourth zombie shambler, the sarcophagus stays open.	
COUNTERMEASURES	
Destroy (Standard Action)	
Athletics (Hard DC): The character must be adjacent to the sarcophagus. The character smash the sarcophagus lid, preventing it from closing.	
Dispel (Standard Action)	
Arcana (Hard DC): The character must be within 5 of the sarcophagus. The character dispels the energy that is creating the undead, preventing the sarcophagus from working.	
Disarm (Standard Action)	
Thievery (Hard DC): The character must be adjacent to the sarcophagus. The character can find and bind the trap trigger, preventing it from opening again.	
Sanctify (Standard Action)	
Religion (Hard DC): The character must be adjacent to the sarcophagus. The character can enact a short holy ritual that disrupts the undead summoning, causing the sarcophagus to fall silent.	

ENCOUNTER 3A: RIFE WITH UNDEAD (ADVENTURE LEVEL 8)

2 Unhallowed Wight	Level 7 Soldier
Medium natural humanoid (undead)	XP 300
HP 80; Bloodied 40	Initiative +5
AC 23, Fortitude 20, Reflex 15, Will 19	Perception +2
Speed 6, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic Vulnerable 5 radiant	
STANDARD ACTIONS	
m Soul Draining Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d8 + 5 necrotic damage, and the target loses a healing surge, and is immobilized (save ends)	
Special: If the wight takes radiant damage, this attack does not cause targets to lose a healing surge until the end of the wight's next turn.	
TRIGGERED ACTIONS	
C Unhallowed Blight (necrotic) • At-Will	
Trigger: An enemy within 5 squares makes a successful saving throw.	
Attack (Opportunity Action): Close burst 5 (triggering enemy in burst); +10 vs. Fortitude.	
Hit: 5 necrotic damage, and the target grants combat advantage until the end of its next turn.	
Final Instructions (necrotic) • Encounter	
Trigger: The Unhallowed Wight drops to 0 hit points.	
Effect (No Action): Four shamblers disgorge from random sarcophagi.	
Str 19 (+7)	Dex 11 (+3)
Con 16 (+6)	Int 10 (+3)
	Wis 8 (+2)
	Cha 17 (+6)
Alignment evil	Languages Common

12 Zombie Shamblers	Level 7 Minion Brute
Medium natural humanoid (undead)	XP 75
HP 1; a missed attack never damages a minion	Initiative +2
AC 19, Fortitude 20, Reflex 17, Will 17	Perception +2
Speed 4	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 9 damage.	
TRIGGERED ACTIONS	
Deathless Hunger • Encounter	
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.	
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point	
Str 18 (+7)	Dex 8 (+2)
Con 15 (+5)	Int 1 (-2)
	Wis 8 (+2)
	Cha 3 (-1)
Alignment unaligned	Languages -

2-4 Summoning Sarcophagi	Terrain Feature
Object	XP -
Detect no check necessary	Initiative First in the round
TRIGGERED ACTION	
Zombie creation (necrotic) • 4 / encounter	
Trigger: At the start of each round	
Effect: The Sarcophagus slams open, releasing a zombie shambler, and then slams closed. After the fourth zombie shambler, the sarcophagus stays open.	
COUNTERMEASURES	
Destroy (Standard Action)	
Athletics (Hard DC): The character must be adjacent to the sarcophagus. The character smash the sarcophagus lid, preventing it from closing.	
Dispel (Standard Action)	
Arcana (Hard DC): The character must be within 5 of the sarcophagus. The character dispels the energy that is creating the undead, preventing the sarcophagus from working.	
Disarm (Standard Action)	
Thievery (Hard DC): The character must be adjacent to the sarcophagus. The character can find and bind the trap trigger, preventing it from opening again.	
Sanctify (Standard Action)	
Religion (Hard DC): The character must be adjacent to the sarcophagus. The character can enact a short holy ritual that disrupts the undead summoning, causing the sarcophagus to fall silent.	

ENCOUNTER 3A: RIFE WITH UNDEAD (ADVENTURE LEVEL 10)

2 Unhallowed Wight	Level 9 Soldier
Medium natural humanoid (undead)	XP 400
HP 96; Bloodied 48	Initiative +6
AC 25, Fortitude 22, Reflex 17, Will 21	Perception +3
Speed 6, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic Vulnerable 5 radiant	
STANDARD ACTIONS	
m Soul Draining Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d8 + 7 necrotic damage, and the target loses a healing surge, and is immobilized (save ends)	
Special: If the wight takes radiant damage, this attack does not cause targets to lose a healing surge until the end of the wight's next turn.	
TRIGGERED ACTIONS	
C Unhallowed Blight (necrotic) • At-Will	
Trigger: An enemy within 5 squares makes a successful saving throw.	
Attack (Opportunity Action): Close burst 5 (triggering enemy in burst); +12 vs. Fortitude.	
Hit: 5 necrotic damage, and the target grants combat advantage until the end of its next turn.	
Final Instructions (necrotic) • Encounter	
Trigger: The Unhallowed Wight drops to 0 hit points.	
Effect (No Action): Four shamblers disgorge from random sarcophagi.	
Str 19 (+8)	Dex 11 (+4)
Con 16 (+7)	Int 10 (+4)
	Wis 8 (+3)
	Cha 17 (+7)
Alignment evil	Languages Common

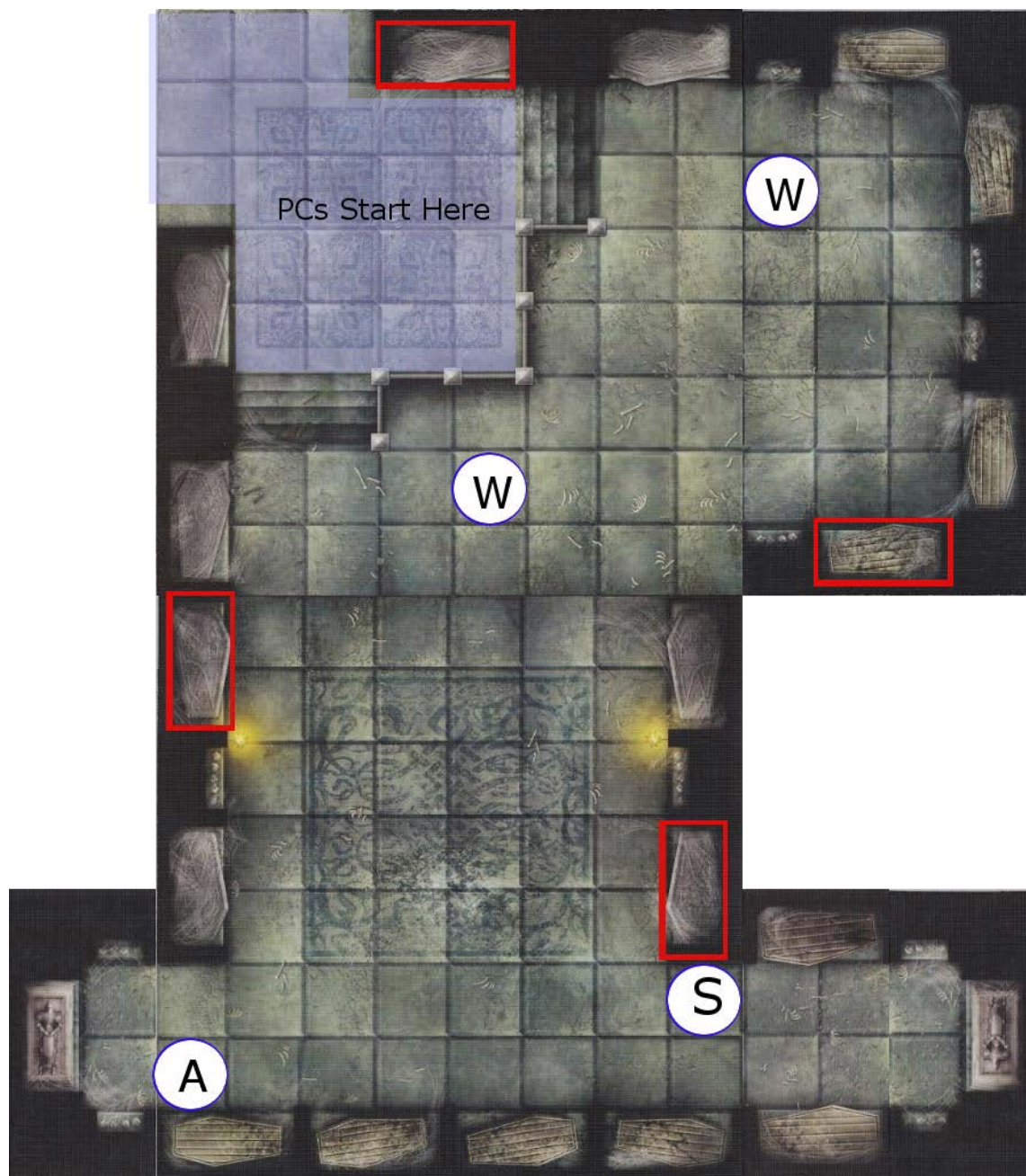
12 Zombie Shamblers	Level 9 Minion Brute
Medium natural humanoid (undead)	XP 100
HP 1; a missed attack never damages a minion	Initiative +3
AC 21, Fortitude 22, Reflex 19, Will 19	Perception +3
Speed 4	Darkvision
Immune disease, poison	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 10 damage.	
TRIGGERED ACTIONS	
Deathless Hunger • Encounter	
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.	
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point	
Str 18 (+8)	Dex 8 (+3)
Con 15 (+6)	Int 1 (-1)
	Wis 8 (+3)
	Cha 3 (+0)
Alignment unaligned	Languages -

2-4 Summoning Sarcophagi	Terrain Feature
Object	XP -
Detect no check necessary	Initiative First in the round
TRIGGERED ACTION	
Zombie creation (necrotic) • 4 / encounter	
Trigger: At the start of each round	
Effect: The Sarcophagus slams open, releasing a zombie shambler, and then slams closed. After the fourth zombie shambler, the sarcophagus stays open.	
COUNTERMEASURES	
Destroy (Standard Action)	
Athletics (Hard DC): The character must be adjacent to the sarcophagus. The character smash the sarcophagus lid, preventing it from closing.	
Dispel (Standard Action)	
Arcana (Hard DC): The character must be within 5 of the sarcophagus. The character dispels the energy that is creating the undead, preventing the sarcophagus from working.	
Disarm (Standard Action)	
Thievery (Hard DC): The character must be adjacent to the sarcophagus. The character can find and bind the trap trigger, preventing it from opening again.	
Sanctify (Standard Action)	
Religion (Hard DC): The character must be adjacent to the sarcophagus. The character can enact a short holy ritual that disrupts the undead summoning, causing the sarcophagus to fall silent.	

ENCOUNTER 3A: RIFE WITH UNDEAD

TILE SETS NEEDED

Shadowghast Manor x1



The potential sarcophagi are outlined in red. If there are 4 players, only two sarcophagi are active. If there are 5 players, three are active, and if there are 6 players, four sarcophagi are active. It is the DM's choice which are active. W: unhallowed wight - initially, just another undead corpse on the floor. At the start of the first round of combat, these animate and can be targeted.

A: Ayala

S: Sylvara

When the PCs enter six zombie shamblers are active in the room, blocking escape of Ayala and Sylvara.

ENCOUNTER 3B: WINNING TRUST

SKILL CHALLENGE, COMPLEXITY 2

The PCs have a chance to talk to the elven sisters Sylvara and Ayala about Mayara. The sisters may not trust the PCs, and consider it unprofessional to talk about former employers, so they'll have to earn the information.

If the PCs helped the sisters in Encounter 3A, the sisters give all information they have as if the PCs won the skill challenge.

SKILL CHALLENGE: WINNING TRUST

Goal: Earn the trust of the elven sisters

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Diplomacy

Victory: The elves provide all the information they have.

Defeat: The elves cut the conversation short, and give the PCs very little information.

The elves are willing to talk to you, but you'll have to earn their trust.

The sisters are willing to talk to the PCs, but words will only get them so far. They'll have to impress the elves as well, if they want to get all the available information. As the PCs earn each success, give them the next item the sisters know.

Special: If at least one PC has ADAP15 **Elves Never Forget**, the party starts with two successes, as the elves are already impressed with them. However, the Hard Bluff or Diplomacy option is not available.

Special: Any PC with ADAP16 **Elves Never Forgive** takes a -2 penalty on any check during this skill challenge, as the sisters are hostile and less receptive. Additionally, that character cannot attempt the Bluff or Diplomacy checks because the sisters actively dislike them.

Bluff or Diplomacy [Moderate DC] (one success; one maximum)

PCs can talk to the elven sisters. While they don't mind talking much, the sisters grow weary of it after one success. Further efforts can be made, though (see next item)

Bluff or Diplomacy [Hard DC] (one success; one maximum)

The sisters are wearying of talking, but provide a bit more information. After this success, though, they won't reveal anymore through talking, and complain that the PC likes to talk too much.

Intimidate

Using intimidation to threaten the sisters is an automatic failure - they are comfortable in the drow encampment, believing that the brash citizens of Neverwinter and the drow will rally to their side to keep the peace, rather than simply observe. This does not prevent Intimidate from being used in a challenge, as described below.

Insight [Easy DC] (no successes)

The sisters are more interested in challenging you and taking your measure. If it sounds like a reasonable challenge, you might be able to win them over.

Other skills: The sisters are more interested in challenging the PCs and taking their measure than talking. Any skill other than Bluff or Diplomacy can be used in a contest with one of the sisters. If the PC can come up with a good description of the test, one of the sisters accepts the challenge.

Challenge (one success; one attempt per skill)

Both sisters favor physical action over knowledge, so a physical skill, like **Athletics** or **Stealth** has a Moderate DC, while an intellectual skill, like **Arcana**, **History**, or **Nature** has a Hard DC. Because Castle Never has such an issue with undead, **Religion** is also a Moderate DC.

Before any PC can attempt a second challenge, all the PCs must have attempted at least one (starting with PCs that do NOT have ADAP15 **Elves Never Forget**.) - the sisters want to know more about all the PCs, not just one of them.

ENDING THE ENCOUNTER

At the end of the skill challenge, have learned everything the sisters can or will tell them.

If the PCs at one point reach 3 failures, the sisters refuse to disclose more, saying it would be unprofessional. Instead, they direct the PCs towards the manor and tell them they can find their answers there. This lack of information hinders the PCs in Encounter 5.

To the degree that the PCs impressed the sisters, the sisters reveal the following information:

- 1st success: “Mayara was a murderess, and there was a price on her head.”
- 2nd success: “We captured her alive, and brought her to a pre-arranged location.” (the manor)
- 3rd success: “Our employer was backed by General Sabine, so we’re convinced he was sincere.”
- 4th success: “He was an eladrin, like Mayara.”
- 5th success: “The elves of Ilyanbruen want to see her judged, and would come in two days to claim her.”
- 6th success: “The man’s name is Hurloon. He’s an eladrin with pale blue eyes, and looks youthful despite his white hair. He gives me the creeps.”

Further, when the PCs successfully complete the skill challenge, the sisters tell them where the manor is and give some basic information - a rough layout, possible entry points, and the knowledge there are roughly 60 folks there.

MILESTONE

If the PCs had to try to earn the sisters’ trust here, this encounter counts towards a milestone.

TREASURE

If the PCs earned the trust of the sisters, the sisters offer to teach the PCs a bit of training they’ve learned from the drow: the grandmaster boons *Climb the Giant* or *Drizzt’s Kick*.

ENCOUNTER 4: MAYARA IN THE MANSE

SKILL CHALLENGE, COMPLEXITY 3

The PCs have found the manor where Mayara is being held. It is located at the edge of Blacklake District.

Unfortunately, it's crawling with Ashmadai - more than the PCs can easily handle.

The elven sister's directions have brought you to a manor on the edge of the city. The manor looks like it had been abandoned, and then claimed. Windows are boarded up, plants grow wild through the cobblestones. Occasionally, there is a flicker of light from within the manor.

SKILL CHALLENGE: INFILTRATE THE MANOR!

Goal: Locate Mayara

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Bluff, Stealth

Victory: The PCs make it to the area where Mayara is being held without alerting the cultists

Defeat: The PCs eventually make it to the area where Mayara is being held, but the cultists are ready for them.

The manor stands before you, silent and ominous.

This skill challenge is divided into scenes. These scenes reflect the progress the PCs have made traversing the manor. An over-reliance on a particular tactic will make it hard for the PCs, while varying up their efforts will make things somewhat easier. The scene divisions are intended to aid the DM as the PCs make their choices, and do not all need to be run.

Ending the skill challenge: The skill challenge ends once the PCs have located Mayara. The PCs may make the following check after every scene in which they were successful:

Perception [Moderate DC] (one success per scene)

A PC finds a clue (a sound, a fleck of frozen blood, a cold draft or a boot mark) that aids to locate the basement where Mayara is held.

This check gives no failure, and each PC can make this check. However only **one** success can be earned after each scene.

The skill challenge ends once the PCs earn 8 successes total, **or** 3 successes using these Perception checks.

Note: Any PCs captured in the Encounter 2 assassination scene are being held in the manor here. Shiela did not deliver them here, but the cultists she handed them off to have done so. These PCs are discovered in short order as the rest of the party navigates the building.

In the event everyone was captured, improvise a scene of the PCs getting free, recovering their gear from a nearby storage room, and searching the manor. In this case, the PCs start with one failure due to the heightened state of alert the manor is at.

SCENE 0: DIRECT APPROACH

If the PCs decide to directly approach the manor and knock on the front door, cultists answer the door. They refuse entry to the PCs and don't answer any questions. Run Scene 3 (as if the PCs are discovered), but PCs have a +2 check on skills since they have the initiative.

SCENE 1: RECONNAISSANCE (ONCE ONLY)

If the PCs wish to scout out the manor before entering, then they can use this scene. If the PCs earned the sisters' trust in Encounter 3, then this scene does not provide any additional information.

Scouting around the manor is difficult, as the windows and blinds are largely closed.

If PCs attempt this scene, they need to make both a **Stealth** and **Perception** check at the **Hard DC**. Failing either of these checks prevents the PCs from successfully scouting the manor - either the PCs are unable to get close enough without being noticed, or are unable to capitalize on their access.

Success: The PCs earn one success. They also negate any penalties for failing the skill challenge Encounter 3b.

Failure: The PCs do not gain any benefit from scouting. They do **not** gain a failure.

SCENE 2: SKULKING ABOUT

Use the scene as the PCs sneak about through the manor.

As you sneak through the manor, you can hear the sounds of individuals striding about on business. The floorboards creak as one walks past the door, dust floats down as another walks overhead.

Special: If the party failed Encounter 3b, they take a -2 penalty on all checks here.

Special: Each time beyond the first that the PCs attempt to skulk about, they take a cumulative -2 penalty on rolls in this scene.

The PCs will need to make a successful group **Stealth** check against the Moderate DC to succeed in this scene. Before making the group check, individual PCs can attempt some of the following secondary skill checks to provide some assistance. There is no penalty for failing one of the secondary checks, but each type of aid can be attempted only once. Other than the *dust of disappearance*, the bonuses gained by these checks apply to all the PCs.

Dust of Disappearance

A PC that uses *dust of disappearance* to go invisible gains a +5 to his Stealth check. Optionally, the PC may make an **Insight** check in place of the **Stealth** check as part of the group check, to find a location the patrol won't walk into.

Arcana [Hard DC] (Trained only, not a success or failure)

The PC is able to use her arcane training to deepen the shadows of the room, and provides a +2 bonus on the Stealth checks.

Insight [Moderate DC] (not a success or failure)

By inferring the patrolling patterns, the PCs gain a +2 bonus on their Stealth checks.

Perception [Moderate DC] (not a success or failure)

A PC sees something, or hears something, that indicates a group of cultists are about to come close. This gives a +2 bonus on their Stealth checks.

Stealth [Moderate DC] (primary: group check)

The group has to make a Stealth check to avoid being noticed. If at least half the PCs succeed, the group succeeds. If not, see the failure section.

Success: The PCs avoid being noticed, and can continue searching the manor. They gain a success and can make a Perception check.

Failure: The PCs, or some evidence they are present, is noticed, and they gain a failure. The PCs can attempt to negate the failure by deceiving the cultists (Scene 4), or simply killing them (Scene 5). Use Scene 3 if this is the first time the PCs have been discovered.

SCENE 3: DISCOVERED

If the PCs are noticed, or evidence of their passage noticed, use this scene.

The cultists know you are here. They don't want random people in their safehouse, so you'll have to defuse the situation, kill them, or run away.

If the PCs elect to try to deceive the cultists, use Scene 4: Blatant Lies. If the PCs elect to murder the cultists before they can set off an alarm, use Scene 5: Killing In The Name Of. Otherwise, if the PCs flee, use Scene 6: Fleeing From Battle.

SCENE 4: BLATANT LIES

Use this scene if the PCs are attempting to bluff their way past the cultists.

You are confronted by several cultists, who demand to know who you are.

Special: If the party failed Encounter 3b (and did not run Encounter 3a), they take a -2 penalty on all checks here.

Special: Each time beyond the first that the PCs attempt to bluff their way past guards, they take a cumulative -2 penalty on rolls in this scene.

Special: If the PCs have defeated a group of guards in combat, they might have stolen cultist garb. If they did, the primary Bluff gets a +4 bonus.

In order to deceive the guards, one PC will have to deceive them. The other PCs can attempt to aid with something relevant - a few options are provided below. Each PC can attempt only one aid, but all the PCs can aid if they succeed. Each PC who successfully aids with a secondary skill grants the primary PC a +2 bonus on his or her skill check. Each PC who fails an attempt to aid with a secondary skill instead causes the primary PC's check to suffer a -1 penalty.

Bluff [Moderate DC] (not a success or failure)

The PC attempts to conceal the fact that he is ready to leap into battle at a moment's notice.

Diplomacy [Moderate DC] (not a success or failure)

The PC adopts an appropriate stance that indicates he belongs in the manor.

Intimidate [Moderate DC] (not a success or failure)

The PC conveys, through stance or muttered comments that he is too important for these guards to detain.

Arcana or Religion [Moderate DC] (not a success or failure)

The PC uses some ritual phrases that the Ashmadai respond to well.

Bluff [Hard DC] (primary: 1 success)

The PC convinces the cultists that the party belongs here. If the PCs fails this check, then the party has no choice but to disable the cultists.

Success: The PCs are let on their way. They gain a success and can make a Perception check.

Failure: If the PC got at least a **Moderate DC** on the Bluff check, the cultists temporarily believe them. They allow the PCs to pass, but later realize something was wrong. This gives the PCs a success **and** a failure. PCs can instead kill the cultists (Scene 5), rather than gain the success and failure. If the PCs didn't get even the **Moderate DC**, the cultists don't buy the lies, and move to stop the PCs. The PCs can fight the cultists (Scene 5), or flee from them (Scene 6).

SCENE 5: KILLING IN THE NAME OF

Use this scene if the PCs are attempting to fight or kill the cultists.

A band of cultists confront you about your presence. Deception won't work; you'll have to defeat them before they raise the alarm.

Special: If the party failed Encounter 3b, they take a -2 penalty on all checks here.

Special: Each time beyond the first that the PCs attempt to fight their way past guards, they take a cumulative -2 penalty on rolls in this scene.

In this scene, the PCs attempt to kill the cultists before the alarm is raised. Each PC must make a skill check to determine how well she fights here. Allow the players to choose a skill (i.e. Athletics or Acrobatics for melee combat, or Arcana for using spells) and then describe how their PC combats the cultists.

How well each PC does depends on her check result:

Hard DC or better: The PC has no trouble defeating the cultists.

Moderate DC: The PC is able to help defeat the cultists, but takes some injuries, losing a healing surge.

Easy DC: The PC is able to defeat the cultists, but it is costly. The PC loses two healing surges, or one healing surge and a daily attack power.

Below the Easy DC: The PC is badly injured during the combat, and loses four healing surges, or three healing surges and a daily attack power.

The damage the PCs take can be mitigated in the following ways:

Special (Healing Power): A PC can use a healing power akin to *healing word* to reduce the healing surge damage by one, to a minimum of one.

Special (Daily Attack Power): A PC can expend a daily attack power to automatically succeed on their check. The PC gains no other benefit from the power.

Acrobatics [Moderate DC]: A PC can use Acrobatics to throw themselves in front of another PC, knocking that PC out of the way of a blow from an Ashmadai. This PC takes the same damage that the original PC would have taken.

Athletics [Moderate DC]: A PC can use Athletics to knock an ally out of the way of an attack, taking the blow for their companion. This PC takes the same damage that the original PC would have taken.

Heal [Hard DC]: A PC can use Heal after the combat to reduce the damage a PC has taken by one healing surge, to a minimum of one.

Perception [Hard DC] (one per PC): A PC can use Perception to give an ally a re-roll on the primary check, as he notices the PC about to fail. The PC must use the new roll, even if it is worse.

Stealth [Easy DC] (one PC per scene): A PC can avoid combat. This requires one of his allies to make two rolls during the combat section, as the ally is carrying this PC's weight.

Success: When the PCs complete the combat skill checks, they gain a success and can make a Perception check.

Failure: The PCs cannot fail this scene.

Special: PCs may decide to steal disguises from the cultists. This provides a benefit in Scene 4 (Blatant Lies).

SCENE 6: FLEEING FROM BATTLE

Use this scene if the PCs are attempting to flee from the cultists to avoid fighting. Fleeing from battle gives the PCs a failure on the skill challenge, as the guards are able to raise the alarm. Still, the PCs might not want to expend the resources involved in fighting.

A band of cultists confront you about your presence. Perhaps fighting them isn't so smart - you should get out while the getting's good.

Special: If the party failed Encounter 3b, they take a -2 penalty on all checks here.

Special: Each time beyond the first that the PCs attempt to flee from the guards, they take a cumulative -2 penalty on rolls in this scene.

The PCs will have to all succeed on an Athletics check to successfully flee, but can do the following first to aid their chances.

Bluff [Moderate DC]: The PC makes extra noise and moves away from the other PCs, drawing the cultists after him. This PC takes a -5 on his Athletics check, but the other PCs gain a +2 on theirs.

Dungeoneering [Moderate DC]: By predicting a way through the manor that leads to multiple branches, the PC increases the chances the cultists run the wrong way. This gives the PCs a +2 on their Athletics check.

Perception [Moderate DC]: The PC notices something that could be knocked over into the way of the pursuing cultists. This gives the PCs a +2 on their Athletics check.

Stealth [Hard DC] (one PC): A PC slips away from the others and hides. If successful, the PC counts as a success on the Athletics check at the end. If not, however, the PC takes a -5 on his Athletics check.

Thievery [Moderate DC]: A PC rigs a fast, simple trap that will slow the pursuit down. This gives the PCs a +2 on their Athletics check.

Athletics [Moderate DC] (group check): The PCs attempt to flee from the pursuing cultists. Every PC must succeed for this to count. If not, the cultists catch up to the PCs and the PCs must fight (Scene 4). Killing the

cultists does not negate the failure for entering this scene.

Success: The PCs evaded the cultists, but still gained a failure. They can also make a Perception check.

Failure: PCs did not evade the cultists, and must fight them (Scene 5).

ENDING THE ENCOUNTER

At the end of the skill challenge, the PCs make it into the basement chamber in which Mayara is being held. How well prepared the cultists are depends on the failures that the PCs acquired in this skill challenge.

If the PCs got 0 failures, the cultists are not aware that anything is going on. The PCs gain a surprise round when they attack.

If the PCs got 1 or 2 failures, the cultists are aware that something is happening. They are too wary to be surprised, and there is no surprise round.

If the PCs got 3 failures, the cultists are aware that hostile forces are in the manor. They prepare for the PCs and gain a surprise round.

MILESTONE

This encounter counts towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: DEVILS IN THE DETAILS

ENCOUNTER LEVEL 4/6/8/10/12

CREATURES

This encounter includes the following creatures:

- 1 Scion of Cania (S)
- 4 Infernal Armor Animus (A)
- 1 Hellfrost Warlock (Hurloon) (W)
- 2 Fimbrul Devils (F)

SCALING THE ENCOUNTER

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

1st level/low power: If the PCs are all first level and/or seem like a low-power group, consider giving all the monsters a negative level (-1 attack, damage, and defenses).

Four PCs: Remove 2 Infernal Armors. Change the Scion of Cania's *Dread Command* to stunned, for the same duration.

Six PCs: Add 4 Infernal Armor Animus.

SETUP

The PCs enter the lower chambers of the manor, where they find Mayara bound in a ritual circle. Unfortunately, the guards are not going to simply let the PCs take her with them. Read or paraphrase the following:

The basement chambers of this manor are cold - breathe fogs in the air and ice crackles on the ground. The ice seems to flow out across the stone floor, seeking your feet.

A ritual circle dominates the chamber. A female figure lies prone within the circle, and a male figure huddles in upon itself within the circle, shivering and shuddering. A single chair sits before the circle, currently empty. Armor lines both sides of the room. A soft, foggy mist flows through the chamber.

If the PCs did not fail the skill challenge in Encounter 4, read or paraphrase the following:

Two individuals are outside the circle. One looks like a tiefling, but his skin is a caustic blue, rather than red. He holds a longsword of frozen ice, heavy armor, and bat-like wings. The second is a youthful eladrin male with pale blue eyes and white hair,

wielding a dagger made from an icicle and cultist robes. The cultist is striding around on the other side of the circle, followed by a figure in armor.

Two horrific figures made from ice stand guard. Their bodies are covered in icicle spikes, and their heads are vaguely insectoid. Fog clouds the air as they breathe.

If the PCs failed the skill challenge in Encounter 4, read or paraphrase the following:

A pale skinned eladrin man with blue eyes and white hair stands on the opposite side of the ritual circle. He sneers and provides a mocking slow-clap when you step into the room.

A blue-skinned tiefling with bat-like wings rushes out of the supposedly solid walls behind you. The illusion wavers as a pair of ice creatures with vaguely insectoid heads hurl ice in your direction!

PCs will be able to identify the Hellfrost Warlock as Hurloon as soon as they see him.

FEATURES OF THE AREA

This area has a few important features.

Altar: This altar is dedicated to Asmodeus in his aspect as Lord of Nessus. It is covered in ice and blocking terrain. It has no magical effect.

Ceiling: The ceiling of this room is only 3 squares up.

Creeping Ice: The area the PCs start in is creeping ice - an area of preternatural cold. Any creature that starts and ends its turn in a square of creeping ice takes 5 cold damage. The following terrain power is available:

MOVE ACTION

Slippery Ice ♦ At-Will

Requirement: The PC must be adjacent to an ally who is on a square of Creeping Ice.

Effect: The PC moves up to half his speed and slides the ally an equal number of squares, even if the ally is restrained. If the ally is slid off the Creeping Ice, that ally cannot be moved any further.

Illusory Walls: The walls near the PCs' entrance are illusions. In the past, cult leaders would observe cult members through the walls. The walls are solid to those who believe they are real - seeing someone travel through the wall, or attack through the wall, immediately reveals the illusion and allows creatures to see through it. The devils are already aware it is an illusion, and can see through it.

Ritual Circle: This ritual circle prevents travel in or out - treat the circle as a solid, invisible wall for all

purposes, including line of effect for powers, bursts, and blasts. A PC that interacts with the circle or plans to target an attack that crosses or overlaps with its boundaries, can make a hard DC Arcana check as a *free action* to discover that it blocks attacks.

The circle is not immune to damage but is far too resilient to break during the encounter. If the PCs deal sufficient damage to it with bursts, blasts, or direct attacks (50 x AL damage of any kind), they automatically trigger the fog effect described in ‘troubleshooting’ below.

If a PC makes a Hard DC Arcane or Religion check as a move action while next to the circle, any instances of frozen mist (see Troubleshooting) dissipate. See the following Encounter for actually removing it.

The circle blocks all teleportation effects that begin or end inside or adjacent to the circle. This effect is not visible until someone attempts it, although the hellfrost warlock is already aware of this effect.

TACTICS

If the PCs are surprised, the scion of Cania and the fimbrul devils are concealed behind the illusory walls. The scion charges toward the lesser armored PCs, and the fimbrul devils use *frozen prison* on the PCs that seem like melee combatants. The armors do not act during the surprise round, nor does the hellfrost warlock (he doesn’t have line of effect to the PCs).

During combat, scion of Cania marks individuals that may go after his allies. One turn after marking an individual, he attempts to dominate them with *dread command*. When he is bloodied, he moves into combat and uses *fiend razor* on a single PC.

The fimbrul devils try to use their *icy exhalation* if they can catch multiple PCs in their blasts, to render them immobile.

The hellfrost warlock focuses his attacks on the PCs marked by the scion of Cania, to exploit their cold vulnerability.

The infernal armor animus move to engage the PCs. They stay spread out, but move to include the devils in their auras.

ENDING THE ENCOUNTER

The encounter ends when the PCs have killed all the devils. When the PCs move to rescue Mayara and Gustaf from the circle, go to the next Encounter.

TROUBLESHOOTING

If the PCs are having too hard of a time in this combat, consider using the following twist to alleviate some of the trouble:

A moan filled with pain echoes through the chamber, and the prone form of Mayara Sulbrandil rises three feet in the air. A wave of sudden, shocking heat flows from the ritual circle, and the room fills with fog. The eladrin woman’s body falls to ground again, still.

The fog that fills the room has the following effects:

- Creatures five or more squares away have partial concealment.
- Creatures ten or more squares away have total concealment.
- The scion of Cania, the hellfrost warlock, and the infernal armors all grant combat advantage.
- The scion of cania’s *oath of the nine* power does not impose cold vulnerability.

The fog lasts for five rounds before dissipating.

Conversely, if the PCs are having too easy a time of the combat, introduce one or two instances of Frozen Mist, summoned by one of the devils or emerging from the ritual circle:

Frozen Mist: The fog exists as a cloud 2 squares by 2 squares. It moves with malign intelligence: At the end of each round, it moves up to 4 squares to include as many PCs as possible. A PC that ends its turn in a square of Frozen Mist takes 5 cold and poison damage and is dazed until the end of its next turn (this damage does not stack if a PC is in multiple clouds). The mists dissipates when all devils are dead or when a PC dismisses them using the circle (see features).

MILESTONE

This encounter counts towards a milestone.

TREASURE

The scion of Cania wields a *frost brand longsword* +2, and is wearing *wintersnap chainmail* +1 (+2 at AL6+). The hellfrost warlock uses a *frost wand* +1 (+2 at AL6+), and is wearing *wintersnap leather* +1 (+2 at AL6+).

Nearby, there are ritual components (incense, oils, herbs, and other things) worth of various types, worth 50 / 75 / 125 / 300 / 475 gp.

ENCOUNTER 5: DEVILS IN THE DETAILS (ADVENTURE LEVEL 2)

Scion of Cania	Level 5 Elite Soldier
Medium immortal humanoid (devil)	XP 400
HP 138; Bloodied 69	Initiative +10
AC 21, Fortitude 17, Reflex 14, Will 18	Perception +6
Speed 6 (ice walk), fly 8 (clumsy)	Darkvision
Resist 10 cold	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Frozen Longsword • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 8 cold damage.	
M Fiend Razor • At-Will	
Requirement: The scion must be bloodied.	
Effect: The scion uses <i>frozen longsword</i> twice.	
MINOR ACTIONS	
R Dread Command • At-Will (1/round)	
Requirement: The scion must not be bloodied.	
Attack: Ranged 5 (one enemy marked by the scion); +8 vs. Will	
Hit: The target is dominated until the end of the scion's next turn.	
Oath of the Nine • At-Will (1/round)	
Effect: One creature within 3 squares of the scion is marked and gains vulnerable 5 cold until the end of the scion's next turn.	
TRIGGERED ACTIONS	
M Majestic Stride • At-Will	
Trigger: An enemy marked by the scion and within 5 squares of it makes an attack that does not include the scion as a target.	
Effect (Immediate Reaction): The scion teleports to a square adjacent to the triggering enemy and uses <i>frozen longsword</i> against it.	
Str 19 (+6)	Dex 22 (+8)
Con 21 (+7)	Int 19 (+6)
	Wis 18 (+6)
	Cha 23 (+8)
Alignment evil	Languages Supernal
Equipment chainmail, longsword	
Source: Cambion Infernal Scion, reflavored as cold, added icewalk	

2-8 Infernal Armor Animus	Level 2 Minion Soldier
Medium immortal animate (devil, undead)	XP 31
HP 1; a missed attack never damages a minion	Initiative +5
see also <i>essence transference</i> .	Perception +1
AC 18, Fortitude 17, Reflex 14, Will 13	Darkvision
Speed 6 (ice walk)	
Resist 5 cold	
TRAITS	
Bloodlust aura 2	
Each non-minion devil within the aura gains a +1 bonus to damage rolls. Multiple <i>bloodlust</i> auras grant a cumulative bonus.	
STANDARD ACTIONS	
m Short sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +5 vs. AC	
Hit: 5 damage.	
TRIGGERED ACTIONS	
Essence Transference (healing) • Encounter	
Trigger: The animus drops to 0 hit points	
Effect: The nearest nonminion devil within 5 squares of the animus regains 15 hit points.	
Str 19 (+5)	Dex 14 (+3)
Con 15 (+3)	Int 8 (+0)
	Wis 10 (+1)
	Cha 11 (+1)
Alignment unaligned	Languages -
Equipment chainmail, longsword	
Note: reflavored as cold, damage at MM3 levels, added icewalk	

2 Fimbrul Devils	Level 2 Controller
Medium immortal humanoid (devil, undead)	XP 125
HP 42; Bloodied 21	Initiative +4
AC 16, Fortitude 14, Reflex 13, Will 13	Perception +4
Speed 6 (ice walk)	Darkvision
Resist 10 cold, 10 fire	
STANDARD ACTIONS	
m Icy claw (cold) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 6 damage.	
C Icy Exhalation (cold) • At-Will	
Attack: Close blast 3 (creatures in the blast); +5 vs. Fortitude	
Hit: 1d6 + 3 cold damage, and the target is slowed until the end of the devil's next turn. If the target is already slowed, it is instead immobilized.	
R Frozen Prison (cold) • Encounter	
Attack: Ranged 5 (one creature); +5 vs. Fortitude	
Hit: 2d8 + 7 cold damage, and the target is restrained (save ends).	
Miss: Half damage, and the target is immobilized (save ends).	
Skills Stealth +9	
Str 15 (+3)	Dex 17 (+4)
Con 18 (+5)	Int 13 (+2)
	Wis 16 (+4)
	Cha 12 (+2)
Alignment evil	Languages Supernal

Hellfrost Warlock	Level 2 Artillery
Medium immortal humanoid (devil)	XP 125
HP 36; Bloodied 18	Initiative +4
AC 16, Fortitude 15, Reflex 13, Will 14	Perception +2
Speed 6 (ice walk)	
Resist 5 cold	
TRAITS	
Shield of Cania	
The warlock has a +2 bonus to all defenses against attacks made by creatures taking ongoing cold damage.	
STANDARD ACTIONS	
m Icicle Dagger (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d4 + 3 damage, and ongoing 5 cold damage.	
r Hellfrost (cold, implement) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 1d6 + 2 cold damage, and ongoing 5 cold damage (save ends).	
C Frozen Avalanche (cold, force, implement) • Encounter	
Attack: Close burst 2 (enemies in the burst); +5 vs. Fortitude	
Hit: 1d6 + 3 cold and force damage, and the warlock pushes the target up to 2 squares and knocks it prone.	
Miss: half damage, and the warlock pushes the target up to 2 squares	
MOVE ACTIONS	
Step through Cania (teleportation) • Recharge 5, 6	
Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing cold damage.	
Skills Intimidate +10, Stealth +9	
Str 15 (+3)	Dex 16 (+4)
Con 18 (+5)	Int 17 (+4)
	Wis 12 (+2)
	Cha 18 (+7)
Alignment evil	Languages Common
Hellfire warlock, reflavored as cold, turned to devil, added icewalk, added cold resistance	

ENCOUNTER 5: DEVILS IN THE DETAILS (ADVENTURE LEVEL 4)

Scion of Cania	Level 7 Elite Soldier
Medium immortal humanoid (devil)	XP 600
HP 170; Bloodied 85	Initiative +11
AC 23, Fortitude 19, Reflex 16, Will 20	Perception +7
Speed 6 (ice walk), fly 8 (clumsy)	Darkvision
Resist 10 cold	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Frozen Longsword • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d8 + 10 cold damage.	
M Fiend Razor • At-Will	
Requirement: The scion must be bloodied.	
Effect: The scion uses <i>frozen longsword</i> twice.	
MINOR ACTIONS	
R Dread Command • At-Will (1/round)	
Requirement: The scion must not be bloodied.	
Attack: Ranged 5 (one enemy marked by the scion); +10 vs. Will	
Hit: The target is dominated until the end of the scion's next turn.	
Oath of the Nine • At-Will (1/round)	
Effect: One creature within 3 squares of the scion is marked and gains vulnerable 5 cold until the end of the scion's next turn.	
TRIGGERED ACTIONS	
M Majestic Stride • At-Will	
Trigger: An enemy marked by the scion and within 5 squares of it makes an attack that does not include the scion as a target.	
Effect (Immediate Reaction): The scion teleports to a square adjacent to the triggering enemy and uses <i>frozen longsword</i> against it.	
Str 19 (+7)	Dex 22 (+9)
Con 21 (+8)	Int 19 (+7)
	Wis 18 (+7)
	Cha 23 (+9)
Alignment evil	Languages Supernal
Equipment chainmail, longsword	
Source: Cambion Infernal Scion, reflavored as cold, added icewalk	

2-8 Infernal Armor Animus	Level 4 Minion Soldier
Medium immortal animate (devil, undead)	XP 44
HP 1; a missed attack never damages a minion	Initiative +6
see also <i>essence transference</i> .	Perception +2
AC 20, Fortitude 17, Reflex 16, Will 15	Darkvision
Speed 6 (ice walk)	
Resist 5 cold	
TRAITS	
Bloodlust aura 2	
Each non-minion devil within the aura gains a +1 bonus to damage rolls. Multiple <i>bloodlust</i> auras grant a cumulative bonus.	
STANDARD ACTIONS	
m Short sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Essence Transference (healing) • Encounter	
Trigger: The animus drops to 0 hit points	
Effect: The nearest nonminion devil within 5 squares of the animus regains 15 hit points.	
Str 19 (+6)	Dex 14 (+4)
Con 15 (+4)	Int 8 (+1)
	Wis 10 (+2)
	Cha 11 (+2)
Alignment unaligned	Languages -
Equipment chainmail, longsword	
Note: reflavored as cold, damage at MM3 levels, added icewalk	

2 Fimbrul Devils	Level 4 Controller
Medium immortal humanoid (devil, undead)	XP 175
HP 58; Bloodied 29	Initiative +5
AC 18, Fortitude 16, Reflex 15, Will 15	Perception +5
Speed 6 (ice walk)	Darkvision
Resist 10 cold, 10 fire	
STANDARD ACTIONS	
m Icy claw (cold) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
C Icy Exhalation (cold) • At-Will	
Attack: Close blast 3 (creatures in the blast); +7 vs. Fortitude	
Hit: 2d6 + 2 cold damage, and the target is slowed until the end of the devil's next turn. If the target is already slowed, it is instead immobilized.	
R Frozen Prison (cold) • Encounter	
Attack: Ranged 5 (one creature); +7 vs. Fortitude	
Hit: 3d8 + 5 cold damage, and the target is restrained (save ends).	
Miss: Half damage, and the target is immobilized (save ends).	
Skills Stealth +10	
Str 15 (+4)	Dex 17 (+5)
Con 18 (+6)	Int 13 (+3)
	Wis 16 (+5)
	Cha 12 (+3)
Alignment evil	Languages Supernal

Hellfrost Warlock	Level 4 Artillery
Medium immortal humanoid (devil)	XP 175
HP 48; Bloodied 24	Initiative +5
AC 18, Fortitude 17, Reflex 15, Will 16	Perception +3
Speed 6 (ice walk)	
Resist 5 cold	
TRAITS	
Shield of Cania	
The warlock has a +2 bonus to all defenses against attacks made by creatures taking ongoing cold damage.	
STANDARD ACTIONS	
m Icicle Dagger (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d4 + 5 damage, and ongoing 5 cold damage.	
r Hellfrost (cold, implement) • At-Will	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: 1d6 + 4 cold damage, and ongoing 5 cold damage (save ends).	
C Frozen Avalanche (cold, force, implement) • Encounter	
Attack: Close burst 2 (enemies in the burst); +7 vs. Fortitude	
Hit: 2d6 + 2 cold and force damage, and the warlock pushes the target up to 2 squares and knocks it prone.	
Miss: half damage, and the warlock pushes the target up to 2 squares	
MOVE ACTIONS	
Step through Cania (teleportation) • Recharge 5, 6	
Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing cold damage.	
Skills Intimidate +11, Stealth +10	
Str 15 (+4)	Dex 16 (+5)
Con 18 (+6)	Int 17 (+5)
	Wis 12 (+3)
	Cha 18 (+6)
Alignment evil	Languages Common
Source: Hellfire warlock, reflavored as cold, turned to devil, added icewalk, added cold resistance	

ENCOUNTER 5: DEVILS IN THE DETAILS (ADVENTURE LEVEL 6)

Scion of Cania	Level 9 Elite Soldier
Medium immortal humanoid (devil)	XP 800
HP 202; Bloodied 101	Initiative +12
AC 25, Fortitude 21, Reflex 18, Will 22	Perception +8
Speed 6 (ice walk), fly 8 (clumsy)	Darkvision
Resist 10 cold	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Frozen Longsword • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 cold damage.	
M Fiend Razor • At-Will	
Requirement: The scion must be bloodied.	
Effect: The scion uses <i>frozen longsword</i> twice.	
MINOR ACTIONS	
R Dread Command • At-Will (1/round)	
Requirement: The scion must not be bloodied.	
Attack: Ranged 5 (one enemy marked by the scion); +12 vs. Will	
Hit: The target is dominated until the end of the scion's next turn.	
Oath of the Nine • At-Will (1/round)	
Effect: One creature within 3 squares of the scion is marked and gains vulnerable 5 cold until the end of the scion's next turn.	
TRIGGERED ACTIONS	
M Majestic Stride • At-Will	
Trigger: An enemy marked by the scion and within 5 squares of it makes an attack that does not include the scion as a target.	
Effect (Immediate Reaction): The scion teleports to a square adjacent to the triggering enemy and uses <i>frozen longsword</i> against it.	
Str 19 (+8)	Dex 22 (+10) Wis 18 (+8)
Con 21 (+9)	Int 19 (+8) Cha 23 (+10)
Alignment evil	Languages Supernal
Equipment chainmail, longsword	
Source: Cambion Infernal Scion, reflavored as cold, added icewalk	

2-8 Infernal Armor Animus	Level 6 Minion Soldier
Medium immortal animate (devil, undead)	XP 62
HP 1; a missed attack never damages a minion	Initiative +7
see also <i>essence transference</i> .	Perception +3
AC 22, Fortitude 19, Reflex 18, Will 17	Darkvision
Speed 6 (ice walk)	
Resist 5 cold	
TRAITS	
Bloodlust aura 2	
Each non-minion devil within the aura gains a +1 bonus to damage rolls. Multiple <i>bloodlust</i> auras grant a cumulative bonus.	
STANDARD ACTIONS	
m Short sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 7 damage.	
TRIGGERED ACTIONS	
Essence Transference (healing) • Encounter	
Trigger: The animus drops to 0 hit points	
Effect: The nearest nonminion devil within 5 squares of the animus regains 15 hit points.	
Str 19 (+7)	Dex 14 (+5) Wis 10 (+3)
Con 15 (+5)	Int 8 (+2) Cha 11 (+3)
Alignment unaligned	Languages -
Equipment chainmail, longsword	
Note: reflavored as cold, damage at MM3 levels, added icewalk	

2 Fimbrul Devils	Level 6 Controller
Medium immortal humanoid (devil, undead)	XP 250
HP 74; Bloodied 37	Initiative +6
AC 20, Fortitude 18, Reflex 17, Will 17	Perception +6
Speed 6 (ice walk)	Darkvision
Resist 10 cold, 10 fire	
STANDARD ACTIONS	
m Icy claw (cold) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
C Icy Exhalation (cold) • At-Will	
Attack: Close blast 3 (creatures in the blast); +9 vs. Fortitude	
Hit: 2d6 + 4 cold damage, and the target is slowed until the end of the devil's next turn. If the target is already slowed, it is instead immobilized.	
R Frozen Prison (cold) • Encounter	
Attack: Ranged 5 (one creature); +9 vs. Fortitude	
Hit: 3d8 + 7 cold damage, and the target is restrained (save ends).	
Miss: Half damage, and the target is immobilized (save ends).	
Skills Stealth +11	
Str 15 (+5)	Dex 17 (+6) Wis 16 (+6)
Con 18 (+7)	Int 13 (+4) Cha 12 (+4)
Alignment evil	Languages Supernal

Hellfrost Warlock	Level 6 Artillery
Medium immortal humanoid (devil)	XP 250
HP 60; Bloodied 30	Initiative +6
AC 20, Fortitude 19, Reflex 17, Will 18	Perception +4
Speed 6 (ice walk)	
Resist 5 cold	
TRAITS	
Shield of Cania	
The warlock has a +2 bonus to all defenses against attacks made by creatures taking ongoing cold damage.	
STANDARD ACTIONS	
m Icicle Dagger (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d4 + 7 damage, and ongoing 5 cold damage.	
r Hellfrost (cold, implement) • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 1d6 + 6 cold damage, and ongoing 5 cold damage (save ends).	
C Frozen Avalanche (cold, force, implement) • Encounter	
Attack: Close burst 2 (enemies in the burst); +9 vs. Fortitude	
Hit: 2d6 + 4 cold and force damage, and the warlock pushes the target up to 2 squares and knocks it prone.	
Miss: half damage, and the warlock pushes the target up to 2 squares	
MOVE ACTIONS	
Step through Cania (teleportation) • Recharge 5, 6	
Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing cold damage.	
Skills Intimidate +12, Stealth +11	
Str 15 (+5)	Dex 16 (+6) Wis 12 (+4)
Con 18 (+7)	Int 17 (+6) Cha 18 (+7)
Alignment evil	Languages Common
Source: Hellfire warlock, reflavored as cold, turned to devil, added icewalk, added cold resistance	

ENCOUNTER 5: DEVILS IN THE DETAILS (ADVENTURE LEVEL 8)

Scion of Cania	Level 11 Elite Soldier
Medium immortal humanoid (devil)	XP 1,200
HP 234; Bloodied 117	Initiative +13
AC 27, Fortitude 23, Reflex 20, Will 24	Perception +9
Speed 6 (ice walk), fly 8 (clumsy)	Darkvision
Resist 10 cold	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Frozen Longsword • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 10 cold damage.	
M Fiend Razor • At-Will	
Requirement: The scion must be bloodied.	
Effect: The scion uses <i>frozen longsword</i> twice.	
MINOR ACTIONS	
R Dread Command • At-Will (1/round)	
Requirement: The scion must not be bloodied.	
Attack: Ranged 5 (one enemy marked by the scion); +14 vs. Will	
Hit: The target is dominated until the end of the scion's next turn.	
Oath of the Nine • At-Will (1/round)	
Effect: One creature within 3 squares of the scion is marked and gains vulnerable 10 cold until the end of the scion's next turn.	
TRIGGERED ACTIONS	
M Majestic Stride • At-Will	
Trigger: An enemy marked by the scion and within 5 squares of it makes an attack that does not include the scion as a target.	
Effect (Immediate Reaction): The scion teleports to a square adjacent to the triggering enemy and uses <i>frozen longsword</i> against it.	
Str 19 (+9) Dex 22 (+11) Wis 18 (+9)	
Con 21 (+10) Int 19 (+9) Cha 23 (+11)	
Alignment evil	Languages Supernal
Equipment chainmail, longsword	
Source: Cambion Infernal Scion , reflavored as cold, added icewalk	

2-8 Infernal Armor Animus	Level 8 Minion Soldier
Medium immortal animate (devil, undead)	XP 88
HP 1; a missed attack never damages a minion	Initiative +8
see also <i>essence transference</i> .	Perception +4
AC 24, Fortitude 21, Reflex 20, Will 19	Darkvision
Speed 6 (ice walk)	
Resist 5 cold	
TRAITS	
Bloodlust aura 2	
Each non-minion devil within the aura gains a +1 bonus to damage rolls. Multiple <i>bloodlust</i> auras grant a cumulative bonus.	
STANDARD ACTIONS	
m Short sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 9 damage.	
TRIGGERED ACTIONS	
Essence Transference (healing) • Encounter	
Trigger: The animus drops to 0 hit points	
Effect: The nearest nonminion devil within 5 squares of the animus regains 15 hit points.	
Str 19 (+8) Dex 14 (+6) Wis 10 (+4)	
Con 15 (+6) Int 8 (+3) Cha 11 (+4)	
Alignment unaligned	Languages -
Equipment chainmail, longsword	
Note: reflavored as cold, damage at MM3 levels, added icewalk	

2 Fimbrul Devils	Level 8 Controller
Medium immortal humanoid (devil, undead)	XP 350
HP 90; Bloodied 45	Initiative +7
AC 22, Fortitude 20, Reflex 19, Will 19	Perception +7
Speed 6 (ice walk)	Darkvision
Resist 10 cold, 10 fire	
STANDARD ACTIONS	
m Icy claw (cold) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 6 damage.	
C Icy Exhalation (cold) • At-Will	
Attack: Close blast 3 (creatures in the blast); +11 vs. Fortitude	
Hit: 3d6 + 3 cold damage, and the target is slowed until the end of the devil's next turn. If the target is already slowed, it is instead immobilized.	
R Frozen Prison (cold) • Encounter	
Attack: Ranged 5 (one creature); +11 vs. Fortitude	
Hit: 4d8 + 4 cold damage, and the target is restrained (save ends).	
Miss: Half damage, and the target is immobilized (save ends).	
Skills Stealth +12	
Str 15 (+6) Dex 17 (+7) Wis 16 (+7)	
Con 18 (+8) Int 13 (+5) Cha 12 (+5)	
Alignment evil	Languages Supernal

Hellfrost Warlock	Level 8 Artillery
Medium immortal humanoid (devil)	XP 350
HP 72; Bloodied 36	Initiative +7
AC 22, Fortitude 21, Reflex 19, Will 20	Perception +5
Speed 6 (ice walk)	
Resist 5 cold	
TRAITS	
Shield of Cania	
The warlock has a +2 bonus to all defenses against attacks made by creatures taking ongoing cold damage.	
STANDARD ACTIONS	
m Icicle Dagger (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d4 + 7 damage, and ongoing 5 cold damage.	
r Hellfrost (cold, implement) • At-Will	
Attack: Ranged 10 (one creature); +13 vs. Reflex	
Hit: 2d6 + 5 cold damage, and ongoing 5 cold damage (save ends).	
C Frozen Avalanche (cold, force, implement) • Encounter	
Attack: Close burst 2 (enemies in the burst); +11 vs. Fortitude	
Hit: 3d6 + 3 cold and force damage, and the warlock pushes the target up to 2 squares and knocks it prone.	
Miss: half damage, and the warlock pushes the target up to 2 squares	
MOVE ACTIONS	
Step through Cania (teleportation) • Recharge 5, 6	
Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing cold damage.	
Skills Intimidate +11, Stealth +10	
Str 15 (+6) Dex 16 (+7) Wis 12 (+5)	
Con 18 (+8) Int 17 (+7) Cha 18 (+8)	
Alignment evil	Languages Common
Source: Hellfire warlock , reflavored as cold, turned to devil, added icewalk, added cold resistance	

ENCOUNTER 5: DEVILS IN THE DETAILS (ADVENTURE LEVEL 10)

Scion of Cania	Level 13 Elite Soldier
Medium immortal humanoid (devil)	XP 1,600
HP 266; Bloodied 133	Initiative +14
AC 29, Fortitude 25, Reflex 22, Will 26	Perception +10
Speed 6 (ice walk), fly 8 (clumsy)	Darkvision
Resist 10 cold	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Frozen Longsword • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d8 + 12 cold damage.	
M Fiend Razor • At-Will	
Requirement: The scion must be bloodied.	
Effect: The scion uses <i>frozen longsword</i> twice.	
MINOR ACTIONS	
R Dread Command • At-Will (1/round)	
Requirement: The scion must not be bloodied.	
Attack: Ranged 5 (one enemy marked by the scion); +16 vs. Will	
Hit: The target is dominated until the end of the scion's next turn.	
Oath of the Nine • At-Will (1/round)	
Effect: One creature within 3 squares of the scion is marked and gains vulnerable 10 cold until the end of the scion's next turn.	
TRIGGERED ACTIONS	
M Majestic Stride • At-Will	
Trigger: An enemy marked by the scion and within 5 squares of it makes an attack that does not include the scion as a target.	
Effect (Immediate Reaction): The scion teleports to a square adjacent to the triggering enemy and uses <i>frozen longsword</i> against it.	
Str 19 (+10) Dex 22 (+12) Wis 18 (+10)	
Con 21 (+11) Int 19 (+10) Cha 23 (+12)	
Alignment evil	Languages Supernal
Equipment chainmail, longsword	
Source: Cambion Infernal Scion, reflavored as cold, added icewalk	

2-8 Infernal Armor Animus	Level 10 Minion Soldier
Medium immortal animate (devil, undead)	XP 125
HP 1; a missed attack never damages a minion	Initiative +9
see also <i>essence transference</i> .	Perception +5
AC 26, Fortitude 23, Reflex 22, Will 21	Darkvision
Speed 6 (ice walk)	
Resist 5 cold	
TRAITS	
Bloodlust aura 2	
Each non-minion devil within the aura gains a +1 bonus to damage rolls. Multiple <i>bloodlust</i> auras grant a cumulative bonus.	
STANDARD ACTIONS	
m Short sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 11 damage.	
TRIGGERED ACTIONS	
Essence Transference (healing) • Encounter	
Trigger: The animus drops to 0 hit points	
Effect: The nearest nonminion devil within 5 squares of the animus regains 15 hit points.	
Str 19 (+9) Dex 14 (+7) Wis 10 (+5)	
Con 15 (+7) Int 8 (+4) Cha 11 (+5)	
Alignment unaligned	Languages -
Equipment chainmail, longsword	
Note: reflavored as cold, damage at MM3 levels, added icewalk	

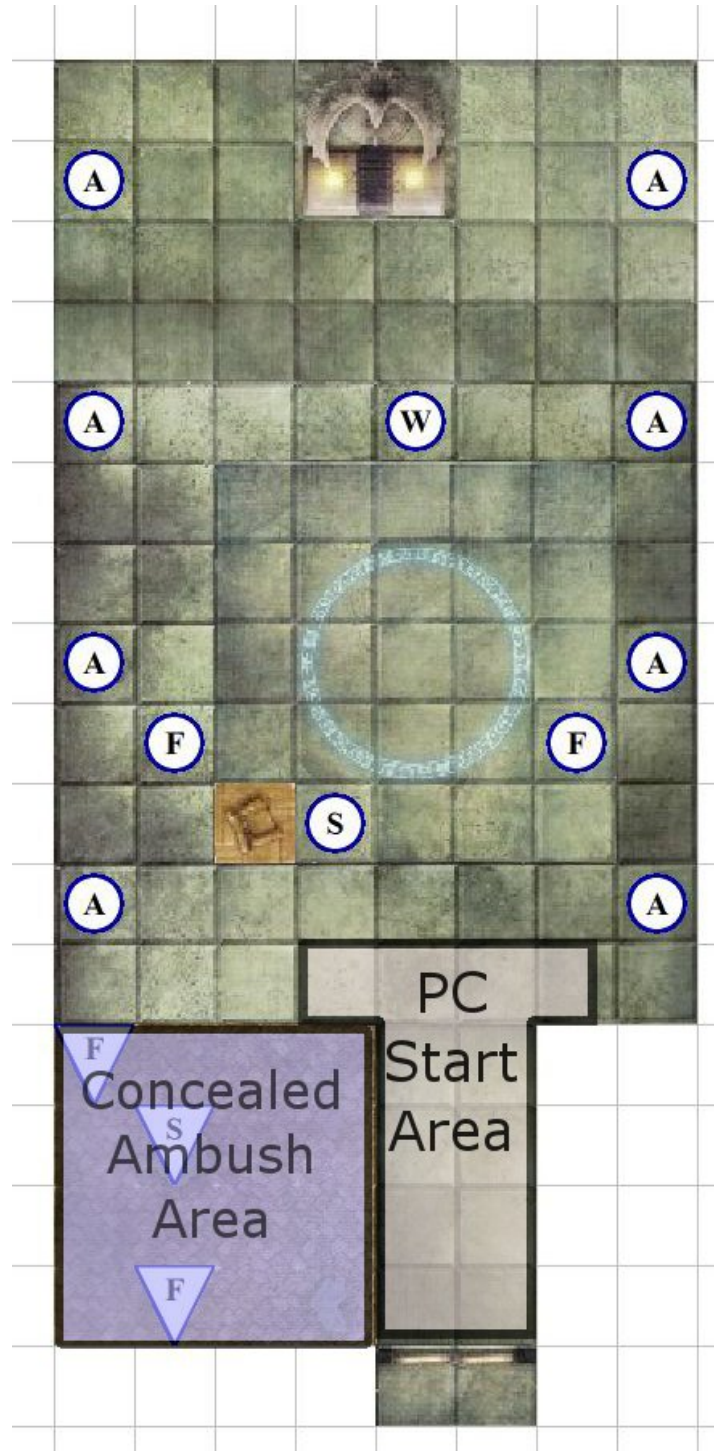
2 Fimbrul Devils	Level 10 Controller
Medium immortal humanoid (devil, undead)	XP 500
HP 106; Bloodied 53	Initiative +8
AC 24, Fortitude 22, Reflex 21, Will 21	Perception +8
Speed 6 (ice walk)	Darkvision
Resist 10 cold, 10 fire	
STANDARD ACTIONS	
m Icy claw (cold) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 8 damage.	
C Icy Exhalation (cold) • At-Will	
Attack: Close blast 3 (creatures in the blast); +13 vs. Fortitude	
Hit: 3d6 + 5 cold damage, and the target is slowed until the end of the devil's next turn. If the target is already slowed, it is instead immobilized.	
R Frozen Prison (cold) • Encounter	
Attack: Ranged 5 (one creature); +13 vs. Fortitude	
Hit: 4d8 + 7 cold damage, and the target is restrained (save ends).	
Miss: Half damage, and the target is immobilized (save ends).	
Skills Stealth +13	
Str 15 (+7) Dex 17 (+8) Wis 16 (+8)	
Con 18 (+9) Int 13 (+6) Cha 12 (+6)	
Alignment evil	Languages Supernal

Hellfrost Warlock	Level 10 Artillery
Medium immortal humanoid (devil)	XP 500
HP 84; Bloodied 42	Initiative +8
AC 24, Fortitude 23, Reflex 21, Will 22	Perception +6
Speed 6 (ice walk)	
Resist 5 cold	
TRAITS	
Shield of Cania	
The warlock has a +2 bonus to all defenses against attacks made by creatures taking ongoing cold damage.	
STANDARD ACTIONS	
m Icicle Dagger (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d4 + 9 damage, and ongoing 5 cold damage.	
r Hellfrost (cold, implement) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 2d6 + 7 cold damage, and ongoing 5 cold damage (save ends).	
C Frozen Avalanche (cold, force, implement) • Encounter	
Attack: Close burst 2 (enemies in the burst); +13 vs. Fortitude	
Hit: 3d6 + 5 cold and force damage, and the warlock pushes the target up to 2 squares and knocks it prone.	
Miss: half damage, and the warlock pushes the target up to 2 squares	
MOVE ACTIONS	
Step through Cania (teleportation) • Recharge 5, 6	
Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing cold damage.	
Skills Intimidate +14, Stealth +13	
Str 15 (+7) Dex 16 (+8) Wis 12 (+6)	
Con 18 (+9) Int 17 (+8) Cha 18 (+9)	
Alignment evil	Languages Common
Source: Hellfire warlock, reflavored as cold, turned to devil, added icewalk, added cold resistance	

ENCOUNTER 5: DEVILS IN THE DETAILS

TILE SETS NEEDED

DTMS: The Dungeon x1, DTMS: The City x1 (chair & concealed area only)



The bottom left area with different tiles is the concealed room the devils use for an ambush.

A: Infernal Armor Animus (not all may be active), F: Fimbrul Devil, S: Scion of Cania, W: Hellfire Warlock

If the PCs are being ambushed, use the inverted triangle icons for the Scion and the Fimbrul Devils.

ENCOUNTER 6: SPEAK OF THE DEVIL

Important NPCs: Mayara Sulbrandil, female eladrin, Gustaf, male human, Lady Merrisara Winterwhite, female eladrin

The PCs have rescued Mayara from the cult, but still need to break her out of the ritual circle and then get out of the manor. This encounter is divided into several scenes for simplicity.

SCENE 1: THE RITUAL CIRCLE

Inside the circle, Rodrik looks vaguely in your direction; his skin is tinted blue and he is shivering, wrapped in his own arms. Nearby, Mayara lies prone, sleeping fitfully inside the circle. There is no condensation or frost near the woman's body.

The ritual circle blocks travel, teleportation, line of effect, and telepathy, but not verbal or visual communication. The man inside the circle is actually Gustaf, Rodrik's identical twin brother, but the PCs may not know that unless they asked about Gustaf in Encounter 1. Mayara is unconscious and suffering from a fever-induced trance. Neither respond to efforts to communicate.

With physical or magical effort, the PCs can break it over the course of about five minutes.

As the ritual circle breaks, a wave of energy washes out. The freezing temperatures immediately relent somewhat, and the room is immediately more habitable.

SCENE 2: THE EVIL TWIN

Use this scene if the PCs attempt to talk to or examine Gustaf.

An Easy DC Heal check is sufficient to know that Gustaf is suffering from hypothermia.

"Th-thank you so much," the man stammers. "Those villains trapped me in here with her."

Gustaf is not at peak ability, and as such can't form believable lies right now. He unintentionally corrects the PCs the first time they call him Rodrik, and won't admit much outside the scope of this adventure, but provides the following information if the PCs ask:

- He's Rodrik's brother - the fool is always causing him trouble.

- The manor belongs to him, but the cultists didn't respect ownership.
- He's let them use it on previous occasions, but they're not the best tenants.
- The woman is Mayara.
- She was brought here by a pair of elven twins, to meet with Hurloon.
- After the sisters left, Hurloon and his goons claimed the manor.
- Hurloon summoned the devils, anchored with the ritual circle.
- Gustaf and Mayara were imprisoned inside the circle. Gustaf was to be a "good start".
- Mayara's been muttering in her sleep about fire and Ilyanbruen.

SCENE 3: THE SLUMBERING CRIMINAL

Use this scene if the PCs try to tend to Mayara.

The eladrin woman sleeps fitfully on the floor. She's muttering in her sleep, but the words are unintelligible.

A quick examination reveals that she is uncomfortably warm. The following skills are useful:

Heal [Moderate DC]

Mayara is not suffering from hypothermia, like her cellmate was. She's actually running a fever. During the examination, the PCs discover that there is a brand of Asmodeus on her chest. The brand is usually covered by her clothing, but her recent restlessness has revealed it.

Heal [Hard DC]

A PC can attempt to wake Mayara. All of the other PCs can aid automatically, if desired.

If she's awoken:

The woman awakes with a gasp, sitting bolt upright. She flails around in fear for a few moments before calming down.

Mayara volunteers the following information:

- She's feeling horrible - she was having a nightmare, which she fortunately cannot recall, before the PCs woke her.
- She's had a growing desire to hurt - even kill - people. She keeps thinking of various cruel ways to kill people around her, like cutting throats or poison or, with a shudder, eviscerating the poor victim.

- These desires started around the time she came to Neverwinter.
- She has no recollection of what happened in the weeks before she came to Neverwinter. She has horrible hallucinations when she trances that she fears are related. She may have done something horrible.
- After she arrived in Neverwinter, an emissary from Ilyanbruen, Lady Jasmine, told her she was banished and charged as a murderess.
- She is greatly afraid that she is guilty of the charges
- She doesn't know how she got the brand.
- She's been working against the cult, hoping to discover what happened to her.

PCs may be interested in assessing Mayara. A moderate Insight check reveals that she is genuinely unsettled by her growing desires to hurt people.

ENDING THE ENCOUNTER

As the PCs leave the manor, they might find cultists around. The energy released from the ritual circle has overwhelmed all the cultists. Some fled, but others collapsed. Those the PCs find are writhing in pain and unaware of their surroundings.

Efforts to interrogate or interact with the cultists are fruitless - the cultists don't even really notice the PCs.

MILESTONE

This encounter does not count towards a milestone.

CONCLUSION

As the PCs leave the manor, they are approached by several eladrin. It doesn't matter which way they go out of the manor - the eladrin can sense Mayara and follow her.

“Hail!” An eladrin woman, flanked by two eladrin with longsword, approaches you. There are other eladrin in the woods, armed with bows but making no effort to hide.

“My name is Merrisara Winterwhite. I hail from Ilyanbruen, and I am seeking Mayara Sulbrandil for the crime of murder.”

Lady Winterwhite asks the PCs to release Mayara into her custody. She won't take no for an answer, but sees no need to be rude. She provides the following information to the PCs:

- Mayara murdered several eladrin soldiers during a mission in the ruins of Ilyanbruen.
- The crime was reported by another eladrin, Addemios Three-Dawn
- The bodies of some of her victims were interrogated, confirming the story.
- Ilyanbruen banished Mayara in absentia.
- Lady Winterwhite wants Mayara to stand trial and answer for her crimes.
- Lady Winterwhite has been using a modified *mark of justice* ritual to track Mayara - she won't be able to hide from her fate.
- Lady Winterwhite came to get her, after she learned from Lady Jasmine that Mayara had disappeared, fearing the woman would flee.
- Ilyanbruen didn't send anyone before Lady Winterwhite.

Lady Winterwhite is willing to use force to take Mayara into custody, but wants the PCs to cooperate peacefully if possible. She asks the PCs to aid her and suggests their input would be valuable for the trial.

She and her soldiers prepare to fight the PCs, if the PCs resist.

Before the PCs can either hand her over, or fight the eladrin, the devil in Mayara takes control and makes her attack people:

A horrible scream issues from Mayara's mouth. Her skin burns red, and vestigial wings rip from her back. A dim halo of fire begins to glow, and her hair rises slightly.

Mayara turns towards the nearest creature and attacks. She's disoriented and weak, and not a dangerous foe. Lady Winterwhite and her companions move to subdue.

What's important is whether the PCs move to aid the Ilyanbruen eladrin or not. Allow the PCs to make their intentions clear, and then describe the effort to capture Mayara. Upon defeat, Mayara falls unconscious again.

If the PCs aided Lady Winterwhite, they have her thanks and earn NEVE04 *Truth and Justice*.

CONCLUDING THE ADVENTURE

Lady Winterwhite steps forward, staring down sadly at Mayara's unconscious form.

“Mayara Sulbradniril, servant of the Lady of Dreams. You will have your trial at the next moon, to answer for any crimes you committed.

May the Daughter of the Night Skies be your guide.”

She shakes her head sadly, and then beckons her guards.

“Take her away. We leave at dawn”

Note: This scene continues in NEVE4-2 *Serpent's Kiss*. If players wish to object or attempt to interfere, tell them that NEVE4-2 continues this scene.

This starts the PCs on a major quest, *Devil's Play*, which continues in NEVE4-2 *Serpent's Kiss*.

STORY AWARDS

If the PCs saved Mayara from the Ashmadai, they earn NEVE01 **Saving Mayara**.

If the PCs earned the trust of the elven sisters Sylvara and Ayala, they earn NEVE02 **Elves Never Forsake**.

Any PC that joined the Protectors of Neverwinter earns NEVE03 **In Service of the City**.

PCs that assisted Lady Winterwhite in subduing Mayara earn NEVE04 **Truth and Justice**.

REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

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

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

ADVENTURE LEVEL 2

Minimum Possible XP: 225 XP

Find the manor: +70 XP

Rescue Mayara: +70 XP

Deliver Mayara to the eladrin: +60 XP

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

(Encounter 1: 12 gp, Encounter 2: 13 gp, Encounter 6: 50 gp)

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP

Find the manor: +100 XP

Rescue Mayara: +100 XP

Deliver Mayara to the eladrin: +80 XP

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

(Encounter 1: 25 gp, Encounter 2: 25 gp, Encounter 6: 75 gp)

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP per PC

Find the manor: +140 XP

Rescue Mayara: +140 XP

Deliver Mayara to the eladrin: +120 XP

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

(Encounter 1: 50 gp, Encounter 2: 50 gp, Encounter 6: 125 gp)

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP

Find the manor: +200 XP

Rescue Mayara: +200 XP

Deliver Mayara to the eladrin: +160 XP

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

(Encounter 1: 75 gp, Encounter 2: 75 gp, Encounter 6: 300 gp)

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP

Find the manor: +280 XP

Rescue Mayara: +280 XP

Deliver Mayara to the eladrin: +240 XP

Maximum Possible XP: 1700 XP**Gold per PC: 675 gp**

(Encounter 1: 100 gp, Encounter 2: 100 gp, Encounter 6: 475 gp)

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an

adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: *Climb the Giant* grandmaster training (level 4; MME)

Found in Encounter 3

Treasure B: *Wintersnap armor +1* (level 4; MME)

Found in Encounter 6

Treasure C: *Frost wand +1* (level 4; MME)

Found in Encounter 6

At AL 4+, add the following:

Treasure D: *Drizzt's Kick* grandmaster training (level 8; MME)

Found in Encounter 3

Treasure E: *Frost Brand Weapon +2* (level 8; MME)

Found in Encounter 6

At AL 6+, add the following:

Treasure F: *Wintersnap armor +2* (level 4; MME)

Found in Encounter 6

Treasure G: *Frost wand +2* (level 4; MME)

Found in Encounter 6

ALL ALs:

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

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must

have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of healing* (level 5) plus 0 gp

AL 4: *potion of healing* (level 5) plus 25 gp

AL 6: *dust of disappearance* (level 8) plus 25 gp

AL 8: *dust of disappearance* (level 8) plus 175 gp

AL 10: *dust of disappearance* (level 8) plus 325 gp

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

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is possible for a character to earn all four of the listed Story Awards in this adventure. Pass out certificates to the players for their Story Awards.

NEVE01 Saving Mayara

You rescued Mayara Sulbrandil from the clutches of Neverwinter Ashmadai. Unfortunately, she has been marked with a brand of Asmodeus of unknown origin, and is facing murder charges. Mayara is currently in the custody of Merrisara Winterwhite. There's more to this story; hopefully, working with Lady Winterwhite will reveal the truth.

This Story Award is the beginning of the *Devil's Play* Major Quest. The quest continues in NEVE4-2 *Serpent's Kiss* and concludes in NEVE4-3 *Spider's Web*.

NEVE02 Elves Never Forsake

You have earned the friendship of the elven twin sisters Sylvara and Ayala. They're mercenaries, troublemakers, and fixers in Neverwinter. Perhaps you'll see them again.

This Story Award is equivalent to ADAP15 *Elves Never Forget*, and fulfills any requirement that ADAP15 would fulfill.

NEVE03 In Service of the City

You worked with Teliann, one of the aides to Lord Dagult Neverember. If you are a resident of Neverwinter or Waterdeep, this Story Award grants you permission to join the Protectors of Neverwinter meta-organization.

If you are not from Neverwinter or Waterdeep, or if you elect not to join, then this Story Award instead counts as a favor with the Protectors of Neverwinter.

NEVE04 Truth and Justice

Your cooperation with Lady Winterwhite has earned you her respect. She, or her allies in Ilyanbruen, will share some of her resources with you when you are ready.

You may cash in this favor to get a single scroll of Mark of Justice (a 12th level ritual from *Divine Power*) for free. You must be at least 12th level to use this favor. You can use the scroll to cast the ritual one time, or to learn the ritual by scribing it into your own ritual book (if you are a ritual caster). Cross off this paragraph when you use this favor.

Furthermore, this Story Award grants you access to purchase one *ring of uncanny judgment* (Uncommon, *Dragon* 381) through Lady Winterwhite and her allies. You must be at least 13th level and must pay 10,000 gp (instead of the usual 17,000 gp market price) but do not need to spend a found-item slot. Cross out this paragraph when you use this favor.

NEW MAGIC ITEMS

Climb the Giant

Level 4 Uncommon

Grandmaster Training

Power (Encounter): Move Action. *Requirement:* You must be adjacent to a creature whose size category is larger than yours. *Effect:* You shift up to 5 squares to a square adjacent to the larger creature. During the shift, you can enter the creature's space.

Source: *Neverwinter Campaign Setting*

Drizzt's Kick

Level 8 Uncommon

Grandmaster Training

Power (Daily): Minor Action. *Requirement:* You must have missed an enemy with a melee attack during this turn. *Effect:* You make a melee basic attack against the same enemy. On a hit, the enemy grants combat advantage until the end of your next turn.

Source: *Neverwinter Campaign Setting*

Dust of Disappearance

Level 8 Uncommon

Consumable

Power (Consumable, Illusion): Minor Action. *Effect:* You sprinkle this dust over yourself or an adjacent ally. That character becomes invisible until he or she moves or attacks, or until the end of the encounter.

Source: *Mordenkainen's Magnificent Emporium*

Frost Brand Weapon

Level 8 Rare

Weapon (Any melee)

Enhancement: +2 attack rolls and damage rolls

Critical: +2d8 cold damage

Property: You gain cold resistance equal to 3 + twice the wand's enhancement bonus.

Property: All untyped damage dealt by weapon attacks using this weapon changes to cold damage.

Power (Encounter, Cold): Standard Action. *Attack:* Close burst 3 (creatures in blast); weapon's level +3 vs. Reflex.

Hit: 1d10 cold damage, and the target is immobilized (save ends).

Power (Encounter): Minor Action. *Effect:* Close burst 5. You can extinguish any nonmagical fire in the burst, and each ally within the burst makes a saving throw against ongoing fire damage that a save can end.

Source: *Mordenkainen's Magnificent Emporium*

Frost Wand

Level 4/9 Rare

Implement (Wand)

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

Critical: +1d8/+2d8 cold damage

Property: You gain cold resistance equal to 3 + twice the wand's enhancement bonus.

Power (Daily): No Action. *Trigger:* You hit a target with a cold attack with this wand. *Effect:* The target is immobilized (save ends).

Power (Encounter): Minor Action. You touch an adjacent container, pool, or other body of water with the wand, and a number of contiguous squares within the body of water equal to 1 + the wand's enhancement bonus freeze into solid ice. Only one of the frozen squares has to be adjacent to you. The squares of ice are difficult terrain and remain solid until the end of the encounter. This effect cannot freeze a square if it contains any creatures.

Source: *Mordenkainen's Magnificent Emporium*

Wintersnap Armor

Level 4/9 Uncommon

Armor (Any)

Enhancement: AC

Property: You gain cold resistance equal to 3 + twice the wand's enhancement bonus.

Property: You gain a bonus to stealth checks in snowy or icy environments equal to the armor's enhancement bonus.

Power (Encounter, Aura): Minor Action. *Effect:* You activate an aura 1 that lasts until the end of the encounter, until you deactivate it as a minor action, or until the armor is removed. Squares in the aura are difficult terrain for creatures other than you.

Source: *Mordenkainen's Magnificent Emporium*

APPENDIX 1: PROTECTORS OF NEVERWINTER

The Protectors of Neverwinter are a group of adventurers who have a desire for strong willed individuals that the city can call upon when in need. They receive sponsorship from Lord Dagult Neverember,

The first Protectors were recruited by Teliann, one of the Lord's aides. She administrates the Protectors now, arranging for jobs, pay, and housing. Officially, she is not their leader, but in truth she manages to steer the adventurers to the tasks that most benefit the city.

Despite the obvious tie to Lord Neverember, the members of the Protectors have considerable freedom. While some see Dagult as the savior of Neverwinter, others are openly critical of their sponsor. Dagult Neverember lets this be, making it clear to everyone that the Protectors are an independent lot, and the money he spends is merely because he recognizes their worth. This allows him to take some credit for their successes while keeping his distance to insulate him against bad feedback when they fail.

Location: Teliann reserved some space for the Protectors in the Moonstone Mask, a hedonistic inn situated on an earthmote. Liset Cheldar, the innkeeper, has welcomed the members and provides free meals.

Heraldry: To make members easily recognizable to the populace and the Miritar enforcers, Teliann had a badge made. It is a silvered shield, embossed with an image of the crown of Neverwinter. A popular tale says that the badges are made from the remains of the false Crown of Neverwinter, which popped up some time ago.

Requirements: To join the Protectors of Neverwinter, a character must meet the following requirements:

- Citizen of Neverwinter or Waterdeep. The member needs a tie to the city. Foreigners are not accepted as members so long as their loyalties lie with other realms. If they make their residence in and become citizens of Neverwinter in the future, they may join at that time. Exceptions are citizens of Waterdeep, who are also accepted.
- To enter the Protectors, a PC needs to be invited (i.e. in a Neverwinter adventure), or earn a favor with the Protectors or the New Neverwinter faction (i.e. with Dagult Neverember, General Sabine, etc). The story award **ADAP18 Death to Madness** counts as such a favor.

Responsibilities: The members are expected to fight any threats to Neverwinter. While there also several factions in Neverwinter that contest Neverember's claim - especially the Sons of Alagondar - these are not designated foes. Neverember wants the Protectors to dissociate themselves from these conflicts, so that he can tout the Protectors as an impartial force true to the wellbeing of the city.

Benefits:

Members have free meals and board in the Moonstone Mask.

Members are popular in the Protector's Enclave district, where they are seen as heroes. The people from Blacklake are less impressed. They have not yet decided if the Protectors are truly impartial. Members have a +2 to Streetwise and Diplomacy Checks in the Protector's Enclave, and a +1 on Streetwise Checks in Blacklake District and Helm's Hold.

Members are free from harassment by the Miritarn forces that patrol Neverwinter. Members may be easier forgiven for slights (such as fighting in the street), and members gain a +2 bonus to Bluff or Diplomacy with Sabine and her Miritarn forces. Occasionally Sabine does ask the members for occasional 'reinforcements' to man the Wall. Members gain the standard bonus action point benefit (see the general Meta-Organization Benefits section).

A member gains access to the Fireheart tattoo (uncommon, Adventurer's Vault 2) and a *raven cloak* (uncommon, Dragon Magazine 381). The image of the tattoo is up to the member, though it is common to use an image associated with Neverwinter, such as the Neverwinter Crown. The cloak is a heavy fur cloak and referred to as a *Neverwinter coat*.

Ex-Members: Members are welcome to leave when they want. Once they leave they no longer receive any of the benefits of membership. They can rejoin at a later date, but only if they have since then acquired a new favor.

APPENDIX 2: NEVERWINTER, ITS ENVIRONS, AND ITS POWER GROUPS

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

NEVERWINTER HISTORY

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

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

The city still struggles to survive. Only one of the three original bridges remains useable. Lord Dargult Neverember, the Open Lord of Waterdeep, eventually arrived along with his army of Mintarn mercenaries. He plans to create a stable city, but for now only a portion is under his direct control.

PROTECTOR'S ENCLAVE

The south west portion of the city fared better during the cataclysm (being further away). More of this area is intact. Lord Dargult Neverember, also known as the Lord Protector of Neverwinter, rules from the former temple of Tyr. It is the most stable area in the city, but not all of the citizens appreciate the firm hand of General Sabine and the Mirtarn enforcers.

BLACKLAKE DISTRICT

This region of Neverwinter stands largely intact mainly because of the quality of the buildings. In this quarter, home of many Neverwinter nobles, the stone buildings had both extra structural support and magical protections. Many of the nobles died in the fires that swept the city, but their house remain standing. Some of the former estates are overgrown with weeds and debris, others remain strong defensible holds. The lake which gave the area its name was polluted by a great deal of ash and is now more a pit of sludge than a lake.

NEW SHARANDAR

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

ASHMADAI

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

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

NEVE5~1 HOUND'S BAYING

NEVE01 Saving Mayara

You rescued Mayara Sulbrandil from the clutches of Neverwinter Ashmadai. Unfortunately, she has been marked with a brand of Asmodeus of unknown origin, and is facing murder charges. Mayara is currently in the custody of Merrisara Winterwhite. There's more to this story; hopefully, working with Lady Winterwhite will reveal the truth.

This Story Award is the beginning of the *Devil's Play* Major Quest. The quest continues in NEVE4-2 *Serpent's Kiss* and concludes in NEVE4-3 *Spider's Web*.

NEVE02 Elves Never Forsake

You have earned the friendship of the elven twin sisters Sylvara and Ayala. They're mercenaries, troublemakers, and fixers in Neverwinter. Perhaps you'll see them again.

This Story Award is equivalent to ADAP15 *Elves Never Forget*, and fulfills any requirement that ADAP15 would fulfill.

NEVE03 In Service of the City

You worked with Teliann, one of the aides to Lord Dagult Neverember. If you are a resident of Neverwinter or Waterdeep, this Story Award grants you permission to join the Protectors of Neverwinter meta-organization.

If you are not from Neverwinter or Waterdeep, or if you elect not to join, then this Story Award instead counts as a favor with the Protectors of Neverwinter.

NEVE04 Truth and Justice

Your cooperation with Lady Winterwhite has earned you her respect. She, or her allies in Ilyanbruen, will share some of her resources with you when you are ready.

You may cash in this favor to get a single scroll of Mark of Justice (a 12th level ritual from *Divine Power*) for free. You must be at least 12th level to use this favor. You can use the scroll to cast the ritual one time, or to learn the ritual by scribing it into your own ritual book (if you are a ritual caster). Cross off this paragraph when you use this favor.

Furthermore, this Story Award grants you access to purchase one *ring of uncanny judgment* (Uncommon, *Dragon* 381) through Lady Winterwhite and her allies. You must be at least 13th level and must pay 10,000 gp (instead of the usual 17,000 gp market price) but do not need to spend a found-item slot. Cross out this paragraph when you use this favor.

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(This number was given to the organizer when the event was scheduled)

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

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