

EDGE OF JUSTICE

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

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With knowledge comes power, and power comes with a price. A former adversary's descent into madness prompts you to set out on a mission of intrigue and subterfuge, for the good of Cormyr. But with war on the horizon, the price for knowledge is high indeed. What will you risk to aid the Crown? A one-round *Living Forgotten Realms* adventure for characters of the Heroic tier (character levels 1-10).

This adventure takes place after the events described in CORE2-12 *The Sschindylryn Heresy*, PREQ3-1 *Shrouded Visions* and ADAP2-3 *That Which Never Sleeps*. This adventure is an optional prelude to the Origins 2013 Battle Interactive ADCP5-1 *Best Defense*. This adventure is role-playing intensive.

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

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information about nonplayer 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 in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of

information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In 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 is written to support the entire Heroic tier of play (levels 1-10). 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 AL 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.

READING THE NUMBERS

See **Appendix 1** for a list of DC values by Adventure Level. This adventure uses the terms Easy, Moderate, and Hard to refer to most DCs. 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 AL (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.)

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 the component cost for the 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 is 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 PREQ3-1 *Shrouded Visions* Page 4 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 the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

ADVENTURE BACKGROUND

At the end of the Year of Deep Water Drifting, a group of heroes entered the Shadowfell to battle a cult of drow who worshipped an ancient goddess of Death. This goddess had long ago been banished, her name wiped magically from the face of Toril.

The heretics were struck down before they managed to bring their terrible goddess back to Faerun (see CORE2-12 *the Sschindlyryn Heresy*). Most were slain, but one of the cultists – a shadow-tainted woman named Mirabeta Selkirk – turned against her former allies. She was captured and brought to Myth Drannor to be judged.

Mirabeta was an agent acting, so she claimed, on the orders of one of the Shade Princes of Netheril. She was held responsible for various crimes, including abduction and assassination. Mirabeta proposed a deal. In exchange for her freedom, she would share with the allied states of Myth Drannor and Cormyr all she knew of Netheril, its leaders, and its contacts, offering a substantial edge in the ongoing conflict with the shade empire.

It took the Cormyreans a long time to decide whether to accept Mirabeta's offer. By the time the Crown had come to a decision, it was too late. An ailment had overcome Mirabeta. Plagued by nightmares of a terrifying crone promising death and retribution for her betrayal, the woman had slowly descended into madness. When the court finally wanted to hear from her, she was nearly incoherent. A few tidbits of information could be gained during her occasional moments of coherent thought, enough for the

authorities to realize that Mirabeta did indeed know much, much more. A few minor Cormyrean nobles were quietly apprehended based on names she mentioned, but the real threats are yet unknown.

Now, the Forest Kingdom faces a war. In a few months, Cormyr and Myth Drannor plan to declare war on Netheril and attack one of its bastions of power. Mirabeta's knowledge, particularly of traitors within Cormyr, is considered of the utmost importance. But the Crown cannot risk taking on Mirabeta's magic by conventional means. The one priest and war wizard who tried are now a gibbering mess from the backlash of whatever dark power ails the woman.

One solution remains: a *kiira* – an elven lore gem. These gems store knowledge of a particular family and are known to have incredibly powerful, hidden talents. In this case, a particular *kiira* stores the lore of the drow clan that made up the most significant part of the Sschindlyryn Heresy. If Mirabeta were to be accepted by that gem – a slim chance at best – the gem could be used to either restore her sanity or to remove the memories that caused her madness.

The problem is that the *kiira* is known to exist, but is owned by the merchant Urobolus Grankleshard, who is not particularly fond of the current Crown and its efforts towards Netheril. Direct requests by Cormyr to contact the merchant were refused.

Lord Prio, one of the high-ranking *alarfons* (War Wizard spies), offered to have adventurers obtain the *kiira*. Urobolus Grankleshard is known to be fond of adventurers and frequently invites them to his parties. He might listen to the adventurers – and even if diplomacy fails, the adventurers may find a chance to steal the *kiira* without the theft being directly traceable back to the Crown.

When this adventure begins, the Cormyrean government has invited the adventurers to a small town near the border of Cormyr.

SIDE QUESTS

Various meta-organizations have side quests that can be completed during this adventure, including:

- The Harpers (Netheril)
- The Stellar Fellowship of Gentle Adventurers (Core)
- The Protectors of Neverwinter (Neverwinter)
- The Order of Torm (Elturgard)
- The Lion's Den (Elturgard)
- The Dusk Talons (Elturgard)

Encounter 1A describes these quests in brief. Handout 3 provides a brief summary of the organizations and their missions for reference by the players.

DM's INTRODUCTION

Introduction: The PCs are met by Lord Warder Vainrence at the border of Cormyr. The Crown has an issue to solve. He leads them to Irlingstar where he shows them an important prisoner, Mirabeta Selkirk, who has descended into raving madness. He needs the PCs to bring this woman to Suzail. There, he will have another mission from them.

Once they offer their aid, arrangements are made to bring the PCs to the attention of Urobolus Grankleshard and wait for an invitation to one of his magnificent parties.

The PCs attend one of the balls, obtain the *kiira* by whatever means necessary, and bring it to the Mage Council in Suzail where they use it to cure Mirabeta. The Council can then immediately question Mirabeta, using the magical blade Orbyn, the Edge of Justice, to validate her words.

When Mirabeta's words are confirmed, traitors to the Crown can be apprehended, and the war against Netheril can commence unhindered.

Encounter 1A: Three weeks after leaving the prison with Mirabeta Selkirk in custody, the PCs meet Vainrence in Suzail.

In Suzail, Vainrence asks the PCs to visit a masked ball held by Urobolus Grankleshard. Grankleshard owns a *kiira* which the Crown needs to cure Mirabeta. Grankleshard is not eager to give the *kiira* to the Crown. The PCs are to acquire the *kiira* by any means necessary - diplomacy, trade, or theft - as fits their abilities. Once acquired, they should present it to the mage council.

Encounter 1B: After the meeting, a few other meta-organizations approach the PCs, each with their own stakes and side-quests. This encounter provides each PC with an additional quest to undertake during their mission.

Encounter 2: The PCs go to the ball, where they have an opportunity to interact with those present while finding a way to obtain the *kiira*. Options include trying to buy it, convincing Grankleshard to reconsider lending it out, or stealing it. Several of the side quests, dependent on the PCs' meta-organization, also play out.

Encounter 3: Once the ball is over, the PCs meet with the mage council in the palace. If they bring the *kiira*, they are asked to place it on Mirabeta. Using a ritual that allows access to Mirabeta's thoughts, the PCs can use the *kiira* to cure her. This triggers Encounter 4.

If (for whatever reason) they do not bring the *kiira* or convince the council not to use the *kiira*, the mages order the PCs to take Mirabeta, who is then useless to the Crown, back to Myth Drannor. In this unlikely event, use the drow statistics from Encounter 4 to have an attack against the PCs on the open road as they try to steal the *kiira* themselves.

Encounter 4: In the process of curing Mirabeta, the PCs are drawn into the *kiira* (the mages present manage to avoid this fate). They are confronted with the *Kiira* guardian, a dark elf from before the descent of the drow.

The dark elf, Zz.Atri does not desire to restore Mirabeta's memories. He considers Mirabeta dangerous, as she has knowledge of ancient shadow magic, and a deal with the crown will set her free. Her memories may also release an ancient primordial, tied to the drow. He asks the PCs to destroy her memories, removing the danger she poses. Doing so destroys her usefulness to Cormyr as well, but the dark elf cares not for current events.

The PCs now have a choice: destroy the memories that cause her insanity (which awakens Mirabeta's fears and anger), or restoring her memory (angering the *Kiira* guardians). Their choice determines the adversaries the PCs face: Mirabeta's shadow memories (Encounter 4A), or those stored in the *kiira* (Encounter 4B).

Like Encounter 4, this combat is a tiered fight, with their adversaries attacking in two waves.

Conclusion: If her memories are restored, Mirabeta is questioned using Orbyn (a truth detecting sword) to see if she speaks the truth. Otherwise, she is returned to Myth Drannor.

Previous events: No PC will have had direct dealings with Mirabeta before (since she appears only in the high paragon adventure *CORE2-12 The Sschindlyryn Heresy*). However, the PCs may have been witness to an event related to this adventure. In *ADAP3-3 That Which Never Sleeps*, PCs may have received an additional vision.

The Organizations: One or more PCs may represent a meta-organization that has an interest in the events in this adventure. Some are interested in Cormyr and its nobles, while others have a stake in the upcoming war.

These are the following:

- **The Harpers:** Plant an item on lady Irlingstar at the ball
- **The Stellar Fellowship of Gentle Adventurers:** Convince the mage Elsevene Nasmeyr to speak out against striking a deal with Mirabeta Selkirk.
- **The Order of Torm:** Determine the integrity of Lionar Urse Telesseer.

- **The Lion's Den:** Introduce the merchant Burlar 'the Hog' to Grankleshard
- **The Dusk Talons:** Open a window or back door while in the mansion
- **The Protectors of Neverwinter:** Recruit Kartosh, an orc engineer, to lead a rebuilding project in Neverwinter

Encounter 1B describes the side quests for these organizations and the person(s) representing them. Handout 3 provides a brief summary of the organizations and their missions for reference by the players.

PLAYER'S INTRODUCTION

Any PC that played ADAP3-3 *That Which Never Sleeps* receives the following vision as a dream, prior to the adventure. The vision is identical to the one they may have received during that adventure:

An elegant woman, shadows clinging to her form, sits in a cell, rocking back and forth. Her eyes are glazed, her face pale. She mutters a single word over and over, but even as she speaks, the word slips from your mind forgotten. At her feet lie a number of dead elven guards in splendid armor, frost covering their mutilated bodies.

PCs who have been in Myth Drannor recognize the armor as that of the Knights of Myth Drannor. The woman is Mirabeta Selkirk.

The Olde Tack: The PCs have been asked to come to The Olde Tack, an old inn on the road from Cormyr to the Dalelands. The exact purpose was not revealed, but the message bore the symbol of Vainrence, Lord Warder of Cormyr, and the contact handing the message implied a sense of urgency.

PCs who are a member of the Stellar Fellowship, the Harpers, the Knights of Myth Drannor or the Order of Torm were asked (and sometimes ordered) by their contact at that organization to go. These PCs know that the mission they may be asked to perform may well impact an upcoming conflict, which Cormyr is anticipating - but not more than that.

Other PCs have been approached by someone they either worked for before, or an official local of the town where they reside.

The Olde Tack is more tavern than inn, at an intersection not too far off the border, with only a handful of houses scattered about. It is cramped and the walls sag, and looks as if it could collapse at any time. It has no rooms for guests who wish to stay the night - the

common room's floor is the only place to sleep, and there is just enough room for the PCs, should they choose to stay.

Trapuyn, the innkeeper, a former soldier of Cormyr now retired, is quite friendly, and the food and drinks are good. Have the PCs meet and introduce each other as they have their meals. It is quite obvious they are here for the same purpose.

At the end of the afternoon, just before darkness falls, the door opens, and a man enters.

Sharp, cold wind blows inside as the door sways open and a tall, bearded man enters the common room. The innkeeper, looks up and hurries forward.

"Lord Vainrence, let me take.." but the man waves him off.

"No need, Trapuyn. We are leaving at once."

He turns towards you, and gives a single nod.

"Vainrence, Lord Warder of Cormyr, am I. No need for further introductions. I already know who you are. We have a fair amount to go, so I want to start off immediately. Put on your mantles, and follow me. We'll speak on the road."

Vainrence turns and steps outside, where he waits for a few moments for PCs to follow him. Then he starts walking. He leaves the road and starts on a path into the mountains. He doesn't stop, so PCs need to follow him if they wish to stay involved. PCs who stay behind miss the introduction, but can be called upon again in Encounter 1.

To Irlingstar: The trip takes several hours. Vainrence continues to walk in a brisk pace. He does answer questions as well as he can on the way. He reveals the following:

- The PCs are to escort a female prisoner of the Crown to Suzail.
- The prisoner is important to the Crown for information she can provide. She is also very dangerous and there are a few... problems.
- The Crown needs the information since tension with Netheril is mounting. (Vainrence does not explicitly mention war, but if pressed mentions that he does foresee some skirmishes and armed conflict in the future)
- They are going to a place to collect the prisoner. The prison is not well known and it is best if the PCs never speak of anything they see there or along the way.
- Vainrence does not, of his own, give the name of the prisoner nor that of the place they are going

to. He claims that information is better discussed at their destination.

- The PCs will be paid ??? gp each for the escort service, plus an additional bonus if they run into any trouble along the way.

PCs who work for the Stellar Fellowship, the Harpers, or the Knights of Myth Drannor know that the prisoner Vainrence talks about is Mirabeta Selkirk, a shade-touched villain who was captured some time ago.

PCs who make a DC 20 History check realize that the place they are walking to may well be Castle Irlingstar. The fortress is rumored to be used as a prison for those considered dangerous to Cormyr - including strange monsters and traitorous nobles. That same rumor says that the castle was abandoned several years ago.

Vainrence confirms these suspicions if the PCs state it aloud, shaking his head and muttering that 'these days adventurers do not know the meaning of discretion.

Eventually, the destination comes in view. It is indeed a fortress, perched on a knife-edged stone ridge. The path connects to the one single road that leads up to the castle.

Vainrence turns around. "Right. Be carefull. Do not pull any jokes or stunts. The guards here are easily triggered, especially with wizards, due to some recent troubles we had."

If prompted, Vainrence explains the troubles were with a war wizard who slew many of the prisoners in Irlingstar a few years ago while doing magical research. A PC knows this with a DC 25 History check.

Vainrence enters the castle without much ceremony. Few guards are visible, and those who are do not seem to pay you much attention. You soon find yourself in dark tunnels and stairs, descending deep into the depths of the castle.

If the PCs did not yet guess it, Vainrence now explains that they are in Irlingstar, a former Cormyran prison which is now used solely to hold prisoners. The prisoner's name they are here for is Mirabeta Selkirk. He then provides the following information:

- Miribeta Selkirk is the former leader of a group of hardened criminals and spies, working for Netheril.
- She knows much and has promised the Crown vital information on the empire.

- This was over a year ago. Time introduced some unfortunate drawbacks, which is why the Crown needs the adventurers.
- The adventurers are expected to do a bit more than just escort the prisoner, but that will come later, when they reach Suzail.

Vainrence does not explain what the drawbacks are. Instead he says:

"You should probably see for yourself."

At the end of the next dark corridor, three men armed to the teeth stand watch over a reinforced metal door. On Vainrence's signal, one of them unlocks and unbolts the door, and swivels it open.

The corridor grows darker. The shadows coil around your feet. In the cell, a woman is chained to the wall. Darkness seeps from her skin. Her arms, feet, and neck hold bracelets that glow with a golden light.

The woman strains to reach you, leaning forward. Her hands claw and her eyes roll as she screams at you. She utters one name, over and over again, but even as it reaches your ears, you cannot keep hold of it. You cannot remember the name.

"As you see," Vainrence says solemnly. "We have a problem."

Miribeta is turned over to the custody of Vainrence and the PCs. He explains that they will need to take the long journey by foot. While the PCs may suggest rituals to make the journey faster, Vainrence explains that magic, especially rituals, cast near Miribeta have had unexpected and dire consequences.

The trip takes three weeks and is uneventful. However, you could expand this portion of the adventure with a My Realms adventure to have events happen while the PCs are transporting Miribeta to Suzail. Some of her former criminal associates could try to rescue her, Netherese assassins could target Vainrence, or one of the Netherese spies in Cormyr whose cover could be compromised could attempt to prevent Miribeta's secrets to be revealed. If you choose one of these options, use the opportunity to reinforce how important the situation is.

ENCOUNTER 1A: THREE WEEKS LATER

IMPORTANT NPC

Vainrence, Lord Warder of Cormyr

This encounter takes place three weeks after the PCs first met Mirabeta Selkirk in Irlingstar. During those weeks, the PCs have escorted Mirabeta to Suzail, for which they earn an initial small payment (probably the only time in their adventuring careers they will ever earn mission rewards without facing any actual peril, unless you ran a My Realms adventure to cover the time of the journey). Otherwise, the mission was not so much dangerous as tiring. You can summarize the trip as follows:

After she is taken from the castle, Mirabeta calms down a bit. Still, the insane woman needs to be kept shackled at all times, and she keeps saying the name over and over again.

What's strange is that you simply cannot recall the name, no matter how often you hear her say it. It's as if something erases the name from your memory the moment you hear it.

Vainrence has not explained the source of this strange effect. He says only that the insanity gradually crept up on the prisoner until all she did was repeat that name, day and night.

Attempts to socialize with Mirabeta mostly fail. A PC who invests a significant amount of time with her may make a Hard DC Diplomacy check. With a success, somewhere during the trip the PC manages to make Mirabeta go quiet for a moment. She then whispers: "Help me..." After that, she falls back to muttering the name.

Once the PCs arrive in Suzail, heavily armed Purple Dragon Knights take Mirabeta away to the dungeons below the royal castle.

Vainrence motions the PCs to follow him, and leads them up to a room in one of the towers where food and drink are ready. He motions them to sit.

"I thank you for escorting the woman to Suzail. However, as you may well realize, she is of little use to us in her current state. We need your help to cure her malady. She has knowledge of Netherese spies in our court. We need to root them out, and we need to do so quickly. Will you help?"

Vainrence can explain the following to the PCs:

- He does not know what causes the madness. He believes it has something to do with events that occurred in Sschindylryn, a drow city. The drow attempted to summon a monstrous denizen, possibly a primordial. It might be the primordial's name that the woman is trying to speak.
- Obviously, the Cormyreans have attempted using magic to cure her. The results were unsatisfactory. The cleric and war wizard who tried lost their own minds and haven't recovered.
- Divination revealed that there is one magical item that could help. A *kiira* - an elf gem - created long ago has the ability to heal mind curses and remove or restore memories.
- The *kiira* is owned by the merchant Grankleshard, an old gnome. Grankleshard does not wish to hand the *kiira* to the Crown. He distrusts wizards and fears that Cormyr will misuse it.
- Grankleshard has a particular fondness for adventurers. He's throwing a masked ball in a few days at his mansion outside Suzail. Invitations have been arranged for the PCs.
- The PCs are to go to the ball and obtain the *kiira*. It is up to them how to procure it. Vainrence does not want to know the details.
- Cormyr only needs the *kiira* for a short while - so if the PCs obtain it through "unconventional" ways and can avoid discovery, Vainrence can make sure the gem is returned after Cormyr's needs are fulfilled with Grankleshard none the wiser.
- Once the PCs have the *kiira* they are to bring it to the court, where the Mage Council will use it to cure Mirabeta.

Vainrence can offer the PCs an additional payment of 50 / 75 / 100 / 250 / 375 gp each for completing this new mission, in addition to the pay they already received for escorting Mirabeta to Suzail.

ENDING THE ENCOUNTER

Once the PCs accept the mission, go to Encounter 2.

EXPERIENCE POINTS

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

TREASURE

The PCs are paid 10 / 25 / 50 / 100 / 150 gp each for escorting Mirabeta to Suzail.

ENCOUNTER 1B: SIDE QUESTS

This PCs have a few days to make themselves ready. They can take their time resting, buying equipment (a good outfit may be a suggestion), or browse for information on Grankleshard.

If they do the latter, they learn the following:

- Urobolus Grankleshard is an old gnome - over a century old.
- He is a successful and well respected merchant, and is therefore permitted some eccentricities.
- He owns a mansion that is quite hideous and pompous, ostensibly built in the shape of a pheasant. It's called "the Phasian" but everyone calls it "the Cockatrice."
- Grankleshard is critical of the Crown. He is on good terms with King Foril, but has little trust in the War Wizards. He believes they are "pompous bastards - and that is when they are showing you their good side."
- Grankleshard hardly ever leaves his mansion, but he regularly holds feasts and throws parties.
- At the last feast, badly directed fireworks blew up the mansion's lookout tower (which was shaped like a bird's head). Grankleshard had it replaced quite recently, and the upcoming masked ball is to celebrate the new tower.

Each PC is individually approached by a representative of the most appropriate meta-organization based on the character's history and known allegiances. (If two or more PCs would be approached by the same organization, it's okay to deal with them together.) Feel free to enlist the players' help if you aren't sure which organization would be most likely to approach a given character.

If a PC does not belong to any meta-organization listed here, have one of the organizations with no PC members approach those PCs (this helps provide a bit of variety and might introduce the players to an organization they did not otherwise know about).

The following sections detail each meta-organization and its mission, which are:

- **The Harpers:** Plant an item on lady Irlingstar
- **The Stellar Fellowship of Gentle Adventurers:** Convince the mage Elsevene Nasmeyr to speak out against striking a deal with Mirabeta Selkirk.
- **The Order of Torm:** Determine the integrity of Lionar Urse Telesseer.

- **The Lion's Den:** Introduce the merchant Burlar 'the Hog' to Grankleshard
- **The Dusk Talons:** Open a window or back door while in the mansion
- **The Protectors of Neverwinter:** Recruit Kartosh, an orc engineer, to lead a rebuilding project in Neverwinter

Run only the scenes when there are PCs of that meta-organization present. Run a scene once for all PCs of that organization. The Harpers and the Dusk Talons approach PCs in secret (away from party members that are not members). Other organizations are not so concerned with secrecy and speak freely in front of others.

Note: Handout 3 provides a brief summary of the organizations and their missions for reference by the players. Hand these out after PCs have accepted their missions.

SCENE 1: THE HARPERS

The PCs are contacted by Mishell Nymonen, a Dalelands Harper. She sends a note through a street urchin with a Harper phrase ('a lass only laughs over warm meal and a cold broth'). Harpers realize that a Harper intend to meet them in the Laughing Lass, a tavern annex festhall.

If they arrive, they are expected - a young woman servant leads them to a backroom, where Mishell Nymonen, a wood elf, is waiting.

After introductions, Mishell explains:

"The ball you are going to will be visited by a woman known as lady Irlingstar. She will be wearing a mask and dress to give her the appearance of an eladrin noble.

This woman is a dangerous enemy, who has need of watching. We need you to facilitate that, by planting this on her."

Mishell takes a velvet purse out of her pocket, and shows the contents: a single silver coin.

Mishell can explain the following to the PCs:

- Lady Irlingstar is an inhuman creature. She is immoral, cruel, and very dangerous. The PCs should not engage her in combat - even if they could best her, the risk of casualties is too great.
- Instead, the PCs should make sure the lady comes in the possession of the coin. This will allow the Harpers to trace her.

- The coin has a minor compulsion that causes people to covet it. This will ensure that lady Irlingstar will keep the coin once she has it.
- The PCs should not touch the coin, since they may otherwise be compelled to keep it. Similarly, nobody other than lady Irlingstar should touch it.

Mishell is reluctant to divulge who or what lady Irlingstar is. A Hard DC Diplomacy check can persuade her to reveal the following:

- The lady is a Malaugrym, a shape-changing creature from the Far Realm
- Her true form is a three-eyed, three-tentacled, beaked aberration.
- Her true name is Amarune. The PCs should never use it, as it will reveal them and may cause her to attack innocents

Mishell offers the PCs 15 / 25 / 50 / 100 / 150 gp each for the mission, a choice of magical items, and the favor of the Harpers.

SCENE 2: THE STELLAR FELLOWSHIP OF GENTLE ADVENTURERS

The PCs are contacted by Dayan Nenthyn from the Fall of Stars in New Velar. They are invited for a meal and drink in the Dragonriders Club, a private club in Suzail, that frequented by nobles and wealthy merchants. The club's primary attraction is its beautiful Mask Dancers who dance on stages wearing nothing but a mask. During the daytime hours the club offers meals and services such as haircuts and baths to its members.

Dayan meets them there and, once drinks and foods have been served, explains:

“Glad you could come. It was on short notice, I know... but I just arrived in town. Things at home have just been frantic. With my sister gone I have to run the place... and I never knew she did so much! But I digress...”

The task I have for you is a bit delicate. We need you to approach council mage Elsevene Nasmeyr, and convince her to oppose the council striking a deal with Mirabeta Selkirk.”

Dayan explains the following:

- A few months ago, the Burgers of New Velar allowed a prisoner, Mirabeta Selkirk, to be transferred to Cormyr for questioning. A minority of Burgers opposed that decision, but lost the argument.

- Dayan and other opposing the decision do not trust Mirabeta. They think she is dangerous and fear that the Crown will make a mistake by offering Mirabeta freedom in exchange for her information, once she is cured.
- Dayan does not oppose curing Mirabeta. Curing her might allow a trail to be held and the truth to be revealed - something that is impossible as long as Mirabeta is insane.
- However, they wish to make sure that Mirabeta will not be released. They have worked on a few voices in the Mage Council, which will give the decisive advice to the crown.
- The PCs have to work on of these mages: a mage that is known to be reasonable.
- Elsevene will be present at the ball. She will be wearing a featureless mask.
- The PCs are to approach her and convince her to lend her voice when arguing against the release of Mirabeta.
- He will himself be present at the ball (he will be wearing a red half-mask), but his is not really a negotiator and his own words will not sway the mage. The PCs will have to finish the job.

Dayan offers the PCs 15 / 25 / 50 / 100 / 150 gp each for the mission, a choice of magical items, and the favor of the Stellar fellowship of Gentle Adventurers.

SCENE 3: THE ORDER OF TORM

The PCs are approached by Everyn Cawdy, who asks them to come to the The Towers of Good Fortune, the temple of Tymora in Suzail.

There, Cawdy meets them in the temple garden. He starts off immediately:

“You may have heard that a good amount of men is heading to Cormyr, on loan to the Crown for the defense of the realm.

We are proud to bring out rams for a worthy cause, but all is not well. We have dissent among our forces. We need you to help quench that dissent.”

Cawdy explains:

- The forces of Elturel will aid Cormyr in defending their borders in any upcoming conflicts with Netheril.
- The Crown will not have these forces walk unsupervised, so has assigned a lionar to lead them.
- This lionar is Urse Telesseer.
- Word now has come that this Telesseer worships a religion known as the Threefold God.

- While the Tormites do not dictate who one should worship, the lionar's faith is seen by some as a mockery of Torm. Moreover, some believe her public drinking and dallying is disgraceful, unfitting for a leader of Tormite forces.
- The PCs need to quench this dissent. They need to watch Urse Telleseer.
- Urse Telleseer will be at the ball. She wears a wolf mask.
- Either make sure she acts honorably, hence proving she is worthy, or expose her as a shame to the forces, thus allowing the Tormites to have her replaced.

Cawdy himself has no judgment on whether Urse Telleseer is fit to lead. He trusts the PCs to give the proper judgment.

Cawdy offers the PCs 15 / 25 / 50 / 100 / 150 gp each for the mission, a choice of magical items, and the favor of the Order of Torm.

SCENE 4: THE LION'S DEN

Councilman Orin Buffus from the Elturgard merchant guild approaches the PCs in the inn where they are staying. She asks to join their table, and presents the following:

"I have heard Grankleshard has taken a liking to adventurers. We were hoping you could turn that linking so that one of our members may earn some grace, oiling the wheels of trade."

He explains:

- Burlar 'the Hog', an Elturgard merchant, has recently come to Cormyr to trade iron, used for arms in the upcoming conflict.
- This has resulted in an invitation to Grankleshard's party, though the Crown
- Orin wishes to use that opportunity to have Burlar open trade negotiations with Grankleshard.
- Unfortunately, Burlar is smart and cunning, but not good at first impressions.
- He wants the PCs to introduce him to Grankleshard, and to overcome the first hurdles in conversation

If PCs express wonder over an upcoming conflict, Orin says:

"Only war can warrant such a demand for iron. Mark my words, soon the country will be up in arms"

Orin offers the PCs 15 / 25 / 50 / 100 / 150 gp each for the mission, a choice of magical items, and the favor of the Lion's Den.

SCENE 5: THE DUSK TALONS

The PCs are approached on the street by a street urchin, who asks the PCs to follow him. He (or she, it is hard to make out under the grime) leads them to a alleyway, where Nualla A'Ashemi is waiting for them.

She assures them nobody followed the PCs, then

"You have an amazing opportunity. Being invited in by Grankleshard at his ball. The riches there, and the food... and while you are there, maybe you can do something for us? All we need is for you to open a back door..."

Nualla A'Ashemi explains:

- The Dusk Talons have been investigating a number of merchants on connections to the Zhentarim. One of these is Grankleshard.
- Grankleshard himself does not seem to have any connection, but one of his servants is - Nuella has information pointing one of them out as a spy.
- Nualla Does not reveal who the spy is. She wants to find and speak to that person herself. She needs information quick - and thus needs to act soon.
- It is hard to get to Grankleshard's personnel. The ball may offer a possibility.
- All the PCs need do is open a backdoor or window and allow Nualla inside. She can then track the spy, obtain the information she needs, and leave quietly.
- She does not trust anyone but herself to do this.

Nualla offers the PCs 15 / 25 / 50 / 100 / 150 gp each for the mission, a choice of magical items, and the favor of the Dusk Talons.

SCENE 6: THE PROTECTORS OF NEVERWINTER

The PCs are approached by Dolmy, a young beginning bard. Dolmy is petite, but with a strong and beautiful voice. She travels a lot. Teliann contacted her through a mutual friend, a minor mage who keeps Teliann informed on events in Cormyr.

She simply arrives at the location where the PCs stay, and approaches them there.

She introduces herself, and then explains:

“You do not know me, but I was given your names by Telliann of Neverwinter. I am new to the Protectors of Neverwinter. Telliann asked me to provide you with an offer.

You are invited to the ball of Grankleshard. One of the contractors of his house will be there. Telliann hopes you can recruit him to work for Neverwinter.”

Dolmy explains:

- The contractor is an orc named Kartosh.
- He is strong and a bit boorish, but very good at what he does. He has some specific knowledge of old structures and northern architecture.
- Neverwinter wants to recruit him, and his men, to come work in the restoration of the city.
- He will be at the ball. Dolmy does not know what kind of mask he will wear.
- Since you are at the ball, you are in an excellent position to befriend him and make him this offer.

Dolmy says Telliann offers the PCs 15 / 25 / 50 / 100 / 150 gp each for the mission, a choice of magical items, and the favor of the Protectors of Neverwinter.

ENDING THE ENCOUNTER

Once the PCs accept their side missions, if any, go to Encounter 2. Note that their payment for the side missions is in addition to the payment they have been promised by Lord Warder Vainrence for their primary mission of retrieving the *kiira*.

EXPERIENCE POINTS

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

ENCOUNTER 2: GRANKLESHARD'S BALL

IMPORTANT NPCs

Various (see "The Guests" for details)

The ball is held at Grankleshard's mansion, which Grankleshard calls the Phasian (a type of peacock). The main building is mostly glass and marble and has the shape of a bird. The main wings of the mansion, supported by marble pillars, are the bird's wings, and the reared head in the front of the building is a tower that looks out over the terrain.

Grankleshard prides himself that the construction was done without magic. It is, as he says, pure craftsmanship. The building does have a fair amount of magic about it though: magical wards, magically reinforced glass windows, and magical lights that illuminate the entire building at night.

From a distance the building can be made out to have a bird-shape, though the shape is more bulky than a peacock. Locals have started to refer to the mansion as 'the Cockatrice'.

When the PCs arrive for the ball, they are brought through a beautiful garden to the main entrance hall, from where two giant staircases lead up to the 'body' of the bird where the ballroom has been set up for guests to meet and mingle.

The left wing is also accessible to the guests. There are small rooms available for private encounters, and guests are invited to enter the lookout for a 'romantic view' with the mystery guest of their choice.

The right wing is off limits. Here is where Grankleshard holds his private rooms, as well as his valuables including the kiira.

Masks: All guests wear masks to hide their faces. Many sport additional illusions to hide their true nature. For the most part, the guests are not trying to mask their identities, just their faces, so PCs can use skill checks such as Insight or Streetwise to discover who someone really is.

At midnight, guests may remove their masks and reveal their true selves. Until then, the masks are supposed to stay on.

No names are given in conversation. People refer to each other by the name of their masks. A Moderate DC Insight or Streetwise check can reveal a guest's identity.

PCs are also instructed to wear masks. If they did not bring a costume themselves, the valets provide them with an animal mask to wear. The choices are bear, pig, dog, cat, mouse or canary.

The Ball: Once the PCs enter, allow them to mingle with the guests and explore the public areas of the mansion.

The PCs' main goal is to find a way to obtain the kiira, which is in a vault in the right wing. Go to Encounter 2A when the PCs are done mingling with the guests and want to focus on getting the kiira.

One or more PCs may have an additional assignment from a meta-organization. Encounter 2B describes how those assignments work out.

THE ROOMS

The PCs enter through the open lobby and the staircases leading up to the ballroom.

Two staircases on the sides of the ballroom lead up to a great surrounding balcony, which in turn leads to the east and west wings. A smaller set of stairs goes up into the lookout tower.

Men and women with simple white masks each sporting a single plume walk the edge of the ballroom floor and the balconies. They offer various drinks and finger food to the guests. They provide other entertainment as well, for the right price.

BALLROOM

This is the central and largest space in the mansion. Great stairs lead up from an open lobby downstairs to a great hall with a floor with a tiled mosaic of a pair of multicolored fantastic birds. A DC 20 Nature check identifies the birds are of no particular type. They are all fictional representations of fantastically colored creatures resembling birds.

A stage at the far end of the ballroom houses a band that plays music all evening and deep into the night. The greater part of the floor is used for dancing.

Talking is a bit difficult in the ballroom. The floor is really meant to dance, and those who wish to socialize move up to the balcony and east wing for a quiet place to talk.

LOOKOUT

This slim tower, reachable by a winding stair from the balcony, looks out over the estate. It is quite new, having recently been replaced after the first tower toppled.

The lookout is used for romantic trysts - later in the evening, there is a small line of couples waiting to have a turn looking out over the lawns or into each other's eyes.

LIBRARY

This room is full with books, most on history and architecture. It has a large table in the center and several chairs for reading. It is the only room in the

mansion that is quiet during the ball. Few people come here (though it is the place where Yeleda and Mirt meet each other).

The windows here are at the back of the mansion, and the easiest to be reached from the outside. The windows are locked (Moderate DC Thievery check).

BEDROOMS

Several small bedrooms for guests are located at the end of the east wing. Like the tower, this one is used for private meetings. The doors can be locked.

This is where Nuanna leads the Zhent spy to question him.

The windows on the bedrooms have tougher locks than those in the library (Hard DC Thievery check).

SMOKING ROOM

A separate room for people to launch in chairs and smoke a pipe. Soft conversation takes place here, but it is not very crowded.

BALCONY

The balcony overlooks the ballroom. Most talks - casual and trade - take place here.

KITCHENS

The kitchens are below the west wing (accessible through a door in the lobby), and are inaccessible to guests. If PCs manage to get there anyway, they only find cooks and servants. The only access to the upper floor of the west wing is a food elevator which only provides room for one small person. There is a rope bell, and the crank to operate the food elevator is on the upper floor.

THE GUESTS

Each NPC presented here is described by the mask that they wear.

Identity gives the guest's name as it known to Grankleshard. Unless specified otherwise, a Moderate DC Insight or Streetwise check reveals the true identity of the guest.

Skills provides any skills the NPC might use while interacting with the PCs.

Support lists a skill with which a NPC may aid the PCs, provided they find a way to convince the guest to help them. In most cases a Moderate DC social skill check.

PEACOCK

Identity: Urobolus Grankleshard (no check needed)

Skills: Diplomacy +21, Insight +18

Support: none

Easily recognized, the peacock is Urobolus Grankleshard, the gnome host.

Urobolus runs the regional office of the Seven Suns Trading Coster in Suzail. He knows more about what goes on in that city than almost anyone else. He has several agents and managers who do much of the busy work for him, while he focuses on negotiations and other concerns on a regional level. He is wise, patient, and very methodical.

Urobolus is a supporter of king Foril, but opposes the use of his kiira for what he refers to as 'wizard games'. He wants to keep the item out of the Crown's hands as he fears it will be abused. No good can come out of an item that can erase or change a person's memories.

He has a fondness of adventurers, and gladly talks to the PCs, even if he becomes aware the Crown sent them. If the PCs wish to negotiate terms, they need to talk to him (see Encounter 2A).

Fox

Identity: Telquine Silverleaf

Skills: Bluff +14, Insight +13

Support: Acrobatics, Thievery, Stealth

Despite a magical enchantment on her mask, a Moderate DC Insight check can identify the Fox as a blond-haired, female eladrin. A Hard DC Streetwise check identifies her as Telquine Silverleaf.

Telquine is a young eladrin noble, and a frequent guest at balls and feasts. She is not interested in business, but her presence tends to brighten up a gathering.

Secretly, Telquine is a thief, the notorious and mysterious Summer's Sparrow (see Encounter 2A).

PCs who discover this, or who can deduce that Telquine knows a bit more of the thieves' arts than suitable for a noble woman (a Moderate Insight check), may convince her to aid them.

ELADRIN

Identity: Lady Nael Irlingstar

Skills: Arcana +15, Bluff +14, Diplomacy +14, Insight +6

Support: History, Streetwise

Lady Irlingstar appears to be a middle-aged human female. She poses as a merchant. In reality, Lady Irlingstar is a malaugrym (a monstrous aberrant creature) whose true name is Amarune.

Lady Irlingstar is the object of the Harpers' mission.

She keeps a distance to most events, and merely watches. She can be approached for information, but does not otherwise involve herself with the PCs' affairs.

WOLF

Identity: Lionar Urse Telesseer.

Skills: Intimidate +8, Religion +7

Support: Athletics, Intimidate, History (military), Religion

Urse Telesseer is the lionar who has been out in charge of a contingent of soldiers and paladins sent by the Order of Torm. Urse belongs to the heresy of the Threefold God, which combines Tyr, Helm, and Torm into a single divine force. She believes that true commitment comes through action, when one puts the welfare of others above one's own.

She feels that she should be able to eat drink, and make merry as much as she wants during the few moments that she is not putting her life on the line.

This has put her at odds with the Order of Torm's stricter followers, who claim she is a disgrace to lead the forces.

Lionar Urse is interested in banter and talk, and even a small brawl if it is not too serious. She'll help those that treat her with respect, as long as the request isn't anything illegal.

DRAGON

Identity: Burlar 'the Hog'

Skills: Bluff +11, Diplomacy +7, Insight +11

Support: Bluff, Insight

Burlar is a tall and elan man, with a slightly misfigured face and bad breath, which has granted him the nickname 'the Hog'. He is not a great diplomat, but earned his money entering risky businesses and bluffing his way through difficult situations. His reputation means that he does not easily make business connections.

He is the person the PCs are to introduce to Grankleshard in the Lion's Den quest.

TREANT

Identity: Harlan Treskeden

Skills: Diplomacy +8

Support: Diplomacy, Nature (geography)

Harlen is a portly human man with a skinny black Goatee. He wears a dark green outfit with embroidered leaves a wooden treant mask.

Harlen is a shrewd merchant. He is jovial and loves food and wine, but can be very calculating. He runs several trade caravans. He serves as the main contact of

the Burgers of New Velar in the Dalelands - with merchants in Cormyr. He is here on invitation of Grankleshard, to talk business after the ball. His fellow Burger at the ball, Dayan Nenthyn (the red half-mask) is far too busy flirting, leaving the brunt of the work to him.

Harlen can be convinced to help PCs negotiate with Grankleshard if they can offer him a deal (such as a good word with the Crown).

RED HALF~MASK

Identity: Dayan Nenthyn

Skills: Bluff +8, Insight +2

Support: Bluff

Dayan is one of the owners of the Fall of Stars in New Velar in the Dalelands. The other owner is his twin sister Kira, who went missing two years ago, and who Dayan has been seeking ever since.

Dayan is one of two representatives sent by the Burgers of New Velar on invitation of Grankleshard. The other Burgher is Harlen Treskeden (the treant).

Dayan leaves the business conversations to his fellow Burger, and instead focuses his attention on guests willing to dally with him - specifically his escort, an eladrin in a white mask.

Dayan knows the PCs' mission and can be convinced to help as long as it does not put him in harm's way or keep him from his dallying.

WHITE HALF~MASK

Identity: Joella LeShanna

Skills: Arcana +13, Bluff +15, Insight +12

Support: Arcana, Bluff, Insight

Joella is a lamia, a shapechanging spider swarm in the guise of a beautiful eladrin. She is a previously convicted criminal, who has been given a second chance after negotiating her freedom (DALE2-2 Agony).

Joella is Dayan's escort - a surprising development, as her original crime was to abduct and drug Dayan (DALE1-6 the Vesperin Initiative). Dayan apparently forgave her - and the two now occasionally meet up. Some believe Dayan is blinded by her beauty, while others believe he sees something new in her.

The truth is less romantic: Dayan pays Joella to spy for him, and to look out for his missing sister Kira. The ball is a way for them to meet and for Joella to report.

If PCs successfully eavesdrop on their conversation (a Hard Perception or Stealth check) they hear Joella report that Kira went down into Undermountain, under Waterdeep. Dayan then orders Joella to go after her, and make sure she is safe.

Joella is not interested in helping the PCs, and only does so if they can convince Dayan to order her to.

BOAR

Identity: Kartosh

Skills: Athletics +11, Intimidate +8

Support: Athletics, Endurance, Diplomacy (with Grankleshard only), Streetwise (Suzail & Grankleshard's business)

Kartosh is a half-orc, and even his mask can't hide that. He is unsophisticated and easy to anger. He is also quite passionate and not a bad man, but most of his exploits suffer from his lack of manners, luck and competence. He is pleased with his latest success. He carried a massive statue up the stairs of the lookout, for which Grankleshard rewarded him with a well filled purse and an invitation to the ball.

Kartosh spends most of his time at the bar, drinking a strong liquor called Devilfoam. Kartosh can easily be befriended if someone joins him in toasting his latest success. A Moderate DC Endurance check is required to hold the liquor and gain Kartosh's respect.

Once befriended, he easily helps the PCs with what they want, including negotiation with Grankleshard.

Note: Some time during the evening, 'Snake' steals Kartosh's purse. Kartosh makes a scene when he find out his missing purse. If the PCs help in investigation, they find a red hair from Fox's mask. Kartosh recognizes the hair and subsequently blames the theft on the Fox. This causes a brawl as described in Encounter 2A, unless the PC can make an appropriate Hard DC check to stop the brawl (assuming the PC wants to stop the brawl).

SNAKE

Identity: Yeleda Mandaaur

Skills: N.A.

Support: Acrobatics, Nature

Yeleda Manádaaur is a female half-elf with long blond tresses and fair skin. She normally resides in Shadowdale, where she leads the upkeep of Storm Silverhand's farm.

Like Mishell Nymonen, Yeleda's is a Harper. Unlike Mishell, Yeleda hardly ever travels. Her presence at the ball is on insistence of Storm Silverhand.

Yeleda arrived late and without disguise, and was given an uncomfortable snake mask. She spends most of the time with her mask up, ignoring glares of those who feel she breaks 'protocol' by revealing her face. She spends most of the time in the library.

Sometime during the evening, a fat man enters the floor, wheezing and with a damsel mask askew on his face, and moves up to library. After a brief exchange of pleasantries (PCs who overhear them hear Yeleda refer to the man as 'Mirt'), the man whispers something in her ear, which lifts up her face. After grabbing some hors

d'ouvres from a tray, 'Mirt' then leaves. Shortly after, Yeleda also departs.

As long as she is still there, Yeleda is willing to help the PCs, especially Harpers, if they present a good story. She not aware of any PCs hired by Mishell (since she had to rush in).

BLANK FACE

Identity: Elsevene Nasmeyr (see below)

Skills: Bluff +22, Insight + 20

Supports with: Arcana, History

The person under the blank face mask is covered in a magical illusion that changes her appearance even if the mask comes off. She can easily be identified as a female human. A successful Insight or Streetwise check identifies her as war wizard Elsevene Nasmeyr.

During the party, she occasionally casts cantrips to amuse the crowd (something Elsevene is known to do). With a Hard DC Arcana or Insight check, the PC realize that the true identity is being masked by a powerful illusion.

In truth, the woman under the mask is Magranet Prio, one of the alarphon (members of the War Wizards who not only spy on the common folk, but the War Wizards themselves). She poses as Elsevene to keep an eye on Amarune. She is aware of the PCs and why they are there, but has specific orders of her own and does not intervene with their quest.

She is the target of the Stellar Fellowship quest.

If asked why she is there, she claims she has an interest in magical research that Grankleshard may sponsor. She can be drafted by the PCs to perform a magical trick on request, providing the PCs provide a suitable story to keep her cover at the party.

ENDING THE ENCOUNTER

The encounter ends once the PCs leave the mansion having finished their mission, or getting themselves thrown out by Grankleshard's guards. If the latter happens, they will need to sneak back into the mansion to complete their quest.

EXPERIENCE POINTS

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

ENCOUNTER 2A: OBTAINING THE KIIRA

IMPORTANT NPCs

Urobolus Grankleshard, male gnome merchant,
Telquine Silverleaf, female eladrin thief

PCs have a basic few options to get the Kiira.
They can:

- sneak in and steal it,
- barter with Grankleshard
- find someone else at the party to help them

Make sure players know these options, though they should be free to come up with other plans.

The scenes are described below. If PCs come up with something different, use these scenes as guidelines.

Also make sure players are aware of the following elements:

Finding support: PCs may try to convince NPCs to help them in small ways (rather than getting the kiira for them, which is a separate task). Convincing an NPC – and in what manner he or she can aid – are found in Encounter 2. An NPC only provides aid once in this encounter.

Failing: Since Grankleshard is not aware that the PCs belong together, the PCs can split up and make several attempts. They can make multiple tries, even when other PCs are thrown out.

BARTER

PCs can approach Grankleshard and convince him to part with the kiira for a short time. Trying to buy it is out of the question, but having Grankleshard lend it to them is a possibility. Make sure PCs realize this before they begin negotiations.

Initially though, Grankleshard is not interested in talking business. He likes to be entertained.

Getting Grankleshard's attention: If the PCs want to talk business, they have to perform first. The performance must be on stage, and it should be good enough to draw Grankleshard's interest. It should be a bit spectacular. Grankleshard doesn't want a one-man show, so at least 3 people should participate – more is better! A PC can draw other PCs in, but may also decide to recruit some of the NPCs.

Allow the PCs to come up with a show. Success is measured by one main skill check (decide which one based on the act) made at a Hard DC. Each person

besides the main act who participates makes a supporting check. A Moderate DC skill check (depending on the type of support listed) gives a +2 bonus to the main check if successful, but a -2 penalty if it fails. NPCs automatically succeed on this check (so every NPC drafted to participate gives a +2 bonus).

If this check succeeds, Grankleshard is willing to talk business and invites the PCs to a quiet room in the right wing. PCs may bring NPCs with them to the negotiations, if they convinced them to help.

If they fail, Grankleshard remains uninterested in speaking with them. The PCs must try another approach.

Talking to Grankleshard: The PCs can attempt any social skill check to convince Grankleshard to part with the kiira. They can tell an honest story (Diplomacy), lie over what they want the kiira for (Bluff), or threaten to ruin the merchant's reputation (Intimidate). Threatening him with violence doesn't work. He summons the guards if the PCs try.

As with the show, the main skill used is at a Hard DC. PCs who accompany the main negotiating PC can provide support by making Moderate DC skill checks. These can be social skills or supporting skills such as Insight, Arcana, or History, depending on how a PC tries to provide support. A successful supporting check provides a +2 bonus to the main skill. A failure gives a -2 penalty. Each PC can make only one check. NPCs automatically succeed on their supporting checks.

If the Hard DC check succeeds, Grankleshard agrees to lend them the kiira. He asks for 1,000 gp or a magical item as collateral, which the PCs gain back once the kiira is returned. He then gets the kiira, a dark blue multifaceted gem set in a finely crafted electrum setting. He warns them that it is a bit tricky. It reacts aggressively to powerful arcane auras. However, he believes the PCs don't have auras of significant power to trigger it.

If the check fails, he refuses to part with the kiira and sends them back to the party. However, since PCs have been in the west wing now, they gain a +2 bonus should they decide to steal the kiira.

STEAL

Stealing the kiira requires sneaking into the west wing and disabling the wards around the kiira. While the crown won't admit to involvement, they do not ask questions on how the PCs acquired it. Once used, the Crown is willing to return the kiira, regardless of how it was obtained.

Sneaking in: Sneaking into the west wing can be done through a Hard DC Stealth check or by causing a distraction with a Hard DC Bluff check. Only one PC makes the check, but other PCs can support in various ways, such as providing distractions, unlocking a door, or finding a way to block line of sight from the guards.

Each person besides the main PC who participates makes a supporting Moderate DC skill check (depending on the type of support listed) that gives a +2 bonus to the main check if successful, but a -2 penalty if it fails. NPCs automatically succeed on this check (so every NPC drafted to participate gives a +2 bonus).

If the check succeeds, the PCs enter the west wing. PCs may bring NPCs with them, if they convinced them to help.

If they fail, they are caught by a servant and sent back. They are carefully watched by servants from then on, so the PCs that participated in sneaking inside won't have the option to steal the item for the remainder of the evening.

Taking the Kiira: The kiira is a dark blue multifaceted gem set in a finely crafted electrum setting. It is placed on a scarlet velvet cushion, under a glass bell, in the center of a room filled with various pieces of art. Everything in the room is warded with magical alarms.

To take the kiira, the PCs have to disable the alarm on the glass bell. This is a Hard DC Thievery check. Only one PC can make this check.

PCs who accompany the PC can provide support by making Moderate DC skill checks. These can be knowledge skills such as Arcana or History, or supporting skills such as Thievery, Insight, Perception, or Stealth, depending on how a PC tries to provide support.

A successful supporting check provides a +2 bonus to the main skill. A failure gives a -2 penalty. Each PC can make only one check. NPCs automatically succeed on their supporting checks.

If the PC succeeds, the alarm does not go off. The PCs can take the kiira and sneak out without arousing suspicion.

If the PC fails, the alarm goes off. The PC that made the main check loses 1 healing surge, unless specific measures taken would prevent this. While it is a silent alarm, a flare around the bell makes the PCs aware that they triggered it. The PCs can try a Hard DC Stealth check to get back quickly without being caught. Otherwise, they are caught by Grankleshard's servants, who escort the PCs out, and quietly remove them from the party. Grankleshard does not wish to disrupt the festivities, so the PCs are let go, rather than arrested.

Grankleshard places a guard near the kiira, so that the option for PCs to steal it is now gone.

BRIBE

There is a NPC at the party who is a lot better at 'acquiring' the kiira than the PCs. PCs may pick up the rumor that 'Summer's Sparrow' is a guest at the ball. Summer's Sparrow is an infamous thief who steals small bits of jewelry of the wealthy. Summer's Sparrow only steals during the summertime, and always leaves a sparrow's feather behind. He or she has never been apprehended.

Rather than trying to get the kiira themselves, the PCs may try to find the Summer's Sparrow and have him or her act on their behalf. Unlike NPCs who support the PCs with minor aid, this NPC actually gets the kiira for the PCs. The PCs, however, have to first locate and approach Summer's Sparrow and then convince him or her to help.

Finding a Fixer: Finding Summer's Sparrow requires both recognizing who it is and getting to speak with him or her.

To find the Sparrow, one PC needs to make a Hard DC Streetwise check. Other PCs may aid by using social skills or knowledge skills, or other skills such as Stealth to overhear conversations or Perception to seek out a target or clue. For each supported check, the PCs gain a bit of information that narrows the choice down (and provides a +2 bonus to the main check). A failure turns up a false lead and gives a -2 penalty. Correct details about Summer's Sparrow are:

- tall and slender
- can see in the dark
- an expert climber
- blond
- female
- eladrin

Eventually, this points to Telquine Silverleaf, a blond-haired, female eladrin.

If the check succeeds, the PCs find her without much trouble.

If they fail, they take a fair amount of time and draw some unwanted attention. They need so make an additional Moderate Diplomacy check to convince Telquine to talk to them. If they fail that check, Telquine simply feigns ignorance and does not acknowledge her 'skills'. In either case, she is unwilling to aid this particular group of PCs.

Everything has a Price: Once the PCs have tracked the NPC, they move to a quiet spot at the ball, in

the east wing, where the PCs can explain their ‘problem’.

Telquine is willing to do the PC’s ‘dirty work’ (otherwise she would not have talked to them).

Telquine asks 1,000 gp for her services (or a magic item as a pledge for future payment). She is convinced that the PCs employer will pay if the PCs deliver the kiira, so the PCs should not be afraid of ‘forwarding’ the money. If the PCs do not have that amount of money nor a magic item, she settles for what they have and accepts an IOU, claiming she will rob them blind if they do not pay up later.

She also asks one PC (one approximately her build, but not necessarily gender) to switch masks (Telquine’s mask is a fox) and walk about the ball. That way, she has an alibi if things go bad.

However, once that PC leaves the room, he or she is tackled by Kartosh, a massive half-orc wearing a boar’s mask, who shouts “Thief!”. A brawl ensues. The PC needs to make a Hard DC Athletics, Endurance, or Acrobatics check to avoid injury during the fist fight. Other PCs may join to aid the PCs, using social checks to encourage the PC or discourage the half-orc, physical check to join in the fight, or other checks as appropriate for the support given.

On a success, the PC manages to knock out the half-orc without injury, gaining a following of enthusiastic supporting NPCs along the way, with many fawning young men and/or women. On a failure, the PC loses 2 healing surges.

Regardless, the fight is eventually broken up, and the half-orc is escorted out, still claiming that the ‘fox’ stole his purse.

Only moments later, Telquine reappears, and quietly drops the kiira, a dark blue multifaceted gem set in a finely crafted electrum setting, in the PC’s pocket.

ENDING THE ENCOUNTER

The encounter ends once the PCs have the kiira and leave the mansion.

EXPERIENCE POINTS

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

ENCOUNTER 2B: SIDE QUESTS

IMPORTANT NPC

Grankleshard, gnome merchant

During the ball, PCs can work on their side quests. It is up to them how they succeed on them, but the following scenes give a few possible skills and situations they can use. In most examples below, one or two skill checks may be required to get things done. All skill checks are at Moderate difficulty unless the PCs somehow make things harder or easier for themselves.

Allow players to come with their own plans. Note that these may not need skills. In most cases, engaging the situation is more important than a flawless skill check.

THE HARPERS: PLANTING THE COIN

The PCs may use the following schemes to plant the coin on lady Irlingstar:

Bluff: Drop the coin into your purse at a place where lady Irlingstar can see it, and allow her to pick it up.

Diplomacy: Seduce her so the coin can be slipped among her possessions during a tryst.

Thievery: Sneak the coin into lady Irlingstar's purse.

Lady Irlingstar is really a malaugrym, a monstrous creature. The PCs need to avoid conflict, but lucky for them lady Irlingstar is not eager to reveal her true nature. Hence, even if an argument breaks out, lady Irlingstar does not enter combat unless the PCs trigger it. If they do, there is a fair amount of chaos and bloodshed (among guests as well), before lady Irlingstar teleports out. Note that as long as she has the coin, the mission does count as successful.

THE STELLAR FELLOWSHIP: CONVINCING ELSEVENE NASMEYER

The PCs may use the following schemes to convince Elsevene:

Arcana: Speak of arcane matters to win her trust and interest, so that she is willing to consider your opinion.

Diplomacy/Bluff: Use rationale or trickery to change her mind

The woman posing as Elsevene Nasmeyer is really lord Prio, an alarphon. The PCs may never realize they are not speaking to the right person (a Hard Insight check is needed to realize this). Despite this, talking to lord Piro does have effect. If the PCs convince Prio, she decides to meddle and convey the PC's arguments to the real Elsevene Nasmeyer.

THE ORDER OF TORM: TESTING THE LIONAR

The PCs may use the following plans to test Lionar Urse Telesseer:

Intimidate: Use firm language, ordering her to behave herself for the good of Cormyr

Religion: Enter a religious discussion, and keep her occupied so she has no time to do anything scandalous.

Bluff: Trick her into participating in something illegal, then expose her

Endurance: Enter a drinking contest to get her drunk, proving she is unfit.

THE LION'S DEN: INTRODUCING THE HOG

The PCs may use the following plans to introduce Burlar 'the Hog' to Grankleshard:

Diplomacy: Introduce Burlar through the normal manners and instruct him on etiquette

Buff/Intimidate: Act like a brute with worse manners than Burlar, allowing him to 'set you straight' and having Grankleshard overlook his own poor manners

Streetwise: Feed Burlar with information he can use to impress Grankleshard with his knowledge of the trade in Suzail

THE DUSK TALONS: LETTING NUALLA INSIDE

The PCs may use the following schemes to bring Nualla to her spy

Stealth: Sneak to the back door and open it

Thievery: Pick the lock on one of the library windows (Moderate DC) or the bedrooms (Hard DC)

Insight/Streetwise: Identify the spy yourself using clues and behavior by dropping hints. Then use Intimidate to force the spy to follow you outside.

The spy turns out to be a young man in the kitchen, whose father is a Zhent. The boy is forced to act as a spy. Nualla talks with him for some time, until she has what she wants: the name of a corrupt merchant that provides the orders to the boy's father. She then slips out again.

THE PROTECTORS OF NEVERWINTER: RECRUIT KARTOSH

The PCs may use the following plans to bring Nualla to recruit Kartosh the orc. Note that while they do not know what his mask is, he is rather easy to pick out from the crowd.

Diplomacy: Barter with him.

Endurance: Join him in drinking the stronger spirits of the ball, building a friendship

Athletics: Enter an arm wrestling contest and earn his respect

ENDING THE ENCOUNTER

The encounter ends once the PCs leave the mansion.

EXPERIENCE POINTS

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

TREASURE

Each PC who carries out his or her assignment is paid a reward of 15 / 25 / 50 / 100 / 150 gp at the end of the adventure and earns a Story Award reflecting that the PC has gained favor with that particular group.

ENCOUNTER 3: THE MAGE COUNCIL

IMPORTANT NPCs

Vainrence, Lord Warder of Cormyr

Aceeta Naerinth, Council Mage

Glathra Barcantle, Wizard of War

Essira Nynth, Council Mage

Vainrence, together with a number of council mages belonging to the Mage Council of Cormyr, await the PCs as they report their results about the kiira.

Seven wizards of war are gathered in the Chamber of the Purple Dragon, the central hall in the court of Cormyr. Vainrence is among them.

An older woman, dressed in dark robes, turns to you as you enter. “Did you obtain the kiira?”

There are seven mages present. A few names are given above. The woman speaking to the PC is Aceeta Naerinth, the mage who discovered the kiira's existence through divination.

If the PCs have the kiira, she asks to see it. She briefly inspects the item, but does not touch it. She confirms it is the correct kiira.

If the PCs did not succeed (or claim not to), Vainrence sighs.

“There is no other way. We will have to try using the Mind Spider.” The other mages nod, but they look uncomfortable.

In either case, Vainrence explains to the PCs that they will attempt to cure Mirabeta Selkirk of her insanity. They expect that she can provide them with much information.

He need the PCs' help with performing the cure. He is interested in any questions the PCs ask, especially when it comes to how he will deal with a cured Mirabeta. Vainrence does not know what Mirabeta will demand once she has been cured. He hopes that information will come willingly, but expects some negotiation will take place.

If necessary, he is willing to let Mirabeta go free – as long as what she can give them is worth it. This statement is met with some resistance among some of the mages.

If the PCs convinced Elsevyne Nasmeyr to speak up, she objects loudly, causing some friction and a bit of disturbance. Allow the PSC to join in the argument.

Eventually, Vainrence calms the crowd again, promising he will consider Mirabeta's release the ultimate measure, and that he will take the Mage Council's advice as leading in the matter.

If the PCs did not convince Elsevyne Nasmeyr, the mages murmur, but no string objections are raised.

Once the PCs have stated their arguments and had their questions answered, read or paraphrase the following.

Vainrence beckons, and the doors to the Eastern Court open. Mirabeta is brought in. She is strangely calm, but shadows leak from her skin, except around the brightly glowing bands around her neck and arms.

If the PCs have the kiira: Vainrence orders the PCs to put the kiira on Mirabeta while the mages cast a warding circle around her. The mages themselves do not touch the kiira or approach Mirabeta. Vainrence explains that the kiira, that has a certain intellect, may react aggressively to the powerful mages and treat them as enemies. He believes the PCs have proved they are able to handle the kiira safely, since they brought it here without going insane. If asked, he admits that this test is part of the reason he asked them to obtain it in the first place. He also admits there is still a risk, but the mages will use their warding magic to protect the PCs.

If the PCs refuse to put the kiira on Mirabeta, Vainrence orders one of the purple dragons to do so.

The kiira should be pressed against Mirabeta's head.

As soon as this is done, paraphrase the following:

A dark flash the kiira springs from the blue gem, and shadows curl around its electrum setting. Then, a great whirlpool of shadow bursts from Mirabeta's body, engulfing everything in the courtroom. Things go dark and a feeling of vertigo overwhelms you. You are falling, falling...

The PC' minds are sucked into the kiira. Only the PCs suffer this effect. The wizards are warded, and the purple dragon soldiers present are so overwhelmed that they lose consciousness altogether.

Continue with Encounter 4A.

If the PCs did not bring the kiira: The mages place a circlet it eight inwardly facing spikes on Mirabeta's head. They start a ritual that should cure Mirabeta's mind. The PCs are not to participate, but stand guard to intervene should something unforeseen happen, since the wizards are vulnerable during casting. The ritual is unsuccessful, and there is a backlash.

The mages chant, a sound that grows louder and louder and resonates in your head. Drak shadows curl around Mirabeta. They twist and coil.

Suddenly, the entire room goes dark. The sounds drop away, and there is a sense of falling.... Until you realize that you ARE falling.

The PCs are drawn into Mirabeta's Mind. Only the PCs suffer this effect. The wizards are warded, and the purple dragon soldiers present are so overwhelmed that they lose consciousness altogether.

Continue with Encounter 4B.

ENDING THE ENCOUNTER

Once the PCs are sucked into the kiira, continue with Encounter 4A. If the PCs suffer the backlash of the mages' ritual, go to Encounter 4B. Note that the backlash of the energy still triggers the Know Fear, No Fear skill challenge, and the PCs must fight Miribeta's memories. The dark elves are in the kiira, so talking with them or choosing to fight them is not an option.

EXPERIENCE POINTS

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

ENCOUNTER 4A: IN THE KIIRA

IMPORTANT NPC

Zz'Atri, male dark elf stinger in the kiira

As the PCs' consciousness is drawn into the kiira, they find their memories being drawn out of them and into the magical gem. Only the PCs suffer this effect. The wizards are warded, and the purple dragon soldiers present were overwhelmed, so their consciousness does not appear in the kiira's world.

At this time, have each player write their PC's greatest fear on a note card and give it to you. Then read or paraphrase the following.

The inside of the kiira is a barren plane that extends in all directions. Pockets of energy in flux litter the area.

It is very difficult to concentrate. You can sense your memories being pulled from your mind and it becomes increasingly difficult to recall your fondest memories, or even why you came here in the first place. You will need to resolve your quest quickly before your consciousness is consumed by the kiira.

A familiar looking elven warrior with dark skin and black hair materializes before you. He says, "Why are you still here? I thought we had concluded our business."

Zz'Atri is the guardian spirit of the kiira. He has already encountered the PCs and had a lengthy conversation with them about what to do next, however the PCs' memory of this meeting has already been removed by the kiira. Zz'Atri can anticipate what the PCs are going to say, since he already had this discussion with them. Use this to emphasize the nature of the kiira.

Zz'Atri is an Illithiiri. The Illithiiri were an dark elven race who were turned into drow by Correlon Larethian during the event known as the Descent of the Drow. A DC 25 History check reveals this. Zz'Atri is from before that time, and has a lot of knowledge of the past. He despises the drow, who are the distilled corruption of his people. Of the original clan, he and the other spirits in the kiira are the only ones left.

Zz'Atri knows that Mirabeta's memories hold many dangerous secrets, much more dangerous than the identities of Netherese spies in Cormyr. He is opposed the restoration of her memories. Use the following talking points as the PCs interact with Zz'Atri.

- Zz'Atri, and other dark elven spirits, guard the power of the kiira.

- They know that Mirabeta knows many dangerous secrets, including the True Name of one of the primordials.
- Allowing her to regain those memories are, in his opinion, a threat to all of creation.
- Zz'Atri and his allies no longer have a mortal presence, so they cannot interact with the memories in the kiira directly.
- The dark elves would like the PCs to engage and destroy all of Mirabeta's memories through the power of the kiira to prevent her knowledge from ever being used for destructive purposes.

Zz'Atri is telling the truth. The secrets Mirabeta knows are a threat to civilization, and the spirits do not wish to free that lost knowledge. They try to convince the PCs that their quest to recover Mirabeta's memories of a few spies is not worth the cost of the other memories she has accumulated.

Whether or not the risk is worth taking is entirely up to the PCs. Zz'Atri has little to offer the PCs for trusting him, though he does play up the reality that restoring Mirabeta's memories could have apocalyptic consequences.

There is no way to differentiate Mirabeta's memories, so restoring them or destroying them is an all-or-nothing proposition. At this point, the PCs have three options.

The first option is to choose to complete their original mission and restore Mirabeta's memories. This path results in the dark elves attempting to prevent them from doing so. The second option is to go along with Zz'Atri's request and destroy all of Mirabeta's memories, in which case the PCs must engage manifestations from Mirabeta's memory. Finally, the PCs might decide to choose neither path. In this case, Zz'Atri decides to try to defeat the PCs and take over their mortal bodies, so that he can destroy Mirabeta's memories himself. In this case, he unleashes some of her memories at the PCs to soften them up, then attacks with his allies in an attempt to finish them off.

ENDING THE ENCOUNTER

Once the PCs have chosen an option (restore the memories, destroy the memories, or neither), continue with Encounter 4B.

EXPERIENCE POINTS

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

ROLEPLAYING

Have as much fun as possible with Zz'Atri and the fact that he has already had this conversation with the PCs, possibly more than once. Here are a few suggestions.

- If the PCs begin by explaining who they are or why they are there, he might roll his eyes and say impatiently, “Yes, we’ve already been over who you are and why you are here. Can we get on with it, please?”
- If a PC makes a joke, Zz'Atri might dryly sigh and say, “It wasn’t funny the first time you made that comment either.”
- If a PC wants to attack Zz'Atri, he pulls back his clothing to show the wound of the attack the PC is about to use and says, “Please refrain from attacking me again. The first time was painful enough, and you came to realize that I mean you no harm.”
- If the PCs are taking too long to decide what to do, Zz'Atri suggests that they hurry up before they forget again and he has to suffer through this conversation another time.
- Towards the end of the discussion, Zz'Atri might suggest that the PCs write down their decision, in case they forget again. If a PC brings up the idea of taking notes first, Zz'Atri can reply, “Yes, you had that idea last time too. Look in your pocket.” In the PC’s pocket is a note in their own handwriting that says, “Remember to take notes next time.”

Try to always reference the previous “forgotten encounter” in Zz'Atri’s comments. Zz'Atri is not a mind reader. If a PC tries to test him by asking a question like, “What number am I thinking of?” he should give a reply such as, “Well, last time you asked you were thinking of the number 20. Of course, you probably forgot which number you thought of last time, so you might have chosen a different number this time.”

The PCs are not being tricked or attacked in any way. They really have experienced this encounter before and just forgotten. This is a unique encounter that can be rewarding, so let the players in on the fun too. If they suggest that their character would have said or done something in the initial interaction with Zz'Atri (which they have forgotten), allow evidence of the result of that action to come into play here.

TROUBLESHOOTING

If the PCs get bogged down in the decision or cannot come to a consensus, use the fading memories feature to move things along. Have each PC make an Intelligence

check. The PC with the lowest result has forgotten why they are here or what they should be doing. Continue this process until PCs with memory remaining come to consensus. If all PCs lose their memory, then Zz'Atri tells them that their mission is to destroy the memories, which sounds somewhat familiar...

ENCOUNTER 4B: MEMORIES

ENCOUNTER LEVEL 5/7/9/11/13

CREATURES

This encounter includes the following creatures:

- 2-4 dark elf stinger (W)
- 2-3 dark elf acolyte (H)
- 2-3 feyspitter spider (S)
- 6-10 spiderling (C)

OR this encounter includes the following creatures:

- 2-4 nothic mindwarp (W)
- 2-3 soman galt (H)
- 2-3 cilops creeper (S)
- 6-10 tainted wisp (C)

Wave 1:

- 1 dark elf stinger OR nothic mindwarp
- 1 dark elf acolyte OR soman galt
- 2 feyspitter spider OR cilops creeper
- 4 spiderling OR tainted wisp

Wave 2:

- 1 dark elf stinger OR nothic mindwarp
- 1 dark elf acolyte OR soman galt
- 2 spiderling OR tainted wisp

Wave 3:

- 1 dark elf stinger OR nothic mindwarp
- 1 feyspitter spider OR cilops creeper
- 2 spiderling OR tainted wisp

SCALING THE ENCOUNTER

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

Four PCs: Remove a feyspitter spider or cilops creeper from Wave 1. Remove the dark elf stinger or nothic mindwarp from Wave 2. Remove the two spiderling or two tainted wisp from Wave 3.

Six PCs: Add a dark elf acolyte or soman galt to Wave 1. Add a dark elf stinger or nothic mindwarp to Wave 2. Add two spiderling or two tainted wisp to Wave 3.

If the PCs chose to complete their original quest and restore Mirabeta's memories, then the dark elves manifest their defenses. Use the dark elf and spider monsters in all waves. Read or paraphrase the following.

Zz'Atri says calmly, "You made the same foolish choice last time. I had hoped with further reflection you would have seen reason. Very well. We cannot allow you to restore Mirabeta's memories. I am sorry it has come to this."

With that, other dark-skinned elves and spiders materialize around you. Zz'Atri commands, "Defenders of the kiira, come to my aid. We must stop these adventurers."

If the PCs chose to take Zz'Atri's advice and destroy Mirabeta's memories, or if they came upon this encounter due to the Mind Spider ritual, then her memories take the form of creatures Mirabeta encountered in her travels and vaguely remembers. Use the alternate set of monsters in all waves. Read or paraphrase the following.

Zz'Atri nods and says, "You have made the same wise choice again. Hurry, lest you forget." With that, he fades from view.

It is a short journey deeper into Mirabeta's mind. Her memories swirl around, then begin to manifest as random creatures from her past. These creatures must be destroyed to vanquish her memories once and for all.

If the PCs do not make a choice or forget why they are there, then Zz'Atri releases Mirabeta's manifestations to soften up the PCs, then he and his allies attack hoping to defeat the PCs and take over their corporeal forms. Use the alternate monsters from Wave 1, and the dark elves and spider reinforcements in Waves 2 and 3. Read or paraphrase the following.

Zz'Atri sighs, "I was afraid you would still not see reason. These memories must be destroyed, and thus, we regrettably must destroy your consciousness and inhabit your bodies so that we can destroy the memories ourselves. Perhaps the nightmares that inhabit this place can aid me."

With that, Zz'Atri fades away, and random nightmarish creatures materialize around you and attack.

FEATURES OF THE AREA

Energy Flux: The areas indicated on the map (and all areas beyond the edge of the map) are pockets of energy fueled by the thoughts of the inhabitants. Any creature that enters or ends its turn in an area of energy flux takes 1d6 + AL damage. The damage type is random, depending on the d6 damage roll: 1=poison; 2=psychic; 3=thunder; 4=lightning; 5=cold; 6=fire.

TACTICS

At the start of the combat, the PCs start within 2 squares of the central 3x3 black energy flux square. Surround the PCs with the monsters, alternating standard monsters and minions. At the end of Round 2, place the creatures from Wave 2 as they materialize in squares of your choice. At the end of Round 3, add the creatures from Wave 3.

The dark elf stingers gain combat advantage any way they can to gain the benefit of their extra damage. The dark elf acolytes target PCs near the stingers so that they grant combat advantage. They *pain strand* on a PC near or in energy flux to immobilize them. The feyspitter spiders attach PCs near energy flux to try and slide them into the damaging terrain. The spiderlings target PCs taking ongoing poison damage.

If a PC is near energy flux, the nothic mindwarp will try to push them in. Otherwise, they target non-striker PCs, especially leaders, so they can stay invisible to their biggest threats. Soman Galt tries to slow PCs who are isolated, to prevent them from participating in the skill challenge. If he is near bloodied, he provokes opportunity attacks in order to activate his aura. The cilops creeper looks for combat advantage whenever possible, and will delay if it needs to in order to get a flank from an ally. The tainted wisp moves to provide flanks for the other creatures if needed, and prefers to attack those in the aura of vulnerability once Soman Galt becomes bloodied.

All monsters are aware of the skill challenge and hamper the PCs to the best of their ability. They use forced movement powers to place PCs in the center of energy flux areas so that other PCs must move into the energy flux to be adjacent to them.

SKILL CHALLENGE: KNOW FEAR, NO FEAR

Goal: Each PC must, through the aid of allies, overcome their greatest fears.

Complexity: special

Primary Skills: any

Victory: All of the PCs overcome their fear and become courageous.

Defeat: Until the challenge is completed, the PCs suffer penalties based on how afraid they are.

At the beginning of combat, the monsters activate the power of the kiira removing as many memories as possible from the PCs. Phobias are some of the deepest rooted memories, and these remain. The PCs' enemies, figments in the kiira, morph and twist themselves to

represent the PCs' greatest fears. Be sure to describe the combatants as frightening nightmares, and all the PCs can remember is their own fear. Because of this environmental effect, each PC becomes Terrified at the beginning of combat. Distribute Player's Handout 2.

With successful skill checks, the PCs can improve the mental state of their allies. The mechanics are as follows:

- **Terrified:** While terrified, the PC has shaky hands (-2 to attack rolls) and shaky feat (forced movement effects are increased by 2).
- **Afraid:** When improved to afraid, the PC can ignore either shaky hands or shaky feet. In addition, they gain an additional use of one of their encounter powers.
- **Courageous:** When improved to courageous, the PC no longer suffers from shaky hands or feet. In addition, the PC can spend a healing surge or make a saving throw. At AL2, the PC gains an additional use of an encounter or daily power; at AL4, the PC gains an additional use of an encounter power.

The monsters feed on the fear of the PCs. The monsters gain the following benefits:

- **Terrified:** While within 5 squares of at least one terrified PC, monsters gain regeneration equal to the AL and Resist All equal to half of the AL.
- **Afraid:** While within 5 squares of at least one afraid PC, monsters gain regeneration equal to half of the AL.
- **Courageous:** When all PCs are courageous, the monsters gain vulnerability to all damage equal to the AL.

Although each PC is trying to deal with their own fears, they can pull themselves together to help each other improve on their condition. In order to do so, a PC must be adjacent to the ally they want to help. By touching their ally, they can momentarily enter the ally's mind and help them deal with the fear.

Each time this happens, the PC has entered the mind of another and is helping them overcome their fear. This is an excellent opportunity to allow the PCs freedom to roleplay with each other. Let the target PC describe what the PC making the skill check sees in their mind. The PC making the check can then interact with the scene presented by the target PC. With additional checks, the scene can change. This is an excellent opportunity to let the players literally explore the minds of their PCs. If a player is not interested in

presenting their PC's greatest fear as a mental image to another player, you should step in and describe the scene yourself. The goal is to have roleplaying fun during the combat, even when it requires pausing the action with the monsters for a moment.

This skill challenge is intentionally open ended. It is expected that each PC is able to use their best skills. Obvious choices are Bluff, Diplomacy, Heal, and Intimidate, but you should allow any skill that the PC can describe appropriate to the scene presented. For example, the PC might use Acrobatics to dodge through the nightmare in the mind of their ally, Religion to strengthen their resolve through faith, or History to recall a weakness of the fearsome nightmare. Emphasize this process as a roleplaying opportunity during combat, and use the note cards provided by the players to provide descriptions of the horrors they face. For example, the image of a twisted rust monster devouring their belongings might attack a PC who is afraid of losing his wealth.

Any Skill Hard DC (standard action or free action)

At the end of the end of a PC's turn, they can make a free action skill check of their choice to aid an adjacent PC. If the PCs wish to progress through the skill challenge more quickly, they can also make checks as standard actions. This is in addition to the check made as a free action at the end of the turn.

On a success, the target PC improves from Terrified to Afraid. If the target PC was already Afraid, then they improve to Courageous.

On a failure, there is no improvement for the target PC. However, the PC attempting the check gains some insight into how a different approach may be better. The next check the PC attempting the skill check makes on the same target PC with a different skill gains a +5 bonus.

Note that PCs cannot cure themselves. These are deep-rooted fears that they have lived with most of their lives and have been unable to overcome to this point. It is only through the aid of others that they can face, and overcome, these deep-rooted fears.

ENDING THE ENCOUNTER

If the PCs defeat the dark elves, they can restore Mirabeta's memories in a few minutes. If the PCs defeat Mirabeta's memories, Zz'Atri materializes and thanks them for saving the world from the forbidden knowledge. If the PCs fought both waves, nothing further happens in the kiira.

Regardless of their decision, the PCs can perform the brief ritual (which takes a few minutes) to exit the

kiira and make their report. Continue with the Conclusion.

EXPERIENCE POINTS

This encounter represents the major objective for the adventure. If it matters, treat this encounter as an entire milestone unto itself (two encounters' worth).

ROLEPLAYING

At the end of the encounter, distribute the note cards with the fears the PCs faced among the PCs. You can do this randomly, or keep track of which PCs are helping each other during the skill challenge. Tell them that they have experienced great fear, and in regaining their memories, some of the fears of their allies are now shared fears.

While this has no mechanical impact on the game, it allows for character growth and can be a source of roleplaying opportunities in future adventures. Encourage the PCs to make a note of their newly acquired fear on their story award.

ENCOUNTER 4B: MEMORIES (AL 2)

Dark Elf Stinger	Level 1 Skirmisher
Medium fey humanoid, elf	XP 100
HP 33; Bloodied 16	Initiative +7
AC 15, Fortitude 12, Reflex 14, Will 12	Perception +6
Speed 6	Darkvision
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Effect: The elf shifts 3 squares before or after the attack.	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 6 damage, or 2d6 + 6 if the elf has combat advantage against the target.	
M Sword Flourish • Recharge 5-6	
Effect: The elf uses short sword twice, then gains a +2 power bonus to AC until the start of its next turn.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the elf's next turn. The zone blocks line of sight for all creatures except the elf. While entirely in the zone, any creature other than the elf is blinded.	
Skills Acrobatics +10, Athletics +7, Stealth +10	
Str 15 (+2)	Dex 21 (+5) Wis 12 (+1)
Con 17 (+3)	Int 13 (+1) Cha 17 (+3)
Alignment Unaligned Languages Common, Elven	
Equipment leather armor, short sword	

Feysplitter Spider	Level 1 Controller
Medium fey beast (spider)	XP 100
HP 32; Bloodied 16	Initiative +3
AC 15, Fortitude 13, Reflex 13, Will 12	Perception +2
Speed 6, climb 6 (spider climb)	Tremorsense 5
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); 6 vs. AC	
Hit: 1d6 + 1 damage, and ongoing 5 poison damage (save ends).	
Each Failed Saving Throw: The spider slides the target 3 squares.	
C Poison Spittle (poison) • At-Will	
Attack: Close blast 3 (creatures in the blast); +4 vs. Will	
Hit: Ongoing 5 poison damage (save ends).	
Each Failed Saving Throw: The spider slides the target 3 squares.	
TRIGGERED ACTIONS	
Fey Leap (teleportation) • Recharge 5-6	
Trigger: An enemy hits the spider with a melee attack.	
Effect (Immediate Interrupt): The spider teleports 3 squares.	
Skills Acrobatics +8	
Str 13 (+1)	Dex 16 (+3) Wis 14 (+2)
Con 16 (+3)	Int 7 (-2) Cha 11 (+0)
Alignment unaligned Languages -	

Dark Elf Acolyte	Level 1 Controller (Leader)
Medium fey humanoid, elf	XP 100
HP 30; Bloodied 15	Initiative +1
AC 18, Fortitude 15, Reflex 16, Will 16	Perception +3
Speed 6	Darkvision
TRAITS	
O Vengeful Fervor • Aura 2	
Spider allies and elf allies in the aura gain a +2 bonus to damage rolls against enemies in the aura.	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage, and the target grants combat advantage until it leaves the acolyte's aura (save ends).	
R Pain Strand (poison) • At-Will	
Attack: Ranged 5 (one creature); +4 vs. Reflex	
Hit: 1d6 damage, ongoing 5 poison damage, and the target is immobilized (save ends both).	
MINOR ACTIONS	
R Strengthen Poison • Recharge if this power misses	
Attack: Ranged 5 (one creature taking ongoing poison damage); +4 vs. Fortitude	
Hit: The ongoing poison damage increases by 5, and the target is weakened (save ends both).	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +4 vs. Reflex	
Hit: Until the end of the acolyte's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.	
R Pain Link (healing) • Encounter	
Effect: Ranged 5 (one spider ally or elf ally); the target takes 10 damage and the acolyte regains 10 hit points.	
Skills Arcana +8, Intimidate +8, Religion +8	
Str 10 (+0)	Dex 13 (+1) Wis 16 (+3)
Con 14 (+2)	Int 16 (+3) Cha 16 (+3)
Alignment Unaligned Languages Common, Elven	
Equipment chain mail, mace	

Spiderling	Level 1 Minion Skirmisher
Small natural beast (spider)	XP 25
HP 1; a missed attack never damages a minion	Initiative +4
AC 15, Fortitude 11, Reflex 13, Will 12	Perception +1
Speed 6, climb 6 (spider climb)	Tremorsense 5
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2 poison damage, and the target gains vulnerable 4 poison until the end of the spiderling's next turn. If the target already has vulnerability to poison damage, increase the vulnerability by 1.	
Skills Acrobatics +7	
Str 11 (+0)	Dex 15 (+2) Wis 12 (+1)
Con 10 (+0)	Int 4 (-3) Cha 7 (-2)
Alignment unaligned Languages -	

Nothic Mindwarp	Level 1 Lurker
Medium aberrant humanoid	XP 100
HP 30; Bloodied 15	Initiative +7
AC 18, Fortitude 25, Reflex 17, Will 15	Perception +1
Speed 6	Darkvision, truesight 10
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage	
R Warping Gaze (illusion, psychic) • Recharge when the power misses	
Attack: Ranged 5 (one creature); +4 vs. Will	
Hit: 1d6 + 5 psychic damage, and the target grants combat advantage (save ends). Until this effect ends, the nothic is invisible to every enemy but the target, and its claw deals 1d6 extra damage to the target. When this effect ends, the power recharges.	
Miss: The nothic has partial concealment until the end of its next turn.	
C Forbidding Glare (fear, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +4 vs. Will	
Hit: 1d8 + 2 psychic damage, the nothic pushes the target up to 2 squares.	
Miss: Half damage, and the nothic can push the target 1 square.	
Skills Stealth +8	
Str 16 (+3)	Dex 16 (+3)
Con 18 (+4)	Int 8 (-1)
	Cha 9 (-1)
Alignment Unaligned	Languages Deep Speech

Cilops Creeper	Level 1 Skirmisher
Large natural beast	XP 100
HP 28; Bloodied 14	Initiative +5
AC 15, Fortitude 11, Reflex 13, Will 14	Perception +9
Speed 7, climb 7	
Resist 5 psychic	Darkvision
TRAITS	
Combat Advantage (psychic)	
The creeper's melee attacks deal 1d6 extra psychic damage to any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d10 + 4 damage.	
Effect: The cilops shifts 2 squares.	
M Paralyzing Antennae • Encounter	
Attack: Melee 1 (one creature granting combat advantage to the creeper); +4 vs. Fortitude	
Hit: 1d6 + 3 damage, and the target is dazed and immobilized until the end of the creeper's next turn.	
MINOR ACTIONS	
Follow Psychic Trail • Encounter	
Effect: Choose one creature that the creeper can see. Until the end of the encounter, that creature grants combat advantage to the creeper and cannot become hidden from it.	
Str 12 (+1)	Dex 16 (+3)
Con 12 (+1)	Int 1 (-5)
	Cha 12 (+1)
Alignment Unaligned	Languages -

Soman Galt	Level 1 Controller
Medium natural humanoid, dwarf	XP 100
HP 34; Bloodied 17	Initiative +2
AC 15, Fortitude 14, Reflex 14, Will 12	Perception -1
Speed 5 (7 while bloodied)	Low-light vision
TRAITS	
O Dissonant Gibberish • Aura 5	
While Galt is bloodied, enemies in the aura have vulnerable 3 psychic and take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Whipping Warhammer (weapon) • At-Will	
Attack: Melee 2 (one creature); +6 vs. AC	
Hit: 1d8 damage.	
Effect: Galt can slide the target 1 square.	
R Transmute the Unwilling (psychic) • At-Will	
Attack: Ranged 5 (one creature); +4 vs. Fortitude	
Hit: 1d8 + 4 psychic damage, and the target is slowed (save ends).	
Miss: The target is slowed until the end of its next turn.	
C Weave Nightmares (illusion, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +4 vs. Will	
Hit: 1d6 + 5 psychic damage, and the target is dazed (save ends).	
Miss: Half damage, and the target is dazed until the end of its next turn.	
MOVE ACTIONS	
Twist Space (teleportation) • Encounter	
Effect: Galt teleports up to 3 squares. He can teleport into the space of another creature. If he does so, that creature teleports to the space that Galt just left and grants combat advantage until the end of its next turn.	
Skills Bluff +7, Stealth +7	
Str 14 (+2)	Dex 15 (+2)
Con 18 (+4)	Int 19 (+4)
	Cha 15 (+2)
Alignment Unaligned	Languages Common, Dwarven, Deep Speech
Equipment warhammer	

Tainted Wisp	Level 1 Minion Lurker
Small aberrant magical beast	XP 25
HP 1; a missed attack never damages a minion	Initiative +7
AC 15, Fortitude 12, Reflex 14, Will 13	Perception +2
Immune disease, poison	
Speed fly 6 (hover)	Darkvision
TRAITS	
Incorporeal Form • Encounter	
When an attack hits the tainted wisp, roll a d20. On a 10+, the tainted wisp takes no damage.	
STANDARD ACTIONS	
m Tainted Caress (psychic) • At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 4 psychic damage.	
Str 11 (+0)	Dex 16 (+3)
Con 13 (+1)	Int 4 (-3)
	Cha 10 (+0)
Alignment Chaotic Evil	Languages -

ENCOUNTER 4B: MEMORIES (AL 4)

Dark Elf Stinger	Level 3 Skirmisher
Medium fey humanoid, elf	XP 150
HP 49; Bloodied 24	Initiative +8
AC 17, Fortitude 14, Reflex 16, Will 14	Perception +7
Speed 6	Darkvision
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
<i>Effect:</i> The elf shifts 3 squares before or after the attack.	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2d6 + 5 damage, or 3d6 + 5 if the elf has combat advantage against the target.	
M Sword Flourish • Recharge 5-6	
<i>Effect:</i> The elf uses short sword twice, then gains a +2 power bonus to AC until the start of its next turn.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
<i>Effect:</i> Close burst 1. The burst creates a zone that lasts until the end of the elf's next turn. The zone blocks line of sight for all creatures except the elf. While entirely in the zone, any creature other than the elf is blinded.	
Skills Acrobatics +11, Athletics +8, Stealth +11	
Str 15 (+3)	Dex 21 (+6) Wis 12 (+2)
Con 17 (+4)	Int 13 (+2) Cha 17 (+4)
Alignment Unaligned Languages Common, Elven	
Equipment leather armor, short sword	

Feysplitter Spider	Level 3 Controller
Medium fey beast (spider)	XP 150
HP 48; Bloodied 24	Initiative +4
AC 17, Fortitude 15, Reflex 15, Will 14	Perception +3
Speed 6, climb 6 (spider climb)	Tremorsense 5
STANDARD ACTIONS	
m Bite (poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d6 + 3 damage, and ongoing 5 poison damage (save ends).	
<i>Each Failed Saving Throw:</i> The spider slides the target 3 squares.	
C Poison Spittle (poison) • At-Will	
<i>Attack:</i> Close blast 3 (creatures in the blast); +6 vs. Will	
<i>Hit:</i> Ongoing 10 poison damage (save ends).	
<i>Each Failed Saving Throw:</i> The spider slides the target 3 squares.	
TRIGGERED ACTIONS	
Fey Leap (teleportation) • Recharge 5-6	
<i>Trigger:</i> An enemy hits the spider with a melee attack.	
<i>Effect (Immediate Interrupt):</i> The spider teleports 3 squares.	
Skills Acrobatics +9	
Str 13 (+2)	Dex 16 (+4) Wis 14 (+3)
Con 16 (+4)	Int 7 (-1) Cha 11 (+1)
Alignment unaligned Languages -	

Dark Elf Acolyte	Level 3 Controller (Leader)
Medium fey humanoid, elf	XP 150
HP 46; Bloodied 23	Initiative +2
AC 17, Fortitude 14, Reflex 15, Will 15	Perception +4
Speed 6	Darkvision
TRAITS	
O Vengeful Fervor • Aura 2	
Spider allies and elf allies in the aura gain a +2 bonus to damage rolls against enemies in the aura.	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2d8 + 1 damage, and the target grants combat advantage until it leaves the acolyte's aura (save ends).	
R Pain Strand (poison) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +6 vs. Reflex	
<i>Hit:</i> 1d6 + 2 damage, ongoing 5 poison damage, and the target is immobilized (save ends both).	
MINOR ACTIONS	
R Strengthen Poison • Recharge if this power misses	
<i>Attack:</i> Ranged 5 (one creature taking ongoing poison damage); +6 vs. Fortitude	
<i>Hit:</i> The ongoing poison damage increases by 5, and the target is weakened (save ends both).	
R Darkfire • Encounter	
<i>Attack:</i> Ranged 10 (one creature); +6 vs. Reflex	
<i>Hit:</i> Until the end of the acolyte's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.	
R Pain Link (healing) • Encounter	
<i>Effect:</i> Ranged 5 (one spider ally or elf ally); the target takes 10 damage and the acolyte regains 10 hit points.	
Skills Arcana +9, Intimidate +9, Religion +9	
Str 10 (+1)	Dex 13 (+2) Wis 16 (+4)
Con 14 (+3)	Int 16 (+4) Cha 16 (+4)
Alignment Unaligned Languages Common, Elven	
Equipment chain mail, mace	

Spiderling	Level 3 Minion Skirmisher
Small natural beast (spider)	XP 38
HP 1; a missed attack never damages a minion	Initiative +5
AC 17, Fortitude 13, Reflex 15, Will 14	Perception +2
Speed 6, climb 6 (spider climb)	Tremorsense 5
STANDARD ACTIONS	
m Bite (poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2 poison damage, and the target gains vulnerable 5 poison until the end of the spiderling's next turn. If the target already has vulnerability to poison damage, increase the vulnerability by 2.	
Skills Acrobatics +9	
Str 11 (+1)	Dex 15 (+3) Wis 12 (+2)
Con 10 (+1)	Int 4 (-2) Cha 7 (-1)
Alignment unaligned Languages -	

Nothic Mindwarp	Level 3 Lurker
Medium aberrant humanoid	XP 150
HP 42; Bloodied 21	Initiative +8
AC 20, Fortitude 17, Reflex 19, Will 17	Perception +2
Speed 6	Darkvision, truesight 10
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage	
R Warping Gaze (illusion, psychic) • Recharge when the power misses	
Attack: Ranged 5 (one creature); +6 vs. Will	
Hit: 2d6 + 4 psychic damage, and the target grants combat advantage (save ends). Until this effect ends, the nothic is invisible to every enemy but the target, and its claw deals 1d6 extra damage to the target. When this effect ends, the power recharges.	
Miss: The nothic has partial concealment until the end of its next turn.	
C Forbidding Glare (fear, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +6 vs. Will	
Hit: 1d8 + 4 psychic damage, the nothic pushes the target up to 2 squares.	
Miss: Half damage, and the nothic can push the target 1 square.	
Skills Stealth +9	
Str 16 (+4)	Dex 16 (+4) Wis 12 (+2)
Con 18 (+5)	Int 8 (+0) Cha 9 (+0)
Alignment Unaligned Languages Deep Speech	

Cilops Creeper	Level 3 Skirmisher
Large natural beast	XP 150
HP 44; Bloodied 22	Initiative +6
AC 17, Fortitude 13, Reflex 15, Will 16	Perception +10
Speed 7, climb 7	
Resist 5 psychic	Darkvision
TRAITS	
Combat Advantage (psychic)	
The creeper's melee attacks deal 1d6 extra psychic damage to any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10 + 6 damage.	
Effect: The cilops shifts 2 squares.	
M Paralyzing Antennae • Encounter	
Attack: Melee 1 (one creature granting combat advantage to the creeper); +6 vs. Fortitude	
Hit: 1d6 + 5 damage, and the target is dazed and immobilized until the end of the creeper's next turn.	
MINOR ACTIONS	
Follow Psychic Trail • Encounter	
Effect: Choose one creature that the creeper can see. Until the end of the encounter, that creature grants combat advantage to the creeper and cannot become hidden from it.	
Str 12 (+2)	Dex 16 (+4) Wis 19 (+5)
Con 12 (+2)	Int 1 (-4) Cha 12 (+2)
Alignment Unaligned Languages -	

Soman Galt	Level 3 Controller
Medium natural humanoid, dwarf	XP 150
HP 50; Bloodied 25	Initiative +3
AC 17, Fortitude 16, Reflex 16, Will 14	Perception +0
Speed 5 (7 while bloodied)	Low-light vision
TRAITS	
O Dissonant Gibberish • Aura 5	
While Galt is bloodied, enemies in the aura have vulnerable 5 psychic and take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Whipping Warhammer (weapon) • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d8 + 2 damage.	
Effect: Galt can slide the target 1 square.	
R Transmute the Unwilling (psychic) • At-Will	
Attack: Ranged 5 (one creature); +6 vs. Fortitude	
Hit: 1d8 + 6 psychic damage, and the target is slowed (save ends).	
Miss: The target is slowed until the end of its next turn.	
C Weave Nightmares (illusion, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +6 vs. Will	
Hit: 2d6 + 4 psychic damage, and the target is dazed (save ends).	
Miss: Half damage, and the target is dazed until the end of its next turn.	
MOVE ACTIONS	
Twist Space (teleportation) • Encounter	
Effect: Galt teleports up to 3 squares. He can teleport into the space of another creature. If he does so, that creature teleports to the space that Galt just left and grants combat advantage until the end of its next turn.	
Skills Bluff +8, Stealth +8	
Str 14 (+3)	Dex 15 (+3) Wis 9 (+0)
Con 18 (+5)	Int 19 (+5) Cha 15 (+3)
Alignment Unaligned Languages Common, Dwarven, Deep Speech	
Equipment warhammer	

Tainted Wisp	Level 3 Minion Lurker
Small aberrant magical beast	XP 38
HP 1; a missed attack never damages a minion	Initiative +8
AC 17, Fortitude 14, Reflex 16, Will 15	Perception +3
Immune disease, poison	
Speed fly 6 (hover)	Darkvision
TRAITS	
Incorporeal Form • Encounter	
When an attack hits the tainted wisp, roll a d20. On a 10+, the tainted wisp takes no damage.	
STANDARD ACTIONS	
m Tainted Caress (psychic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 5 psychic damage.	
Str 11 (+1)	Dex 16 (+4) Wis 15 (+3)
Con 13 (+2)	Int 4 (-2) Cha 10 (+1)
Alignment Chaotic Evil Languages -	

ENCOUNTER 4B: MEMORIES (AL 6)

Dark Elf Stinger	Level 5 Skirmisher
Medium fey humanoid, elf	XP 200
HP 65; Bloodied 32	Initiative +9
AC 19, Fortitude 16, Reflex 17, Will 15	Perception +8
Speed 6	Darkvision
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Effect: The elf shifts 3 squares before or after the attack.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 7 damage, or 3d6 + 7 if the elf has combat advantage against the target.	
M Sword Flourish • Recharge 5-6	
Effect: The elf uses short sword twice, then gains a +2 power bonus to AC until the start of its next turn.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the elf's next turn. The zone blocks line of sight for all creatures except the elf. While entirely in the zone, any creature other than the elf is blinded.	
Skills Acrobatics +12, Athletics +9, Stealth +12	
Str 15 (+4)	Dex 21 (+7) Wis 12 (+3)
Con 17 (+5)	Int 13 (+3) Cha 17 (+5)
Alignment Unaligned Languages Common, Elven	
Equipment leather armor, short sword	

Feysplitter Spider	Level 5 Controller
Medium fey beast (spider)	XP 200
HP 64; Bloodied 32	Initiative +5
AC 19, Fortitude 17, Reflex 17, Will 16	Perception +4
Speed 6, climb 6 (spider climb)	Tremorsense 5
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d6 + 5 damage, and ongoing 5 poison damage (save ends).	
Each Failed Saving Throw: The spider slides the target 3 squares.	
C Poison Spittle (poison) • At-Will	
Attack: Close blast 3 (creatures in the blast); +8 vs. Will	
Hit: Ongoing 10 poison damage (save ends).	
Each Failed Saving Throw: The spider slides the target 3 squares.	
TRIGGERED ACTIONS	
Fey Leap (teleportation) • Recharge 5-6	
Trigger: An enemy hits the spider with a melee attack.	
Effect (Immediate Interrupt): The spider teleports 3 squares.	
Skills Acrobatics +10	
Str 13 (+3)	Dex 16 (+5) Wis 14 (+4)
Con 16 (+5)	Int 7 (+0) Cha 11 (+2)
Alignment unaligned Languages -	

Dark Elf Acolyte	Level 5 Controller (Leader)
Medium fey humanoid, elf	XP 200
HP 62; Bloodied 31	Initiative +3
AC 19, Fortitude 16, Reflex 17, Will 17	Perception +5
Speed 6	Darkvision
TRAITS	
O Vengeful Fervor • Aura 2	
Spider allies and elf allies in the aura gain a +2 bonus to damage rolls against enemies in the aura.	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 3 damage, and the target grants combat advantage until it leaves the acolyte's aura (save ends).	
R Pain Strand (poison) • At-Will	
Attack: Ranged 5 (one creature); +8 vs. Reflex	
Hit: 1d6 + 4 damage, ongoing 5 poison damage, and the target is immobilized (save ends both).	
MINOR ACTIONS	
R Strengthen Poison • Recharge if this power misses	
Attack: Ranged 5 (one creature taking ongoing poison damage); +8 vs. Fortitude	
Hit: The ongoing poison damage increases by 5, and the target is weakened (save ends both).	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +8 vs. Reflex	
Hit: Until the end of the acolyte's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.	
R Pain Link (healing) • Encounter	
Effect: Ranged 5 (one spider ally or elf ally); the target takes 10 damage and the acolyte regains 10 hit points.	
Skills Arcana +10, Intimidate +10, Religion +10	
Str 10 (+2)	Dex 13 (+3) Wis 16 (+5)
Con 14 (+4)	Int 16 (+5) Cha 16 (+5)
Alignment Unaligned Languages Common, Elven	
Equipment chain mail, mace	

Spiderling	Level 5 Minion Skirmisher
Small natural beast (spider)	XP 50
HP 1; a missed attack never damages a minion	Initiative +6
AC 19, Fortitude 15, Reflex 17, Will 16	Perception +3
Speed 6, climb 6 (spider climb)	Tremorsense 5
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2 poison damage, and the target gains vulnerable 5 poison until the end of the spiderling's next turn. If the target already has vulnerability to poison damage, increase the vulnerability by 2.	
Skills Acrobatics +9	
Str 11 (+2)	Dex 15 (+4) Wis 12 (+3)
Con 10 (+2)	Int 4 (-1) Cha 7 (+0)
Alignment unaligned Languages -	

Nothic Mindwarp	Level 5 Lurker
Medium aberrant humanoid	XP 200
HP 54; Bloodied 27	Initiative +9
AC 22, Fortitude 19, Reflex 21, Will 19	Perception +3
Speed 6	Darkvision, truesight 10
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage	
R Warping Gaze (illusion, psychic) • Recharge when the power misses	
Attack: Ranged 5 (one creature); +8 vs. Will	
Hit: 2d6 + 6 psychic damage, and the target grants combat advantage (save ends). Until this effect ends, the nothic is invisible to every enemy but the target, and its claw deals 1d6 extra damage to the target. When this effect ends, the power recharges.	
Miss: The nothic has partial concealment until the end of its next turn.	
C Forbidding Glare (fear, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +8 vs. Will	
Hit: 1d8 + 6 psychic damage, the nothic pushes the target up to 2 squares.	
Miss: Half damage, and the nothic can push the target 1 square.	
Skills Stealth +10	
Str 16 (+5)	Dex 16 (+5) Wis 12 (+3)
Con 18 (+6)	Int 8 (+1) Cha 9 (+1)
Alignment Unaligned Languages Deep Speech	

Cilops Creeper	Level 5 Skirmisher
Large natural beast	XP 200
HP 60; Bloodied 30	Initiative +7
AC 19, Fortitude 15, Reflex 17, Will 18	Perception +11
Speed 7, climb 7	
Resist 5 psychic	Darkvision
TRAITS	
Combat Advantage (psychic)	
The creeper's melee attacks deal 1d6 extra psychic damage to any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 8 damage.	
Effect: The cilops shifts 2 squares.	
M Paralyzing Antennae • Encounter	
Attack: Melee 1 (one creature granting combat advantage to the creeper); +8 vs. Fortitude	
Hit: 2d6 + 4 damage, and the target is dazed and immobilized until the end of the creeper's next turn.	
MINOR ACTIONS	
Follow Psychic Trail • Encounter	
Effect: Choose one creature that the creeper can see. Until the end of the encounter, that creature grants combat advantage to the creeper and cannot become hidden from it.	
Str 12 (+3)	Dex 16 (+5) Wis 19 (+6)
Con 12 (+3)	Int 1 (-3) Cha 12 (+3)
Alignment Unaligned Languages -	

Soman Galt	Level 5 Controller
Medium natural humanoid, dwarf	XP 200
HP 66; Bloodied 33	Initiative +4
AC 19, Fortitude 18, Reflex 18, Will 16	Perception +1
Speed 5 (7 while bloodied)	Low-light vision
TRAITS	
O Dissonant Gibberish • Aura 5	
While Galt is bloodied, enemies in the aura have vulnerable 5 psychic and take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Whipping Warhammer (weapon) • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 1d8 + 4 damage.	
Effect: Galt can slide the target 1 square.	
R Transmute the Unwilling (psychic) • At-Will	
Attack: Ranged 5 (one creature); +8 vs. Fortitude	
Hit: 2d8 + 4 psychic damage, and the target is slowed (save ends).	
Miss: The target is slowed until the end of its next turn.	
C Weave Nightmares (illusion, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +10 vs. Will	
Hit: 3d6 + 3 psychic damage, and the target is dazed (save ends).	
Miss: Half damage, and the target is dazed until the end of its next turn.	
MOVE ACTIONS	
Twist Space (teleportation) • Encounter	
Effect: Galt teleports up to 3 squares. He can teleport into the space of another creature. If he does so, that creature teleports to the space that Galt just left and grants combat advantage until the end of its next turn.	
Skills Bluff +9, Stealth +9	
Str 14 (+4)	Dex 15 (+4) Wis 9 (+1)
Con 18 (+6)	Int 19 (+6) Cha 15 (+4)
Alignment Unaligned Languages Common, Dwarven, Deep Speech	
Equipment warhammer	

Tainted Wisp	Level 5 Minion Lurker
Small aberrant magical beast	XP 50
HP 1; a missed attack never damages a minion	Initiative +9
AC 19, Fortitude 16, Reflex 18, Will 17	Perception +4
Immune disease, poison	
Speed fly 6 (hover)	Darkvision
TRAITS	
Incorporeal Form • Encounter	
When an attack hits the tainted wisp, roll a d20. On a 10+, the tainted wisp takes no damage.	
STANDARD ACTIONS	
m Tainted Caress (psychic) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 6 psychic damage.	
Str 11 (+2)	Dex 16 (+5) Wis 15 (+4)
Con 13 (+3)	Int 4 (-1) Cha 10 (+2)
Alignment Chaotic Evil Languages -	

ENCOUNTER 4B: MEMORIES (AL 8)

Dark Elf Stinger	Level 7 Skirmisher
Medium fey humanoid, elf	XP 300
HP 81; Bloodied 40	Initiative +10
AC 21, Fortitude 18, Reflex 20, Will 18	Perception +9
Speed 6	Darkvision
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Effect: The elf shifts 3 squares before or after the attack.	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 9 damage, or 3d6 + 9 if the elf has combat advantage against the target.	
M Sword Flourish • Recharge 5-6	
Effect: The elf uses short sword twice, then gains a +2 power bonus to AC until the start of its next turn.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the elf's next turn. The zone blocks line of sight for all creatures except the elf. While entirely in the zone, any creature other than the elf is blinded.	
Skills Acrobatics +13, Athletics +10, Stealth +13	
Str 15 (+5) Dex 21 (+8) Wis 12 (+4)	
Con 17 (+6) Int 13 (+4) Cha 17 (+6)	
Alignment Unaligned Languages Common, Elven	
Equipment leather armor, short sword	

Feysplitter Spider	Level 7 Controller
Medium fey beast (spider)	XP 300
HP 80; Bloodied 40	Initiative +6
AC 21, Fortitude 19, Reflex 19, Will 18	Perception +5
Speed 6, climb 6 (spider climb)	Tremorsense 5
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d6 + 7 damage, and ongoing 5 poison damage (save ends).	
Each Failed Saving Throw: The spider slides the target 3 squares.	
C Poison Spittle (poison) • At-Will	
Attack: Close blast 3 (creatures in the blast); +10 vs. Will	
Hit: Ongoing 10 poison damage (save ends).	
Each Failed Saving Throw: The spider slides the target 3 squares.	
TRIGGERED ACTIONS	
Fey Leap (teleportation) • Recharge 5-6	
Trigger: An enemy hits the spider with a melee attack.	
Effect (Immediate Interrupt): The spider teleports 3 squares.	
Skills Acrobatics +11	
Str 13 (+4) Dex 16 (+6) Wis 14 (+5)	
Con 16 (+6) Int 7 (+1) Cha 11 (+3)	
Alignment unaligned Languages -	

Dark Elf Acolyte	Level 7 Controller (Leader)
Medium fey humanoid, elf	XP 300
HP 78; Bloodied 39	Initiative +4
AC 21, Fortitude 18, Reflex 19, Will 19	Perception +6
Speed 6	Darkvision
TRAITS	
O Vengeful Fervor • Aura 2	
Spider allies and elf allies in the aura gain a +2 bonus to damage rolls against enemies in the aura.	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 5 damage, and the target grants combat advantage until it leaves the acolyte's aura (save ends).	
R Pain Strand (poison) • At-Will	
Attack: Ranged 5 (one creature); +10 vs. Reflex	
Hit: 2d6 + 3 damage, ongoing 5 poison damage, and the target is immobilized (save ends both).	
MINOR ACTIONS	
R Strengthen Poison • Recharge if this power misses	
Attack: Ranged 5 (one creature taking ongoing poison damage); +10 vs. Fortitude	
Hit: The ongoing poison damage increases by 5, and the target is weakened (save ends both).	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: Until the end of the acolyte's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.	
R Pain Link (healing) • Encounter	
Effect: Ranged 5 (one spider ally or elf ally); the target takes 10 damage and the acolyte regains 10 hit points.	
Skills Arcana +11, Intimidate +11, Religion +11	
Str 10 (+3) Dex 13 (+4) Wis 16 (+6)	
Con 14 (+5) Int 16 (+6) Cha 16 (+6)	
Alignment Unaligned Languages Common, Elven	
Equipment chain mail, mace	

Spiderling	Level 7 Minion Skirmisher
Small natural beast (spider)	XP 75
HP 1; a missed attack never damages a minion	Initiative +7
AC 21, Fortitude 17, Reflex 19, Will 18	Perception +4
Speed 6, climb 6 (spider climb)	Tremorsense 5
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3 poison damage, and the target gains vulnerable 5 poison until the end of the spiderling's next turn. If the target already has vulnerability to poison damage, increase the vulnerability by 2.	
Skills Acrobatics +10	
Str 11 (+3) Dex 15 (+5) Wis 12 (+4)	
Con 10 (+3) Int 4 (+0) Cha 7 (+1)	
Alignment unaligned Languages -	

Nothic Mindwarp	Level 7 Lurker
Medium aberrant humanoid	XP 300
HP 66; Bloodied 33	Initiative +10
AC 24, Fortitude 21, Reflex 23, Will 21	Perception +4
Speed 6	Darkvision, truesight 10
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 8 damage	
R Warping Gaze (illusion, psychic) • Recharge when the power misses	
Attack: Ranged 5 (one creature); +10 vs. Will	
Hit: 2d6 + 8 psychic damage, and the target grants combat advantage (save ends). Until this effect ends, the nothic is invisible to every enemy but the target, and its claw deals 1d6 extra damage to the target. When this effect ends, the power recharges.	
Miss: The nothic has partial concealment until the end of its next turn.	
C Forbidding Glare (fear, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +10 vs. Will	
Hit: 2d8 + 4 psychic damage, the nothic pushes the target up to 2 squares.	
Miss: Half damage, and the nothic can push the target 1 square.	
Skills Stealth +11	
Str 16 (+6)	Dex 16 (+6) Wis 12 (+4)
Con 18 (+7)	Int 8 (+2) Cha 9 (+2)
Alignment Unaligned Languages Deep Speech	

Cilops Creeper	Level 7 Skirmisher
Large natural beast	XP 300
HP 76; Bloodied 38	Initiative +8
AC 21, Fortitude 17, Reflex 19, Will 20	Perception +12
Speed 7, climb 7	
Resist 5 psychic	Darkvision
TRAITS	
Combat Advantage (psychic)	
The creeper's melee attacks deal 1d6 extra psychic damage to any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d10 + 10 damage.	
Effect: The cilops shifts 2 squares.	
M Paralyzing Antennae • Encounter	
Attack: Melee 1 (one creature granting combat advantage to the creeper); +10 vs. Fortitude	
Hit: 2d6 + 6 damage, and the target is dazed and immobilized until the end of the creeper's next turn.	
MINOR ACTIONS	
Follow Psychic Trail • Encounter	
Effect: Choose one creature that the creeper can see. Until the end of the encounter, that creature grants combat advantage to the creeper and cannot become hidden from it.	
Str 12 (+4)	Dex 16 (+6) Wis 19 (+7)
Con 12 (+4)	Int 1 (-2) Cha 12 (+4)
Alignment Unaligned Languages -	

Soman Galt	Level 7 Controller
Medium natural humanoid, dwarf	XP 300
HP 82; Bloodied 41	Initiative +5
AC 21, Fortitude 20, Reflex 20, Will 18	Perception +2
Speed 5 (7 while bloodied)	Low-light vision
TRAITS	
O Dissonant Gibberish • Aura 5	
While Galt is bloodied, enemies in the aura have vulnerable 5 psychic and take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Whipping Warhammer (weapon) • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 1d8 + 6 damage.	
Effect: Galt can slide the target 1 square.	
R Transmute the Unwilling (psychic) • At-Will	
Attack: Ranged 5 (one creature); +10 vs. Fortitude	
Hit: 2d8 + 6 psychic damage, and the target is slowed (save ends).	
Miss: The target is slowed until the end of its next turn.	
C Weave Nightmares (illusion, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +10 vs. Will	
Hit: 3d6 + 5 psychic damage, and the target is dazed (save ends).	
Miss: Half damage, and the target is dazed until the end of its next turn.	
MOVE ACTIONS	
Twist Space (teleportation) • Encounter	
Effect: Galt teleports up to 3 squares. He can teleport into the space of another creature. If he does so, that creature teleports to the space that Galt just left and grants combat advantage until the end of its next turn.	
Skills Bluff +10, Stealth +10	
Str 14 (+5)	Dex 15 (+5) Wis 9 (+2)
Con 18 (+7)	Int 19 (+7) Cha 15 (+5)
Alignment Unaligned Languages Common, Dwarven, Deep Speech	
Equipment warhammer	

Tainted Wisp	Level 7 Minion Lurker
Small aberrant magical beast	XP 75
HP 1; a missed attack never damages a minion	Initiative +10
AC 21, Fortitude 18, Reflex 20, Will 19	Perception +5
Immune disease, poison	
Speed fly 6 (hover)	Darkvision
TRAITS	
Incorporeal Form • Encounter	
When an attack hits the tainted wisp, roll a d20. On a 10+, the tainted wisp takes no damage.	
STANDARD ACTIONS	
m Tainted Caress (psychic) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 7 psychic damage.	
Str 11 (+3)	Dex 16 (+6) Wis 15 (+5)
Con 13 (+4)	Int 4 (+0) Cha 10 (+3)
Alignment Chaotic Evil Languages -	

ENCOUNTER 4B: MEMORIES (AL 10)

Dark Elf Stinger	Level 9 Skirmisher
Medium fey humanoid, elf	XP 400
HP 97; Bloodied 48	Initiative +11
AC 23, Fortitude 20, Reflex 22, Will 20	Perception +10
Speed 6	Darkvision
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
<i>Effect:</i> The elf shifts 3 squares before or after the attack.	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 3d6 + 8 damage, or 4d6 + 8 if the elf has combat advantage against the target.	
M Sword Flourish • Recharge 5-6	
<i>Effect:</i> The elf uses short sword twice, then gains a +2 power bonus to AC until the start of its next turn.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
<i>Effect:</i> Close burst 1. The burst creates a zone that lasts until the end of the elf's next turn. The zone blocks line of sight for all creatures except the elf. While entirely in the zone, any creature other than the elf is blinded.	
Skills Acrobatics +14, Athletics +11, Stealth +14	
Str 15 (+6)	Dex 21 (+9) Wis 12 (+5)
Con 17 (+7)	Int 13 (+5) Cha 17 (+7)
Alignment Unaligned Languages Common, Elven	
Equipment leather armor, short sword	

Feysplitter Spider	Level 9 Controller
Medium fey beast (spider)	XP 400
HP 96; Bloodied 48	Initiative +7
AC 23, Fortitude 21, Reflex 21, Will 20	Perception +6
Speed 6, climb 6 (spider climb)	Tremorsense 5
STANDARD ACTIONS	
m Bite (poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 2d6 + 6 damage, and ongoing 5 poison damage (save ends).	
<i>Each Failed Saving Throw:</i> The spider slides the target 3 squares.	
C Poison Spittle (poison) • At-Will	
<i>Attack:</i> Close blast 3 (creatures in the blast); +12 vs. Will	
<i>Hit:</i> Ongoing 10 poison damage (save ends).	
<i>Each Failed Saving Throw:</i> The spider slides the target 3 squares.	
TRIGGERED ACTIONS	
Fey Leap (teleportation) • Recharge 5-6	
<i>Trigger:</i> An enemy hits the spider with a melee attack.	
<i>Effect (Immediate Interrupt):</i> The spider teleports 3 squares.	
Skills Acrobatics +12	
Str 13 (+5)	Dex 16 (+7) Wis 14 (+6)
Con 16 (+7)	Int 7 (+2) Cha 11 (+4)
Alignment unaligned Languages -	

Dark Elf Acolyte	Level 9 Controller (Leader)
Medium fey humanoid, elf	XP 400
HP 94; Bloodied 47	Initiative +5
AC 23, Fortitude 20, Reflex 21, Will 21	Perception +7
Speed 6	Darkvision
TRAITS	
O Vengeful Fervor • Aura 2	
Spider allies and elf allies in the aura gain a +2 bonus to damage rolls against enemies in the aura.	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, and the target grants combat advantage until it leaves the acolyte's aura (save ends).	
R Pain Strand (poison) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +12 vs. Reflex	
<i>Hit:</i> 2d6 + 5 damage, ongoing 5 poison damage, and the target is immobilized (save ends both).	
MINOR ACTIONS	
R Strengthen Poison • Recharge if this power misses	
<i>Attack:</i> Ranged 5 (one creature taking ongoing poison damage); +12 vs. Fortitude	
<i>Hit:</i> The ongoing poison damage increases by 5, and the target is weakened (save ends both).	
R Darkfire • Encounter	
<i>Attack:</i> Ranged 10 (one creature); +12 vs. Reflex	
<i>Hit:</i> Until the end of the acolyte's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.	
R Pain Link (healing) • Encounter	
<i>Effect:</i> Ranged 5 (one spider ally or elf ally); the target takes 10 damage and the acolyte regains 10 hit points.	
Skills Arcana +12, Intimidate +12, Religion +12	
Str 10 (+4)	Dex 13 (+5) Wis 16 (+7)
Con 14 (+6)	Int 16 (+7) Cha 16 (+7)
Alignment Unaligned Languages Common, Elven	
Equipment chain mail, mace	

Spiderling	Level 9 Minion Skirmisher
Small natural beast (spider)	XP 100
HP 1; a missed attack never damages a minion	Initiative +8
AC 23, Fortitude 19, Reflex 21, Will 20	Perception +5
Speed 6, climb 6 (spider climb)	Tremorsense 5
STANDARD ACTIONS	
m Bite (poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 5 poison damage, and the target gains vulnerable 5 poison until the end of the spiderling's next turn. If the target already has vulnerability to poison damage, increase the vulnerability by 2.	
Skills Acrobatics +11	
Str 11 (+4)	Dex 15 (+6) Wis 12 (+5)
Con 10 (+4)	Int 4 (+1) Cha 7 (+2)
Alignment unaligned Languages -	

Nothic Mindwarp	Level 9 Lurker
Medium aberrant humanoid	XP 400
HP 78; Bloodied 39	Initiative +11
AC 26, Fortitude 23, Reflex 25, Will 23	Perception +5
Speed 6	Darkvision, truesight 10
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d6 + 7 damage	
R Warping Gaze (illusion, psychic) • Recharge when the power misses	
Attack: Ranged 5 (one creature); +12 vs. Will	
Hit: 3d6 + 7 psychic damage, and the target grants combat advantage (save ends). Until this effect ends, the nothic is invisible to every enemy but the target, and its claw deals 1d6 extra damage to the target. When this effect ends, the power recharges.	
Miss: The nothic has partial concealment until the end of its next turn.	
C Forbidding Glare (fear, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +12 vs. Will	
Hit: 2d8 + 6 psychic damage, the nothic pushes the target up to 2 squares.	
Miss: Half damage, and the nothic can push the target 1 square.	
Skills Stealth +12	
Str 16 (+7)	Dex 16 (+7)
Con 18 (+8)	Int 8 (+3)
	Wis 12 (+5)
	Cha 9 (+3)
Alignment Unaligned Languages Deep Speech	

Cilops Creeper	Level 9 Skirmisher
Large natural beast	XP 400
HP 92; Bloodied 46	Initiative +9
AC 23, Fortitude 19, Reflex 21, Will 22	Perception +13
Speed 7, climb 7	
Resist 5 psychic	Darkvision
TRAITS	
Combat Advantage (psychic)	
The creeper's melee attacks deal 1d6 extra psychic damage to any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 7 damage.	
Effect: The cilops shifts 2 squares.	
M Paralyzing Antennae • Encounter	
Attack: Melee 1 (one creature granting combat advantage to the creeper); +12 vs. Fortitude	
Hit: 3d6 + 5 damage, and the target is dazed and immobilized until the end of the creeper's next turn.	
MINOR ACTIONS	
Follow Psychic Trail • Encounter	
Effect: Choose one creature that the creeper can see. Until the end of the encounter, that creature grants combat advantage to the creeper and cannot become hidden from it.	
Str 12 (+5)	Dex 16 (+7)
Con 12 (+5)	Int 1 (-1)
	Wis 19 (+8)
	Cha 12 (+5)
Alignment Unaligned Languages -	

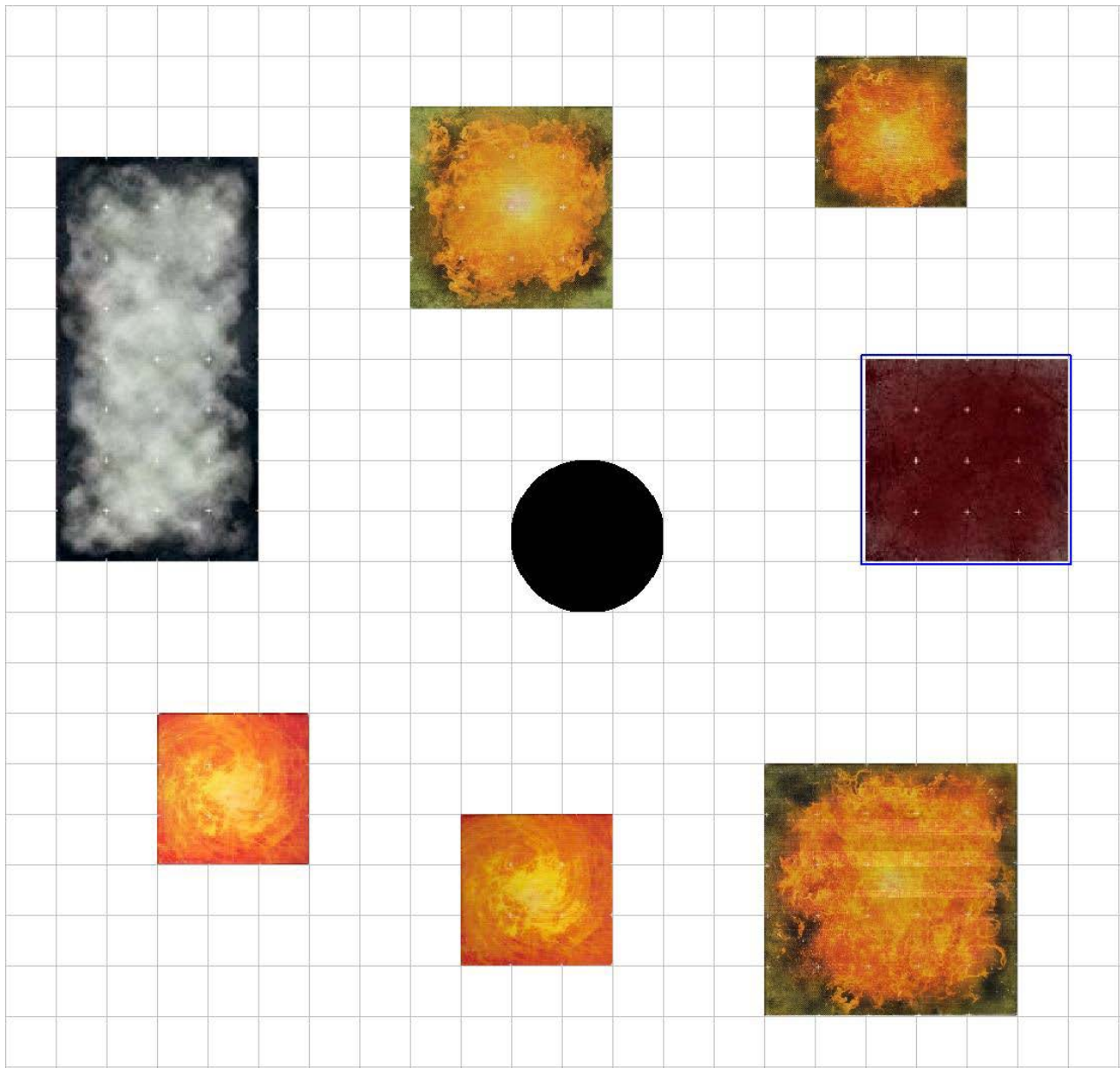
Soman Galt	Level 9 Controller
Medium natural humanoid, dwarf	XP 400
HP 98; Bloodied 49	Initiative +6
AC 23, Fortitude 22, Reflex 22, Will 20	Perception +3
Speed 5 (7 while bloodied)	Low-light vision
TRAITS	
O Dissonant Gibberish • Aura 5	
While Galt is bloodied, enemies in the aura have vulnerable 5 psychic and take a -2 penalty to saving throws.	
STANDARD ACTIONS	
m Whipping Warhammer (weapon) • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d8 + 4 damage.	
Effect: Galt can slide the target 1 square.	
R Transmute the Unwilling (psychic) • At-Will	
Attack: Ranged 5 (one creature); +12 vs. Fortitude	
Hit: 2d8 + 8 psychic damage, and the target is slowed (save ends).	
Miss: The target is slowed until the end of its next turn.	
C Weave Nightmares (illusion, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +12 vs. Will	
Hit: 3d6 + 7 psychic damage, and the target is dazed (save ends).	
Miss: Half damage, and the target is dazed until the end of its next turn.	
MOVE ACTIONS	
Twist Space (teleportation) • Encounter	
Effect: Galt teleports up to 3 squares. He can teleport into the space of another creature. If he does so, that creature teleports to the space that Galt just left and grants combat advantage until the end of its next turn.	
Skills Bluff +11, Stealth +11	
Str 14 (+6)	Dex 15 (+6)
Con 18 (+8)	Int 19 (+8)
	Wis 9 (+3)
	Cha 15 (+6)
Alignment Unaligned Languages Common, Dwarven, Deep Speech	
Equipment warhammer	

Tainted Wisp	Level 9 Minion Lurker
Small aberrant magical beast	XP 100
HP 1; a missed attack never damages a minion	Initiative +11
AC 23, Fortitude 20, Reflex 22, Will 21	Perception +6
Immune disease, poison	
Speed fly 6 (hover)	Darkvision
TRAITS	
Incorporeal Form • Encounter	
When an attack hits the tainted wisp, roll a d20. On a 10+, the tainted wisp takes no damage.	
STANDARD ACTIONS	
m Tainted Caress (psychic) • At-Will	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 8 psychic damage.	
Str 11 (+4)	Dex 16 (+7)
Con 13 (+5)	Int 4 (+1)
	Wis 15 (+6)
	Cha 10 (+4)
Alignment Chaotic Evil Languages -	

ENCOUNTER 4B: MEMORIES MAP

The tiles on this map are an approximation. Any map with several 3x3 or larger areas of energy flux will suit the purpose. Therefore, no tile sets are listed. Terrain tiles from any set are fine.

The PCs start within 2 squares of the 3x3 black energy flux area. The monsters begin around the PCs.



CONCLUDING THE ADVENTURE

Eventually, the PCs wake again.

They lay on the floor of the Palace Court. Around them, several mages and purple dragons pick themselves from the floor. Mirabeta lies still in a corner.

Only Vainrence is up, leaning against a pillar, pale and exhausted.

“That... did not go entirely as planned.”

The results of the adventure depends on the choices the PCs made.

If the PCs chose to restore Mirabeta’s memories:

Mirabeta eventually wakes. Her insanity is gone, She looks thoughtful. When asked if she is ready to testify, she states:

“You want your share. I want mine.”

Vainrence’s eyes narrow. “Do not test my patience, woman. You would share your knowledge with us.”

Mirabeta shrugs. “I would. I did not say when.

But do not fret. I am most willing to share.

I do not see a future for me where I am in shackles. That is all I am saying. Either you accommodate me, and I will make you win your war. Or you do not, and then I will be quiet, and see what you make of it.”

If an argument had broken out over releasing her, add:

Elsevyne Nasmeyr steps forward “Do not believe one minute you will be set free! We will not stand for that!”

Mirabeta smiles, shadows clinging close to her skin.

“Am I asking that? All I wish is some... comfort. I am nothing but reasonable.”

Allow the PCs to argue. Eventually, Vainrence interrupts:

“Fine. We will hear your demands. But first!”

He beckons, and one of the Purple Dragons steps forward, bearing a sword.

“Orblyn, The Edge of Justice.” Veinmrece proclaims. “Put your hand on the blade, woman, and state your name.”

The woman steps forward, and rests her hand on the hilt.

“I am Overmistress of Sembia. I am the Heart in Shadow. I am Mirabeta Selkirk.”

The blade flares.

If the PCs chose to remove Mirabeta’s memories:

Mirabeta eventually wakes. Her insanity is gone, but she has a haunted look. When asked if she is ready to testify, she states:

“I... don’t remember.”

Vainrence’s nostrils flare. “What do you mean, woman? You would share your knowledge with us!”

Mirabeta shakes her head. “I would. I just do not remember anything since...” She looks puzzled at her hands. ‘Why am I leaking shadow? What is this? This is Cormyr! How did I get her? Who are you? I am the Overmistress of Sembia! I demand to speak to Vangerdahast!’”

PCs realize that Vangerdahast has been dead for almost a century. Mirabeta has lost most of her memories of the past century.

Vainrence knows only one way to confirm this:

Vainrence beckons, and one of the Purple Dragons steps forward, bearing a sword.

“Orblyn, The Edge of Justice.” Vainrence proclaims. “Put your hand on the blade, woman, and state your name and the year as you remember it.”

The woman steps forward, and rests her hand on the hilt.

“I am Mirabeta Selkirk, Overmistress of Sembia. It is the Year of Lightning Storms.”

The blade flares, and the mages groan.

If the PCs performed the Mind Spider or did nothing: Mirabeta remains comatose and remains insane. Vainrence expresses his dismay at having the ritual fail, but does not dare do it again. He calls the Purple Dragons and orders them to bring Mirabeta to her cell.

STORY AWARDS

Even if the PCs failed to cure Mirabeta and restore her memories, Vainrence is thankful for their help. All PCs earn the rewards provided by the Crown as noted in the treasure section.

PCs who restored Mirabeta’s memories earn **PREQ07 An Darkness Released**

PCs who removed Mirabeta’s memories earn **PREQ08 A New Start**

Any PCs that participated in the skill challenge in encounter 4B earn **PREQ06 Know Fear, No Fear**.

Finally, if PCs succeeded in their side quest, they earn **PREQ09 A Favor Given, A Favor Received** (fill in the appropriate organization on the Story Award)

TREASURE

The PCs are paid 50 / 75 / 125 / 250 / 375 gp each for their efforts, regardless of the decision they made regarding Mirabeta's memories.

REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

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

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

ADVENTURE LEVEL 2

Minimum Award: 225 XP per PC

Acquired the Kiira: +50 XP

Completed a side-mission: +50 XP

Defeated Mirabeta, the Kiira, or the Shadow assassins: +100 XP

Maximum Award: 425 XP per PC

Base Gold: 75 gp per PC

(Encounter 1: 10 gp; Encounter 2: 15 gp; Conclusion: 50 gp)

ADVENTURE LEVEL 4

Minimum Award: 325 XP per PC

Acquired the Kiira: +75 XP

Completed a side-mission: +75 XP

Defeated Mirabeta, the Kiira, or the Shadow assassins: +125 XP

Maximum Award: 600 XP per PC

Base Gold: 125 gp per PC

(Encounter 1: 25 gp; Encounter 2: 25 gp; Conclusion: 75 gp)

ADVENTURE LEVEL 6

Minimum Award: 450 XP per PC

Acquired the Kiira: +125 XP

Completed a side-mission: +125 XP

Defeated Mirabeta, the Kiira, or the Shadow assassins: +200 XP

Maximum Award: 850 XP per PC

Base Gold: 225 gp per PC

(Encounter 1: 50 gp; Encounter 2: 50 gp; Conclusion: 125 gp)

ADVENTURE LEVEL 8

Minimum Award: 650 XP per PC

Acquired the Kiira: +150 XP

Completed a side-mission: +150 XP

Defeated Mirabeta, the Kiira, or the Shadow assassins: +250 XP

Maximum Award: 1200 XP per PC

Base Gold: 450 gp per PC

(Encounter 1: 100 gp; Encounter 2: 100 gp;

Conclusion: 250 gp)

ADVENTURE LEVEL 10

Minimum Award: 900 XP per PC

Acquired the Kiira: +250 XP

Completed a side-mission: +250 XP

Defeated Mirabeta, the Kiira, or the Shadow assassins: +300 XP

Maximum Award: 1700 XP per PC

Base Gold: 675 gp per PC

(Encounter 1: 150 gp; Encounter 2: 150 gp;

Conclusion: 375 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 for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist’s weapon +1* is listed as a Treasure, a player selects the form of the weapon

amongst the choices possible for that magic item (light blades). If the player selects the item as a +1 *duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING:

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. Pass out certificates to the players for their Story Awards.

Note that PREQ07 and PREQ08 are mutually exclusive; which one the PCs get is determined by the decision they made regarding Mirabeta's memories.

PREQ06 Know Fear, No Fear

You and your allies confronted your greatest fears. By helping one another, you both overcame your own fear and helped them overcome theirs.

One time only, you may tap your newfound courage to choose one of the following benefits. Activating this power does not require an action (treat as No Action).

- Remove one condition caused by a fear effect from yourself or an ally within 5 squares.
- You gain resist 10 psychic until the end of your next turn.
- You gain a +5 bonus to a skill check made for the purpose of overcoming fear (this could be your own fear, or you might be helping someone else overcome their fear; DM's discretion).

When you use the power to gain any one of the above effects, void this Story Award.

PREQ07 Shadows on Your Side

You restored Mirabeta's memories, allowing her to remember terrible secrets. Though this is traumatic for her, the information is of utmost importance. You also gain the ability to remember a single forgotten secret or piece of information.

One time only, you miraculously recall some obscure bit of information. Void this Story Award to automatically succeed at one knowledge check with a Hard DC (or less).

PREQ08 A New Start

You caused Mirabeta's memories to be lost forever. The information would have been valuable to Cormyr, but considering the secrets she knew... perhaps this was an act of mercy.

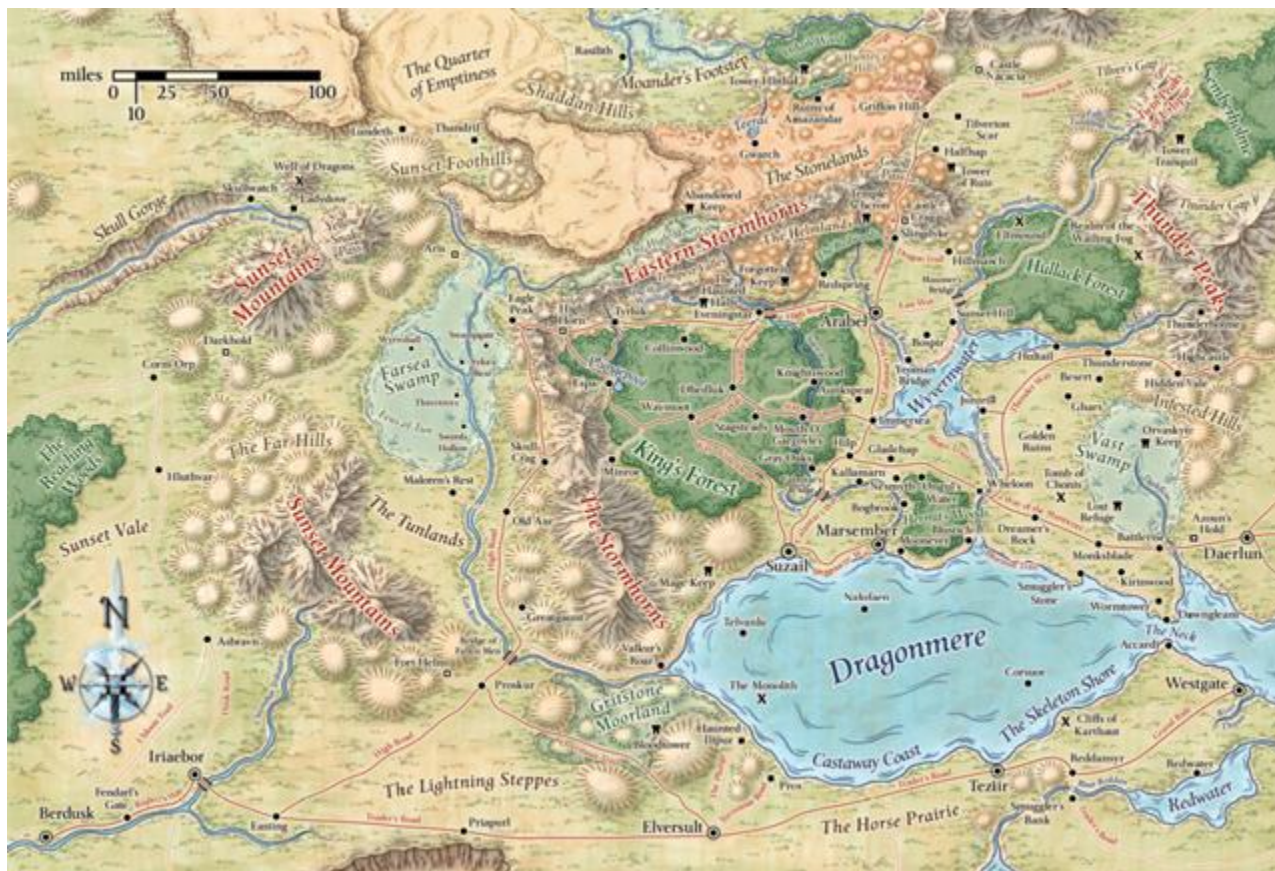
One time only, you can forget a bad experience and try again. Void this Story Award to reroll one skill check after the DM tells you that you have failed the check.

PREQ09 A Favor Given, A Favor Received

You succeeded on a quest for a sponsor. This Story Award counts as one favor with the following meta-organization: _____

HANDOUT 1: CORMYR

*"And in this land I'll proudly stand, Until my dying day, sir;
For whate'er a king o'er all command, I'll still be a Cormyte brave, sir."
– The Cormyte's Boast, Cormyr: A Novel*



Cormyr (pronounced core-MEER), also known as the Forest Country and the Land of the Purple Dragon, is an independent nation in Interior Faerûn. It is one of the most prosperous countries of Faerûn.

Cormyr controls the part of the Dragon Coast between Easting and Westgate, including the cities of Proskur, Priapurl, Elversult, and Teziir.

Cormyr was founded as a monarchy in about 26 DR. Its current sovereign is King Foril.

LAWS OF CORMYR

The following laws are posted at all major entry points to Cormyr:

- All persons entering Cormyr must register with the officials of a border garrison.
- Foreign currency can only be used in certain locations. Please exchange your coins for Cormyrean golden lions at your first opportunity.
- Adventurers must acquire a charter before undertaking any operation as a group.
- All weapons must be peace-bonded. The only persons exempt from this law are members of chartered adventuring groups and members of mercenary groups that can offer proof of employment.
- Harming cats is forbidden.
- Bow your head to royalty and the local nobility.
- Purple Dragons have the right to search you upon request.
- Hunting on private land is forbidden.

HANDOUT 2: KNOW FEAR, NO FEAR

THE KIIRA

The Kiira is absorbing your memories. While surface memories are removed first, those deeply rooted in your mind become stronger. Some of these deep-rooted memories are the source of your greatest fear. While this paralyzing fear is detrimental to you, the creatures you are fighting seem to feed on it. While these personal fears are impossible to overcome on your own during this encounter, your allies may be able to help you.

Aiding an ally with their fear requires touching them and entering their mind, fully possible while within the kiira. When you end your turn, you can take a free action to make a skill check on one adjacent PC. With a Hard DC success, you improve their condition. If you fail, you gain some insight into a different approach and gain a +5 bonus to your next skill check on that PC, provided you use a different skill. If you wish to help your allies more, you can make a skill attempt with a standard action, still against a Hard DC.

Terrified: All PCs begin the encounter terrified. While terrified, you have both shaky hands (-2 penalty to attack rolls) and shaky feet (forced movement powers from enemies push/pull/slide you 2 additional squares).

Afraid: When an ally makes a successful skill check on you while you are terrified, you improve to just being afraid. While afraid, you either have shaky hands (-2 penalty to attack rolls) or shaky feet (forced movement powers from enemies push/pull/slide you 2 additional squares); choose which one to keep when you are no longer terrified. You also gain an additional use of one of your encounter powers. This can be an attack power, utility power, theme power, racial power, second wind, channel divinity, or any other power that is typically only useable once per encounter.

Courageous: When an ally makes a successful skill check on you while you are afraid, you improve to courageous. You no longer have shaky hands or shaky feet. In addition, you can spend a healing surge or attempt a saving throw when you first reach this level.

(AL2 only: You also gain an additional use of one encounter or daily power.)

(AL4 only: You also gain an additional use of one encounter power, other than the power gained when afraid.)

The enemies feed on your fears and become empowered. All monsters in this encounter gain these benefits:

Terrified: While within 5 squares of a terrified PC, monsters have regeneration equal to the AL and resist all equal to one-half the AL.

Afraid: While within 5 squares of an afraid PC, monsters have regeneration equal to the AL.

Courageous: When all PCs are courageous, monsters have vulnerability to all damage equal to the AL.

HANDOUT 3: FACTION OVERVIEW

THE HARPERS

The Harpers are a secretive organization that opposes Netheril. They consist of two separate groups that occasionally work together, primarily based in Luruar and the Dalelands. The Harpers only recruit people they trust.

The contact: Mishell Nymone, a wood elf ranger from Shadowdale

The mission: Plant an enchanted coin on Lady Irlingstar. The lady wears an eladrin mask. Do not engage the lady in battle in any way – she is very dangerous.

THE ORDER OF TORM

The Order of Torm are lead by paladins devoted to Torm. Their main bastion is the Town of Elturel in Elturgard.

The contact: Everyn Cadwy, paladin of Torm

The mission: Test whether Lionar Urse Telesseer, who wears a wolf mask, is fit to lead the Tormite forces. With her make sure she stays out of trouble, or expose her as unfit so she can be replaced.

THE LION'S DEN

The Lion's Den are sponsored adventurers from a merchant guild in Scornubel in Elturgard.

The contact: Councilman Orin Buffus

The mission: Introduce Burlar 'the Hog', who wears a dragon mask, to Grankleshard, and prevent him from making an oaf of himself.

THE DUSK TALONS

The Dusk talons are a thieves guild from Iriaebor near Elturgard. They prefer to see themselves as 'freedom fighters'.

The contact: Nualla A'Ashemi.

The mission: Open a backdoor so the Dusk Talons can question a Zhent spy in the Grankleshard household.

THE PROTECTORS OF NEVERWINTER

Lord Neverember has formed the 'Protectors of Neverwinter' as a force of sponsored adventurers. The protectors are strong, independent minded individuals allied with the city who can deal with unexpected threats to the city.

The contact: Dolmy the bard

The mission: Befriend the orc Kartosh and recruit him for the restoration of Neverwinter.

THE STELLAR FELLOWSHIP OF GENTLE ADVENTURERS

The Stellar Fellowship of Gentle Adventurers is based in the Fall of Stars adventurers club. They encourage their members to be heroic and to fight evil. They try to make adventurers respected throughout the Realms.

The contact: Dayan Nenthyn

The mission: Convince council mage Elsevene Nasmeyr, who wears a featureless mask, to vote against the release of Mirabeta Selkirk.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

PREQ5~1 EDGE OF JUSTICE

PREQ06 Know Fear, No Fear

You and your allies confronted your greatest fears and overcame them. One time only, you may tap your newfound courage and void this Story Award to choose one of the following benefits. Activating this power does not require an action (treat as No Action).

- Remove one condition caused by a fear effect from yourself or an ally within 5 squares.
- You gain resist 10 psychic until the end of your next turn.
- You gain a +5 bonus to a skill check made for the purpose of overcoming fear (this could be your own fear, or you might be helping someone else overcome their fear; DM's discretion).

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One time only, you miraculously recall some obscure bit of information. Void this Story Award to automatically succeed at one knowledge check with a Hard DC (or less).

PREQ08 A New Start

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One time only, you can forget a bad experience and try again. Void this Story Award to reroll one skill check after the DM tells you that you have failed.

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DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

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PREQ09 A Favor Given, a Favor Received

You succeeded on a quest for a sponsor. This Story Award counts as one favor with the following meta-organization:

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"/>
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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"/>
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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"/>
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