

SERPENT'S KISS

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

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Deep within the Neverwinter Wood, the embers of an ancient empire rekindle. Conspiracies lie behind every tree, and shadows blur the distinction between friend and foe. Caught between vying powers, a woman stands trial for the murder of her friends. A *Living Forgotten Realms* adventure set in Neverwinter for characters of the Heroic tier (levels 1-10).

This adventure is the second part of the *Devil's Play* Major Quest. This series of adventures (which begins with NEVE5-1 and concludes with NEVE5-3) is best experienced in order.

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). Paragon-tier and Epic-tier characters may not play this adventure. The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also

one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

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

NEVERWINTER CAMPAIGN SETTING:

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

PREVIOUS ADVENTURES IN NEVERWINTER

This adventure takes place **immediately after** the final encounter in *NEVE5-1 Hound's Baying*. We strongly recommend that the PCs play that adventure before playing this adventure (ideally you would run them back-to-back, but that isn't always possible).

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

ADVENTURE BACKGROUND

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

Merrisara Winterwhite, the leader of the eladrin of New Sharandar, recently demanded that Mayara stand trial for her crimes. Lady Winterwhite traveled to Neverwinter, where she intended to apprehend Mayara. (Those PCs who have played *NEVE5-1* were part of this investigation.)

The truth of the matter is more complex. Mayara was leading an investigation into squatters in the ruins of Iliyanbruen. Unfortunately, one of her confidants, Addemios Three-Dawn, was working with the squatters, a cell of the Cult of the Dragon.

When Mayara went to investigate, the cultists were expecting her. To further inhibit her, some of her companions and guards were provided by the treacherous Addemios, and turned against her. The cultists slew her friends, but kept her alive.

Addemios, worried about the consequences of murdering a priestess of Sehanine, decided to use a complex binding ritual. The Cult of the Dragon provided the ritual, basing it on one used to bind the spirits of a dracolich.

The ritual was to bind a devil to Mayara so it could control her. Mayara was too strong, or there was a mistake made, and the ritual did not fully take hold.

Mayara broke loose and was able to escape. Before fleeing, she killed some of her treacherous bodyguards. However, the after-effects of the ritual addled her mind, and besides hideous images of slaughter, she no longer remembers what happened in the ruins.

Addemios used the dead bodies of the eladrin - including those of Mayara's friends, slain by the cult - to get Mayara banished from Iliyanbruen. Mayara relocated to Neverwinter and, driven by dreams and omens, began working against the devil cults there.

To stop her, and prevent her from being taken to trial, Addemios initially ordered her captured through intermediaries so that the possessing devil would have assistance in controlling her. Now that has failed, he needs to convince the eladrin of her guilt, and hasten to kill the most skeptical one, Merrisara Winterwhite, before she learns of his involvement.

Therefore, he started rumors of bloody Ashmadai murders, lighting a fire of panic throughout New Sharandar. Mayara has become the first victim of a

growing witch-hunt. Merrisara Winterwhite's forces are stretched to the limit, investigating rumors, and hunting down threats both internal and external. While she loathes the idea of convicting an innocent victim, the peace of the city requires that the issue be dealt with quickly and with finality.

In order to keep non-eladrin witnesses out of New Sharandar, Lady Winterwhite has asked a hamadryad to preside over the trial deep within the Neverwinter Wood. The adventure begins with the trial. The PCs are tasked with searching for evidence that might prevent the eladrin from meting out overzealous justice.

GEOGRAPHY

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

The eladrin city of New Sharandar lies in the Feywild, a small fortification built around a small portal to Toril. The rustic outpost has only a few non-military residents. The eladrin of New Sharandar are driven by the desire to rediscover their former power on Toril by rebuilding their empire.

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

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

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

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

DM's INTRODUCTION

The adventure opens in Neverwinter, where Teliann and Lady Jasmine begrudgingly hand Mayara over to Merrisara Winterwhite. Lady Jasmine and the PCs then travel with the eladrin host to a dryad's glade, where they witness – and likely take part in – the trial.

After the court adjourns for the night, Merrisara approaches the PCs, concerned that Mayara is not receiving a fair trial. The eladrin leader would investigate the crimes herself, but she has other business to which she must attend.

Winterwhite beseeches the PCs to return to the place where Mayara was found and return with any evidence that points toward her guilt or innocence, sending with them an eladrin escort including one of her most trusted officers, Captain Curdailen.

It's important to emphasize that Mayara's innocence is not apparent. Mayara's trial is unfair because the judges have already decided her guilt, and the trial is more about satisfying the eladrins' desire for justice than it is about the truth of the charges.

As the PCs near the location of Mayara's rescue, their eladrin escort – with the exception of Curdailen – reveal themselves to be Ashmadai cultists, and attempt to stop the PCs and Curdailen from discovering the truth.

Once the PCs dispatch the cultists, they are able to search the ruins, and uncover members of the Cult of the Dragon intent on arranging a temporary alliance with the Ashmadai. These cultists attack the PCs at the behest of their charge, a young green dragon.

When defeated, the cultists reveal that the Ashmadai set a trap for Merrisara Winterwhite, in order to capture her sword, Aughlathla'vel (pronounced og - lath - LUH - vel), which allows passage into New Sharandar. An army of Ashmadai should be dispatching Merrisara this very night. The PCs have a choice: they can ride to Winterwhite's defense, or continue their investigation and hopefully unearth evidence that does exonerate Mayara. There is no time to do one and then the other.

Note: It's possible that a well-optimized party divides into two groups and attempts both tasks simultaneously. The DM can determine whether this option is available to the PCs based on both play time available and the difficulty the PCs have had up to this point in the adventure.

PLAYER'S INTRODUCTION

This adventure begins differently based on whether the PCs have played the first adventure in this series. PCs with different play histories may join the adventure at different times, although the end result should be to have the PCs all gather at the shrine of Selûne in Neverwinter.

CONTINUING FROM THE PREVIOUS ADVENTURE

For PCs whose last adventure was *NEVE5-1 Hound's Baying*, this adventure begins immediately after *NEVE5-1* ends, outside an abandoned mansion in Neverwinter. Read or paraphrase the following:

The eladrin troops place Mayara in shackles. The woman howls like a beast and thrashes, catching one guard by the ear with her teeth. By the time others pull them apart, both are covered in blood.

A woman's voice interrupts the fray, "Unhand that woman! Release her!"

Teliann appears, addressing the leader of the eladrin, Merrisara Winterwhite.

The woman is Teliann, contact person for the Protectors of Neverwinter, and an administrator for Lord Neverember. The PCs may recognize her if they met her in *NEVE5-1 Hound's Baying* or one of the Neverwinter adaptables. She has been informed by General Sabine of disruptions near the manor, and arrived just in time to see the arrest.

"Lady Winterwhite, your captive is a subject of Neverwinter and therefore under my protection. New Sharandar has no jurisdiction here."

The eladrin leader appears unfazed. "Fortunately we have the numbers. Mayara will stand trial for her crimes against our people one week hence, regardless."

"But you have a point. She needs representation. If you wish to serve as such, we will allow you a few hours to gather your gear before we depart. We agree to wait for you at the edge of town until the sun is at its highest."

If the PCs attempt to resist, Teliann begs them to reconsider - they face a score of trained eladrin soldiers, in addition to a famed hero with a legendary blade. This eladrin force has the power and willingness to subdue the PCs if necessary.

Teliann suggests the group gather any gear and allies they have in Neverwinter, purchase whatever supplies they may require and reconvene at the mansion at mid-day. She herself sends out messengers to gather

any friends of Mayara or witnesses of her actions (taking suggestions from the PCs on who to send for).

If all PCs are here and need no supplies, you can immediately continue with Encounter 1.

SUMMONED FROM A PREVIOUS CONTACT

Use this hook for PCs to which one or more of the following applies:

- who played *NEVE5-1*, but have played other adventures since
- Know Sylvara and Ayala (*ADAP3-2*), Rodrik (*ADAP4-1*), Teliann, or Lady Jasmine.
- are members of the Protectors of Neverwinter

The adventure begins with the PC being summoned by their respective contact. Due to the limited time available, PCs should already be in Neverwinter. The PCs are told the following:

- The eladrin of New Sharandar have captured a friend, Mayara Sulbrandil, and are putting her on trial for murder.
- The relationship between Neverwinter and the eladrin is icy, at best.
- The contact would owe the PC a favor for aiding in Mayara's defense.

In addition, The PCs are enticed with whatever incentives most apply to their character (gold, justice, honor, adventure). They should bring any allies they wish to assist them. They are asked to reconvene at a mansion in the Blacklake district, at the edge of Neverwinter.

RESUMES AND BACKGROUND CHECKS

If none of the PCs have played *NEVE5-1 Hound's Baying*, and none have contact with any of the NPCs, Lady Jasmine, Rodrik, and Teliann scour the taverns of Neverwinter seeking impartial outsiders to serve as observers to a capital trial. The accused, Mayara Sulbrandil, is a personal friend of theirs.

They use their skills and intuition to quickly single out worthy adventurers. They have little time to interview the PCs (either individually or as a group), but ask them brief questions on their past adventures, specifically attempting to determine if any PCs are secretly Ashmadai, or bear any allegiance to New Sharandar.

The PCs are then asked to follow to a mansion in the Blacklake district, at the edge of Neverwinter.

ENCOUNTER 1: THE FEY COURT

This roleplay encounter is broken into multiple scenes based on time and geography. The scenes should be run consecutively. Take careful consideration of time during this encounter and abbreviate the scenes if the PCs are uninterested in interacting with the characters.

SCENE 1: ASSEMBLING AT THE MANSION

Important NPCs:

Merrisara Winterwhite, female eladrin leader of New Sharandar

Captain Curdailen, male eladrin soldier of New Sharandar

Lady Jasmine, female human priestess of Selûne

Rodrik, male human and Mayara's friend

Sylvara and **Ayala**, two female elven bounty hunters

Teliann, female human aid to Dagult Neverember

Regardless of how the PCs were summoned to the adventure, Lady Jasmine offers the PCs 25/40/75/164/240 gold each to cover their expenses during the trial.

All PCs and NPCs gather at the mansion. Once all of the PCs and NPCs have assembled at the edge of town, there is an air of helplessness. Almost everyone here has expended a significant effort at rescuing Mayara, only to find her arrested and facing execution at the hands of the New Sharandar eladrin. Read the following:

With the hour of departure approaching, the air is thick with tension. Sylvara and Ayala pace like caged tigers, while Lady Jasmine shuffles back and forth.

Lady Jasmine has decided to represent Mayara. If any of the PCs insist on representing her instead, Teliann describes the complicated rules and formalities of the fey legal system, and suggests that a stranger to such proceedings would hurt their case rather than help it. If a PC insists, a hard Diplomacy check by that PC allows him to assist in the representation.

The PCs are free to ask questions as they await departure, and the NPCs volunteer what information they can:

- **Sylvara:** The two elves were originally hired to take Mayara themselves, by someone that turned out to be not who he seemed. Sylvara feels cowed for being misled, and to ensure they didn't lead an innocent victim into harm.
- **Ayala** is still convinced of Mayara's guilt, still bearing a scar where the eladrin attacked her with teeth and nails. She just wants to get paid.

- **Both elves** are here to send everyone off. They would attend the trial, were it not for past... incidents with the eladrin. Their presence as allies would not help Mayara's case.
- **Gustaf** is taken by the eladrin to serve as a witness. Although it had been posed as an invitation, the fey didn't give him any opportunity to refuse.
- **Rodrik** comes to the trial to aid his brother.
- **Lady Jasmine** feels Mayara's spirit in her dreams. She says that the woman's will has always been fierce, but recently her visions of Mayara alternate between weeping and gibbering madness, and are always punctuated by crackling flames and the scent of blood.
- **Teliann** insists that the PCs obey the eladrin law, whatever the verdict. Lord Neverember is not prepared for a political incident over this case. That said, Mayara is a subject of the crown, and deserves its protection if she is indeed innocent. Teliann further explains that the New Sharandar eladrin are highly fearful of outsiders and consider their wood to be sacred—especially the ancient ruins that are constantly being rediscovered throughout it.
- **Mayara** is locked in a cage and guarded by several eladrin. With a hard Diplomacy check, the PCs may talk to her briefly. They find she has calmed down somewhat. While still fighting the devil inside, she has decided that she deserves trial. She wants to find out the truth, whatever it is.

ENDING THE SCENE

Eventually a brusque but courteous eladrin steps up to the group and introduces himself as Captain Curdailen. He and a small honor guard are ready to accompany the party. Mayara is under their charge, for her protection, by these guards from Merrisara Winterwhite, who travel at the front of the caravan.

If asked, Curdailen says only that security requires the location of the trial to remain a secret, and that his orders are to guide the PCs there—both for their protection, and to keep an eye on them.

PCs may object to this arrangement, but Curdailen and Merrisara do not change their plans. At most, with a hard DC Diplomacy roll, one PC (preferably a fey) may travel as a companion in the front of the caravan, as a show of good faith.

When the adventurers are ready to depart, continue with Scene 2.

SCENE 2: JOURNEY THROUGH THE HAUNTED FOREST

Important NPCs:

Captain Curdailen

Rilvatar Olirien Mistcrown, male eladrin lieutenant, and an aggressive xenophobe

The Starblades, a close-knit cadre of New Sharandan soldiers

Although you depart not long after mid-day, only an hour after breaching the Neverwinter Wood the daylight has faded to an eerie gloaming. Wind shivers the leaves like a voice beckoning you to get lost in the shadows. Your eladrin honor guard appears unperturbed.

The journey lasts over two days. PCs can interact with the eladrin if they wish. Curdailen tends to be poor company, uninteresting and uninterested in small talk. Rilvatar and the Starblades are curious and ask the PCs for their deeds and adventures—at least until Curdailen gives them dour warning looks. Their curiosity is not an act, but they are careful to hide the real reason: to gauge the PCs in case they ever meet in combat. A hard DC Insight check reveals Rilvatar does his best to hide that he does not like the PCs at all.

In addition:

- With a Moderate DC passive Insight check, a PC notices the Starblade rolling their eyes at Curdailen behind his back; they seem immune to his regimented discipline.
- While camped for the night, Rilvatar spars with any fighters in the group. The PC gets the impression that the Starblades are all impressive fighters in their own right—no green recruits. That PC may also get the feeling Rilvatar is similarly gauging the PC's ability.
- The Neverwinter wood is frightening for PCs unused to it (see *Looming Woods* in the DM Introduction). The Starblades are not above pranks and tricks that play off of this fear.
- Any PCs that attempts to sneak out of their tents find themselves strung upside down from one of the Starblades' snare traps, and mocked viciously before being let down.

With several expert soldiers about, freeing Mayara or otherwise sabotaging the trial is nearly impossible. If PCs try anyway, they find that Mayara does not want to escape.

Once the PCs have finished interacting with the eladrin, proceed to Scene 3.

SCENE 3: THE COURT AT THE DRYAD'S GLADE

Important NPC:

Fandalwyl, female hamadryad, keeper of the glade

Toward dusk of the second day, Curdailen calls a halt in the center of a large glade. Read or paraphrase the following:

A shanty town of hammock-style tents bulge from trees branches that encircle the large glade. A massive oak stands at its center. Its bark pulls away and a wood-skinned woman emerges, from her eyes twisted knots, her hair a tangle of branches and leaves. As you watch, her features soften and change into those of a beautiful eladrin woman, tiny acorns ticking against each other in her long green hair.

"Welcome, strangers," she says. "I hope it is peace and justice you seek here."

The woman is Fandalwyl, and she greets the PCs with a disarming cheerfulness for the gravity of their task. The trial begins at dawn, and the eladrin provide the PCs with their own tents and food for the night.

Eladrin law forbids speaking about the trial before it begins, but Fandalwyl is willing to exchange pleasantries with the PCs before bidding them goodnight. Everyone else in the camp intends on getting a good night's sleep before the trial, as well. If the PCs wish to poke around, they uncover nothing but ruffled feathers.

SCENE 4: THE TRIAL, PART 1

Important NPCs:

Fandalwyl

Olirien Mistcrown, male eladrin lieutenant and judge

Lindar Starshadow, female eladrin scholar and judge

Deinde Raerdrimne female eladrin sorcerer and judge

Emrae Firesky, female eladrin priestess of Corellon and prosecutor

Merrisara Winterwhite, female eladrin leader

The trial begins the next day at first light. The eladrin have set up small stands on either side of the dryad's tree, while the rest of the attendees sit on the grass or against the trees surrounding the glade.

The trial is presided by Fandalwyl. The judges do not speak not are they spoken to.

All witnesses give their testimony to Fandalwyl, who also asks all questions, as if reading the judges' minds. The eladrin parade four witnesses before the court:

- Addemios Three-Dawn, an eladrin, testifies how he encountered Mayara after she returned from a foray into Iliyanbruen. She was covered in blood and muttering to herself. She seemed to recover shortly after, but could not tell him what happened. When he sent a rescue party for the others, his men found them all dead. Everything Addemios says is true.
- Gustaf describes the harrowing experience of being captured along with Mayara. During their captivity Mayara screamed and raged like a caged beast, attacking her captors with teeth and nails when they came too close. A Hard DC insight check can tell that Gustaf may be embellishing his story, but he does not seem to be lying.
- Two of Merrisara Winterwhite's soldiers testify as well, one with a bandage covering an ear Mayara bit off while struggling. Both testify to her seeming madness and inhuman strength.
- Mayara bears the mark of Asmodeus on her chest. This is presented to the court as evidence of her willful corruption. She cannot (or will not) explain how the mark got there.

Any PCs that know Mayara or have played *NEVE5-1 Hound's Baying* may also testify as well, if they wish. Fandalwyl asks the PC to simply state their observations, without drawing any conclusions, and may ask follow-up questions. The main things she asks are:

- Whether the PCs believe that Mayara is dangerous or insane (or both).
- Whether the PCs saw any evidence that she is in league with the Ashmadai.
- Any direct evidence showing that she killed her companions.
- Whether the PC considers Mayara a friend. At this question, the judges frown, but cannot object - the hamadryad leads, and it is her question.

Fandalwyl doesn't brook much fooling around, and has sufficient Insight to detect any lying by the PCs.

The trial breaks at mid-day after six grueling hours of testimony. The PCs can draw their own conclusions over Mayara's guilt, but it's obvious that the evidence is mounting. Should Mayara be found guilty of these crimes, she is certain to be sentenced to death, something that Sharandar has not carried out in ages.

At this point, read or summarize the following:

An eladrin scout rides into the clearing, and an excited cluster forms around Merrisara Winterwhite and Lindar Starshadow. The other judges, Lady Jasmine and Emrae Firesky, join. The tone of their conversation seems to be one of hushed arguing. Eventually the conference breaks up, and Merrisara approaches you.

"Strangers," she says. "It appears I am needed elsewhere. The task I hoped to complete myself must fall to you."

Merrisara explains the situation:

- Her scouts have found a new cache of eladrin artifacts in a ruin a few hours' ride away.
- Normally, Lindar Starshadow would examine them, but with the trial going on, she cannot leave. Merrisara must recover these priceless artifacts on her own.
- Merrisara feels uneasy about the lack of physical evidence against Mayara, although the case is strong for her being one of the devil worshippers. Merrisara wants someone to do one last search for evidence.
- Any detachment Merrisara sends to search for evidence must be neutral—she cannot just send her soldiers, as they would be considered agents of the prosecution.
- Merrisara instructs Captain Curdailen to pay the PCs whatever Lady Jasmine is paying them, and half again for their discretion.

MINOR QUEST: FIND THE TRUTH

Merrisara tasks the PCs with searching the scene of Mayara's crime for evidence that proves her innocence or guilt, and returning before the judges render their verdict at dawn tomorrow.

Captain Curdailen and the Starblades serve as the PCs' escort, ensuring both their safety and the integrity of the trial.

ENDING THE ENCOUNTER

If the PCs accept the mission, continue with Encounter 2. The PCs may decline the mission. In that case, proceed to the Conclusion.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

Lady Jasmine pays the PCs 25/40/75/164/240 gold each to cover expenses and for their assistance discovering what really happened.

Captain Curdailen pays the PCs a further 45/75/135/266/405 gp each for agreeing to conduct the search discreetly.

ENCOUNTER 2: THE SLEEPER CELL AWAKES

ENCOUNTER LEVEL 3/5/7/9/11

CREATURES

At levels 2, 4 and 6 this encounter includes the following creatures:

- Captain Curdailen (C)
- 2 eladrin arcane archers (A)
- 2 eladrin assassins (E)
- 3 eladrin bow mages (B)
- 1 eladrin fey knight (Rilvatar) (F)

At levels 8 and 10 this encounter includes the following creatures:

- Captain Curdailen (C)
- 2 eladrin arcane archers (A)
- 2 eladrin bladesingers (E)
- 3 eladrin bow mages (B)
- 1 eladrin fey knight (Rilvatar) (F)

SCALING THE ENCOUNTER

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

Four PCs: remove 1 eladrin arcane archer.

Six PCs:

At AL 2/4/6 add 1 eladrin assassin and 1 eladrin bow mage.

At AL 8/10 add 1 eladrin bladesinger and 1 eladrin bow mage

SETUP

The PCs and their escort descend into the Neverwinter Wood. If the PCs do not have them, the eladrin provide them with riding horses.

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

Your party picks its way among game trails and stream beds, deep into the heart of the wood.

PCs with high Passive Perception or Nature checks notice possible signs of life in the forest: the faint scent of smoke on the wind, large droppings on the trail, or the chittering of distant voices echoing off the tress.

Read the following:

Captain Curdailen calls a halt.

“This is the place,” he growls, eyes scanning the trees. Upon closer inspection, the massive trunks around this glade appear to be draped in dilapidated balconies and bridges, and ivy twists at angles that nature could not produce.

“Archers!” He yells, reaching for his sword, as a glowing green arrow takes him in the shoulder, then a second feathers his side. Three more shafts bury themselves in his mount, and the charger rears, throwing him to the ground.

Crouched in the trees, bearing bows as tall as their bodies, a small party of eladrin makes the air explode with arrows.

Roll for initiative and surprise (see *Looming Woods* in the Adventure Background).

Rilvatar is the fey knight and his comrades the assassins/bladesingers. They delay until Curdailen acts to reveal their betrayal. They already have their weapons out (most likely, so have the PCs).

Once combat starts you have the option of either running Curdailen yourself or having one of the players run this NPC. Handout One is available if you wish a player to run the NPC, however we have also included his stat block in the monster section for your convenience.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The fight occurs at dusk, and only dim light filters through the canopy.

Trees: The trees in this area are hundreds of feet tall, although their lower branches are 20 feet up. It takes a hard DC Athletics check to climb the first 20 feet, but further climbing requires only an easy DC.

The tree branches form a vast, if precarious, network above ground that amounts to a second floor. Creatures moving or forcibly moved through the branches must succeed an easy Acrobatics check or fall, with a penalty to the roll equal to the number of squares moved.

Brush: Dense brush is the most common groundcover. The brush requires two extra squares of movement to pass through, but dropping prone in the brush offers both concealment and cover.

Horses: The PCs and their enemies' are mounted on well-trained eladrin horses (unless the PCs desired otherwise). A riderless horse simply moves away from combat rather than fight independently or flee.

TACTICS

The eladrin bow mages fire at Curdailen, and then flee combat once he is knocked unconscious. The eladrin arcane archers use the forest canopy to their advantage, dodging amongst the trunks and harassing as many PCs as possible. They prefer to focus on ranged characters, but take the easiest shot available to them.

Curdailen stands, draws his longbow, and fires at the archers, provoking an opportunity attack from Rilvatar. At this point, the fey knight speaks the following:

“This was supposed to be easier. You were supposed to die quickly. We can’t have you stumbling into our guests. I suppose we’ll have to send you to the master ourselves.”

Rilvatar immediately acts. The assassins/bladesingers delay until this action if necessary, and then join the combat.

If the PCs have an obvious defender, Rilvatar attempts to lock that character down with *stab of the wild* while keeping *feywild challenge* on strikers best poised to damage his allies.

The assassins/bladesingers dart amongst the PCs, spreading their damage around and attacking anyone they can gain combat advantage against.

Once two or three eladrin opponents are left, the survivors attempt to flee. If successful, they disappear into the forest, leaving their horses behind.

ENDING THE ENCOUNTER

Combat ends when the enemies are defeated or flee. Curdailen is seriously injured, and offers to stand guard while the PCs look around. An easy Insight check can tell that he’s being overproud, and could barely offer a warning if attacked.

When the PCs search the fallen eladrin, they find each of them sporting the scars of a brand on their chest. An easy DC religion check identifies the mark as that of Asmodeus.

The PCs can take a short rest before proceeding to the next encounter.

TROUBLESHOOTING

No matter the amount of damage Curdailen takes during the combat, he somehow survives. Though terribly injured, with the PC’s help, he is able to pull through. (As a companion NPC (see DMG2) he has 6 healing surges, but the DM can adjust this if needed).

REPLAY CONSIDERATIONS

Players that have played this adventure before may be expecting Rilvatar’s betrayal. If this seems to be the case, modify the encounter as follows:

- The PCs are surprised as a hail of arrows barrages them from all sides, cutting down Curdailen and the starblades. Roll a few more bow mage attacks at the PCs and/or their horses—enough to cause confusion, but not significant damage, then withdraw.
- A humanoid figure appears amongst the PCs, clearly a magical illusion. Its voice echoes amongst the trees: “you fools; my spies have been tracking you since you left your camp. Enter my domain if you dare; death is your only reward.” The illusion then disappears in a puff of smoke.
- Add the fey knight and blade singers (originally Rilvatar and the starblades) to the eladrin that attack from the trees.

MILESTONE

This encounter counts towards a milestone.

TREASURE

Between them all, the eladrin carry 5/10/15/20/30 gp per PC. Rilvatar holds a *sending fork*.

AL 6+: Instead of the *sending fork*, Rilvatar and one of the eladrin arcane archers communicated via a linked pair of *sending stones*.

ENCOUNTER 2: THE SLEEPER CELL AWAKES (ADVENTURE LEVEL 2)

2 Eladrin Arcane Archer	Level 3 Artillery
Medium fey humanoid, eladrin	XP 150
HP 39; Bloodied 19	Initiative +5
AC 15, Fortitude 14, Reflex 16, Will 14	Perception +6
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 6 damage.	
r Scorching Arrows (arcane, weapon, fire) • At-Will	
Attack: Ranged 20/40 (attacks twice; one or two creatures); +8 vs. AC or Reflex (whichever is lower)	
Hit: 2d6 damage + 1d6 fire damage.	
A Eldritch Burst (arcane, weapon, force) • Recharge 4-6	
Attack: Area Burst 1 within 20 (creatures in burst); +8 vs. Reflex	
Hit: 3d6 + 2 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares.	
Str 12 (+1)	Dex 17 (+4) Wis 11 (+3)
Con 15 (+1)	Int 16 (+2) Cha 15 (+1)
Alignment Unaligned Languages Common, Elven	
Equipment: chainmail, longbow, short sword	
Adjusted for MM3 damage expressions	

3-4 Eladrin Bow Mage	Level 2 Minion Artillery
Medium fey humanoid, eladrin	XP 38
HP 1; a missed attack never damages a minion	Initiative +4
AC 16, Fortitude 13, Reflex 16, Will 14	Perception +7
Speed 6	
STANDARD ACTIONS	
r Force Arrow (force, weapon) • At-Will	
Attack: Ranged 20 (one creature); +9 vs. AC	
Hit: 5 force damage, and the eladrin can push the target 1 square	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
Str 12 (+1)	Dex 18 (+4) Wis 14 (+3)
Con 13 (+1)	Int 14 (+2) Cha 11 (+1)
Alignment Unaligned Languages Common, Elven	

2-3 Eladrin Assassin	Level 3 Skirmisher
Medium fey humanoid, eladrin	XP 150
HP 46; Bloodied 26	Initiative +6
AC 17, Fortitude 15, Reflex 15, Will 14	Perception +3
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage. If the target is granting combat advantage to the eladrin assassin, the target takes ongoing 5 damage (save ends).	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +8 vs. AC	
Hit: 1d10 damage + 5 damage.	
M No Escape (weapon) • Recharge 5-6	
Requirement: The eladrin assassin must have combat advantage against the target.	
Attack: Melee 1 (one creature); +9 vs. AC.	
Hit: 2d8 + 7 damage, and the target falls prone and is slowed (save ends).	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares..	
MINOR ACTIONS	
Flanking Step • At-Will	
Effect: The eladrin assassin can shift 1 square as a minor action if the shift puts it into a flanking position against an enemy.	
Str 15 (+4)	Dex 16 (+4) Wis 14 (+3)
Con 14 (+3)	Int 13 (+2) Cha 13 (+2)
Alignment unaligned Languages Common, Elven	
Equipment: chainmail, longbow, longsword	
Veteran Assassin (Dungeon 181) reflavored to Eladrin	

Riding Horse	Level 1 Brute
Large natural beast (mount)	XP 100
HP 36; Bloodied 18	Initiative +1
AC 14, Fortitude 15, Reflex 13, Will 10	Perception +5
Speed 10	Low-light vision
STANDARD ACTIONS	
m Kick • At-Will	
Attack: Melee 1 (one creature); +4 vs. AC	
Hit: 1d10 + 5 damage.	
Str 19 (+4)	Dex 13 (+1) Wis 11 (+0)
Con 16 (+3)	Int 2 (-4) Cha 9 (-1)
Alignment unaligned Languages -	
PC mounts; adjusted for MM3 damage expressions	

Eladrin Fey Knight		Level 4 Soldier (Leader)
Medium fey humanoid, eladrin		XP 175
HP 53; Bloodied 26		Initiative +10
AC 20, Fortitude 16, Reflex 18, Will 14		Perception +3
Saving Throws +5 against charm effects		Low-light vision
Speed 6		
TRAITS		
a Feywild Tactics • Aura 5		
Fey allies can score critical hits on a roll of 19 or 20 while in the aura.		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage.		
M Stab of the Wild (cold, weapon) • Recharge 5-6		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 3d6 + 5 damage, and the target is restrained until the end of the fey knight's next turn		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: The eladrin arcane archer teleports 5 squares.		
MINOR ACTIONS		
C Feywild Challenge (radiant) • At-Will		
Attack: Close burst 5 (one creature in burst)		
Effect: The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it taking 3 damage each round it does not attack the eladrin.		
TRIGGERED ACTIONS		
Harvester's Sorrow • At-Will		
Trigger: An attack damages an ally.		
Effect (Immediate Interrupt): Close Burst 5 (the triggering ally in burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.		
Skills Athletics +11, Nature +8		
Str 18 (+6)	Dex 22 (+8)	Wis 13 (+3)
Con 13 (+3)	Int 14 (+4)	Cha 16 (+5)
Alignment unaligned Languages Common, Elven		
Equipment: chainmail, light shield, longsword		

Captain Curdailen		Level 2 Striker
Medium fey humanoid, eladrin		XP 125
HP 27; Bloodied 13		Initiative +4
AC 17, Fortitude 15, Reflex 15, Will 15		Perception +1
Saving Throws +5 against charm effects		Low-light Vision
Speed 5		
STANDARD ACTIONS		
m Broadsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d10 + 4 damage		
m Lance (weapon) • At-Will		
Requirement: Curdailen must be mounted and charging		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d10 + 4 damage		
r Longbow (weapon) • At-Will		
Attack: Ranged 20/40 (one creature); +8 vs. AC		
Hit: 1d10 + 3 damage.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: The Captain Curdailen teleports 5 squares.		
MINOR ACTIONS		
Minor Resurgence (martial) • Encounter		
Requirement: Captain Curdailen must be bloodied		
Effect: Captain Curdailen gains 5 temporary hit points		
TRIGGERED ACTIONS		
Power Strike (martial, weapon) • Encounter		
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.		
Effect (No Action): The attack does 1d10 extra damage.		
Skills Arcana +2, Endurance +6, History +2, Intimidate +8		
Str 18 (+5)	Dex 16 (+4)	Wis 10 (+1)
Con 10 (+1)	Int 8 (+0)	Cha 12 (+3)
Alignment Lawful Good Languages Common, Elven		
Equipment: scale armor, lance, broadsword, longbow		
Note: Slayer Companion Character (DMG 2).		

ENCOUNTER 2: THE SLEEPER CELL AWAKES (ADVENTURE LEVEL 4)

2 Eladrin Arcane Archer	Level 5 Artillery
Medium fey humanoid, eladrin	XP 200
HP 51; Bloodied 25	Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 16	Perception +7
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d8 + 4 damage.	
r Scorching Arrows (arcane, weapon, fire) • At-Will	
Attack: Ranged 20/40 (attacks twice; one or two creatures); +10 vs. AC or Reflex (whichever is lower)	
Hit: 2d8 damage + 1d8 fire damage.	
A Eldritch Burst (arcane, weapon, force) • Recharge 4-6	
Attack: Area Burst 1 within 20 (creatures in burst); +10 vs. Reflex	
Hit: 2d8 + 5 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares.	
Str 12 (+2)	Dex 17 (+4)
Con 15 (+3)	Int 16 (+4)
	Wis 11 (+1)
	Cha 15 (+4)
Alignment Unaligned	Languages Common, Elven
Equipment: chainmail, longbow, short sword	

Adjusted for MM3 damage expressions

3-4 Eladrin Bow Mage	Level 4 Minion Artillery
Medium fey humanoid, eladrin	XP 44
HP 1; a missed attack never damages a minion	Initiative +1
AC 18, Fortitude 17, Reflex 18, Will 16	Perception +7
Speed 6	
STANDARD ACTIONS	
r Force Arrow (force, weapon) • At-Will	
Attack: Ranged 20 (one creature); +11 vs. AC	
Hit: 6 force damage, and the eladrin can push the target 1 square	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
Str 12 (+2)	Dex 18 (+5)
Con 13 (+2)	Int 14 (+3)
	Wis 14 (+4)
	Cha 11 (+2)
Alignment Unaligned	Languages Common, Elven

2-3 Eladrin Assassin	Level 5 Skirmisher
Medium fey humanoid, eladrin	XP 200
HP 62; Bloodied 31	Initiative +7
AC 19, Fortitude 17, Reflex 17, Will 16	Perception +4
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 8 damage. If the target is granting combat advantage to the eladrin assassin, the target takes ongoing 5 damage (save ends).	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +10 vs. AC	
Hit: 1d10 damage + 7 damage.	
M No Escape (weapon) • Recharge 5-6	
Requirement: The eladrin assassin must have combat advantage against the target.	
Attack: Melee 1 (one creature); +11 vs. AC.	
Hit: 2d8 + 9 damage, and the target falls prone and is slowed (save ends).	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares..	
MINOR ACTIONS	
Flanking Step • At-Will	
Effect: The eladrin assassin can shift 1 square as a minor action if the shift puts it into a flanking position against an enemy.	
Str 16 (+5)	Dex 17 (+5)
Con 14 (+4)	Int 13 (+3)
	Wis 14 (+4)
	Cha 13 (+3)
Alignment unaligned	Languages Common, Elven
Equipment: chainmail, longbow, longsword	

Veteran Assassin (Dungeon 181) reflavored to Eladrin

Riding Horse	Level 1 Brute
Large natural beast (mount)	XP 100
HP 36; Bloodied 18	Initiative +1
AC 14, Fortitude 15, Reflex 13, Will 10	Perception +5
Speed 10	Low-light vision
STANDARD ACTIONS	
m Kick • At-Will	
Attack: Melee 1 (one creature); +4 vs. AC	
Hit: 1d10 + 5 damage.	
Str 19 (+4)	Dex 13 (+1)
Con 16 (+3)	Int 2 (-4)
	Wis 11 (+0)
	Cha 9 (-1)
Alignment unaligned	Languages -

PC mounts; adjusted for MM3 damage expressions

Eladrin Fey Knight	Level 6 Soldier (Leader)
Medium fey humanoid, eladrin	XP 250
HP 69; Bloodied 34	Initiative +11
AC 22, Fortitude 18, Reflex 20, Will 16	Perception +4
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
TRAITS	
a Feywild Tactics • Aura 5	
Fey allies can score critical hits on a roll of 19 or 20 while in the aura.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
M Stab of the Wild (cold, weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d6 + 7 damage, and the target is restrained until the end of the fey knight's next turn	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares.	
MINOR ACTIONS	
C Feywild Challenge • At-Will (Radiant)	
Attack: Close burst 5 (one creature in burst)	
Effect: The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it taking 4 damage each round it does not attack the eladrin.	
TRIGGERED ACTIONS	
Harvester's Sorrow • At-Will	
Trigger: An attack damages an ally.	
Effect (Immediate Interrupt): Close Burst 5 (the triggering ally in burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Skills Athletics +12, Nature +9	
Str 18 (+7) Dex 22 (+9) Wis 13 (+4)	
Con 13 (+4) Int 14 (+5) Cha 16 (+6)	
Alignment unaligned Languages Common, Elven	
Equipment: chainmail, light shield, longsword	

Captain Curdailen	Level 4 Striker
Medium fey humanoid, eladrin	XP 125
HP 37; Bloodied 18	Initiative +5
AC 19, Fortitude 17, Reflex 17, Will 17	Perception +4
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 5 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d10 + 5 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +10 vs. AC	
Hit: 1d10 + 4 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +6, Endurance +7, History +6, Intimidate +8	
Str 18 (+6) Dex 16 (+5) Wis 10 (+2)	
Con 10 (+2) Int 8 (+1) Cha 12 (+3)	
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	
Note: Slayer Companion Character (DMG 2).	

ENCOUNTER 2: THE SLEEPER CELL AWAKES (ADVENTURE LEVEL 6)

2 Eladrin Arcane Archer	Level 7 Artillery
Medium fey humanoid, eladrin	XP 300
HP 62; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 18	Perception +8
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 7 damage.	
r Scorching Arrows (arcane, weapon, fire) • At-Will	
Attack: Ranged 20/40 (attacks twice; one or two creatures); +12 vs. AC or Reflex (whichever is lower)	
Hit: 2d8 damage + 2d4 fire damage.	
A Eldritch Burst (arcane, weapon, force) • Recharge 4-6	
Attack: Area Burst 1 within 20 (creatures in burst); +12 vs. Reflex	
Hit: 3d8 + 9 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares.	
Str 12 (+3)	Dex 17 (+5) Wis 11 (+2)
Con 15 (+4)	Int 16 (+5) Cha 15 (+5)
Alignment Unaligned Languages Common, Elven	
Equipment: chainmail, longbow, short sword	
Adjusted for MM3 damage expressions	

Eladrin Bow Mage	Level 6 Minion Artillery
Medium fey humanoid, eladrin	XP 63
HP 1; a missed attack never damages a minion	Initiative +5
AC 20, Fortitude 17, Reflex 20, Will 18	Perception +8
Speed 6	
STANDARD ACTIONS	
r Force Arrow (force, weapon) • At-Will	
Attack: Ranged 20 (one creature); +13 vs. AC	
Hit: 7 force damage, and the eladrin can push the target 1 square	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
Str 12 (+3)	Dex 18 (+6) Wis 14 (+5)
Con 13 (+4)	Int 14 (+5) Cha 11 (+3)
Alignment Unaligned Languages Common, Elven	

2-3 Eladrin Assassin	Level 7 Skirmisher
Medium fey humanoid, eladrin	XP 300
HP 78; Bloodied 39	Initiative +8
AC 21, Fortitude 19, Reflex 19, Will 18	Perception +5
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d8 + 10 damage. If the target is granting combat advantage to the eladrin assassin, the target takes ongoing 5 damage (save ends).	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +12 vs. AC	
Hit: 1d10 damage + 9 damage.	
M No Escape (weapon) • Recharge 5-6	
Requirement: The eladrin assassin must have combat advantage against the target.	
Attack: Melee 1 (one creature); +13 vs. AC.	
Hit: 2d8 + 11 damage, and the target falls prone and is slowed (save ends).	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares..	
MINOR ACTIONS	
Flanking Step • At-Will	
Effect: The eladrin assassin can shift 1 square as a minor action if the shift puts it into a flanking position against an enemy.	
Str 16 (+6)	Dex 17 (+6) Wis 14 (+5)
Con 14 (+5)	Int 13 (+4) Cha 13 (+4)
Alignment unaligned Languages Common, Elven	
Equipment: chainmail, longbow, longsword	
Note: Veteran Assassin (Dungeon 181) reflavored to Eladrin	

Riding Horse	Level 1 Brute
Large natural beast (mount)	XP 100
HP 36; Bloodied 18	Initiative +1
AC 14, Fortitude 15, Reflex 13, Will 10	Perception +5
Speed 10	Low-light vision
STANDARD ACTIONS	
m Kick • At-Will	
Attack: Melee 1 (one creature); +4 vs. AC	
Hit: 1d10 + 5 damage.	
Str 19 (+4)	Dex 13 (+1) Wis 11 (+0)
Con 16 (+3)	Int 2 (-4) Cha 9 (-1)
Alignment unaligned Languages -	
PC mounts; adjusted for MM3 damage expressions	

Eladrin Fey Knight (level 8)	Level 8 Soldier (Leader)
Medium fey humanoid, eladrin	XP 350
HP 85; Bloodied 42	Initiative +12
AC 24, Fortitude 20, Reflex 22, Will 18	Perception +5
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
TRAITS	
a Feywild Tactics • Aura 5	
Fey allies can score critical hits on a roll of 19 or 20 while in the aura.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
M Stab of the Wild (cold, weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d8 + 9 damage, and the target is restrained until the end of the fey knight's next turn	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares.	
MINOR ACTIONS	
C Feywild Challenge • At-Will (Radiant)	
Attack: Close burst 5 (one creature in burst)	
Effect: The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it taking 4 damage each round it does not attack the eladrin.	
TRIGGERED ACTIONS	
Harvester's Sorrow • At-Will	
Trigger: An attack damages an ally.	
Effect (Immediate Interrupt): Close Burst 5 (the triggering ally in burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Skills Athletics +13, Nature +10	
Str 19 (+8)	Dex 23 (+10) Wis 13 (+5)
Con 13 (+5)	Int 14 (+6) Cha 16 (+7)
Alignment unaligned	Languages Common, Elven
Equipment: chainmail, light shield, longsword	

Captain Curdailen	Level 6 Striker
Medium fey humanoid, eladrin	XP 250
HP 47; Bloodied 23	Initiative +6
AC 21, Fortitude 19, Reflex 19, Will 19	Perception +3
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d10 + 6 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d10 + 6 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +12 vs. AC	
Hit: 1d10 + 5 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +5, Endurance +8, History +5, Intimidate +9	
Str 18 (+7)	Dex 16 (+6) Wis 10 (+3)
Con 10 (+3)	Int 8 (+2) Cha 12 (+4)
Alignment Lawful Good	Languages Common, Elven
Equipment: scale armor, lance, broadsword, longbow	
Note: Slayer Companion Character (DMG 2).	

ENCOUNTER 2: THE SLEEPER CELL AWAKES (ADVENTURE LEVEL 8)

2 Eladrin Arcane Archer	Level 9 Artillery
Medium fey humanoid, eladrin	XP 400
HP 74; Bloodied 37	Initiative +8
AC 21, Fortitude 20, Reflex 22, Will 20	Perception +9
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 8 damage.	
r Scorching Arrows (arcane, weapon, fire) • At-Will	
Attack: Ranged 20/40 (attacks twice; one or two creatures); +14 vs. AC or Reflex (whichever is lower)	
Hit: 2d10 damage + 2d6 fire damage.	
A Eldritch Burst (arcane, weapon, force) • Recharge 4-6	
Attack: Area Burst 1 within 20 (creatures in burst); +14 vs. Reflex	
Hit: 3d10 + 3 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares.	
Str 12 (+4)	Dex 18 (+4) Wis 11 (+3)
Con 15 (+5)	Int 17 (+6) Cha 15 (+6)
Alignment Unaligned Languages Common, Elven	
Equipment: chainmail, longbow, short sword	

Adjusted for MM3 damage expressions

3-4 Eladrin Bow Mage	Level 8 Minion Artillery
Medium fey humanoid, eladrin	XP 88
HP 1; a missed attack never damages a minion	Initiative +8
AC 22, Fortitude 19, Reflex 22, Will 20	Perception +11
Speed 6	
STANDARD ACTIONS	
r Force Arrow (force, weapon) • At-Will	
Attack: Ranged 20 (one creature); +15 vs. AC	
Hit: 8 force damage, and the eladrin can push the target 1 square	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
Str 12 (+4)	Dex 19 (+7) Wis 15 (+6)
Con 13 (+5)	Int 14 (+6) Cha 11 (+4)
Alignment Unaligned Languages Common, Elven	

2-3 Eladrin Bladesinger	Level 9 Skirmisher
Medium fey humanoid, eladrin	XP 400
HP 98; Bloodied 49	Initiative +11
AC 23, Fortitude 21, Reflex 22, Will 21	Perception +5
Saving Throws +5 against charm effects	Low-light vision
Speed 8	
STANDARD ACTIONS	
m Brilliant Blade (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 8 radiant damage, and the target takes a -3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn.	
m Crippling Strike (weapon) • Encounter	
Effect: The eladrin bladesinger shifts 3 squares before the attack.	
Attack: Melee 1 (one creature); +12 vs. Fortitude	
Hit: the target is weakend and slowed (save ends both).	
Miss: the target is slowed (save ends).	
Effect: The eladrin bladesinger shifts 3 squares.	
M Dance of Brilliance (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC.	
Hit: 2d8 + 4 radiant damage, and eladrin bladesinger shifts 3 squares and uses <i>brilliant blade</i> against a different target.	
M Wyvern Strike (poison, weapon) • Encounter	
Effect: The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack	
Attack: Melee 1 (one creature); +12 vs. AC.	
Hit: 2d8 damage, and ongoing 5 poison damage (save ends)	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin bladesinger teleports 5 squares..	
MINOR ACTIONS	
Combat Shift • At-Will	
Target: One adjacent enemy granting combat advantage to the eladrin bladesinger.	
Effect: The eladrin bladesinger can shift 1 square to a space adjacent to the target.	
Str 13 (+5)	Dex 21 (+9) Wis 13 (+5)
Con 18 (+7)	Int 15 (+6) Cha 18 (+8)
Alignment unaligned Languages Common, Elven	
Equipment: chainmail, longsword	

Adjusted for MM3 damage expressions

Riding Horse	Level 1 Brute
Large natural beast (mount)	XP 100
HP 36; Bloodied 18	Initiative +1
AC 14, Fortitude 15, Reflex 13, Will 10	Perception +5
Speed 10	Low-light vision
STANDARD ACTIONS	
m Kick • At-Will	
Attack: Melee 1 (one creature); +4 vs. AC	
Hit: 1d10 + 5 damage.	
Str 19 (+4)	Dex 13 (+1) Wis 11 (+0)
Con 16 (+3)	Int 2 (-4) Cha 9 (-1)
Alignment unaligned Languages -	

PC mounts, adjusted for MM3 damage expressions

Eladrin Fey Knight	Level 10 Soldier (Leader)
Medium fey humanoid, eladrin	XP 500
HP 101; Bloodied 50	Initiative +13
AC 26, Fortitude 22, Reflex 24, Will 20	Perception +6
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
TRAITS	
a Feywild Tactics • Aura 5	
Fey allies can score critical hits on a roll of 19 or 20 while in the aura.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
M Stab of the Wild (cold, weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d8 + 11 damage, and the target is restrained until the end of the fey knight's next turn	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares.	
MINOR ACTIONS	
C Feywild Challenge (radiant) • At-Will	
Attack: Close burst 5 (one creature in burst)	
Effect: The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it taking 5 damage each round it does not attack the eladrin.	
TRIGGERED ACTIONS	
Harvester's Sorrow • At-Will	
Trigger: An attack damages an ally.	
Effect (Immediate Interrupt): Close Burst 5 (the triggering ally in burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Skills Athletics +14, Nature +11	
Str 19 (+9) Dex 23 (+11) Wis 13 (+6)	
Con 13 (+6) Int 14 (+7) Cha 16 (+8)	
Alignment unaligned Languages Common, Elven	
Equipment: chainmail, light shield, longsword	

Captain Curdailen	Level 8 Striker
Medium fey humanoid, eladrin	XP 350
HP 57; Bloodied 28	Initiative +7
AC 23, Fortitude 21, Reflex 21, Will 21	Perception +4
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d10 + 7 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 7 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +8 vs. AC	
Hit: 1d10 + 6 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +8, Endurance +9, History +5, Intimidate +10	
Str 18 (+8) Dex 16 (+7) Wis 10 (+4)	
Con 10 (+4) Int 8 (+3) Cha 12 (+5)	
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	
Note: Slayer Companion Character (DMG 2).	

ENCOUNTER 2: THE SLEEPER CELL AWAKES (ADVENTURE LEVEL 10)

2 Eladrin Arcane Archer	Level 11 Artillery
Medium fey humanoid, eladrin	XP 600
HP 86; Bloodied 43	Initiative +9
AC 23, Fortitude 22, Reflex 24, Will 22	Perception +10
Saving Throws +5 against charm effects	Low-light vision
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 9 damage.	
r Scorching Arrows (arcane, weapon, fire) • At-Will	
Attack: Ranged 20/40 (attacks twice; one or two creatures); +16 vs. AC or Reflex (whichever is lower)	
Hit: 3d6 damage + 2d8 fire damage.	
A Eldritch Burst (Arcane, Weapon, Force) • Recharge 4-6	
Attack: Area Burst 1 within 20 (creatures in burst); +16 vs. Reflex	
Hit: 3d10 + 11 force damage, and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin arcane archer teleports 5 squares.	
Str 13 (+5)	Dex 19 (+8) Wis 12 (+4)
Con 16 (+6)	Int 18 (+7) Cha 16 (+7)
Alignment Unaligned Languages Common, Elven	
Equipment: chainmail, longbow, short sword	
Adjusted for MM damage expressions	

3-4 Eladrin Bow Mage	Level 10 Minion Artillery
Medium fey humanoid, eladrin	XP 125
HP 1; a missed attack never damages a minion	Initiative +9
AC 24, Fortitude 21, Reflex 24, Will 22	Perception +12
Speed 6	
STANDARD ACTIONS	
r Force Arrow (force, weapon) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. AC	
Hit: 9 force damage, and the eladrin can push the target 1 square	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
Str 12 (+5)	Dex 19 (+8) Wis 15 (+7)
Con 13 (+6)	Int 14 (+7) Cha 11 (+5)
Alignment Unaligned Languages Common, Elven	

2-3 Eladrin Bladesinger	Level 11 Skirmisher
Medium fey humanoid, eladrin	XP 600
HP 114; Bloodied 57	Initiative +12
AC 25, Fortitude 23, Reflex 24, Will 23	Perception +6
Saving Throws +5 against charm effects	Low-light vision
Speed 8	
STANDARD ACTIONS	
m Brilliant Blade (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d6 + 9 radiant damage, and the target takes a -3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn.	
m Crippling Strike (weapon) • Encounter	
Effect: The eladrin bladesinger shifts 3 squares before the attack.	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: the target is weakend and slowed (save ends both).	
Miss: the target is slowed (save ends).	
Effect: The eladrin bladesinger shifts 3 squares.	
M Dance of Brilliance (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC.	
Hit: 3d6 + 9 damage, and eladrin bladesinger shifts 3 squares and uses <i>brilliant blade</i> against a different target.	
M Wyvern Strike (poison, weapon) • Encounter	
Effect: The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack	
Attack: Melee 1 (one creature); +14 vs. AC.	
Hit: 2d8 + 2 damage, and ongoing 10 poison damage (save ends)	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin bladesinger teleports 5 squares..	
MINOR ACTIONS	
Combat Shift • At-Will	
Target: One adjacent enemy granting combat advantage to the eladrin bladesinger.	
Effect: The eladrin bladesinger can shift 1 square to a space adjacent to the target.	
Str 13 (+6)	Dex 21 (+10) Wis 13 (+6)
Con 18 (+9)	Int 15 (+7) Cha 18 (+9)
Alignment unaligned Languages Common, Elven	
Equipment: chainmail, longsword	
Adjusted for MM3 damage expressions	

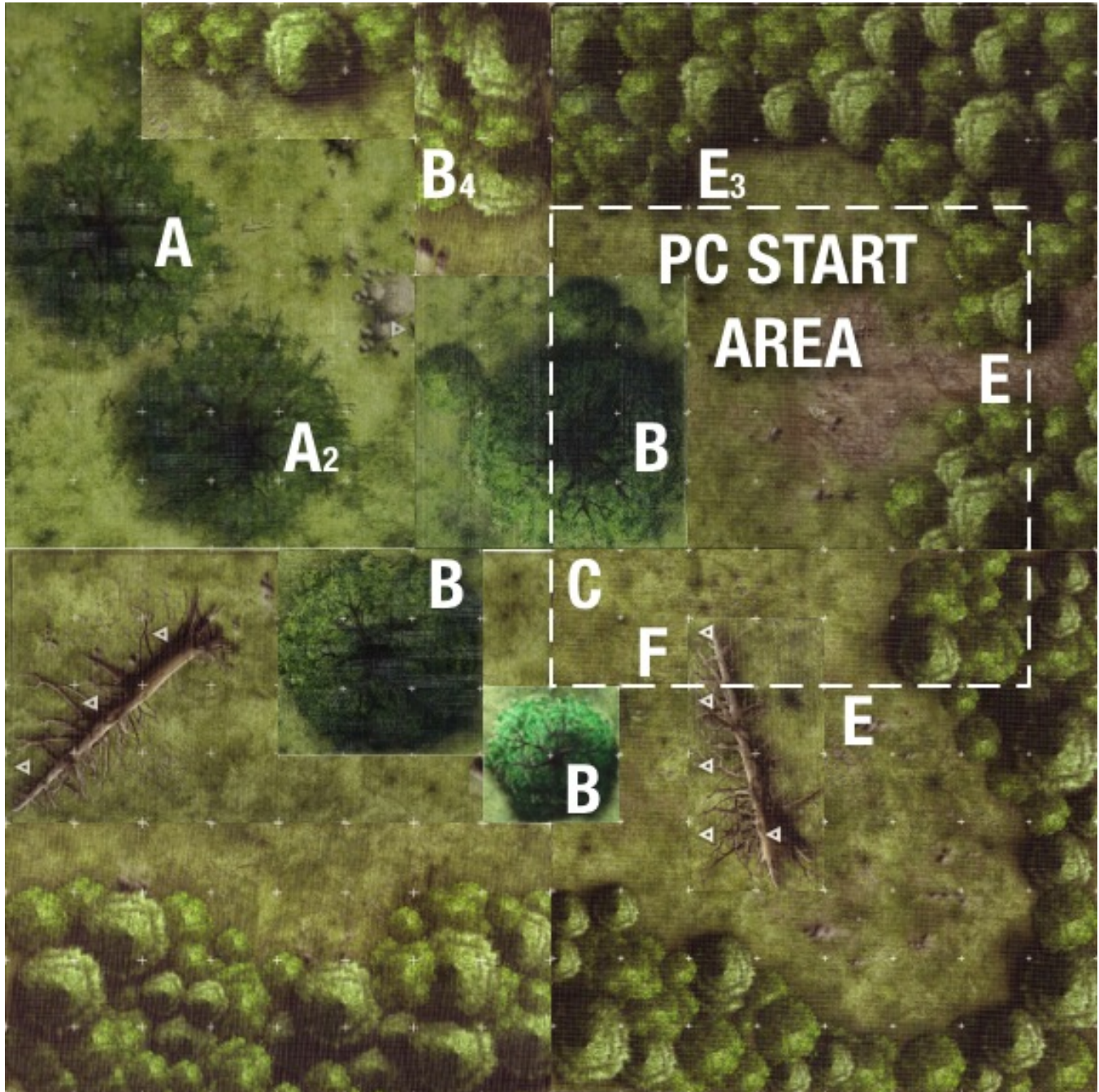
Riding Horse	Level 1 Brute
Large natural beast (mount)	XP 100
HP 36; Bloodied 18	Initiative +1
AC 14, Fortitude 15, Reflex 13, Will 10	Perception +5
Speed 10	Low-light vision
STANDARD ACTIONS	
m Kick • At-Will	
Attack: Melee 1 (one creature); +4 vs. AC	
Hit: 1d10 + 5 damage.	
Str 19 (+4)	Dex 13 (+1) Wis 11 (+0)
Con 16 (+3)	Int 2 (-4) Cha 9 (-1)
Alignment unaligned Languages -	
PC mounts; adjusted for MM3 damage expressions	

Eladrin Fey Knight		Level 12 Soldier (Leader)
Medium fey humanoid, eladrin		XP 700
HP 117; Bloodied 58		Initiative +15
AC 28, Fortitude 24, Reflex 26, Will 22		Perception +8
Saving Throws +5 against charm effects		Low-light vision
Speed 6		
TRAITS		
a Feywild Tactics • Aura 5		
Fey allies can score critical hits on a roll of 19 or 20 while in the aura.		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d6 + 10 damage.		
M Stab of the Wild (cold, weapon) • Recharge 5-6		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d6 + 12 damage, and the target is restrained until the end of the fey knight's next turn		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: The eladrin arcane archer teleports 5 squares.		
MINOR ACTIONS		
C Feywild Challenge (radiant) • At-Will		
Attack: Close burst 5 (one creature in burst)		
Effect: The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it taking 8 damage each round it does not attack the eladrin.		
TRIGGERED ACTIONS		
Harvester's Sorrow • At-Will		
Trigger: An attack damages an ally.		
Effect (Immediate Interrupt): Close Burst 5 (the triggering ally in burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.		
Skills Athletics +16, Nature +13		
Str 20 (+11)	Dex 24 (+13)	Wis 14 (+8)
Con 14 (+8)	Int 15 (+8)	Cha 17 (+9)
Alignment unaligned Languages Common, Elven		
Equipment: chainmail, light shield, longsword		

Captain Curdailen (level 10)		Level 10 Striker
Medium fey humanoid, eladrin		XP 500
HP 67; Bloodied 32		Initiative +8
AC 25, Fortitude 23, Reflex 23, Will 23		Perception +6
Saving Throws +5 against charm effects		Low-light Vision
Speed 5		
STANDARD ACTIONS		
m Broadsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 1d10 + 8 damage		
m Lance (weapon) • At-Will		
Requirement: Curdailen must be mounted and charging		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 2d10 + 8 damage		
r Longbow (weapon) • At-Will		
Attack: Ranged 20/40 (one creature); +16 vs. AC		
Hit: 1d10 + 7 damage.		
MOVE ACTIONS		
Fey Step (teleportation) • Encounter		
Effect: Captain Curdailen teleports 5 squares.		
MINOR ACTIONS		
Minor Resurgence (martial) • Encounter		
Requirement: Captain Curdailen must be bloodied		
Effect: Captain Curdailen gains 5 temporary hit points		
TRIGGERED ACTIONS		
Power Strike (martial, weapon) • Encounter		
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.		
Effect (No Action): The attack does 1d10 extra damage.		
Skills Arcana +6, Endurance +10, History +6, Intimidate +11		
Str 18 (+8)	Dex 16 (+7)	Wis 10 (+5)
Con 10 (+5)	Int 8 (+4)	Cha 12 (+6)
Alignment Lawful Good Languages Common, Elven		
Equipment: scale armor, lance, broadsword, longbow		
Note: Slayer Companion Character (DMG 2).		

ENCOUNTER 2: THE SLEEPER CELL AWAKES MAP

TILE SETS NEEDED: *DT4 - RUINS OF THE WILD*, *DU5 - SINISTER WOODS*,
ET3 ~ DUNGEON TILES MASTER SET: THE WILDERNESS



- A - Arcane Archers
- B - Bow Mages
- C - Curdailen
- E - Assassins / Bladesingers
- F - Fey Knight

ENCOUNTER 3: DRAGONS IN THE DEVILSHRINE

ENCOUNTER LEVEL 3/5/7/9/11

CREATURES

This encounter includes the following creatures:

4 dragon cultist bolters (B)

2 dragon cultists (C)

young fey-tinged green dragon (G)

SCALING THE ENCOUNTER

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

Four PCs: remove 1 dragon cultist.

Six PCs: add 1 dragon cultist.

SETUP

After the PCs have travel a fair bit further, they can hear distant noises of banging and shouting, and lights flickering in one of the tree structures.

When the PCs decide to investigate, read or paraphrase the following:

Lights blaze from within a shrine nestled in the arms of a massive tree. Voices echo from within. Then the crash of exploding pottery resounds against a nearby wall.

If the PCs delay, Curdailen urges them forward. The crashing sounds are likely the destruction of priceless eladrin antiquities. The PCs may attempt several approaches:

- **Walking in the door:** a walkway wraps around the trunk, crosses across a short rope bridge, then descends to the ground.
- **Climb the outer walls:** Requires a Hard DC Athletics check. A failure results in a 30-foot fall, but a success allows a PC to spy through the tiny windows
- **Flight:** PCs that can fly at least six squares can fly from the walkway to top of the shrine and peer in through the open roof.

If the PCs get close enough to hear within the shrine, they overhear the cultists talking. The cultists are celebrating some “gift”. They speculate about the rewards Adimond Kroskas, their leader, might favor them with once he hears of their bargain.

If the PCs can get a look inside the shrine, they’ll see a handful of humans fawning over a green dragon a bit larger than a draft horse. This is Tapakazundra, a young dragon hailing from Velen. ‘Tapaz’ agreed to a bargain with the Ashmadai: for a significant award in gold, he was to pretend fealty to the Cult of the Dragon for a few months – at least until some better agreement had been brokered between the two parties. Tapaz is neither a follower of Asmodeus nor really interested in dracolichdom or any of the schemes that go on. He merely wants to expand his hoard, and while he finds the cultists beneath his stature, he does not mind having them dote on him

- A Moderate DC Streetwise check can identify the group as the Cult of the Dragon, while passing the Hard DC recognizes Favria as the name of a known bandit. The Cult of the Dragon is bent on seeing society destroyed and the world ruled by undead dragons. They’re not generally friendly.
- If the PCs have identified the Ashmadai in Encounter 2, it takes a Moderate DC Insight check to realize that the two groups normally wouldn’t interact peacefully.
- Tapakazundra is not a known dragon, so the PCs are not likely to ever have heard of him. However a DC 20 Arcana check identifies the dragon as a green one from the south, near Velen.

If that’s not enough of an incentive for the PCs to attack the dragon cultists, one of the bolters eventually spots the PCs, and they attack.

FEATURES OF THE AREA

This area has a few important features.

Illumination: Glass jars surround the walls like torch sconces, each filled with glowing insects, and shedding bright light.

Ceiling: The roof of the shrine is 30 feet tall, with a 10-foot circular hole in the center.

Junk: Piles of junk and broken furniture litter the room. Junk is difficult terrain and standing behind junk provides cover.

Altar: The center of the shrine sports a small stone altar blessed by forgotten fey spirits. Creatures cannot shift onto the altar, but a creature standing on top of it has combat advantage against all enemies. Creatures moving off of the altar, however, must make a saving throw or fall prone.

TACTICS

The dragon cultists protect the dragon. They use the effects of their *rapid strikes* attack on as many PCs as possible, in order to keep them from attacking the dragon. The bolters use the wreckage to provide themselves cover, and stay spread out from each other.

The cultists fight to the death to save the dragon. They are crazed in their fervor and gain *dragon guardians* fervor while protecting the dragon.

The first time the dragon is hit with an attack, any PCs with a passive Insight higher than the Moderate DC for this level are aware of this effect. The cultists fight to the death.

The dragon has no such loyalty to its sycophants. When the cultists are killed or the dragon is bloodied, it attempts to flee through a hole in the roof, remaining nearby and shouting insults at the PCs. Once the cultists are killed, the dragon flees and does not return.

When he dies or flees, the dragon yells:

“Fools, you think you’ve won here! The trap is already sprung! Soon Aughlathla’ve! will be in the Ashmadai’s hands, and New Sharandar will fall soon after.”

ENDING THE ENCOUNTER

The encounter ends when the PCs defeat the cultists.

The cultists have little knowledge of Mayara or the events that surrounded her, as they were posted here after those events took place. They have heard of a crazed elf woman who went on a killing spree, but know nothing else.

Tapaz (if captured) knows a bit more: he knows Mayara was part of negotiations between the Cult of the Dragon and the Ashmadai. Apparently, the Ashmadai wanted her dead, and an agreement was reached to send an assassin to Neverwinter.

The PCs can take a short rest. When they do, read the following:

Captain Curdailen staggers into the shrine and leans heavily against the doorway.

“Aughlathla’ve!... Merrisara...” he growls. “The artifacts may have been a ruse by more of these Ashmadai traitors—just as this mockery of a trial has spread our forces too thin to mount a solid defense.

“Merrisara’s blade grants the bearer access past the magical wards of New Sharandar. If we ride to her aid, we can crush their plans to take the city by surprise.”

The captain grits his teeth, and pauses. “...But if there are traitors here, there must be more in New Sharandar—if your friend is innocent and we can’t

prove it, they’ll execute her for sure—and with her any hope of unraveling the mastermind behind this plot.”

The PCs have a choice: they can either ride to Merrisara Winterwhite’s defense, or continue their mission to explore the ruins and find the evidence proving Mayara innocent.

The PCs can see that Curdailen’s wounds are serious, but not mortal. He is able to aid Merrisara, but to what extent is unclear. The eladrin is a man of action, and would prefer to aid his leader, but investigates the ruins if the PCs ask him to do so.

If the PCs stay to explore the ruins, proceed to Encounter 4a. If the PCs leave with Curdailen, proceed to Encounter 4b.

TROUBLESHOOTING

The PCs can attempt both encounters simultaneously, but it requires splitting up the party. It is up to the DM whether to allow this option based on both difficulty and playtime allotted. If the PCs choose this route, warn them that they face encounters of significant difficulty. The PCs may attempt to use magic items, rituals or roleplay to contribute to both encounters. Allow some leeway if it makes sense; however, making this a choice is an essential part of the adventure. *Under no circumstances can the entire party attempt both encounters (4a and 4b) sequentially.*

Using Sending: PCs may attempt to use Sending (or similar means) to warn the eladrin judges or Merrisara. The judges are xenophobic and are not likely to react to a message sent by a stranger (unless a PC has the Iliyanbruen Guardian theme). Merrisara, Lady Jasmine, and the hamadryad do accept a Sending.

If the PCs send a message to warn Merrisara they earn a surprise round in the combat in Encounter 4B, but they can’t save her that way.

If the PCs send a message to the court, they need to succeed on a hard Diplomacy check to have the court wait for them to give testimony. However, the court only waits long enough for the PCs to ride to Merrisara’s defense - there is no time to investigate. They can hold off judgment for a very brief time (until after the PCs went to rescue Merrisara), but it does not save Mayara on its own - the PCs still have to go through Scene 10 of Encounter 4.

Essentially, this means that the PCs can run Scene 10 from Encounter 4A after Encounter 4B, but nothing else. The PCs can use Encounter 4B as evidence in Scene 10.

In addition, the enemy gains surprise at Encounter 4B because the Ashmadai learn of the PCs involvement. Note that warning Merrisara is in that case ineffective.

If the PCs fail the Diplomacy check, the court does not wait, and the PCs need to make a choice - but the Ashmadai still gain a surprise round.

If the PCs warn both the court and Merrisara, the surprise rounds cancel each other out.

MILESTONE

This encounter counts towards a milestone.

TREASURE

Most of the antiquities in this shrine are only of historical importance, while others contain magic that is ancient and unfamiliar. After the adventure, the PCs can have an expert identify the items and instruct them in their use (Treasure X: Choose an Item).

However, one item seems out of place: a shining electrum key, with the engraved with the elvish word for eladrin.

ENCOUNTER 3: DRAGONS IN THE DEVILSHRINE (ADVENTURE LEVEL 2)

4 Dragon Cultist Bolter	Level 2 Minion Artillery
Medium natural humanoid, human	XP 31
HP 1; a missed attack never damages a minion	Initiative +4
AC 16, Fortitude 14, Reflex 15, Will 13	Perception +7
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 5 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15 (one creature); +9 vs. AC	
Hit: 7 damage or 9 damage if the bolter has any cover.	
TRIGGERED ACTIONS	
Dragon Guardians' Fervor • At-Will	
Trigger: A dragon the cultist is aware of is bloodied or reduced to 0 hit points.	
Effect (No Action): The cultist gains a +2 bonus to attack rolls and damage until the end of the encounter. This effect stacks.	
Str 14 (+3)	Dex 17 (+4) Wis 13 (+2)
Con 14 (+3)	Int 11 (+1) Cha 10 (+1)
Alignment Evil	Languages Common, Draconic
Equipment crossbow, leather armor, short sword, bolt x20	
Banite Bolter reflavored; adjusted for MM3 damage expressions	

1 -3 Dragon Cultist	Level 3 Soldier
Medium natural humanoid, human	XP 150
HP 45; Bloodied 22	Initiative +5
AC 19, Fortitude 17, Reflex 15, Will 14	Perception +0
Speed 6	
TRAITS	
a Fanatical Aura • Aura 1	
Any enemy that starts its turn adjacent to the cultist provokes opportunity attacks if it moves or shifts out of this aura.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage.	
Effect: Until the end of the cultist's next turn, each time the target makes an attack against an enemy that is not a broken builder cultist, the target takes damage as though it had been hit by this attack.	
M Rapid Strikes (weapon) • Recharge 5 6	
Effect: The dragon cultist makes a <i>short sword</i> attack against two creatures.	
M Deep Wound (weapon) • Encounter	
Effect: The dragon cultist makes a <i>short sword</i> attack against one or two creatures, with an additional effect:	
Hit: ongoing 5 damage (save ends)	
Miss: half damage and ongoing 5 damage (save ends)	
TRIGGERED ACTIONS	
Dragon Guardians' Fervor • At-Will	
Trigger: A dragon the cultist is aware of is bloodied or reduced to 0 hit points.	
Effect (No Action): The cultist gains a +2 bonus to attack rolls and damage until the end of the encounter. This effect stacks.	
Scatter • At-Will	
Trigger: The cultist is hit by a close or area attack that also includes one of its allies as a target.	
Effect (Immediate Interrupt): The cultist shifts up to its speed. If the cultist ends this shift in a space outside of the area of the triggering attack, the attack does not hit the cultist.	
Str 17 (+4)	Dex 14 (+3) Wis 8 (+0)
Con 13 (+2)	Int 10 (+1) Cha 13 (+2)
Alignment Unaligned	Languages Common, Draconic
Equipment Short Sword	
Broken Builder Cultist, reflavored.	

Young Fey-Tinged Green Dragon	Level 4 Elite Controller
Large natural magical beast, dragon	XP 350
HP 118; Bloodied 59	Initiative +7
AC 18, Fortitude 16, Reflex 17, Will 15	Perception +5
Speed 8 (forest walk), fly 8 (hover)	Darkvision
Resist 5 poison	
Saving Throws +2; Action Points 1	
TRAITS	
A Hypnotic Gas (charm) • Aura 1	
The dragon slides any enemy that ends its turn in the aura 1 square.	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning or dominating effect on it ends	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d6 + 5 poison damage, and the target is immobilized until the end of the dragon's next turn.	
m Claw • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the dragon slides the target 2 squares.	
M Double Attack • At-Will	
Effect: The dragon uses bite and claw or uses claw twice.	
MINOR ACTIONS	
C Rising Poison (poison) • At-Will	
Effect: The hypnotic gas expands to aura 3. At the start of the dragon's next turn, the hypnotic gas expands to aura 5. At the start of its following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in the burst); +7 vs. Fortitude	
Hit: 1d8 + 5 poison damage, and the target is slowed and blinded (save ends both).	
Effect: The hypnotic gas aura reverts to its original state and size (aura 1).	
R Luring Glare (charm) • At-Will; 1/round	
Attack: Ranged 10 (one creature) +7 vs. Will	
Effect: The target slides 1 square.	
TRIGGERED ACTIONS	
C Venomous Reaction (poison) • Recharge when first bloodied	
Trigger: An enemy's melee attack deals damage to the dragon.	
Attack (Immediate Reaction): Close blast 5 (enemies in the blast); +7 vs. Fortitude	
Hit: 1d8 + 3 poison damage, and the target takes ongoing 5 poison and is slowed (save ends).	
Aftereffect: The target is slowed (save ends)	
Skills Bluff +10, Diplomacy +10, Insight +8, Intimidate +10	
Str 16 (+5)	Dex 20 (+7) Wis 17 (+5)
Con 19 (+6)	Int 17 (+5) Cha 16 (+5)
Alignment Evil	Languages Draconic

Young Blizzard Dragon reflavored to a Green Dragon.

ENCOUNTER 3: DRAGONS IN THE DEVILSHRINE (ADVENTURE LEVEL 4)

4 Dragon Cultist Bolter	Level 4 Minion Artillery
Medium natural humanoid, human	XP 44
HP 1; a missed attack never damages a minion	Initiative +5
AC 18, Fortitude 16, Reflex 17, Will 15	Perception +8
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15 (one creature); +11 vs. AC	
Hit: 8 damage or 10 damage if the bolter has any cover.	
TRIGGERED ACTIONS	
Dragon Guardians' Fervor • At-Will	
Trigger: A dragon the cultist is aware of is bloodied or reduced to 0 hit points.	
Effect (No Action): The cultist gains a +2 bonus to attack rolls and damage until the end of the encounter. This effect stacks.	
Str 14 (+4)	Dex 17 (+5) Wis 13 (+3)
Con 14 (+4)	Int 11 (+2) Cha 10 (+2)
Alignment Evil	Languages Common, Draconic
Equipment crossbow, leather armor, short sword, bolt x20	
Reflavored Banite bolter, adjusted for MM3 damage expressions	

1-3 Dragon Cultist	Level 5 Soldier
Medium natural humanoid, human	XP 200
HP 61; Bloodied 30	Initiative +6
AC 21, Fortitude 19, Reflex 17, Will 16	Perception +1
Speed 6	
TRAITS	
A Fanatical Aura • Aura 1	
Any enemy that starts its turn adjacent to the cultist provokes opportunity attacks if it moves or shifts out of this aura.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 7 damage.	
Effect: Until the end of the cultist's next turn, each time the target makes an attack against an enemy that is not a Broken Builder cultist, the target takes damage as though it had been hit by this attack.	
M Rapid Strikes (weapon) • Recharge 5 6	
Effect: The dragon cultist makes a <i>Short Sword</i> attack against two creatures.	
M Deep Wound (weapon) • Recharge on a miss	
Effect: The dragon cultist makes a <i>Short Sword</i> attack against one or two creatures, with an additional effect:	
Hit: ongoing 5 damage (save ends)	
Miss: half damage and ongoing 5 damage (save ends)	
TRIGGERED ACTIONS	
Dragon Guardians' Fervor • At-Will	
Trigger: A dragon the cultist is aware of is bloodied or reduced to 0 hit points.	
Effect (No Action): The cultist gains a +2 bonus to attack rolls and damage until the end of the encounter. This effect stacks.	
Scatter • At-Will	
Trigger: The cultist is hit by a close or area attack that also includes one of its allies as a target.	
Effect (Immediate Interrupt): The cultist shifts up to its speed. If the cultist ends this shift in a space outside of the area of the triggering attack, the attack does not hit the cultist.	
Str 17 (+5)	Dex 14 (+4) Wis 8 (+1)
Con 13 (+3)	Int 10 (+2) Cha 13 (+3)
Alignment Unaligned	Languages Common, Draconic
Equipment Short Sword	
Reflavored Builder Cultist	

Young Fey-Tinged Green Dragon		Level 6 Elite Controller
Large natural magical beast, dragon		XP 500
HP 150; Bloodied 75		Initiative +8
AC 20, Fortitude 18, Reflex 19, Will 17		Perception +6
Speed 8 (forest walk), fly 8 (hover)		Darkvision
Resist 5 poison		
Saving Throws +2; Action Points 1		
TRAITS		
a Hypnotic Gas (charm) • Aura 1		
The dragon slides any enemy that ends its turn in the aura 1 square.		
Action Recovery		
Whenever the dragon ends its turn, any dazing, stunning or dominating effect on it ends		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d6 + 7 poison damage, and the target is immobilized until the end of the dragon's next turn.		
m Claw • At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d6 + 7 damage, and the dragon slides the target 2 squares.		
M Double Attack • At-Will		
Effect: The dragon uses bite and claw or uses claw twice.		
MINOR ACTIONS		
C Rising Poison (poison) • At-Will		
Effect: The hypnotic gas expands to aura 3. At the start of the dragon's next turn, the hypnotic gas expands to aura 5. At the start of its following turn, the dragon makes the following attack.		
Attack (No Action): Close burst 5 (enemies in the burst); +9 vs. Fortitude		
Hit: 2d6 + 5 poison damage, and the target is slowed and blinded (save ends both).		
Effect: The hypnotic gas aura reverts to its original state and size (aura 1).		
R Luring Glare (charm) • At-Will ; 1/round		
Attack: Ranged 10 (one creature) +9 vs. Will		
Effect: The target slides 1 square.		
TRIGGERED ACTIONS		
C Venomous Reaction (poison) • Recharge when first bloodied		
Trigger: An enemy's melee attack deals damage to the dragon.		
Attack (Immediate Reaction): Close blast 5 (enemies in the blast); +9 vs. Fortitude		
Hit: 1d10 + 4 poison damage, and the target takes ongoing 5 poison and is slowed (save ends).		
Aftereffect: The target is slowed (save ends)		
Skills Bluff +11, Diplomacy +11, Insight +8, Intimidate +11		
Str 16 (+6)	Dex 20 (+8)	Wis 17 (+6)
Con 19 (+7)	Int 17 (+6)	Cha 16 (+6)
Alignment Evil		Languages Draconic

Young Blizzard Dragon reflavored to a Green Dragon.

ENCOUNTER 3: DRAGONS IN THE DEVILSHRINE (ADVENTURE LEVEL 6)

4 Dragon Cultist Bolter	Level 6 Minion Artillery
Medium natural humanoid, human	XP 63
HP 1; a missed attack never damages a minion	Initiative +6
AC 20, Fortitude 18, Reflex 19, Will 17	Perception +9
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 7 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15 (one creature); +13 vs. AC	
Hit: 9 damage or 11 damage if the bolter has any cover.	
TRIGGERED ACTIONS	
Dragon Guardians' Fervor • At-Will	
Trigger: A dragon the cultist is aware of is bloodied or reduced to 0 hit points.	
Effect (No Action): The cultist gains a +2 bonus to attack rolls and damage until the end of the encounter. This effect stacks.	
Str 14 (+5)	Dex 17 (+6) Wis 13 (+4)
Con 14 (+5)	Int 11 (+3) Cha 10 (+3)
Alignment Evil	Languages Common, Draconic
Equipment crossbow, leather armor, short sword, bolt x20	
Reflavored Banite bolter, adjust for MM3 damage expressions	

1-3 Dragon Cultist	Level 7 Soldier
Medium natural humanoid, human	XP 300
HP 77; Bloodied 38	Initiative +7
AC 23, Fortitude 21, Reflex 19, Will 18	Perception +2
Speed 6	
TRAITS	
a Fanatical Aura • Aura 1	
Any enemy that starts its turn adjacent to the cultist provokes opportunity attacks if it moves or shifts out of this aura.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
Effect: Until the end of the cultist's next turn, each time the target makes an attack against an enemy that is not a broken builder cultist, the target takes damage as though it had been hit by this attack.	
M Rapid Strikes (weapon) • Recharge 5 6	
Effect: The dragon cultist makes a <i>short sword</i> attack against two creatures.	
M Deep Wound (weapon) • Encounter	
Effect: The dragon cultist makes a <i>short sword</i> attack against one or two creatures, with an additional effect:	
Hit: ongoing 5 damage (save ends)	
Miss: half damage and ongoing 5 damage (save ends)	
TRIGGERED ACTIONS	
Dragon Guardians' Fervor • At-Will	
Trigger: A dragon the cultist is aware of is bloodied or reduced to 0 hit points.	
Effect (No Action): The cultist gains a +2 bonus to attack rolls and damage until the end of the encounter. This effect stacks.	
Scatter • At-Will	
Trigger: The cultist is hit by a close or area attack that also includes one of its allies as a target.	
Effect (Immediate Interrupt): The cultist shifts up to its speed. If the cultist ends this shift in a space outside of the area of the triggering attack, the attack does not hit the cultist.	
Str 17 (+6)	Dex 14 (+5) Wis 8 (+2)
Con 13 (+4)	Int 10 (+3) Cha 13 (+4)
Alignment Unaligned	Languages Common, Draconic
Equipment Short Sword	
Reflavored broken builder cultist	

Young Fey-Tinged Green Dragon		Level 8 Elite Controller	
Large natural magical beast, dragon		XP 700	
HP 182; Bloodied 91		Initiative +10	
AC 22, Fortitude 20, Reflex 21, Will 19		Perception +5	
Speed 8 (forest walk), fly 8 (hover)		Darkvision	
Resist 5 poison			
Saving Throws +2		Action Points 1	
TRAITS			
A Hypnotic Gas (charm) • Aura 1			
The dragon slides any enemy that ends its turn in the aura 1 square.			
Action Recovery			
Whenever the dragon ends its turn, any dazing, stunning or dominating effect on it ends			
STANDARD ACTIONS			
m Bite (poison) • At-Will			
Attack: Melee 2 (one creature); +13 vs. AC			
Hit: 2d8 + 7 poison damage, and the target is immobilized until the end of the dragon's next turn.			
m Claw • At-Will			
Attack: Melee 2 (one creature); +13 vs. AC			
Hit: 2d8 + 7 damage, and the dragon slides the target 2 squares.			
M Double Attack • At-Will			
Effect: The dragon uses bite and claw or uses claw twice.			
MINOR ACTIONS			
C Rising Poison (poison) • At-Will			
Effect: The hypnotic gas expands to aura 3. At the start of the dragon's next turn, the hypnotic gas expands to aura 5. At the start of its following turn, the dragon makes the following attack.			
Attack (No Action): Close burst 5 (enemies in the burst); +11 vs. Fortitude			
Hit: 2d6 + 7 poison damage, and the target is slowed and blinded (save ends both).			
Effect: The hypnotic gas aura reverts to its original state and size (aura 1).			
R Luring Glare (charm) • At-Will ; 1/round			
Attack: Ranged 10 (one creature) +11 vs. Will			
Effect: The target slides 1 square.			
TRIGGERED ACTIONS			
C Venomous Reaction (poison) • Recharge when first bloodied			
Trigger: An enemy's melee attack deals damage to the dragon.			
Attack (Immediate Reaction): Close blast 5 (enemies in the blast); +11 vs. Fortitude			
Hit: 2d6 + 5 poison damage, and the target takes ongoing 5 poison and is slowed (save ends).			
Aftereffect: The target is slowed (save ends)			
Skills Bluff +12, Diplomacy +12, Insight +10, Intimidate +12			
Str 13 (+5)	Dex 19 (+8)	Wis 13 (+5)	
Con 16 (+7)	Int 12 (+5)	Cha 16 (+7)	
Alignment Evil		Languages Draconic	

Young Blizzard Dragon reflavored to a Green Dragon.

ENCOUNTER 3: DRAGONS IN THE DEVILSHRINE (ADVENTURE LEVEL 8)

4 Dragon Cultist Bolter	Level 8 Minion Artillery
Medium natural humanoid, human	XP 88
HP 1; a missed attack never damages a minion	Initiative +7
AC 22, Fortitude 20, Reflex 12, Will 19	Perception +10
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 8 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15 (one creature); +15 vs. AC	
Hit: 10 damage or 12 damage if the bolter has any cover.	
TRIGGERED ACTIONS	
Dragon Guardians' Fervor • At-Will	
Trigger: A dragon the cultist is aware of is bloodied or reduced to 0 hit points.	
Effect (No Action): The cultist gains a +2 bonus to attack rolls and damage until the end of the encounter. This effect stacks.	
Str 14 (+6)	Dex 17 (+7) Wis 13 (+5)
Con 14 (+6)	Int 11 (+4) Cha 10 (4)
Alignment Evil	Languages Common, Draconic
Equipment crossbow, leather armor, short sword, bolt x20	
Reflavored Banite bolter	

1-3 Dragon Cultist	Level 9 Soldier
Medium natural humanoid, human	XP 400
HP 93; Bloodied 46	Initiative +8
AC 25, Fortitude 23, Reflex 21, Will 20	Perception +3
Speed 6	
TRAITS	
A Fanatical Aura • Aura 1	
Any enemy that starts its turn adjacent to the cultist provokes opportunity attacks if it moves or shifts out of this aura.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 9 damage.	
Effect: Until the end of the cultist's next turn, each time the target makes an attack against an enemy that is not a broken builder cultist, the target takes damage as though it had been hit by this attack.	
M Rapid Strikes (weapon) • Recharge 5 6	
Effect: The dragon cultist makes a <i>short sword</i> attack against two creatures.	
M Deep Wound (weapon) • Encounter	
Effect: The dragon cultist makes a <i>short sword</i> attack against one or two creatures, with an additional effect:	
Hit: ongoing 5 damage (save ends)	
Miss: half damage and ongoing 5 damage (save ends)	
TRIGGERED ACTIONS	
Dragon Guardians' Fervor • At-Will	
Trigger: A dragon the cultist is aware of is bloodied or reduced to 0 hit points.	
Effect (No Action): The cultist gains a +2 bonus to attack rolls and damage until the end of the encounter. This effect stacks.	
Scatter • At-Will	
Trigger: The cultist is hit by a close or area attack that also includes one of its allies as a target.	
Effect (Immediate Interrupt): The cultist shifts up to its speed. If the cultist ends this shift in a space outside of the area of the triggering attack, the attack does not hit the cultist.	
Str 17 (+7)	Dex 14 (+6) Wis 8 (+3)
Con 13 (+5)	Int 10 (+4) Cha 13 (+5)
Alignment Unaligned	Languages Common, Draconic
Equipment Short Sword	
Reflavored broken builder cultist	

Young Fey-Tinged Green Dragon	Level 10 Elite Controller
Large natural magical beast, dragon	XP 1000
HP 214; Bloodied 107	Initiative +10
AC 26, Fortitude 22, Reflex 24, Will 22	Perception +8
Speed 8 (forest walk), fly 8 (hover)	Darkvision
Resist 5 poison	
Saving Throws +2; Action Points 1	
TRAITS	
A Hypnotic Gas (charm) • Aura 1	
The dragon slides any enemy that ends its turn in the aura 1 square.	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning or dominating effect on it ends	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8 + 9 poison damage, and the target is immobilized until the end of the dragon's next turn.	
m Claw • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage, and the dragon slides the target 2 squares.	
M Double Attack • At-Will	
Effect: The dragon uses bite and claw or uses claw twice.	
MINOR ACTIONS	
C Rising Poison (poison) • At-Will	
Effect: The hypnotic gas expands to aura 3. At the start of the dragon's next turn, the hypnotic gas expands to aura 5. At the start of its following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in the burst); +13 vs. Fortitude	
Hit: 2d8 + 7 poison damage, and the target is slowed and blinded (save ends both).	
Effect: The hypnotic gas aura reverts to its original state and size (aura 1).	
R Luring Glare (charm) • At-Will; 1/round	
Attack: Ranged 10 (one creature) +13 vs. Will	
Effect: The target slides 1 square.	
TRIGGERED ACTIONS	
C Venomous Reaction (poison) • Recharge when first bloodied	
Trigger: An enemy's melee attack deals damage to the dragon.	
Attack (Immediate Reaction): Close blast 5 (enemies in the blast); +13 vs. Fortitude	
Hit: 2d6 + 7 poison damage, and the target takes ongoing 5 poison and is slowed (save ends).	
Aftereffect: The target is slowed (save ends)	
Skills Bluff +13, Diplomacy +13, Insight +11, Intimidate +13	
Str 16 (+8)	Dex 20 (+10) Wis 17 (+8)
Con 19 (+9)	Int 17 (+8) Cha 16 (+8)
Alignment Evil	Languages Draconic

Young Blizzard Dragon reflavored to a Green Dragon.

ENCOUNTER 3: DRAGONS IN THE DEVILSHRINE (ADVENTURE LEVEL 10)

4 Dragon Cultist Bolter	Level 10 Minion Artillery
Medium natural humanoid, human	XP 125
HP 1; a missed attack never damages a minion	Initiative +8
AC 24, Fortitude 22, Reflex 23, Will 21	Perception +11
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15 (one creature); +17 vs. AC	
Hit: 11 damage or 13 damage if the bolter has any cover.	
TRIGGERED ACTIONS	
Dragon Guardians' Fervor • At-Will	
Trigger: A dragon the cultist is aware of is bloodied or reduced to 0 hit points.	
Effect (No Action): The cultist gains a +2 bonus to attack rolls and damage until the end of the encounter. This effect stacks.	
Str 14 (+7)	Dex 17 (+8) Wis 13 (+6)
Con 14 (+7)	Int 11 (+5) Cha 10 (+5)
Alignment Evil	Languages Common, Draconic
Equipment crossbow, leather armor, short sword, bolt x20	
Reflavored Banite bolter, adjusted for MM3 damage expressions	

1-3 Dragon Cultist	Level 11 Soldier
Medium natural humanoid, human	XP 1200
HP 109; Bloodied 64	Initiative +9
AC 27, Fortitude 25, Reflex 23, Will 22	Perception +4
Speed 6	
TRAITS	
a Fanatical Aura • Aura 1	
Any enemy that starts its turn adjacent to the cultist provokes opportunity attacks if it moves or shifts out of this aura.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 10 damage.	
Effect: Until the end of the cultist's next turn, each time the target makes an attack against an enemy that is not a broken builder cultist, the target takes damage as though it had been hit by this attack.	
M Rapid Strikes (weapon) • Recharge 5 6	
Effect: The dragon cultist makes a <i>short sword</i> attack against two creatures.	
M Deep Wound (weapon) • Encounter	
Effect: The dragon cultist makes a <i>short sword</i> attack against one or two creatures, with an additional effect:	
Hit: ongoing 10 damage (save ends)	
Miss: half damage and ongoing 5 damage (save ends)	
TRIGGERED ACTIONS	
Dragon Guardians' Fervor • At-Will	
Trigger: A dragon the cultist is aware of is bloodied or reduced to 0 hit points.	
Effect (No Action): The cultist gains a +2 bonus to attack rolls and damage until the end of the encounter. This effect stacks.	
Scatter • At-Will	
Trigger: The cultist is hit by a close or area attack that also includes one of its allies as a target.	
Effect (Immediate Interrupt): The cultist shifts up to its speed. If the cultist ends this shift in a space outside of the area of the triggering attack, the attack does not hit the cultist.	
Str 17 (+8)	Dex 14 (+7) Wis 8 (+4)
Con 13 (+6)	Int 10 (+5) Cha 13 (+6)
Alignment Unaligned	Languages Common, Draconic
Equipment Short Sword	
Reflavored broken builder cultist	

Young Fey-Tinged Green Dragon	Level 12 Elite Controller
Large natural magical beast, dragon	XP 1400
HP 240; Bloodied 120	Initiative +11
AC 26, Fortitude 24, Reflex 25, Will 23	Perception +9
Speed 8 (forest walk), fly 8 (hover)	
Resist 10 poison	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
a Hypnotic Gas (charm) • Aura 1	
The dragon slides any enemy that ends its turn in the aura 1 square.	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning or dominating effect on it ends	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 10 poison damage, and the target is immobilized until the end of the dragon's next turn.	
m Claw • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d6 + 10 damage, and the dragon slides the target 2 squares.	
M Double Attack • At-Will	
Effect: The dragon uses bite and claw or uses claw twice.	
MINOR ACTIONS	
C Rising Poison (poison) • At-Will	
Effect: The hypnotic gas expands to aura 3. At the start of the dragon's next turn, the hypnotic gas expands to aura 5. At the start of its following turn, the dragon makes the following attack.	
Attack (No Action): Close burst 5 (enemies in the burst); +15 vs. Fortitude	
Hit: 2d8 + 9 poison damage, and the target is slowed and blinded (save ends both).	
Effect: The hypnotic gas aura reverts to its original state and size (aura 1).	
R Luring Glare (charm) • At-Will; 1/round	
Attack: Ranged 10 (one creature) +15 vs. Will	
Effect: The target slides 1 square.	
TRIGGERED ACTIONS	
C Venomous Reaction (poison) • Recharge when first bloodied	
Trigger: An enemy's melee attack deals damage to the dragon.	
Attack (Immediate Reaction): Close blast 5 (enemies in the blast); +15 vs. Fortitude	
Hit: 2d8 + 7 poison damage, and the target takes ongoing 10 poison and is slowed (save ends).	
Aftereffect: The target is slowed (save ends)	
Skills Bluff +14, Diplomacy +14, Insight +12, Intimidate +14	
Str 16 (+9)	Dex 20 (+11) Wis 17 (+9)
Con 19 (+10)	Int 17 (+9) Cha 16 (+9)
Alignment Evil	Languages Draconic

Young Blizzard Dragon reflavored to a Green Dragon.

ENCOUNTER 3: DRAGONS IN THE DEVILSHRINE MAP

TILE SETS NEEDED: DU1 - HALLS OF THE GIANT KINGS, DU4 - ARCANES TOWERS,
ETI ~ DUNGEON TILES MASTER SET: THE DUNGEON



B - Bolter
C - Cultist
G - Green Dragon

ENCOUNTER 4A: THE TRUTH IN THE RUINS

SKILL CHALLENGE, COMPLEXITY 5

Read or paraphrase the following:

The setting sun pulls long shadows across the trees. Time is short, and if evidence of Mayara's innocence exists in these ruins, it is up to you to find it, and return before her trial begins at sunrise.

The ruins of Iliyanbruen are sprawling and overgrown, and it's difficult to tell where the trees end and the buildings begin. The PCs must pick their way through the area and gather as much evidence as they can.

Worksheet 1 in the appendix provides a way to track the PCs locations throughout this encounter. Worksheet 2 tracks evidence they find, and when they use it in Scene 10.

The Skill Challenge begins in Scene 1: The Dragon ling's Chamber, which is the same area in which Encounter 3 took place. Ensure that the PCs are aware how much time they have and how much time each scene takes. The PCs may choose to advance at any time, and may not have time to fully explore the ruins.

In addition, let the PCs decide whether they wish to stick together or spread out during the skill challenge, and keep track of each PC's position on the map. The ruins the PCs are exploring are huge: only PCs in the same area have line of sight to each other, while PCs in adjacent rooms can hear each other.

After Encounter 4B: If the PCs went to save Merrisara in Encounter 4B, they cannot afterwards investigate (there is no time). However, if they used a Sending or similar means to warn the court, and managed to convince them to wait (see Encounter 3), they do get a chance to do Scene 10 (only). In this case, the attack on Merrisara can be used as evidence, for a +2 to one Charisma, Wisdom or Intelligence check.

SKILL CHALLENGE: EXONERATING MAYARA

Goal: Search the ruins of Iliyanbruen for evidence of Mayara's innocence, and present it in court.

Complexity: 5 (special, see below)

Primary Skills: Varies by scene

Victory: The PCs present evidence to the fey court proving Mayara innocent.

Defeat: The judges convict Mayara and sentence her to death.

This skill challenge is divided into three parts: investigating the crime, preparing for trial, and presenting the PCs' case. Rather than requiring a specific number of successes, successes in the earliest part of the challenge make successes in the final part easier to achieve.

The PCs succeed in the skill challenge if:

- they find at least one piece of evidence
- they can convince at least two of the three judges to acquit Mayara
- The exact number of skill checks required to meet these two criteria does not matter.

Time is the limiting factor in the first two parts of this skill challenge.

The PCs must gather their evidence and return to the court before the defense rests their case, lest they arrive too late to alter the verdict. By the time the PCs have defeated both the Ashmadai and the Dragon Cultists, the sun is setting. Trial begins at first light.

This gives the PCs limited time to find the evidence and travel to Fandalwyl's glade, before presenting a coherent case to the judges. The return trip requires two hours of travel time.

This leaves the PC with a time window of 12 hours. **Worksheet 1** is provided to aid you in keeping track of how much time the PCs use during the skill challenge.

Scenes 1 - 8 represent different things the PCs can do while exploring the ruins. Once they are prepared to return to Fandalwyl's Glade, proceed to Scene 9. When the PCs are finished preparing for trial, proceed to Scene 10.

Evidence: When a check provides evidence on a success, it is noted what kind of bonus evidence provides, and to which ability check. A check provides evidence once per success earned. **Worksheet 2** is provided to help you keep track of the bonuses the PCs acquire for the trial.

Cost: Each primary check in a scene has a time cost. Taking the check takes up the time, limiting how many checks PCs can make. The check is an abstract figure (taking in account many other elements). Make sure the PCs have a good idea of how long a successful check takes, and are aware of the potential additional costs a failure might incur.

Rushing: A PC (or all PCs in a group check) may rush a check, and take a -5 penalty on the check to limit time needed to half the time noted (a player should not know what the original DC is before he makes the first attempt at the check). Rushed checks aren't subject to luck.

Good Luck: It's great when the stars align. Rolling a natural 15 or higher triggers this condition. If a good luck effect exists on a check, a natural 15 or better always succeeds.

Bad Luck: Sometimes things just don't go right, and even success can take longer than expected. Rolling a natural 5 or lower incurs the bad luck effect on each check with this condition, regardless of whether the total result is a success or failure.

SCALING THE ENCOUNTER

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

Four PCs: The time window is 13 hours

Six PCs: The time window is 11 hours

SCENE 1: INTERROGATING THE DRAGON CULTISTS (1 HOUR)

Immediately after the combat, the PCs may wish to interview the surviving cultists.

The beaten cultists whimper and mewl, their resolve flown away like a dragon in the night.

The cultists are sufficiently cowed that they are willing to talk. However, getting *useful* information proves to be difficult.

Insight (Moderate DC; no success)

The PC assesses the mindset of the cultists, and determines the DC of a Diplomacy or Intimidate check toward the cultists.

Cost: Free

Diplomacy or Intimidate (DC varies, max 4 successes)

The PC grills the cultists, picking apart their evasions, lies and twisted viewpoint to weave together a coherent story. The first skill check has a moderate DC. Every time a PC makes a check, the DC for that skill increases by 2, while the DC for the opposite skill decreases by 2. The effect of the changing between Diplomacy and Intimidate skill checks is visibly apparent.

Successful checks yield the following information, in order:

- The green dragon was a 'gift' to the cultists from the Ashmadai, a peace offering. The cultists provided the Ashmadai with ritual spells and support in the future.
- The dragon cultists moved into the ruins as part of the bargain. The Ashmadai among the eladrin take care that other eladrin do not visit here.

- Mayara is not known to the cultists, in name or face, as one of the Ashmadai.
- Several eladrin did enter the ruins several months ago, resulting in quite a slaughter. These cultists were not here at that time, so have no details on what exactly transpired.

Note that the dragon cultists never saw the ritual, so they have no knowledge of it.

Evidence: +1 to a Wisdom check for each point learned

Cost: Half an hour.

Bad Luck: The conflicting logic and doublethink of the cultists nearly convinces the PCs to join the cult themselves. The interrogation takes an hour.

SCENE 2: SEARCHING THE RUINS

What initially look like lines of normal trees shows signs of more structures built among them: roots and vines shaped into stairways, and rotting wooden bridges dotted amongst the bowers above.

The PCs are in the heart of Iliyanbruen, the ancient eladrin empire. Most of the structures are nestled in or carved out of the trees, and are difficult to spot initially.

Arcana (Moderate DC; no success)

A PC conducts a divining ritual, adding a +4 bonus to all Perception checks used to search for areas of interest.

Cost: Half an hour.

Bad Luck: Magical feedback from the surrounding area zaps the PC, draining a healing surge.

Perception (DC varies; group check, no success)

The PCs search amongst the trees for areas that may be of interest. For each check an individual PC makes, add the number of areas found:

- **Hard DC Success:** 2 areas.
- **Moderate DC Success:** 1 area.
- **Failure:** Zero areas. The PCs find themselves lost amongst the trees, tracking the same trail in circles. If all PCs fail this check, the group finds a minimum of 1 area.

Cost: One hour.

Good Luck (AL 4+ only): the floor collapses beneath the searching PC, causing the PC to fall 20 feet, but reveals the hidden vault (scene 5). This is the only way to reveal scene 5.

PCs may make additional checks now or later on to attempt to find more areas. Once all six areas are discovered, alert the PCs that they are confident the ruins have been completely explored.

SCENE 3: THE RITUAL ROOM

Almost impossible to notice at first, the trees bend together high above, creating a high vaulted ceiling surrounding what must have once been a great hall. The tang of blood is in the air here, and a dark patina covers the grass.

Heal or Nature (Moderate DC; one success, one max)

On a success, the PC determines that the blood is human, and gathers enough blood-soaked grass to tell the story of an epic battle.

Evidence: +1 to a Charisma check

Cost: Half an hour

Insight or Religion (Moderate DC; one success, one max)

On a success, the PC makes a sketch of the area, and the size of the blood spatter. It's illogical to think that a single person—no matter how possessed—could wreak this kind of havoc on a well-armed adventuring party, nor would a ritual sacrifice create such a pattern.

Evidence: +1 to an Intelligence check

Cost: Half an hour

SCENE 4: THE ASHMADEICON

A massive tome bound in human skin lies on a stone altar. Embossed in the cover is a large, saucer-sized eye that moves of its own accord. Above it in handwritten text is the book's title: "The Ashmadeicon: the many gifts of the Prince of Devils."

The book is enchanted and has animal-level Intelligence. If anyone that does not bear the mark of Asmodeus attempts to read it, the book resists. If the book is brought into direct sunlight, it bursts into flames and immediately turns to ash. Inside the book are the maddening scrivenings of an eladrin Ashmadai wizard. It also includes the ritual used to bind Mayara, which was provided and added to the book by Adimond Kroskas, the leader of the Cult of the Dragon, as part of a deal between the two cults.

The wizard was slain by Mayara. His body was among those used to condemn her.

Special (one success)

Taking the book to court counts as evidence provided the PCs can prevent it from turning to ash (i.e. by keeping it covered).

Evidence: +1 to any check

Cost: Free

Arcana, Thievery or Religion (Easy DC; can be made without opening the book, no success)

On a success, the PC realizes that the book contains a magic ward that turns it to ash when it is hit by sunlight.

Cost: Free

Mark of Asmodeus (automatic; when opening the book, no success)

A PC that has the Mark of Asmodeus (i.e. has the Devil's Pawn theme or perhaps the Story Award WATE41 A Bargain with Asmodeus) can open the book without trouble.

Cost: Free

Acrobatics or Athletics (Moderate DC; when opening the book, no success)

When a PC attempts to open the book, it leaps to life, clamping on the PC's hand like a pair of jaws. On a success, the PC is able to avoid injury, pry open the book, and to keep it open so it can be read. On a failure, the PC wrestles with the book and chases it as it leaps off of the table and bounces away, but fails to open it.

Cost: Half an hour.

Arcana or Religion (Hard DC; once the book is open, one success)

The PC pages through the book and deciphering the maddening script, looking for clues. On a success, the PC finds a ritual to bind a devil to an unwilling host. A recent margin note reads: "possible partial success."

On a failure the PC finds himself beguiled by the book's circuitous logic and horrific contents. The PC is at a -2 to the next knowledge they make.

Evidence: +1 to a Charisma or Wisdom check, or +2 to an Intelligence check

Cost: one hour

SCENE 4: SQUATTER CAVE

This small cave is filled with shabby blankets and smells of unwashed bodies. Some of the bedrolls are still warm, the occupants likely snuck out into the forest at the sounds of fighting. The cave ends in a pile of fallen rubble.

Perception (Easy DC; when searching the bedrolls, one success)

Amongst the filthy blankets, the PC finds a hand-drawn map of the Neverwinter Wood, with X's marked at several sites, including their present location.

Evidence: +1 to a Charisma check

Cost: one hour

SCENE 5: HIDDEN VAULT (AL 4+ ONLY)

As the dust settles and light begins filtering into the shaft, it begins to reflect off of a massive glittering metal door, bedecked in runes and symbols. Three keyholes adorn the center of the door. Scattered on the ground before the door are a pile of dusty bones and glittering keys—it appears some unfortunate sod has done the hard work for you.

The door is made of electrum. The runes appear to be a type of proto-elvish. PCs that can speak elvish recognize some of the glyphs, but their meaning is impossible to decipher without significant study.

Beneath the keyholes, however, there is carved a single sentence in an archaic elvish dialect, which any PC that speaks elven can make out:

“Correllon’s tears fall on the tel-quessir, the first, the true, and the cursed.”

The dozen or so keys are all identical with one exception—each bears the name of one of the peoples of Faerûn (a mountain dwarf, a ghostwise halfling, a human, etc.). There are over a thousand different possible combinations.

This riddle requires an elvish speaker to unravel, or Curdalien, if he is with the PCs. Every wrong guess fires a bolt of magical energy at the PC, costing them a healing surge.

The correct answer is the eladrin key (found in Encounter 3), the elven key, and the drow key. Inside the vault, are piles of electrum coins (a gold and silver alloy not worth its weight in the modern age), several artifacts of purely historical relevance, and a *scarf of reconciliation*, a *circlet of revelations* (AL 6+), and *feystride boots* (AL 8+).

Athletics (Easy DC; no success)

The PC climbs up or down the roots surrounding the shaft. With a failure, the PC falls 20 feet.

Athletics or Dungeoneering (Hard DC; one success)

The PC pries the door open, and its magical traps explode destroying the door in the process, but gaining access to the vault.

Cost: one hour and a healing surge from everyone in the room.

History (Hard DC; one success)

The PC studies the door, the keys and the writing, and works out the proper key sequence.

On a failure the PC finds himself beguiled by the book’s circuitous logic and horrific contents. The PC has a -2 penalty to their next Perception or Insight check.

Evidence: +1 to a Charisma or Wisdom check, or +2 to an Intelligence check

Cost: half an hour

Insight (Moderate DC; one success)

A PC must make this check to use the player’s out-of-character knowledge to inspire the PC to work out the answer.

Cost: free

Thievery (Moderate DC; trained only)

A PC with knowledge of lockpicking can use this check to study the keys. A success notices minute differences in the shapes, picking out one of the correct keys.

Cost: half an hour

Good Luck: the check takes no time.

SCENE 6: MASS GRAVE

Though the woods are thick with the scent of rot and mildew, this area of disturbed ground has an even mustier odor. Something—some things—were buried here, and recently.

The location of the mass grave is relatively obvious; the PCs just have to dig.

Arcana or Religion (Moderate DC; one success; after a successful athletics check)

The PC communes with the spirits of the dead, seeking to hear their story. PCs with access to a ritual that allows similar affects (such as *Last Sight Vision*) may receive this evidence upon a successful ritual casting.

On a success, the spirits describe a how they were expecting to clear out disorganized squatters, and found a well-armed force—they howl in agony as they describe being cut down beneath a hail of serrated blades and barbed arrows.

Evidence: +2 to any one check

Cost: an hour plus 20/40/60/80/100 gp in residuum

Athletics (Easy DC; no success)

The PCs carefully unearth the partially-decomposed corpses of Mayara’s allies. Although stripped of any valuables, their tattoos and markings match the descriptions perfectly.

Cost: half an hour

Bad Luck: The damp ground and clay-rich soil takes twice the amount of time to dig through, costing an hour.

Heal (Hard DC; one success; after a successful Athletics check)

The PC studies the wounds on the corpses, and learns that they were made with several different kinds of weapons. Unless Mayara has multiple arms, there's no way she could have made all of these wounds.

Evidence: +2 to an intelligence check or +1 to a wisdom check

Cost: half an hour

Religion (easy DC; one success; after a successful Athletics check)

The PC conducts a simple, formal elven funeral rite and burial for Mayara's allies, laying their troubled spirits to rest. Although success provides no evidence, the gods smile on this simple act of kindness; each PC that observes the entire rite may reroll one ability check during the trial.

Cost: two hours

SCENE 7: HOLDING CELLS

True to eladrin aesthetics, the thick stands of climbing roses here have been enchanted to form a maze of natural holding cells. If Mayara was held here against her will, this is the only obvious place to keep her.

Perception (Moderate DC; one success)

A PC searches the cells for any evidence of Mayara's stay. There are two pieces of evidence to discover, a successful check discovers one:

- Mayara carved her name into one of the cage bars; the PC takes a rubbing to show the court.
- The PC finds a tiny note stuffed between the rose stems. Although it isn't actually from Mayara, this dated letter from some months back describes the cultists' horrific plans in detail.

Cost: 1 hour

Evidence: +1 to an intelligence check, or +1 to a wisdom check

Bad Luck: The PC gets snagged in rose thorns, tearing his clothes and getting covered in tiny cuts. The PC receives a -1 penalty to Charisma ability checks for the trial.

Good Luck: The PC finds both pieces of evidence

SCENE 8: DESECRATED SHRINE

A small shrine in a secluded bower contains a detailed mural depicting Corellon battling Gruumsh. A more recent artist has added graffiti to each of the gods. Based on the stench in this holy place, the cultists have been using it as a latrine.

A PC that enters this shrine need not make further skill checks to gain the evidence, describing how irreverent and disgusting these cultists are.

Evidence: +1 to a Wisdom check

SCENE 9: PREPARING FOR TRIAL

As you ride into the camp, Lady Jasmine, dressed in her nightclothes, runs out to meet you.

"The guards have a tent waiting for you. Tell me everything you saw—there's so little time. I hope you've found something good."

In the last few hours before the trial begins, the PCs can spend their remaining time preparing for trial. They have several options:

Sleep (automatic)

Although the PCs may be fully functional in combat after a sleepless night, fatigue takes its toll on their ability to present a cogent argument to the judges.

Evidence: Any PC that rests long enough to qualify for an extended rest receives a +4 bonus to ability checks during Scene 10.

Cost: 6 hours. This cannot be rushed. The time required for this bonus may be reduced by some PC abilities (e.g. an eladrin's *trance* racial feature).

Rehearsing (automatic)

Lady Jasmine can spend an hour with each PC, prepping their testimony and providing tips on how to better present their case. Lady Jasmine can only prep on PC at a time.

Evidence: Each PC that spends time rehearsing receives a +2 bonus to ability checks during Scene 10.

Cost: 1 hour. This cannot be rushed.

Research the Judges: Insight or Streetwise [DC Varies]

Each PC can attempt or aid this check once (PCs assisting this check must spend the same hour, i.e. a sleeping PC cannot assist). PCs must declare the order in which they are investigating the judges before they roll. Their roll determines how many judges they are able to study:

- **Hard DC Success:** 3 judges.

- **Moderate DC Success:** 2 judges.
- **Easy DC Success:** 1 judge.

The PCs learn the following:

- **Deinde Raerdrimne** is a passionate young eladrin who gains most of her status from her family. She travels a lot and is sometimes gone for months. She is a hedonist and far more used to outsiders than other eladrin. She has not much concern for logic or strategy, but an almost fanatic devotion in the fight against evil. Convincing her requires a good and *charismatic* tale. On a Hard DC, PCs learn that Deinde is a follower of Leira.
- **Orien Mistcrown** is a mercurial soldier. His only loyalty is to the eladrin people, and he looks at the health of the eladrin society as a whole. A strong eladrin presence means the Neverwinter humans and Many-Arrows Orcs are kept at bay. He entered this trial convinced Mayara is a traitor and a murderer, but follows his instincts. Regardless the veracity of the charges, the PCs must convince Orien that acquitting her is wise
- As a scholar and researcher, **Lindar Starshadow** believes in the supremacy of truth. She would never allow an innocent person to be convicted. Appealing to her *intellect* is the only way ensure she votes for Mayara's release.

Evidence: +1 to an ability associated with each judge researched

Cost: 1 hour.

Once the PCs are finished preparing (or out of time) proceed to the next scene.

SCENE 10: MAYARA'S DAY IN COURT

Court at first light on the second day. The judges bristle on their makeshift desks.

The PCs are only allowed to testify if they gathered evidence. Mayara is facing a guilty-until-proven-innocent situation. The judges want to convict to placate the people. The PCs can't charm evidence into existence. The onus is on the PCs to make it impossible for the judges to convict—not simply to give them a reason not to, like a modern jury.

Special: PCs who warned the court through a Sending or similar, and managed to convince them to wait (see Encounter 3), may attempt this Scene after Encounter 4B. That encounter can then be used as evidence, for a +2 to one Charisma, Wisdom or intelligence check. The PCs cannot take time to gather more evidence (if they attempt to, they miss Scene 10 and Mayara gets judged).

Lady Jasmine allows the PCs to assemble their case in whichever way they see fit. There are a few rules of decorum the PCs must follow, however.

- Each PC may testify only once.
- Items (evidence) may only be submitted into evidence once.
- Any number of PCs may testify, and may submit as much evidence as they like during their testimony.
- While testifying, PCs must choose one attribute to appeal to: Wisdom, Intelligence, or Charisma. Appealing to such an attribute requires making an ability check with that attribute. Powers that allow PCs to reroll or alter ability checks do apply (although undue magical tinkering might provoke the judge's wrath).
- Since Lady Jasmine is asking the questions, and the PCs may only respond with their observations, it is impossible to use skills such as Diplomacy or Intimidate to enhance one's testimony.
- Eladrin wizards constantly scry during the testimony, easily detecting any lies. PCs may use their skills to deceive the advocates, the audience, or each other, but the judges see through it.
- When evidence is submitted, the bonus that evidence grants is applied to the check.
- The bonuses of evidence that PC present are consumed, and may not be applied to future checks. Exceptions are bonuses from sleep or research, which apply to all checks.
- An individual PC may appeal to as many attributes as he or she wishes while testifying (i.e. make more than one check).
- The judges are honor bound not to rule on the case until all evidence is presented—the PCs do not know if they were successful until the verdict is announced.
- Multiple PCs may appeal to the same attribute. However, failing a check means that the PC said something that gets ripped apart during cross-examination by the prosecution. As such, only the last appeal to any attribute counts for the purpose of determining success.
- **Special:** If PCs try to reveal Addemios involvement (learned in Encounter 4B), they alienate the judges, who believe the word of their own over that of some stranger. Every time someone argues that Addemios is a traitor, all previous successes are automatically lost.

The DC for each ability check is the Hard DC for skill checks of the adventure's level.

ENDING THE ENCOUNTER

Fandalwyl announces that the court will adjourn for the evening, until the judges are ready to render their verdict. If the PCs have presented at least one bit of evidence (not counting sleep or research, but including the results of Encounter 4B, if applicable), and convinced two or more judges of Mayara's innocence, they find her not guilty, otherwise they find her guilty. Proceed to Conclusion.

If the PCs have not attempted encounter 4B as well, read the following:

As dusk approaches, a haggard party of soldiers shuffles into the camp on foot, bearing behind them a litter.

Captain Curdailen leads the troop, his face gaunt and pale. A squire quickly runs to help him dismount, but his whispered news drifts quickly from mouth to mouth: Merrisara Winterwhite is dead, and her sword, Aughlathla'vel, is missing.

MILESTONE

This skill challenge counts towards a milestone.

TREASURE

The PCs may find *scarf of reconciliation* (AL 4+), a *circlet of revelations* (AL 6+), and *feystride boots* (AL 8+) in the vault, if they are able to open it.

ENCOUNTER 4B: DEFENSE OF MERRISARA WINTERWHITE

ENCOUNTER LEVEL 2/4/6/8/10

CREATURES

This encounter includes the following creatures:

Ashmadai traitor (T)

assassin imp (I)

Captain Curdailen (C)

hellfire hexblade (H)

2 hellfire warlock devotees (W)

Merrisara Winterwhite (M)

SCALING THE ENCOUNTER

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

Four PCs: During the first round of combat, the assassin imp turns invisible and flees the encounter.

Six PCs: Add one hellfire hexblade.

SETUP

The PCs and Curdailen ride at breakneck speed through the wood, despite his wounds, Curdailen knows the trails well and is an excellent rider. After nearly two hours of riding, the PCs stumble upon a horrific scene. Read or paraphrase the following:

The glow of flames and scent of smoke precede a nightmare scene. A massive oak sits in the center of this glade, its roots erupting from the ground to encircle another small shrine. Flames lick up and down the trunk, and smoke roils just below the forest canopy—the entire glade is afire.

Though she is bleeding and her armor charred black, Merrisara Winterwhite stands defiantly at the shrine entrance, swinging her glowing white blade in an arc, keeping the enemies that surround her at bay. One of her foes wears the uniform of her honor guard, and bodies of similarly-dressed eladrin litter the clearing, entangled amongst those of another, unrecognizable force.

Suddenly, Merrisara screams in pain, and looks down to see a tiny stinger protruding from her abdomen. She quickly recovers, but an impish laugh rings throughout the flames.

The robed attackers' faces may once have been human, but now have been twisted by devilish powers into hideous masks.

If the PCs sent a message to warn Merrisara, they earn a surprise round, as Merrisara's forces caused enough opposition that it removed any Ashmadai scouts that can warn against reinforcements.

If the PCs sent a message to the court, the Ashmadai gain a surprise round, as they were warned and were expecting the PCs.

If the PCs warn neither, or warned both the court and Merrisara neither side gains advantage.

FEATURES OF THE AREA

This area has a few important features.

Illumination: Despite the late hour, the burning temple glows with a bright light that illuminates the clearing.

Exhausted Mounts: The PCs may start mounted, but unless PCs used rituals or abilities to prevent it, their mounts have been pushed to the limits of their endurance. PC mounts are weakened and slowed.

Ground Fires: Asmodeus' followers have hellfire directly from their lord's realm. Large patches of burning flames litter the area. These burning areas are difficult terrain, and any creature ending its turn in the flames takes 1d6 + Adventure Level damage. It takes a hard DC Nature check to coax a mount into the flames.

Heat: The intense heat from the magical flames reduces any fire resistance the PCs or their allies may have by an amount equal to the Adventure Level. PCs immune to fire instead have resist fire 10/10/15/15/20 (which is not further reduced).

Shrine: The shrine is empty inside, dimly lit. The outer shrine walls (the 4x4 square) are 15 feet tall and can be climbed with an easy DC Athletics check. The 2x2 square at the center of the shrine, however, is the tree trunk—blocking, several hundred feet tall and a hard DC Athletics check to climb.

Smoke: Smoke from the fire is trapped beneath the forest canopy. Any creature flying or climbing higher than 2 squares above the forest floor is blinded, and any creature that ends its turn in the smoke that must breathe loses a healing surge due to smoke inhalation.

TACTICS

Merrisara is nearing the end of her strength, and stays in her position, taking a full defense action each turn. She collapses against the shrine wall if no longer engaged. Monsters can attack her, but they realize she is already mortally wounded, and they can easily take the sword

once they deal with the PCs. Merrisara does count as an ally to the PCs.

Treat Captain Curdailen like a companion character under the DM control. He takes PC directions if given, but otherwise charges into melee to defend Merrisara. The encounter has been scaled to account for Curdailen as an extra combatant.

The assassin imp uses its invisibility, flight and the smoke to avoid melee until it has a clear advantage. If focuses on ranged characters away from the group, and attempts to put as many creatures to sleep as possible using *tail sting*. Once a PC falls asleep, however, the imp immediately moves to it and uses *razor* to finish that PC off. If all of its allies are slain, the imp flees.

The hellfire warlocks and hexblades work together to put fire vulnerability and ongoing fire damage on the same targets. They are unafraid of the ground fires and dash across them to keep the fire between them and the PCs.

The Ashmadai traitor attempts to stay close to its allies, marking PCs that present the most risk to the other combatants, and protecting them with *devil's pawn*.

The traitor, warlocks and hexblades all know that death is far less painful than the punishment for failure, and fight to the bitter end.

ENDING THE ENCOUNTER

The PCs can flee this encounter and leave Curdailen and Merrisara to their fates—the monsters allow them to disengage. Otherwise, the encounter ends when all of the monsters are defeated.

Once the last enemy falls, Merrisara collapses. Her cuts and burns are serious, but the imp's stinger wound to her stomach has already turned green and begun to fester. An Easy DC Heal check reveals that no magic available to the PCs can save her. (Even if someone comes along later with an appropriate ritual, Merrisara declines to return from the dead, for her own reasons.)

She does have enough strength for some final words:

"You have done us a great service today. Though I fall, you have saved many innocent lives by keeping Aughlathla'vel, my blade, from the Ashmadai. I offer it to you in keeping."

Curdailen bristles, and begins to object, but Merrisara raises a shaking hand.

"I know what entrusting Aughlathla'vel to these outsiders means, but it must be done. We know not how many traitors are still in our midst, though I do know one name now, spoken carelessly by one of his minions. Addemios Tree-Dawn is one of them."

"You know what that means, Curdailen: you are no longer safe. I'll not have you bear this blade only to take a dagger in your sleep."

"Go, now, and let the fire take me. Protect our people. It is all that matters."

The fire is localized to the glade, and the PCs need not fear that it can spread.

PCs searching through the remains find the mark of the Ashmadai branding on all of the traitorous soldiers, as well as the cultists. A Moderate DC Religion check identifies the mark (a PC with the Devil's Pawn character theme recognizes it immediately). High-level members of the cult, especially undercover operatives, may have a means of hiding the mark, but new inductees to the cult probably bear the mark as a form of initiation.

Proceed to Conclusion when the PCs plan to return to court.

TROUBLESHOOTING

If, despite the reduction of fire resistance in *Heat* terrain feature, the PCs have enough fire resistance to make this encounter trivial, swap hellfire warlocks and hexblades beyond the first for additional assassin imps. Do this with care, however: being superlatively prepared for an encounter can be quite fun. Only swap monsters if doing so would make the encounter more fun for the players.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The cultists carry no treasure, though one PC can claim Merrisara's sword, *Aughlathla'vel, the Winter Wind*. Captain Curdailen encourages the PCs to take the sword—it cannot be safely carried by an eladrin of New Sharandar. If the PCs do not wish to wield the sword themselves he requests the PCs entrust the blade to the Protectors of Neverwinter for safekeeping. (To be clear, any number of players who wish to claim the sword as a Treasure at the end of the adventure may do so, but only one PC gets the actual blade for the remainder of this adventure, because there's only one.)

ENCOUNTER 4B: DEFENSE OF MERRISARA WINTERWHITE (ADVENTURE LEVEL 2)

Ashmadai Traitor	Level 2 Elite Soldier
Medium fey humanoid	XP 250
HP 68; Bloodied 342	Initiative +4
AC 19, Fortitude 15, Reflex 15, Will 16	Perception +0
Speed 6	Low-light vision
Resist 5 fire	
Saving Throws +2, +5 against charm effects; Action Points 1	
TRAITS	
Devil's Pawn	
When a devil adjacent to the Ashmadai traitor takes damage, reduce that damage by 10, and the traitor takes 10 damage.	
Devilish Punishment	
If a creature marked by the traitor makes an attack that does not include it, the marked creature takes 5 fire damage.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the target is marked until the end of the traitor's next turn.	
M Greenflame Blade (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 fire damage. Each enemy adjacent to the target takes 3 fire damage.	
C Corrosive Ruin (acid, implement) • Recharge 5 - 6	
Attack: Close Blast 3 (creatures in blast); +5 vs. Fortitude	
Hit: 1d8 + 3 acid damage	
MINOR ACTIONS	
M Devilish Mark • At-Will	
Attack: Melee 1 (one creature)	
Effect: The target is marked until the end of the traitor's next turn.	
TRIGGERED ACTIONS	
M Agonizing Smite • Recharge 5 - 6	
Trigger: The traitor hits a creature it has marked.	
Effect (free action): The target takes ongoing 5 fire damage, and is dazed (save ends both).	
Aftereffect: The target takes ongoing 5 damage (save ends).	
Blinking Blade (fire, teleportation) • At-Will	
Trigger: An adjacent enemy that the traitor has marked shifts or makes an attack that does not include him as a target	
Effect Immediate Interrupt: The triggering enemy takes 5 fire damage, and the traitor teleports 3 squares.	
Skills Arcana +10, Athletics +9, History +10	
Str 16 (+4)	Dex 12 (+2) Wis 8 (+0)
Con 12 (+2)	Int 18 (+5) Cha 12 (+2)
Alignment evil Languages Common, Elven	
Equipment chainmail, longsword	

Zestren with the Hellbound Soldier template

Assassin Imp	Level 2 Lurker
Tiny immortal humanoid (devil)	XP 125
HP 33; Bloodied 16	Initiative +10
AC 17, Fortitude 12, Reflex 15, Will 14	Perception +10
Speed 4, fly 7 (hover)	Darkvision
Resist 15 fire	
TRAITS	
Bleed the Helpless	
When the assassin imp attacks a sleeping or helpless target, its razor attack deals +1d6 damage and ongoing 5 damage (save ends).	
STANDARD ACTIONS	
m Razor • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 6 damage.	
m Tail Sting • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the imp uses its <i>Goodnight Venom</i> power.	
Vanish • At-Will	
Effect: The imp becomes invisible until the end of its next turn or until it attacks.	
TRIGGERED ACTIONS	
Quick Escape • Encounter	
Trigger: The imp becomes bloodied.	
Effect (immediate reaction): The imp uses vanish.	
M Goodnight Venom (poison, sleep) • Recharge 5, 6	
Trigger: The imp hits with <i>tail sting</i>	
Attack (free action): Melee 1 (the triggering creature); + 5 vs. Fortitude.	
Hit: The target takes ongoing 5 poison damage and is slowed (save ends).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target falls asleep for 1 hour or until woken. Poison damage from this attack does not wake the creature.	
Str 12 (+2)	Dex 20 (+6) Wis 18 (+5)
Con 15 (+3)	Int 14 (+3) Cha 12 (+2)
Alignment unaligned Languages Common, Supernal	

1-2 Hellfire Hexblade	Level 2 Brute
Medium natural humanoid (human, devil)	XP 125
HP 36; Bloodied 18	Initiative +2
AC 16, Fortitude 15, Reflex 13, Will 13	Perception +3
Speed 6	
Resist 5 fire	
STANDARD ACTIONS	
m Flamescourge • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 1d10 damage plus 1d4 fire damage and the target gains vulnerable 5 fire.	
r Eldritch Bolt • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 1d10 + 5 damage.	
TRIGGERED ACTIONS	
M Thunderfire Slash • Recharge 5 - 6	
Trigger: An enemy within 2 squares of the hexblade shifts.	
Effect: The hexblade uses <i>flamescourge</i> . On a hit, the hexblade makes a secondary attack against the same target.	
Secondary Attack: Melee 2 (one creature); +7 vs. Fortitude	
Hit: 4 thunder damage, and the target is stunned (save ends).	
Str 13 (+2)	Dex 15 (+2) Wis 8 (+0)
Con 16 (+4)	Int 10 (+0) Cha 16 (+4)
Alignment Evil	Languages Common

Based on flamespiker, converted to brute, changed keywords

2 Hellfire Warlock Devotee	Level 2 Artillery
Medium natural humanoid (human, devil)	XP 125
HP 36; Bloodied 18	Initiative +4
AC 16, Fortitude 15, Reflex 15, Will 14	Perception +2
Speed 6	
Resist 5 fire	
TRAITS	
Hellfire Affinity	
The warlock has a +2 bonus to all damage against attacks made by creatures taking ongoing fire damage.	
STANDARD ACTIONS	
m Dagger (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d4 + 5 damage, and ongoing 5 fire damage (save ends).	
r Hellfire (fire, implement) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends).	
C Concussive Inferno (fire, force, implement) • Encounter	
Attack: Close burst 2 (enemies in burst); +5 vs. Fortitude	
Hit: 2d6 + 3 fire 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	
Ride the Fire (teleportation) • Recharge 5 - 6	
Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing fire damage.	
Skills Intimidate +10, Stealth +9	
Str 15 (+3)	Dex 16 (+4) Wis 12 (+2)
Con 18 (+5)	Int 17 (+4) Cha 18 (+5)
Alignment Evil	Languages Common
Equipment: robes, dagger, rod implement	

Based on hellfire warlock added devil keyword

ENCOUNTER 4B: DEFENSE OF MERRISARA WINTERWHITE (ADVENTURE LEVEL 4)

Ashmadai Traitor	Level 4 Elite Soldier
Medium fey humanoid	XP 350
HP 100; Bloodied 50	Initiative +5
AC 21, Fortitude 17, Reflex 17, Will 18	Perception +1
Speed 6	Low-light vision
Resist 5 fire	
Saving Throws +2, +5 against charm effects; Action Points 1	
TRAITS	
Devil's Pawn	
When a devil adjacent to the Ashmadai traitor takes damage, reduce that damage by 10, and the traitor takes 10 damage.	
Devilish Punishment	
If a creature marked by the traitor makes an attack that does not include it, the marked creature takes 5 fire damage.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the target is marked until the end of the traitor's next turn.	
M Greenflame Blade (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 fire damage. Each enemy adjacent to the target takes 3 fire damage.	
C Corrosive Ruin (acid, implement) • Recharge 5 - 6	
Attack: Close Blast 3 (creatures in blast); +7 vs. Fortitude	
Hit: 1d8 + 5 acid damage	
MINOR ACTIONS	
M Devilish Mark • At-Will	
Attack: Melee 1 (one creature)	
Effect: The target is marked until the end of the traitor's next turn.	
TRIGGERED ACTIONS	
M Agonizing Smite • Recharge 5 - 6	
Trigger: The traitor hits a creature it has marked.	
Effect (free action): The target takes ongoing 5 fire damage, and is dazed (save ends both).	
Aftereffect: The target takes ongoing 5 damage (save ends).	
Blinking Blade (fire, teleportation) • At-Will	
Trigger: An adjacent enemy that the traitor has marked shifts or makes an attack that does not include him as a target	
Effect Immediate Interrupt: The triggering enemy takes 5 fire damage, and the traitor teleports 3 squares.	
Skills Arcana +11, Athletics +10, History +11	
Str 16 (+5)	Dex 12 (+3) Wis 8 (+1)
Con 12 (+3)	Int 18 (+6) Cha 12 (+3)
Alignment evil Languages Common, Elven	
Equipment chainmail, longsword	

Zestren with Hellbound Soldier template

Assassin Imp	Level 4 Lurker
Tiny immortal humanoid (devil)	XP 175
HP 45; Bloodied 22	Initiative +10
AC 19, Fortitude 14, Reflex 17, Will 16	Perception +10
Resist 15 fire	Darkvision
Speed 4, fly 7 (hover)	
TRAITS	
Bleed the Helpless	
When the assassin imp attacks a sleeping or helpless target, its razor attack deals +2d6 damage and ongoing 5 damage (save ends).	
STANDARD ACTIONS	
m Razor • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
m Tail Sting • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the imp uses its <i>Goodnight Venom</i> power.	
Vanish • At-Will	
Effect: The imp becomes invisible until the end of its next turn or until it attacks.	
TRIGGERED ACTIONS	
Quick Escape • Encounter	
Trigger: The imp becomes bloodied.	
Effect (immediate reaction): The imp uses vanish.	
M Goodnight Venom (poison, sleep) • Recharge 5, 6	
Trigger: The imp hits with <i>tail sting</i>	
Attack (free action): Melee 1 (the triggering creature); + 7 vs. Fortitude.	
Hit: The target takes ongoing 5 poison damage and is slowed (save ends).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target falls asleep for 1 hour or until woken. Poison damage from this attack does not wake the creature.	
Str 12 (+3)	Dex 20 (+7) Wis 18 (+6)
Con 15 (+4)	Int 14 (+4) Cha 12 (+3)
Alignment unaligned Languages Common, Supernal	

1-2 Hellfire Hexblade	Level 4 Brute
Medium natural humanoid (human, devil)	XP 175
HP 56; Bloodied 28	Initiative +3
AC 18, Fortitude 17, Reflex 15, Will 15	Perception +4
Speed 6	
Resist 5 fire	
STANDARD ACTIONS	
m Flamescourge • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d6 damage plus 1d6 fire damage and the target gains vulnerable 5 fire.	
r Eldritch Bolt • At-Will	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: 2d8 + 6 damage.	
TRIGGERED ACTIONS	
M Thunderfire Slash • Recharge 5 - 6	
Trigger: An enemy within 2 squares of the hexblade shifts.	
Effect: The hexblade uses <i>flamescourge</i> . On a hit, the hexblade makes a secondary attack against the same target.	
Secondary Attack: Melee 2 (one creature); +9 vs. Fortitude	
Hit: 5 thunder damage, and the target is stunned (save ends).	
Str 13 (+3)	Dex 15 (+3)
Con 16 (+5)	Int 10 (+1)
	Wis 8 (+1)
	Cha 16 (+5)
Alignment Evil	Languages Common

Based on flamespiker, converted to brute, changed keywords

2 Hellfire Warlock Devotee	Level 4 Artillery
Medium natural humanoid (human, devil)	XP 175
HP 48; Bloodied 24	Initiative +5
AC 18, Fortitude 17, Reflex 17, Will 16	Perception +3
Speed 6	
Resist 5 fire	
TRAITS	
Hellfire Affinity	
The warlock has a +2 bonus to all damage against attacks made by creatures taking ongoing fire damage.	
STANDARD ACTIONS	
m Dagger (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 5 damage, and ongoing 5 fire damage (save ends).	
r Hellfire (fire, implement) • At-Will	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).	
C Concussive Inferno (fire, force, implement) • Encounter	
Attack: Close burst 2 (enemies in burst); +7 vs. Fortitude	
Hit: 2d6 + 5 fire 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	
Ride the Fire (teleportation) • Recharge 5 - 6	
Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing fire 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
Equipment: robes, dagger, rod implement	

Based on hellfire warlock; devil keyword

ENCOUNTER 4B: DEFENSE OF MERRISARA WINTERWHITE (ADVENTURE LEVEL 6)

Ashmadai Traitor	Level 6 Elite Soldier
Medium fey humanoid	XP 500
HP 132; Bloodied 66	Initiative +6
AC 23, Fortitude 19, Reflex 19, Will 20	Perception +2
Speed 6	Low-light vision
Resist 5 fire	
Saving Throws +2, +5 against charm effects; Action Points 1	
TRAITS	
Devil's Pawn	
When a devil adjacent to the Ashmadai traitor takes damage, reduce that damage by 10, and the traitor takes 10 damage.	
Devilish Punishment	
If a creature marked by the traitor makes an attack that does not include it, the marked creature takes 5 fire damage.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 7 damage, and the target is marked until the end of the traitor's next turn.	
M Greenflame Blade (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 7 fire damage. Each enemy adjacent to the target takes 3 fire damage.	
C Corrosive Ruin (acid, implement) • Recharge 5 - 6	
Attack: Close Blast 3 (creatures in blast); +9 vs. Fortitude	
Hit: 2d6 + 5 acid damage	
MINOR ACTIONS	
M Devilish Mark • At-Will	
Attack: Melee 1 (one creature)	
Effect: The target is marked until the end of the traitor's next turn.	
TRIGGERED ACTIONS	
M Agonizing Smite • Recharge 5 - 6	
Trigger: The traitor hits a creature it has marked.	
Effect (free action): The target takes ongoing 5 fire damage, and is dazed (save ends both).	
Aftereffect: The target takes ongoing 5 damage (save ends).	
Blinking Blade (fire, teleportation) • At-Will	
Trigger: An adjacent enemy that the traitor has marked shifts or makes an attack that does not include him as a target	
Effect Immediate Interrupt: The triggering enemy takes 5 fire damage, and the traitor teleports 3 squares.	
Skills Arcana +12, Athletics +11, History +12	
Str 16 (+6)	Dex 12 (+4) Wis 8 (+2)
Con 12 (+4)	Int 18 (+7) Cha 12 (+4)
Alignment evil Languages Common, Elven	
Equipment chainmail, longsword	

Zestren with Hellbound Soldier template

Assassin Imp (level 6)	Level 6 Lurker
Tiny immortal humanoid (devil)	XP 250
HP 57; Bloodied 28	Initiative +12
AC 21, Fortitude 16, Reflex 19, Will 18	Perception +12
Speed 4, fly 7 (hover)	Darkvision
Resist 15 fire	
TRAITS	
Bleed the Helpless	
When the assassin imp attacks a sleeping or helpless target, its razor attack deals +2d6 damage and ongoing 5 damage (save ends).	
STANDARD ACTIONS	
m Razor • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
m Tail Sting • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and the imp uses its <i>Goodnight Venom</i> power.	
Vanish • At-Will	
Effect: The imp becomes invisible until the end of its next turn or until it attacks.	
TRIGGERED ACTIONS	
Quick Escape • Encounter	
Trigger: The imp becomes bloodied.	
Effect (immediate reaction): The imp uses vanish.	
M Goodnight Venom (poison, sleep) • Recharge 5, 6	
Trigger: The imp hits with <i>tail sting</i>	
Attack (free action): Melee 1 (the triggering creature); + 9 vs. Fortitude.	
Hit: The target takes ongoing 5 poison damage and is slowed (save ends).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target falls asleep for 1 hour or until woken. Poison damage from this attack does not wake the creature.	
Str 12 (+4)	Dex 20 (+8) Wis 18 (+7)
Con 15 (+5)	Int 14 (+5) Cha 12 (+4)
Alignment unaligned Languages Common, Supernal	

1-2 Hellfire Hexblade	Level 6 Brute
Medium natural humanoid (human, devil)	XP 250
HP 76; Bloodied 38	Initiative +4
AC 20, Fortitude 19, Reflex 17, Will 17	Perception +5
Speed 6	
Resist 5 fire	
STANDARD ACTIONS	
m Flamescourge • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d6 +2 damage plus 1d6 fire damage and the target gains vulnerable 5 fire.	
r Eldritch Bolt • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 2d8 + 7 damage.	
TRIGGERED ACTIONS	
M Thunderfire Slash • Recharge 5 - 6	
Trigger: An enemy within 2 squares of the hexblade shifts.	
Effect: The hexblade uses <i>flamescourge</i> . On a hit, the hexblade makes a secondary attack against the same target.	
Secondary Attack: Melee 2 (one creature); +9 vs. Fortitude	
Hit: 6 thunder damage, and the target is stunned (save ends).	
Str 13 (+4)	Dex 15 (+4)
Con 16 (+6)	Int 10 (+2)
	Wis 8 (+2)
	Cha 16 (+6)
Alignment Evil	Languages Common

Based on flamespiker; converted to brute, changed keywords

2 Hellfire Warlock Devotee	Level 6 Artillery
Medium natural humanoid (human, devil)	XP 250
HP 60; Bloodied 30	Initiative +6
AC 20, Fortitude 19, Reflex 19, Will 18	Perception +4
Speed 6	
Resist 15 fire	
TRAITS	
Hellfire Affinity	
The warlock has a +2 bonus to all damage against attacks made by creatures taking ongoing fire damage.	
STANDARD ACTIONS	
m Dagger (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 6 damage, and ongoing 5 fire damage (save ends).	
r Hellfire (fire, implement) • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 2d6 + 5 fire damage, and ongoing 5 fire damage (save ends).	
C Concussive Inferno (fire, force, implement) • Encounter	
Attack: Close burst 2 (enemies in burst); +9 vs. Fortitude	
Hit: 2d6 + 7 fire 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	
Ride the Fire (teleportation) • Recharge 5 - 6	
Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing fire damage.	
Skills Intimidate +12, Stealth +11	
Str 15 (+5)	Dex 16 (+6)
Con 18 (+7)	Int 17 (+6)
	Wis 12 (+4)
	Cha 18 (+7)
Alignment Evil	Languages Common
Equipment: robes, dagger, rod implement	

Based on hellfire warlock; added devil keyword

ENCOUNTER 4B: DEFENSE OF MERRISARA WINTERWHITE (ADVENTURE LEVEL 8)

Ashmadai Traitor	Level 8 Elite Soldier
Medium fey humanoid	XP 700
HP 164; Bloodied 82	Initiative +7
AC 25, Fortitude 21, Reflex 21, Will 22	Perception +3
Speed 6	Low-light vision
Resist 5 fire	
Saving Throws +2, +5 against charm effects; Action Points 1	
TRAITS	
Devil's Pawn	
When a devil adjacent to the Ashmadai traitor takes damage, reduce that damage by 10, and the traitor takes 10 damage.	
Devilish Punishment	
If a creature marked by the traitor makes an attack that does not include it, the marked creature takes 5 fire damage.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 7 damage, and the target is marked until the end of the traitor's next turn.	
M Greenflame Blade (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 7 fire damage. Each enemy adjacent to the target takes 3 fire damage.	
C Corrosive Ruin (acid, implement) • Recharge 5 - 6	
Attack: Close Blast 3 (creatures in blast); +11 vs. Fortitude	
Hit: 2d6 + 7 acid damage	
MINOR ACTIONS	
M Devilish Mark • At-Will	
Attack: Melee 1 (one creature)	
Effect: The target is marked until the end of the traitor's next turn.	
TRIGGERED ACTIONS	
M Agonizing Smite • Recharge 5 - 6	
Trigger: The traitor hits a creature it has marked.	
Effect (free action): The target takes ongoing 5 fire damage, and is dazed (save ends both).	
Aftereffect: The target takes ongoing 5 damage (save ends).	
Blinking Blade (fire, teleportation) • At-Will	
Trigger: An adjacent enemy that the traitor has marked shifts or makes an attack that does not include him as a target	
Effect Immediate Interrupt: The triggering enemy takes 5 fire damage, and the traitor teleports 3 squares.	
Skills Arcana +13, Athletics +12, History +13	
Str 16 (+7)	Dex 12 (+5) Wis 8 (+3)
Con 12 (+5)	Int 18 (+8) Cha 12 (+5)
Alignment evil Languages Common, Elven	
Equipment chainmail, longsword	

Zestren with Hellbound Soldier template added

Assassin Imp	Level 8 Lurker
Tiny immortal humanoid (devil)	XP 350
HP 69; Bloodied 34	Initiative +13
AC 22, Fortitude 18, Reflex 21, Will 20	Perception +13
Speed 4, fly 7 (hover)	Darkvision
Resist 15 fire	
TRAITS	
Bleed the Helpless	
When the assassin imp attacks a sleeping or helpless target, its razor attack deals +3d6 damage and ongoing 5 damage (save ends).	
STANDARD ACTIONS	
m Razor • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 7 damage.	
m Tail Sting • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 9 damage, and the imp uses its <i>Goodnight Venom</i> power.	
Vanish • At-Will	
Effect: The imp becomes invisible until the end of its next turn or until it attacks.	
TRIGGERED ACTIONS	
Quick Escape • Encounter	
Trigger: The imp becomes bloodied.	
Effect (immediate reaction): The imp uses vanish.	
M Goodnight Venom (poison, sleep) • Recharge 5, 6	
Trigger: The imp hits with <i>tail sting</i>	
Attack (free action): Melee 1 (the triggering creature); + 11 vs. Fortitude.	
Hit: The target takes ongoing 5 poison damage and is slowed (save ends).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target falls asleep for 1 hour or until woken. Poison damage from this attack does not wake the creature.	
Str 12 (+5)	Dex 20 (+9) Wis 18 (+8)
Con 15 (+6)	Int 14 (+6) Cha 12 (+5)
Alignment unaligned Languages Common, Supernal	

1-2 Hellfire Hexblade	Level 8 Brute
Medium natural humanoid (human, devil)	XP 350
HP 96; Bloodied 48	Initiative +5
AC 22, Fortitude 21, Reflex 19, Will 19	Perception +6
Speed 6	
Resist 5 fire	
STANDARD ACTIONS	
m Flamescourge • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d6 +4 damage plus 1d6 fire damage and the target gains vulnerable 5 fire.	
r Eldritch Bolt • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 2d8 + 9 damage.	
TRIGGERED ACTIONS	
M Thunderfire Slash • Recharge 5 - 6	
Trigger: An enemy within 2 squares of the hexblade shifts.	
Effect: The hexblade uses <i>flamescourge</i> . On a hit, the hexblade makes a secondary attack against the same target.	
Secondary Attack: Melee 2 (one creature); +11 vs. Fortitude	
Hit: 7 thunder damage, and the target is stunned (save ends).	
Str 13 (+5)	Dex 15 (+5) Wis 8 (+3)
Con 16 (+7)	Int 10 (+3) Cha 16 (+7)
Alignment Evil	Languages Common

Based on flamespiker; converted to brute, keywords changed

2 Hellfire Warlock Devotee	Level 8 Artillery
Medium natural humanoid (human, devil)	XP 350
HP 72; Bloodied 36	Initiative +7
AC 22, Fortitude 21, Reflex 21, Will 20	Perception +5
Speed 6	
Resist 5 fire	
TRAITS	
Hellfire Affinity	
The warlock has a +2 bonus to all damage against attacks made by creatures taking ongoing fire damage.	
STANDARD ACTIONS	
m Dagger (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 6 damage, and ongoing 5 fire damage (save ends).	
r Hellfire (fire, implement) • At-Will	
Attack: Ranged 10 (one creature); +13 vs. Reflex	
Hit: 2d6 + 7 fire damage, and ongoing 5 fire damage (save ends).	
C Concussive Inferno (fire, force, implement) • Encounter	
Attack: Close burst 2 (enemies in burst); +11 vs. Fortitude	
Hit: 2d8 + 7 fire 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	
Ride the Fire (teleportation) • Recharge 5 - 6	
Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing fire damage.	
Skills Intimidate +13, Stealth +12	
Str 15 (+6)	Dex 16 (+7) Wis 12 (+5)
Con 18 (+8)	Int 17 (+7) Cha 18 (+8)
Alignment Evil	Languages Common
Equipment: robes, dagger, rod implement	

Based on hellfire warlock; added devil keyword

ENCOUNTER 4B: DEFENSE OF MERRISARA WINTERWHITE (ADVENTURE LEVEL 10)

Ashmadai Traitor	Level 10 Elite Soldier
Medium fey humanoid	XP 1000
HP 196; Bloodied 98	Initiative +8
AC 27, Fortitude 23, Reflex 23, Will 25	Perception +4
Speed 6	Low-light vision
Resist 10 fire	
Saving Throws +2, +5 against charm effects; Action Points 1	
TRAITS	
Devil's Pawn	
When a devil adjacent to the Ashmadai traitor takes damage, reduce that damage by 15, and the traitor takes 15 damage.	
Devilish Punishment	
If a creature marked by the traitor makes an attack that does not include it, the marked creature takes 10 fire damage.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 9 damage, and the target is marked until the end of the traitor's next turn.	
M Greenflame Blade (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 9 fire damage. Each enemy adjacent to the target takes 3 fire damage.	
C Corrosive Ruin (acid, implement) • Recharge 5 - 6	
Attack: Close Blast 3 (creatures in blast); +13 vs. Fortitude	
Hit: 2d8 + 7 acid damage	
MINOR ACTIONS	
M Devilish Mark • At-Will	
Attack: Melee 1 (one creature)	
Effect: The target is marked until the end of the traitor's next turn.	
TRIGGERED ACTIONS	
M Agonizing Smite • Recharge 5 - 6	
Trigger: The traitor hits a creature it has marked.	
Effect (free action): The target takes ongoing 10 fire damage, and is dazed (save ends both).	
Aftereffect: The target takes ongoing 10 damage (save ends).	
Blinking Blade (fire, teleportation) • At-Will	
Trigger: An adjacent enemy that the traitor has marked shifts or makes an attack that does not include him as a target	
Effect Immediate Interrupt: The triggering enemy takes 5 fire damage, and the traitor teleports 3 squares.	
Skills Arcana +14, Athletics +13, History +14	
Str 16 (+8)	Dex 12 (+6)
Con 12 (+6)	Int 18 (+9)
	Cha 12 (+6)
Alignment evil	Languages Common, Elven
Equipment chainmail, longsword	

Zestren with Hellbound Soldier template and devil keyword added

Assassin Imp	Level 10 Lurker
Tiny immortal humanoid (devil)	XP 500
HP 81; Bloodied 40	Initiative +11
AC 24, Fortitude 20, Reflex 23, Will 22	Perception +8
Speed 4, fly 7 (hover)	Darkvision
Resist 15 fire	
TRAITS	
Bleed the Helpless	
When the assassin imp attacks a sleeping or helpless target, its razor attack deals +3d6 damage and ongoing 5 damage (save ends).	
STANDARD ACTIONS	
m Razor • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 9 damage.	
m Tail Sting • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 11 damage, and the imp uses its <i>Goodnight Venom</i> power.	
Vanish • At-Will	
Effect: The imp becomes invisible until the end of its next turn or until it attacks.	
TRIGGERED ACTIONS	
Quick Escape • Encounter	
Trigger: The imp becomes bloodied.	
Effect (immediate reaction): The imp uses vanish.	
M Goodnight Venom (poison, sleep) • Recharge 5, 6	
Trigger: The imp hits with <i>tail sting</i>	
Attack (free action): Melee 1 (the triggering creature); + 13 vs. Fortitude.	
Hit: The target takes ongoing 10 poison damage and is slowed (save ends).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target falls asleep for 1 hour or until woken. Poison damage from this attack does not wake the creature.	
Str 12 (+6)	Dex 20 (+10)
Con 15 (+7)	Int 14 (+7)
	Cha 12 (+6)
Alignment unaligned	Languages Common, Supernal

1-2 Hellfire Hexblade	Level 10 Brute
Medium natural humanoid (human, devil)	XP 500
HP 116; Bloodied 58	Initiative +6
AC 24, Fortitude 23, Reflex 21, Will 21	Perception +7
Speed 6	
Resist 5 fire	
STANDARD ACTIONS	
m Flamescourge • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d6 +6 damage plus 1d6 fire damage and the target gains vulnerable 10 fire.	
r Eldritch Bolt • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 3d6 + 10 damage.	
TRIGGERED ACTIONS	
M Thunderfire Slash • Recharge 5 - 6	
Trigger: An enemy within 2 squares of the hexblade shifts.	
Effect: The hexblade uses <i>flamescourge</i> . On a hit, the hexblade makes a secondary attack against the same target.	
Secondary Attack: Melee 2 (one creature); +13 vs. Fortitude	
Hit: 8 thunder damage, and the target is stunned (save ends).	
Str 13 (+6)	Dex 15 (+6) Wis 8 (+4)
Con 16 (+8)	Int 10 (+4) Cha 16 (+8)
Alignment Evil	Languages Common

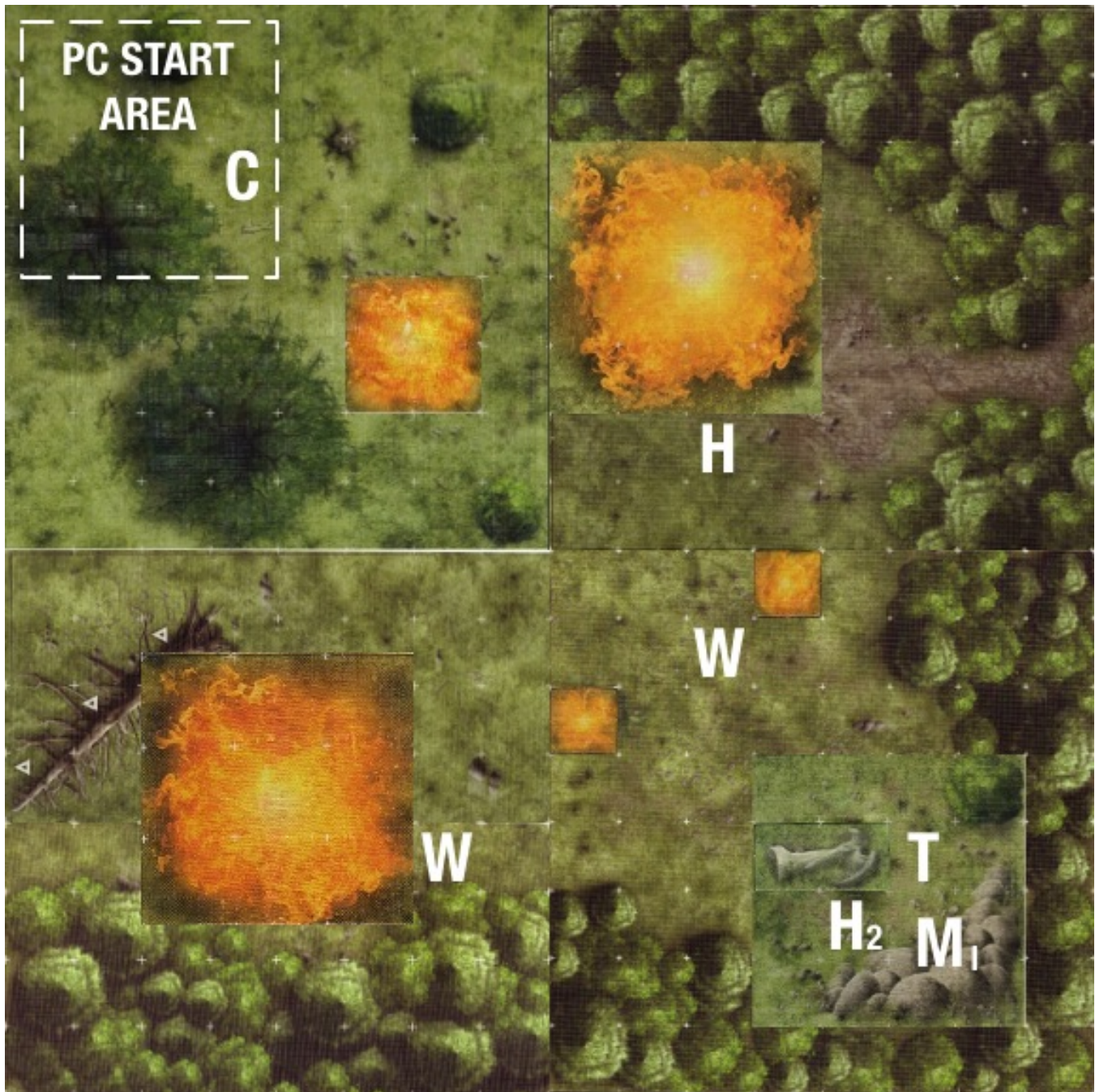
Based on flamespiker; converted to brute, keywords changed

2 Hellfire Warlock Devotee	Level 10 Artillery
Medium natural humanoid (human, devil)	XP 500
HP 84; Bloodied 42	Initiative +8
AC 24, Fortitude 23, Reflex 23, Will 22	Perception +6
Speed 6	
Resist 5 fire	
TRAITS	
Hellfire Affinity	
The warlock has a +2 bonus to all damage against attacks made by creatures taking ongoing fire damage.	
STANDARD ACTIONS	
m Dagger (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 6 damage, and ongoing 5 fire damage (save ends).	
r Hellfire (fire, implement) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 2d8 + 7 fire damage, and ongoing 5 fire damage (save ends).	
C Concussive Inferno (fire, force, implement) • Encounter	
Attack: Close burst 2 (enemies in burst); +13 vs. Fortitude	
Hit: 2d8 + 9 fire 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	
Ride the Fire (teleportation) • Recharge 5 - 6	
Effect: The warlock teleports, swapping positions with a creature within 10 squares of it that is taking ongoing fire 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
Equipment: robes, dagger, rod implement	

Based on hellfire warlock, devil keyword added

ENCOUNTER 4B: DEFENSE OF MERRISARA WINTERWHITE MAP

TILE SETS NEEDED: *ET3 ~ DUNGEON TILES MASTER SET: THE WILDERNESS*



C - Curdailen
H - Hexblade
I - Imp
M - Merrisara Winterwhite
T - Traitor
W - Walorck

CONCLUDING THE ADVENTURE

AFTER 4A: THE VERDICT

When the judges have heard all of the evidence, they render their verdict. If the PCs participated in encounter 4a, the judges render the verdict based on the results of the skill challenge, otherwise they vote guilty.

GUILTY

Read the following:

The dryad's voice rings out across the glade. "Mayara Sulbrandil, this court finds you guilty of murder. You shall be transferred to New Sharandar, where a full account of your transgressions shall be read for all to hear, the families of your victims shall be given the chance to redress their grievances against you, and then you shall be brought to your death."

"This court is adjourned."

The dryad disappears into her tree, as the eladrin break out into raucous cheers. The feverish look of fear and jubilation glazes many eyes. Mayara's wrists are bound to one of horses' saddles, and she is quickly led away.

Lady Jasmine gathers the PCs, her eyes haggard, and suggests they return to Neverwinter. If the PCs attempt to free Mayara, Lady Jasmine points out how greatly outnumbered the PCs are. The eladrin, however, bring their love of artistry even to their executions, and do nothing hastily. If the PCs still wish to save Mayara, there may still be time, but now is not the moment.

The PCs earn the story award **NEVE06 Vengeance for New Sharandar**.

INNOCENT

If the PCs prove Mayara innocent, read the following:

The voice of the dryad rings high above the glade. "This court has convened, and we find the accused innocent of the charges against her. May she walk from this place in freedom."

The assembled crowd begins to whisper; whispers become mutters and mutters become jeers. Although the eladrin let Mayara pass between them, their fear and anger remain unhidden.

The PCs are safe for now, but the eladrin are unsettled by the death of their leader, and are looking for someone to blame. Outsiders are an easy choice.

The PCs earn the story award **NEVE07 Stay of Execution**.

AFTER THE VERDICT

After the verdict is announced, what little hold the judges had over the tempers of the gathered eladrin dissipates, and Captain Curdailen offers to escort the PCs, Lady Jasmine, and possibly Mayara, out of the court's glade. The other eladrin are in a state of panic, and their acceptance of outsiders wanes with every moment.

Once outside the glade, Curdailen quietly speaks to the PCs. He suspects Ashmadai traitors have penetrated deep in the heart of New Sharandar. It is no longer safe for him or the PCs (or Mayara, if she is found not guilty).

He plans to withdraw in the woods, to a hidden shelter, and organize a plan to discover who the Ashmadai are, to expose them, and to return sanity to New Sharandar. He wants the PCs to come with him.

AFTER 4B: RETURNING TO COURT

Note: various information the PCs learn in Encounter 4B, particularly Addemios' involvement, are dealt with in NEVE5-3 *Spider's Web*. These items are therefore not dealt with in this adventure.

If the PCs managed to postpone the court's judgment, they can ride to the court after Encounter 4B to give testimony. Curdailen warns them that trying to expose Addemios at this point is destined to fail - the judges won't believe the words of strangers and it is likely that Addemios would accuse the PCs of staging the attack on Merrisara. This is exactly what happens if PCs try to reveal Addemios' involvement - see Scene 10 for effects.

Curdailen advises the PCs to be silent about Addemios, but use the events leading up to the attack on Merrisara to argue that cultists are active in the woods and have been manipulating events, hopefully convincing the judges that Mayara is a victim - and then get out of the area as soon as possible.

If PCs decide to return to court, run Scene 10 in Encounter 4a, then continue under "After 4A: the Verdict", above.

Otherwise, run the following section. After a few hours after leaving the outpost, they are approached by an eladrin soldier - a friend of Curdailen. He waves them to a halt.

"Curdailen, my friend. I rode out to warn you. Do not return to the court!"

"Merrisara's death is known, and madness has overcome our leaders. You have been marked enemies,

allies to Mayara the devil's spawn, and murderers of Merrisara Winterwhite.

"Returning will only result in death at the hands of eladrin soldiers.

"Yet, a few of us believe you innocent. We have immediately set out, for even we do not believe ourselves safe. We await your orders."

Mayara has been found guilty.

A small group of eladrin have gathered, eager to help. Curdailen realizes that returning now is not an option. The only option is to withdraw deeper in the woods, find shelter, and organize a plan to expose Admeios and return sanity to New Sharandar. He wants the PCs to come with him.

The PCs all earn Story Award **NEVE06 Vengeance for New Sharandar** as well as **NEVE08 The Traitor Exposed**.

If anyone chooses *Aughlaghla'vel, the Winter Wind* as his or her Treasure, that PC earns **NEVE10 Bearer of Aughlaghla'vel, the Winter Wind**. Note that any number of characters can take the sword if they wish, but only one PC per table can have the "real" sword during any adventure, as specified on the certificate. It's okay to let the players read the Story Award text before they decide if they want to choose the item.

CONCLUDING THE ADVENTURE

And so you move, fugitives from the wrath of New Sharandar, deeper into the Neverwinter woods.

Far in the distance, smoke can still be seen, the place of Merrisara Winterwhite's death.

The fight is yet to begin.

This Major Quest concludes in the adventure **NEVE5-3 Spider's Web**.

All PCs earn **NEVE05 Devil's Play**.

If any PC keeps an item found in the ruins (Treasure D, E, F, I or X), that PC also receives **NEVE09 Artifact of Iliyanbruen**. Multiple PCs can earn NEVE09 in this fashion. (*Aughlaghla'vel* does not count for this purpose.)

TREASURE

Lady Jasmine pays the PCs the promised amount of gold, as agreed.

In thanks for their assistance, and as a token of friendship, Captain Curdailen offers to let the PCs keep the mounts they returned with, an honor rarely bestowed upon outsiders. (The mount is a feyheart courser at ALs below 6, and a feyheart destrier at AL 6 and above. The corresponding Treasures are B and G.)

While the mount counts as a Treasure selection for this adventure, it does not take up a found item slot and is not considered a magic item. Stat blocks are provided in the New Items section.

The eladrin consider any treasure from Iliyanbruen to be the property of their people, and confiscate it—by force if necessary. PCs may take an item Treasure, but doing so requires they hide the item from the eladrin and have it identified by a third party. That PC receives **NEVE09 Artifact of Iliyanbruen**.

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

- Defeat the traitors: +70 XP
- Defeat the dragon cultists: +70 XP
- Prove Mayara's innocence: +60 XP
- Defeat the Ashmadia Cultists: +60 XP

Maximum Possible XP: 425 XP

Base Gold per PC: 75 gp

(Encounter 1: 70 gp, Encounter 2: 5 gp)

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP

- Defeat the traitors: +100 XP
- Defeat the dragon cultists: +100 XP
- Prove Mayara's innocence: +80 XP
- Defeat the Ashmadia Cultists: +80 XP

Maximum Possible XP: 600 XP

Base Gold per PC: 125 gp

(Encounter 1: 115 gp, Encounter 2: 10 gp)

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP per PC

- Defeat the traitors: +140 XP
- Defeat the dragon cultists: +140 XP
- Prove Mayara's innocence: +120 XP
- Defeat the Ashmadia Cultists: +120 XP

Maximum Possible XP: 850 XP per PC

Base Gold per PC: 225 gp

(Encounter 1: 210 gp, Encounter 2: 15 gp)

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP

- Defeat the traitors: +200 XP
- Defeat the dragon cultists: +200 XP
- Prove Mayara's innocence: +160 XP
- Defeat the Ashmadia Cultists: +160 XP

Maximum Possible XP: 1200 XP

Base Gold per PC: 450 gp

(Encounter 1: 430 gp, Encounter 2: 20 gp)

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP

- Defeat the traitors: +280 XP
- Defeat the dragon cultists: +280 XP
- Prove Mayara's innocence: +240 XP
- Defeat the Ashmadia Cultists: +240 XP

Maximum Possible XP: 1700 XP

Gold per PC: 675 gp

(Encounter 1: 645 gp, Encounter 2: 30 gp)

TREASURE

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

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: *Aughlathla’veel, The Winter Wind* (Story Award NEVE10) [Rare; see rules in the *LFR Campaign Guide*]
Found in Encounter 4B

Treasure B: feyheart courser (mount; see New Rules section for stats; level 2; *Eberron Campaign Guide*)
Found in Conclusion; does not require a found-item slot or count as a magic item for ownership limits

Treasure C: *sending fork* (Level 6; Dragon 29)
Found in Encounter 2

Treasure D: *Know the Path* (fey magic gift) (level 5; Heroes of the Feywild)
Found in Encounter 3

At AL 4+, add the following:

Treasure E: *+2 scarf of reconciliation* (level 7; AV2)
Found in Encounter 4A

At AL 6+, add the following:

Treasure F: *circlet of revelations* (level 10; AV2)
Found in Encounter 4A

Treasure G: feyheart destrier (mount; see New Rules section for stats; level 5; *Eberron Campaign Guide*)
Found in Conclusion; does not require a found-item slot or count as a magic item for ownership limits

At AL 8+, add the following:

Treasure H: *sending stones* (Level 11; *Madness at Gardmore Abbey*)
Found in Encounter 2

Treasure I: *feystride boots* (level 11; AV2)
Found in Encounter 4A

ALL ALs:

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

The player may choose a Common magic item of the character’s level + 2 or less, or an Uncommon magic item of the character’s level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

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

AL 2: *elixir of protection from evil* plus 0 gp
AL 4: *elixir of protection from evil* plus 25 gp
AL 6: *elixir of protection from evil* plus 100 gp
AL 8: *elixir of protection from evil* plus 250 gp
AL 10: *elixir of speed* plus 100 gp

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

AL 2: 50 gp
AL 4: 75 gp
AL 6: 150 gp
AL 8: 300 gp
AL 10: 450 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their Story Awards. NEVE06 and NEVE07 are mutually exclusive. Any PC who finds a magic item (other than *Aughlathla'vel*) from the ruins of Iliyanbruen gains NEVE09.

All PCs earn NEVE05 as long as they did not decline the mission (i.e. they played at least through Encounter 2.)

NEVE05 Devil's Play

You have ventured deep into the Neverwinter Wood, and explored the haunted ruins of ancient eladrin kingdoms. The shadows of the past hold no terror for you. You ignore the effects of the *Looming Trees* terrain in future adventures.

With Merrisara Winterwhite's death, it's unclear who is to lead the eladrin of New Sharandar against the growing threat of the cult of Asmodeus. You may be called upon to aid them again.

This Story Award continues the *Devil's Play* Major Quest that started in *NEVE5-1 Hound's Baying* and concludes in *NEVE5-3 Spider's Web*.

If Mayara was found guilty, the PCs earn NEVE06.

NEVE06 Vengeance for New Sharandar

The eladrin Mayara Sulbrandil has been convicted of murder and consorting with devils. She awaits execution. This Story Award helps determine the situation when you play *NEVE5-3 Spider's Web*.

If Mayara was found innocent, the PCs earn NEVE07 instead of NEVE06.

NEVE07 Stay of Execution

Based on evidence you presented at trial, Mayara Sulbrandil has been acquitted on charges of murder and consorting with devils. You have gained a powerful, if unstable ally. This Story Award helps determine the situation when you play *NEVE5-3 Spider's Web*.

If the PCs discovered who the traitor is (in Encounter 4B), they earn NEVE08.

NEVE08 The Traitor Revealed

You have discovered the identity of the Ashmadai spy in New Sharandar. This knowledge may be of use in the adventure *NEVE5-3 Spider's Web*.

If a PC keeps a magic item from the ruins (Treasure D, E, F, I, or X) that PC earns NEVE09. Multiple PCs can gain this Story Award.

NEVE09 Artifact of Iliyanbruen

You managed to sneak a magic item out of the ancient ruins of Iliyanbruen. The eladrin of New Sharandar consider this item part of their heritage, and may react poorly to your use of it (DM's discretion or as mentioned in specific adventures).

Apart from its cultural significance, the item is exactly the same as a normal magic item of its type. Void this Story Award if you lose possession of the item, or if you have the Iliyanbruen Guardian theme.

Item Type:

If a PC takes *Aughlathla'vel* as a reward, that PC also earns NEVE10. (This Story Award is on a separate sheet. Gaining NEVE10 does not also give the PC NEVE09.)

NEVE10 Bearer of Aughlathla'vel, the Winter Wind

With her dying breath, Merrisara Winterwhite bequeathed unto you the ancient eladrin blade, *Aughlathla'vel, the Winter Wind*. The Cult of Asmodeus in Neverwinter seeks this item and has infiltrated the community of New Sharandar, making it unsafe for any eladrin of that community to carry the weapon.

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

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

When you first gain *Aughlathla'vel*, the target of the sword's Mark of Justice is Mayara Sulbrandil. You may not change this until you play the adventure *NEVE5-3 Spider's Web*.

(See the Story Award certificate for game statistics.)

NEW RULES

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

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

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

Source: Dragon Magazine 387, page 29

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

Utility Power ♦ Daily (Minor Action)

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

Source: Heroes of the Feywild, page 142

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

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Properties:

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

Source: Adventurer's Vault 2, page 132

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

Properties:

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

Source: Adventurer's Vault2, page 132

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

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

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

Source: Adventurer's Vault 2 pg 132

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

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

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

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

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

Consumable: Elixir

Utility Power ♦ Consumable (Minor Action)

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

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

Source: Mordenkainen's Magnificent Emporium, page 94

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

Utility Power ♦ Consumable (Minor Action)

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

Source: Adventurer's Vault, page 187

NEW RULES (CONTINUED)

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

Based on Valenar riding horse with MM3 damage expressions

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

Based on magebred destrier with MM3 damage expressions

EVENT SUMMARY

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

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

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

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

If played at a convention, what slot:

Table Number:

DM's Name:

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

- a. Guilty
- b. Innocent

Question 2: Who ended up with Aughlathla'vel?

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

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

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

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

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

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

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

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

NEVERWINTER HISTORY

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

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

NEVERWINTER WOOD

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

NEW SHARANDAR

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

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

SHARANDAR RUINS

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

ASHMADAI

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

CULT OF THE DRAGON

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

WORKSHEET 1: EXPLORING THE RUINS

Managing the elapsed time during the skill challenge in Encounter 4A can be challenging. The following worksheet can help keep track of who is where and when.

Time Left	PC: _____	PC: _____	PC: _____	PC: _____	PC: _____	PC: _____
13 Hours (4 PCs)						
12 Hours (5 PCs)						
11 Hours (6 PCs)						
10 Hours						
9 Hours						
8 Hours						
7 Hours						
6 Hours						
5 Hours						
4 Hours						
3 Hours						
2 Hours						
1 Hour						

WORKSHEET 2: EVIDENCE & TESTIMONY

While exploring the ruins of Iliyanbruen, the PCs have the opportunity to discover several pieces of evidence supporting Mayara's innocence, and a few red herrings suggesting her guilt. This page summarizes the possible findings and their individual impact on the trial if presented as evidence.

Name	Bonus	Found?	Used?
Cultist testimony	+1/2/3/4 to Wisdom		
Blood spatter analysis	+1 to Intelligence		
Present Ashmadeicon	+1 to any		
Ashmadeicon analysis	+1 to Charisma or +2 to Intelligence		
Squatter testimony	+1 to Charisma		
Commune with ally spirits	+2 to any check		
Rubbing of Mayara's name	+1 to Intelligence		
Hidden letter	+1 to Wisdom		
Describe shrine	+1 to Wisdom		
Deinde Raerdrimne research	+1 to Charisma		
Orien Mistcrown research	+1 to Wisdom		
Lindar Starshadow research	+1 to Intelligence		
Used Sending to warn the court, and ran Encounter 4B	+2 to Intelligence, Wisdom, or Charisma		

Each PC can also gain the following benefits:

Action	Bonus	PC: _____	PC: _____	PC: _____	PC: _____	PC: _____	PC: _____
Night's Rest	+4						
Rehearsing	+2						

Record here the results for the testimony:

Deinde Raerdrimne	Orien Mistcrown	Lindar Starshadow
Charisma	Wisdom	Intelligence

HANDOUT 1: CAPTAIN CURDAILEN (AL 2 & 4)

The PCs find themselves alongside the stalwart Captain Curdailen throughout the course of the adventure.

Captain Curdailen (level 2)	Level 2 Striker
Medium fey humanoid, eladrin	XP 125
HP 27; Bloodied 13	Initiative +4
AC 17, Fortitude 15, Reflex 15, Will 15	Perception +1
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (Weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10 + 4 damage	
m Lance (Weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d10 + 4 damage	
r Longbow (Weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +8 vs. AC	
Hit: 1d10 + 3 damage.	
MOVE ACTIONS	
Fey Step • Encounter (Teleportation)	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (Martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (Martial, Weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +2, Endurance +6, History +2, Intimidate +8	
Str 18 (+5)	Dex 16 (+4) Wis 10 (+1)
Con 10 (+1)	Int 8 (+0) Cha 12 (+3)
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	

Note: Slayer Companion Character (DMG 2).

Captain Curdailen	Level 4 Striker
Medium fey humanoid, eladrin	XP 125
HP 37; Bloodied 18	Initiative +5
AC 19, Fortitude 17, Reflex 17, Will 17	Perception +4
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 5 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d10 + 5 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +10 vs. AC	
Hit: 1d10 + 4 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +6, Endurance +7, History +6, Intimidate +8	
Str 18 (+6)	Dex 16 (+5) Wis 10 (+2)
Con 10 (+2)	Int 8 (+1) Cha 12 (+3)
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	

Note: Slayer Companion Character (DMG 2).

HANDOUT 1: CAPTAIN CURDAILEN (AL 6 & 8)

The PCs find themselves alongside the stalwart Captain Curdailen throughout the course of the adventure.

Captain Curdailen	Level 6 Striker
Medium fey humanoid, eladrin	XP 250
HP 47; Bloodied 23	Initiative +6
AC 21, Fortitude 19, Reflex 19, Will 19	Perception +3
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d10 + 6 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d10 + 6 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +12 vs. AC	
Hit: 1d10 + 5 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +5, Endurance +8, History +5, Intimidate +9	
Str 18 (+7)	Dex 16 (+6)
Con 10 (+3)	Int 8 (+2)
	Cha 12 (+4)
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	

Note: Slayer Companion Character (DMG 2).

Captain Curdailen	Level 8 Striker
Medium fey humanoid, eladrin	XP 350
HP 57; Bloodied 28	Initiative +7
AC 23, Fortitude 21, Reflex 21, Will 21	Perception +4
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d10 + 7 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 7 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +8 vs. AC	
Hit: 1d10 + 6 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +8, Endurance +9, History +5, Intimidate +10	
Str 18 (+8)	Dex 16 (+7)
Con 10 (+4)	Int 8 (+3)
	Cha 12 (+5)
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	

Note: Slayer Companion Character (DMG 2)

HANDOUT 1: CAPTAIN CURDAILEN (AL 10)

The PCs find themselves alongside the stalwart Captain Curdailen throughout the course of the adventure.

Captain Curdailen (level 10)	Level 10 Striker
Medium fey humanoid, eladrin	XP 500
HP 67; Bloodied 32	Initiative +8
AC 25, Fortitude 23, Reflex 23, Will 23	Perception +6
Saving Throws +5 against charm effects	Low-light Vision
Speed 5	
STANDARD ACTIONS	
m Broadsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d10 + 8 damage	
m Lance (weapon) • At-Will	
Requirement: Curdailen must be mounted and charging	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d10 + 8 damage	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +16 vs. AC	
Hit: 1d10 + 7 damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: Captain Curdailen teleports 5 squares.	
MINOR ACTIONS	
Minor Resurgence (martial) • Encounter	
Requirement: Captain Curdailen must be bloodied	
Effect: Captain Curdailen gains 5 temporary hit points	
TRIGGERED ACTIONS	
Power Strike (martial, weapon) • Encounter	
Trigger: Captain Curdailen hits with his <i>Broadsword</i> power.	
Effect (No Action): The attack does 1d10 extra damage.	
Skills Arcana +6, Endurance +10, History +6, Intimidate +11	
Str 18 (+8)	Dex 16 (+7)
Con 10 (+5)	Int 8 (+4)
	Wis 10 (+5)
	Cha 12 (+6)
Alignment Lawful Good Languages Common, Elven	
Equipment: scale armor, lance, broadsword, longbow	
Note: Slayer Companion Character (DMG 2)	

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

NEVE5~2 SERPENT'S KISS

NEVE05 Devil's Play

You have ventured deep into the Neverwinter Wood, and explored the haunted ruins of ancient eladrin kingdoms. The shadows of the past hold no terror for you. You ignore the effects of the *Looming Trees* terrain in future adventures.

With Merrisara Winterwhite's death, it's unclear who is to lead the eladrin of New Sharandar against the growing threat of the cult of Asmodeus. You may be called upon to aid them again.

This Story Award continues the *Devil's Play* Major Quest that started in NEVE5-1 *Hound's Baying* and concludes in NEVE5-3 *Spider's Web*.

Note: Story Awards NEVE06 through NEVE08 are important in the adventure NEVE5-3 *Spider's Web*.

NEVE06 Vengeance for New Sharandar

Mayara Sulbrandil has been convicted of murder and consorting with devils. She awaits execution.

NEVE07 Stay of Execution

Based on evidence you presented at trial, Mayara Sulbrandil has been acquitted on the charges of murder and consorting with devils. You have gained a powerful, if unstable ally.

NEVE08 The Traitor Revealed

You have discovered the identity of the Ashmadai spy in New Sharandar.

NEVE09 Artifact of Iliyanbruen

You managed to sneak a magic item out of the ancient ruins of Iliyanbruen, The eladrin of New Sharandar consider this item part of their heritage, and may react poorly to your use of it (DM's discretion or as mentioned in specific adventures).

Apart from its cultural significance, the item is exactly the same as a normal magic item of its type. Void this Story Award if you lose possession of the item, or if you have the Iliyanbruen Guardian theme.

Item Type:

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You have discovered the identity of the Ashmadai spy in New Sharandar.

NEVE09 Artifact of Iliyanbruen

You managed to sneak a magic item out of the ancient ruins of Iliyanbruen, The eladrin of New Sharandar consider this item part of their heritage, and may react poorly to your use of it (DM's discretion or as mentioned in specific adventures).

Apart from its cultural significance, the item is exactly the same as a normal magic item of its type. Void this Story Award if you lose possession of the item, or if you have the Iliyanbruen Guardian theme.

Item Type:

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

WAS ENTRUSTED WITH AN ELADRIN ARTIFACT DURING THE ADVENTURE

NEVE5~2 SERPENT'S KISS

NEVE10 Bearer of Aughlathla'vel, the Winter Wind

With her dying breath, Merrisara Winterwhite bequeathed unto you the ancient eladrin blade, *Aughlathla'vel, the Winter Wind*. The Cult of Asmodeus in Neverwinter seeks this item and has infiltrated the community of New Sharandar, making it unsafe for any eladrin of that community to carry the weapon.

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

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

When you first gain *Aughlathla'vel*, the target of the sword's Mark of Justice is Mayara Sulbrandil. You may not change this until you play the adventure NEVE5-3 *Spider's Web*. Strike through this paragraph when appropriate.

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

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

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

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

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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