

# BLUE BEAST

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

BY JAMES HOLDRIDGE

REVIEWED BY MICHAEL MOCKUS AND GREG MARKS

PLAYTESTED BY BUDDY ARNOLD, KEON BIRNEY, MARK BRADLEY, TOM  
BRADLEY, STACEY BROWN, TIM CHENG, TERRANCE COOLEY, JASON DAVIS,  
B. THOMAS DILLON, DALLAS DOPKO, JEREMY DOYLE, GREG DREHER,  
ROBERT DUFF, BRYANT DURRELL, AMANDA HOLDRIDGE, CHRIS  
HOLDRIDGE, JENNIFER JERAY, PAUL JERAY, FORREST McDONALD, PAUL  
PAT, ILYA RAKHLIN, MICKEY TAN, FRED UPTON, SEAN WEBB AND KIM  
YULO

While fear and discrimination are driving away the spellscarred citizens of Elturgard, something else is lurking ahead. What evil is preying on the refugees? A *Living Forgotten Realms* adventure set in Elturgard for characters of the Heroic tier (levels 1-10). This adventure is the second part of the *Controlling Chaos* Major Quest, which began in ELTU3-2 *Blue Wounds*.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit [www.wizards.com/d20](http://www.wizards.com/d20).

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.wizards.com/dnd](http://www.wizards.com/dnd), and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2011 Wizards of the Coast LLC

For rules questions specific to this document, visit [www.wizards.com/customerservice](http://www.wizards.com/customerservice).

Permission is granted to photocopy this document for personal use.

## THE WIZARDS PLAY NETWORK

If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>

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

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

## PREPARING FOR PLAY

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

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

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

## READING MONSTER STAT BLOCKS

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

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

## IMPORTANT DM INFORMATION

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

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

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

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

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

## APPROPRIATE CHARACTER LEVELS

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

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

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

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

## FAILING TO DEFEAT AN ENCOUNTER

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

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

## CHARACTER DEATH

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

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

cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players

whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

## LASTING EFFECTS

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

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

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

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

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

milestones) should be recorded on the character's Adventure Log and tracked across adventures.

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

## 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

## ADVENTURE BACKGROUND

Six months ago, the Order of Blue Fire launched an attack on Elturgard's capital of Elturel in an attempt to expand the plagueland a few miles outside the city. The paladins of Elturgard and an army of adventurers joined forces to end the threat, but not before the southern portions of the city were wrecked and many of the city's paladins were killed or spellscarred.

During the effort to stop the plaguechanged behemoth at the core of the attacking army, the paladins used a ritual acquired from devotees of Yeenoghu to breach a wall of pure blue fire (the Spellplague's effects usually manifest as some form of blue fire). Adventurers had the option of taking part in the ritual, protecting themselves from the twisting effects of the Spellplague but staining their souls with Yeenoghu's touch.

These events took place in ADCP2-1, *The Paladin's Plague*. Playing that adventure as well as the various SPEC2-1 adventures would help the players understand the situation better, but previous experience is not required to play this adventure.

Members of the Sixth Starfall, an adventuring company from the Elturgard area, were among those who pledged themselves to Yeenoghu during the battle. The adventurers fell into Yeenoghu's clutches and

eventually sought out a priest of Yeenoghu, hoping to gain the demon lord's favor. They captured a gnoll cleric, but the cleric proved cannier than they expected, and has now taken control of the fallen adventurers.

In ELTU3-2 *Blue Wounds*, adventurers went into a Spellplague-tainted section of the Elturel and traveled to a pocket plane of the Abyss. The adventurers helped a plaguechanged paladin named Taikos rescue a number of kidnapped citizens and return them to Elturel.

## DM'S INTRODUCTION

The adventurers are asked to investigate the exodus of spellscarred and plaguechanged citizens from Elturel by members of the Shield of Kilgrave, an order of paladins devoted to protecting the spellscarred. The PCs' investigation leads them from Elturel to Scornubel and then to Berdusk.

In Berdusk, the adventurers learn that someone is preying on the refugees, and several have gone missing. When they investigate the perpetrator, they learn that he is providing these prisoners to cultists of Yeenoghu within the Reaching Wood.

The adventurers must slip into the Reaching Wood, find the cultists' camp, and rescue the surviving victims.

## PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

***You have received an invitation to the meeting hall of The Shield of Kilgrave, a new order of paladins within Elturgard. The note promised a simple task requiring discretion.***

***The basement of the Misty Griffon serves as a makeshift lodge for The Shield of Kilgrave, sparsely decorated and functionally furnished. Within, paladins bear spellscars with pride, or at least forbearance. The squire who meets you at the door leads you to a small meeting room, with room for at most a dozen people.***

***Inside the room, you see a handful of other adventurers, called for the same meeting. It is likely you will work together; perhaps you should introduce yourself?***

The PCs are momentarily alone and have a few moments to make character introductions before proceeding to Encounter One.

At this time, the Dm should also determine if any of the PCs are member of one of the Elturgard meta-organizations (The Dusk Talons, The Lion's Den or The Order of Torm). If any PCs are, give them the appropriate section from Player Handout 2.

# ENCOUNTER 1: REFUGEES

## SETUP

**Taikos, Paladin:** Insight +6

Taikos, a member of the Shield of Kilgrave, was recently saved from the Abyss by adventurers (in ELTU3-2).

*The door opens and a male paladin walks in. "Greetings, adventurers," he says. "My name is Taikos, Paladin of Torm."*

Taikos has heard things about the PCs, even those he has not previously met. Any PC who played ELTU3-2 he greets personally and warmly. Any PC of level 6 or higher, Taikos greets by name, saying he has heard good things about them. PCs who have not met him and are 5<sup>th</sup> level or lower he greets cordially, saying that a contact of his recommended the PC.

*"I have called you here because I have a task I cannot do myself, though it pains me to admit it." His face turns grim, and he continues: "Elturel suffered during the war six months ago, and her citizens are still paying the cost. A number of civilians were plaguechanged during and after the conflict, and, unfortunately, those without spellscars are fearful and angry towards those who bear them."*

*He pauses, with a somber expression on his face. "These spellscarred citizens are being driven from Elturel, heading east. I would like you to follow them and ensure that, vulnerable as they are, no one is abusing them or manipulating them. It is a simple task, born of compassion."*

Taikos does not himself broach the subject of payment. He hopes that the PCs will take up his task out of the good in their hearts, but intends to compensate them appropriately whether or not they ask for payment. If the PCs bring up payment, he will offer them 75 / 125 / 225 / 450 / 675 gp each at the completion of their efforts, as well as a selection of items from the Shield's armory.

The PCs likely have questions, and Taikos does his best to answer them in full. He can provide the following information:

- He knows that the refugees are being guided from city to city. There is a person in Elturel named Natali whom spellscarred are directed toward. This person sends them east, but Taikos

does not know where. He does not know whom Natali serves, or what exactly motives her.

- The merchant, Natali, refuses to deal with the Paladins of Elturgard, even the Shield of Kilgrave, apparently blaming them for the hostile environment for plague-changed citizens.
- The Shield of Kilgrave does not have the leverage to force information from Natali, and are unwilling to be deceptive in their inquiry.
- Taikos feels that he is skirting the edges of his vow of honesty and the Shield's rules by hiring the PCs, but his concern for the citizens has overcome his reluctance.
- If PCs ask how he got back from the Abyss, if he was left or died there, he says that Torm has allowed him to continue to serve.

## ENDING THE ENCOUNTER

If the PCs are members of one of the other Elturgard meta-organizations, then things might get a little complicated. Consider the following to help resolve any issues or provide hooks for particular PCs: Allow the players to reference Handout 2 for information on the motivations of the various organizations.

- Taikos does not trust the Dusk Talons. If PCs make their association known, he will be very guarded and even more conflicted about the job, but still willing to work with them - this task is very important to him. If PCs flaunt their affiliation or throw it in his face, he might rescind his offer. For their part, the Dusk Talons would like to have a member of the Shield of Kilgrave owe their organization a favor, so any member PCs are encouraged to be circumspect.
- Councilman Orin Buffus is a member of the Lion's Den and was instrumental in hiring the PCs who saved Taikos in ELTU3-2 *Blue Wounds*. He looks upon their members favorably.
- The Order of Torm views the Shields with a wary eye, and vice versa. Still, the Order is concerned about its citizens and would not mind its members pursuing potential threats or dangers to them.

## EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

There is no treasure in this encounter. Though Taikos promises payment for the services, he will not do so until the PCs have completed his task.

## ENCOUNTER 2: INVESTIGATION

### SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 1

#### SETUP

**Natali, Elturel factor**

**Mari and Tahd, Plaguechanged refugees**

**Venderant, Scornubel factor**

**Brandis Thoughtspell, Berdusk factor**

The PCs begin investigating where the refugees are going. This encounter is designed to allow the players to role-play their investigation. Each scene is passed when the PCs have gathered the information and left for the next scene. This can be run as a skill challenge or as a role-playing encounter. In a convention setting, or with a group that would like to get to the meat of the module, this encounter can be summarized or skipped.

This encounter is laid out in a series of simple scenes that the PCs go through to find their way to Berdusk. Feel free to alter the flow, especially if the PCs find themselves stymied in any scene.

*Spellscarred refugees are fleeing Elturel, and The Shield of Kilgrave would like you to find out where they are going. Paladin Taikos mentioned that Natali knows where they are going, so you will have to begin by locating her.*

#### SKILL CHALLENGE: INVESTIGATION

**Goal:** Determine the fate of the refugees

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy

**Other Skills:** By scene

**Victory:** The PCs know the fate of the refugees.

**Defeat:** The PCs know the fate of the refugees, but it consumes too much time, and some have been sacrificed (Encounter 7).

**Scenes:** The PCs may accumulate up to 2 successes in any one scene. Once they do so they may not achieve any more successes or failures until the next scene. They may continue to interact with a scene if they feel they have not achieved all the information. It is possible they may fail or achieve victory during scene 2, though they will still need to complete scene 3 to get the final pieces of information they need. Expending a favor to use a contact counts as an automatic success and permanently expends the favor.

**Favors:** Each scene has an option for the PCs to expend a favor with one or more of the regional metaorgs. To gain this information the PCs must expend that favor (cross it off). Once during this encounter, a member of one of these metaorgs may gain access to this information without expending a favor. Each metaorg member may only do this once during the encounter. Make certain, by suggesting it to the players, that the PCs realize that they may utilize previous favors in order to gain information.

#### SCENE 1: ELTUREL

*Natali's office is in the lesser merchant's ward of Elturel. Her main building stands out immediately, as a large open window is boarded up. Slurs are painted in bold lettering on the whitewashed walls and over the boards.*

An examination of the boarded-up window reveals that the large glass window - a pricey sign of competence and success - was recently shattered. Rocks and other rubble were thrown through it.

The slurs painted on the wall are vitriolic messages towards spell-scarred and plaguechanged individuals, such as (feel free to invent your own): "Freaks", "Traitors", "Demon Binders", "Leave now", etc.

The information from this scene is obtainable in several ways. Those ways are listed first and the different information can be found at the end of the scene.

*If the PCs wish to obtain the information surreptitiously:*

**Athletics or Endurance [Moderate DC]** (1 success; 1 maximum)

You find a location near Natali's office where you can overhear what she's telling one of the spellscarred. Unfortunately, they are in a hard spot. You'll have to hold on for quite a while to get the all information. If they PC waits, they overhear Natali's information.

**Stealth [Moderate DC]** (1 success; 1 maximum)

Natali has provided herself with very good locks and other protections on her property, but the recent vandalism has created several holes in her security. The PC easily infiltrates her office and finds Natali's information.

**Streetwise [Moderate DC]** (1 success; 1 maximum)

The PC gets word of a few people who were neighbors of refugees. Some are kind, some are mean, but they are of the opinion that they headed to east to Scornubel. One of the neighbors has a business card that one of the spellscarred dropped while leaving for a rug merchant named Venderant.



**Thievery [Moderate DC]** (1 success; 1 maximum)

The PC picks Natali's pocket as she is leaving her office for some work related activity. The PCs can then slip in the front door and find Natali's information. The DM might also use Thievery should a PC attempt to pick the lock on Natali's office.

*If the PCs wish to obtain the information socially:*

*The inside of the office is tastefully decorated, and an assistant approaches you. She arranges for your meeting with Natali, and asks you to wait in the sitting room for a few minutes.*

*In the sitting room is a middle-aged peasant woman and a young human child. The child is obviously bored, the woman is harried and weary.*

The woman and child are Mari and Tahd, respectively. Mari is the matriarch of a family that is being driven from Elturel and wants to start again somewhere else. Tahd is plague-changed; he sounds like he is biting his tongue. His particular spell-scar is an extremely long tongue - like a frog's - that he can (and does) use to manipulate things.

Mari is meeting with Natali next, but has time for a brief chat with the PCs if they wish.

**Diplomacy [Moderate DC]** (1 success; 1 maximum)

The PCs talk with Mari and get along well. When she leaves, she mentions that she's headed to Scornubel. If the PCs wish to travel with her, she is more than willing to accept the company of capable sympathetic adventurers. This provides the PCs with Mari's information.

*If the PCs meet with Natali,*

They find her a young, successful business woman. She's self-confident and assertive, and bears a spell-scar down her left arm, of no visible effect.

She talks with the PCs, but is reserved about her efforts. She has been frustrated by the behavior of some citizens of Elturel, and by the Paladins of Torm, and it shows in conversation.

**Bluff [Hard DC]** (no success; Unlocks Diplomacy)

With adept skill, and a handy dash of arcane reagents, you forge the appearance a minor spellscar - just hope you don't have to use it.

**Diplomacy [Easy DC]** (after a Bluff or if the PC actually is spellscarred; 1 success; 1 maximum)

With your spellscar aiding your cause, your sympathetic words convince Natali to open up. "Finally, someone both caring and capable!" The PCs receive Natali's information and password.

**Diplomacy [Moderate/Hard DC]** (1 success; 1 maximum)

Your words, understanding and appropriate, convince Natali that you mean no harm. She tells you about the refugee trail she has formed.

(Hard DC only) Utterly convinced of your sincerity, Natali lets out a relieved sigh. "Finally, someone who cares! The paladins are so busy with other things, they barely notice the plight of their citizen! Let me tell you about the refugees, and my plan. You'll see that I'm doing my best." The PCs receive Natali's information and password.

*At some point in this scene, PCs might wish to call in favors with some of their contacts.* In Elturel, PCs can get useful information from the Lion's Den, the Order of Torm or the Dusk Talons (see below).

**Dusk Talon Contact** (1 success; 1 maximum)

A shady-looking eladrin meets the PC in a run-down tavern and tell them, "I heard that Natali was very curious about a rug merchant in Scornubel a while back. It's not her normal business, so it's probably related to that spell-scarred stuff."

**Lion's Den Contact** (1 success; 1 maximum)

A posh, overweight dragonborn meets with the PC in his office. "Natali came by here a few months back. I remember it because she won't join us - despite my best efforts. She wanted to know about Venderant, a merchant in Scornubel. She was asking about how trustworthy and honest he is. He's a ruthless merchant, but when he gives his word, it's solid."

**Order of Torm Contact** (1 success; 1 maximum)

Though all efforts have been made to keep this information secret from both the paladins of the Shields of Kilgrave as well as any of the Tormite, the Order of Torm has enough influence about town to find out that the next step of the refugees is to agents of the Lion's Den in Scornubel. We don't know specifically where however.

**Mari's Information**

Mari and her extended family (16 people, all told) are leaving Elturgard. It's been a contentious decision, but with two spell-scarred members (Tahd and his sister, Anabelle), the climate in Elturel is too unfriendly. It's



painful to Mari, as her family lived in Elturel for five generations.

Mari has been told that she should see Venderant, a rug merchant, in Scornubel, and he will help her further.

### **Natali's Information**

Natali, like many other citizens of Elturel, was plague-changed during the recent war - although her scar is a superficial one that does not cause distress or significant discomfort. She has been particularly frustrated by the Tormites focus on rebuilding the city over helping those touched by the blue fire. With her connections, money, and determination, she was not driven out by the anti-plague-changed undercurrent that is polluting parts of Elturel. However, she saw many others were, and decided to make a difference. She reached out to a contact in Scornubel, a good man named Venderant who had also suffered in the war - his son died defending Elturel.

Natali and Venderant began setting up a trail that refugees could take to flee Elturgard. Over the last few months, she has sent over a hundred refugees toward Venderant, in Scornubel.

### **Natali's Password**

Venderant insisted on a password system so that they would know when someone was a trusted actor of the other. Natali's password is "DARKENED SKY".

### **SCENE CONCLUSION**

**The information you've collected points to Scornubel. Natali's been sending the refugees to meet with a merchant named Venderant.**

### **SCENE 2: SCORNUBEL**

*Scornubel is a bustling trade city on the River Chionthar and the River Reaching. Many people enter the city by trade caravan or by ship. Hopefully, you can determine where the refugees have headed.*

*"Venderant's Exotic Rugs" sits in the middle class section of Scornubel, not far from the Lion's Den guild-house. It's decorated in a tacky, bold fashion, proudly laying out quality product inside with liveried assistants waiting to help customers.*

When the PCs look for Venderant, they have no trouble finding the store.

*If the PCs wish to acquire their information sneakily:*

**Stealth or Thievery [Hard DC]** (no success; unlocks Perception)

The highly cautious merchant's defenses prove to be no match for your skill. You've broken into his business, but where does he keep his notes?

**Perception [Hard DC]** (1 success; 1 maximum)

Venderant has cleverly hidden his business records, which is also where the information regarding the refugees is stored. This provides Venderant's information.

**Streetwise [Hard DC]** (1 success; 1 maximum)

The refugees have all been directed to a small subset of inns in Scornubel. "So, I heard that the marked ones were heading south. Don't wanna go by Darkhold, nope. Said to be a sage there that knows what's going on. Named Hermios, I think."

*If the PCs engage with Venderant socially:*

**Passive Perception [Moderate DC]** (no success; unlocks Religion)

There is a small memorial shrine in the corner. Torm's Fist dominates the mark.

**Passive Insight [Moderate DC]** (no success)

Venderant is a merchant. He buys and sells everything that might make him money. He'll know the information you seek is valuable. A small gift of 25/50/75/100/125 gp should loosen his tongue - although a savvy negotiator might reduce the price.

**Bribe** (1 success; 1 maximum)

If the PCs pay Venderant 25/50/75/100/125 gp, he parts with Venderant's information, as long as the PCs are not obviously hostile to the spellscarred.

**Mari** (1 success; 1 maximum)

If the PCs are escorting Mari, Venderant is solicitous and straightforward with her. He reveals Venderant's information, provides some small money for traveling expenses, and wishes her, her kin, and the PCs good luck and Torm's Blessing.

**Password** (1 success; 1 maximum)

If the PCs earned Natali's trust and her password, then Venderant is fully forthcoming. He reveals Venderant's information and Venderant's password.

**Bluff [Hard DC]** (1 success; 1 maximum)

After a brief bit of intense negotiations, you've outfoxed Venderant. "You got me," he says, "I'll tell you what you want to know." He reveals Venderant's information.

**Diplomacy [Moderate DC]** (1 success; 1 maximum)

"I am a humble merchant, but I do realize the value of things. You don't expect me to provide service without payment, do you?" This reduces the bribe by half.

**Intimidate [Hard DC]** (1 success; 1 maximum)

Venderant has experienced physical threats before from gangsters or criminals. If the PC finds a way to threaten the store, or his reputation, his is more concerned and the difficulty is only Moderate. If the PC actually damages Venderant's property or reputation prior to making the check, the difficulty is reduced to Easy. This provides them with Venderant's information.

**Religion [Moderate DC] or Automatic** (1 success; 1 maximum; unlocked by Passive Perception or special [see below])

If the PC is a worshipper of Torm and proudly displaying it, or a member of the Order of Torm and proudly displaying it, this is automatically successful.

The PC observes that the memorial shrine in the store is to Venderant's son, a paladin of Torm who died in the plague-war. Through sympathetic conversation, the PC convinces Venderant to provide his information and Venderant's password.

*At some point in this scene, PCs might wish to call in favors with some of their contacts.* In Scornubel, PCs can get useful information from the Lion's Den or the Dusk Talons (see below). There is no information from members of the Order of Torm in Scornudel.

**Dusk Talon contact** (1 success; 1 maximum)

A dwarf, a daredevil second-floor man with a wild look in his eyes, says with a grin, "I recall seeing some correspondence in Venderant's office one time while I was, er, visitin'. It stood out, 'cause he's not in the saging business! Look in Berdusk, for a wizard named Hermious."

**Lion's Den contact** (1 success; 1 maximum)

A human man, having recently taking over the leadership of the Lion's Den in Scornubel, says, "I can help you out. I'll lean on Venderant, and he'll give me the information. Come back tomorrow morning, and I'll have it for you." Good as his word, the guildmaster tells

you in the morning, "He's sending his charges to the sage Hermious in Berdusk. Sadly, and this was news to Venderant, Hermious passed recently. Anyone looking for him would be redirected to a different sage, Brandis Thoughtspell, also in Berdusk."

**Venderant's Information**

Venderant lost his son, a paladin of Torm in the plague-war, but the ideals his son stood for live on in Venderant (albeit slightly tarnished). He met with Natali and found her convincing, so he helped start the refugee relocation program. He's helped send over a hundred citizens on to hopefully a better life.

If the PCs bring up Brandis Thoughtspell, Venderant does not know about him, and if the PCs learned about Brandis from the Lion's Den, he is worried. "Please, investigate this Thoughtspell for me. The refugees I've sent might have gone to him, and I'm worried that he has ignored them or worse. If you think that he's trustworthy, send word to me and I will meet with him to reestablish the caravan."

**Venderant's Password**

Venderant's password for dealing with Hermious is MOLTENSEA.

**CONCLUSION**

**You've learned that the refugees are headed toward Berdusk, to seek out a sage there. Berdusk is the last city in Elturgard, so he'll know where they're going.**

**SCENE 3: BERDUSK**

*Following the River Reaching south, you eventually arrive in Berdusk. Like Scornubel, it is a merchant port. However, there are greater city defenses, oriented north, towards the Reaching Woods. This is the last city on the river within the bounds of Elturgard - once you find out where they are going, the Shields of Kilgrave will be pleased.*

*Near the center of the city, by the mayor's manor and the Lion's Den guildhall sits a proud business. "Brandis Thoughtspell, Sage and Expert" boldly occupies the street corner, exactly where Hermious's office was supposed to be. Next to the door are his Curriculum Vitae.*

Brandis is a knowledgeable wizard and sage. He does arcane research, ritual casting for hire, occasionally crafts unique magical items. Posted near his door are his Curriculum Vitae:

- Majestrix Academy (Arcane academy floating in Cormyr), graduated with honors, 1480
- Arrowpoint Institute (Boarding school floating in the Dalelands), Instructor, Dean of Arcane Arts
- Privileges to conduct research at Candlekeep, including access to the Restricted Tomes section
- Defender of Elturel - Sixth Starfall

*If the PCs attempt to gather the information from Brandis's office through the use of burglary:*

#### **Stealth or Thievery [Easy DC] (no success)**

You can tell even before moving to break in that the locks and warding on this building are a class above everyone else's in the neighborhood. It will be a difficult and involved process to break into that building. Your efforts will not go unnoticed.

PCs should know that it is a difficult action to break into the office, and one that will undoubtedly anger a powerful wizard. They will not get a chance to talk things over afterward. If they want to break in anyway, go to the next Encounter (3: Sub Encounter 3b).

*If the PCs attempt to talk with Brandis:*

***"Good afternoon, adventurers," the mage says from behind his desk. "I have little time for idle chatter. Tell me what it is you want, and I will tell you my price. It is high, but you came to me for quality, not discounts."***

Brandis is a prideful, arrogant man. He has been examining the spellscarred refugees for research purposes, and sending them as sacrifices to his former comrades. He is unwilling to genuinely help the PCs. Brandis is a highly accomplished liar, which is augmented with some psychic abilities. When he lies to the PCs, it is a **Passive Insight [Hard DC]** to know that something is not quite right - this does not specifically reveal that he is lying, though.

#### **Passive Insight [Moderate DC] (1 success; 1 maximum)**

Brandis has no real intent of helping you. If a PC has a spellscar (or a forged spellscar), Brandis is interested in it, but for his own purposes. If he has examined Mari's children, then the PCs can tell that he's definitely up to something.

#### **Bluff [Hard DC] (1 success; 1 maximum)**

With elaborate preparation, you've forged a spellscar. Brandis examines it minutely, before sighing.

"A very interesting mark, but .... Anyway, I'll see what I can do for you."

#### **Diplomacy [Moderate DC] (1 success; 1 maximum)**

You convince Brandis to open up. "I was a friend of Hermious, and confidant. When he died, I took over his efforts to help the downtrodden." (Lie)

#### **Intimidate**

Brandis is supremely confident in his abilities. He cannot be intimidated (yet), and orders the PCs to leave his place of business. He threatens to summon the Guard, and does so if the PCs continue to be belligerent.

#### **Venderant's Password**

**Insight [Hard DC]** to distinguish he doesn't recognize the password. When you provide Venderant's password, Brandis doesn't recognize it. He covered it well, but he had not heard that phrase before today.

#### **Mari**

Brandis eagerly examines Tahd and Anbelle, and is quite interested in their spellscars. He tells them that they'll have to wait in town for a few days while he works on the logistics of the next step of their transport.

*At some point in this scene, PCs might wish to call in favors with some of their contacts. In Berdusk, PCs can get some information from the Lion's Den. The Dusk Talons seek out the PCs at some point in this scene.*

*At some point, the PCs might seek out the Dusk Talons, if not they are approached by them directly:*

#### **Dusk Talon contact**

***"Good day, my new friends," says a gruff, scarred man. "I know why you are here - word travels fast if you know the right people."***

***He grins horribly, and continues, "I can tell you some information about Mister Spell there. In return, I'd like a favor."***

Garret The Knife is a medium level enforcer for the Dusk Talons. He is indirect in his request - as he doesn't know the PCs. If one of the PCs is a member of the Dusk Talons, he's a little more direct.

He tells the PCs the following:

- Hermious died recently, under suspicious circumstances ("Take it from an expert").
- Brandis was almost certainly behind it.

- The refugees have been stopping by to see him. After a meeting, the contents of which Garret doesn't know, some are sent out of town, somewhere near the Reaching Wood, where they aren't heard from again. Others have been sent to wait in taverns or inns.
- Garret is sure that the details that the PCs want are within the store.
- Brandis has made some deals in bad faith with Garret's friends, and they don't take kindly to that. The Dusk Talons would love to make an example of someone who crossed them and doesn't have the best interests of Elturgard at heart.
- There are wards on the house to reduce noise, and Garret will find a way to distract the guards if the PCs are going to fight Brandis inside his office (which Garret recommends, because he won't be able to flee easily and it'll send a message).

Garret is indirect, but makes sure the PCs know his price:

- He wants them to capture Brandis and give him to Garret and his friends.
- Brandis will spend a fair amount of time regretting his actions before he is allowed to die (it should be clear, if the player's don't get it, that this means torture).
- If Brandis dies when the PCs ask him for information, well, Garret won't be heartbroken.
- There might even be a reward in it for the PCs - in addition to a kindly word in the right places.
- If the PCs warn him or help him escape, they will have made some powerful people unhappy.

Once his information is provided and his terms known, Garret leaves. He lets the PCs know how to reach him if they have further questions. Should more honorable PCs try to send the Guard after him see Encounter 2A.

#### **Lion's Den contact (1 success; 1 maximum)**

A wealthy human merchant takes some time to talk to you. *"Well, Hermious was a good man - he helped found this chapter of the Lion's Den, you know. Shame what happened to him. Anyway, Brandis came in not long afterward and bought up the business. He's been doing the sage thing for a month now."*

The merchant knows the following bits of information:

- Hermious was, sadly, very drunk one day ("must have gotten bad news, because he didn't drink much at all") and got run over by a cart.
- Hermious didn't have any family, and his will stated that his assets be liquidated and used to

fund his favorite causes - Pacification of the Reaching Wood, the local orphanage, and several soup kitchens.

#### **CONCLUSION**

***Brandis Thoughtspell has turned out to be a roadblock. Dealing with him is the next obstacle.***

The PCs should be suspicious of Brandis by the end of this encounter, even if they are unwilling to work with Garret and the Dusk Talons. Feel free to make him more suspicious if the PCs aren't sure what to do.

#### **THE TRUTH ABOUT HERMIOUS**

The only person who knows what happened to Hermious is Brandis, although the Dusk Talons suspect foul play. An Easy Streetwise can dig up the general story (though not Brandis' involvement).

A month ago, Brandis arrived in town and decided on his cover profession. He used his magic to make Hermious confused enough to wander out into traffic and get run over by a wagon. A few more subtle spells kept the first aid that the teamster attempted from working.

After that, Brandis manipulated the Lion's Den guildmaster into selling him the sage business, which dovetailed with Hermious's will.

#### **ENDING THE ENCOUNTER**

**Success:** The PCs know that Brandis is the last link in the chain and that he's hiding something they need to know.

**Failure:** Brandis gets worried about the PCs and, unless they do something quickly, will ambush them and attempt to eliminate them. Further, they have lost some time and in encounter 7, two of the prisoners are already sacrificed.

If the PCs are unhappy with Garret's proposal and want to turn him into the watch, Encounter 2A has the details.

Otherwise, as soon as the PCs are willing to determine what to do about Brandis, they can proceed to Encounter 3.

#### **EXPERIENCE POINTS**

The PCs do not earn any XP for this encounter, but it does count towards a milestone.

#### **TREASURE**

This encounter does not have any treasure.

## ENCOUNTER 2A: TURNING STATE'S EVIDENCE

### SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 1

#### SETUP

**Garret The Knife**  
**Kinter, Paladin Initiate**

The PCs have not only decided not to accept the Dusk Talons' offer, but want to turn the contact into the city watch. Skip this encounter if the PCs do not try to turn Garret into the Guard.

*Garret The Knife is not likely to take your refusal lightly. It would be best to turn him in now. A little research has brought you to Kinter, an initiate in service to Torm. His reputation for honesty among the Guard is sterling, and his approach to capturing criminals can be best described as "unconventional".*

If the PCs can get Garret to be explicit in his request that they kill Brandis (or capture him for torture), in front of Kinter, Garret will be arrested. Kinter knows how to disguise himself, but will tell the PCs he'd prefer not to be in the actual conversation if possible.

For his part, Garret The Knife is oblique about his desires, relying on the PCs to know what he means. If they are too obtuse, he assumes that they are either too incompetent to do what needs to be done, or are trying to trap him.

### SKILL CHALLENGE: TURNING STATE'S EVIDENCE

**Goal:** Get Garret The Knife to implicate himself in Murder for Hire.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Bluff, Intimidate, Stealth, Thievery

**Other Skills:** Diplomacy, Insight, Perception

**Victory:** Garret is carted off by the watch.

**Defeat:** Garret escapes being arrested.

**Order of Torm** (2 successes)

If a PC is a member of the Order of Torm, the party starts with 2 successes as the Guard trusts their judgment; however, they also make all checks at a -2 penalty as Garret is more suspicious of the PCs.

#### SCENE 1: SETTING UP THE MEETING

*If you want Kinter to hear Garret incriminate himself, you'll have to find a good spot for Kinter to listen from.*

Kinter must hear the admission of guilt from Garret directly - any effect that relays Garret's words won't hold up sufficiently in court.

**Mandatory - Stealth or Thievery [Moderate DC]** (no success; does count towards failure)

You locate a hidden area nearby that Kinter has stand in, close enough to hear conversation but concealed enough that the would-be killer won't notice him.

A failure on this check does not end the skill challenge - Kinter is far enough away to not be seen and close enough to hear some things, but not everything.

#### ENDING THE SCENE

After one check, Garret arrives and the PCs attempt to get him to incriminate himself.

#### SCENE 2: SELF-INCRIMINATION

**Bluff [Moderate DC]** (1 success; no maximum)

The PCs direct the conversation with Garret, bringing him closer to a direct statement. After the second success with Bluff, the DC becomes **Hard**.

**Diplomacy [Hard DC]** (when a PC fails a check; once)

The PC smooth over Garret's raised suspicions, and gets him to relax somewhat. This grants a +2 bonus on the next check to manipulate Garret.

**Insight [Moderate DC]** (no successes; no failures)

The PC observes Garret enough to know where he is about to direct the conversation and can cut him off. This grants a +2 bonus on the next check to manipulate Garret.

**Intimidate [Moderate DC]** (1 success; no maximum)

The PCs portray themselves as dangerously competent, and exactly the sort of folk that Garret would want doing his dirty work.

**Stealth or Thievery [Moderate DC]** (1 success each; 1 maximum each)

The PCs ensure that Kinter can overhear the conversation without being seen.

#### ENDING THE SCENE

When the PCs have accumulated 4 successes or three failures, the scene (and skill challenge) end.

## ENDING THE ENCOUNTER

**Success:** Kinter has heard enough from Garret. He arrests him and has him thrown into jail. Garret's fate is sealed, and he eventually dies of an accidental stabbing in holding before his trial.

**Failure:** Garret realizes that the PCs are setting him up, and leaves before the case is solid.

### EXPERIENCE POINTS

This encounter does not give XP, and does not count towards a milestone.

### TREASURE

If the PCs are playing Adventure Level 6 or higher, Kinter offers them *gloves of the bounty hunter* as a reward.

## ENCOUNTER 3: BERDUSK NIGHTS

### SETUP

The PCs have visited Brandis and found that he is stonewalling them. They have to decide how to deal with him. The following possibilities are provided below, but feel free to run with another viable solution the PCs come up with.

- **Combat:** The PCs wind up fighting Brandis and his mercenaries. This could happen if the PCs give up and leave - Brandis can't afford to let the other factors know what he is up to. If the PCs are too noisy (with their investigation) or too blunt about their intentions, Brandis will attempt to kill them. If the PCs decide to raid his place of business, they would also fight him there. This is Encounter 3A.
- **Investigation:** The PCs investigate Brandis and attempt to discover what he is hiding. This is Encounter 3B.
- **Negotiation:** Brandis does not want to give the PCs the information they are demanding (since it implicates him in horrific crimes). But it's possible, albeit difficult, to change his mind. This is Encounter 3C.
- **Favors:** None of the organizations can help them in this encounter.

**DM's Note:** If the players are itching for combat, or don't seem to be looking forward to the prospect of another sequence of skill challenges, then steer them toward the Combat encounter. In 3b, consider having Brandis arrive shortly after they've broken in and attack them. In 3c, consider having him succumb to his Scar of Yeenoghu and attack them in frustration. If the PCs are enjoying role-playing and investigation and are short on time do to a convention setting, you might steer them toward encounter 3b or 3c.

### ENDING THE ENCOUNTER

The PCs end this encounter, and gain experience, when they have learned the fate of the refugees.

In particular, the PCs should learn the following bits of information from notes or conversation:

- The history of the Sixth Starfall (Appendix)
- That the members other than Brandis have fallen fully into Yeenoghu's clutches, although Brandis thinks they can be saved if someone can get through to them.

- That Brandis has been giving the plague-changed refugees to the Sixth Starfall for some nefarious purpose.
- That several were sent in last week, and might still be alive - although there is no indication of how long that will last.
- The location of the trail to the Sixth Starfall's encampment.
- The details of Brandis's research into forswearing the Scar of Yeenoghu. (Handout 1). This also leads to Story Award **ELTU13**.

Player Handout 1 has the details.

### EXPERIENCE POINTS

For discovering fate of the refugees, the PCs earn 25 / 35 / 50 / 70 / 100 XP. This encounter does count towards a milestone.

### TREASURE

However the PCs achieve their goal, they are able to take Brandis's quarterstaff, which is a *staff of sleep and charm* +1/+1/+2/+2/+3.



## ENCOUNTER 3A: AGGRESSIVE NEGOTIATIONS

ENCOUNTER LEVEL 2/4/6/8/10  
(625/875/1250/1,750/2,500 XP)

### SETUP

This encounter includes the following creatures at Adventure Level 2:

**Brandis Thoughtspell (Level 2) (B)**

This encounter includes the following creatures at Adventure Level 4:

**Brandis Thoughtspell (Level 4) (B)**

This encounter includes the following creatures at Adventure Level 6:

**Brandis Thoughtspell (Level 6) (B)**

This encounter includes the following creatures at Adventure Level 8:

**Brandis Thoughtspell (Level 8) (B)**

This encounter includes the following creatures at Adventure Level 10:

**Brandis Thoughtspell (Level 10) (B)**

If the PCs are ambushed by Brandis, or decide to ambush him, use the city streets map. If the PCs are raiding the sage's business, or are caught while breaking in, use the sage's office map.

Brandis works in his office, which is a large building. He will always have his implements at hand, since he has thoroughly irritated the Dusk Talons.

As the adventurers enter the area, read:

*A middle-aged man sits behind his desk. Bookshelves dominate the walls of the massive office, with several guards spaced evenly around. He looks up at you as you enter. "You are here for sage business, I assume? What is it - I do not have time for idle chatter."*

An examination of the room by the PCs reveals:

- Arcana (Trained only) [Moderate DC]: Brandis has a number of protective spells about him, and around his guards.
- Insight (Trained only) [Moderate DC]: The guards do not seem really attentive, and aren't fully following the PC's actions.

- Perception [Hard DC]: The PC can make out parts of the room behind the guards - indicating that they are illusory.

If the PCs question Brandis about the guards, he informs them that a local criminal element has been attempting to extort money from him, and he told them no.

### FEATURES OF THE AREA (OFFICE)

**Illumination:** Bright illumination from mage globes.

**Tables:** The tables are blocking terrain covered in alembics and other alchemical items. A character climbing on top of the table automatically causes the **Alchemical Explosion** attack (which also targets the character). Any character standing next to one has access to the following terrain power:

#### STANDARD ACTION

##### R Random Alchemy (poison) ♦ Encounter

**Attack:** Area burst 1 within 10; AL + 3 vs. Reflex

**Hit:** 2d8 + AL poison damage.

**Miss:** Half damage.

If an area or close attack with one of the following keywords (acid, cold, fire, lightning, or thunder) includes one of the tables, the table explodes. This can also be invoked with a Athletics (Moderate DC) check as a standard action, if the PC is adjacent to the table.

##### Alchemical Explosion ♦ Encounter

**Attack:** Close burst 2 (whole table); AL + 3 vs. Reflex

**Hit:** 2d8 + AL poison damage and knocked prone.

**Miss:** Half damage.

**Arcane Runes:** Brandis enchanted the runes to aid him in battle. Any attack Brandis makes from the runes, as well as any arcane attack power, gets a +2 bonus if the caster is standing on the runes. A character can take a move action to teleport 8 squares, if they are standing in the runes.

**Bookshelves:** All the walls are bookshelves. If a creature is subjected to forced movement that includes a square adjacent to a bookshelf, they must make a saving throw or fall prone as falling shelves and books knock them down.

### FEATURES OF THE AREA (STREETS)

**Illumination:** Bright illumination if during the day, dim illumination if at night.

**Houses:** The houses are 30 feet tall. The houses have steep canted roofs, and PCs must make Acrobatic checks (Moderate DC) when starting on the roofs or

getting onto the roof. Failure indicates the PC falling off the roof, taking 3d10 falling damage.

**Crates:** The crates are difficult terrain.

**Puddles:** When combat starts, the puddles ice over. This is difficult terrain, and if a creature is subject to forced movement that includes the icy patches, they have to make a saving throw or fall prone.

**Gutters:** The corners of each building tile have vertical gutter pipes on them. Gutters give the following terrain power:

MOVE ACTION
<b>Quick-Climb ♦ At-Will</b>
<i>Effect:</i> Make an Athletics or Acrobatics check [Hard DC]
<i>Success:</i> Climb onto the roof.
<i>Failure:</i> The PC makes it partway, but then loses their grip, and taking 1d10 falling damage.
AL 6: 2d10 falling damage
AL 10: 3d10 falling damage

## TACTICS

Brandis begins the encounter with *Phantom Battle*, hoping the PCs will kill each other off. He'll then use *Beguiling Strands* as often as possible, hoping to dominate the PCs.

While he is not bloodied, Brandis engages in a fair fight, and excludes unconscious PCs from his attacks. However, once he becomes bloodied, the influence of Yeenoghu drives him to kill. He no longer excludes unconscious PCs from his attacks, including them out of spite if it costs him nothing. If the PCs leave him with an unconscious target and no other viable targets, he might taunt them by performing a coup de grace on the unconscious target.

## SCALING THE ENCOUNTER

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

**Four PCs:** Lower the recharge on *beguiling strands* to 6 and reduce Brandis's hit points to:

- AL 2: **HP 110 Bloodied 55**
- AL 4: **HP 164 Bloodied 82**
- AL 6: **HP 220 Bloodied 110**
- AL 8: **HP 272 Bloodied 136**
- AL 10: **HP 326 Bloodied 163**

**Six PCs:** Increase Brandis's hit points to:

- AL 2: **HP 163 Bloodied 81**
- AL 4: **HP 244 Bloodied 122**
- AL 6: **HP 326 Bloodied 163**
- AL 8: **HP 408 Bloodied 204**
- AL 10: **HP 490 Bloodied 245**

## ENDING THE ENCOUNTER

If the PCs defeat Brandis and kill him, they can examine his papers at their leisure, eventually figuring out the information listed in Encounter 3. Any attempt to interrogate him, especially with the use of Intimidate, automatically succeeds, as Brandis knows the PCs are his betters - he gives them all the information of Encounter 3.

The PCs can elect to give him over to Garret The Knife or the watch. They know they won't have a good case against him, but with creative adjustments, the case against him could be solidified (see encounter 3d). If the PCs come up with a way to hold Brandis without needing to be present (such as using an organization favor), any redeemed members of the Sixth Starfall (encounter 6) can testify against him.

If combat is going poorly for the PCs, the guards shows up when the PCs are mostly defeated and stop the combat. Arrested PCs must pay 25/40/75/150/225 gp as a fine before being released from jail. A PC has a single chance to escape from jail with a Hard DC Thievery check (trained only) if they so desire, otherwise they must pay the fine.

## EXPERIENCE POINTS

The PCs earn no XP for this encounter, and it does not count for a milestone. See the Experience Points section in Encounter 3.

## TREASURE

There is no treasure in this encounter. See the Treasure section in Encounter 3.

# ENCOUNTER 3A: AGGRESSIVE NEGOTIATIONS

## ADVENTURE LEVEL 2

Brandis Thoughtspell MEDIUM NATURAL HUMANOID	Level 2 Solo Controller XP 625
Initiative +3 HP 136; Bloodied 68 AC 20; Fortitude 17, Reflex 18, Will 21 Speed 6; see also <i>Mage's Flight</i> Resist 15 psychic Saving Throws +5; Action Points 2	Senses Perception +3
TRAITS	
<b>Rage of Yeenoghu (When Bloodied)</b> Brandis gains a +2 to attack rolls and a +4 bonus to damage rolls until the end of the encounter. His resistance to psychic damage increases to 20.	
STANDARD ACTIONS	
m <b>Quarterstaff</b> (weapon, psychic) ♦ <b>At-Will</b> Attack: Reach 2; +7 vs. AC Hit: 2d8 + 3 damage, and the target takes ongoing 5 psychic damage (save ends).	
M <b>Force Strike</b> (implement, force) ♦ <b>At-Will</b> Attack: Reach 2 (one or two creatures; +5 vs. Reflex . If Brandis targets one creature, he can make this attack twice against that creature. Hit: 2d6 + 2 force damage.	
C <b>Beguiling Strands</b> (implement, psychic) ♦ <b>Recharge 5 6</b> Attack: Close blast 5; +6 vs. Will Hit: 2d4 + 1 psychic damage, and the target takes ongoing 5 psychic damage and is dazed (save ends). Each time the target fails the saving throw against this effect, Brandis can slide it 3 squares. Miss: Half damage.	
A <b>Phantom Battle</b> (charm, implement) ♦ <b>Encounter</b> Attack: Area burst 5 within 10 (targets enemies); +6 vs. Will Hit: The target does nothing on its turn except attack the nearest creature (enemy or ally), moving if necessary (save ends). The target makes only at-will attacks while under this effect. If more than one creature is nearest, determine the target randomly.	
MOVE ACTIONS	
Mage's Flight ♦ <b>At-Will</b> Brandis flies 6 squares, but must land at the end of the movement.	
MINOR ACTIONS	
R <b>Dominating Mind</b> (charm, gaze) ♦ <b>At-Will (1/round)</b> Attack: Ranged 10 (targets a stunned or dazed creature); +6 vs. Will Hit: The target is dominated until the end of Brandis's next turn. Brandis can use dominating mind on only one creature at a time.	
TRIGGERED ACTIONS	
<b>Yeenoghu's Resilience</b> ♦ <b>Encounter (When Bloodied)</b> Trigger: Brandis is hit by an attack dealing acid, cold, fire, lightning, or thunder damage. Effect (free action): Brandis gains resist 10 to the triggering damage type until the end of the encounter (including on the triggering attack).	
Alignment Evil	Languages Common, Elven, Abyssal
Skills Arcane +9, History +9	
Str 12 (+2)	Dex 15 (+3) Wis 14 (+3)
Con 12 (+2)	Int 20 (+6) Cha 13 (+2)
Equipment robes, quarterstaff	

## ADVENTURE LEVEL 4

Brandis Thoughtspell MEDIUM NATURAL HUMANOID	Level 4 Solo Controller XP 875
Initiative +4 HP 204; Bloodied 102 AC 22; Fortitude 19, Reflex 20, Will 23 Speed 6; see also <i>Mage's Flight</i> Resist 15 psychic Saving Throws +5; Action Points 2	Senses Perception +4
TRAITS	
<b>Rage of Yeenoghu (When Bloodied)</b> Brandis gains a +2 to attack rolls and a +4 bonus to damage rolls until the end of the encounter. His resistance to psychic damage increases to 20.	
STANDARD ACTIONS	
m <b>Quarterstaff</b> (weapon, psychic) ♦ <b>At-Will</b> Attack: Reach 2; +9 vs. AC Hit: 2d8 + 5 damage, and the target takes ongoing 5 psychic damage (save ends).	
M <b>Force Strike</b> (implement, force) ♦ <b>At-Will</b> Attack: Reach 2 (one or two creatures; +7 vs. Reflex. If Brandis targets one creature, he can make this attack twice against that creature. Hit: 2d6 + 4 force damage.	
C <b>Beguiling Strands</b> (implement, psychic) ♦ <b>Recharge 5 6</b> Attack: Close blast 5; +8 vs. Will Hit: 2d6 + 3 psychic damage, and the target takes ongoing 5 psychic damage and is dazed (save ends). Each time the target fails the saving throw against this effect, Brandis can slide it 3 squares. Miss: Half damage.	
A <b>Phantom Battle</b> (charm, implement) ♦ <b>Encounter</b> Attack: Area burst 5 within 10 (targets enemies); +8 vs. Will Hit: The target does nothing on its turn except attack the nearest creature (enemy or ally), moving if necessary (save ends). The target makes only at-will attacks while under this effect. If more than one creature is nearest, determine the target randomly.	
MOVE ACTIONS	
Mage's Flight ♦ <b>At-Will</b> Brandis flies 6 squares, but must land at the end of the movement.	
MINOR ACTIONS	
R <b>Dominating Mind</b> (charm, gaze) ♦ <b>At-Will (1/round)</b> Attack: Ranged 10 (targets a stunned or dazed creature); +8 vs. Will Hit: The target is dominated until the end of Brandis's next turn. Brandis can use dominating mind on only one creature at a time.	
TRIGGERED ACTIONS	
<b>Yeenoghu's Resilience</b> ♦ <b>Encounter (When Bloodied)</b> Trigger: Brandis is hit by an attack dealing acid, cold, fire, lightning, or thunder damage. Effect (free action): Brandis gains resist 10 to the triggering damage type until the end of the encounter (including on the triggering attack).	
Alignment Evil	Languages Common, Elven, Abyssal
Skills Arcane +10, History +10	
Str 12 (+3)	Dex 15 (+4) Wis 14 (+4)
Con 12 (+3)	Int 20 (+7) Cha 13 (+3)
Equipment robes, quarterstaff	

## ADVENTURE LEVEL 6

Brandis Thoughtspell MEDIUM NATURAL HUMANOID	Level 6 Solo Controller XP 1250
Initiative +5 HP 272; Bloodied 136 AC 24; Fortitude 21, Reflex 22, Will 25 Speed 6; see also <i>Mage's Flight</i> Resist 15 psychic Saving Throws +5; Action Points 2	Senses Perception +5
<b>TRAITS</b>	
<b>Rage of Yeenoghu (When Bloodied)</b> Brandis gains a +2 to attack rolls and a +4 bonus to damage rolls until the end of the encounter. His resistance to psychic damage increases to 20.	
<b>STANDARD ACTIONS</b>	
m <b>Quarterstaff</b> (weapon, psychic) ♦ <b>At-Will</b> Attack: Reach 2; +11 vs. AC Hit: 2d10 + 5 damage, and the target takes ongoing 5 psychic damage (save ends).	
M <b>Force Strike</b> (implement, force) ♦ <b>At-Will</b> Attack: Reach 2 (one or two creatures; +9 vs. Reflex . If Brandis targets one creature, he can make this attack twice against that creature. Hit: 2d8 + 4 force damage.	
C <b>Beguiling Strands</b> (implement, psychic) ♦ <b>Recharge 5 6</b> Attack: Close blast 5; +10 vs. Will Hit: 2d6 + 3 psychic damage, and the target takes ongoing 5 psychic damage and is dazed (save ends). Each time the target fails the saving throw against this effect, Brandis can slide it 3 squares. Miss: Half damage.	
A <b>Phantom Battle</b> (charm, implement) ♦ <b>Encounter</b> Attack: Area burst 5 within 10 (targets enemies); +10 vs. Will Hit: The target does nothing on its turn except attack the nearest creature (enemy or ally), moving if necessary (save ends). The target makes only at-will attacks while under this effect. If more than one creature is nearest, determine the target randomly.	
<b>MOVE ACTIONS</b>	
Mage's Flight ♦ <b>At-Will</b> Brandis flies 6 squares, but must land at the end of the movement.	
<b>MINOR ACTIONS</b>	
R <b>Dominating Mind</b> (charm, gaze) ♦ <b>At-Will (1/round)</b> Attack: Ranged 10 (targets a stunned or dazed creature); +10 vs. Will Hit: The target is dominated until the end of Brandis's next turn. Brandis can use dominating mind on only one creature at a time.	
<b>TRIGGERED ACTIONS</b>	
<b>Yeenoghu's Resilience</b> ♦ <b>Encounter (When Bloodied)</b> Trigger: Brandis is hit by an attack dealing acid, cold, fire, lightning, or thunder damage. Effect (free action): Brandis gains resist 10 to the triggering damage type until the end of the encounter (including on the triggering attack).	
Alignment Evil	Languages Common, Elven, Abyssal
Skills Arcane +11, History +11	
Str 12 (+4)	Dex 15 (+5) Wis 14 (+5)
Con 12 (+4)	Int 20 (+8) Cha 13 (+4)
Equipment robes, quarterstaff	

## ADVENTURE LEVEL 8

Brandis Thoughtspell MEDIUM NATURAL HUMANOID	Level 8 Solo Controller XP 1750
Initiative +6 HP 340; Bloodied 170 AC 26; Fortitude 23, Reflex 24, Will 27 Speed 6; see also <i>Mage's Flight</i> Resist 15 psychic Saving Throws +5; Action Points 2	Senses Perception +6
<b>TRAITS</b>	
<b>Rage of Yeenoghu (When Bloodied)</b> Brandis gains a +2 to attack rolls and a +4 bonus to damage rolls until the end of the encounter. His resistance to psychic damage increases to 20.	
<b>STANDARD ACTIONS</b>	
m <b>Quarterstaff</b> (weapon, psychic) ♦ <b>At-Will</b> Attack: Reach 2; +13 vs. AC Hit: 2d10 + 7 damage, and the target takes ongoing 5 psychic damage (save ends).	
M <b>Force Strike</b> (implement, force) ♦ <b>At-Will</b> Attack: Reach 2 (one or two creatures; +11 vs. Reflex. If Brandis targets one creature, he can make this attack twice against that creature. Hit: 2d8 + 6 force damage.	
C <b>Beguiling Strands</b> (implement, psychic) ♦ <b>Recharge 5 6</b> Attack: Close blast 5; +12 vs. Will Hit: 2d6 + 5 psychic damage, and the target takes ongoing 5 psychic damage and is dazed (save ends). Each time the target fails the saving throw against this effect, Brandis can slide it 3 squares. Miss: Half damage.	
A <b>Phantom Battle</b> (charm, implement) ♦ <b>Encounter</b> Attack: Area burst 5 within 10 (targets enemies); +12 vs. Will Hit: The target does nothing on its turn except attack the nearest creature (enemy or ally), moving if necessary (save ends). The target makes only at-will attacks while under this effect. If more than one creature is nearest, determine the target randomly.	
<b>MOVE ACTIONS</b>	
Mage's Flight ♦ <b>At-Will</b> Brandis flies 6 squares, but must land at the end of the movement.	
<b>MINOR ACTIONS</b>	
R <b>Dominating Mind</b> (charm, gaze) ♦ <b>At-Will (1/round)</b> Attack: Ranged 10 (targets a stunned or dazed creature); +12 vs. Will Hit: The target is dominated until the end of Brandis's next turn. Brandis can use dominating mind on only one creature at a time.	
<b>TRIGGERED ACTIONS</b>	
<b>Yeenoghu's Resilience</b> ♦ <b>Encounter (When Bloodied)</b> Trigger: Brandis is hit by an attack dealing acid, cold, fire, lightning, or thunder damage. Effect (free action): Brandis gains resist 10 to the triggering damage type until the end of the encounter (including on the triggering attack).	
Alignment Evil	Languages Common, Elven, Abyssal
Skills Arcane +12, History +12	
Str 12 (+5)	Dex 15 (+6) Wis 14 (+6)
Con 12 (+5)	Int 20 (+9) Cha 13 (+5)
Equipment robes, quarterstaff	

# ADVENTURE LEVEL 10

Brandis Thoughtspell		Level 10 Solo Controller	
MEDIUM NATURAL HUMANOID		XP 2500	
Initiative +7		Senses Perception +7	
HP 408; Bloodied 204			
AC 19; Fortitude 15, Reflex 17, Will 12			
Speed 6; see also <i>Mage's Flight</i>			
Resist 15 psychic			
Saving Throws +5; Action Points 2			
TRAITS			
Rage of Yeenoghu (When Bloodied)			
Brandis gains a +2 to attack rolls and a +4 bonus to damage rolls until the end of the encounter. His resistance to psychic damage increases to 20.			
STANDARD ACTIONS			
m Quarterstaff (weapon, psychic) ♦ At-Will			
Attack: Reach 2; +15 vs. AC			
Hit: 2d10 + 9 damage, and the target takes ongoing 5 psychic damage (save ends).			
M Force Strike (implement, force) ♦ At-Will			
Attack: Reach 2 (one or two creatures; +13 vs. Reflex. If Brandis targets one creature, he can make this attack twice against that creature.			
Hit: 2d8 + 8 force damage.			
C Beguiling Strands (implement, psychic) ♦ Recharge 5 6			
Attack: Close blast 5; +14 vs. Will			
Hit: 2d6 + 7 psychic damage, and the target takes ongoing 5 psychic damage and is dazed (save ends). Each time the target fails the saving throw against this effect, Brandis can slide it 3 squares.			
Miss: Half damage.			
A Phantom Battle (charm, implement) ♦ Encounter			
Attack: Area burst 5 within 10 (targets enemies); +14 vs. Will			
Hit: The target does nothing on its turn except attack the nearest creature (enemy or ally), moving if necessary (save ends). The target makes only at-will attacks while under this effect. If more than one creature is nearest, determine the target randomly.			
MOVE ACTIONS			
Mage's Flight ♦ At-Will			
Brandis flies 6 squares, but must land at the end of the movement.			
MINOR ACTIONS			
R Dominating Mind (charm, gaze) ♦ At-Will (1/round)			
Attack: Ranged 10 (targets a stunned or dazed creature); +14 vs. Will			
Hit: The target is dominated until the end of Brandis's next turn. Brandis can use dominating mind on only one creature at a time.			
TRIGGERED ACTIONS			
Yeenoghu's Resilience ♦ Encounter (When Bloodied)			
Trigger: Brandis is hit by an attack dealing acid, cold, fire, lightning, or thunder damage.			
Effect (free action): Brandis gains resist 10 to the triggering damage type until the end of the encounter (including on the triggering attack).			
Alignment Evil		Languages Common, Elven, Abyssal	
Skills Arcane +13, History +13			
Str 12 (+6)	Dex 15 (+7)	Wis 14 (+7)	
Con 12 (+6)	Int 20 (+10)	Cha 13 (+6)	
Equipment robes, quarterstaff			



## ENCOUNTER 3A: AGGRESSIVE NEGOTIATIONS (MAP 1)

If the PCs are attacking Brandis, they start in Area 1 and he starts in Area 2, unless role-playing has dictated different starting positions. If they are attacked by Brandis while searching his office, he starts in Area 1 and they start in Area 2, unless role-playing has dictated different starting positions.

### TILE SETS NEEDED

*Dungeon Tiles Essentials: The City* x1



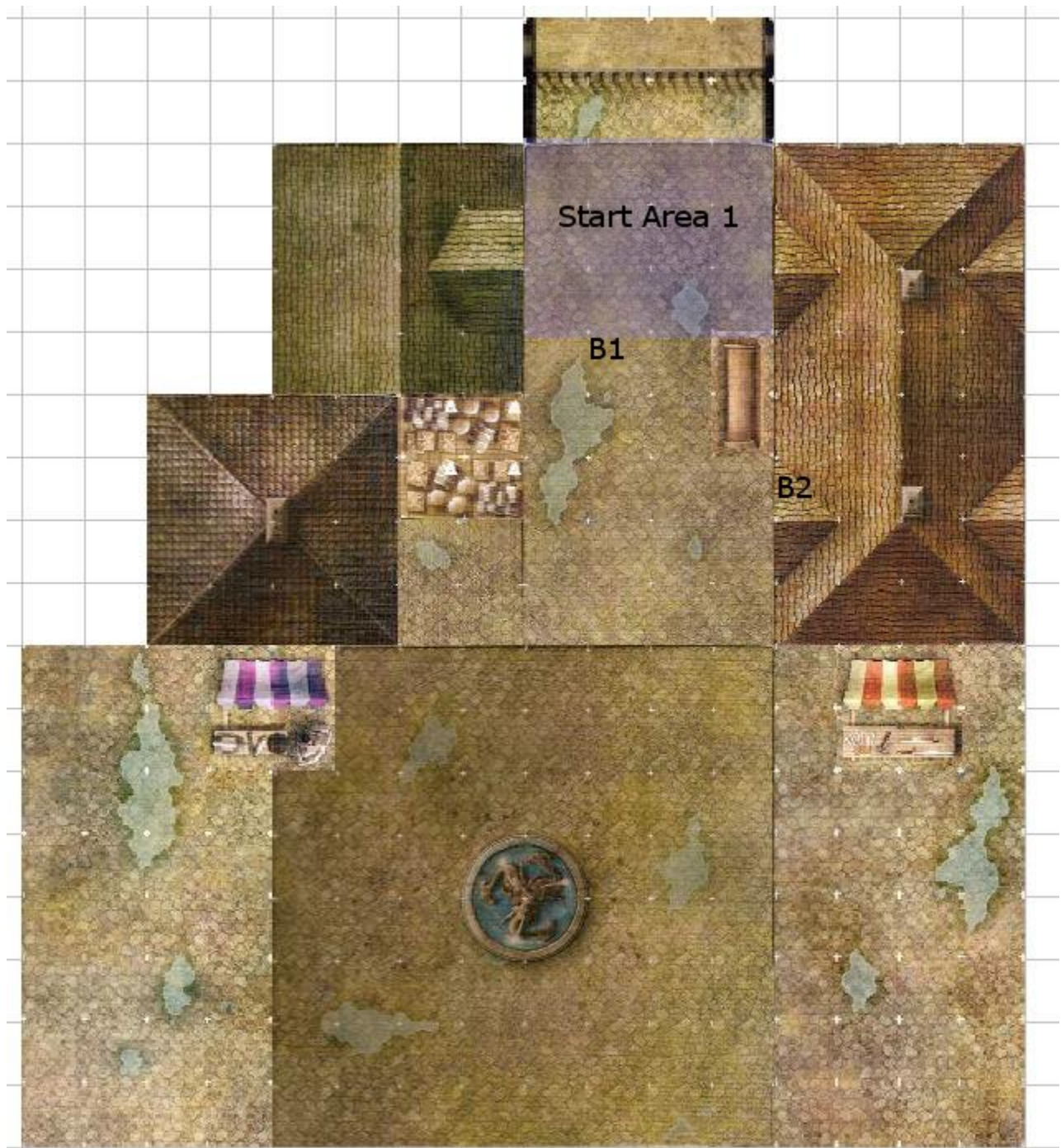
## ENCOUNTER 3A: AGGRESSIVE NEGOTIATIONS (MAP 2)

If the PCs are ambushed by Brandis, he is in position B2 and they are in Area 1. If they are ambushing him, he is in position B1 and they can set themselves up where they like.

### TILE SETS NEEDED

*Dungeon Tiles Essentials: The City* x1

*Streets of Shadow* x1





## ENCOUNTER 3B: INFILTRATION

### SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 3

#### SETUP

The PCs attempt to break into Brandis's office and get the information they need.

*The sage's office is closed, and night has come. The streets are mostly empty, save for the patrolling watch and the occasional late-night traveler.*

With a quick look around, the PCs can tell:

- Brandis has left (they might have tailed him to be sure of that)
- The watch patrols fairly frequently - they will have to be quiet and fast.

#### SKILL CHALLENGE: INFILTRATION

**Goal:** The PCs attempt to break into Brandis's office and gather what information they can.

**Complexity:** 3 (8 successes before 3 failures)

This skill challenge is broken into four scenes. Each scene has its own primary and secondary skills, as well as victory or defeat conditions.

At the start of each scene, the party must attempt a group stealth check:

**Stealth [Moderate DC]** (group check; no successes)

If half or more of the PCs succeed, the PCs engage in this scene without drawing undue attention. Otherwise, the PCs are too loud and get one failure.

The PCs also have the following special actions, available only once each:

**Bluff [Moderate DC]** (at a failed stealth check)

The PC is able to deceive the watch, or neighbors, as to the cause of all the noise. This negates the failed Stealth check.

**Bribe** (at two failures)

A PC bribes a guard, who willingly brings shame on the house of Torm for being so corrupt, with an appropriate amount of money: 25 / 40 / 75 / 150 / 225 gp. A **Hard DC Bluff** check can reduce this by half.

#### SCENE 1

*The streets are clear, for the moment. Still, it would be good to get into the building as soon as possible.*

**Primary Skills:** Acrobatics, Thievery

**Secondary Skills:** Athletics, Perception, Streetwise

**Victory:** After 2 successes, the PCs get into the building.

**Defeat:** If the PCs accumulate 3 failures in this scene, they are nearly caught by the guards, who stand guard and summon Brandis from a nearby inn. The PCs will have to fight him to get the information they want. See Encounter 3A.

**Athletics [Moderate DC]** (no successes; no failures)

The second floor windows will be easier to open, so the PC gets himself up to the window, or helps another PC up to the window. This makes the Thievery DCs **Moderate**.

**Acrobatics [Hard DC]** (1 success; 2 maximum)

The PC attempts to climb in through the very small chimney, or something similar. It'll be painful as it is not size correctly - the PC loses a healing surge in scraps and torn cuts. The DC is **Moderate** if the PC is small.

**Perception [Moderate DC]** (no success; no failures)

The PC notices one window seems slightly off-balance, giving a +2 bonus on Thievery attempts to break in.

**Streetwise [Moderate DC]** (no success; no failures)

The PC learns from an enterprising burglar which of the building's chimneys is best to use, which reduces the Acrobatics DC to **Moderate** (or **Easy** if the PC is small).

**Thievery [Hard DC]** (1 success; 2 maximum)

The PC attempts to pick the lock on a window or the front door.

**Teleport** (1 success; requires 1 success and 2 squares of teleportation)

The PC has managed to get a line of sight into the house through a crack or keyhole, and can teleport in.

#### SCENE 2

*The inside of the house is empty. But before you can do much beside cover your entrance, arcane wards erupt. If they aren't suppressed fast ...*

**Primary Skills:** Arcana, Endurance

**Secondary Skills:** Nature, Perception, Religion

**Victory:** After 2 successes, the PCs have suppressed the wards (that they know of).

**Defeat:** If the PCs have accumulated 3 failures through this scene, Brandis is alerted to their trespass. He'll undoubtedly be along shortly, so the PCs must hurry. They are reset to 1 failure and advance to the next scene, but take a -2 on all remaining checks due to hurrying, and do not have enough time to frame Brandis at the end.

**Arcana, Nature, or Religion [Moderate DC]** (1 success; 2 maximum)

The PC attempts to manipulate the wards by repowering it with his own life force. If the PC succeeds, he loses a healing surge as the magic drains him. If the PC beat the **Hard DC**, he does not lose a healing surge. If the PC fails this check, the entire party loses a healing surge due to magical backlash.

**Athletics or Endurance [Moderate DC]** (1 success; 2 maximum)

The PC jumps on the ward and attempts to directly smother the magical energies flowing through the room. On a success, the PC loses a healing surge. On a failure, the PC loses two healing surges.

**Insight [Moderate DC]** (no successes; no failures)

The PC infers where key anchors of the wards are going to be. This grants a +2 bonus to disable the wards.

**Perception [Moderate DC]** (no successes; no failures)

The PC notices some active arcane runes that might be anchors. This grants a +2 bonus to disable the wards.

**Thievery [Hard DC]** (1 success; 2 maximum)

The PC attempts to disarm the wards, as though they were a trap. It's dangerous, and a failure here costs 2 healing surges.

### SCENE 3

*The wards are down, and you can look through his papers.*

**Primary Skills:** Perception, Thievery

**Secondary Skills:** Arcana, History, Religion

**Victory:** After 2 successes, the PCs have discovered a set of suspicious papers.

**Defeat:** If the PCs have accumulated 3 failures through this scene, they fail the skill challenge and Brandis arrives, attacking them in his house, in Encounter 3a.

**Arcana [Hard DC]** (no successes; no failures)

Brandis uses a bizarre filing scheme based somewhat on magical runes. This grants a +2 bonus on checks this scene.

**History [Hard DC]** (no successes; no failures)

Books are in the wrong section, based on their topics. This grants a +2 bonus on checks this scene.

**Perception [Moderate DC]** (1 success; 2 maximum)

The PC searches through papers on the desk and in files, finding something interesting.

**Religion [Hard DC]** (no successes; no failures)

Brandis follows Corellon, and there are a few common filing conventions between temples, which Brandis has cribbed. This grants a +2 bonus to checks this scene.

**Special - Language (Elven)**

Brandis has filed his information using the elven language and elven symbols. Any PC who speaks elven gets a +2 bonus to search here.

### SCENE 4

*You've found a set of suspicious papers. There's a weird magical aura about them - you get the feeling it would be a bad idea to take them from this building. The notes are, unfortunately, encrypted.*

**Primary Skills:** Arcana, History, Religion, Thievery

**Secondary Skills:** Insight, Perception

**Victory:** After 2 successes, the PCs have decrypted the papers.

**Defeat:** The PCs eventually decrypt the papers, but not before Brandis and the guards arrive. The PCs lose 2 healing surges each as they escape. If they insist on fighting see Encounter 3A (be mindful of time if they choose this option).

**Special - Leaving**

If the PCs attempt to take Brandis's notes out of the building, they grow progressively hotter until they erupt into flames, fully destroying them. Returning to the office before the notes burn causes them to cool down again.

**Special - Ritual [Amanuensis]** (2 successes)

With resources looted from Brandis's study, the PC can cast this ritual without a component cost. This allows the PCs to take the notes with them and examine them at their leisure.

**Arcana [Hard DC]** (1 success; 2 maximum)

The encryption used by Brandis is highly complicated, and involves complex magical formula.

**History [Hard DC]** (1 success; 2 maximum)

The encryption used by Brandis is highly complicated, and involves complex magical formula. The PC's knowledge of historical information warfare helps decrypt the notes.

**Insight [Moderate DC]** (no successes; no failures)

Knowing what they know of Brandis, the PCs can deduce a few weaknesses in his style. This grants a +2 bonus to all checks to decrypt the notes.

**Perception [Moderate DC]** (no successes; no failures)

The PC notices a few repeated phrases, which helps reduce the complexity of the code. This grants a +2 bonus to all checks to decrypt the notes.

**Religion [Hard DC]** (1 success; 2 maximum)

The encryption used by Brandis is highly complicated, and involves complex magical formula. Brandis borrows from Corellon's teaching however, making it somewhat easier to decode.

**Thievery [Hard DC]** (1 success; 2 maximum)

An encryption algorithm is just a lock, albeit one you're not often called upon to deal with.

## ENDING THE ENCOUNTER

If the PCs come up with interesting ideas for any of the scenes, feel free to improve.

**Success:** If the PCs succeeded in the skill challenge, they learn everything described in Encounter 3. They also have the option of framing Brandis, if they are so inclined (Encounter 3d).

**Failure:** If the PCs failed in scenes 1, or 2, they were unable to get the information they desire. They will have to try to get it elsewhere. If the failed in scene 3, they have to fight Brandis and his allies in the office, and Brandis gets a surprise round when he teleports in.

## EXPERIENCE POINTS

The PCs earn no XP for this encounter, and it does not count for a milestone. See the Experience Points section in Encounter 3.

## TREASURE

There is no treasure in this encounter. See the Treasure section in Encounter 3.

## ENCOUNTER 3C: HONEYED WORDS

### SKILL CHALLENGE LEVEL 7/9/11/13/15, COMPLEXITY 2

#### SETUP

##### Brandis Thoughtspell, Sage

The PCs want to attempt to convince Brandis to part with the information he has willingly. They should be aware that this is more difficult than the other options, before they are committed.

*Brandis looks at you from across his desk. "I see that you wish to talk to me about something. Out with it - I do not have all day for idle chatter."*

### SKILL CHALLENGE: HONEYED WORDS

**Goal:** The PCs want to convince Brandis to tell them the truth.

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** Bluff, Diplomacy, Heal

**Other Skills:** Arcana, History, Insight, Nature, Perception, Religion, Thievery

**Victory:** Brandis gives them the information.

**Defeat:** Brandis refuses to divulge the information.

**Arcana [Moderate DC]** (no successes; no failures)

You discuss magical theory and trade arcane knowledge with Brandis. He's better disposed towards you, granting you a +2 bonus on checks this skill challenge.

**Bluff [Moderate DC]** (1 success; 3 maximum)

Your sly tongue has caused Brandis to admit some information. He won't let things go so easily again. After 1 successful bluffs, the DC changes to **Hard**.

**Diplomacy [Moderate DC]** (1 success; 3 maximum)

Your words, convincing though they are, are only getting you part of the way with Brandis. He doesn't seem to like conversation, and he's getting more reserved. After 1 successful Diplomacy checks, the DC changes to **Hard**.

**Heal [Moderate DC]** (1 success; 1 maximum)

There are bags under Brandis's eyes - it's obvious he's not sleeping well, if at all. This will certainly help get information from him if you talk fast or in circles, or perhaps in a monotone.

**History [Moderate DC]** (no successes; no failures)

You discuss politics and ancient history with Brandis. He's better disposed towards you, granting you a +2 bonus on checks this skill challenge.

**Insight [Moderate DC]** (no successes; no failures)

The PC notices one of Brandis's conversational tells, and grants a +2 bonus on the next check made this skill challenge.

**Nature [Moderate DC]** (no successes; no failures)

Brandis appreciates knowledgeable people, and is better disposed to them. That PC gets a +2 knowledge bonus on his checks this skill challenge.

**Perception [Moderate DC]** (no successes; no failures)

The PC notices a somewhat incriminating bit of information. This grants a +2 bonus on the next check made this skill challenge.

**Religion [Moderate DC]** (no successes; no failures)

Brandis appreciates knowledgeable people, and is better disposed to them. That PC gets a +2 knowledge bonus on his checks this skill challenge.

## ENDING THE ENCOUNTER

**Success:** Brandis eventually confides in the PCs the truth.

*"You seem like competent individuals. I will tell you the truth of what has happened, ugly though it is. Perhaps you will resolve this situation that I cannot."*

Brandis tells the PCs the following, minimizing his own guilt:

- Hermious had been relocating the spellscarred though to Westgate.
- His previous fellow adventurers (the Sixth Starfall) have been preying on the spellscarred refugees that Hermious had sent forward. (Insight [Hard DC] reveals this as a lie - they were safe until he arrived.)
- He provides the PCs with background information on the Sixth Starfall, and their corruption though insists he isn't corrupt anymore. (see Appendix)

- He provides them with the theories he has on renouncing the Scar of Yeenoghu. (Player's Handout 1)

Brandis remains in town, assuming that the PCs will die in the Reaching Woods.

**Failure:** If the PCs have less than three successes, Brandis isn't too concerned with them. He sends them on their way, and they will have to get their information another way. If, however, they have at least 3 successes, Brandis fears they know too much and attacks them.

#### **EXPERIENCE POINTS**

The PCs earn no XP for this encounter, and it does not count for a milestone. See the Experience Points section in Encounter 3.

#### **TREASURE**

There is no treasure in this encounter. See the Treasure section in Encounter 3.

## ENCOUNTER 3D: WE PROVIDE ... LEVERAGE

### SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 1

#### SETUP

The PCs have examined Brandis's notes, and are certain that he has covered his bases too well. They have a chance to frame him, for his own crimes. You may present this as an option to the PCs

This encounter is entirely optional, and skipping it does not harm the PCs in any way. If time is short, such as in a convention setting, this encounter can be paraphrased.

*Brandis Thoughtspell has covered his tracks well. In the courts of Elturgard, he will most certainly be able to weasel his way out of any accusations. However, some creative editing might change things....*

The PCs must be in Brandis's place of business in order to do this skill challenge.

### SKILL CHALLENGE: WE PROVIDE ... LEVERAGE

**Goal:** The PCs attempt to frame Brandis

**Complexity:** 1 (4 successes before 1 failures)

**Primary Skills:** History, Religion, Religion

**Other Skills:** Arcana, Diplomacy, Intimidate, Nature

**Victory:** The evidence against Brandis will stand up in court.

**Defeat:** Brandis's solicitor will be able to explain away any evidence.

**Arcana or Religion [Moderate DC]** (trained only; 1 success; 2 maximum)

You forge Brandis's arcane mark on a document that implicates him.

**Bluff [Moderate DC]** (1 success; 1 maximum)

You forge several accounting documents that now prove Brandis has been paid for selling prisoners to a demonic cult.

**Bluff [Hard DC]** (2 successes; 2 maximum)

When the watch comes to arrest Brandis, you're with them. You confront him with his crimes, and trick

him into corroborating some of the crimes his ledgers now reflect.

**Diplomacy [Moderate DC]** (1 success; 1 maximum)

You find some of Brandis's illicit contacts, and convince them to speak out against him.

**History or Religion [Moderate DC]** (1 success; 2 maximum)

The PC helps point out the areas of the law where Brandis strayed close to the line, giving focus to the party's forgery.

**Intimidate [Hard DC]** (1 success; 1 maximum)

You threaten, or coerce, someone into testifying against Brandis. Maybe he knew something, maybe not - but he will certainly stand up and swear he did know.

**Thievery [Moderate DC]** (1 success; 2 maximum)

You make some adjustments to Brandis's ledger, making explicit several payments that were previously implied.

## ENDING THE ENCOUNTER

**Success:** Brandis, if still alive, will certainly be going to jail for a long time.

**Failure:** Brandis, if still alive, will be able to avoid conviction for his crimes. He might even shift blame to the PCs.

### EXPERIENCE POINTS

This encounter does not grant experience points, and does not count towards a milestone.

### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 4: THE FORBIDDEN WOODS

### SETUP

#### Pon Tram, Paladin

The PCs know that, in order to save the refugees, they have to enter the Reaching Wood. This is complicated by the fact that entering the woods is prohibited in very strong terms by the paladins of Torm. In various ways, the woods are barricaded all around.

This encounter gives them a chance to talk their way into the woods. The PCs can, without chance of failing, use Stealth to avoid the paladins on guard. If they do, just skip this encounter. If time is short do to play in a convention setting, this encounter can also be skipped.

***The camp near the trail into the Reaching Wood is lead by a Shou paladin. He raises the visor of his helmet and greets you. "I am Pon Tram, Paladin of Torm and Elturgard, and I guard the Reaching Wood. What business do you have here?"***

**Order of Torm:** Members of the Order of Torm may enter the forest legally without trouble. If even one PCs is a member of the Order of Torm, and mentions this to Pon Tram, they are allowed to enter immediately. If the PCs do not reveal the purpose of their mission, Pon Tram does not think to offer them any healing potions.

As long as the PCs are diplomatic and explain the urgency of their mission, Pon Tram will see the justice of their cause and allow them to pass. Pon Tram is actually a fairly poor judge of character, and as long as the PCs bluffs are not ridiculous, he will accept them at face value.

Pon Tram can relate the following about the woods:

- The Reaching Wood has always been dangerous. About 20 years ago, because of the pervasive use of demon worship by the beastly races in the woods, the High Observer ordered the forest barricaded on pain of death.
- An elf escaped, revealing that gnolls had conquered all other humanoid races in the woods. It is likely that there are still innocents trapped in the woods and the Order would like to see them freed, but simply hasn't had the manpower to make that desire a reality.
- A party of intrepid adventures went in just a few months ago, to rescue some prisoners. This is a reference to SPEC2-1 H2 Dogs of War. If one of

the PCs volunteers that they were part of the group, Pon Tram is impressed with their bravery and skill.

- Pon Tram views his purpose as keeping creatures in the Reaching Wood - not stopping brave adventurers from saving civilians.

### ENDING THE ENCOUNTER

This encounter is not meant to be a challenge. PCs can attempt skill checks, but the difficulty should generally be **Easy**.

#### EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

#### TREASURE

If the PCs talked with Pon Tram and were clear as to the importance of their mission and the civilian lives at risk, Pon Tram gives each PC a healing potion. If the PCs are AL 10, Pon Tram gives them a single extra potion for the party to share, a *potion of vitality*.



## ENCOUNTER 5: NAVIGATING THE WOODS

### SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 1

#### SETUP

The PCs are attempting to navigate through the Reaching Wood, which is unmapped and extremely hostile.

*The Reaching Wood rises around you like an ominous cloud. Navigation is said to be difficult and dangerous, at best. You'll have to make it through quickly if you want to save any remaining prisoners.*

### SKILL CHALLENGE: NAVIGATING THE WOODS

**Goal:** The PCs are attempting to navigate the woods to the Sixth Starfall's encampment.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Nature

**Other Skills:** Acrobatics, Athletics, Intimidate, Perception

**Victory:** The PCs arrive at the camp without alerting the residents.

**Defeat:** The PCs arrive at the camp, but the camp is ready for them.

#### Special - Scar of Yeenoghu (ADCP05)

These woods belong to Yeenoghu, and his creatures move freely. Any PC with this story award gets a +2 on all checks this encounter.

#### Special

The PCs have to succeed on two group nature checks to navigate the woods. Split them up among the other checks.

#### Group Checks

Several checks are group checks. If at least half the party succeeds on the check, the party passes the check.

#### Acrobatics [Moderate DC] (1 success; 1 maximum)

The PC helps pick a path across a washed out stream bed. A failure results in a lost healing surge as the PC is injured when the stream bed becomes a rock slide.

#### Athletics [Moderate DC] (1 success; 1 maximum)

The PC scales a bluff that is blocking the party's progress. A failure results in a lost healing surge as the PC falls painful from the bluff.

#### Endurance [Easy DC] (group check; 1 success; 1 maximum)

The party sets a punishing pace. Anyone who fails loses a healing surge from exhaustion.

#### Nature [Moderate DC] (group check; 1 success; 2 maximum)

The party keeps from getting lost. If at least 2 PCs made the Hard difficulty, the party gains an extra success.

#### Stealth [Moderate DC] (group check; 1 success; 1 maximum)

The party attempts to be as quiet as possible, to avoid drawing attention from the dangerous predators.

### ENDING THE ENCOUNTER

**Success:** The PCs are able to get to the camp without being noticed. This gives them a chance to observe and possibly talk with the cultists.

**Failure:** The PCs are too noisy during their approach and the camp is waiting for them. They cannot attempt the negotiation skill challenge.

#### EXPERIENCE POINTS

This encounter does not grant experience points, but does count towards a milestone.

#### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 6: OUTER CAMP

### SETUP

If the PCs failed in encounter 5, they arrive at the camp, but it is armed and waiting for them. As soon as the PCs arrive, the corrupted members of the Sixth Starfall attack – go into Encounter 6b.

If, however, the PCs succeeded in encounter 5, they have arrived at the camp somewhat stealthily without alerting the corrupt adventurers. The PCs have the opportunity to observe the camp and do some reconnaissance. Read or paraphrase the following:

*The cultists' camp resides just outside the tree line. Dominating the center of the camp is a wall of blue fire. Vague figures move around inside it, but nothing more is clear.*

*Outside the wall of fire is the camp proper. A handful of people walk around in weapons and armor; considerably more move around in chains and tattered smocks. A number of tents are set around the rest of the camp.*

All four fallen members of the Sixth Starfall are in the outer camp. If the party wants to examine anyone from a distance, consult the Appendix. The wall of blue fire is eerily reminiscent of the wall of blue fire in *ADCP 2-1 The Paladin's Plague*.

The following skills are useful at the moment:

**Arcana / Nature / Religion [Moderate DC]** (trained only) or **Perception [Hard DC]**

The wall of blue fire in the center of the camp appears to be an illusion. It is not spellplague fire.

**Insight [Moderate DC]**

The fallen adventurers are afraid or wary of the fire. This also tells the party which skills can be used to manipulate or persuade the individual members.

**Perception [Moderate DC]**

Overheard conversation indicates that most of the prisoners are held within the blue fire – the ones outside the wall appear to be somewhat reliable servants.

**Stealth or Thievery [Moderate DC]**

The party member can sneak forward and examine the tents that the cultists live in. This reveals documents, discarded holy symbols and artifacts that can help the PCs understand the cultists' lives and motivations. This provides a +2 bonus on all checks to redeem an NPC.

If the PCs know that the fallen cultists are afraid of the wall of blue fire and that it's an illusion, they can also make the following conclusion:

### Automatic

Whoever is within the wall of blue fire wants to keep the illusion of its danger present, and isn't likely to rush out while its cultists are alive and awake. The PCs will probably have a few moments from exposing themselves before whatever is within the blue fire comes out.

### ENDING THE ENCOUNTER

This part of the encounter ends when the PCs decide to attack the Sixth Starfall or go out into the camp to talk to them.

If the PCs failed on encounter 5, they don't have time to talk and end up directly in combat.

If the PCs wish to talk, go into encounter 6a. If they just want to go into battle, go into encounter 6b and the PCs get a surprise round.

### EXPERIENCE POINTS

When the PCs have dealt with the fallen members of the Sixth Starfall, through talk or combat, they each earn 25 / 35 / 50 / 70 / 100 XP.

Fully completing Encounter 6 (either way) counts towards a milestone, but the PCs do not get a short rest before Encounter 7.

### TREASURE

The treasure available depends on if the PCs were able to redeem members of the Sixth Starfall. Yeenoghu's Chosen has been stealing the power of the items, and if the adventurer falls while under the influence of Yeenoghu, the item's power is reduced or weakened.

- **Aelar Silverbow** - If he is redeemed, he grants the PCs his *emblem of Torm* (AL 2, 4: +1; AL 6, 8: +2; AL 10: +3). If he is not redeemed, it's a Common *magic holy symbol* of the same enhancement bonus.
- **Codrus Steadyshield** - If Codrus is redeemed, he'll provide the PCs with his shield, which is a *cold iron shield* (for AL 2, 4) or a *hammer shield* (for AL 6, 8, 10).
- **Mishann Giant-Axe** - If Mishann is redeemed, her axe is a *frost fury axe* (AL 2, 4: +1; AL 6, 8: +2; AL 10: +3). If she is not redeemed, it's a Common *magic axe* of the same enhancement bonus.
- **Zanna Cardsharp** - If Zanna is redeemed, her footwear is *sandals of precise stepping* if the party is AL 4 or higher.

## ENCOUNTER 6A: REDEMPTION IS NOT A DREAM

**SKILL CHALLENGE LEVEL 2/4/6/8/10,**  
**COMPLEXITY 1**

### SETUP

**Aelar Silverbow - Elven Cleric**  
**Mishann Giant-Axe - Dragonborn Barbarian**  
**Zanna Cardsharp - Gnome Rogue**  
**Codrus Steadysield - Minotaur Warden**

The PCs have a chance to talk to the members of the Sixth Starfall. In order to do so, they must approach with weapons and implements sheathed, in a non-hostile manner.

Each member of the Sixth Starfall is a skill-challenge by itself. The PCs will have to engage each member of the Sixth Starfall immediately - they'll have to split up and won't be able to switch who they are talking to during the skill challenge.

*The unrushed business of the camp comes to a sudden halt when they become aware of you. The servants scatter, and the cultists regard you warily. You'll have to engage them fast and keep all of them distracted - they aren't likely to have much patience for your interruption.*

It is suggested that the PCs individual efforts are run concurrently, in initiative order. Alternately, you can complete the entire encounter for each member/PC(s) interaction then move to the next. See the Appendix for information on how to portray each NPC. The patience of the cultists depends on the number of PCs, and is expressed in rounds:

- 4 PCs have 6 rounds to convince the fallen members. Each PC will have to each take a different member of the cult, to keep the unattended ones from attacking.
- 5 PCs have 5 rounds to convince the fallen adventurers.
- 6 PCs have 4 rounds to convince the fallen adventurers.

Even after convincing a member of the cult, a PC won't be able to move to aid another skill-challenge, as they have to keep the convinced member from backsliding.

Each check takes the PC's entire round, although a PC can spend an action point to get another check this

round. If the PCs draw their weapons or attack anyone, they immediately fail any remaining skill challenges and combat begins (see Encounter 6B).

The following options are available to the PCs when dealing with any of the Sixth Starfall:

**Special - Scar of Yeenoghu (ADCP05)** (1 success, 1 maximum per member of the Sixth Starfall)

The fallen adventurer recognizes that the PC has also felt the foul touch of Yeenoghu on his soul and is willing to listen to his sibling in suffering.

**Special - Shared Deity** (no successes)

The PC gains a +2 bonus to checks to deal with the fallen adventurer if the PC worships the deity that the fallen adventurer worshipped. If a PC wishes to fake belonging to the deity, they must make a Hard DC Bluff or Religion check with a -2 penalty. Success grants them the regular bonus, but a failure counts not only as a failure against that NPC, but also inflicts a -2 penalty on all checks dealing with that NPC.

**Unmentioned Skills [Hard DC]** (1 success, 1 maximum per skill per NPC)

If a skill seems appropriate to attempt to dissuade a fallen adventurer but isn't mentioned, it can be attempted but once, at a Hard DC

### SKILL CHALLENGE: REDEEM AELAR

**Goal:** The PCs are attempting to convince Aelar that he should stop following Yeenoghu.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Diplomacy, Heal, Religion

**Other Skills:** Bluff, Insight

**Victory:** Aelar denounces Yeenoghu.

**Defeat:** Aelar refuses to denounce Yeenoghu and attacks the PCs at the end of this encounter.

*Aelar looks at you in contempt. "What do you have to say to me, mighty cleric of Yeenoghu?" His voice is wobbly with need and fear, despite his expression and words.*

**Special - Shared Deity**

In his previous life, Aelar followed Torm, the Loyal Fury.

**Bluff [Hard DC]** (1 success)

Aelar has a high insight, and doesn't take kindly to manipulation. However, the PC is able to adjust his opinion slightly.

**Diplomacy [Moderate DC]** (1 success; 2 maximum)

Appeals to Aelar's better nature start to bring him around.

**Heal [Moderate DC]** (1 success; 1 maximum)

The PC recognizes and explains the symptoms of addiction in Aelar and his companions. The truth of their dependency horrifies Aelar.

**Insight [Moderate DC]** (1 per PC)

The PC gains some insight into Aelar's situation, and a +2 to future checks against him.

**Religion [Moderate DC]** (1 success; 2 maximum)

The PC quotes the religious doctrine of Torm and explains just how far Aelar has fallen, before reminding him how Torm emphasizes Truth and Honesty.

**ENDING THE SKILL CHALLENGE**

**Success:** Aelar drops to his knees in shame and horror at what he has become. He throws himself on the mercy of the PCs. If the PCs take him into custody, rather than killing him (which he does not resist or avoid), they gain a +1 bonus on all checks to convince other members of the Sixth Starfall.

**Failure:** Aelar remains convinced that he is on the right path. He argues with the PC for the remaining time the PCs have to convince him, before resorting to violence.

**SKILL CHALLENGE: REDEEM MISHANN**

**Goal:** The PCs are attempting to convince Mishann that Yeenoghu is for the weak and fearful.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Athletics, Endurance, Intimidate

**Other Skills:** Diplomacy, Insight

**Victory:** Mishann roars her regret and abandons Yeenoghu.

**Defeat:** Mishann howls a battle cry to Yeenoghu when combat begins.

*The dragonborn raises her head in challenge. "What strength do you have, to challenge me in my own camp?"*

**Special - Shared Deity**

In her previous life, Mishann followed Tempus, The Foehammer.

**Athletics [Moderate DC]** (1 success; 1 maximum)

Mishann views her impressive strength with pride, and the PC demonstrates, via some competitive strength test, that she is losing it by relying on Yeenoghu. If the PC beat the Hard DC, Mishann is knocked down and the PC gets an extra success.

**Diplomacy [Hard DC]** (1 success; 1 maximum)

Mishann does not have the patience for pretty words of formulas. After a brief attempt, she loses interest in being polite.

**Endurance [Moderate DC]** (1 success; 2 maximum)

The PC demonstrates, through a game of punch-don't-flinch that Mishann's legendary endurance has flagged. If the PC beats the Hard DC, they get an extra success.

**Intimidate [Moderate DC]** (1 success; 2 maximum)

Mishann respects strength, both of body and purpose. An intimidate check shows her how committed the PC is, and she likes that.

**ENDING THE SKILL CHALLENGE**

**Success:** Mishann drops her weapon in shame at seeing her weakness laid bare. After a moment, she draws a smaller weapon and attempts to kill herself by stabbing herself through the eye. If a PC makes a **Hard Athletics** check, he can stop her from stabbing herself, getting the party a +2 on checks with the members of the Sixth Starfall. If the PCs cannot stop her, a **Moderate Heal** check will save her life, giving the party instead a +1 on checks with the fallen adventurers.

**Failure:** When the other discussions are done, Mishann responds with her axe.

**SKILL CHALLENGE: REDEEM ZANNA**

**Goal:** The PCs are attempting to convince Zanna that relying on Yeenoghu has slowed her down.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Acrobatics, Bluff, Thievery

**Other Skills:** Insight, Perception

**Victory:** Zanna turns away from Yeenoghu.

**Defeat:** Zanna pulls her weapons and attempts to stab the PCs to death.

*Zanna looks up at you with a frenetic cunning in her eyes. She produces a few cards, seemingly from nowhere, and begins to shuffle them. "Find the red cleric, and maybe I won't kill you in your sleep."*

### Special - Shared Deity

Zanna used to follow Garl Glittergold, The Sparkling Wit.

#### Acrobatics [Hard DC] (2 success; 2 maximum)

The PC attempts to grab Zanna's hand as she's palming a card.

#### Bluff [Moderate DC] (1 success; 2 maximum)

With a few clever words, the PC tricks Zanna into revealing the cleric's location.

#### Insight [Moderate DC] (no successes)

The PC notices a few of Zanna's tells, and gets a +2 bonus on Acrobatics, Bluff and Thievery checks.

#### Perception [Moderate DC] (no successes)

The PC notices a few of Zanna's tells, and reduces the difficulty of the Acrobatics and Thievery checks to Moderate.

#### Thievery [Hard DC] (1 success; 2 maximum)

The PC steals the cleric from Zanna, after she palmed it.

### ENDING THE SKILL CHALLENGE

**Success:** Zanna begins freaking out about her inability to hang on to her possessions. She races about, becoming more and more frantic. If a PC makes a **Hard Diplomacy** check, she calms down significantly - this grants the party a +2 to all checks with members of the Sixth Starfall.

**Failure:** Zanna assumes that the PCs are going to betray her, and steal her stuff. So she stabs them as soon as possible (after other discussions are done).

### SKILL CHALLENGE: REDEEM CODRUS

**Goal:** The PCs are trying to get Codrus to realize that Yeenoghu doesn't protect, and doesn't help to protect.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Dungeoneering, Nature, Perception

**Other Skills:** Athletics, Diplomacy, Intimidate

**Victory:** Codrus denounces Yeenoghu.

**Defeat:** Codrus refuses to denounce Yeenoghu and attacks the PCs at the end of this encounter.

*The minotaur looks at you. "You'll find no easy targets here, fool. The Sixth Starfall is my family, and you will not harm them."*

### Special - Shared Deity

Before failing his adventuring group, Codrus followed Mielikki, The Forest Queen.

#### Athletics [Hard DC] (1 success; 1 maximum)

The PC shows Codrus how his abilities have flagged under the tutelage of Yeenoghu.

#### Dungeoneering [Moderate DC] (1 success; 2 maximum)

An examination of the camp reveals dangerous problems with the tents, the fire, mold, and fungus. Pointing this out to Codrus causes him to flinch in shame.

#### Intimidate [Hard DC] (1 success; 1 maximum)

The PC shows Codrus how his strength of will has flagged under the tutelage of Yeenoghu.

#### Nature [Moderate DC] (1 success; 2 maximum)

The PC iterates the numerous threats in the region, of which Codrus is largely unaware. Each item is a rebuke to Codrus and his inability to protect the forest.

#### Perception [Moderate DC] (1 success; 2 maximum)

The PC points out weaknesses in the camp - in particular, the layout allows enemies, like the PCs, to approach far too close.

### Special - Family (2 successes)

A PC demonstrates that they have family that they protect (either with proof, like a wedding ring or locket, or with a **Hard Bluff** check), and Codrus congratulates them on their resolve and commiserates with them over the difficulty. A failed Bluff check counts as two failures, though.

### ENDING THE SKILL CHALLENGE

**Success:** Codrus feels horrible about failing his companions. He actively aids the PCs in convincing his allies, giving them all a +3 on remaining checks.

**Failure:** Codrus decides that the PCs must die, if he is to protect the Sixth Starfall. As soon as any remaining discussions are done, Codrus attacks.

### ENDING THE ENCOUNTER

After the time allotted has elapsed, the PCs fail any ongoing skill challenges and the unconvinced Sixth Starfall members turn on the PCs.

### EXPERIENCE POINTS

This encounter awards no experience points, and does not count towards a milestone. See the Experience Points section of Encounter 6.

### TREASURE

There is no extra treasure in this encounter, however see the Treasure section of Encounter 6.

## ENCOUNTER 6B: REDEMPTION IS NO LONGER POSSIBLE

ENCOUNTER LEVEL 2/4/6/8/10  
(625/875/1250/1750/2500 XP)

### SETUP

This encounter includes the following creatures at Adventure Level 2:

**Aelar (level 2)**  
**Codrus (level 2)**  
**Mishann (level 2)**  
**Zanna (level 2)**

This encounter includes the following creatures at Adventure Level 4:

**Aelar (level 4)**  
**Codrus (level 4)**  
**Mishann (level 4)**  
**Zanna (level 4)**

This encounter includes the following creatures at Adventure Level 6:

**Aelar (level 6)**  
**Codrus (level 6)**  
**Mishann (level 6)**  
**Zanna (level 6)**

This encounter includes the following creatures at Adventure Level 8:

**Aelar (level 8)**  
**Codrus (level 8)**  
**Mishann (level 8)**  
**Zanna (level 8)**

This encounter includes the following creatures at Adventure Level 10:

**Aelar (level 10)**  
**Codrus (level 10)**  
**Mishann (level 10)**  
**Zanna (level 10)**

If the PCs talked down all members of the Sixth Starfall, this encounter does not happen.

Any of the Sixth Starfall members that the PCs persuaded in encounter 6A do not engage in this fight. Instead, they flee into their tents or something similar, afraid that if they enter battle, Yeenoghu will overwhelm them once again.

*A howl rises up from behind the blue fire, and the fallen adventurers grab their heads in pain. An ecstatic fervor fills their eyes and they turn to you with bloodlust.*

*You'll have to stop them quickly, before the creatures beyond the blue fire grow bored and come out.*

If at least one of the adventurers was redeemed:

*It appears as if Yeenoghu's wrath is overflowing the fallen adventurers. The excess is making them tougher - your blows will be somewhat deflected until the effect fades.*

### FEATURES OF THE AREA

**Illumination:** Campfires and torches provide bright light, regardless of the time of day.

**Campfire:** Any creature forced into a campfire takes 5 fire damage and must make a saving throw or gain 5 ongoing fire damage (save ends) as they catch fire.

**Tents:** The tents are enclosed structures that block line of sight and line of effect. An Athletics check (Easy DC) can knock over a tent, turning it into difficult terrain that doesn't block line of sight.

**Trees:** The trees in the middle are hard scrub, which is difficult terrain. Trees along the outside of the camp are difficult terrain that grants cover.

**Spellplague Barrier:** The walls surrounding the top area are the illusory blue fire. Any creature that believes it is real (including the monsters in this fight) forced into it takes 5 psychic damage and no longer believes it is real. The walls block line of sight but not effect - although if the PCs attack the creatures on the other side, they might draw them into this fight (see encounter 7).

### TACTICS

Any of the adventurers who were convinced in encounter 6a do not fight - they flee into the woods or their tents until encounter 7 is completed.

Yeenoghu's power fills the Sixth Starfall, driving them to violence. They do not perform well tactically, as Yeenoghu's influence has degraded their teamwork. They provide flanking, but will disengage from a good position to gain flanking against an enemy.

If the PCs redeemed some of the fallen members, Yeenoghu's call provides additional benefits to the remaining members, depending on AL:

- 3 remaining: Resist All 5 / 5 / 10 / 10 / 15 and 10 / 10 / 15 / 15 / 20 Temporary Hit Points
- 2 remaining: Resist All 5 / 5 / 10 / 10 / 15 and 20 / 20 / 30 / 30 / 40 Temporary Hit Points and 1 Action Point



- 1 remaining: Resists All 5 / 5 / 10 / 10 / 15 and 20 / 30 / 40 / 50 / 60 Temporary Hit Points and 2 Action Points

The resistance expires at the end of the second round. The PCs should know when the resistance is active and when it fades.

The PCs have 10 rounds before the creatures from Encounter 7 emerge; however, if the PCs attack any of the creatures from Encounter 7 before they emerge, they enter the initiative immediately after the attack and begin to fight now.

## SCALING THE ENCOUNTER

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

**Four PCs:** Reduce the level of all enemies by 1 (-8 hp, -1 attack, -1 defense)

**Six PCs:** Increase the level of all enemies by 1 (+8 hp, +1 attack, +1 defense)

## ENDING THE ENCOUNTER

The PCs do not get a short rest after this encounter, as the Chosen of Yeenoghu will not wait that long before attacking. The encounter does end, however, and the PCs exit initiative.

However, for every round that the PCs have left, each can spend a healing surge to regain hit points equal to their surge value.

If the PCs redeemed 1 or 2 of the Sixth Starfall, they are filled with the Blessing of Torm and they can each regain 1 encounter attack power. If they redeemed 3 of the Sixth Starfall, they can each regain 2 encounter attack powers. Finally, Torm's Blessing, for the PCs are fighting demon worshippers in the lands of his own followers, allows the PCs to regain any powers with the Healing keyword.

## EXPERIENCE POINTS

This encounter awards no experience points, but does count towards a milestone. See the Experience Points section of Encounter 6.

## TREASURE

There is no extra treasure in this encounter, see the Treasure section of Encounter 6.

## ENCOUNTER 6B: REDEMPTION IS NO LONGER POSSIBLE (AL 2)

<b>Aelar Silverbow</b>	<b>Level 2 Soldier</b>
MEDIUM NATURAL HUMANOID (ELF)	XP 125
<b>Initiative</b> +4	<b>Senses</b> Perception +5, low-light vision
<b>HP</b> 39; <b>Bloodied</b> 19	
<b>AC</b> 18; <b>Fortitude</b> 18, <b>Reflex</b> 15, <b>Will</b> 16	
<b>Speed</b> 6	
<b>TRAITS</b>	
<b>Lead From The Front</b>	
When Aelar's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of Aelar's next turn.	
<b>STANDARD ACTIONS</b>	
m <b>Longsword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1; +7 vs. AC	
Hit: 1d8 + 4 damage.	
<b>MINOR ACTIONS</b>	
R <b>Tactical Deployment</b> ♦ <b>Recharge</b> 5 6	
Effect: Close burst 5; allies in the burst shift 3 squares.	
<b>TRIGGERED ACTIONS</b>	
<b>Elven Accuracy</b> ♦ <b>Encounter</b>	
Trigger: Aelar misses with an attack.	
Effect (free action): Aelar re-rolls the attack roll.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Elven, Abyssal
<b>Skills</b> Athletics +9, History +7, Intimidate +4	
<b>Str</b> 22 (+7)	<b>Dex</b> 16 (+4) <b>Wis</b> 18 (+5)
<b>Con</b> 18 (+5)	<b>Int</b> 14 (+3) <b>Cha</b> 12 (+2)

<b>Codrus Steadysield</b>	<b>Level 2 Soldier</b>
MEDIUM NATURAL HUMANOID (MINOTAUR)	XP 125
<b>Initiative</b> +4	<b>Senses</b> Perception +6
<b>HP</b> 42; <b>Bloodied</b> 21	
<b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 13, <b>Will</b> 14	
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
m <b>Warhammer</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1; +7 vs. AC	
Hit: 1d8 + 3 damage and Codrus can push the target 1 square. He can then shift 1 square into a square the target vacated.	
Effect: Codrus marks the target until the end of his next turn.	
r <b>Throwing Hammer</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 10 (one creature); +7 vs. AC	
Hit: 1d6 + 3 damage, and Codrus marks the target until the end of his next turn.	
<b>Double Hammer Strike</b> (weapon) ♦ <b>Recharge</b> 5 6	
Codrus uses <i>warhammer</i> and then uses <i>throwing hammer</i> . Codrus does not provoke opportunity attacks for this use of <i>throwing hammer</i> .	
<b>TRIGGERED ACTIONS</b>	
<b>Ferocity</b>	
Trigger: Codrus is reduced to 0 hit points	
Effect (free action): Codrus makes a melee basic attack.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Abyssal
<b>Str</b> 26 (+9)	<b>Dex</b> 16 (+4) <b>Wis</b> 21 (+6)
<b>Con</b> 21 (+6)	<b>Int</b> 14 (+3) <b>Cha</b> 14 (+3)

<b>Mishann Giant-Axe</b>	<b>Level 2 Brute</b>
MEDIUM NATURAL HUMANOID (DRAGONBORN)	XP 125
<b>Initiative</b> +5	<b>Senses</b> Perception +2
<b>HP</b> 45; <b>Bloodied</b> 22	
<b>AC</b> 14; <b>Fortitude</b> 15, <b>Reflex</b> 14, <b>Will</b> 13	
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
m <b>Battle-Axe</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1; +7 vs. AC (+8 while bloodied)	
Hit: 2d6 + 4 damage.	
M <b>Crushing Grasp</b> ♦ <b>At-Will</b>	
Target: One creature grabbed by Mishann	
Attack: Melee 1; +5 vs. Fortitude (+6 while bloodied)	
Hit: 3d6 + 4 damage.	
<b>MINOR ACTIONS</b>	
M <b>Feral Grab</b> ♦ <b>At-Will</b>	
Trigger: One creature that isn't grabbed	
Attack: Melee 1; +5 vs. Reflex (+6 while bloodied)	
Hit: Mishann grabs the target (escape [Moderate DC]).	
C <b>Dragonbreath</b> (charm, gaze) ♦ <b>Charm, Gaze</b>	
Attack: Close blast 3; +5 vs. Reflex (+6 while bloodied)	
Hit: 1d6 + 4 acid damage.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic, Abyssal
<b>Skills</b> Athletics +8; Stealth +7	
<b>Str</b> 21 (+6)	<b>Dex</b> 18 (+5) <b>Wis</b> 13 (+2)
<b>Con</b> 18 (+5)	<b>Int</b> 10 (+1) <b>Cha</b> 11 (+1)

<b>Zanna Cardsharp</b>	<b>Level 2 Skirmisher</b>
SMALL NATURAL HUMANOID (GNOME)	XP 125
<b>Initiative</b> +6	<b>Senses</b> Perception +4
<b>HP</b> 38; <b>Bloodied</b> 19	
<b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14	
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
m <b>Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1; +7 vs. AC	
Hit: 1d4 + 2 damage. The attack deals 2 extra damage per square Zanna has shifted since the start of her turn.	
<b>MOVE ACTIONS</b>	
<b>Tumble</b> ♦ <b>At-Will</b>	
Zanna shifts up to 4 squares.	
<b>TRIGGERED ACTIONS</b>	
<b>Fade Away</b> (illusion) ♦ <b>Encounter</b>	
Trigger: Zanna takes damage.	
Effect (immediate reaction): Zanna becomes invisible until she attacks or the end of her next turn.	
<b>Alignment</b> Unaligned	<b>Languages</b> -
<b>Skills</b> Athletics +4, Stealth +8, Thievery +8	
<b>Str</b> 12 (+3)	<b>Dex</b> 21 (+6) <b>Wis</b> 17 (+4)
<b>Con</b> 17 (+4)	<b>Int</b> 13 (+2) <b>Cha</b> 14 (+3)

## ENCOUNTER 6B: REDEMPTION IS NO LONGER POSSIBLE (AL 4)

Aelar Silverbow	Level 4 Soldier
MEDIUM NATURAL HUMANOID (ELF)	XP 175
Initiative +5	Senses Perception +6, low-light vision
HP 56; Bloodied 28	
AC 20; Fortitude 20, Reflex 17, Will 18	
Speed 6	
<b>TRAITS</b>	
<b>Lead From The Front</b>	
When Aelar's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of Aelar's next turn.	
<b>STANDARD ACTIONS</b>	
m <b>Longsword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1; +9 vs. AC	
Hit: 1d8 + 6 damage.	
<b>MINOR ACTIONS</b>	
R <b>Tactical Deployment</b> ♦ <b>Recharge 5 6</b>	
Effect: Close burst 5; allies in the burst shift 3 squares.	
<b>TRIGGERED ACTIONS</b>	
<b>Elven Accuracy</b> ♦ <b>Encounter</b>	
Trigger: Aelar misses with an attack.	
Effect (free action): Aelar re-rolls the attack roll.	
Alignment Evil	Languages Common, Elven, Abyssal
Skills Athletics +10, History +8, Intimidate +5	
Str 22 (+8)	Dex 16 (+5) Wis 18 (+6)
Con 18 (+6)	Int 14 (+4) Cha 12 (+3)

Codrus Steadysield	Level 4 Soldier
MEDIUM NATURAL HUMANOID (MINOTAUR)	XP 175
Initiative +5	Senses Perception +7
HP 59; Bloodied 29	
AC 20; Fortitude 17, Reflex 15, Will 16	
Speed 6	
<b>STANDARD ACTIONS</b>	
m <b>Warhammer</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1; +9 vs. AC	
Hit: 1d10 + 3 damage and Codrus can push the target 1 square. He can then shift 1 square into a square the target vacated.	
Effect: Codrus marks the target until the end of his next turn.	
r <b>Throwing Hammer</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 10 (one creature); +9 vs. AC	
Hit: 1d6 + 4 damage, and Codrus marks the target until the end of his next turn.	
<b>Double Hammer Strike</b> (weapon) ♦ <b>Recharge 5 6</b>	
Codrus uses <i>warhammer</i> and then uses <i>throwing hammer</i> . Codrus does not provoke opportunity attacks for this use of <i>throwing hammer</i> .	
<b>TRIGGERED ACTIONS</b>	
<b>Ferocity</b>	
Trigger: Codrus is reduced to 0 hit points	
Effect (free action): Codrus makes a melee basic attack.	
Alignment Evil	Languages Common, Abyssal
Skills Athletics +10, History +8, Intimidate +5	
Str 26 (+10)	Dex 16 (+5) Wis 21 (+7)
Con 21 (+7)	Int 14 (+4) Cha 14 (+4)

Mishann Giant-Axe	Level 4 Brute
MEDIUM NATURAL HUMANOID (DRAGONBORN)	XP 175
Initiative +6	Senses Perception +3
HP 66; Bloodied 33	
AC 16; Fortitude 17, Reflex 16, Will 15	
Speed 6	
<b>STANDARD ACTIONS</b>	
m <b>Battle-Axe</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1; +9 vs. AC (+10 while bloodied)	
Hit: 2d6 + 6 damage.	
M <b>Crushing Grasp</b> ♦ <b>At-Will</b>	
Target: One creature grabbed by Mishann	
Attack: Melee 1; +7 vs. Fortitude (+8 while bloodied)	
Hit: 3d6 + 6 damage.	
<b>MINOR ACTIONS</b>	
M <b>Feral Grab</b> ♦ <b>At-Will</b>	
Trigger: One creature that isn't grabbed	
Attack: Melee 1; +7 vs. Reflex (+8 while bloodied)	
Hit: Mishann grabs the target (escape [Moderate DC]).	
C <b>Dragonbreath</b> (charm, gaze) ♦ <b>Charm, Gaze</b>	
Attack: Close blast 3; +7 vs. Reflex (+8 while bloodied)	
Hit: 1d6 + 6 acid damage.	
Alignment Evil	Languages Common, Draconic, Abyssal
Skills Athletics +9; Stealth +8	
Str 21 (+7)	Dex 18 (+6) Wis 13 (+3)
Con 18 (+6)	Int 10 (+2) Cha 11 (+2)

Zanna Cardsharp	Level 4 Skirmisher
SMALL NATURAL HUMANOID (GNOME)	XP 175
Initiative +7	Senses Perception +5, low-light vision
HP 55; Bloodied 27	
AC 18; Fortitude 16, Reflex 17, Will 16	
Speed 6	
<b>STANDARD ACTIONS</b>	
m <b>Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1; +9 vs. AC	
Hit: 1d4 + 4 damage. The attack deals 2 extra damage per square Zanna has shifted since the start of her turn.	
<b>MOVE ACTIONS</b>	
<b>Tumble</b> ♦ <b>At-Will</b>	
Zanna shifts up to 4 squares.	
<b>TRIGGERED ACTIONS</b>	
<b>Fade Away</b> (illusion) ♦ <b>Encounter</b>	
Trigger: Zanna takes damage.	
Effect (immediate reaction): Zanna becomes invisible until she attacks or the end of her next turn.	
Alignment Evil	Languages Common, Abyssal
Skills Athletics +5, Stealth +9, Thievery +9	
Str 12 (+4)	Dex 21 (+7) Wis 17 (+5)
Con 17 (+5)	Int 13 (+3) Cha 14 (+4)

## ENCOUNTER 6B: REDEMPTION IS NO LONGER POSSIBLE (AL 6)

Aelar Silverbow	Level 6 Soldier
MEDIUM NATURAL HUMANOID (ELF)	XP 250
Initiative +6	Senses Perception +7, low-light vision
HP 73; Bloodied 36	
AC 22; Fortitude 22, Reflex 19, Will 20	
Speed 6	
TRAITS	
<b>Lead From The Front</b>	
When Aelar's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of Aelar's next turn.	
STANDARD ACTIONS	
m <b>Longsword</b> (weapon) ♦ At-Will	
Attack: Melee 1; +11 vs. AC	
Hit: 2d8 + 4 damage.	
MINOR ACTIONS	
R <b>Tactical Deployment</b> ♦ Recharge 5 6	
Effect: Close burst 5; allies in the burst shift 3 squares.	
TRIGGERED ACTIONS	
<b>Elven Accuracy</b> ♦ Encounter	
Trigger: Aelar misses with an attack.	
Effect (free action): Aelar re-rolls the attack roll.	
Alignment Evil	Languages Common, Elven, Abyssal
Skills Athletics +11, History +9, Intimidate +6	
Str 22 (+9)	Dex 16 (+6) Wis 18 (+7)
Con 18 (+7)	Int 14 (+5) Cha 12 (+3)

Codrus Steadysield	Level 6 Soldier
MEDIUM NATURAL HUMANOID (MINOTAUR)	XP 250
Initiative +6	Senses Perception +8
HP 76; Bloodied 38	
AC 22; Fortitude 19, Reflex 17, Will 18	
Speed 6	
STANDARD ACTIONS	
m <b>Warhammer</b> (weapon) ♦ At-Will	
Attack: Melee 1; +11 vs. AC	
Hit: 1d10 + 5 damage and Codrus can push the target 1 square. He can then shift 1 square into a square the target vacated.	
Effect: Codrus marks the target until the end of his next turn.	
r <b>Throwing Hammer</b> (weapon) ♦ At-Will	
Attack: Ranged 10 (one creature); +11 vs. AC	
Hit: 2d4 + 4 damage, and Codrus marks the target until the end of his next turn.	
<b>Double Hammer Strike</b> (weapon) ♦ Recharge 5 6	
Codrus uses <i>warhammer</i> and then uses <i>throwing hammer</i> . Codrus does not provoke opportunity attacks for this use of <i>throwing hammer</i> .	
TRIGGERED ACTIONS	
<b>Ferocity</b>	
Trigger: Codrus is reduced to 0 hit points	
Effect (free action): Codrus makes a melee basic attack.	
Alignment Evil	Languages Common, Abyssal
Str 26 (+11)	Dex 16 (+6) Wis 21 (+8)
Con 21 (+8)	Int 14 (+5) Cha 14 (+5)

Mishann Giant-Axe	Level 6 Brute
MEDIUM NATURAL HUMANOID (DRAGONBORN)	XP 250
Initiative +7	Senses Perception +4
HP 87; Bloodied 43	
AC 18; Fortitude 19, Reflex 18, Will 17	
Speed 6	
STANDARD ACTIONS	
m <b>Battle-Axe</b> (weapon) ♦ At-Will	
Attack: Melee 1; +11 vs. AC (+12 while bloodied)	
Hit: 2d6 + 8 damage.	
M <b>Crushing Grasp</b> ♦ At-Will	
Target: One creature grabbed by Mishann	
Attack: Melee 1; +9 vs. Fortitude (+10 while bloodied)	
Hit: 3d6 + 8 damage.	
MINOR ACTIONS	
M <b>Feral Grab</b> ♦ At-Will	
Trigger: One creature that isn't grabbed	
Attack: Melee 1; +9 vs. Reflex (+10 while bloodied)	
Hit: Mishann grabs the target (escape [Moderate DC]).	
C <b>Dragonbreath</b> ♦ Acid	
Attack: Close blast 3; +9 vs. Reflex (+10 while bloodied)	
Hit: 1d6 + 8 acid damage.	
Alignment Evil	Languages Common, Draconic, Abyssal
Skills Athletics +10; Stealth +9	
Str 21 (+8)	Dex 18 (+7) Wis 13 (+4)
Con 18 (+7)	Int 10 (+3) Cha 11 (+3)

Zanna Cardsharp	Level 6 Skirmisher
SMALL NATURAL HUMANOID (GNOME)	XP 250
Initiative +8	Senses Perception +6, low-light vision
HP 72; Bloodied 36	
AC 20; Fortitude 18, Reflex 19, Will 18	
Speed 6	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) ♦ At-Will	
Attack: Melee 1; +11 vs. AC	
Hit: 2d4 + 3 damage. The attack deals 3 extra damage per square Zanna has shifted since the start of her turn.	
MOVE ACTIONS	
<b>Tumble</b> ♦ At-Will	
Zanna shifts up to 4 squares.	
TRIGGERED ACTIONS	
<b>Fade Away</b> (illusion) ♦ Encounter	
Trigger: Zanna takes damage.	
Effect (immediate reaction): Zanna becomes invisible until she attacks or the end of her next turn.	
Alignment Evil	Languages Common, Abyssal
Skills Athletics +6, Stealth +10, Thievery +10	
Str 12 (+5)	Dex 21 (+8) Wis 17 (+6)
Con 17 (+6)	Int 13 (+4) Cha 14 (+5)

## ENCOUNTER 6B: REDEMPTION IS NO LONGER POSSIBLE (AL 8)

Aelar Silverbow	Level 8 Soldier
MEDIUM NATURAL HUMANOID (ELF)	XP 350
Initiative +7	Senses Perception +8, low-light vision
HP 90; Bloodied 45	
AC 24; Fortitude 24, Reflex 21, Will 22	
Speed 6	
TRAITS	
<b>Lead From The Front</b>	
When Aelar's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of Aelar's next turn.	
STANDARD ACTIONS	
m <b>Longsword</b> (weapon) ♦ At-Will	
Attack: Melee 1; +13 vs. AC	
Hit: 2d8 + 6 damage.	
MINOR ACTIONS	
R <b>Tactical Deployment</b> ♦ Recharge 5 6	
Effect: Close burst 5; allies in the burst shift 3 squares.	
TRIGGERED ACTIONS	
<b>Elven Accuracy</b> ♦ Encounter	
Trigger: Aelar misses with an attack.	
Effect (free action): Aelar re-rolls the attack roll.	
Alignment Evil	Languages Common, Elven, Abyssal
Skills Athletics +12, History +10, Intimidate +7	
Str 22 (+10)	Dex 16 (+7) Wis 18 (+8)
Con 18 (+8)	Int 14 (+6) Cha 12 (+5)

Codrus Steadysield	Level 8 Soldier
MEDIUM NATURAL HUMANOID (MINOTAUR)	XP 350
Initiative +7	Senses Perception +9
HP 93; Bloodied 46	
AC 24; Fortitude 21, Reflex 19, Will 20	
Speed 6	
STANDARD ACTIONS	
m <b>Warhammer</b> (weapon) ♦ At-Will	
Attack: Melee 1; +13 vs. AC	
Hit: 1d10 + 7 damage and Codrus can push the target 1 square. He can then shift 1 square into a square the target vacated.	
Effect: Codrus marks the target until the end of his next turn.	
r <b>Throwing Hammer</b> (weapon) ♦ At-Will	
Attack: Ranged 10 (one creature); +13 vs. AC	
Hit: 2d4 + 6 damage, and Codrus marks the target until the end of his next turn.	
<b>Double Hammer Strike</b> (weapon) ♦ Recharge 5 6	
Codrus uses <i>warhammer</i> and then uses <i>throwing hammer</i> . Codrus does not provoke opportunity attacks for this use of <i>throwing hammer</i> .	
TRIGGERED ACTIONS	
<b>Ferocity</b>	
Trigger: Codrus is reduced to 0 hit points	
Effect (free action): Codrus makes a melee basic attack.	
Alignment Evil	Languages Common, Abyssal
Skills Athletics +7, Stealth +11, Thievery +11	
Str 26 (+12)	Dex 16 (+7) Wis 21 (+9)
Con 21 (+9)	Int 14 (+6) Cha 14 (+6)

Mishann Giant-Axe	Level 8 Brute
MEDIUM NATURAL HUMANOID (DRAGONBORN)	XP 350
Initiative +8	Senses Perception +5
HP 108; Bloodied 54	
AC 20; Fortitude 21, Reflex 20, Will 19	
Speed 6	
STANDARD ACTIONS	
m <b>Battle-Axe</b> (weapon) ♦ At-Will	
Attack: Melee 1; +13 vs. AC (+14 while bloodied)	
Hit: 3d6 + 7 damage.	
M <b>Crushing Grasp</b> ♦ At-Will	
Target: One creature grabbed by Mishann	
Attack: Melee 1; +11 vs. Fortitude (+12 while bloodied)	
Hit: 4d6 + 7 damage.	
MINOR ACTIONS	
M <b>Feral Grab</b> ♦ At-Will	
Trigger: One creature that isn't grabbed	
Attack: Melee 1; +11 vs. Reflex (+12 while bloodied)	
Hit: Mishann grabs the target (escape [Moderate DC]).	
<b>C Dragonbreath</b> ♦ Acid	
Attack: Close blast 3; +11 vs. Reflex (+12 while bloodied)	
Hit: 2d6 + 7 acid damage.	
Alignment Evil	Languages Common, Draconic, Abyssal
Skills Athletics +11; Stealth +10	
Str 21 (+9)	Dex 18 (+8) Wis 13 (+5)
Con 18 (+8)	Int 10 (+4) Cha 11 (+4)

Zanna Cardsharp	Level 8 Skirmisher
SMALL NATURAL HUMANOID (GNOME)	XP 350
Initiative +9	Senses Perception +7, low-light vision
HP 89; Bloodied 45	
AC 22; Fortitude 20, Reflex 21, Will 20	
Speed 6	
STANDARD ACTIONS	
m <b>Dagger</b> (weapon) ♦ At-Will	
Attack: Melee 1; +13 vs. AC	
Hit: 2d4 + 5 damage. The attack deals 3 extra damage per square Zanna has shifted since the start of her turn.	
MOVE ACTIONS	
<b>Tumble</b> ♦ At-Will	
Zanna shifts up to 4 squares.	
TRIGGERED ACTIONS	
<b>Fade Away</b> (illusion) ♦ Encounter	
Trigger: Zanna takes damage.	
Effect (immediate reaction): Zanna becomes invisible until she attacks or the end of her next turn.	
Alignment Evil	Languages Common, Abyssal
Skills Athletics +7, Stealth +11, Thievery +11	
Str 12 (+6)	Dex 21 (+9) Wis 17 (+7)
Con 17 (+7)	Int 13 (+5) Cha 14 (+6)

## ENCOUNTER 6B: REDEMPTION IS NO LONGER POSSIBLE (AL 10)

Aelar Silverbow		Level 10 Soldier
MEDIUM NATURAL HUMANOID (ELF)		XP 500
Initiative +8	Senses Perception +9, low-light vision	
HP 107; Bloodied 53		
AC 26; Fortitude 26, Reflex 23, Will 24		
Speed 6		
TRAITS		
Lead From The Front		
When Aelar's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of Aelar's next turn.		
STANDARD ACTIONS		
m Longsword (weapon) ♦ At-Will		
Attack: Melee 1; +15 vs. AC		
Hit: 2d8 + 8 damage.		
MINOR ACTIONS		
R Tactical Deployment ♦ Recharge 5 6		
Effect: Close burst 5; allies in the burst shift 3 squares.		
TRIGGERED ACTIONS		
Elven Accuracy ♦ Encounter		
Trigger: Aelar misses with an attack.		
Effect (free action): Aelar re-rolls the attack roll.		
Alignment Evil	Languages Common, Elven, Abyssal	
Skills Athletics +13, History +11, Intimidate +8		
Str 22 (+11)	Dex 16 (+8)	Wis 18 (+9)
Con 18 (+9)	Int 14 (+7)	Cha 12 (+6)

Codrus Steadysield		Level 10 Soldier
MEDIUM NATURAL HUMANOID (MINOTAUR)		XP 500
Initiative +8		Senses Perception +10
HP 110; Bloodied 55		
AC 26; Fortitude 23, Reflex 21, Will 22		
Speed 6		
STANDARD ACTIONS		
m Warhammer (weapon) ♦ At-Will		
Attack: Melee 1; +15 vs. AC		
Hit: 1d10 + 9 damage and Codrus can push the target 1 square. He can then shift 1 square into a square the target vacated.		
Effect: Codrus marks the target until the end of his next turn.		
r Throwing Hammer (weapon) ♦ At-Will		
Attack: Ranged 10 (one creature); +15 vs. AC		
Hit: 2d4 + 8 damage, and Codrus marks the target until the end of his next turn.		
Double Hammer Strike (weapon) ♦ Recharge 5 6		
Codrus uses <i>warhammer</i> and then uses <i>throwing hammer</i> . Codrus does not provoke opportunity attacks for this use of <i>throwing hammer</i> .		
TRIGGERED ACTIONS		
Ferocity		
Trigger: Codrus is reduced to 0 hit points		
Effect (free action): Codrus makes a melee basic attack.		
Alignment Evil	Languages Common, Abyssal	
Str 26 (+13)	Dex 16 (+8)	Wis 21 (+10)
Con 21 (+10)	Int 14 (+7)	Cha 14 (+7)

Mishann Giant-Axe		Level 10 Brute
MEDIUM NATURAL HUMANOID (DRAGONBORN)		XP 500
Initiative +9		Senses Perception +6
HP 129; Bloodied 64		
AC 22; Fortitude 23, Reflex 22, Will 21		
Speed 6		
STANDARD ACTIONS		
m Battle-Axe (weapon) ♦ At-Will		
Attack: Melee 1; +15 vs. AC (+16 while bloodied)		
Hit: 4d6 + 5 damage.		
M Crushing Grasp ♦ At-Will		
Target: One creature grabbed by Mishann		
Attack: Melee 1 ; +13 vs. Fortitude (+14 while bloodied)		
Hit: 5d6 + 5 damage.		
MINOR ACTIONS		
M Feral Grab ♦ At-Will		
Trigger: One creature that isn't grabbed		
Attack: Melee 1; +13 vs. Reflex (+14 while bloodied)		
Hit: Mishann grabs the target (escape [Moderate DC]).		
C Dragonbreath ♦ Acid		
Attack: Close blast 3; +13 vs. Reflex (+14 while bloodied)		
Hit: 3d6 + 5 acid damage.		
Alignment Evil	Languages Common, Draconic, Abyssal	
Skills Athletics +12; Stealth +11		
Str 21 (+10)	Dex 18 (+9)	Wis 13 (+6)
Con 18 (+9)	Int 10 (+5)	Cha 11 (+5)

Zanna Cardsharp		Level 10 Skirmisher
SMALL NATURAL HUMANOID (GNOME)		XP 500
Initiative +10		Senses Perception +8, low-light vision
HP 106; Bloodied 53		
AC 24; Fortitude 22, Reflex 23, Will 22		
Speed 6		
STANDARD ACTIONS		
m Dagger (weapon) ♦ At-Will		
Attack: Melee 1; +15 vs. AC		
Hit: 3d4 + 4 damage. The attack deals 3 extra damage per square Zanna has shifted since the start of her turn.		
MOVE ACTIONS		
Tumble ♦ At-Will		
Zanna shifts up to 4 squares.		
TRIGGERED ACTIONS		
Fade Away (illusion) ♦ Encounter		
Trigger: Zanna takes damage.		
Effect (immediate reaction): Zanna becomes invisible until she attacks or the end of her next turn.		
Alignment Evil		Languages Common, Abyssal
Skills Athletics +8, Stealth +12, Thievery +12		
Str 12 (+7)	Dex 21 (+10)	Wis 17 (+8)
Con 17 (+8)	Int 13 (+6)	Cha 14 (+7)



## ENCOUNTER 6B: REDEMPTION IS NO LONGER POSSIBLE (MAP)

If the PCs attempted to redeem the NPCs, they are separated and spread far apart. If the PCs simply attacked, the NPCs are each located near one of the tents.

A - Aelar, Elf  
C - Codrus, Minotaur  
M - Mishann, Dragonborn  
Z - Zanna, Gnome

### TILE SETS NEEDED

*Ruins of the Wild* x2

*Sinister Woods* x2





## ENCOUNTER 7: YEENOGHU WILL NOT BE PLEASED

ENCOUNTER LEVEL 3/5/7/9/11 (750 / 1000 / 1500 / 2000 / 3000 XP)

### SETUP

This encounter includes the following creatures at Adventure Level 2:

- 1 Chosen of Yeenoghu (Level 3) (C)
- 2 Cacklefiend Hyenas (Level 1)
- 1 Slaughterfang Hyenas (Level 1)
- 4 Hyena Spirits (Level 3)
- 12 prisoners (P)

This encounter includes the following creatures at Adventure Level 4:

- 1 Chosen of Yeenoghu (Level 5) (C)
- 2 Cacklefiend Hyenas (Level 3)
- 1 Slaughterfang Hyenas (Level 3)
- 3 Hyena Spirits (Level 5)
- 12 prisoners (P)

This encounter includes the following creatures at Adventure Level 6:

- 1 Chosen of Yeenoghu (Level 7) (C)
- 2 Cacklefiend Hyenas (Level 5)
- 1 Slaughterfang Hyenas (Level 5)
- 4 Hyena Spirits (Level 7)
- 12 prisoners (P)

This encounter includes the following creatures at Adventure Level 8:

- 1 Chosen of Yeenoghu (Level 9) (C)
- 2 Cacklefiend Hyenas (Level 7)
- 1 Slaughterfang Hyenas (Level 7)
- 3 Hyena Spirits (Level 9)
- 12 prisoners (P)

This encounter includes the following creatures at Adventure Level 10:

- 1 Chosen of Yeenoghu (Level 11) (C)
- 2 Cacklefiend Hyenas (Level 9)
- 1 Slaughterfang Hyenas (Level 9)
- 4 Hyena Spirits (Level 11)
- 12 prisoners (P)

If the PCs failed the skill challenge in Encounter 2, two of the prisoners (randomly chosen) have already been sacrificed to Yeenoghu.

Shortly after the PCs defeat the Sixth Starfall, or immediately after the PCs successfully redeem all four members, the Chosen leads his pack out of the blue walls to fight the PCs.

*The wall of flickering blue flame falls. Out of it bound several slaving hyenas. Behind them, you see several prisoners chained to the ground. Standing among the prisoners, a tall gnoll glares at you. The Flail of Yeenoghu is blazoned on his blood-red leather armor.*

*It snarls at you, "You have disrupted my plans and slain [stolen] my minions. I will kill you now, and your blood will go to Yeenoghu's altar!"*

The PCs can tell that the Chosen is planning to use the prisoners as a shield, and how it works. Further, the PCs can easily infer the effects of the prisoner sacrifice.

If any PCs have the ADCP05 Mark of Yeenoghu, read the following:

*The gnoll turns to face you. "You bear my master's mark. Follow me now, and he will make you even more powerful, mortal!"*

*You feel your scar throbbing as the unholy power of Yeenoghu attempts to sway your actions. You can sense that if you resist Yeenoghu's influence, he will be angry and will remove the mark of his favor from you; even worse, he will no doubt lend his demonic power to strengthen your foes.*

*On the other hand, if you embrace the dark urge being sent through the scar, your bond with the demon will become even stronger. You will have the chance to prove that you are a more worthy servant of Yeenoghu than the pathetic gnoll who stands before you.*

*Or, you could try to ignore the feelings entirely, neither embracing the touch of Yeenoghu nor pushing his influence aside. What do you do?*

Any PCs bearing the mark are affected by the Rage of Yeenoghu. They can resist it, ignore, or embrace it. The player must make the choice before knowing the mechanical benefits/penalties of their choice. After they have made their choice, give them Handout 1 summarizing the mechanical effects of each choice.

Any PC embracing the scar gains the following benefits:

- The PC retains *ADCP05 Mark of Yeenoghu*.
- Any creature adjacent to them grants combat advantage to all attacks.
- They get a +1 bonus to attack rolls, and a +5 bonus to damage rolls.
- The use of the following power:

TRIGGERED ACTIONS
<b>Will of Yeenoghu</b> ♦ Encounter
<i>Trigger:</i> The PC would drop due to being below 0 hit points
<i>Effect (no action):</i> The PC remains on their feet until the end of its next turn.

Any PC that ignores the influence of Yeenoghu (neither embraces its power not actively tries to force out Yeenoghu's influence) takes the following penalties:

- The PC retains *ADCP05 Mark of Yeenoghu*.
- The PC takes a -2 penalty to attacks against the Chosen until the Chosen is bloodied.

Any PC that resists the embrace of Yeenoghu has the following penalties:

- The PC immediately and permanently loses *ADCP05 Mark of Yeenoghu*.
- The PC takes a -2 penalty to attacks against the Chosen until the Chosen is bloodied.
- The Chosen gains Resist all (1 + AL) versus the resisting PC's attacks. No power available to the PCs can bypass this resistance.

## FEATURES OF THE AREA

**Illumination:** Campfires and torches provide bright light, regardless of the time of day.

**Campfire:** Any creature forced into a campfire takes 5 fire damage and must make a saving throw or gain ongoing 5 fire (save ends) as they catch fire.

**Prisoners:** The prisoners (P on the map) are anchored to the ground with rusty chains. When adjacent to a prisoner, a PC or the Chosen of Yeenoghu has the following powers:

STANDARD ACTIONS
<b>Free the Prisoner (skill)</b> ♦ At-Will
<i>Effect:</i> The creature makes an Athletics or Thievery check ([Easy DC]). On success, the prisoner is freed and can flee.
MINOR ACTIONS
<b>Free the Prisoner (skill)</b> ♦ At-Will
<i>Effect:</i> The creature makes an Athletics or Thievery check ([Hard DC]). On success, the prisoner is freed and can flee.
TRIGGERED ACTIONS
<b>Human Shield (illusion)</b> ♦ At-Will
<i>Trigger:</i> The creature is hit by an attack.
<i>Special:</i> The prisoner must be bound in chains for this to work.
<i>Effect (immediate interrupt):</i> The adjacent prisoner is instead hit by the attack.

Prisoners who are freed flee at initiative count 0, and none of the monsters take opportunity attacks against them (they are needed alive for other rituals). Prisoners cannot flank, and are considered difficult terrain. Prisoners who have not been freed are immune to forced movement, except teleport effects which release them from the chains.

Due to Yeenoghu's influence, any damage done to a prisoner kills it, even if the person doing the damage intended a non-lethal blow. Make this clear to the PCs after the first prisoner is killed.

**Prisoner Sacrifice:** At the top of the round, one of the prisoners' chains begins to glow. The PCs know that the prisoner will die at the bottom of the round unless the PCs aid them (see Prisoner entry for the explanation. If the prisoner is freed before the end of the round, the sacrifice fails. If, however, the prisoner is not freed, it dies and the Chosen and his allies gain 10 temporary hit points.

**Tents:** The tents are enclosed structures that block line of sight and line of effect. An Athletics check (Easy DC) can knock over a tent, turning it into difficult terrain that doesn't block line of sight.

**Spellplague Barrier:** The barrier has dropped, and the area on the map that looks like black walls is just a shallow ditch, which has no mechanical impact.

## TACTICS

The Chosen of Yeenoghu summons hyena spirits when necessary, to ensure he has two allies adjacent to his preferred target. He uses ranged attacks at first, so that he can stay near the prisoners. He prefers to target divine power source characters first. He fights to the death, as Yeenoghu has let him know this is his last chance.

The slaughterfang hyenas attempt to position themselves such that their allies have combat advantage, and attempt to target enemies with two of the hyena's allies adjacent. When dropped to half their bloodied value in hit points, or when the Chosen of Yeenoghu is dead, they attempt to flee.

The cacklefiend hyenas wade into battle, attempting to grant combat to the Chosen and get near as many enemies as possible. As they are demons in all but name, the cacklefiend hyenas fight to the death.

The hyena spirits obey the Chosen and aid it however possible. If the Chosen goes down, the hyenas focus on the creature that dropped it (even one of their allies, if it was forced to do so by a power).

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one cacklefiend hyena and one hyena spirit.

**Six PCs:** Add a second slaughterfang hyena and another hyena spirit.

## ENDING THE ENCOUNTER

The Chosen fights to the death. Once it is dead, the PCs can retreat if so desired and still have completed their objective.

### EXPERIENCE POINTS

The PCs each earn 125 / 175 / 250 / 350 / 500 XP for defeating the Chosen of Yeenoghu. If they saved at least 8 of the prisoners, they gain 25 / 35 / 50 / 70 / 100 XP.

For any PC who has ADCP05 *Mark of Yeenoghu*; if at any point during the encounter they embraced the rage they receive adventure rewards ELTU12. If they attempted to resist the rage for the entire encounter, even if unsuccessful, they now receive ELTU11. If they simply choose to ignore it, nothing changes.

All PCs receive ELTU10 if they are successful in defending the gnoll.

### TREASURE

The PCs find a *helm of exemplary defense* if they are AL 4 or higher, and *dual threat gauntlets* if they are AL 6 or higher.

## CONCLUDING THE ADVENTURE

*As the Chosen of Yeenoghu falls, a howl erupts all around you. As it builds to a crescendo, the prisoners drop to the ground in terror. The howling lasts for a harrowing minute, before abruptly falling silent. A feeling of tension and worry that you hadn't realized was present fades, and the area seems calmer.*

Any PC that had the Mark of Yeenoghu (rejected, ignored or embraced):

*You can feel the weight of powerful attention on you. You've made a powerful enemy, no doubt.*

Adjust the following based on the PCs' actions and responses:

*The trip out of the Reaching Woods is as tenuous and tense as the trip in. The surviving prisoners are grateful*

*for your efforts, and are rethinking leaving Elturgard. They'll be at loose ends for quite some time.*

Taikos is quite pleased with your efforts. "My friends, for I truly hope you can be such, I thank you for saving those poor souls from the Beast of Butchery. Please, escort me to see Natali. I wish to discuss the plight of our citizens."

Taikos meets with Natali, and with your testimony, convinces her that the Shields of Kilgrave, while not perfect, want to protect the spellscarred citizens of Elturel. Working together, they plan to aid the citizenry before people are forced to flee.

For any of the Sixth Starfall who were redeemed:

*The fallen adventurers turn themselves into the Order of Torm. They repent for their crimes, and give a tearful, gruesome account of their many mistakes. Who knows what their ultimate fate will be, but for the immediate future, they're headed to the Dungeon of the Inquisitor.*

If the PCs gave Brandis over to the Dusk Talons, he is found dead in a gutter a few weeks later. He's obviously been tortured during captivity.

If the PCs gave Brandis over to the watch, he eventually goes free, unless the PCs framed him - he pays for an excellent solicitor who is able to get him released.

If the PCs detained Brandis somehow, or he didn't flee, and they redeemed members of the Sixth Starfall, they don't need to have framed Brandis - he will be convicted and sent to the Dungeon of the Inquisitor alongside the others.

## ENCOUNTER 7: YEENOGHU WILL NOT BE PLEASED (AL 2)

Chosen of Yeenoghu MEDIUM NATURAL HUMANOID (GNOLL)	Level 3 Elite Controller XP 300
<b>Initiative</b> +3 <b>Senses</b> Perception +6, low-light vision <b>HP</b> 108; <b>Bloodied</b> 54 <b>AC</b> 17; <b>Fortitude</b> 15, <b>Reflex</b> 13, <b>Will</b> 15 <b>Speed</b> 7 <b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
<b>Pack Attack</b> The Chosen of Yeenoghu's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it.	
STANDARD ACTIONS	
<b>m Staff (weapon) ♦ At-Will</b> <b>Attack:</b> Melee 1; +8 vs. AC <b>Hit:</b> 1d8 + 4 damage.	
<b>r Bolt of Ruination (implement, necrotic, teleportation) ♦ At-Will</b> <b>Attack:</b> Melee 1; +6 vs. Fortitude <b>Hit:</b> 1d4 + 4 necrotic damage, and one hyena spirit within 10 squares of the chosen teleports to a square adjacent to the target.	
MINOR ACTIONS	
<b>Call Beyond the Grave ♦ Encounter</b> Four hyena spirits appear in unoccupied squares within 10 squares of the chosen. The chosen takes 2 damage whenever one of its hyena spirits drops to 0 hit points. The spirits disappear at the end of the encounter.	
<b>Hyena Spirit ♦ At-Will (1/round)</b> One hyena spirit appears in an unoccupied square within 10 squares of the chosen. The chosen takes 2 damage when the hyena spirit drops to 0 hit points. The spirit disappears at the end of the encounter.	
<b>Spirit Strike ♦ At-Will (1/round)</b> One hyena spirit within 10 squares of the chosen can make a bite attack as a free action, with a +2 bonus to the attack roll.	
<b>To the Front ♦ At-Will (1/round)</b> Each ally adjacent to the chosen can teleport 10 squares.	
<b>Alignment</b> Chaotic Evil <b>Languages</b> Abyssal, Common <b>Skills</b> Arcana +9, Religion +9 <b>Str</b> 16 (+4) <b>Dex</b> 14 (+3) <b>Wis</b> 20 (+6) <b>Con</b> 14 (+3) <b>Int</b> 20 (+6) <b>Cha</b> 17 (+4)	

Hyena Spirit MEDIUM SHADOW BEAST (UNDEAD)	Level 3 Minion Soldier XP 37
<b>Initiative</b> +5 <b>Senses</b> Perception +3, darkvision <b>HP</b> 1; a missed attack never damages a minion <b>AC</b> 17; <b>Fortitude</b> 15, <b>Reflex</b> 15, <b>Will</b> 13 <b>Speed</b> 8	
TRAITS	
<b>Spectral Jaws ♦ Aura 1</b> Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
<b>m Bite ♦ At-Will</b> <b>Attack:</b> Melee 1; +8 vs. AC <b>Hit:</b> 5 damage.	
<b>Alignment</b> Chaotic Evil <b>Languages</b> - <b>Str</b> 19 (+5) <b>Dex</b> 19 (+5) <b>Wis</b> 14 (+3) <b>Con</b> 14 (+3) <b>Int</b> 2 (-3) <b>Cha</b> 7 (-1)	

Cacklefiend Hyena LARGE ELEMENTAL BEAST	Level 1 Brute XP 100
<b>Initiative</b> +4 <b>Senses</b> Perception +1, low-light vision <b>HP</b> 33; <b>Bloodied</b> 16 <b>AC</b> 13; <b>Fortitude</b> 14, <b>Reflex</b> 11, <b>Will</b> 12 <b>Speed</b> 8 <b>Resist</b> 15 acid	
TRAITS	
<b>Pack Attack</b> A cacklefiend hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the cacklefiend hyena's allies.	
<b>Harrier</b> If a cacklefiend hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
STANDARD ACTIONS	
<b>m Bite (acid) ♦ At-Will</b> <b>Attack:</b> Melee 1; +6 vs. AC <b>Hit:</b> 1d6 + 3 damage, and ongoing 5 acid damage (save ends).	
<b>C Fiendish Cackle (fear) ♦ At-Will</b> <b>Attack:</b> Close burst 3 (targets enemies; deafened creatures are immune); +4 vs. Will <b>Hit:</b> The target takes a -2 penalty to attack rolls until the end of the cacklefiend hyena's next turn.	
TRIGGERED ACTIONS	
<b>Acid Bloodspurt (acid) ♦ Encounter</b> <b>Trigger:</b> When first bloodied <b>Effect (Immediate Reaction):</b> Close burst 1; automatic hit; 2d6 acid damage, and ongoing 5 acid damage (save ends).	
<b>Alignment</b> Chaotic Evil <b>Languages</b> Common, Abyssal <b>Skills</b> Athletics +10; Stealth +9 <b>Str</b> 21 (+5) <b>Dex</b> 18 (+4) <b>Wis</b> 13 (+1) <b>Con</b> 18 (+4) <b>Int</b> 10 (+0) <b>Cha</b> 11 (+0)	

Slaughterfang Hyena LARGE NATURAL BEAST	Level 1 Skirmisher XP 100
<b>Initiative</b> +3 <b>Senses</b> Perception +3, low-light vision <b>HP</b> 28; <b>Bloodied</b> 14 <b>AC</b> 15; <b>Fortitude</b> 14, <b>Reflex</b> 13, <b>Will</b> 13 <b>Speed</b> 8	
TRAITS	
<b>Pack Attack</b> The slaughterfang hyena's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it.	
<b>Harrier</b> If a slaughterfang hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
STANDARD ACTIONS	
<b>m Bite ♦ At-Will</b> <b>Attack:</b> Melee 1; +6 vs. AC <b>Hit:</b> 1d8 + 4 damage.	
<b>Alignment</b> unaligned <b>Languages</b> -- <b>Str</b> 19 (+4) <b>Dex</b> 16 (+3) <b>Wis</b> 16 (+3) <b>Con</b> 15 (+2) <b>Int</b> 2 (-4) <b>Cha</b> 6 (-2)	

## ENCOUNTER 7: YEENOGHU WILL NOT BE PLEASED (AL 4)

Chosen of Yeenoghu MEDIUM NATURAL HUMANOID (GNOLL)	Level 5 Elite Controller XP 400
Initiative +4 Senses Perception +7, low-light vision	
HP 137; Bloodied 68	
AC 19; Fortitude 17, Reflex 15, Will 17	
Speed 7	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Pack Attack</b>	
The Chosen of Yeenoghu's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it.	
STANDARD ACTIONS	
m <b>Staff</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1; +10 vs. AC	
Hit: 1d8 + 6 damage.	
r <b>Bolt of Ruination</b> (implement, necrotic, teleportation) ♦ <b>At-Will</b>	
Attack: Melee 1; +8 vs. Fortitude	
Hit: 1d6 + 5 necrotic damage, and one hyena spirit within 10 squares of the chosen teleports to a square adjacent to the target.	
MINOR ACTIONS	
<b>Call Beyond the Grave</b> ♦ <b>Encounter</b>	
Four hyena spirits appear in unoccupied squares within 10 squares of the chosen. The chosen takes 2 damage whenever one of its hyena spirits drops to 0 hit points. The spirits disappear at the end of the encounter.	
<b>Hyena Spirit</b> ♦ <b>At-Will</b> (1/round)	
One hyena spirit appears in an unoccupied square within 10 squares of the chosen. The chosen takes 2 damage when the hyena spirit drops to 0 hit points. The spirit disappears at the end of the encounter.	
<b>Spirit Strike</b> ♦ <b>At-Will</b> (1/round)	
One hyena spirit within 10 squares of the chosen can make a bite attack as a free action, with a +2 bonus to the attack roll.	
<b>To the Front</b> ♦ <b>At-Will</b> (1/round)	
Each ally adjacent to the chosen can teleport 10 squares.	
<b>Alignment</b> Chaotic Evil <b>Languages</b> Abyssal, Common	
<b>Skills</b> Arcana +10, Religion +10	
<b>Str</b> 16 (+5) <b>Dex</b> 14 (+4) <b>Wis</b> 20 (+7)	
<b>Con</b> 14 (+4) <b>Int</b> 20 (+7) <b>Cha</b> 17 (+5)	

Hyena Spirit MEDIUM SHADOW BEAST (UNDEAD)	Level 5 Minion Soldier XP 50
Initiative +6 Senses Perception +4, darkvision	
HP 1; a missed attack never damages a minion	
AC 19; Fortitude 17, Reflex 17, Will 15	
Speed 8	
TRAITS	
<b>Spectral Jaws</b> ♦ <b>Aura</b> 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
m <b>Bite</b> ♦ <b>At-Will</b>	
Attack: Melee 1; +10 vs. AC	
Hit: 6 damage.	
<b>Alignment</b> Chaotic Evil <b>Languages</b> -	
<b>Str</b> 19 (+6) <b>Dex</b> 19 (+6) <b>Wis</b> 14 (+4)	
<b>Con</b> 14 (+4) <b>Int</b> 2 (-2) <b>Cha</b> 7 (+0)	

Cacklefiend Hyena LARGE ELEMENTAL BEAST	Level 3 Brute XP 150
Initiative +5 Senses Perception +2, low-light vision	
HP 54; Bloodied 27	
AC 15; Fortitude 16, Reflex 13, Will 14	
Speed 8	
Resist 15 acid	
TRAITS	
<b>Pack Attack</b>	
A cacklefiend hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the cacklefiend hyena's allies.	
<b>Harrier</b>	
If a cacklefiend hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
STANDARD ACTIONS	
m <b>Bite</b> (acid) ♦ <b>At-Will</b>	
Attack: Melee 1; +8 vs. AC	
Hit: 1d6 + 5 damage, and ongoing 5 acid damage (save ends).	
C <b>Fiendish Cackle</b> (fear) ♦ <b>At-Will</b>	
Attack: Close burst 3 (targets enemies; deafened creatures are immune); +6 vs. Will	
Hit: The target takes a -2 penalty to attack rolls until the end of the cacklefiend hyena's next turn.	
TRIGGERED ACTIONS	
<b>Acid Bloodspurt</b> (acid) ♦ <b>Encounter</b>	
Trigger: When first bloodied	
Effect (Immediate Reaction): Close burst 1; automatic hit; 2d8 acid damage, and ongoing 5 acid damage (save ends).	
<b>Alignment</b> Chaotic Evil <b>Languages</b> Common, Abyssal	
<b>Skills</b> Athletics +11; Stealth +10	
<b>Str</b> 21 (+6) <b>Dex</b> 18 (+5) <b>Wis</b> 13 (+2)	
<b>Con</b> 18 (+5) <b>Int</b> 10 (+1) <b>Cha</b> 11 (+1)	

Slaughterfang Hyena LARGE NATURAL BEAST	Level 3 Skirmisher XP 150
Initiative +4 Senses Perception +4, low-light vision	
HP 45; Bloodied 22	
AC 17; Fortitude 16, Reflex 15, Will 15	
Speed 8	
TRAITS	
<b>Pack Attack</b>	
The slaughterfang hyena's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it.	
<b>Harrier</b>	
If a slaughterfang hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
STANDARD ACTIONS	
m <b>Bite</b> ♦ <b>At-Will</b>	
Attack: Melee 1; +8 vs. AC	
Hit: 2d8 + 3 damage.	
<b>Alignment</b> unaligned <b>Languages</b> --	
<b>Str</b> 19 (+5) <b>Dex</b> 16 (+4) <b>Wis</b> 16 (+4)	
<b>Con</b> 15 (+3) <b>Int</b> 2 (-3) <b>Cha</b> 6 (-1)	

## ENCOUNTER 7: YEENOGHU WILL NOT BE PLEASED (AL 6)

Chosen of Yeenoghu	Level 7 Elite Controller
MEDIUM NATURAL HUMANOID (GNOLL)	XP 600
Initiative +5 Senses Perception +8, low-light vision	
HP 176; Bloodied 88	
AC 21; Fortitude 19, Reflex 17, Will 19	
Speed 7	
Saving Throws +2; Action Points 1	
TRAITS	
Pack Attack	
The Chosen of Yeenoghu's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it.	
STANDARD ACTIONS	
m Staff (weapon) ♦ At-Will	
Attack: Melee 1; +12 vs. AC	
Hit: 2d8 + 4 damage.	
r Bolt of Ruination (implement, necrotic, teleportation) ♦ At-Will	
Attack: Melee 1; +10 vs. Fortitude	
Hit: 2d6 + 4 necrotic damage, and one hyena spirit within 10 squares of the chosen teleports to a square adjacent to the target.	
MINOR ACTIONS	
Call Beyond the Grave ♦ Encounter	
Four hyena spirits appear in unoccupied squares within 10 squares of the chosen. The chosen takes 4 damage whenever one of its hyena spirits drops to 0 hit points. The spirits disappear at the end of the encounter.	
Hyena Spirit ♦ At-Will (1/round)	
One hyena spirit appears in an unoccupied square within 10 squares of the chosen. The chosen takes 4 damage when the hyena spirit drops to 0 hit points. The spirit disappears at the end of the encounter.	
Spirit Strike ♦ At-Will (1/round)	
One hyena spirit within 10 squares of the chosen can make a bite attack as a free action, with a +2 bonus to the attack roll.	
To the Front ♦ At-Will (1/round)	
Each ally adjacent to the chosen can teleport 10 squares.	
Alignment Chaotic Evil	Languages Abyssal, Common
Skills Arcana +11, Religion +11	
Str 16 (+6)	Dex 14 (+5)
Con 14 (+5)	Int 20 (+8)
	Wis 20 (+8)
	Cha 17 (+6)

Hyena Spirit	Level 7 Minion Soldier
MEDIUM SHADOW BEAST (UNDEAD)	XP 75
Initiative +7 Senses Perception +5, darkvision	
HP 1; a missed attack never damages a minion	
AC 21; Fortitude 19, Reflex 19, Will 17	
Speed 8	
TRAITS	
Spectral Jaws ♦ Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Bite ♦ At-Will	
Attack: Melee 1; +12 vs. AC	
Hit: 7 damage.	
Alignment Chaotic Evil	Languages -
Str 19 (+7)	Dex 19 (+7)
Con 14 (+5)	Int 2 (-1)
	Wis 14 (+5)
	Cha 7 (+1)

Cacklefiend Hyena	Level 5 Brute
LARGE ELEMENTAL BEAST	XP 200
Initiative +6 Senses Perception +3, low-light vision	
HP 75; Bloodied 38	
AC 17; Fortitude 18, Reflex 15, Will 16	
Speed 8	
Resist 15 acid	
TRAITS	
Pack Attack	
A cacklefiend hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the cacklefiend hyena's allies.	
Harrier	
If a cacklefiend hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
STANDARD ACTIONS	
m Bite (acid) ♦ At-Will	
Attack: Melee 1; +10 vs. AC	
Hit: 2d6 + 4 damage, and ongoing 5 acid damage (save ends).	
C Fiendish Cackle (fear) ♦ At-Will	
Attack: Close burst 3 (targets enemies; deafened creatures are immune); +8 vs. Will	
Hit: The target takes a -2 penalty to attack rolls until the end of the cacklefiend hyena's next turn.	
TRIGGERED ACTIONS	
Acid Bloodspurt (acid) ♦ Encounter	
Trigger: When first bloodied	
Effect (Immediate Reaction): Close burst 1; automatic hit; 2d8 + 2 acid damage, and ongoing 5 acid damage (save ends).	
Alignment Chaotic Evil Languages Common, Abyssal	
Skills Athletics +12; Stealth +11	
Str 21 (+7)	Dex 18 (+6)
Con 18 (+6)	Int 10 (+2)
	Wis 13 (+3)
	Cha 11 (+2)

Slaughterfang Hyena	Level 5 Skirmisher
LARGE NATURAL BEAST	XP 200
Initiative +5 Senses Perception +5, low-light vision	
HP 62; Bloodied 31	
AC 19; Fortitude 18, Reflex 17, Will 17	
Speed 8	
TRAITS	
Pack Attack	
The slaughterfang hyena's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it.	
Harrier	
If a slaughterfang hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
STANDARD ACTIONS	
m Bite ♦ At-Will	
Attack: Melee 1; +10 vs. AC	
Hit: 2d8 + 5 damage.	
Alignment unaligned	Languages --
Str 19 (+6)	Dex 16 (+5)
Con 15 (+4)	Int 2 (-2)
	Wis 16 (+5)
	Cha 6 (+0)



## ENCOUNTER 7: YEENOGHU WILL NOT BE PLEASED (AL 8)

Chosen of Yeenoghu	Level 9 Elite Controller
MEDIUM NATURAL HUMANOID (GNOLL)	XP 800
Initiative +6 Senses Perception +9, low-light vision	
HP 205; Bloodied 102	
AC 23; Fortitude 21, Reflex 19, Will 21	
Speed 7	
Saving Throws +2; Action Points 1	
TRAITS	
Pack Attack	
The Chosen of Yeenoghu's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it.	
STANDARD ACTIONS	
m Staff (weapon) ♦ At-Will	
Attack: Melee 1; +14 vs. AC	
Hit: 2d8 + 6 damage.	
r Bolt of Ruination (implement, necrotic, teleportation) ♦ At-Will	
Attack: Melee 1; +12 vs. Fortitude	
Hit: 2d6 + 6 necrotic damage, and one hyena spirit within 10 squares of the chosen teleports to a square adjacent to the target.	
MINOR ACTIONS	
Call Beyond the Grave ♦ Encounter	
Four hyena spirits appear in unoccupied squares within 10 squares of the chosen. The chosen takes 4 damage whenever one of its hyena spirits drops to 0 hit points. The spirits disappear at the end of the encounter.	
Hyena Spirit ♦ At-Will (1/round)	
One hyena spirit appears in an unoccupied square within 10 \ squares of the chosen. The chosen takes 4 damage when the hyena spirit drops to 0 hit points. The spirit disappears at the end of the encounter.	
Spirit Strike ♦ At-Will (1/round)	
One hyena spirit within 10 squares of the chosen can make a bite attack as a free action, with a +2 bonus to the attack roll.	
To the Front ♦ At-Will (1/round)	
Each ally adjacent to the chosen can teleport 10 squares.	
Alignment Chaotic Evil	Languages Abyssal, Common
Skills Arcana +12, Religion +12	
Str 16 (+7)	Dex 14 (+6)
Con 14 (+6)	Int 20 (+9)
	Wis 20 (+9)
	Cha 17 (+7)

Hyena Spirit	Level 9 Minion Soldier
MEDIUM SHADOW BEAST (UNDEAD)	XP 100
Initiative +8 Senses Perception +6, darkvision	
HP 1; a missed attack never damages a minion	
AC 23; Fortitude 21, Reflex 21, Will 19	
Speed 8	
TRAITS	
Spectral Jaws ♦ Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Bite ♦ At-Will	
Attack: Melee 1; +14 vs. AC	
Hit: 8 damage.	
Alignment Chaotic Evil	Languages -
Str 19 (+8)	Dex 19 (+8)
Con 14 (+6)	Int 2 (+0)
	Wis 14 (+6)
	Cha 7 (+2)

Cacklefiend Hyena	Level 7 Brute
LARGE ELEMENTAL BEAST	XP 300
Initiative +7 Senses Perception +4, low-light vision	
HP 96; Bloodied 48	
AC 19; Fortitude 20, Reflex 17, Will 18	
Speed 8	
Resist 15 acid	
TRAITS	
Pack Attack	
A cacklefiend hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the cacklefiend hyena's allies.	
Harrier	
If a cacklefiend hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
STANDARD ACTIONS	
m Bite (acid) ♦ At-Will	
Attack: Melee 1; +12 vs. AC	
Hit: 2d6 + 6 damage, and ongoing 5 acid damage (save ends).	
C Fiendish Cackle (fear) ♦ At-Will	
Attack: Close burst 3 (targets enemies; deafened creatures are immune); +10 vs. Will	
Hit: The target is slowed and takes a -2 penalty to attack rolls until the end of the cacklefiend hyena's next turn.	
TRIGGERED ACTIONS	
Acid Bloodspurt (acid) ♦ Encounter	
Trigger: When first bloodied	
Effect (Immediate Reaction): Close burst 1; automatic hit; 2d8 + 4 acid damage, and ongoing 5 acid damage (save ends).	
Alignment Chaotic Evil Languages Common, Abyssal	
Skills Athletics +13; Stealth +12	
Str 21 (+8)	Dex 18 (+7)
Con 18 (+7)	Int 10 (+3)
	Wis 13 (+4)
	Cha 11 (+3)

Slaughterfang Hyena	Level 7 Skirmisher
LARGE NATURAL BEAST	XP 300
Initiative +6 Senses Perception +6, low-light vision	
HP 79; Bloodied 39	
AC 21; Fortitude 20, Reflex 19, Will 19	
Speed 8	
TRAITS	
Pack Attack	
The slaughterfang hyena's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it.	
Harrier	
If a slaughterfang hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
STANDARD ACTIONS	
m Bite ♦ At-Will	
Attack: Melee 1; +12 vs. AC	
Hit: 2d8 + 7 damage.	
Alignment unaligned	Languages --
Str 19 (+7)	Dex 16 (+6)
Con 15 (+5)	Int 2 (-1)
	Wis 16 (+6)
	Cha 6 (+1)



## ENCOUNTER 7: YEENOGHU WILL NOT BE PLEASED (AL 10)

Chosen of Yeenoghu	Level 11 Elite Controller
MEDIUM NATURAL HUMANOID (GNOLL)	XP 1200
Initiative +7 Senses Perception +10, low-light vision	
HP 244; Bloodied 122	
AC 25; Fortitude 23, Reflex 21, Will 23	
Speed 7	
Saving Throws +2; Action Points 1	
TRAITS	
Pack Attack	
The Chosen of Yeenoghu's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it.	
STANDARD ACTIONS	
m Staff (weapon) ♦ At-Will	
Attack: Melee 1; +16 vs. AC	
Hit: 2d8 + 8 damage.	
r Bolt of Ruination (implement, necrotic, teleportation) ♦ At-Will	
Attack: Melee 1; +14 vs. Fortitude	
Hit: 2d6 + 8 necrotic damage, and one hyena spirit within 10 squares of the chosen teleports to a square adjacent to the target.	
MINOR ACTIONS	
Call Beyond the Grave ♦ Encounter	
Four hyena spirits appear in unoccupied squares within 10 squares of the chosen. The chosen takes 6 damage whenever one of its hyena spirits drops to 0 hit points. The spirits disappear at the end of the encounter.	
Hyena Spirit ♦ At-Will (1/round)	
One hyena spirit appears in an unoccupied square within 10 squares of the chosen. The chosen takes 6 damage when the hyena spirit drops to 0 hit points. The spirit disappears at the end of the encounter.	
Spirit Strike ♦ At-Will (1/round)	
One hyena spirit within 10 squares of the chosen can make a bite attack as a free action, with a +2 bonus to the attack roll.	
To the Front ♦ At-Will (1/round)	
Each ally adjacent to the chosen can teleport 10 squares.	
Alignment Chaotic Evil	Languages Abyssal, Common
Skills Arcana +13, Religion +13	
Str 16 (+8)	Dex 14 (+7)
Con 14 (+7)	Int 20 (+10)
	Wis 20 (+10)
	Cha 17 (+8)

Hyena Spirit	Level 11 Minion Soldier
MEDIUM SHADOW BEAST (UNDEAD)	XP 150
Initiative +9 Senses Perception +7, darkvision	
HP 1; a missed attack never damages a minion	
AC 25; Fortitude 23, Reflex 23, Will 21	
Speed 8	
TRAITS	
Spectral Jaws ♦ Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn.	
STANDARD ACTIONS	
m Bite ♦ At-Will	
Attack: Melee 1; +16 vs. AC	
Hit: 9 damage.	
Alignment Chaotic Evil	Languages -
Str 19 (+9)	Dex 19 (+9)
Con 14 (+7)	Int 2 (+1)
	Wis 14 (+7)
	Cha 7 (+3)

Cacklefiend Hyena	Level 9 Brute
LARGE ELEMENTAL BEAST	XP 400
Initiative +8 Senses Perception +9, low-light vision	
HP 117; Bloodied 58	
AC 21; Fortitude 22, Reflex 19, Will 20	
Speed 8	
Resist 15 acid	
TRAITS	
Pack Attack	
A cacklefiend hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the cacklefiend hyena's allies.	
Harrier	
If a cacklefiend hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
STANDARD ACTIONS	
m Bite (acid) ♦ At-Will	
Attack: Melee 1; +14 vs. AC	
Hit: 2d6 + 8 damage, and ongoing 5 acid damage (save ends).	
C Fiendish Cackle (fear) ♦ At-Will	
Attack: Close burst 3 (targets enemies; deafened creatures are immune); +12 vs. Will	
Hit: The target is slowed and takes a -2 penalty to attack rolls until the end of the cacklefiend hyena's next turn.	
TRIGGERED ACTIONS	
Acid Bloodspurt (acid) ♦ Encounter	
Trigger: When first bloodied	
Effect (Immediate Reaction): Close burst 1; automatic hit; 2d8 + 6 acid damage, and ongoing 5 acid damage (save ends).	
Alignment Chaotic Evil Languages Common, Abyssal	
Skills Athletics +14; Stealth +13	
Str 21 (+9)	Dex 18 (+8)
Con 18 (+8)	Int 10 (+4)
	Wis 13 (+5)
	Cha 11 (+4)

Slaughterfang Hyena	Level 9 Skirmisher
LARGE NATURAL BEAST	XP 400
Initiative +7 Senses Perception +7, low-light vision	
HP 96; Bloodied 48	
AC 23; Fortitude 22, Reflex 21, Will 21	
Speed 8	
TRAITS	
Pack Attack	
The slaughterfang hyena's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it.	
Harrier	
If a slaughterfang hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.	
STANDARD ACTIONS	
m Bite ♦ At-Will	
Attack: Melee 1; +14 vs. AC	
Hit: 2d8 + 9 damage.	
Alignment unaligned	Languages --
Str 19 (+8)	Dex 16 (+7)
Con 15 (+6)	Int 2 (+0)
	Wis 16 (+7)
	Cha 6 (+2)

## ENCOUNTER 7: YEENOGHU WILL NOT BE PLEASED (MAP)

Players start anywhere they wish outside the blue-fire walls, before they fall. All Hyenas get a free move action before combat starts as they bound out of the walls. They move to engage the PCs, and so are not placed on the map.

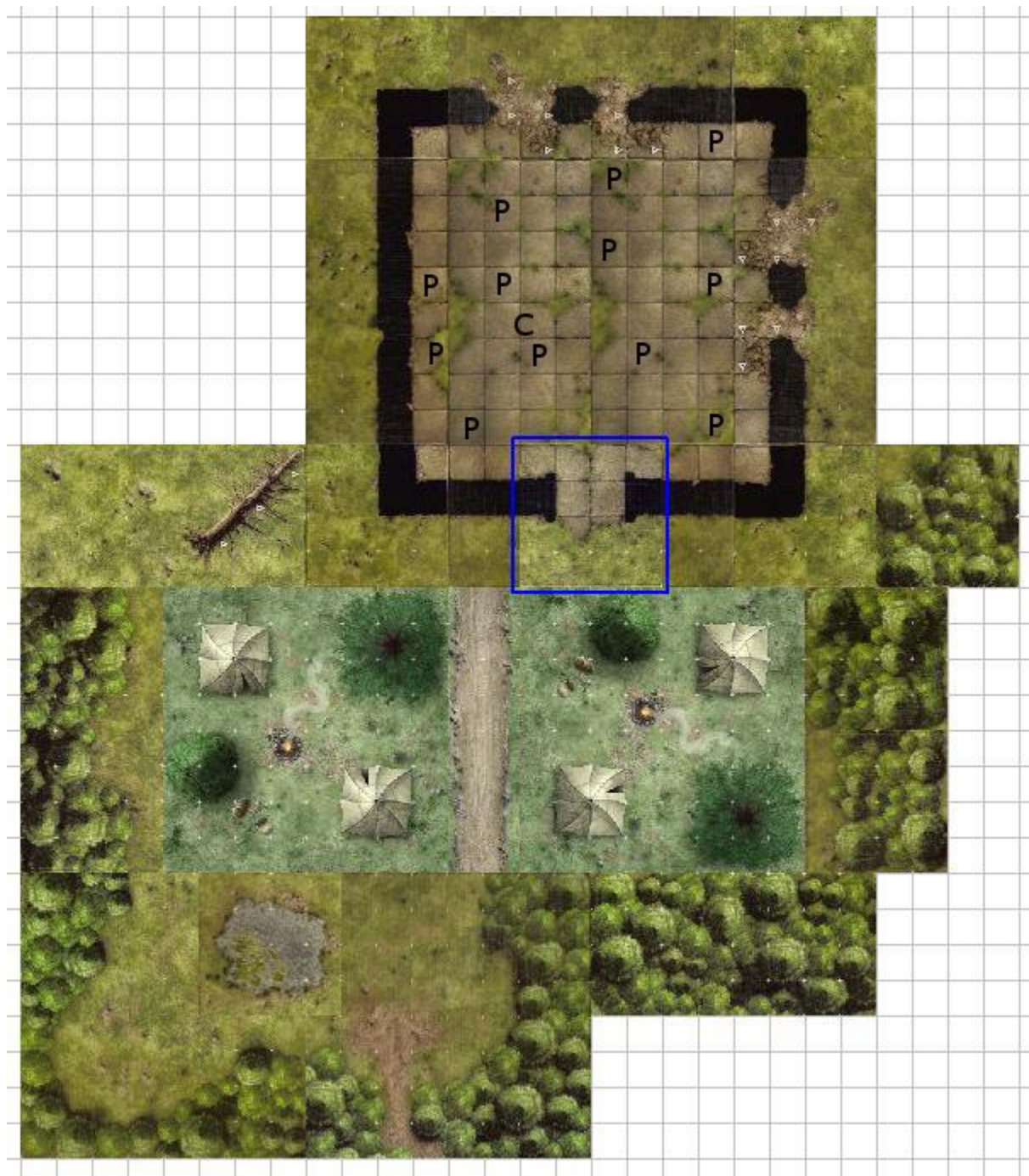
C - Chosen of Yeenoghu

P - Prisoner of Yeenoghu

### TILE SETS NEEDED

*Ruins of the Wild* x2

*Sinister Woods* x2



## 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, regardless of whether there were 4, 5, or 6 PCs in the party.

### 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. No character can earn more than the listed maximum XP.

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.

**Format:** AL 2 / AL 4 / AL 6 / AL 8 / AL 10

#### Minimum Possible Experience

225 / 320 / 450 / 640 / 900 XP

#### Minor Objective

##### Discovering the Fate of the Refugees

##### Encounter 3: Berdusk Nights

25 / 35 / 50 / 70 / 100 XP

#### Minor Objective

##### Overcoming the Sixth Starfall

##### Encounter 6: Outer Camp

25 / 35 / 50 / 70 / 100 XP

#### Minor Objective

##### Save at least 8 of the Prisoners

##### Encounter 7: Yeenoghu Will Not Be Pleased

25 / 35 / 50 / 70 / 100 XP

#### Major Objective

##### Stop the Nascent Yeenoghu Cult

##### Encounter 7: Yeenoghu Will Not Be Pleased

125 / 175 / 250 / 350 / 500 XP

#### Maximum Possible Experience

425 / 600 / 850 / 1200 / 1700 XP

#### Base Gold per PC

75 / 125 / 225 / 450 / 675 gp

### TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

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 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 listed AL. However, those who played at a higher AL can always choose from the lower-level options. (The generic Treasures X, Y, and Z are always available at every Adventure Level.)

**Important Note:** Several of the potential Treasures are only available if the PCs took specific actions during the adventure. Be sure to only award the Treasures the PCs actually earn.

**EACH PC SELECTS ONE OF THE FOLLOWING:**

**Note: Treasures A, B, and C come at different item levels based on the Adventure Level played (not the PC's level). Format: AL 2 / 4 / 6 / 8 / 10**

**Treasure A:** *staff of sleep and charm* +1/+1/+2/+2/+3 (level 3/3/8/8/13; Adventurer's Vault 2)  
Found in Encounter 3.

**Treasure B:** *emblem of Dol Dorn (Torm)* +1/+1/+2/+2/+3 (level 3/3/8/8/13; Eberron Player's Guide) - If the PCs redeemed Aelar Silverbow.  
Found in Encounter 6.

**Treasure C:** *\*frost fury weapon* +1/+1/+2/+2/+3 (level 3/3/8/8/13; Adventurer's Vault 2) - If the PCs redeemed Mishann Giantaxe.  
Found in Encounter 6.

**Treasure D:** *cold iron shield* (level 5; Adventurer's Vault) - If the players redeemed Codrus Steadyshield.  
Found in Encounter 6.

**At AL 4 and above, add the following:**

**Treasure E:** *sandals of precise stepping* (level 6; Adventurer's Vault)  
Found in Encounter 6.

**Treasure F:** *helm of exemplary defense* (level 6; Adventurer's Vault 2)  
Found in Encounter 7.

**At AL 6 and above, add the following:**

**Treasure G:** *hammer shield* (level 8; Adventurer's Vault 2) - If the PCs redeemed Codrus Steadyshield.  
Found in Encounter 6.

**Treasure H:** *dual threat gauntlets* (level 7; Adventurer's Vault 2)  
Found in Encounter 7.

**Treasure I:** *\*Gloves of the Bounty Hunter* (Level 8; Adventurer's Vault)

**Generic Treasures available at all ALs:**

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

AL 2: *potion of healing* plus 0 gp  
AL 4: *potion of healing* plus 25 gp  
AL 6: *potion of healing* plus 100 gp  
AL 8: *potion of healing* plus 250 gp  
AL 10: *potion of healing* plus 400 gp

**Treasure Z (More Gold):** The character finds or is given coin, 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.

No PC can earn both ELTU11 and ELTU12. Specifically:

- A PC who did not previously have Story Award ADCP05 *Scar of Yeenoghu* cannot gain either ELTU11 or ELTU12.
- A PC who had ADCP05 but chose to ignore the scar during Encounter 7 does not gain either ELTU11 or ELTU12.
- A PC who had ADCP05 and embraced the touch of Yeenoghu at any point during Encounter 7 gains ELTU12.
- A PC who had ADCP05 and resisted the touch of Yeenoghu for the entirety of Encounter 7 gains ELTU11 (which also voids ADCP05).

### ELTU10 Yeenoghu's Wrath

You have stopped a growing cult of Yeenoghu, which was all the more dangerous for its adventurer members. No doubt Yeenoghu will not be pleased with you, and his servants and slaves will come after you whenever possible. During any encounter where you fight gnolls or other named servants of Yeenoghu, those monsters choose you as their primary target, so long as doing so will not disadvantage them (DM's discretion).

### ELTU11 Healed Scar

You have openly defied the influence of Yeenoghu and forced the demon lord's malign influence out of your body. You no longer bear the Scar of Yeenoghu (you must void Story Award ADCP05). You do not seem to have any lingering effects from the scar, although every now and then, you feel a sudden urge to devour raw meat.

### ELTU12 Fallen Hero

You have embraced the darkness that is Yeenoghu. Gnolls, even those who have renounced Yeenoghu, instinctively like you. In combat, they choose other targets before you, unless you have marked them or otherwise compel them to attack you.

Your scar has become slightly more prominent. It aches any time you do a good deed, and gives you a feeling of pleasure when you indulge your darker impulses. You're now at serious risk of falling completely under Yeenoghu's spell in future adventures and becoming truly evil (to be clear, a character that becomes evil is immediately retired from LFR play, so be careful how you walk this tightrope).

### ELTU13 Plague Notes

You have recovered the notes of Brandis Thoughtspell, who performed research and experiments on the plaguechanged refugees of Elturgard. You have also found a series of notes about spellscars, penned by a Chosen of Yeenoghu, written on horrifying parchment made from human skin.

With this information, perhaps the Shields of Kilgrave might be able to heal the spellscarred, or at least reduce their suffering. Perhaps you will learn more in a future adventure.



## EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Elturgard 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/ELTU0304LFR>

The survey period closes on **01 September 2011**. 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:

**1. Did the PCs retrieve Brandis's notes?**

- a. Yes
- b. No

**2. Was Brandis captured and turned over to either of these organizations?**

- a. Dusk Talons
- b. Order of Torm
- c. No or neither of the above

**3. Were the Lion's Den successful at either of their objectives?**

- a. Yes, information was handed over to the Lion's Den on Brandis.
- b. Yes, information on Natali's efforts were handed over to them.
- c. Both of the above
- d. Neither of the above

**4. Regarding the members of the Sixth Starfall?**

- a. They all survive the adventure.
- b. Some of them survive the adventure.
- c. Information regarding the members of the group was handed over to the Order of Torm.
- d. Both A and C
- e. Both B and C
- f. None of them survived. Any information turned over to the Order is of no use.

**5. How many of the PCs received ELTU12 *Fallen Hero*?**

6 5 4 3 2 1 0

**6. How many of the PCs at the table were members of the Dusk Talons?**

6 5 4 3 2 1 0

**7. How many of the PCs at the table were members of the Order of Torm?**

6 5 4 3 2 1 0

**8. How many of the PCs at the table were members of the Lion's Den?**

6 5 4 3 2 1 0

**9. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

5 4 3 2 1

**10. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

5 4 3 2 1

## NEW RULES

### Cold Iron Shield

Level 5

*Using this heavy iron shield, you can protect an ally's mind as well as his body.*

Lvl 5 1,000 gp

**Item Slot:** Arms

**Prerequisite:** Heavy Shield

**Power (Daily):** Immediate Interrupt. Use when an attack against Will defense would hit an ally adjacent to you. *Effect:* That ally gains a +4 power bonus to Will defense against that attack.

**Reference:** *Adventurer's Vault*.

### Dual-Thread Gauntlets

Level 7

*When you and an ally fight together, the power of these gauntlets heightens both your attacks..*

Lvl 7 2,600 gp

**Item Slot:** Hands

**Power (Daily):** Minor Action. Until the end of the encounter, while you're flanking an enemy, you and the ally flanking with you gain an additional +1 bonus to attack rolls against that enemy.

**Reference:** *Adventurer's Vault* 2.

### Emblem of Torm

Level 3+

*A red shield crossed by a silver sword embodies Dol Dorn's demand that his followers endure any suffering necessary to accomplish what is right.*

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

Lvl 13 +3 17,000 gp

**Implement (Holy Symbol)**

**Prerequisite:** You must worship Torm (or one of his exarches) to use this holy symbol.

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus, or +1d10 damage per plus while bloodied

**Power (Encounter):** Free Action. You are first bloodied during an encounter. *Effect:* You gain a power bonus to damage rolls of attacks using this implement equal to your strength modifier until the end of your next turn.

**Reference:** *Eberron Player's Guide*.

(Reflavored Emblem of Dol Dorn)

### Frost Fury Weapon

Level 3+

*When this weapon's wielder is bloodied, the axe blade becomes icy and promises a cold death with each swing.*

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

Lvl 13 +3 17,000 gp

**Weapon:** Axe

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 cold damage per plus, or +1d10 cold damage per plus while you're bloodied

**Property:** While you're bloodied, this axe deals extra cold damage equal to your Constitution modifier.

**Reference:** *Adventurer's Vault* 2.

### Gloves of the Bounty Hunter

Level 8

*These hide garments are weighted along the knuckles.*

Lvl 8 3,400 gp

**Item Slot:** Hands

**Property:** When your attack causes a target to be reduced to 0 hit points or below, and you choose to knock out rather than kill it, the target is restored to 1 hit point after an extended rest (normally this occurs after a short rest).

**Reference:** *Adventurer's Vault*.

### Hammer Shield

Level 8

*The hammer sigil emblazoned on this steel shield strengthens the arm that wields a hammer in battle.*

Lvl 5 3,400 gp

**Item Slot:** Arms

**Prerequisite:** Heavy Shields, Light Shields

**Property:** When you hit an enemy with an attack power using a hammer while wielding this shield, you gain a +1 bonus to all defenses until the start of your next turn.

**Reference:** *Adventurer's Vault* 2.

### Helm of Exemplary Defense

Level 6

*The power of this helm grants you and your allies an advantage against foes who leave themselves open.*

Lvl 6 1,800 gp

**Item Slot:** Head

**Property:** You and each ally within 3 squares of you deal 2 extra damage when you hit with opportunity attacks.

**Reference:** *Adventurer's Vault* 2.

### Sandals of Precise Stepping

Level 6

*Your steps become softer and more precise in this soft leather and cloth mesh footgear.*

Lvl 6 1,800 gp

**Item Slot:** Feet

**Property:** Gain a +2 item bonus to Acrobatics, Athletics, and Stealth checks.

**Reference:** *Adventurer's Vault*.

### Staff of Sleep and Charm

Level 3+

*The crystal eye atop this dusky birch staff enhances spells that target the mind.*

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

Lvl 13 +3 17,000 gp

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** You gain a +1 item bonus to attack rolls with arcane charm or sleep powers.

**Level 13:** +2 item bonus.

**Reference:** *Adventurer's Vault* 2.



## APPENDIX

### THE SIXTH STARFALL

The Sixth Starfall was an adventuring company that formed in the Elturel area roughly six years ago. The adventuring company was moderately successful, and rose to regional fame six months ago, as part of the defense of Elturgard. Since the battle with the plague-creatures, the Sixth Starfall has not had any adventures of note, seeming to have gone their separate ways.

The true reason The Sixth Starfall has been silent is that they have been corrupted. They lost a member of their party to plague changes brought on by the plagueland. Following the horrific and painful death of one of their members, the Sixth Starfall fearfully took part in the protection ritual, raising their voices for Yeenoghu.

Of the five remaining members, only Brandis escaped the horrifying addiction to Yeenoghu's touch that has completely warped the others. Yeenoghu's influence on Brandis has been more subtle, but ultimately almost as damaging as he has not yet noted it's grasp.

With the exception of Brandis, the members of the Sixth Starfall are aware, somewhere inside, of how far they have fallen. However, their addiction to Yeenoghu has overwhelmed that realization so far. In encounter 6, the PCs might be able to change that.

### BRANDIS THOUGHTSPELL

Male Human Wizard [Corellon]

*Brandis is a moderately tall human wizard. His hair is thinning, and his clothing is decorated with arcane runes and various obscure holy symbols of Corellon. His bearing is proud and confident, as well as haughtily dismissive of those seeking his time.*

Brandis was the brains behind the Sixth Starfall. His extensive knowledge and research skills provided the party with tactical plans and information that always led to greater success.

In his time as a sage, both before, during, and after adventuring with the Sixth Starfall, he learned that customers expected haughty confidence, and learned to project it well.

Brandis blames himself for the fall of his comrades, but has lost hope of saving any of them. In his desire to help the fallen members, he compromised himself too much, and fears he can no longer help his former

fraternity. Brandis, in particular, does not realize how far he has fallen.

### AELAR SILVERBOW

Male Elven Cleric [Torm]

*Aelar is a relatively short elven man with braided hair. His clothing is torn and dirty, and a tarnished symbol of Torm hangs unnoticed from his neck. He seems alert and frenetic.*

Aelar grew up, long ago, in the Reaching Wood. Before it was sealed off, he sought assistance in Elturgard, eventually becoming a cleric of Torm. Since that time, he has served as a shining example of Torm's light throughout the region.

Aelar Silverbow was the moral center of the Sixth Starfall, and when he was corrupted by Yeenoghu, it undermined the rest of the party's struggles against the taint. He is responsible for bringing the other members of the party over to the active worship of Yeenoghu, and it was his idea to seek out a servant of the Beast of Butchery.

After making contact with a gnoll cleric, he proceeded to manipulate Brandis into supplying them with spell-plagued test-subjects, which are sacrificed to Yeenoghu.

### MISHANN GIANT-AXE

Female Dragonborn Barbarian [Tempus]

*Mishann is a towering female dragonborn, who wields a battle axe, sized for a creature twice her size. Her skin is elaborately tattooed with a record of her travels, with a one-on-one battle with a frost giant covering her dominate left arm. She seems to revel in strength and battle.*

Mishann Giant-axe was adopted into a tribe of Icewind Dale barbarians when her adventurer parents met with defeat at the hands of a Frost Giant clan. She proved to be immensely strong and adept, and was eventually able to avenge her parents personally, by landing the killing blow on the frost giant that slew her parents - that battle is commemorated on her left arm. The massive axe she wields was the giant's battle-axe.

Mishann had always been the first into battle, and the hymns and prayers of Yeenoghu, speaking of violence and slaughter, wormed their way into her heart. Quite unexpectedly, she found herself calling for Yeenoghu in battle, rather than Tempus. This was how

Aelar's corruption destroyed her self-control and brought her under the thumb of Yeenoghu.

## **ZANNA CARDSHARP**

Female Gnome Rogue [Garl Glittergold]

*Zanna is a petite and fast gnome. Her hands move almost faster than the eye can see, and she steals and replaces items almost as a nervous twitch. Her dagger's pommel bears the chipped and damaged symbol of the trickster god Garl Glittergold.*

Zanna grew up in the streets of Westgate. When she was still a child, she was already an accomplished burglar. Had she not encountered Aelar during a botched robbery, she might have become a powerful member of the Fire Knives.

During a relatively routine effort to burgle travelers at an inn, Zanna made the mistake of falling for particular ring on Aelar's hand. As she strove to lift it, he awoke and caught her. He saw good in her, and gave her a faith to strive towards. Despite Aelar's efforts, she never converted to Torm's teachings, but she did become an almost honest person, who helped out the poor and underprivileged whenever possible.

Zanna was the last of the four to fall into Yeenoghu's addiction, having lived through the process of seeing friends suffer drug and alcohol addiction. In fact, she tried her hardest to save the party members from their self-destructive path. The stress of fighting the party caused her to relapse into her old thieving ways, and that was how Yeenoghu made Zanna a follower.

## **CODRUS STEADYSHIELD**

Male Minotaur Warden [Mielikki]

*Codrus looms over most people around him, despite the hunched shoulders and drooping posture. He bears a shield with a defaced unicorn of Mielikki. His steps are slow and his body language radiates regret.*

Codrus was born to parents of a Baphomet cult in the outer reaches of Cormanthor's forest. He was only five when adventurers attacked the cult, destroying it utterly. He did not know what was happening, and so gathered the other children and fled the site. Codrus proved to be a caring and competent caretaker for the children, for all of his young age.

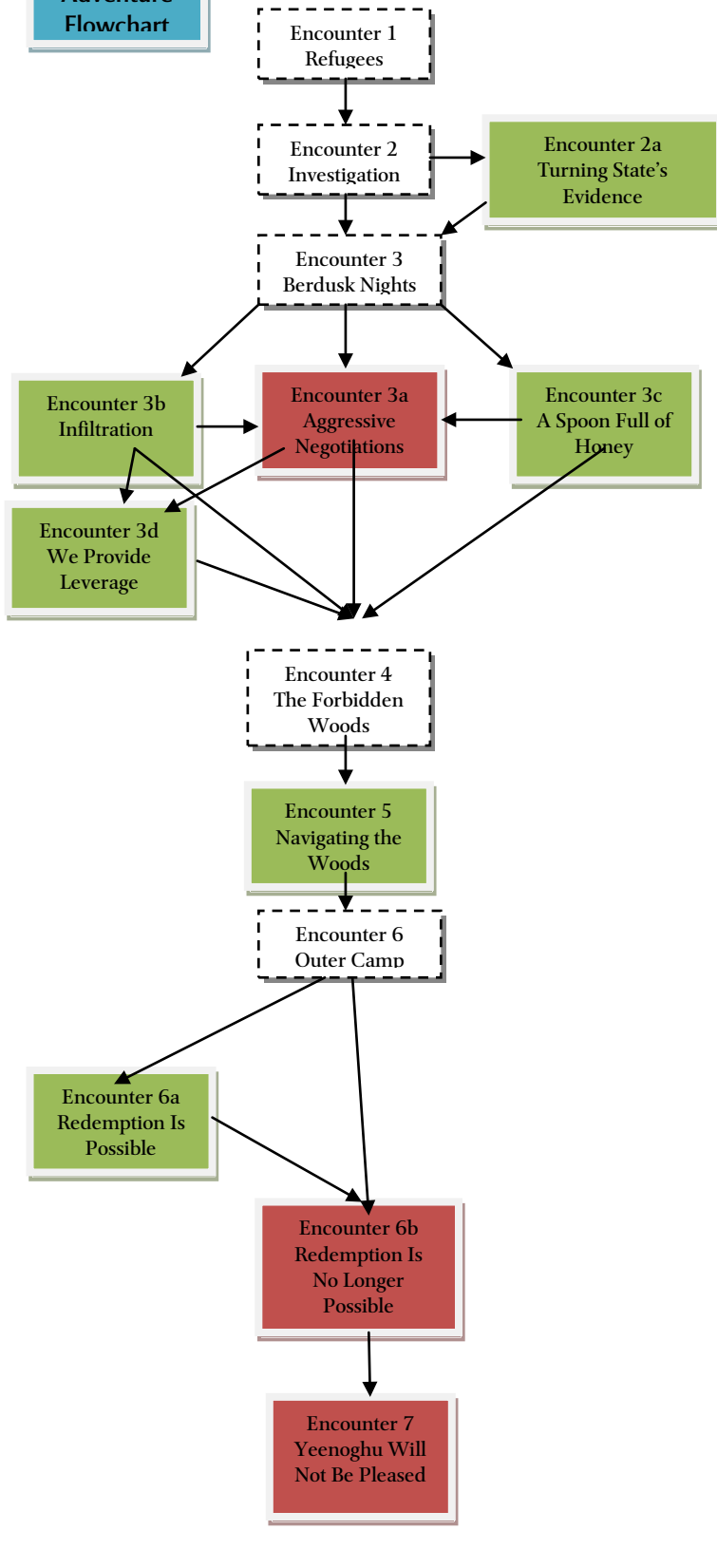
After a few weeks of struggling for survival, a group of elves came across the band of dirty children. Knowing that it was a miracle the children had survived this long, the elves took them in. Codrus took to the teachings of

the elves, and his natural protective nature turned him into a warden among wardens.

Unfortunately, Aelar preyed on that same protective instinct that had so well served the party in the past. Codrus was the first to fall to Aelar's efforts, as he wished to protect his friend who had never led him wrong in the past.

# DM's Aid

## Adventure Flowchart



## Skill Challenge Summary Cheat Sheet

### 2a: Turning State's Evidence

4 successes

3 failures

### 3b: Infiltration

8 successes

(4 scenes)

3 failures

### 3c: A Spoon Full of Honey

6 successes

3 failures

### 3d: We Provide Leverage

4 successes

3 failures

### 5: Navigating the Woods

4 successes

3 failures

### 6a: Redemption Is Possible

Round count:

Redeeming Aelar (Elven Cleric)

4 successes

3 failures

Redeeming Codrus (Minotaur Warden)

4 successes

3 failures

Redeeming Mishann (Dragonborn Barbarian)

4 successes

3 failures

Redeeming Zanna (Gnome Rogue)

4 successes

# PLAYER'S HANDOUT 1

Each PC with the Mark of Yeenoghu (Story Award ADCP05) must choose whether to embrace the scar's power, to ignore the scar's power, or to actively resist the influence of Yeenoghu.

*The gnoll turns to face you. "You bear my master's mark. Follow me, and he will make you even more powerful, mortal!"*

*You feel your scar throbbing as the unholy power of Yeenoghu attempts to sway your actions against the demon lord's servant.*

*You can sense that if you resist Yeenoghu's influence, he will be angry and will remove the mark of his favor from you. Even worse, the demon lord will no doubt lend his power to strengthen your foes.*

*On the other hand, if you embrace the dark urge being sent through the scar, your bond with the demon will become even stronger and you will have the chance to prove that you are a more worthy servant of Yeenoghu than the pathetic gnoll who stands before you.*

*Or, you could try to ignore the feelings entirely, neither embracing the touch of Yeenoghu nor pushing his influence aside.*

*What do you do?*

Any PC embracing Yeenoghu's touch gains the following benefits:

- The PC retains ADCP05 *Mark of Yeenoghu*.
- Any creature adjacent to them grants combat advantage to all attacks.
- They get a +1 bonus to attack rolls, and a +5 bonus to damage rolls.
- The use of the following power:

TRIGGERED ACTIONS
<b>Will of Yeenoghu ♦ Encounter</b>
<i>Trigger:</i> The PC is reduced to 0 hit points or less.
<i>Effect (No Action):</i> The PC acts normally until the end of his or her next turn, and then falls unconscious if he or she is at or below 0 hit points.

Any PC that attempts to ignore the influence of Yeenoghu (neither embrace the scar's power nor actively try to force out Yeenoghu's influence) takes the following penalties:

- The PC retains ADCP05 *Mark of Yeenoghu*.
- The PC takes a -2 penalty to attacks against the Chosen until the Chosen is bloodied.

Any PC that actively resists the embrace of Yeenoghu suffers the following penalties:

- The PC immediately and permanently loses ADCP05 *Mark of Yeenoghu*.
- The PC takes a -2 penalty to attacks against the Chosen until the Chosen is bloodied.
- The Chosen gains Resist 1 + AL all versus the resisting PC's attacks. No power available to the PCs can bypass this resistance.

## PLAYER'S HANDOUT 2: ORGANIZATIONS' MOTIVATIONS AND GOALS

### DUSK TALONS:

The Dusk Talons see the potential in The Shields of Kilgrave. They have thus far been unable to establish any strong leverage against the Order of Torm, and see establishing ties or gaining leverage with the disgruntled paladins in The Shields of Kilgrave as the next best thing.

**During this adventure:** The Dusk Talons faction in Berdusk has had bad dealings with a merchant named Brandis. They would like to question him, and afterward make an example out of him. Garrett the Knife will be your contact in the city.

**Alternately:** The Dusk Talons want their members to aid the Shields of Kilgrave, but report back anything that happens. In particular, the fact that the paladin Taikos is already skirting his vows in hiring the PCs interests the Dusk Talons, as his morals might prove to be more flexible than the Talons originally thought.

### LION'S DEN:

Many members of the Lion's Den have strong community ties, such as Councilman Orin Buffus (ELTU3-2 *Blue Wounds*), but there are those who do not see the value of the spellscarred populace as a customer base. The Lion's Den however sees how the movement of refugees aligns well with their merchant activities and caravans. They are supportive and generally protective of the refugees of Elturel.

However, the leadership is concerned about Natali's pet project, aiding the spellscarred, because it could be a very public fiasco if things went wrong. Further, sending refugees between nations could put a chill on foreign relations, which might interfere with business.

**During this adventure:** The sage Brandis has repeatedly, and publicly, rejected membership in the Lion's Den. They would like to get some information, or leverage, on him, to make him rethink his stance.

**Alternatively:** The Lion's Den would like some of its members to audit, essentially, the efforts of Natali's refugee project. This has to be done subtly, though - they do not wish to offend her and risk an internal conflict.

### THE ORDER OF TORM:

The Order has generally spurned the Knights of Kilgrave, forcing them from the Order as unclean. While they recognize their duty to protect those troubled by the plaguezones or suffering from spellscars, many have chosen the excuse of bigger problems to leave them to their own devices. This is not a universal sentiment in the order but it is a popular one.

**During this adventure:** Some knights of the Order are suspicious of the sentiments and loyalties of the Shield of Kilgrave. They would like some Order members to accept work from the Shield, and report back on the concerns that the Shield is interested in, to make sure that the Shield isn't unduly influenced by their spellscars.

**Alternately:** A widely recognized band of heroes, the Sixth Starfall, went rogue recently, committing a rash of crimes (breakins, assaults, etc) before fleeing the city. These crimes were fairly sensitive, and the identity of the culprits is not known outside the Order. The Order would like them captured and returned for questioning, because they are believed to have had accomplices.

# EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Elturgard 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/ELTU0304LFR>

The survey period closes on **01 September 2011**. 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:

**1. Did the PCs retrieve Brandis's notes?**

- a. Yes
- b. No

**2. Was Brandis captured and turned over to either of these organizations?**

- a. Dusk Talons
- b. Order of Torm
- c. No or neither of the above

**3. Were the Lion's Den successful at either of their objectives?**

- a. Yes, information was handed over to the Lion's Den on Brandis.
- b. Yes, information on Natali's efforts were handed over to them.
- c. Both of the above
- d. Neither of the above

**4. Which members of the Sixth Starfall survived the adventure (check all that apply)?**

- a. Aelar Silverbow (elven cleric)
- b. Mishann Giant-Axe (dragonborn barbarian)
- c. Zanna Cardsharp (gnome rogue)
- d. Codrus Steadysield (minotaur warden)
- e. None of the above, they were all wiped out

**5. Did the Order of Torm receive information about the transformation undergone by the Sixth Starfall?**

- a. Yes
- b. No

**6. How many of the PCs received *ELTU12 Fallen Hero*?**

6 5 4 3 2 1 0

**7. How many of the PCs at the table were members of the Dusk Talons?**

6 5 4 3 2 1 0

**8. How many of the PCs at the table were members of the Order of Torm?**

6 5 4 3 2 1 0

**9. How many of the PCs at the table were members of the Lion's Den?**

6 5 4 3 2 1 0

**10. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

5 4 3 2 1

**11. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

5 4 3 2 1

## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

***ELTU3-4 BLUE BEAST***

### **ELTU10 Yeenoghu's Wrath**

You have stopped a growing cult of Yeenoghu, which was all the more dangerous for its adventurer members. No doubt Yeenoghu will not be pleased with you, and his servants and slaves will come after you whenever possible. During any encounter where you fight gnolls or other named servants of Yeenoghu, those monsters choose you as their primary target, so long as doing so will not disadvantage them (DM's discretion).

### **ELTU11 Healed Scar**

You have openly defied the influence of Yeenoghu and forced the demon lord's malign influence out of your body. You no longer bear the Scar of Yeenoghu (you must void Story Award ADCP05). You do not seem to have any lingering effects from the scar, although every now and then, you feel a sudden urge to devour raw meat.

### **ELTU12 Fallen Hero**

You have embraced the darkness that is Yeenoghu. Gnolls, even those who have renounced Yeenoghu, instinctively like you. In combat, they choose other targets before you, unless you have marked them or otherwise compel them to attack you.

Your scar has become slightly more prominent. It aches any time you do a good deed, and gives you a feeling of pleasure when you indulge your darker impulses. You're now at serious risk of falling completely under Yeenoghu's spell in future adventures and becoming truly evil (to be clear, a character that becomes evil is immediately retired from LFR play, so be careful how you walk this tightrope).

### **ELTU13 Plague Notes**

You have recovered the notes of Brandis Thoughtspell, who performed research and experiments on the plaguechanged refugees of Elturgard. You have also found a series of notes about spellscars, penned by a Chosen of Yeenoghu, written on horrifying parchment made from human skin.

With this information, perhaps the Shields of Kilgrave might be able to heal the spellscarred, or at least reduce their suffering. Perhaps you will learn more in a future adventure.

## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

***ELTU3-4 BLUE BEAST***

### **ELTU10 Yeenoghu's Wrath**

You have stopped a growing cult of Yeenoghu, which was all the more dangerous for its adventurer members. No doubt Yeenoghu will not be pleased with you, and his servants and slaves will come after you whenever possible. During any encounter where you fight gnolls or other named servants of Yeenoghu, those monsters choose you as their primary target, so long as doing so will not disadvantage them (DM's discretion).

### **ELTU11 Healed Scar**

You have openly defied the influence of Yeenoghu and forced the demon lord's malign influence out of your body. You no longer bear the Scar of Yeenoghu (you must void Story Award ADCP05). You do not seem to have any lingering effects from the scar, although every now and then, you feel a sudden urge to devour raw meat.

### **ELTU12 Fallen Hero**

You have embraced the darkness that is Yeenoghu. Gnolls, even those who have renounced Yeenoghu, instinctively like you. In combat, they choose other targets before you, unless you have marked them or otherwise compel them to attack you.

Your scar has become slightly more prominent. It aches any time you do a good deed, and gives you a feeling of pleasure when you indulge your darker impulses. You're now at serious risk of falling completely under Yeenoghu's spell in future adventures and becoming truly evil (to be clear, a character that becomes evil is immediately retired from LFR play, so be careful how you walk this tightrope).

### **ELTU13 Plague Notes**

You have recovered the notes of Brandis Thoughtspell, who performed research and experiments on the plaguechanged refugees of Elturgard. You have also found a series of notes about spellscars, penned by a Chosen of Yeenoghu, written on horrifying parchment made from human skin.

With this information, perhaps the Shields of Kilgrave might be able to heal the spellscarred, or at least reduce their suffering. Perhaps you will learn more in a future adventure.

## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

***ELTU3-4 BLUE BEAST***

### **ELTU10 Yeenoghu's Wrath**

You have stopped a growing cult of Yeenoghu, which was all the more dangerous for its adventurer members. No doubt Yeenoghu will not be pleased with you, and his servants and slaves will come after you whenever possible. During any encounter where you fight gnolls or other named servants of Yeenoghu, those monsters choose you as their primary target, so long as doing so will not disadvantage them (DM's discretion).

### **ELTU11 Healed Scar**

You have openly defied the influence of Yeenoghu and forced the demon lord's malign influence out of your body. You no longer bear the Scar of Yeenoghu (you must void Story Award ADCP05). You do not seem to have any lingering effects from the scar, although every now and then, you feel a sudden urge to devour raw meat.

### **ELTU12 Fallen Hero**

You have embraced the darkness that is Yeenoghu. Gnolls, even those who have renounced Yeenoghu, instinctively like you. In combat, they choose other targets before you, unless you have marked them or otherwise compel them to attack you.

Your scar has become slightly more prominent. It aches any time you do a good deed, and gives you a feeling of pleasure when you indulge your darker impulses. You're now at serious risk of falling completely under Yeenoghu's spell in future adventures and becoming truly evil (to be clear, a character that becomes evil is immediately retired from LFR play, so be careful how you walk this tightrope).

### **ELTU13 Plague Notes**

You have recovered the notes of Brandis Thoughtspell, who performed research and experiments on the plaguechanged refugees of Elturgard. You have also found a series of notes about spellscars, penned by a Chosen of Yeenoghu, written on horrifying parchment made from human skin.

With this information, perhaps the Shields of Kilgrave might be able to heal the spellscarred, or at least reduce their suffering. Perhaps you will learn more in a future adventure.



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

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC

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

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC