

A VENGEFUL DREAM

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

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An eerie tale told around a late-night fire leads to a mystery of fear, loss, and murder. A *Living Forgotten Realms* adventure set in Mossbridges for characters of the Heroic tier (levels 1-10) with additional roleplaying opportunities for PCs who are members of the Knights of the Golden Rooster meta-organization or have related Story Awards from the MINI2 series of adventures set in Ravens Bluff. This adventure focuses heavily on investigation and roleplaying, and has fewer opportunities for combat than most LFR adventures.

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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 non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

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

Any character of the appropriate tier may play the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five adventure levels within each tier. The choice of adventure level 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 adventure level 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 level 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either level 2 or level 4, but they will probably choose level 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

CHARACTER DEATH

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

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

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

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

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

The town of Mossbridges has lived in the shadow of Ravens Bluff for centuries, sometimes being drug into the various scandals and schemes that surround the larger city, which is home to many adventurers and their intrigues. However, most of the time, life in Mossbridges is relatively quiet.

Recently however, life in the Vast was not so quiet. A young elven woman named Ilsaba, was viciously attacked on the road by brigands. They robbed, tortured, and scarred her and left her dying in the ditch. She desperately tried to cling to life with a dream of vengeance but her injuries were too great and her body gave out. However, her prayers were still heard, and after a fashion, they were answered. Sehanine Moonbow, the elven deity of dreams, the moon and death, gave life to Ilsaba's dream that it might continue.

Thinking herself reborn, Ilsaba took on a new persona, The Woman in White, who stalks the road between Mossbridges and Ravens Bluff hoping for revenge against those that wronged her, and in the meantime dispensing a final justice on any who might seek to do, or have ever done, harm by any means. Death stalks the road, and all eventually meet her.

DM's INTRODUCTION

The adventure begins in a roadside inn in Vesperin, on the road to Mossbridges from Ravens Bluff. There, on a dark night, the PCs hear the tale of the Woman in White and have that bard's tale further corroborated by

one of the inn's patrons, a man named Veph, who tells his own story about the cold and final justice offered when one meets the apparition. While in the inn, the party crosses paths with Athler Heartsong, a Knight of the Hawk from Ravens Bluff who is on other urgent business. He implores the PCs, particularly if any of them also have ties to the city's Knighthoods, to investigate and solve this mystery.

Encounter One (Skill Challenge): The PCs have the opportunity to follow up on the various tales about the Woman in White. This skill challenge is spread out over the entire adventure, and has scenes in Encounters Two, Three, Five, Six, Seven and Eight.

Encounter Two (Skill Challenge): The PCs have the opportunity to learn that Veph has committed suicide. They may search his room and interview a traveler who arrived this morning and witnessed the Woman in White along the road.

Encounter Three (Skill Challenge): The PCs investigate the scene of Ilsaba's (the original Woman) murder, the same place Tilm Moorland was attacked in Veph's story. They gather clues and find Ilsaba's body.

Encounter Four (Role-playing/Combat): The party is confronted by followers of the Woman in White. This likely ends up in a combat as her minions defend the honor of her mission.

Encounter Five (Skill Challenge): The party arrives in Mossbridges and interviews the Moorlands. They may also gather information on the street. The PCs determine that one of the three men has fled the area, another is dead, and the third is still in town. The fleeing man's description matches that of Veph, who the party knows has killed himself. The party also has the chance to visit Tilm Moorland and speak with his family.

Encounter Six (Skill Challenge): The PCs go to the scene of the Woman's vengeance on one of the men, Urrley.

Encounter Seven (Skill Challenge): The PCs interview on one of the men, Figgo, who keeps himself constantly drunk to stave off fear. Figgo is certain that the Woman in White will be coming for him and he is willing to seek the protection of the PCs.

Encounter Eight (Skill-Challenge): The party interviews the Woman's family and may gather more information about her.

Encounter Nine (Combat/Skill Challenge): The PCs confront the Woman in White and either convince her that she isn't real, putting her to rest permanently, or simply kill her and end the threat temporarily (as a ghost, she can rejuvenate).

Conclusion: The PCs check in with the woman's family (the Moorlands) decide what to do with Figgo, and may report back to Athler Heartsong if they wish.

CONTENT WARNING

This adventure deals with mature themes, including descriptions of murder, the grief of a mourning family, and the consequences of violence against women. It is the DM's job to provide an enjoyable experience for his or her players and as such we ask you to please keep the sensibilities of their players in mind when running this adventure. If your table includes children or other sensitive players who are uncomfortable with these parts of the adventure, don't hesitate to gloss over or censor these descriptions as appropriate for the sensibilities of your players. Remember that nothing is more important than making sure your players are having a fun, enjoyable time.

PLAYER'S INTRODUCTION

Athler Heartsong: male elf, Knight of the Hawk; Insight +13, Perception +15.

It is the 30th of Kythorn (the sixth month of the calendar) when the PCs have stopped over at the Serpent's Wife, a sizable inn on the road between Ravens Bluff and Mossbridges. Its sign displays a buxom, wide-hipped woman with a giant smile carrying a roast pig towards a table where a dragon sits with a knife and fork in hand. The Wife is owned by Leyon Elson, a friendly middle-aged human man with a soft spot for tale telling. The inn has ample comfortable rooms and affordable, quality food; making it a rest stop for those who traveling in the area.

The PCs have crossed paths at the Serpent's Wife this warm summer night and have ample time to introduce themselves to each other, as the yarns (and ales) have been flowing for many hours by this point. Give the players a chance to introduce their characters to each other. None of the PCs are traveling together, unless they already know each other and would normally be together.

When everyone is ready, read or paraphrase the following:

"...and they never saw the herdsman again!"

The close, warm summer air of the inn is nearly silent but for the pop and crackle of the low burning fire.

The quiet is broken by slow and then steady clapping. "That was a good one, Rolf! I almost thought the monster was going to drag off my customers." The innkeeper, a solid man with a wide grin, looks over the rest of the taproom. "Who else has a story, the more chilling the better; anything to freeze the blood and

chase off this damned heat. [He points at several of the player characters in turn.] What about you, or you?"

If time permits, allow one or more of the players to regale the group with a ghost story, a brief tale of the sort that one might tell around a campfire at night. This could be a true story from the PC's adventures or a fabrication; the crowd here can't tell the difference. You could allow a PC to make a Bluff check (to spin a tall tale), a Diplomacy check (to recount a true story of frightening monsters), or an Intimidate check (to make the audience "jump" in fright with a well-timed shout or gesture). After the PCs have had an opportunity to take the spotlight, the innkeeper gestures to a local for the next story.

The innkeeper turns to a half-elven man with shoulder-length blond locks. "Gareth, you always tell a good tale! Spin us a yarn."

The half-elf pushes his chair back and leans forward. "They say this tale began on the roads near here, just south of Mossbridges. Red Orthil was a highwayman a few seasons back that plagued the lonely byways around Ravens Bluff. He was a vicious blackguard with a band of cutthroats and brigands who robbed and pillaged all who crossed their path. One cool spring night, when the moon was full and a low mist swirled between the trees by the road, the Red and his gang chanced upon a young Moorland lad on his way home from closing a deal, his pockets full of gold. Red and his men disarmed the boy in short order and tied him to a roadside tree, intending to have some fun with the lad before dividing up his gold.

"So focused on their cruel game, they never saw the mist swirl and grow as it formed into a masked woman swathed in white silks that glowed in the moonlight. The foolish rogues thought the fear in the lad's eyes was directed at them, but he was rigid with terror because of what he saw behind them: the Woman in White.

"The Woman in White ran on the mists, her eyes glowing red with hate. She pushed a claw through the head of one bandit while kicking a boot through the guts of another. In short order she had dispatched all of the outlaws but the Red himself. Stuttering with fear, the thief tried to hold her at bay with his cutlass, but then a cloud crossed the moon with shadow and she vanished. When the light returned, the road was awash in blood and Red Orthil was no more.

"They found the Moorland boy the next morning, still tied to the tree, covered in the blood of his captors, with the bags of gold still at his feet. A scrap of white silk was wrapped around the bodies, fluttering in the breeze.

When they asked the lad what had happened, all he could say was 'Woman in White.' His mind had been shattered by what he witnessed.

"To this very night, she still stalks the roads. Thieves and brigands do not fear the law, but even they know that on the night of a full moon, they had best beware. When the mists rise, the Woman in White appears to dispense her own rough justice!"

There is a smattering of applause and the innkeeper sighs. "A passable entry Gareth, but not up to your usual standard. That's quite a tall tale."

Amidst the laughs that follow, apparently not everyone is as certain as the innkeeper about the falsehood of Gareth's story. A sot in the far corner, his head on the table, begins quietly weeping.

Regardless of whether the PCs are interested in the weeping man, another of the guests definitely is. The PCs see Athler Heartsong, who is a Knight of the Hawk, though that is not something he readily advertises.

A tall elven man that had been watching the tale-telling without participating notices the weeping man and moves to sit at his table. Through the commotion of the common room, you can barely hear the elven man ask, "Is something wrong, friend?"

The PCs now have a choice to either move to join the conversation of the weeping man (Veph) and the elf (Athler Heartsong) or stay involved in the general conversation and storytelling of the rest of the inn.

A TALE OF FEAR AND SORROW

If any of the PCs join the pair, Athler nods to the PC and offers them a seat before turning his attention to the weeping man.

*"The Woman in White... it's not a story *sniff.* I swear. She's real, and she stalks the road between here and Ravens Bluff. It happened almost exactly like Gareth said except that the Moorland boy wasn't the only one who survived. I was ridin' with him that night. His name is Tilm. The two-a us were both tryin' to make for Mossbridges after dark *sob.*"*

"I knew Tilm from around town, so we decided to ride together. Just before gettin' there, Red Orthil and his gang found us. I heard the bandits hiding in the dark just before they leaped out, so I told the boy to flee, but he froze and they were on him before I could do anything."

"I circled round to some bushes, but there was nothin' I could do. There was maybe a dozen of 'em and

they had the boy cold. That was when SHE came. The mist just rose up and became real. How she glowed in the moonlight, like some awful specter she was!

"Once the first few men started to die, like they just fell apart, their limbs scattered across the road, some of them fled. They had no chance. Only three of them managed to run off, and they bought their lives with Red Orthil's blood. I can still hear the Red cursin' them for cowards as he went to face the Woman in White. He leapt at her, but she moved so fast, I'm not sure how she got behind him, but it was over then. I saw Red's heart in her hand, still beating."

"She spun on the boy before the Red even hit the ground, and stalked towards him. His screams pierced the night, but she didn't kill him. She dropped the heart at his feet, and then just dissolved into a pile of white silks and mist that blew away on the wind."

"I'm ashamed to say I ran away and left the boy behind."

The man's sobs come freely, and he buries his head in his arms clearly shaken by the event he witnessed.

The elven man regards him with a mixture of concern and frustration before turning to you. "Hmm... perhaps you can help me."

Veph is stretching the truth. He didn't just observe the encounter with the Red's band and young Tilm Moorland, he was one of the three brigands who managed to run off, and that is the real source of his knowledge... and his fear. He tells the PCs roughly where on the road this encounter occurred. Any PC whose passive Insight score beats the Hard DC has the sense that Veph knows more than he is telling, but he is just not willing to part with it at this point. If the PCs try to force him to say more, he is too drunk and fearful to speak. Athler suggests the PCs let him sober up and ask more questions in the morning.

Athler introduces himself and claims to be a Knight in service of Ravens Bluff, but does not say which branch (Golden Rooster, Griffon, Dove, Hawk, or Raven) of the city's Knighthoods he belongs to. If the PCs assume he is a Golden Rooster or some other public order, he does not correct their mistake. He only admits to be a Knight of the Hawk to a PC who is a Knight of the Golden Rooster, should such a PC be present. As a Knight of the Hawk, he outranks any PC Knight and can order them to take up the investigation, should they be reticent.

Once introductions have been made, Athler explains that he has been hearing similar tales on his recent travels and he believes that it might be time for someone to look into this Woman in White. Several travelers have gone missing along the road and Athler

thinks this may be related. He stresses that the Knights suspect foul play and that cannot be tolerated. Athler would take up the investigation himself, but he is on an important mission for Ravens Bluff that will take him far from the area for some time.

If any of the PCs are Knights of the Golden Rooster, he suggests it is their duty to keep the roads around Ravens Bluff safe for everyone. If the PCs have no ties to the area, he suggests that if some murderer, undead monster, or unquiet spirit is menacing the roads the matter must be put to rest as soon as possible or trade will come to a standstill. He stresses this last part strongly. Ravens Bluff relies on trade and if some ghost is murdering everyone on the roads, the city will starve. For those who are interested in monetary rewards, Athler hints that the city will no doubt compensate them for their trouble. As a city populated heavily by adventurers, the coffers of Ravens Bluff are filled with a good number of magical items which he will happily make available.

If the PCs are willing to take up the investigation, Athler advises them to speak with Veph in the morning once he sobers up and has had a chance to calm his nerves. After that, they might want to investigate the road itself or travel to Mossbridges and see if the town or the Moorlands there can offer any more information. Whichever way the PCs go, Athler Heartsong takes his leave of the PCs and asks them to call on him in Ravens Bluff in a week when he returns from his mission, with whatever answers they may have found.

THE RUMOR MILL

Immediately following Gareth's tale about the Woman in White, there is a break in the festivities as a few of the patrons head to bed and the serious drinkers order another round. This pause allows interested parties to question Gareth, Leyon, or any of the other patrons about the Woman in White or other stories.

Gareth, who told the tale of the Woman in White, is a half-elven man, prone to big boasts and fantastic lies. He is well liked and is a regular at the Serpent's Wife. Gareth makes his living as a trapper. He is more than happy talk with anyone who buys him a drink.

- Gareth heard the story of the Woman in White from another trapper he met in the woods. The other man, whose name he can't recall, swore it was a true story, but Gareth knows a tall tale when he hears one!
- The story must be getting lots of traction, because it's quickly becoming a local legend, as Gareth has heard it from several others on the road. Traveling peddlers in particular seem inclined to believe it. Several of

them have told Gareth that merchants are going missing along the road and many will no longer travel at night.

- Gareth has heard of Red Orthil before and he believes that the brigand is a real person, who was added to the story to lend veracity to the tale.

Leyon, the innkeeper, is busy getting the next round passed out, but he is jovial enough to speak with the PCs while pulling another cold beer from the tap.

- Leyon hasn't heard Gareth's tale before, but in the hustle and bustle of his inn, he has heard a few folks, mostly tradesmen or merchants, discussing the dangers of traveling at night near Mossbridges. It is possible they were telling each other the same story. He points out several other patrons (Oomis and Conn; see the next section) who might know more.
- Leyon does not know who the weeping man is, but he has been staying at the inn for three weeks, sleeping late and drinking heavily. It's not normal behavior, as most people use this rural inn as simple way stop, but his coin is good.
- Leyon knows that the elven man goes by the name of Athler and he comes through at least once a month for the last few years. Leyon feels Athler has a rough, shady look about him, but he hasn't caused any trouble in the past.
- Leyon is a bit concerned about how many folk are going missing on the road. He thinks that maybe bandits are murdering them, but fears it might be something far worse.
- As an innkeeper, Leyon hears lots of stories and rumors. He knows that there has recently been a battle with the forces of Netheril outside of Spellgard (events of *ADCP3-2 From Dawn Till Dusk*). Apparently all sorts of mercenaries and adventurers joined the fray. There was even a pack of gnolls riding dragons fighting against the Netherese! The rumors he has heard suggest the Harpers were also involved.
- There have been a number of ships disappearing on what remains of the Sea of Fallen Stars, particularly near Myth Nantar. This has disrupted some trade coming into Ravens Bluff.
- He has heard accounts from Elturguard of undead that can walk in sunlight and even withstand the powerful light of the Companion, the second sun over Elturel. Others even say that the light of the Companion may have been snuffed out entirely. If this is true, it may herald a new era of danger for the Realms.
- He has heard rumors of a group of men wearing white armbands causing trouble in the area. Perhaps they are an adventuring company or a cult?

The other patrons are swapping rumors and friendly jibes while they settle in for another round of storytelling. PCs can learn the following just by asking around:

- Lissah, an aged halfling woman who is on her way to Ravens Bluff after visiting her sick sister, claims that the story of the Woman in White is true. She heard almost exactly the same tale from her sister's boy in Mossbridges, and he's on the Watch, so he would know! The Watch is apparently concerned because many folk have gone missing, presumed murdered by this foul creature.
- Oomis, a textile merchant, states that a man came into his store in Mossbridges claiming that he also saw the Woman in White when she attacked the merchants he was traveling with after the dead man cheated him at cards while on the road. He had a white scarf with him that he claims she dropped behind her. It was of good make, possibly elven, and the man's tale was entertaining, so he paid him a silver piece for the scarf. Oddly enough, the scarf vanished sometime during the night.
- Conn Silvershield, a teamster carting goods for House Taldavar out of Ravens Bluff, knows Red Orthil is a real man. Red and his brigands have robbed House Taldavar's caravans in the past. They are brutal, evil thugs, especially towards women. Conn has heard a rumor that Red Orthil may finally have met his end, but doesn't know if it's actually true. He hopes it is.
- Chasue, a Shou trader visiting Ravens Bluff to expand his family's business is concerned about some of the stories he has heard. Apparently the Woman in White has attacked and brutally murdered anyone who has performed any action that one might find the least bit questionable. It is known to the Shou that the unquiet dead regularly take their vendettas to the extreme. As he is well aware that sometimes tradefolk sometime stretch the truth, drink to excess or gamble as they travel he is concerned that his family may have to cut off trade with Ravens Bluff or endanger their workers.
- Hester Twaglin, the wife of a local farmer knows nothing about any woman in white, but she says there has been a group of men with white armbands stirring up trouble in the area.

ENDING THE ENCOUNTER

If the PCs have not spoken with Veph, they will be approached by Athler Heartsong. Based on their Story Awards, he recognizes some aspect of their allegiance or past deeds. Perhaps he identifies them as Knights of the Golden Rooster, Knights of Myth Drannor, capable

adventurers who might work for pay, or other likely people who might be willing to help him solve this mystery while he continues on his mission. Assuming the PCs are willing to hear him out, he fills them in on the information above and asks for their aid.

Once the PCs have had a good rest, they are ready to proceed on to Encounter Two. (Encounter One provides an explanation of the distributed skill challenge that runs throughout much of the adventure.)

MILESTONE

The introduction does not count toward a milestone.

ENCOUNTER ONE: TO PEEL BACK THE SHROUD

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

SETUP

This encounter describes a distributed skill challenge that is spread throughout Encounters Two, Three, Five, Six, Seven, and Eight. Each of these encounters has valuable clues that the PCs can gather in order to open up the skill challenge to put the Woman in White to rest in Encounter Nine. Appendix 1 provides a flowchart to follow the paths the PCs might take as they explore this mystery. If the PCs do not succeed in the Skill Challenge, they can still confront the Woman in White and win, but without the tools necessary to put her to rest, their victory will not be permanent.

As each Scene in this skill challenge is an entire investigative encounter, it is encouraged that you role-play through the encounter rather than simply having the players roll dice.

SKILL CHALLENGE: PEEL BACK THE SHROUD

Goal: To gather enough clues to determine the true nature of the Woman in White, so that she can be laid to rest.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Varies by encounter.

Other Skills: Varies by encounter.

Victory: The PCs gather enough information to understand a ritual to put the Woman in White to rest and unlock the skill challenge in Encounter Nine. They have the opportunity to end the threat permanently.

Defeat: The PCs do not have enough clues to allow for a skill challenge and must instead rely on strength of arms for a temporary solution. The PCs may NOT attempt to use the ritual to put the Woman in White to rest.

SUMMARY OF SKILL CHALLENGE SCENES

- Encounter Two: The investigation skill challenge begins here with the suicide of their primary lead, Veph. The party can learn that Veph came from Mossbridges and there are also sightings of a Woman in White on the road. From here, the PCs can go to Encounter Three or Five.
- Encounter Three: The PCs go to the scene of the attack on Tilm Moorland on the road. The party can

find Ilsaba's body. From here, the PCs can go to Encounter Five or Eight, after they are attacked by the Woman's followers (Encounter Four).

- Encounter Five: The party arrives in Mossbridges and can learn that Veph was one of the brigands (not an innocent bystander as he claimed). They can also learn some additional information about the other attackers from the Moorland family. From here, the PCs can go to Encounter Three, Six, Seven, or Eight.
- Encounter Six: The PCs investigate the scene of further vengeance upon the Woman's attackers. The party can learn more about her methods and motivation. From here, the PCs can go to Encounter Three, Six, Seven, or Eight; but first they are attacked by the Woman's followers (Encounter Four) if they have not already encountered them.
- Encounter Seven: The PCs interview the final surviving attacker. From here, the PCs can go to Encounter Three, Six, or Eight.
- Encounter Eight: The party tracks down the Ilsaba's family and learns more about her past. From here, the PCs can go to Encounter Three, Six, or Seven.

HEADING BACK TO RAVENS BLUFF

While this adventure takes place in the area of Ravens Bluff, there is little for the PCs to find in the city, though it may be tempting for the PCs to head there for answers. Try not to get bogged down with exploring the city should the PCs choose to go there. Easy Streetwise DCs can confirm that Athler Heartsong is some sort of Knight in the city, Tilm Moorland is related to the Moorland family of Mossbridges, and there are rumors that suggest Red Orthil may be dead. The PCs can find Ikhen Fithlaun, the greengrocer who met with Tilm Moorland, and he confirms the boy left his home at night six weeks ago. There is no information about Veph, Ilsaba, the Woman in White, or anything else to be found in Ravens Bluff. All clues point the party in the direction of Mossbridges to the north.

ENDING THE ENCOUNTER

When this encounter is complete, move to the final confrontation in Encounter Nine.

QUEST OBJECTIVE

When the PCs complete this skill challenge, they complete an objective worth 50 / 70 / 100 / 140 / 200 XP. The skill challenge as a whole counts as one encounter toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER TWO: COME THE DAWN

This is the first scene in the skill challenge described in Encounter One and is where the PCs should begin.

The adventurers are just waking up in their rooms on the second floor of the inn when they hear screaming coming from down the hall. One of Leyon's serving girls has discovered Veph's body. Athler has left on his mission during the night.

After the PCs have had a chance to investigate the scene, they hear an additional commotion. A merchant, Quen Hiddle, has arrived at the Serpent's Wife, having just witnessed the Woman in White on the road.

VEPH'S PASSING

The morning has dawned hot and humid as you peel yourself from the sheets. Your morning reverie is shattered by a woman screaming just down the hall.

A serving girl stands in the hallway, fresh bedding discarded on the floor, as she points into one of the guest rooms. In the room, Veph, the forlorn man from last night, swings from a scrap of glittering white cloth, his neck broken and swollen tongue lolling from his mouth.

Veph is dead in an apparent suicide. Since there is no official law enforcement in the immediate area, Leyon has no problem if the PCs wish to investigate the room.

Veph's body hangs from the rafter by a white scarf made of a thin silk-like material. A trunk, that he must have stepped off of, is nearby. The PCs are free to investigate the body, the scarf, or the room in general. Some of the following details may need to be altered if the PCs actions differ from the assumptions below.

Once the PCs have had a chance to investigate, Leyon plans to bury Veph out back, unless the PCs tell him otherwise. Clerical-looking PCs are invited to say a few words over the corpse.

VEPH'S BODY

- Heal [Easy DC]: Veph has a broken neck, which would appear to be the cause of death.
- Perception [Easy DC]: Veph's room key is in his pocket.
- Heal [Moderate DC]: Given the temperature of Veph's body and the level of swelling of his eyes and tongue, Veph likely died in the middle of the night, roughly four bells (assuming the PCs went to bed around midnight).
- Heal or Perception [Hard DC]: There is bruising on Veph's ankles under his stockings in the shape of

humanoid fingers, such as might appear if someone pulled down on Veph's legs while he was hanging.

- Heal [Hard DC, only after making the previous check] A dead body cannot be bruised, because blood stops flowing when the heart stops beating. So whoever pulled down on Veph's legs had to do it while he was still alive, in order to form those bruises.

THE ROOM

- Diplomacy [Easy DC]: With some minimal convincing, Leyon explains that there are two keys to every room. One is given to the guest, the other he keeps. He gave his keys to the serving girl Ella this morning to change the bedding in the rooms like they do every few weeks. He did not enter Veph's room or give his keys to anyone.
- Diplomacy [Easy DC]: Ella, the serving girl, obtained the keys this morning from Leyon with the intent of changing the bedding, sweeping out, and exchanging the old rushes for fresh ones. She does this every few weeks and did not know Veph was still in his room. She knocked, but he didn't answer.
- Perception [Easy DC]: Veph's belongings include some simple clothes, a well-used short sword, a dagger with a red leather grip, a broadsheet from Mossbridges that is three days old, 23 silver pieces, and a wooden chit good for a drink at the Blushing Gynosphinx tavern. Nothing is especially noteworthy at this point.
- Perception or Thievery [Moderate DC]: The window is sealed and shows no obvious signs of having been tampered with.
- Perception or Thievery [Moderate DC]: The door is locked and shows no obvious signs of having been tampered with.
- Perception [Hard DC, the character must be outside]: There are no footprints outside below Veph's window. There are no scuff marks, mud, or any signs of someone climbing the walls outside.

THE SCARF

- Arcana [Hard DC, trained only]: The scarf radiates magic, though the precise type is not clear.
- Nature [Moderate DC]: The scarf is made of something unusual. It is like silk, but it is even lighter and catches the light and shimmers unnaturally.
- Thievery [Moderate DC]: The scarf is wrapped incredibly tight around Veph's neck, although it is not tied into a noose. The knot is quite complicated, and would be impossible to tie with one hand or while wearing the scarf.

WHAT IF VEPH WAS NEVER ALONE?

It is possible that for whatever reason, the PCs refused to separate themselves from Veph during the night. His death occurs in complete silence, so simply waiting in the hall or outside below his window does not arouse any suspicion. If PCs insist on barging into Veph's room during the night, both Athler and the innkeep Leyon think the PCs are behaving very strangely and ask them to leave the poor man to his sleep. He has paid for a private room after all. If the PCs still refuse, Veph dies when he goes to the privy by himself (and you should adjust the text as appropriate). If the PCs will not even allow the man to visit the privy by himself, he instead wakes in a sour mood and refuses to speak with anyone, especially nosy adventurers. He then makes for faraway lands, leaving the adventure entirely.

THE MERCHANT'S ARRIVAL

Once the PCs have had an opportunity to investigate Veph's room, there is a commotion downstairs.

A commotion wells up from the floor below. A slamming door and loud histrionics suggest that some new traveler has arrived, and they are in a near panic!

When the PCs arrive, a large, pale human man is seated at a table fanning himself and drinking a glass of wine. The serving girls look on, worried. Quen Hiddle was on his way from Ravens Bluff to Mossbridges when he witnessed the handiwork of the Woman in White. Ever the attention seeker, Quen plays the part of distraught traveler (he is a second rate merchant who trades in clothes and footwear) to the hilt so that he might gain sympathy and a few free drinks. Any character whose passive Insight beats the Moderate DC notes that Quen is not really as shaken up as he claims to be. Regardless, he tells his story to anyone who will listen.

"I was on the road from Ravens Bluff before first light. I know it's early, but as they say, the early bird gets the worm, and I have always been a hard worker so I try to make my deliveries early. It was still dark when I saw her. A woman, swaddled in glimmering white cloth like she was wrapped in moonlight. Her fingertips were stained with the dripping blood of her innocent victims. Looked right through me, she did, and I knew then that she was a demon from the Nine Hells; a foul creature sent to kill good men. Took a step toward me, she did, but I demanded that she stop in the name of Amaunator and it stymied her! My faith in the Morninglord drove her back. Gave a horrible snarl, she did, and then just faded away as the sun rose. A lesser man than I would

surely be dead! Not me though. The men of the Hiddle family have always been favored by the Morninglord and our faith is our shield."

Quen is clearly playing up the strength of his own character when describing his role in the story and the apparition he saw likely was not so threatening, but he is generally being truthful about seeing her.

If the PCs show him the scarf from Veph's body, Quen says that the scarf appears to be made of the same material as the Woman in White was wearing. The area where Quen saw the creature sounds very similar to the location described by Veph's story last night.

If asked, Quen describes the woman: ***"If she was human, I'd say she was of average height and weight, but her head and her body were wrapped in white cloth and I couldn't tell what race she was. That shimmering silk made her shine like a star, almost so bright that she was hard to look at. Silent as a cat, she was, and made no noise when she moved."***

Quen has no other useful information, though he tries to string any interested parties along as long as they are inclined to buy him drinks (to steady his jangled nerves) or food (to settle the butterflies in his stomach that flutter so hard he can hardly concentrate). If the PCs seem inclined (and continue to feed him), he even offers to lead them to the very spot where he saw the Woman in White (see Encounter Three).

ENDING THE ENCOUNTER

This is the first scene in the skill challenge described in Encounter One.

Success: The PCs earn a success if they examined the scene of Veph's demise and claimed the white scarf.

Failure: The PCs earn a failure if they do not have the scarf. This is the only scarf from the Woman in White that does not disintegrate when handled and thus it is the one needed for the ritual.

If the PCs wish to investigate the road south to Ravens Bluff, move to Encounter Three. If the PCs wish to go north to Mossbridges in search of more information about Veph or Tilm Moorland, go to Encounter Five.

MILESTONE

This encounter is part of the overall skill challenge and by itself does not provide experience or count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER THREE: THE SCENE OF THE CRIME

This encounter assumes that the PCs have traveled south of the Serpent's Wife towards Ravens Bluff in search of the area of the road described by Veph or Quen. The description assumes that the PCs come here during the day. If that is not the case, adjust accordingly.

The sun is riding high by the time you arrive at the spot in the road where the attacks have occurred, making the already hot and humid day that much more oppressive. Tall grass on either side of the road sways in a faint breeze while a handful of trees droop in the swelter. One particularly stalwart oak stands sentinel right on the edge of the road, offering a brief respite of shade.

The PCs may explore as they like. The obvious places to inspect are the large tree, as it seems likely that it is the tree described in Veph's story, the road itself, and the tall grass and trees off the road. Each area and what might be found there is described below.

THE ROAD

The road is a simple rutted dirt track, wide enough for a wagon to pass with ease.

- Arcana [Hard DC, trained only]: There is a faint glimmer of divine magic in the area. *DM Note: The PCs may use Arcana instead of Perception to find the shrine by following the direction in which the aura is strongest.*
- Perception [Easy DC]: The road is well-traveled. Something rotten-smelling is nearby.
- Perception [Hard DC]: There are no obvious tracks to follow, but there are traces of old blood on and around the rocks near the tree.

THE LARGE OAK

- Arcana [Hard DC, trained only]: There is a faint glimmer of divine magic in the area. *DM Note: The PCs may use Arcana instead of Perception to find the shrine by following the direction in which the aura is strongest.*
- Nature [Easy DC]: The oak is normal and healthy. Judging by its seven-foot girth, it is roughly one hundred years old.
- Perception [Easy DC]: Many names, initials and doodles have been carved into the side of the tree over the years. (The PCs may write them down, but they are unrelated to the adventure.) Something rotten-smelling is nearby.
- Perception [Moderate DC]: There are bits of hemp rope in the dirt, partially overgrown by grass. By the weathering, the rope has been here for a few weeks.

OFF THE ROAD

- Heal [Moderate DC, once the body parts are found]: There are enough parts to reconstruct at least six bodies, possibly more given that some parts are clearly missing. Some are women and children. The limbs are in various stages of decay. Some of the dead are several weeks old, and the freshest likely died within the last day or two.
- Heal [Hard DC, once the body parts are found]: Looking past the animal bites and damage caused by insects and the elements, the bodies seemed to have suffered blunt force attacks. Bones are broken. There are no obvious blade marks or puncture wounds.
- Perception [Easy DC]: There are animal tracks everywhere from scavengers.
- Perception [Moderate DC]: Looking through the tall grass, the PCs find a pile of rotting parts of several humanoids: arms, legs, heads ... all of them in various stages of decay. Much of the flesh has been fed upon by scavengers. Several of the torsos, probably all men by their size, wear belts, each hosting a dagger with a red leather grip.
- Perception [Hard DC]: There is an ancient, neglected shrine about fifty feet into the light woods and tall grass. It seems well worn and very old.

THE SHRINE

The shrine is hidden in the nearby woods, about fifty feet from the road. The PCs can find it via Perception or by using Arcana to follow the faint aura of divine magic.

- Arcana [Hard DC, trained only]: There is a faint glimmer of divine magic surrounding the shrine. It is nonspecific and fading.
- Nature [Easy DC] Unlike the rest of this area, the space around the shrine has no animal tracks.
- Perception [Easy DC]: The shrine seems well worn and very old. There are no obvious signs that it has been cared for in recent years. The shrine has a symbol depicting a full moon, with a crescent moon above it. A badly decayed woman's body lies in front of the shrine.
- Religion [Moderate DC, examining the dual-moon symbol]: The symbol on the shrine was used by the faith of Sehanine Moonbow before the Spellplague and has since fallen out of fashion. Sehanine, Hanali Celanil (the elven goddess of love and beauty), and Aerdrie Faenta (the elven goddess of air and birds), are all aspects of Angharradh, the Triune Goddess of the Seldarine. Sehanine is the deity of dreams, death, journeys, the moon, mysticism, the stars and transcendence.
- Perception [Moderate DC, examining the shrine]: Scratched into the back of the shrine is another

symbol, that of a broken arrow over a teardrop. This appears to have been done within the last few months and is crudely drawn, possibly with a rock.

- Religion [Moderate DC, examining the crude symbol]: This is the symbol of Shevarash, the elven deity of revenge, loss, crusades, and hatred of the Drow.

THE WOMAN'S BODY

The decaying corpse of a woman lies in front of the shrine.

- Heal [Easy DC]: The woman's body is badly decayed, but shows none of the signs of blunt-force trauma or animal bite marks on the slaughtered corpses by the road. This is clearly the oldest body in the area.
- Heal [Moderate DC]: The woman's body is whole and despite being a few months decayed the PC can determine the woman was beaten to death. Her body also shows signs of cuts, though none deep enough to kill. It appears she may have been tortured.
- Insight [Moderate DC]: Her pose seems almost restful, as if she had laid down in front of the shrine before dying.
- Perception [Easy DC, searching the body]: Cradled in her right hand is a tarnished silver locket. One half of the locket is a miniature picture of a young elven man, while the other half is engraved with the words "To my love Ilsaba."
- Arcana, Nature, or Religion [Moderate DC]: There are no cold spots, dead foliage, absence of small animals, or other signs of undeath in this area. All of these signs might be expected if there was a vengeful spirit or other undead present. This suggests that whatever force or power watches over the woman's corpse and the shrine, it is not associated with the Shadowfell.

ENDING THE ENCOUNTER

This is the second scene in the skill challenge described in Encounter One.

Success: The PCs earn a success if they locate the old shrine with Ilsaba's body and claim the locket (which they will need for the ritual).

Failure: The PCs earn a failure if they do not locate the shrine with Ilsaba's body and locket.

If the PCs have not yet been attacked by the Woman in White's followers, run Encounter Four when they head towards Mossbridges. If they have already faced that combat (meaning they have already been to Mossbridges once) they do not encounter the followers a second time.

If the PCs are going to Mossbridges then move to Encounter Five if they are looking into Veph or Tilm

Moorland, or Encounter Eight if they are looking for Ilsaba's family.

If they have already searched out all the clues and are ready to face the Woman in White, move to Encounter Nine.

MILESTONE

This encounter is part of the skill challenge described in Encounter One and by itself does not provide experience or count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: THE LADY'S MEN

ENCOUNTER LEVEL 2/4/6/8/10
(625/850/1250/1700/2500 XP)

CREATURES

This encounter includes the following creatures at all Adventure Levels:

Meridas, elf grenadier (E)

Shaved Pory, lowtown kneebreaker (L)

2 genasi flameshields (G)

SCALING THE ENCOUNTER

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

Four PCs: Remove one genasi flameshield.

Six PCs: Add another genasi flameshield.

SETUP

This encounter happens immediately following Encounter Three or Encounter Five, whichever the PCs went to first (this encounter only happens once).

While the PCs are on the road coming into Mossbridges (having come from Encounter Three, in which case it is recommended that you read the boxed text from Encounter Five describing the city before beginning the attack) or are moving from one encounter to another in Mossbridges (having investigated the Moorland estate or perhaps having finished digging up rumors on Veph), the PCs are confronted by a group of men who follow the Woman in White.

Have the PCs choose a direction from which they are entering the map. The Lady's Men are entering from the opposite side of the map and should be placed approximately 8 squares away from the nearest PC. As the adventurers begin the encounter, read:

"You there! We've been looking for you!" The street ahead is blocked by a group of rough men. They are of various ages and races, but all are united in that they wear a scrap of shimmering white cloth tied around one arm. They do not appear friendly and several are tapping clubs into the palms of their hands.

Each of the men has been saved by the Woman in White and feels indebted to her. As such, when they heard rumors that the PCs were investigating her, they became concerned and angry. Adventurers have a well-deserved reputation in these parts for being busybodies whose involvement often ends in violence and these

men will do anything to protect the Woman in White. Making matters worse, the men seek to emulate her example and are spoiling for a fight so they might dispense some vigilante justice.

The men approach the PCs in a hostile manner, with Shaved Pory doing most of the talking. They demand that the PCs stop snooping around and leave Mossbridges. They claim to be defenders of the White Lady's honor and *"won't stand for nosy adventurers causin' problems with her holy mission."* If the PCs are not compliant, they attack. Attempts to forestall a combat with "fancy words" result in fighting as well.

Pory has had a dream directing him to this course of action and he cannot be dissuaded from it. However, Meridas is not so sure. If the PCs try to avoid combat and offer a good reason such as they wish to join the Lady's Men or otherwise believe in the Woman in White's vigilantism have the PCs make a Hard DC Diplomacy or Bluff check (as appropriate to their argument). If successful, Meridas backs away from the combat, watching for a few rounds before walking away. If the PCs kill (instead of knocking them unconscious) any of the Lady's Men, he changes his mind and joins the combat.

FEATURES OF THE AREA

This area has a few important features.

Illumination: This encounter takes place outside during the day in bright illumination.

Buildings: The buildings can be climbed with a Moderate DC Athletics check.

Crates and Sacks: Scattered throughout the market. They are considered difficult terrain.

Stalls: The market stalls can be used to take cover (if made of wood) or gain concealment (if made of cloth).

Statue: The statue in the center of the market can be used to take cover. It can be pushed over by making a Hard DC Athletics check; doing so creates difficult terrain in a blast 2.

TACTICS

Once combat has begun, the genasi flameshields move up and try to prevent access to the elf grenadier, using *shield slams* to mark different targets who seem to be likely strikers. They use their *flamepulse* at the first opportunity.

The lowtown kneebreaker tries to stand near one of the genasi flameshields, to take advantage of his *river rat tactics*. Use his *crippling strike* and *river rat's gambit* as soon as possible.

The elf grenadier uses *fire bomb* as much as possible without endangering himself or his allies, and resorts to

a handaxe if necessary. He is quick to use his *caltrops* if approached by a melee foe, but tries to avoid using them on any foe that has a significant ranged attack.

None of these men will kill a PC and always knock them unconscious if given the choice. They want to send a message, not murder anyone. Make it clear that the men seem to be striking to injure, but not to kill. The men are loyal to each other and will not flee unless they can safely get out with all of their comrades.

ENDING THE ENCOUNTER

Once the PCs defeat the men the PCs can interrogate them for more information, turn them over to Mossbridges' small town authorities (who place the men in jail till they can sort out what's going on) or simply move on to their next encounter.

INTERROGATING THE MEN

It is quite possible that the PCs will want to interrogate some or all of the men following their attack. None of these men are from Mossbridges and thus cannot answer any of the questions about the town (see Encounter 5). The men honestly believe they are helping the surrounding area and that the Woman in White has been sent by the gods to help honest folk stand up to the bandits and thugs that plague these lands. None of the men know how to find the Woman in White but sometimes Pory gets messages from her in the form of dreams or gut feelings on what she wants him to do (or at least, this is what he believes). Each man has his own story:

Shaved Pory (lowtown kneebreaker): Given his nickname because of his bald head, Pory was a smalltime thug in Ravens Bluff; never getting into too much trouble, but never quite being on the right side of the law. One night he came across some drunkards hassling a young lady and he chased them off. Thinking nothing of it, Pory was not ready when these lads followed him home, armed with clubs and knives. Cornered on the outskirts of Ravens Bluff, Pory had nowhere to run and would have surely died had not the Woman in White appeared just as the ruffians began to beat him. From that night on, Pory has felt a debt to the mysterious vigilante who killed his attackers and has sworn his life to bringing her brand of justice to all who would harm others. Sometimes he gets feelings of what he thinks she wants him to do. She comes to him in his dreams and urges vengeance on anyone who might have done wrong. Anyone that commits any crime of any kind on the road must be punished and severely. Some of the others have begun to think of Pory as the Woman's chosen prophet.

Nathryn and Velthid (genasi flameshields): Nathryn and his brother Velthid, flamesoul genasi, were new to the area from Returned Abeir and looking to make their mark when they were set upon by a group of thugs looking to rob them. Unarmed and caught by surprise, the brothers might have been quickly defeated if not for the Woman in White who appeared and killed every one of the thugs. The brothers might have moved on to other pastures if not for a chance encounter with Shaved Pory, who somehow knew what had happened and convinced them that the Woman had saved their lives to join him in service. With a strong sense of loyalty the brothers have signed on with Pory's vigilantes to protect the Ravens Bluff/Mossbridges area.

Meridas (elf grenadier): Meridas is not especially strong, social, or pleasant to be around. For his entire life, he has been a tempting target for bullies and thieves. He was being robbed and beaten, on the road not far from the Serpent's Wife, when he was rescued by the Woman in White who brutally slew the bandits. The next day, Pory found him and revealed a similar story. Eager to belong to a group and turn his alchemical knowledge towards something useful, Meridas quickly joined up with Pory's cause. Unlike Pory or the brothers, Meridas has never broken the law before and he is a little nervous about the Lady's Men taking justice into their own hands. So far the group has beaten up some would-be thieves, but they have never murdered anyone. Meridas worries what the group will do if the Woman in White tells Shaved Pory to increase the level of violence.

QUEST OBJECTIVE

The PCs complete an objective worth 50 / 70 / 100 / 140 / 200 XP each for defeating the men or for finding a way to resolve this encounter without violence. This encounter counts towards a milestone.

TREASURE

The Lady's Men have a small sack of money looted from around the bandits they have brought justice to that totals 25 / 25 / 75 / 150 / 225 gp per PC. The PCs might not be comfortable taking this money. If they return it to the people from whom it was stolen, increase their treasure at the end of the adventure by the same amount (for example, Knight Heartsong or one of the families helped by the PCs during the adventure can give them an extra reward). In this way the players are not punished for doing the good deed of returning the stolen money.

ENCOUNTER 4: THE LADY'S MEN (AL 2)

Genasi Flameshield	Level 3 Soldier
Medium elemental humanoid (flamesoul genasi)	XP 150
HP 50; Bloodied 25	Initiative +5
AC 19, Fortitude 16, Reflex 14, Will 14	Perception +3
Speed 6	
Resist fire 5	
STANDARD ACTIONS	
m Shield Slam (weapon) • At-Will	
Attack: Melee 1 (one creature) +8 vs. AC	
Hit: 2d6+4 damage and the target is marked until the end of the genasi's next turn.	
TRIGGERED ACTIONS	
Choking Ashes (Fire) • At-Will	
Trigger: A creature marked by the genasi flameshield uses an attack power that does not include the genasi as a target.	
Effect (Immediate Reaction): The triggering creature takes 5 fire damage and is slowed until the end of its next turn.	
Firepulse (Fire) • Encounter	
Trigger: An enemy hits the genasi flameshield with a melee attack.	
Attack (Immediate Reaction): Melee 1 (one creature) +9 vs. Reflex	
Hit: 1d6+4 fire damage.	
Skills Stealth +8	
Str 13 (+2)	Dex 14 (+3)
Con 18 (+5)	Int 11 (+1)
	Wis 14 (+3)
	Cha 9 (+0)
Alignment unaligned	Languages Common, Primordial
Equipment shield	

Seared Devil from Neverwinter Campaign Setting page 103, reflavored as Genasi Flameshield.

Elf Grenadier	Level 4 Artillery
Medium natural humanoid, elf	XP 175
HP 44; Bloodied 22	Initiative +6
AC 18, Fortitude 16, Reflex 17, Will 15	Perception +8
Speed 6	Low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6+9 damage.	
r Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6+9 damage.	
A Fire Bomb (Fire, Weapon) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +9 vs. Reflex	
Hit: 1d8+5 fire damage	
TRIGGERED ACTIONS	
A Blazing Fury • Encounter	
Trigger: The grenadier drops to 0 hit points.	
Effect (Free Action): Each creature adjacent to the grenadier takes 5 fire damage, and the grenadier uses <i>fire bomb</i> .	
Caltrops • Encounter	
Trigger: An enemy ends its movement adjacent to the grenadier.	
Effect (Immediate Reaction): The grenadier shifts up to 2 squares and drops caltrops in a close blast 3, which must include the enemy's space. Until the end of the encounter, any creature that enters the blast's area or ends its turn takes 5 damage and is slowed (save ends).	

Str 12 (+3)	Dex 18 (+6)	Wis 12 (+3)
Con 14 (+4)	Int 15 (+4)	Cha 10 (+2)
Alignment unaligned		Languages Common, Elf
Equipment 4 fire bombs, caltrops, handaxe x2, leather armor.		

Bloodspear Grenadier from Monster Vault: Threats to the Nentir Vale page 34, reflavored as Elf Grenadier.

Lowtown Kneebreaker	Level 3 Brute
Medium natural humanoid, human	XP 150
HP 56; Bloodied 28	Initiative +1
AC 15, Fortitude 16, Reflex 14, Will 15	Perception +2
Speed 6	
TRAITS	
River Rat Tactics	
The kneebreaker has combat advantage against any enemy that is adjacent to at least one of the kneebreaker's allies.	
STANDARD ACTIONS	
m Club (Weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6+7 damage.	
M Crippling Strike (Weapon) • Recharge 6	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 3d6+10 damage and the target is slowed (save ends).	
Miss: Half damage.	
M River Rat's Gambit • Encounter	
Requirement: The kneebreaker must be bloodied.	
Effect: The kneebreaker uses club. If the attack hits, the target takes 2d6 extra damage. If the attack misses, the kneebreaker takes 1d6 damage.	
Skills Athletics +9, Intimidate +6, Streetwise +6	
Str 17 (+4)	Dex 10 (+1)
Con 16 (+4)	Int 9 (+0)
	Wis 12 (+2)
	Cha 11 (+1)
Alignment unaligned	Languages Common
Equipment club.	

From Monster Vault: Threats to the Nentir Vale page 96

ENCOUNTER 4: THE LADY'S MEN (AL 4)

Genasi Flameshield	Level 5 Soldier
Medium elemental humanoid (flamesoul genasi)	XP 200
HP 66; Bloodied 33	Initiative +6
AC 21, Fortitude 18, Reflex 16, Will 16	Perception +4
Speed 6	
Resist fire 5	
STANDARD ACTIONS	
m Shield Slam (weapon) • At-Will	
Attack: Melee 1 (one creature) +10 vs. AC	
Hit: 2d6+5 damage and the target is marked until the end of the genasi's next turn.	
TRIGGERED ACTIONS	
Choking Ashes (Fire) • At-Will	
Trigger: A creature marked by the genasi flameshield uses an attack power that does not include the genasi as a target.	
Effect (Immediate Reaction): The triggering creature takes 5 fire damage and is slowed until the end of its next turn.	
Firepulse (Fire) • Encounter	
Trigger: An enemy hits the genasi flameshield with a melee attack.	
Attack (Immediate Reaction): Melee 1 (one creature) +11 vs. Reflex	
Hit: 1d6+5 fire damage.	
Skills Stealth +9	
Str 13 (+3)	Dex 14 (+4)
Con 18 (+6)	Int 11 (+2)
	Wis 14 (+4)
	Cha 9 (+1)
Alignment unaligned	
Languages Common, Primordial	
Equipment shield	

Seared Devil from Neverwinter Campaign Setting page 103, reflavored as Genasi Flameshield.

Elf Grenadier	Level 6 Artillery
Medium natural humanoid, elf	XP 250
HP 56; Bloodied 28	Initiative +7
AC 20, Fortitude 18, Reflex 19, Will 17	Perception +9
Speed 6	Low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8+10 damage.	
r Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d8+10 damage.	
A Fire Bomb (Fire, Weapon) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +11 vs. Reflex	
Hit: 1d8+6 fire damage	
TRIGGERED ACTIONS	
A Blazing Fury • Encounter	
Trigger: The grenadier drops to 0 hit points.	
Effect (Free Action): Each creature adjacent to the grenadier takes 5 fire damage, and the grenadier uses <i>fire bomb</i> .	
Caltrops • Encounter	
Trigger: An enemy ends its movement adjacent to the grenadier.	
Effect (Immediate Reaction): The grenadier shifts up to 2 squares and drops caltrops in a close blast 3, which must include the enemy's space. Until the end of the encounter, any creature that enters the blast's area or ends its turn takes 5 damage and is slowed (save ends).	

Str 12 (+4)	Dex 18 (+7)	Wis 12 (+4)
Con 14 (+5)	Int 15 (+5)	Cha 10 (+3)
Alignment unaligned		
Languages Common, Elf		
Equipment 4 fire bombs, caltrops, handaxe x2, leather armor.		

Bloodspear Grenadier from Monster Vault: Threats to the Nentir Vale page 34, reflavored as Elf Grenadier.

Lowtown Kneebreaker	Level 5 Brute
Medium natural humanoid, human	XP 200
HP 76; Bloodied 38	Initiative +2
AC 17, Fortitude 18, Reflex 16, Will 17	Perception +3
Speed 6	
TRAITS	
River Rat Tactics	
The kneebreaker has combat advantage against any enemy that is adjacent to at least one of the kneebreaker's allies.	
STANDARD ACTIONS	
m Club (Weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8+8 damage.	
M Crippling Strike (Weapon) • Recharge 6	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 3d6+11 damage and the target is slowed (save ends).	
Miss: Half damage.	
M River Rat's Gambit • Encounter	
Requirement: The kneebreaker must be bloodied.	
Effect: The kneebreaker uses club. If the attack hits, the target takes 2d6 extra damage. If the attack misses, the kneebreaker takes 1d6 damage.	
Skills Athletics +10, Intimidate +7, Streetwise +7	
Str 17 (+5)	Dex 10 (+2)
Con 16 (+5)	Int 9 (+1)
	Wis 12 (+3)
	Cha 11 (+2)
Alignment unaligned	
Languages Common	
Equipment club.	

From Monster Vault: Threats to the Nentir Vale page 96

ENCOUNTER 4: THE LADY'S MEN (AL 6)

Genasi Flameshield	Level 7 Soldier
Medium elemental humanoid (flamesoul genasi)	XP 300
HP 84; Bloodied 42	Initiative +7
AC 23, Fortitude 20, Reflex 18, Will 18	Perception +5
Speed 6	
Resist fire 5	
STANDARD ACTIONS	
m Shield Slam (weapon) • At-Will	
Attack: Melee 1 (one creature) +12 vs. AC	
Hit: 2d8+6 damage and the target is marked until the end of the genasi's next turn.	
TRIGGERED ACTIONS	
Choking Ashes (Fire) • At-Will	
Trigger: A creature marked by the genasi flameshield uses an attack power that does not include the genasi as a target.	
Effect (Immediate Reaction): The triggering creature takes 5 fire damage and is slowed until the end of its next turn.	
Firepulse (Fire) • Encounter	
Trigger: An enemy hits the genasi flameshield with a melee attack.	
Attack (Immediate Reaction): Melee 1 (one creature) +13 vs. Reflex	
Hit: 1d8+6 fire damage.	
Skills Stealth +10	
Str 13 (+4)	Dex 14 (+5)
Con 18 (+7)	Int 11 (+3)
	Wis 14 (+5)
	Cha 9 (+2)
Alignment unaligned	Languages Common, Primordial
Equipment shield	

Seared Devil from Neverwinter Campaign Setting page 103, reflavored as Genasi Flameshield.

Elf Grenadier	Level 8 Artillery
Medium natural humanoid, elf	XP 350
HP 68; Bloodied 34	Initiative +8
AC 22, Fortitude 20, Reflex 21, Will 19	Perception +10
Speed 6	Low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6+11 damage.	
r Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6+11 damage.	
A Fire Bomb (Fire, Weapon) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +13 vs. Reflex	
Hit: 2d6+5 fire damage and 5 ongoing fire damage (save ends)	
TRIGGERED ACTIONS	
A Blazing Fury • Encounter	
Trigger: The grenadier drops to 0 hit points.	
Effect (Free Action): Each creature adjacent to the grenadier takes 5 fire damage, and the grenadier uses <i>fire bomb</i> .	
Caltrops • Encounter	
Trigger: An enemy ends its movement adjacent to the grenadier.	
Effect (Immediate Reaction): The grenadier shifts up to 2 squares and drops caltrops in a close blast 3, which must include the enemy's space. Until the end of the encounter, any creature that enters the blast's area or ends its turn takes 5 damage and is slowed (save ends).	

Str 12 (+5)	Dex 18 (+8)	Wis 12 (+5)
Con 14 (+6)	Int 15 (+6)	Cha 10 (+4)
Alignment unaligned	Languages Common, Elf	
Equipment 4 fire bombs, caltrops, handaxe x2, leather armor.		

Bloodspear Grenadier from Monster Vault: Threats to the Nentir Vale page 34, reflavored as Elf Grenadier.

Lowtown Kneebreaker	Level 7 Brute
Medium natural humanoid, human	XP 300
HP 96; Bloodied 48	Initiative +3
AC 19, Fortitude 20, Reflex 18, Will 19	Perception +4
Speed 6	
TRAITS	
River Rat Tactics	
The kneebreaker has combat advantage against any enemy that is adjacent to at least one of the kneebreaker's allies.	
STANDARD ACTIONS	
m Club (Weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8+9 damage.	
M Crippling Strike (Weapon) • Recharge 6	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6+12 damage and the target is slowed (save ends).	
Miss: Half damage.	
M River Rat's Gambit • Encounter	
Requirement: The kneebreaker must be bloodied.	
Effect: The kneebreaker uses club. If the attack hits, the target takes 2d6 extra damage. If the attack misses, the kneebreaker takes 1d6 damage.	
Skills Athletics +11, Intimidate +8, Streetwise +8	
Str 17 (+6)	Dex 10 (+3)
Con 16 (+6)	Int 9 (+2)
	Wis 12 (+4)
	Cha 11 (+3)
Alignment unaligned	Languages Common
Equipment club.	

From Monster Vault: Threats to the Nentir Vale page 96

ENCOUNTER 4: THE LADY'S MEN (AL 8)

Genasi Flameshield	Level 9 Soldier
Medium elemental humanoid (flamesoul genasi)	XP 400
HP 100; Bloodied 50	Initiative +8
AC 25, Fortitude 22, Reflex 20, Will 20	Perception +6
Speed 6	
Resist fire 5	
STANDARD ACTIONS	
m Shield Slam (weapon) • At-Will	
Attack: Melee 1 (one creature) +14 vs. AC	
Hit: 2d8+7 damage and the target is marked until the end of the genasi's next turn.	
TRIGGERED ACTIONS	
Choking Ashes (Fire) • At-Will	
Trigger: A creature marked by the genasi flameshield uses an attack power that does not include the genasi as a target.	
Effect (Immediate Reaction): The triggering creature takes 10 fire damage and is slowed until the end of its next turn.	
Firepulse (Fire) • Encounter	
Trigger: An enemy hits the genasi flameshield with a melee attack.	
Attack (Immediate Reaction): Melee 1 (one creature) +15 vs. Reflex	
Hit: 1d8+7 fire damage.	
Skills Stealth +11	
Str 13 (+5)	Dex 14 (+6)
Con 18 (+8)	Int 11 (+4)
	Wis 14 (+6)
	Cha 9 (+3)
Alignment unaligned	Languages Common, Primordial
Equipment shield	

Seared Devil from Neverwinter Campaign Setting page 103, reflavored as Genasi Flameshield.

Elf Grenadier	Level 10 Artillery
Medium natural humanoid, elf	XP 500
HP 80; Bloodied 40	Initiative +9
AC 24, Fortitude 22, Reflex 23, Will 21	Perception +11
Speed 6	Low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6+12 damage.	
r Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d6+13 damage.	
A Fire Bomb (Fire, Weapon) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +15 vs. Reflex	
Hit: 2d6+6 fire damage and 5 ongoing fire damage (save ends)	
TRIGGERED ACTIONS	
A Blazing Fury • Encounter	
Trigger: The grenadier drops to 0 hit points.	
Effect (Free Action): Each creature adjacent to the grenadier takes 10 fire damage, and the grenadier uses <i>fire bomb</i> .	
Caltrops • Encounter	
Trigger: An enemy ends its movement adjacent to the grenadier.	
Effect (Immediate Reaction): The grenadier shifts up to 2 squares and drops caltrops in a close blast 3, which must include the enemy's space. Until the end of the encounter, any creature that enters the blast's area or ends its turn takes 10 damage and is slowed (save ends).	

Str 12 (+6)	Dex 18 (+9)	Wis 12 (+6)
Con 14 (+7)	Int 15 (+7)	Cha 10 (+5)
Alignment unaligned	Languages Common, Elf	
Equipment 4 fire bombs, caltrops, handaxe x2, leather armor.		

Bloodspear Grenadier from Monster Vault: Threats to the Nentir Vale page 34, reflavored as Elf Grenadier.

Lowtown Kneebreaker	Level 9 Brute
Medium natural humanoid, human	XP 400
HP 116; Bloodied 58	Initiative +4
AC 21, Fortitude 22, Reflex 20, Will 21	Perception +5
Speed 6	
TRAITS	
River Rat Tactics	
The kneebreaker has combat advantage against any enemy that is adjacent to at least one of the kneebreaker's allies.	
STANDARD ACTIONS	
m Club (Weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d6+10 damage.	
M Crippling Strike (Weapon) • Recharge 6	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d8+13 damage and the target is slowed (save ends).	
Miss: Half damage.	
M River Rat's Gambit • Encounter	
Requirement: The kneebreaker must be bloodied.	
Effect: The kneebreaker uses club. If the attack hits, the target takes 3d6 extra damage. If the attack misses, the kneebreaker takes 2d6 damage.	
Skills Athletics +12, Intimidate +9, Streetwise +9	
Str 17 (+7)	Dex 10 (+4)
Con 16 (+7)	Int 9 (+3)
	Wis 12 (+5)
	Cha 11 (+4)
Alignment unaligned	Languages Common
Equipment club.	

From Monster Vault: Threats to the Nentir Vale page 96

ENCOUNTER 4: THE LADY'S MEN (AL 10)

Genasi Flameshield	Level 11 Soldier
Medium elemental humanoid (flamesoul genasi)	XP 600
HP 116; Bloodied 58	Initiative +9
AC 27, Fortitude 24, Reflex 22, Will 22	Perception +7
Speed 6	
Resist fire 10	
STANDARD ACTIONS	
m Shield Slam (weapon) • At-Will	
Attack: Melee 1 (one creature) +16 vs. AC	
Hit: 3d6+8 damage and the target is marked until the end of the genasi's next turn.	
TRIGGERED ACTIONS	
Choking Ashes (Fire) • At-Will	
Trigger: A creature marked by the genasi flameshield uses an attack power that does not include the genasi as a target.	
Effect (Immediate Reaction): The triggering creature takes 10 fire damage and is slowed until the end of its next turn.	
Firepulse (Fire) • Encounter	
Trigger: An enemy hits the genasi flameshield with a melee attack.	
Attack (Immediate Reaction): Melee 1 (one creature) +17 vs. Reflex	
Hit: 2d6+8 fire damage.	
Skills Stealth +12	
Str 13 (+6)	Dex 14 (+7) Wis 14 (+7)
Con 18 (+9)	Int 11 (+5) Cha 9 (+4)
Alignment unaligned Languages Common, Primordial	
Equipment shield	

Seared Devil from Neverwinter Campaign Setting page 103, reflavored as Genasi Flameshield.

Elf Grenadier	Level 12 Artillery
Medium natural humanoid, elf	XP 700
HP 92; Bloodied 46	Initiative +10
AC 26, Fortitude 24, Reflex 25, Will 23	Perception +12
Speed 6	Low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8+13 damage.	
r Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8+14 damage.	
A Fire Bomb (Fire, Weapon) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +17 vs. Reflex	
Hit: 2d8+6 fire damage and 5 ongoing fire damage (save ends)	
TRIGGERED ACTIONS	
A Blazing Fury • Encounter	
Trigger: The grenadier drops to 0 hit points.	
Effect (Free Action): Each creature adjacent to the grenadier takes 10 fire damage, and the grenadier uses <i>fire bomb</i> .	
Caltrops • Encounter	
Trigger: An enemy ends its movement adjacent to the grenadier.	
Effect (Immediate Reaction): The grenadier shifts up to 2 squares and drops caltrops in a close blast 3, which must include the enemy's space. Until the end of the encounter, any creature that enters the blast's area or ends its turn takes 10 damage and is slowed (save ends).	
Str 12 (+7)	Dex 18 (+10) Wis 12 (+7)
Con 14 (+8)	Int 15 (+8) Cha 10 (+6)

Alignment unaligned Languages Common, Elf
Equipment 4 fire bombs, caltrops, handaxe x2, leather armor.

Bloodspear Grenadier from Monster Vault: Threats to the Nentir Vale page 34, reflavored as Elf Grenadier.

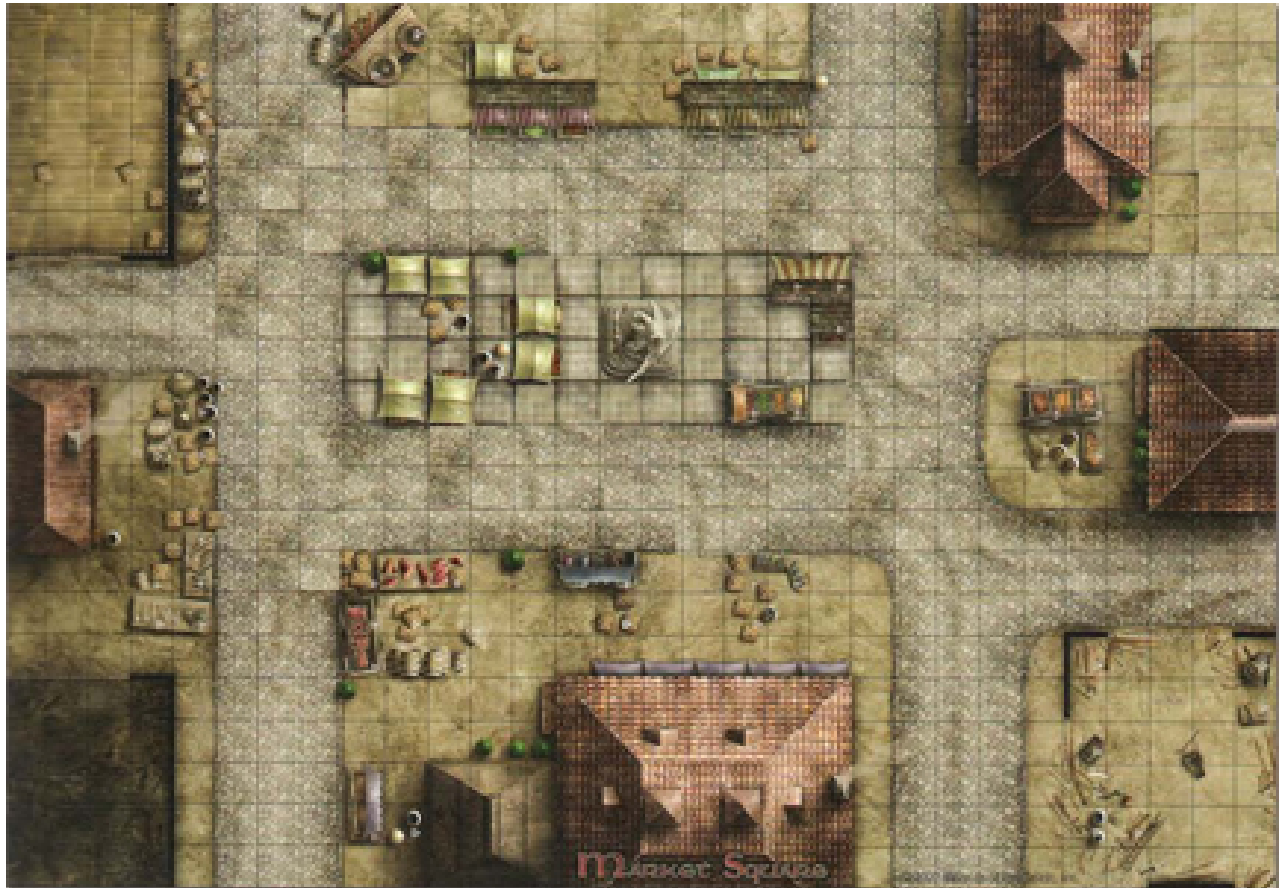
Lowtown Kneebreaker	Level 11 Brute
Medium natural humanoid, human	XP 600
HP 136; Bloodied 68	Initiative +5
AC 23, Fortitude 24, Reflex 22, Will 23	Perception +6
Speed 6	
TRAITS	
River Rat Tactics	
The kneebreaker has combat advantage against any enemy that is adjacent to at least one of the kneebreaker's allies.	
STANDARD ACTIONS	
m Club (Weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6+11 damage.	
M Crippling Strike (Weapon) • Recharge 6	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d8+14 damage and the target is slowed (save ends).	
Miss: Half damage.	
M River Rat's Gambit • Encounter	
Requirement: The kneebreaker must be bloodied.	
Effect: The kneebreaker uses club. If the attack hits, the target takes 3d6 extra damage. If the attack misses, the kneebreaker takes 2d6 damage.	
Skills Athletics +13, Intimidate +10, Streetwise +10	
Str 17 (+8)	Dex 10 (+5) Wis 12 (+6)
Con 16 (+8)	Int 9 (+4) Cha 11 (+5)
Alignment unaligned Languages Common	
Equipment club.	

From Monster Vault: Threats to the Nentir Vale page 96

ENCOUNTER 4: THE LADY'S MEN (MAP)

Source: This poster map originally appeared in *Fantastic Locations: City of Peril* (ISBN 978-0786943203). It is also available from Gale Force Nine as a vinyl battle map (GF972753) as an officially licensed D&D accessory.

You don't need to use this exact map; any similar setup will do. For example, you could use *Dungeon Tiles Master Set: The City* or the *Streets of Shadow* set to create your own battle map for this encounter.



There are no placement tokens for the monsters in the encounter. Allow the PCs to enter from whichever side of the map they wish and set themselves up accordingly. The Lady's Men enter from the opposite side of the map and advance to within 8 squares of the nearest PC, which is where the encounter begins.

ENCOUNTER FIVE: MOSSBRIDGES

IMPORTANT NPCs

Lady Jhusilla Moorland: human female, Insight +7.

Duck: human male.

Tilm Moorland: human male.

This encounter is where the PCs begin when they first arrive in Mossbridges, having arrived here either from Encounter Two or Four, depending on the order in which they approached the mystery. This encounter focuses on searching for leads. When the PCs arrive, they likely have two possible directions to follow up on: general rumors about the Woman in White and the stories concerning the highwaymen and the vigilante attacks against them. The PCs should also seek out the Moorland family and Tilm, who is one of the few surviving witnesses of the Woman in White.

Caravans and river barges offload cargo outside the city as travelers pass along three of the town's famous bridges spanning the Fire River. The outer walls of Mossbridges are not overly impressive, but functional. The buildings are old and many need repair. Most of the streets seem nearly deserted. Clearly this is a town on the decline that once housed a larger population.

The PCs have arrived in Mossbridges and are free to look for clues in whatever way suits them best. The various locations the PCs visit are old and rundown, and in many cases absent of people. With the geographical changes that have occurred since the Spellplague, less and less trade comes through town. Many of the people who once lived here have moved on to greener pastures.

KNIGHTS OF THE GOLDEN ROOSTER

If your party contains a Knight of the Golden Rooster (a member of the meta-organization), or a squire of the Golden Rooster (via the story award MINI30), the party has an additional encounter. Their fame as a member of has preceded them and as they enter Mossbridges, they are recognized.

“Hey, you, hey, aren’t you a Golden Rooster, hey, over here!” A small boy runs up to you, a smile beaming. “I heard of you, you’re a Knight. Are you on a big quest?”

The human ten-year old boy is called Duck by most, and he idolizes the various Knighthoods of Ravens Bluff. He has grown up listening to stories about their famous members and he is determined to be a member. Now

that both his parents have passed on (his father to an orc raid four years ago and his mother to the flux last fall), he lives on the street doing odd jobs wherever he can.

Duck sees a chance to ingratiate himself with the PC Knights or squires and hopes to persuade them to sponsor him as a squire. He is sweet and full of big dreams and no matter what the PCs do, Duck regards them as paragons of virtue and honor who cannot possibly find their way around without his aid. Fortunately for the PCs, he actually knows Mossbridges quite well. Duck can help the PCs find their way through the city. He knows where the Moorland estate is or any other place the PCs might want to find. In addition, he knows everything in the Gathering Information section with an Easy DC, and he can help the PCs locate any information he doesn’t know, making the DC for each check one step easier (Moderate becomes Easy and Hard becomes Moderate).

If the PCs refuse Duck’s aid, he follows them anyway and does his best to help. He knows enough to stay out of the way in any fights, but he will not give up on his hope to become a Knight. Throughout the investigation, Duck has the curiosity of a ten-year old boy. He doesn’t shirk from some of the gruesome scenes the PCs might discover, but instead punctuates the discussions with comments like “eeeww” or “gross” before poking at something with a stick.

Duck is your wildcard NPC to use as needed. Use Duck to add levity, provide role-playing opportunities, or even to aid the PCs in continuing their investigation if they are lost or unsure how to proceed.

GATHERING INFORMATION

Whether they go off of the stories they have heard at the Serpent's Wife (Encounters One and Two) or information gathered along the road (Encounters Three and Four), the PCs might try to ask around for additional information, locate specific witnesses, or verify the details of some of the tales. What follows is a list of likely questions the PCs might ask and the responses they are likely to receive. For each, the PC should succeed on an Easy or Moderate DC skill check using Bluff, Diplomacy, Intimidate, or Streetwise, as appropriate to their approach. PCs who are Knights of the Golden Rooster are especially well known here and their checks should always be against the Easy DC. Feel free to invent any random passersby, inn patrons, or helpful town guards whom the PCs might question and role-play the PCs' search for answers instead of merely rolling an endless series of skill checks, if it fits the temperament of the table.

- **Where is the Moorland Estate?** (Easy) "Used to be the Darkarrow estate long time ago. It's that big house just north of town. Can't miss it, just look for all the grape vines and apple trees planted in nice even rows."
- **What do you know about the attack on Tilm Moorland?** (Moderate) "Not much really. They say the boy was attacked by a bunch of highwaymen, maybe even Red Orthil's gang, but he was rescued by some apparition. No one has seen him since. They say he's recuperating from his injuries, but I think maybe his mind couldn't take what he saw, and now he's a bit touched in the head."
- **What do you know about Red Orthil, his gang, or Veph?** (Moderate) "Well, you didn't hear this from me of course, but I might know a thing or two 'bout the Red's gang of thugs. No one's seen the Red for awhile and folk say he's dead. I hear that Urrley has been hanging out near the ruins of the old temple to Azuth. That feller Veph ran off a few days ago and no one knows where he went to. Figgo is the only one of them still willin' to show his face in town, and he's drinkin' himself to death over at The Blushing Gynosphinx. You can find it on the east side of the road just south of the offices of the bridge masons."
- **What do you know about the attacks on the road to Ravens Bluff?** "The rumors abound, but many folks who travel at night have gone missing, never to be seen again. I fear that somewhere there may be a pile 'a bodies just waiting to be found, all murdered for some imagined slight. No one is safe."
- **What can you tell me about the religion of Azuth?** (Easy; can also use History or Religion) "Well, that's almost ancient history now, but there was quite a mess created when Cyric, the god of murder and lies, murdered Mystra, the old god of magic, in Dweomerheart. The plane of magic disintegrated, destroying Savras the seer god and sending Azuth the lord of spells and Velsharoon the god of necromancy into the Astral Sea. Unfortunately for Azuth he somehow ended up in the Nine Hells, where the archdevil Asmodeus ate him and became a god himself."
- **What do you know about the Woman in White?** (Easy) "There's all sorts of stories flying about. She's a ghost. She's a vengeful fairy. She's a woman whose man done her wrong. She's a vigilante who's hunting down all of the bandits in the area. She attacks everyone on the road. She attacked the Moorland boy. She murdered Red Orthil and is now hunting down all the members of his band. She haunts those who wear a specific color. No one really knows what to think."
- **What can you tell me about this locket?** (Moderate) "Looks like it might have been made by one of the silversmith's at Gladragon's Gold & Gems Exchange. They could likely tell you more." (Indeed they can, if

asked the staff at the jewelry store directs the party to Ilsaba's family.)

- **Who is Ilsaba?** (Moderate) "Sounds familiar. I think there may have been an elven woman by that name, but she went missing months ago, back when it was still Spring. I think her family may have given up hope that she'll ever be found."
- **Where can I find Ilsaba's family?** (Easy) "They're not hard to find. Her husband still runs the farm to the west of town with his children. Look for the big red rock at the side of the road: that marks the trail to his farm."
- **What can you tell me about the religion of Sehanine?** "Isn't that one of the three aspects of Angharradh? I think it's the one in charge of the moon and dreams."
- **What can you tell me about this white scarf?** (Easy) "Sure is pretty, is it elven made? You know it looks sorta like the ones those fellas calling themselves the Lady's Men have been wearing."
- **What do you know about The Lady's Men?** (Easy) "There's a group of men, maybe a half dozen or so, that claim each of them was rescued by some woman dressed all in white. They wander around looking for trouble. They say it's so they can rescue others in need. Bunch of thugs if you ask me. I wouldn't be surprised if they are more interested in robbing folks themselves, like those monsters that are part of Red Orthil's gang."
- **What do you know about Athler Heartsong?** (Hard) "The name sounds vaguely familiar, isn't he some sort of knight in Ravens Bluff?"
- **What do you know about Quen Hiddle, the clothing merchant?** (Easy) "A bit of a tale teller that one. Loves the attention, but generally reasonable when you deal with him. I'd look at any story he tells you with a skeptical eye ... especially if it makes him out to be the hero. He has been known to stretch the truth."
- **Where is Figgo?** "Why would you want to talk to him? I thought those halflings were supposed to be all happy and friendly, but Figgo sure ain't. Maybe try the taverns over by the bridge."

THE MOORLAND ESTATE

Once the PCs have located the Moorland estate, they can seek answers there.

The Moorland estate is obvious from a distance. Trellised vines and tall trees are organized in smart rows to take advantage of the sun and ease in harvesting. Farm hands work diligently among the vines while a woman stands on the veranda of the home, watching your approach.

Should the PCs try to engage any of the workers in the fields, they direct the party to the main house and Lady Jhusilla Moorland.

The Lady Moorland is a stern, grey haired woman. She is mother to Tilm, whom the PCs have likely come to see. House Moorland is no longer a major noble family in Ravens Bluff, but still has significant wealth, and Lady Moorland is not easily impressed or intimidated. She is a practical woman. Jhusilla manages the Mossbridges estate and vineyard, which was owned by the Darkarrow family before the Spellplague, and some of the walls were once part of Fort Thoden even before that. She is calm and pleasant as the PCs approach and asks their business.

Lady Moorland has also been looking into the rumors of the Woman in White, and backed a private investigation with her considerable resources, but it did not gain her the answers she sought. She is more than happy to pass along the information she has discovered to the PCs, knowing that they are likely to complete what she cannot.

While Jhusilla is hesitant to allow the PCs to speak with her son, she shares the following without hesitation once it is clear what the PCs are looking for:

- She can confirm the details of the story the PCs have already heard about the attack on her son; with one exception. Unlike the story the PCs heard the night before, Tilm was traveling alone.
- She explains that she has been asking questions about who attacked her son and she has determined that names of the men who escaped were Veph, who fled towards Ravens Bluff (and who the PCs know is now dead); Urrley, who was last sighted skulking near the ruins of the temple to Azuth; and Figgo, who has been drinking his way across Mossbridges. She would be more than happy to send the PCs after any of these men to garner some vengeance for her son.
- Jhusilla can give directions to the temple of Azuth and explain that the place is in a portion of Mossbridges that remains relatively uninhabited. People often avoid that area as many of the temples are plagued by random magical effects left over from the Spellplague. Those who visit the area do so because the temple's stones still bear inscriptions that may be useful in casting rituals today.
- Her son Tilm has been badly shaken by his ordeal and is not seeing any visitors at the moment.

Naturally, the PCs will still want to speak with Tilm about his experience. When the PCs arrive, he is currently sitting on the porch attached to the rear of the home. To speak with Tilm, they need to get past his

mother by either convincing her that it is necessary (Diplomacy, Moderate DC) or by sneaking past her and the attentive staff (Stealth, Group, Moderate DC).

If the PCs manage to meet with Tilm, they find a broken man. His wounds are mostly healed, though a yellow bruise still mars his neck. His physical wounds may be gone, but he still bears the psychic scars. He alternates between nervous jumps and long stares.

A dark-haired man sits in a rocking chair staring blankly toward the horizon. Despite the heat a knitted blanket hangs half-off of his lap. A yellow bruise colors his throat, but he otherwise shows no obvious injuries. He does not turn or acknowledge your approach.

Tilm speaks to the PCs, but only distantly and even then he rarely looks them in the eye. He was a gentle soul even before the incident, and he has not recovered. If the PCs ask him to, he will relate his experience.

"I suppose it was six weeks ago now, in the second week of Mirtul. I had just negotiated a deal with Ikhen Fithlaun, a greengrocer in Ravens Bluff. He wished to celebrate with a few toasts, and the hour grew late until the moon was high. I had made the ride many times so my horse knew the way and was in high spirits so I thought nothing of making for home.

There was a man lying in the road. He looked hurt, so I stopped... they were waiting in the bushes... he... he wasn't hurt. When I stepped over him, he just looked up in smiled at me through his bushy red beard. They... it was horrible. They... did things ... things I don't want to remember. Please don't make me remember!"

At this point Tilm pauses, seemingly unable to continue. He is clearly in anguish. The PCs must somehow calm and encourage him (either through good roleplaying or appropriate skill/power usage).

"There... there was a fog, though it had been a clear night just before. Then I saw her. She was wrapped in white cloth that glowed in the moonlight. She was short and slim, perhaps a girl, or an elf. She paused, staring through me like she was pondering something. Then she was among them, her fists pummeling and feet kicking. The bandits scattered, but only a few managed to run. The rest... what they did to me, it was nothing compared to what she did to them. It was over in seconds. The Woman in White stood in front of me, drenched in blood. So much blood. She looked at me one more time, and then faded into the mist. I was there until morning. I... I have nothing more to say."

Tilm is emotionally exhausted, having retold his story, but a successful Moderate DC Diplomacy or Easy DC Intimidate check allows the PCs to convince him to answer a few more questions:

- **Where did the attack occur?** Tilm confirms the location from Encounter Three.
- **What else can you tell us about the woman? Was she undead?** *I do not think she was a restless spirit. She was entirely solid and did not have glowing red eyes or keen like a banshee. She was just a woman in fine silk clothing that reflected the moonlight such that it almost glowed. At least until the blood started flying...*
- **Can you describe the men who escaped?** *"Two were human. I didn't get a good look at the first one. The second was bald and wearing a holy symbol. It might have been Waukeen's. The third was a muscular halfling with black hair."*

ENDING THE ENCOUNTER

From here the PCs have enough information to follow up on Urrley's death (Encounter Six), search for Figgo (Encounter Seven), look for Ilsaba's family (Encounter Nine) or investigate the scene of Tilm's attack if they haven't already done so (Encounter Three).

Success: If the PCs gather enough information to locate two of the following: Urrley's body, Figgo, Ilsaba's family, they earn a success.

Failure: If the PCs do not gather enough information to locate two of the following: Urrley's body, Figgo, Ilsaba's family, they earn a failure.

MILESTONE

This encounter is part of the skill challenge described in Encounter One and by itself does not provide experience or count towards a milestone.

TREASURE

There is no treasure in this encounter, but if the PCs ask for a reward, Lady Moorland offers 25 / 50 / 75 / 150 / 225 gp per PC. Her conditions are that the PCs must solve the mystery of the Woman in White and bring Lady Moorland proof that all three members of Orthil's band who escaped on that fateful night are either dead or jailed. (In practice, this really just means that the PCs need to deal conclusively with Figgo, since Veph and Urrley are already dead and proving so is easy.)

ENCOUNTER SIX: A GRISLY SCENE

Having gathered information about the members of Red Orthil's bandits from either the rumor mill or the Moorland family, in Encounter Five, the PCs have decided to investigate the recent activities of one of Orthil's men, who was last seen near the ruins of the Temple of Azuth.

The remains of the Holy Academy of Spellcraft are barely a pile of rubble that it seems the rest of the town has forgotten. This ward has few residents, and other than the temple to Chauntea, most of the places of worship are empty or nearly so. Many of the tumbled stones bear chiseled inscriptions that should have faded due to a hundred years of weathering but appear as fresh as when they were carved.

Something white flutters in the breeze on the other side of the rubble. The smell of rotting meat is strong.

The PCs have arrived at the final resting spot of Urrley, a cleric of Waukeen who was part of Red Orthil's band. Urrley, more than the other survivors, was looking for a way to escape the Woman in White. He came to believe that it might be possible to put her to rest or protect himself from her if he could devise the correct ritual. He came to consult the stones of the temple of Azuth looking for inspiration. Unfortunately, when he came to this desolate place, the Woman in White found him and he received the justice he had escaped six weeks ago.

Should the PCs investigate the fluttering, they find a grisly scene. What appeared to be a scrap of cloth is in fact a thin, long strip of dried human skin.

A horse-sized carving of a hand with the index finger pointed upward lies upright amidst the rubble. A man is lashed to the stone by strips of white cloth and ribbons of his own flayed skin. His face is badly bruised with the teeth broken inward. The corpse has begun to rot in the summer heat.

The PCs are free to explore the ruins and investigate the body. Try to keep the party on edge by creating small, disturbing scenes, like flickers of uncontrolled magic haunting the ruins, but there is no actual danger. The place is desolate and empty with a palpable sense of dread that has kept anyone from clearing away these ruins.

The PCs may find the following clues as they investigate the body:

- Heal [Easy DC]: The man was beaten badly before his death. The blood spatters on the stone from the back of his head and the fact that the worst damage was done to his face suggest great rage.
- Heal [Moderate DC]: Many of the corpse's teeth are broken and his tongue is missing, as if someone or something reached into his mouth and ripped it out. It is unlikely that the man could scream for help with any significant volume without his tongue and with his mouth filling with blood. That, combined with the isolation of these ruins, probably explains why nobody has discovered him until now.
- Heal [Hard DC]: The man was alive while his skin was being peeled off, though he likely died before the process was completed. It would have been a slow, agonizingly painful death.
- Perception [Easy DC]: There is a rucksack lying in the rubble not far from the body. Inside the bag, there are two sets of clothes, a dagger with a red leather grip, a prayer book to Waukeen the Merchant's Friend, several pieces of charcoal, a bottle of ink, some quills, and a rolled sheaf of loose parchments filled with a combination of charcoal rubbings and notes written in ink. Some of the ink has spilled and it appears as if the papers were shoved into the bag in a hurry.
- Perception [Moderate DC, specifically searching the body]: In Urrley's left boot are five gold coins and a wooden chit good for a free drink at the Blushing Gynosphix tavern.
- Arcana [Hard DC, trained only]: The cloth strips radiate magic, though their precise type is not clear.
- Nature [Moderate DC]: The strips of cloth are made of something unusual. They are like silk, but are even lighter and catch the light and shimmer unnaturally. This is the same type of cloth as found in Encounter Two.
- Thievery [Moderate DC]: The cloth strips are wrapped with incredible care and precision around the ribbons of flayed skin. It would have taken significant time and skill.
- Should a PC try to remove the strips of cloth (possibly to use them in place of the scarf from Encounter Two), they turn grey and begin to disintegrate, eventually blowing away on the wind.

Investigating Urrley's notebook and prayer book reveals the following:

- Arcana or Religion [Hard DC, examining the notebook; a PC with the Ritual Caster feat automatically succeeds on this check]: The notes in Urrley's bag seem to be the first steps of working out a new ritual to protect against the Woman in White. Urrley believes that due to how she apparently originated, she will continue to murder anyone who

has or will lie, cheat, steal, or brutalize anyone on the road. He suspects that she can somehow look into the hearts of men and see any misdeed they have ever committed and if they have not led a perfect life, she will kill them. He copied several of the passages written on the stones and was trying to tie some of them together as a basis for the new ritual. The ritual is incomplete, but it looks as if it would need several objects as foci for it to function properly. (If a PC wants to complete the ritual, consult Handout 1.)

- Religion [Hard DC, examining the prayer book]: It appears that this particular prayer book is older, and devoted to the heretical Harlot's Coin worship of Waukeen. This branch of Waukeen's faith teaches that Waukeen has been gradually selling off pieces of her divinity and virtue to the demon lord Graz'zt in order to finance the church. It was for failing to pay her debts to Graz'zt that the demon lord imprisoned her during the Time of Troubles and Waukeen only became free because she finally paid her debt, resulting in Graz'zt now owning the majority of Waukeen's godhood. The heretics believe that all who worship Waukeen are really worshipping Graz'zt instead.

The following clues may be found in the ruins:

- Arcana [Hard DC, trained only]: The stones radiate magic that appears to be preserving them, but the inscriptions themselves radiate a wide variety of magical auras. Several auras fade in and out of existence as the PC watches. (If the rubbings or the coal markings have been found, those inscriptions seem to be part of a protective ritual to keep a specific creature away from the caster.)
- Perception [Moderate DC]: There are charcoal markings on the stones near some of the inscriptions. Someone was making rubbings and the coal occasionally slipped off the page.
- Religion [Easy DC]: The statue of a hand pointing with its index finger is the holy symbol of Azuth, the deceased Lord of Spells.
- Streetwise [Easy DC]: This is an excellent place for an ambush. There are no inhabited homes or businesses nearby and the statue faces away from even the rarely traveled streets. It would not have been difficult for someone to take Urrley by surprise, especially if he was focused on the inscriptions and carvings.

ENDING THE ENCOUNTER

Once the PCs have had a chance to look for clues, they can proceed to the next encounter. From here the PCs

might go to the Moorland estate (Encounter Five), search for Figgo (Encounter Seven), look for Ilsaba's family (Encounter Nine) or go investigate the scene of Tilm's attack (Encounter Three).

Success: The PCs receive a success in the skill challenge described in Encounter One if they locate and comprehend the ritual described in Urrley's pack.

Failure: The PCs receive a failure in the skill challenge described in Encounter One if they do not locate or do not comprehend the ritual described in Urrley's pack.

Be sure to distribute Handout 1 if the PCs want to complete the research that Urrley had started.

MILESTONE

This encounter is part of the skill challenge described in Encounter One and by itself does not provide experience or count towards a milestone.

TREASURE

There is no treasure in this encounter other than the 5 gold pieces found in Urrley's boot.

ENCOUNTER SEVEN: IN THE BOTTOM OF A BOTTLE

IMPORTANT NPCs

Arthe Thilond: male human, Insight +2, Perception +2.

Figgo: male halfling, Insight +5.

The PCs have either been told to seek the Blushing Gynosphinx from the Moorland family (Encounter Five) or are following up on hints from Ilsaba's family (Encounter Eight). The PCs may also find their way here because both Veph and Urrley have "free drink" chits from this bar among their possessions.

The sign in front of this ramshackle inn suggests that the Blushing Gynosphinx was founded more than 150 years ago. Given the rundown look and random additions with no obvious care to maintaining similar architectural styles, whatever the original building looked like, it has long since changed.

There is little light inside the common room, filled with the blue haze of pipe smoke and the smell of old beer. A burly halfling sits at the rail, deep in his cups, while the barkeep, a young human, putters behind the bar. Seeing you enter, the barkeep's attention perks up and he smiles in your direction.

The barkeep, Arthe Thilond, is new to his job which explains why he works during the Sphinx's quieter hours. He doesn't know much about the Sphinx's history but he is quick to point out how old the inn is and its storied history, not that he can elaborate on it. In fact, the inn has changed owners several times in the last hundred years and much of its history has been lost. Fortunately its patrons are more likely to come for cheap ale than old stories.

Given that some players may have fond memories of the Blushing Gynosphinx from its many appearances in Living City adventures, feel free to let them relate some wild stories about the inn's past if time permits. Or, make up some of your own stories; no matter how outlandish, it's quite possible that anything you can imagine has happened in this tavern at some point during its storied history.

Arthe is cheerful enough but a bit naïve. If the PCs ask after Figgo, the halfling ignores them but Arthe pointedly looks in his direction, destroying any chance Figgo had of remaining anonymous.

SPEAKING WITH FIGGO

Figgo is not really in the mood to talk. His normal bluster and violent disposition have been replaced with a deep depression that comes with an acceptance that he will likely soon die. He is trying to drown his sorrow and fear in an endless ocean of alcohol.

*The halfling doesn't even look up from his mug. "Whaddya want? Can't a guy *hic* die in peace? Just leave me alone!"*

Figgo starts by pointedly ignoring the PCs until they succeed in a Moderate DC Bluff or Intimidate check or a Hard DC Diplomacy check, or they bodily turn him to face them. He is not especially impressed by attempts to buy him a drink as he has plenty of coin taken from various travelers. However, anyone who suggests they know either Veph or Urrley, or that they are attempting to complete Urrley's research, immediately gets his full attention. Just like all the other members of Red Orthil's band, Figgo has a dagger with a red leather grip.

Once the PCs convince, or force, Figgo to speak with them, he can tell the following:

- Figgo did know Veph, Urrley, Orthil and the others (though he will not admit directly to any crimes), and the story the PCs may have heard from Tilm Moorland is true.
- Figgo does not know that he is the only one of his friends still alive, since word has not yet reached him of Veph's "suicide" and he hasn't seen Urrley in several days.
- **Why are you sitting here drinking?** *"She's coming for me, she is, oh yes, she is... she is..." *his head sways dizzily as he hums to himself**
- **Who is coming for you?** *"The Woman in White wants me, oh yes she does. I am a handsome devil and she has a grave-chilled kiss to bring me to my end."*
- **What is the Woman in White?** *"What is she? A specter from the grave. And an angry spirit, oh yes she is. More ghost than girl."*
- **Why is she coming for you?** *"On account of things she thinks I did... *hic* It's all a miss... miss.. misunderstanding I swear. Me... I never did nothin' to nobody. 'Course maybe some other fellers done her wrong and she just thinks I look like one of them?"*
- **Why do you think she will kill you?** *"She's been killin' everyone I know!" [If the PCs have told Figgo about the deaths of Veph and Urrley, add the following:] "All the lads be dead now, even Urrley and all his magic spells and rituals couldn't keep her away. I feel her breath right over my shoulder. Gettin' closer each second, oh yes she is."*

- **What was Urrley doing at the temple to Azuth?** *"He had sum fool idea that he could use a ritual to put the Woman down forever."*
- **Did you harm Tilm/Ilsaba/misc. travelers?** *"Course not! I'm a fine, up... up... upstanding gentleman, oh yes I am."*
- **Why are you just sitting here if you know she is coming for you?** *"Don't matter where I go. Once you walk her road, when the moon rises high she finds you no matter how far you run, oh yes she does. Here's as good a place as any. Besides, they got beer here."*
- **We're taking you to jail because we think you are a criminal!** *"You do that. Let's see what proof you've got, and I ain't talkin' about whiskey. What diff... diff... difference does it make? I'll be dead soon anyway."* [If the PCs have told Figgo about the deaths of Veph and Urrley, add the following:] *"Tonight most likely, she'll come for me, oh yes she will. I'm the last one."*
- **We want to help you stop the Woman in White!** *"Not sure how you think you can do that, but if you can, gods be with you. I'll raise a glass in your honor!"*

It should become clear Figgo has no obvious plan to move, but is convinced (rightly) that the Woman in White will come for him. If none of the PCs realize that he is likely a focus for the Woman in White's hatred and they have successfully recovered the ritual from Encounter Six, have the PCs make an Easy DC Arcana or Religion check to notice the connection.

The PCs have several choices how to proceed (and it might be possible to do multiple):

- **Call in the Law:** The PCs might try to call in the law and bring Figgo to justice. He certainly won't resist and the PCs have enough hearsay that local guard will take him into custody until they can sort it out and talk to the Moorland family to have Tilm identify him. Unfortunately for Figgo, he doesn't have that long. The Moorlands won't come out until the next day, and the Woman in White comes for him in his cell that night. If this happens and the PCs are watching the jail, alter Encounter Nine accordingly. Note that while the local law is willing to take Figgo, they are just as concerned that someone must deal with this Woman in White character, and they themselves are not equipped to take her on.
- **Kill Figgo:** This is just about the worst possibility. Figgo won't resist, but if slain, the Woman in White is sated for the time being and does not come. There is no activity on the road in the near future unless the PCs themselves commit a brutal crime on the road, in which case the next time the moon rises, the Woman in White comes for them! Their only way to succeed

is to stake out the road until a highwayman commits a crime and then deal with her when she manifests. This is considered a failure in the skill challenge but allows the PCs to continue.

- **Use Figgo as bait:** Crueler PCs might decide to just wait it out and see if she does come for him. Figgo does nothing to help the PCs, but does not hinder them either. He eventually gets intoxicated enough to pass out in the common room and Arthe leaves him where he falls, even after closing up. It's not the first time a patron has spend the night and it won't be the last. For 4 copper pieces each, the PCs are welcome to their own piece of the floor.
- **Enlist Figgo's cooperation:** The optimal choice may be to convince Figgo to help the PCs deal with the Woman in White. A moderate DC Bluff, Diplomacy, or Intimidate check can get Figgo to cooperate with whatever plan the PCs propose to lure the Woman in White. In this case Figgo will actively participate as bait and though he is too drunk to be very effective in combat, he will stabilize downed PCs, drag unconscious PCs behind the bar, provide a flank with a broken bottle, or just generally wobble around the combat providing semi-effective, but humorous help as the PCs require (or deserve based upon their rolls).

ENDING THE ENCOUNTER

If the PCs investigate Urrley's death, go to Encounter Six. If they investigate the scene of Tilm's attack, go to Encounter Three. If they look for Ilsaba's family, go to Encounter Eight. If they are ready to confront the Woman in White, move to Encounter Nine.

Success: If the PCs find a way to use Figgo as bait (either without his help or by enlisting his aid) they gain a success.

Failure: If the PCs kill Figgo, or get him arrested and then do not watch him that night, he is slain and the PCs gain a failure.

MILESTONE

This encounter is part of the skill challenge described in Encounter One and by itself does not provide experience or count towards a milestone.

TREASURE

There is no treasure in this encounter. If the PCs get Figgo arrested or slain, they earn a reward from the Moorland family at the end of the adventure.

ENCOUNTER EIGHT: WHERE THE HEART IS

IMPORTANT NPCs

Aranthir Aluvril: male elf, Ilsaba's husband.

Shallryn, Kuryan, and Elyra: elven children.

Gathering information in Encounter Five about Ilsaba's locket may lead the PCs to her family. They might want to see if she is somehow related to the Woman in White or simply to give the family peace about her death.

Just as you were told, a large red rock sits next to the end of a wagon-rutted trail that leads between fields to a small, but elegant house. In the yard an elven man is stacking wood next to the house while a girl plays with a younger boy and an infant. The man looks up at your approach.

Aranthir has held his family together as best he can since his wife's disappearance. Taking care of a small farm and three children (Shallryn age 10, Kuryan age 6, and Elyra age 1) has been difficult for him. His eldest daughter Shallryn has stepped up admirably, taking over mothering duties for her siblings and cooking most meals, but the absence of their mother is deeply felt.

While he is exhausted and in no shape to threaten anyone, Aranthir moves to meet the PCs, obviously putting himself between his children and the strangers. The children, particularly Shallryn, look on with clear interest. Aranthir is happy to speak with the party, though he is very interested to learn why a group of armed men and women have walked onto his farm. If any of the PCs wear symbols of or introduce themselves as Knights of the Golden Rooster, he is less suspicious and more amicable.

- **Who are you?** "My name is Aranthir Aluvril and these are my children Shallrun, Kuryan, and Elyra. This is our farm."
- **Where is your wife?** "My wife Ilsaba has been missing these last few months. I have looked for her but I fear the worst."
- **Your wife is dead; we have her remains (or we buried her).** Aranthir nods grimly, having shed his tears weeks ago. He tries to keep any gruesome talk or sights away from his children.
- **What can you tell us about your wife?** "We are a young couple by elven standards and she loved all things green. Many nights she would walk among her flowers in the moonlight. She loved the children and we miss her

dearly. She had so many dreams, seeing our babies grow up safe and happy, building up our farm, someday having grandchildren, making Mossbridges a bigger and better place to live..."

- **We think your wife is an undead monster!** Aranthir looks horrified. "That can't be! Elves rarely become undead, and even then they would need to be especially angry or unhappy. Ilsaba was loved and happy. You must be mistaken."
- **What should we do about her restless spirit?** "If it really is her, I beg you to help her find the rest she deserves."
- **Did your wife worship Sehanine?** "Not directly, but we venerate her as an aspect of Angharradh, the Queen of Avandor. Our family is not overly religious but only a fool would fail to pay some due to the Seldarine, even their older aspects."
- **We would like to give back her locket.** "Thank you, but giving us back our peace and allowing us to lay her rest is a great deed for smallfolk and the locket reminds me of a wound that is just too raw. I would reward you if you let me. The silver in the locket is not much, but I would give you that small gift for the favor you have done our family. Please take it and know that you have already done us a great deed."

Aranthir wears a locket identical to the one the PCs found on Ilsaba's body, though with a picture of her inside. If the PCs have recovered the ritual from Encounter Six, but are unsure if they should use it, Aranthir tells them that he cannot stomach the thought of his wife living out some tortured existence as an avenging spirit, and asks them to perform the ritual. He is happy to give them her locket if it helps put her ghost to rest, besides it is a reminder of a painful memory that he cannot stand.

If the PCs ask to speak with the children, Aranthir is hesitant and a successful Moderate DC Diplomacy check convinces him to allow it as long as the PCs agree not to upset them. If the PCs fail, he sends the children inside.

If the children are spoken with, they are cautious and Shallryn tries to do most of the talking:

- **Shallryn:** Recent weeks have seen Shallryn grow up fast, to the point where she feels like a mother to Kuryan and Elyra. She is headstrong and will not stand for anyone intimidating her brother or sister. She misses her mother, but is convinced that she is already dead and has been trying to convince her brother of the same. She is confident that her mother is dead because Ilsaba has come to her in her dreams and told her to be strong for her brother and sister.

She feels sorry for her father because she knows he cannot do both his job on the farm as well as all of the things that her mother used to do for the family. She wears one of her mother's necklaces that is too big for her.

- **Kuryan:** Kuryan is a young and somewhat shy. He still holds out hope that his mother will return, no matter what his older sister says. He thinks she is still alive because he has seen her (in his dreams). His world is small and his cares limited to what games they will play next or when it is time to eat. He carries a ragdoll made for him by his mother.
- **Elyra:** While the infant is still too young to talk, she has something worth seeing. The blanket that she is swaddled in is simple grey wool on the outside, but an Easy DC Perception check (or Hard DC if the PCs do not approach the children), notices a corner of white shiny cloth under the wool. It is the same cloth Veph hung himself with and that was found on Urrley's body. This cloth does not radiate magic. If asked about it, Aranthir doesn't remember it, but Shallryn will admit that it is her mother's favorite scarf. Shallryn sewed the fabric onto the inside of Elyra's blanket so it would be softer for the baby. Shallryn claims her mother told her that she brought the scarf all the way from Evermeet.

Should the PCs decide they need a meaningful object from a loved one for the ritual, Shallryn's necklace, Kuryan's doll, Elyra's blanket, Aranthir's locket or Ilsaba's necklace (but only if given back to the PCs by Aranthir) are all acceptable choices, though they are not likely to give them up easily, given their attachment to them. It takes a Moderate DC Diplomacy or Thievery check to acquire one, or suitable role-playing during the PCs' interactions with the Aluvril family.

ENDING THE ENCOUNTER

If the PCs go looking for more leads, go back to Encounter Five. If the PCs go looking for Urrley, go to Encounter Six. If the PCs go looking for Figgo, go to Encounter Seven. If the PCs are finally ready for their confrontation with the Woman in White, Go to Encounter Nine.

Success: The PCs gain a success if they acquire an object for the ritual.

Failure: The PCs gain a failure if they do not acquire an object for the ritual.

MILESTONE

This encounter is part of the skill challenge described in Encounter One and by itself does not count towards a milestone.

QUEST OBJECTIVE

If the PCs help the family locate Ilsaba's remains and lay her to rest (either by telling Aranthir where the remains are, or bringing them to the farm), they complete an optional objective worth 50 / 70 / 100 / 140 / 200 XP.

TREASURE

There is no treasure in this encounter (but note that whatever personal item the PCs decide to use in the ritual, most likely Ilsaba's locket, will NOT be destroyed in the casting).

ENCOUNTER 9: THE WOMAN IN WHITE

ENCOUNTER LEVEL 3/5/7/9/11
(752/1000/1500/2000/3000 XP)

CREATURES

This encounter includes the following creatures at ALs 2, 6, and 10:

Ilsaba, dream made flesh (I)

2 crested felldrakes (C)

4 tigerclaw hordlings (T)

This encounter includes the following creatures at ALs 4 and 8:

Ilsaba, dream made flesh (I)

2 crested felldrakes (C)

3 tigerclaw hordlings (T)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the crested felldrakes. In addition, Figgo (if present) aids one PC per round who attempts to cast the ritual.

Six PCs: Add four tigerclaw hordlings and the PCs must get one additional success to cast the ritual.

SETUP

The location of this encounter may vary depending on how the PCs approach their final confrontation with the Woman in White. Possible locations include inside the Blushing Gynosphix, inside or outside the Mossbridges jail, on the road to Ravens Bluff, the ruined temple of Azuth, or just about any other place the PCs decide to lay a trap for her (especially if they have secured Figgo's cooperation). As such it may require some effort for you to set up an appropriate map and adjust the description of the combat.

As the adventurers begin the encounter, read:

The night is warm, just as the last few have been. The summer heat is accompanied by dripping humidity that makes the night sweltering. In fact it is so warm out that a fine mist is beginning to rise up.

Allow the PCs to position themselves where they would like on the map, the unnatural mist being their signal that the Woman's arrival is imminent. Note that the PCs

cannot pre-cast the ritual as it requires the Woman in White as a target and she must be bloodied. After they have had a few minutes to position themselves, continue (altering the text as needed for the PCs actions):

The moonlight glimmers through the mist, giving it an eerie shine. Where the light touches the swirling fog, the mist begins to coalesce into the form of a short, thin, muscular woman completely wrapped in strips of white cloth. She notices Figgo and beckons the mist, which flows to her command, solidifying into vague shapes of humanoids and dog-sized lizards. These figures advance quickly with silent menace.

FEATURES OF THE AREA

This area has a few important features, but mainly it depends on where the PCs choose to make their stand. Because there are so many possibilities, no battle map is provided for this encounter. You should construct a basic map of the area based on where the PCs decide to encounter the Woman in White and then let the players add and arrange whatever obstacles or other terrain features they wish (within reason). The PCs have hours to prepare the scene and thus have ample time to set up blocking terrain, create hiding places, place light sources, etc. If some type of terrain seems appropriate but is not listed, feel free to add it.

Figgo: Assuming Figgo is present to serve as bait, you should decide where he starts if he is not cooperating with the PCs, or the players may decide his starting location if he is cooperating. He must be in a location that is visible and accessible, or else the Woman does not appear. He will not put up with anything uncomfortable (like being cramped in a box). Since the PCs presumably cannot keep Figgo in an airtight bubble all night, at some point he will have to be in a space where the Woman can get to him, or else she does not appear.

Illumination: This encounter takes place at night. If it occurs outside it is a moonlit night with dim illumination unless the PCs have brought additional light with them. If inside, the illumination level depends on the light sources the PCs decided to set up.

Boxes and Barrels: If your encounter occurs inside, or on the street in Mossbridges, you may add a few boxes or barrels. These can be used to grant cover, or piled up to climb over obstacles with an Easy DC Athletics. If piled up, they can be pushed over in a blast 2 with Strength vs. Reflex attack that does 1d8 + AL damage and knocks creatures in the blast prone.

Chandelier: If inside a building, such as the Blushing Gynosphix, there is a chandelier with lit

torches. It can be dropped on foes in a burst 1, up to 5 squares away with a Dexterity vs. Reflex attack that does 1d6 + (half AL) damage and ongoing 5 fire (save ends)

Mist: If the encounter occurs outside, there is substantial mist which grants concealment to creatures that are further away than ten squares.

Rubble: Should the PCs choose to encounter the Woman of White at the ruined temple of Azuth (after all, no one will see them use Figgo as bait there), there is substantial rubble that counts as difficult terrain. In addition the rubble can be moved around to create low walls for cover, or stacked up to push over on foes in a manner similar to the stack of boxes above.

Tree: If outside, either in Mossbridges, on the road to Ravens Bluff, or at the Aluvril farm, a few sizable trees are present whose trunk takes up a full square. They can grant cover if a creature stands behind them and they can be climbed with a Moderate DC Athletics check. While in the branches, a creature gains concealment from those not in the tree, but must make an Easy DC Acrobatics check to maintain their balance when attacking or when taking damage. On a failed check the character falls 10 feet to the ground.

Wagon: On a city street or at the Aluvril farm, the PCs find a wagon. The wagon is currently not hitched to a team of horses, so it is difficult to move, but a Moderate DC Strength check can be used to drag it at half the PC's speed. It grants cover to those behind or in it and makes an excellent place to hide or to close off avenues of approach.

Wall: Whether it's the outside of the town jail, the ruined temple to Azuth, or the inside of the Blushing Gynosphinx, there are many places the PCs might come across any number of climbable walls. Most walls require a DC 20 Athletics check to climb. An improvised pile of rubble is DC 15. Reduce the DC by 5 or more if the PCs set up ropes, ladders, or handholds.

TACTICS

The mist-born crested felldrakes and tigerclaw hordlings are spread out to avoid too many being hit by any initial bursts. This may not be possible if the PCs have chosen terrain that bottlenecks the approach of their enemies. All of the creatures fight to the death. Ilsaaba can mentally direct their actions if a particular tactic would be advantageous.

The tigerclaw hordlings, which appear as wailing souls of the Woman in White's victims, are not tactically sophisticated, but try to provide flanking opportunities for the felldrakes whenever possible.

The crested felldrakes move to the nearest foe as a pair to take advantage of their *pack frenzy* trait. They

focus on the same target unless Ilsaaba orders them to change targets.

The Woman in White, Ilsaaba's dream of revenge made flesh, is a truly terrifying opponent. In her view, even Lawful Good PCs have sinned in their lives (adventurers often appoint themselves judge and jury and use violence to solve problems). She has marked them for death after she deals with Figgo. If no PC engages her, she targets Figgo first. Without PC intervention, she knocks him unconscious in the first round and in the second she kills him. She relies on her mobility to keep from being mobbed by PCs and tries to eliminate healers or ranged strikers as much as possible, leaving melee strikers behind with *felling blow*, *flurry*, or *on the run*, especially if there are walls or trees nearby where she can take advantage of her climb speed. If she is surrounded, she uses her *roundhouse kick* to attack as many PCs as possible. Since her primary advantage is her mobility and ability to attack and move as a standard and attack again as a minor or a free action, she saves her *centered breath* ability for effects that slow, restrain, immobilize or otherwise prevent her from using her advantage. She relies on her large number of hit points to soak up ongoing damage. If and when the PCs begin to use the ritual to end her dream, she immediately turns on those casting it if possible.

SKILL CHALLENGE: END OF A DREAM

Goal: To put the Woman in White to rest forever.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Religion

Other Skills: Acrobatics, Athletics, Nature, Religion

Victory: The Woman in White discorporates into mist, Ilsaaba's dream stilled forever.

Defeat: The Woman in White resists the ritual and it has no effect. The only way to end the combat is to slay her, and that will not be permanent.

DM Note: Making these skill checks does not provoke opportunity attacks.

Remember that the ritual has no effect unless the Woman in White (dream made flesh) is bloodied. The PCs cannot even start the ritual until they bloody her. In other words, it is not possible to start the ritual at the beginning of combat, earn some successes, then bloody her, then complete the ritual. The PCs must bloody her before they can earn ANY successes.

Acrobatics or Athletics Hard DC (minor action; not a success or failure; 1 maximum per combat round)

The PC maneuvers the Woman in White to stay within range of the ritual casters. This gives one Arcana

or Religion check to cast the ritual by any party member a +2 bonus. The PC successfully making the Acrobatics or Athletics check chooses who will get the bonus when they succeed in the Acrobatics or Athletics check (and before that PC attempts the Arcana or Religion check).

Arcana Moderate DC (standard action; 1 success, 4 maximum)

The PC invokes arcane power to unravel the threads that hold the Dream Made Flesh together. This check is a standard action, but may be attempted as a minor action by using the Hard DC.

Focus (no action; not a success or failure)

The PC uses the white scarf or one of the objects from Ilsaba's family as a focus for their casting or presents these items forcefully while asking the Woman in White to remember who she was. Carrying a focus item provides a +2 circumstance bonus to Arcana and Religion checks made to cast the ritual. If presented by a PC who is not casting, they can assign this bonus to the next PC who makes a check to cast the ritual.

Nature Moderate DC (minor action; not a success or failure, 1 maximum)

The PC studies the Woman in White and believes her powers are more akin to strength of will (psionics) than those of the undead. Noticing this gives one Arcana or Religion check to cast the ritual by any party member a +2 bonus. The PC successfully making the Nature check chooses who will get the bonus when they succeed in the Nature check (and before that PC attempts the Arcana or Religion check).

Religion Easy DC (minor action; not a success or failure, 1 maximum)

The PC studies the Woman in White and realizes that she is definitely not undead. Noticing this gives one Arcana or Religion check to cast the ritual by any party member a +2 bonus. The PC successfully making this Religion check chooses who will get the bonus when they succeed in this Religion check (and before that PC attempts the Arcana or Religion check to cast the ritual).

Religion Moderate DC (standard action; 1 success, 4 maximum)

The PC invokes divine power to protect the world from the wrath of the Woman in White. This check is a standard action, but may be attempted as a minor action by using the Hard DC.

ENDING THE ENCOUNTER

When the PCs defeat the Woman in White they have a number of people to notify and rewards to collect, as well as the final choice of what to do with Figgo. Move to the Conclusion to wrap these dangling threads up.

PRIMARY QUEST OBJECTIVE

The characters complete their primary objective and receive 125 / 175 / 250 / 350 / 500 XP each if they permanently lay the Woman in White to rest by completing the ritual.

If the PCs defeat the Woman in White, but do not complete the ritual, they still complete their primary objective, but the victory is only temporary as she will be rejuvenated. They receive 65 / 90 / 125 / 175 / 250 XP.

TREASURE

When the Woman in White is dispatched, whether permanently or not, she collapses into a pile of expensive silks and mist. The silks can be sold for 25 / 50 / 75 / 150 / 225 gp per PC. Selling these silks does not affect the PCs' ability to gain the Story Award corresponding to one of the silks at the end of the adventure (**CORE74 Fragment of a Vengeful Dream**).

ENCOUNTER 9: THE WOMAN IN WHITE (AL 2)

Crested Felldrake	Level 2 Skirmisher
Small natural beast (reptile)	XP 125
HP 39; Bloodied 19	Initiative +6
AC 16, Fortitude 15, Reflex 15, Will 12	Perception +8
Speed 8	
TRAITS	
Pack Frenzy	
The felldrake gains a +1 bonus to attack rolls and a +2 bonus to damage rolls while adjacent to a felldrake ally.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10+5 damage and a felldrake ally within 2 squares of the felldrake can shift up to 2 squares as an immediate reaction.	
TRIGGERED ACTIONS	
Undaunted Strider • At-Will	
Trigger: The felldrake is hit by an opportunity attack.	
Effect (Free Action): The felldrake shifts up to 2 squares.	
Skills Athletics +9, Stealth +9	
Str 16 (+4)	Dex 16 (+4)
Con 15 (+3)	Int 3 (-3)
	Wis 15 (+3)
	Cha 11 (+1)
Alignment unaligned Languages -	

Published in Monster Vault: Threats to the Nentir Vale, page(s) 52.

Tigerclaw Hordling	Level 3 Minion Skirmisher
Medium natural humanoid, human	XP 38
HP 1; a missed attack never damages a minion	Initiative +5
AC 17, Fortitude 16, Reflex 15, Will 14	Perception +3
Speed 6	
STANDARD ACTIONS	
Battleaxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC; This attack can score a critical hit on a roll of 18-20.	
Hit: 4 damage, or 7 if the attack was a critical hit.	
Str 16 (+4)	Dex 14 (+3)
Con 17 (+4)	Int 8 (+0)
	Wis 14 (+3)
	Cha 10 (+1)
Alignment unaligned Languages Common	
Equipment battleaxe, hide armor.	

Published in Monster Vault: Threats to the Nentir Vale, page(s) 101.

Ilsaba, The Dream Made Flesh	Level 4 Elite Skirmisher
Medium natural humanoid (living construct)	XP 350
HP 110; Bloodied 55	Initiative +6
AC 20, Fortitude 20, Reflex 19, Will 16	Perception +4
Speed 8, climb 6	Low-light vision
Immune daze; Resist Radiant 5	
Saving Throws +2; Action Points 1	
TRAITS	
Swift Climber	
Ilsaba does not provoke opportunity attacks by climbing.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6+5 damage	
M On the Run • At-Will	
Effect: Ilsaba shifts or climbs half her speed and uses <i>slam</i> at any point during the move.	
M Felling Blow • Recharge 6	
Effect: Ilsaba uses <i>slam</i> twice against the same target. If both attacks hit, the target falls prone.	
C Roundhouse Kick • Encounter	
Effect: Ilsaba uses <i>slam</i> on all targets in a close burst 1.	
MINOR ACTIONS	
M Stunning Fist • At-Will (1/round)	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: 1d6+4 and the target is dazed until the end of Ilsaba's next round.	
TRIGGERED ACTIONS	
Flurry • At-Will (1/round)	
Trigger: Ilsaba hits with an attack.	
Effect (Free Action): Ilsaba does 7 damage to an adjacent enemy, or 9 damage if the target of <i>Flurry</i> is not the same target that triggered <i>Flurry</i> . After resolving <i>Flurry</i> , Ilsaba shifts half her speed.	
Centered Breath • Encounter	
Trigger: Ilsaba is targeted with an ongoing effect, whether a save can end it or not. Ilsaba may choose to not use this power even if the trigger conditions are met.	
Effect (Immediate Reaction): Before beginning her next action, Ilsaba makes a saving throw against the effect with a +4 bonus. This bonus includes the +2 bonus Ilsaba has for being an elite. If successful, the effect ends.	
Skills Athletics +11, Insight +9, Stealth, +9	
Str 19 (+6)	Dex 15 (+4)
Con 15 (+4)	Int 12 (+3)
	Wis 14 (+4)
	Cha 8 (+1)
Alignment unaligned Languages Common	
Equipment white scarves	

Published as Great Ape in Monster Manual 3, page 10, made elite and added monk template.

ENCOUNTER 9: THE WOMAN IN WHITE (AL 4)

Crested Felldrake	Level 4 Skirmisher
Small natural beast (reptile)	XP 150
HP 55; Bloodied 27	Initiative +7
AC 18, Fortitude 17, Reflex 16, Will 14	Perception +9
Speed 8	
TRAITS	
Pack Frenzy	
The felldrake gains a +1 bonus to attack rolls and a +2 bonus to damage rolls while adjacent to a felldrake ally.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6+6 damage and a felldrake ally within 2 squares of the felldrake can shift up to 2 squares as an immediate reaction.	
TRIGGERED ACTIONS	
Undaunted Strider • At-Will	
Trigger: The felldrake is hit by an opportunity attack.	
Effect (Free Action): The felldrake shifts up to 2 squares.	
Skills Athletics +10, Stealth +10	
Str 16 (+5)	Dex 16 (+5) Wis 15 (+4)
Con 15 (+4)	Int 3 (-2) Cha 11 (+2)
Alignment unaligned Languages -	

Published in Monster Vault: Threats to the Nentir Vale, page(s) 52.

Tigerclaw Hordling	Level 5 Minion Skirmisher
Medium natural humanoid, human	XP 50
HP 1; a missed attack never damages a minion	Initiative +6
AC 19, Fortitude 18, Reflex 17, Will 16	Perception +4
Speed 6	
STANDARD ACTIONS	
Battleaxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC; This attack can score a critical hit on a roll of 18-20.	
Hit: 5 damage, or 8 if the attack was a critical hit.	
Str 16 (+5)	Dex 14 (+4) Wis 14 (+4)
Con 17 (+5)	Int 8 (+1) Cha 10 (+2)
Alignment unaligned Languages Common	
Equipment battleaxe, hide armor.	

Published in Monster Vault: Threats to the Nentir Vale, page(s) 101.

Ilsaba, The Dream Made Flesh	Level 6 Elite Skirmisher
Medium natural humanoid (living construct)	XP 500
HP 142; Bloodied 71	Initiative +7
AC 22, Fortitude 22, Reflex 21, Will 18	Perception +5
Speed 8, climb 6	Low-light vision
Immune daze; Resist Radiant 5	
Saving Throws +2; Action Points 1	
TRAITS	
Swift Climber	
Ilsaba does not provoke opportunity attacks by climbing.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6+7 damage	
M On the Run • At-Will	
Effect: Ilsaba shifts or climbs half her speed and uses <i>slam</i> at any point during the move.	
M Felling Blow • Recharge 6	
Effect: Ilsaba uses <i>slam</i> twice against the same target. If both attacks hit, the target falls prone.	
C Roundhouse Kick • Encounter	
Effect: Ilsaba uses <i>slam</i> on all targets in a close burst 1.	
MINOR ACTIONS	
M Stunning Fist • At-Will (1/round)	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: 1d8+5 and the target is dazed until the end of Ilsaba's next round.	
TRIGGERED ACTIONS	
Flurry • At-Will (1/round)	
Trigger: Ilsaba hits with an attack.	
Effect (Free Action): Ilsaba does 8 damage to an adjacent enemy, or 10 damage if the target of <i>Flurry</i> is not the same target that triggered <i>Flurry</i> . After resolving <i>Flurry</i> , Ilsaba shifts half her speed.	
Centered Breath • Encounter	
Trigger: Ilsaba is targeted with an ongoing effect, whether a save can end it or not. Ilsaba may choose to not use this power even if the trigger conditions are met.	
Effect (Immediate Reaction): Before beginning her next action, Ilsaba makes a saving throw against the effect with a +4 bonus. This bonus includes the +2 bonus Ilsaba has for being an elite. If successful, the effect ends.	
Skills Athletics +12, Insight +10, Stealth, +10	
Str 19 (+7)	Dex 15 (+5) Wis 14 (+5)
Con 15 (+5)	Int 12 (+4) Cha 8 (+2)
Alignment unaligned Languages Common	
Equipment white scarves	

Published as Great Ape in Monster Manual 3, page 10, made elite and added monk template.

ENCOUNTER 9: THE WOMAN IN WHITE (AL 6)

Crested Felldrake	Level 6 Skirmisher
Small natural beast (reptile)	XP 250
HP 73; Bloodied 36	Initiative +8
AC 20, Fortitude 19, Reflex 18, Will 16	Perception +10
Speed 8	
TRAITS	
Pack Frenzy	
The felldrake gains a +1 bonus to attack rolls and a +2 bonus to damage rolls while adjacent to a felldrake ally.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6+7 damage and a felldrake ally within 2 squares of the felldrake can shift up to 2 squares as an immediate reaction.	
TRIGGERED ACTIONS	
Undaunted Strider • At-Will	
Trigger: The felldrake is hit by an opportunity attack.	
Effect (Free Action): The felldrake shifts up to 2 squares.	
Skills Athletics +11, Stealth +11	
Str 16 (+6)	Dex 16 (+6) Wis 15 (+5)
Con 15 (+5)	Int 3 (-1) Cha 11 (+3)
Alignment unaligned Languages -	

Published in Monster Vault: Threats to the Nentir Vale, page(s) 52.

Tigerclaw Hordling	Level 7 Minion Skirmisher
Medium natural humanoid, human	XP 75
HP 1; a missed attack never damages a minion	Initiative +7
AC 21, Fortitude 20, Reflex 19, Will 18	Perception +5
Speed 6	
STANDARD ACTIONS	
Battleaxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC; This attack can score a critical hit on a roll of 18-20.	
Hit: 6 damage, or 9 if the attack was a critical hit.	
Str 16 (+6)	Dex 14 (+5) Wis 14 (+5)
Con 17 (+6)	Int 8 (+2) Cha 10 (+3)
Alignment unaligned Languages Common	
Equipment battleaxe, hide armor.	

Published in Monster Vault: Threats to the Nentir Vale, page(s) 101.

Ilisaba, The Dream Made Flesh	Level 8 Elite Skirmisher
Medium natural humanoid (living construct)	XP 700
HP 174; Bloodied 87	Initiative +8
AC 24, Fortitude 24, Reflex 23, Will 20	Perception +6
Speed 8, climb 6	Low-light vision
Immune daze; Resist Radiant 5	
Saving Throws +2; Action Points 1	
TRAITS	
Swift Climber	
Ilisaba does not provoke opportunity attacks by climbing.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8+7 damage	
M On the Run • At-Will	
Effect: Ilisaba shifts or climbs half her speed and uses <i>slam</i> at any point during the move.	
M Felling Blow • Recharge 6	
Effect: Ilisaba uses <i>slam</i> twice against the same target. If both attacks hit, the target falls prone.	
C Roundhouse Kick • Encounter	
Effect: Ilisaba uses <i>slam</i> on all targets in a close burst 1.	
MINOR ACTIONS	
M Stunning Fist • At-Will (1/round)	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 1d8+6 and the target is dazed until the end of Ilisaba's next round.	
TRIGGERED ACTIONS	
Flurry • At-Will (1/round)	
Trigger: Ilisaba hits with an attack.	
Effect (Free Action): Ilisaba does 9 damage to an adjacent enemy, or 11 damage if the target of <i>Flurry</i> is not the same target that triggered <i>Flurry</i> . After resolving <i>Flurry</i> , Ilisaba shifts half her speed.	
Centered Breath • Encounter	
Trigger: Ilisaba is targeted with an ongoing effect, whether a save can end it or not. Ilisaba may choose to not use this power even if the trigger conditions are met.	
Effect (Immediate Reaction): Before beginning her next action, Ilisaba makes a saving throw against the effect with a +4 bonus. This bonus includes the +2 bonus Ilisaba has for being an elite. If successful, the effect ends.	
Skills Athletics +13, Insight +11, Stealth, +11	
Str 19 (+8)	Dex 15 (+6) Wis 14 (+6)
Con 15 (+6)	Int 12 (+5) Cha 8 (+3)
Alignment unaligned Languages Common	
Equipment white scarves	

Published as Great Ape in Monster Manual 3, page 10, made elite and added monk template.

ENCOUNTER 9: THE WOMAN IN WHITE (AL 8)

Crested Felldrake	Level 8 Skirmisher
Small natural beast (reptile)	XP 350
HP 89; Bloodied 44	Initiative +9
AC 22, Fortitude 21, Reflex 20, Will 18	Perception +11
Speed 8	
TRAITS	
Pack Frenzy	
The felldrake gains a +1 bonus to attack rolls and a +2 bonus to damage rolls while adjacent to a felldrake ally.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8+7 damage and a felldrake ally within 2 squares of the felldrake can shift up to 2 squares as an immediate reaction.	
TRIGGERED ACTIONS	
Undaunted Strider • At-Will	
Trigger: The felldrake is hit by an opportunity attack.	
Effect (Free Action): The felldrake shifts up to 2 squares.	
Skills Athletics +12, Stealth +12	
Str 16 (+7)	Dex 16 (+7)
Con 15 (+6)	Int 3 (+0)
	Cha 11 (+4)
Alignment unaligned	Languages -

Published in Monster Vault: Threats to the Nentir Vale, page(s) 52.

Tigerclaw Hordling	Level 9 Minion Skirmisher
Medium natural humanoid, human	XP 100
HP 1; a missed attack never damages a minion	Initiative +8
AC 23, Fortitude 22, Reflex 21, Will 20	Perception +6
Speed 6	
STANDARD ACTIONS	
Battleaxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC; This attack can score a critical hit on a roll of 18-20.	
Hit: 7 damage, or 10 if the attack was a critical hit.	
Str 16 (+7)	Dex 14 (+6)
Con 17 (+7)	Int 8 (+3)
	Cha 10 (+4)
Alignment unaligned	Languages Common
Equipment battleaxe, hide armor.	

Published in Monster Vault: Threats to the Nentir Vale, page(s) 101.

Ilsaba, The Dream Made Flesh	Level 10 Elite Skirmisher
Medium natural humanoid (living construct)	XP 1000
HP 206; Bloodied 103	Initiative +9
AC 26, Fortitude 26, Reflex 25, Will 22	Perception +7
Speed 8, climb 6	Low-light vision
Immune daze, stun; Resist Radiant 10	
Saving Throws +2; Action Points 1	
TRAITS	
Swift Climber	
Ilsaba does not provoke opportunity attacks by climbing.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8+9 damage	
M On the Run • At-Will	
Effect: Ilsaba shifts or climbs half her speed and uses <i>slam</i> at any point during the move.	
M Felling Blow • Recharge 5-6	
Effect: Ilsaba uses <i>slam</i> twice against the same target. If both attacks hit, the target falls prone.	
C Roundhouse Kick • Encounter	
Effect: Ilsaba uses <i>slam</i> on all enemies in a close burst 1. If Ilsaba does not hit any enemies, this power is not expended.	
MINOR ACTIONS	
M Stunning Fist • At-Will (1/round)	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 2d6+5 and the target is dazed until the end of Ilsaba's next round.	
TRIGGERED ACTIONS	
Flurry • At-Will (1/round)	
Trigger: Ilsaba hits with an attack.	
Effect (Free Action): Ilsaba does 10 damage to two adjacent enemies, or 12 damage if the target of <i>Flurry</i> is not the same target that triggered <i>Flurry</i> . After resolving <i>Flurry</i> , Ilsaba shifts half her speed.	
Centered Breath • Encounter	
Trigger: Ilsaba is targeted with an ongoing effect, whether a save can end it or not. Ilsaba may choose to not use this power even if the trigger conditions are met.	
Effect (Immediate Reaction): Before beginning her next action, Ilsaba makes a saving throw against the effect with a +4 bonus. This bonus includes the +2 bonus Ilsaba has for being an elite. If successful, the effect ends.	
Skills Athletics +14, Insight +12, Stealth, +12	
Str 19 (+9)	Dex 15 (+7)
Con 15 (+7)	Int 12 (+6)
	Cha 8 (+4)
Alignment unaligned	Languages Common
Equipment white scarves	

Published as Great Ape in Monster Manual 3, page 10, made elite and added monk template.

ENCOUNTER 9: THE WOMAN IN WHITE (AL 10)

Crested Felldrake	Level 10 Skirmisher
Small natural beast (reptile)	XP 500
HP 105; Bloodied 52	Initiative +10
AC 24, Fortitude 23, Reflex 22, Will 20	Perception +12
Speed 8	
TRAITS	
Pack Frenzy	
The felldrake gains a +1 bonus to attack rolls and a +2 bonus to damage rolls while adjacent to a felldrake ally.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8+9 damage and a felldrake ally within 2 squares of the felldrake can shift up to 2 squares as an immediate reaction.	
TRIGGERED ACTIONS	
Undaunted Strider • At-Will	
Trigger: The felldrake is hit by an opportunity attack.	
Effect (Free Action): The felldrake shifts up to 2 squares.	
Skills Athletics +13, Stealth +13	
Str 16 (+8)	Dex 16 (+8)
Con 15 (+7)	Int 3 (+1)
	Cha 11 (+5)
Alignment unaligned	Languages -

Published in Monster Vault: Threats to the Nentir Vale, page(s) 52.

Tigerclaw Hordling	Level 11 Minion Skirmisher
Medium natural humanoid, human	XP 150
HP 1; a missed attack never damages a minion	Initiative +9
AC 24, Fortitude 24, Reflex 23, Will 22	Perception +7
Speed 6	
STANDARD ACTIONS	
Battleaxe (Weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC; This attack can score a critical hit on a roll of 18-20.	
Hit: 8 damage, or 11 if the attack was a critical hit.	
Str 16 (+8)	Dex 14 (+7)
Con 17 (+8)	Int 8 (+4)
	Cha 10 (+5)
Alignment unaligned	Languages Common
Equipment battleaxe, hide armor.	

Published in Monster Vault: Threats to the Nentir Vale, page(s) 101.

Ilsaba, The Dream Made Flesh	Level 12 Elite Skirmisher
Medium natural humanoid (living construct)	XP 1400
HP 238; Bloodied 119	Initiative +10
AC 28, Fortitude 28, Reflex 27, Will 24	Perception +8
Speed 8, climb 6	Low-light vision
Immune daze, stun; Resist Radiant 10	
Saving Throws +2; Action Points 1	
TRAITS	
Swift Climber	
Ilsaba does not provoke opportunity attacks by climbing.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6+10 damage	
M On the Run • At-Will	
Effect: Ilsaba shifts or climbs half her speed and uses <i>slam</i> at any point during the move.	
M Felling Blow • Recharge 5-6	
Effect: Ilsaba uses <i>slam</i> twice against the same target. If both attacks hit, the target falls prone.	
C Roundhouse Kick • Encounter	
Effect: Ilsaba uses <i>slam</i> on all enemies in a close burst 1. If Ilsaba does not hit any enemies, this power is not expended.	
MINOR ACTIONS	
M Stunning Fist • At-Will (1/round)	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 2d6+6 and the target is dazed until the end of Ilsaba's next round.	
TRIGGERED ACTIONS	
Flurry • At-Will (1/round)	
Trigger: Ilsaba hits with an attack.	
Effect (Free Action): Ilsaba does 11 damage to two adjacent enemies, or 13 damage if the target of <i>Flurry</i> is not the same target that triggered <i>Flurry</i> . After resolving <i>Flurry</i> , Ilsaba shifts half her speed.	
Centered Breath • Encounter	
Trigger: Ilsaba is targeted with an ongoing effect, whether a save can end it or not. Ilsaba may choose to not use this power even if the trigger conditions are met.	
Effect (Immediate Reaction): Before beginning her next action, Ilsaba makes a saving throw against the effect with a +4 bonus. This bonus includes the +2 bonus Ilsaba has for being an elite. If successful, the effect ends.	
Skills Athletics +15, Insight +13, Stealth, +13	
Str 19 (+10)	Dex 15 (+8)
Con 15 (+8)	Int 12 (+7)
	Cha 8 (+5)
Alignment unaligned	Languages Common
Equipment white scarves	

Published as Great Ape in Monster Manual 3, page 10, made elite and added monk template.

CONCLUDING THE ADVENTURE

Once the PCs have defeated the Woman in White (permanently or not), there are a number of choices for them to make to wrap up the adventure.

FREEDOM FOR FIGGO OR VENGEANCE FOR THE MOORLANDS

One of the first decisions the PCs will have to make is what to do with Figgo. It is possible that they have made a deal with him to let him go in exchange for his aid against the Woman in White. In which case, he rewards them with a *cloak of distortion* (**Treasure A**). If the PCs are going to hand him over to the authorities, or the less forgiving hands of the Moorlands, he offers them Treasure A in exchange for his freedom (arranging for a third party to hand over the payment, so the PCs cannot get both Treasure A and Treasure B under any circumstances).

If the PCs hand Figgo over to the authorities, or as Lady Jhusilla Moorland would prefer, directly to the unforgiving hands of the Moorland family, Lady Moorland makes good on her promise to reward the PCs for granting her vengeance. They receive a suit of *parchment armor* (**Treasure B**) from Lady Moorland.

A FAMILY AT PEACE

The PCs may wish to visit the Aluvril family and let them know the final outcome of the party's efforts to put Ilsaba's dream to rest. If they have succeeded in putting Ilsaba to rest at least temporarily and let the family know where her body is so it might be interred, not only do the PCs receive the experience rewards listed in Encounter Eight, but they also receive a mighty strike ki focus (**Treasure C**).

WHAT BECOMES OF DUCK?

If the party contain a Knight or Squire of the Golden Rooster, they likely have had the aid of Duck throughout the adventure. If they wish, they may bring Duck back to the Golden Rooster chapterhouse in Ravens Bluff. While Duck is too young to become a squire of the Knighthood, he is close and the order agrees to take him on as a servant while he learns the ways of the knightly orders. Duck is ecstatic and thanks the thoughtful PC profusely.

REPORTING TO RAVENS BLUFF

Once the PCs have dealt with Figgo, the Woman in White, the Moorland family, and the Aluvril family, all that remains is for the PCs to return to Ravens Bluff and report to Knight Athler Heartsong. After they leave word for him, Athler finds them a week later when he returns.

He is pleased with PCs if they at least put Ilsaba to rest temporarily. Regardless of the PCs level of success, he opens the vaults of the Knighthood to the PCs to choose an item (unlocking **Treasures D, E, F, G, H, and X**).

IF THE PCs FAILED COMPLETELY

In this adventure, only generic Treasures Y and Z are available if the PCs failed their primary objective completely. They must get the "choose an item" reward from Knight Heartsong or else Treasure X is not available.

THE WOMAN IN WHITE'S FATE

Use the concluding read aloud text for the final result that corresponds to how effectively the PCs were able to deal with the Woman in White.

Complete Success: Permanently Laid to Rest

Having listened to your story over pints at the dark and rough Cracked Tankard Tavern, Athler nods. "It sounds like you did everything that needed doing. What happened to Ilsaba was a terrible tragedy. There was nothing you could do to change that, but at least she won't trouble the people of Ravens Bluff and Mossbridges any longer. You are definitely the type of hero that Ravens Bluff needs. I won't soon forget what you've done."

Elsewhere, three children lie down to sleep. Shallryn tucks her brother Kuryan and sister Elyra into their beds before moving to the window. The moon is full and the roses outside bloom brightly in the pale light. Hoping to take advantage of the cooler night air, Shallryn opens the window before climbing into her own bed.

All three children rest easy. When their father looks in on them as they sleep, he sees that they are smiling. That night, and for many nights thereafter, they have pleasant dreams, walking hand in hand with their mother in the moonlight.

The PCs have completely succeeded. Athler rewards them with Story Award **CORE73 Athler Heartsong's Recommendation**. In addition, the PCs receive both **CORE74 Fragment of a Vengeful Dream** and **CORE75 Ilsaba's Heart**.

Partial Success: Temporarily Laid to Rest

Having listened to your story over pints at the dark and rough Cracked Tankard Tavern, Athler nods. "It sounds like you did everything that needed doing. At least she won't trouble the people of Ravens Bluff and Mossbridges for now. Such magic is strange; there's no way to know if or when such a spirit might reform after its destruction. You are definitely the type of hero that Ravens Bluff needs. I won't soon forget what you've done."

Elsewhere, three children lie down to sleep. Shallryn tucks her brother Kuryan and sister Elyra into their beds before moving to the window. The moon is full and the roses outside bloom brightly in the pale light. Hoping to take advantage of the cooler night air, she opens the window before climbing into her own bed.

A light wind picks up, blowing away the humidity. Floating on the breeze, a scintillating white scarf floats through the window and gently lands in the baby's crib. It swaddles the little girl and after a moment, the baby's eyes snap open with a flash of moonlight from within. Little Elyra smiles a cruel smile and forms her tiny hand into a fist.

The PCs have partially succeeded. Athler rewards them with Story Award **CORE73 Athler Heartsong's Recommendation**. In addition, the PCs receive Story Award **CORE74 Fragment of a Vengeful Dream**.

Failure: The Woman in White Still Walks

Having listened to your story over pints at the dark and rough Cracked Tankard Tavern, Athler nods. "It sounds like you did your best. Sometimes, we are faced with situations that we can't overcome. What matters is that we don't lay down our swords and give up. I won't soon forget what you tried to do for Ravens Bluff and Mossbridges."

Elsewhere, a scream is cut short. Moonlight glitters on a spray of blood and a white scarf flutters in the wind.

A woman's work is never done.

The PCs have failed. Athler rewards them with **CORE73 Athler Heartsong's Recommendation** as long as he believes that they did their best. However, if any PCs went out of their way to behave in an unknightly manner, Athler may choose to withhold this recommendation from those characters (it is possible for some PCs to get the recommendation and others not). To withhold this reward, the actions of the PC should have been noteworthy for their lawlessness or dishonor, such as breaking Figgo out of jail, murdering an innocent, significant property destruction in Mossbridges, or similar violations.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

EXPERIENCE POINTS

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 2

Minimum / Baseline Award

225 XP per PC

Major Objective: Lay Ilsaba's dream to rest permanently
+ 125 XP (or +65 XP for a partial success)

Minor Objective 1: Bring word to Ilsaba's family about the location of her body
+ 25 XP

Minor Objective 2: Deal with the Lady's Men
+ 25 XP

Minor Objective 3: Succeed in the Peel back the Shroud Skill Challenge (Encounter One)
+ 25 XP

Maximum Possible Experience

425 XP per PC

Base Gold

75 gp per PC

(Encounter 4: 25 gp, Encounter 5: 25 gp, Encounter 9: 25 gp)

ADVENTURE LEVEL 4

Minimum / Baseline Award

320 XP per PC

Major Objective: Lay Ilsaba's dream to rest permanently
+ 175 XP (or +90 XP for a partial success)

Minor Objective 1: Bring word to Ilsaba's family about the location of her body
+ 35 XP

Minor Objective 2: Deal with the Lady's Men
+ 35 XP

Minor Objective 3: Succeed in the Peel back the Shroud Skill Challenge (Encounter One)
+ 35 XP

Maximum Possible Experience

600 XP per PC

Base Gold

125 gp per PC

(Encounter 4: 25 gp, Encounter 5: 50 gp, Encounter 9: 50 gp)

ADVENTURE LEVEL 6

Minimum / Baseline Award

450 XP per PC

Major Objective: Lay Ilsaba's dream to rest permanently
+ 250 XP (or +125 XP for a partial success)

Minor Objective 1: Bring word to Ilsaba's family about the location of her body
+ 50 XP

Minor Objective 2: Deal with the Lady's Men
+ 50 XP

Minor Objective 3: Succeed in the Peel back the Shroud Skill Challenge (Encounter One)
+ 50 XP

Maximum Possible Experience

850 XP per PC

Base Gold

225 gp per PC

(Encounter 4: 75 gp, Encounter 5: 75 gp, Encounter 9: 75 gp)

ADVENTURE LEVEL 8

Minimum / Baseline Award

640 XP per PC

Major Objective: Lay Ilsaba's dream to rest permanently
+ 350 XP (or +175 XP for a partial success)

Minor Objective 1: Bring word to Ilsaba's family about the location of her body
+ 70 XP

Minor Objective 2: Deal with the Lady's Men
+ 70 XP

Minor Objective 3: Succeed in the Peel back the Shroud Skill Challenge (Encounter One)
+ 70 XP

Maximum Possible Experience
1200 XP per PC

Base Gold

450 gp per PC

(Encounter 4: 150 gp, Encounter 5: 150 gp, Encounter 9: 150 gp)

ADVENTURE LEVEL 10

Minimum / Baseline Award

900 XP per PC

Major Objective: Lay Ilsaba's dream to rest permanently
+ 500 XP (or +250 XP for a partial success)

Minor Objective 1: Bring word to Ilsaba's family about the location of her body
+ 100 XP

Minor Objective 2: Deal with the Lady's Men
+ 100 XP

Minor Objective 3: Succeed in the Peel back the Shroud Skill Challenge (Encounter One)
+ 100 XP

Maximum Possible Experience
1700 XP per PC

Base Gold

675 gp per PC

(Encounter 4: 225 gp, Encounter 5: 225 gp, Encounter 9: 225 gp)

TREASURE

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

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

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

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

THE FOLLOWING TREASURES ARE AVAILABLE:

Treasure A: *cloak of distortion* +1/+2 (Level 4 at AL 2 and 4, Level 9 at AL 6, 8, & 10; *Adventurer's Vault*)
Found in Conclusion
(This Treasure is only available if the party frees Figgo. Treasures A and B are mutually exclusive.)

Treasure B: *parchment armor* +1/+2 (Level 4 at AL 2 and 4, Level 9 at AL 6, 8, & 10; *Adventurer's Vault* 2)
Found in Conclusion
(This Treasure is only available if the party brings Figgo to justice in the eyes of Lady Moorland. Treasures A and B are mutually exclusive.)

Treasure C: *mighty strike ki focus +1/+2* (Level 4 at AL 2 and 4, Level 9 at AL 6, 8, & 10; *Player's Handbook* 3)

Found in Conclusion

(This Treasure is only available if the PCs help Ilsaba's family put her body to rest.)

Treasure D: *joyous armor +1/+2* (Level 4 at AL 2 and 4, Level 9 at AL 6, 8, & 10; *Player's Handbook* 3)

Found in Conclusion

Treasure E: *luckbender gloves* (level 6; *Adventurer's Vault*)

Minimum AL 4; Found in Conclusion

Treasure F: *boar tusk helm* (level 7; *Dragon* 378)

Minimum AL 6; Found in Conclusion

Treasure G: *symbol of the holy nimbus +2* (level 9; *Adventurer's Vault* 2)

Minimum AL 8; Found in Conclusion

Treasure H: *wolfen weapon +2* (level 9; *Dragon* 364)

Minimum AL 10; Found in Conclusion

Treasure X (Choose an Item): A character may choose to find a Common or Uncommon permanent magic item of the player's choice from any player resource (as defined in the *LFR Campaign Guide*). This may be any Common magic item of the character's level + 2 or less, or any Uncommon magic item of the character's level or less. Only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): A character may choose to find a consumable item plus additional gold instead of another Treasure. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found magic item slots.

AL 2: *potion of elven fleetness*

AL 4: *potion of elven fleetness* plus 25 gp

AL 6: *potion of elven fleetness* plus 100 gp

AL 8: *potion of elven fleetness* plus 250 gp

AL 10: *potion of elven fleetness* plus 400 gp

Treasure Z (More Gold): A character may choose to receive more gold (in addition to the Base Gold amount) instead of another Treasure.

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 listed in the adventure. Pass out certificates to the players for their Story Awards.

All PCs earn CORE73 no matter what happens, except for PCs who act dishonorably, break the law, or otherwise prove themselves unworthy of Knight Heartsong's recommendation.

CORE73 Athler Heartsong's Recommendation

For your efforts in protecting Mossbridges and Ravens Bluff, Knight Athler Heartsong recommends you for membership in the Knights of the Golden Rooster. This Story Award counts as one of the recommendations needed to join that meta-organization.

If you are already a member of the Knights, or you are not a member but are a squire of the Golden Rooster (via Story Award MINI30), the Knights of the Golden Rooster still wish to reward your service and make sure you are properly equipped when going on missions for them. Whenever you participate in an adventure that takes place in Ravens Bluff, Mossbridges, or Vesperin, the Knights supply you with one *stonemeal biscuit* (*Adventurer's Vault*). This item cannot be sold and disappears at the end of the adventure if you don't use it.

All PCs earn CORE74 as long as they earn at least a partial success in their primary objective by defeating the Woman in White in combat.

CORE74 Fragment of a Vengeful Dream

You gathered one of the scarves that once belonged to the Woman in White. This item has no market price and cannot be sold or given away. It only functions for you. If you ever decide to part with the scarf, it turns gray and crumbles to dust within seconds.

You may wear this scarf as a normal article of clothing. One time only, you may choose to tap into its magic (it is treated as a single-use consumable). Unlike a normal consumable, this item is not destroyed after you have used its power, but it loses its magic and is thereafter treated as a mundane item. This Story Award does not require you to spend a found-item slot and the scarf does not count against the limit of Uncommon magic items you are allowed to possess.

Fragment of a Vengeful Dream

This beautiful white kerchief is lighter than silk, and scintillates unnaturally in moonlight.

Other Consumable

Property: The scarf influences your thoughts, encouraging you to take bloody vengeance against anyone who uses force against helpless or innocent people. This is purely a role-playing effect.

Power (Consumable • Psychic): No Action. **Trigger:** You deal damage to an enemy that has previously dealt damage to you during this encounter. **Effect:** Against the triggering enemy, the triggering effect deals bonus psychic damage equal to 7 + your highest ability modifier.

All PCs earn CORE75 (in addition to CORE74) if they put the Woman in White to rest by completing the ritual during the final encounter.

CORE75 Ilsaba's Heart

You have gathered the locket of Ilsaba Aluvril, the Dream Made Flesh, the Woman in White. This item has no market price and cannot be sold or given away. It only functions for you. If you ever decide to part with the locket, the silver turns leaden and crumbles to dust in seconds.

You may wear this locket as a normal piece of jewelry. One time only, you may choose to tap into its magic (it is treated as a single-use consumable). Unlike a normal consumable, this item is not destroyed after you have used its power, but it loses its magic and is thereafter treated as a mundane item. This Story Award does not require you to spend a found-item slot and the scarf does not count against the limit of Uncommon magic items you are allowed to possess.

Ilsaba's Heart

This locket is made of tarnished silver and hangs on a simple chain. Inside, one half holds a miniature portrait of a handsome young elf. The other half is engraved with the words "To my love, Ilsaba."

Other Consumable

Property: The locket influences your thoughts, filling you with a fierce desire to protect children and families from danger and sadness. This is purely a role-playing effect.

Power (Consumable): No Action. **Trigger:** You succeed on a saving throw against an effect that dazes, immobilizes, restrains, slows, or stuns you. **Effect:** Choose an ally within 10 squares who is currently suffering from the same effect that you just saved against. The triggering effect ends on that ally and instead continues on you (proceed as if you had failed your saving throw, but if the triggering effect worsens on a failed save, it does not worsen as a result of activating this item's power).

NEW RULES

All magic items have a rarity of Uncommon unless otherwise specified.

Boar Tusk Helm

Level 7+ Uncommon

Your enemies are but standing obstacles through which you can rush.

Lvl 7 2,600 gp

Head Slot

Property: Gain a gore attack while wearing this helmet: an unarmed weapon with +2 proficiency bonus to attack rolls and deals 1d10 damage. The wearer gains proficiency with this weapon. The gore attack has a +2 enhancement bonus to attack rolls and damage rolls. This attack counts as a melee basic attack.

Power ♦Daily (Free Action): *Trigger:* You hit with a weapon at the end of a charge.

Effect: The target takes extra damage equal to your Strength modifier, and you push the target 1 square and knock it prone.

Reference: *Dragon Magazine* 378.

Cloak of Distortion

Level 4+ Uncommon

This cloak roils about you like the rippling air of a scorching desert.

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Property: You gain an item bonus to all defenses against ranged attacks from more than 5 squares away equal to this item's enhancement bonus.

Reference: *Adventurer's Vault*, page(s) 151.

Joyous Armor

Level 4+ Uncommon

Silver filigree on this armor shines when you heal yourself, renewing your allies' vigor.

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

Armor: Chain or scale

Enhancement Bonus: AC

Power (Augmentable) ♦Daily (Free Action)

Trigger: You spend a healing surge.

Effect: Each ally adjacent to you gains temporary hit points equal to twice the armor's enhancement bonus.

Augment 1: The number of temporary hit points equals three times the armor's enhancement bonus.

Reference: *Player's Handbook* 3, page(s) 199.

Luckbender Gloves

Level 6+ Uncommon

Avandra favors the wearer of these gloves, each of which has a golden shamrock stitched on the back.

Lvl 6 1,800 gp

Hands Slot

Power ♦Encounter (Free Action): Use this power after you make a damage roll for a melee weapon attack. Reroll one damage die, using the second result even if it's lower.

Reference: *Adventurer's Vault*, page(s) 136.

Mighty Strike Ki Focus

Level 4+ Uncommon

This leather bag contains a metal plate inscribed with runes. You focus your ki and strike at the plate, shattering it to pieces that turn to smoke. The plate then reappears in the bag.

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

Implement: Ki focus

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Your Flurry of Blows power deals 1 extra damage when it is triggered by an attack using this ki focus.

Power ♦Daily (Free Action)

Trigger: You hit an enemy with a melee attack using this ki focus.

Effect: Until the end of your next turn, you ignore the enemy's immunities and resistances.

Reference: *Player's Handbook* 3, page(s) 205.

Parchment Armor

Level 4+ Uncommon

This armor is made of magically reinforced parchment inscribed with arcane writings.

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

Armor: Cloth or leather

Enhancement Bonus: AC

Property: This armor contains a number of arcane charges equal to its enhancement bonus. Recharging the armor requires an extended rest.

Power ♦(Free Action):

Trigger: You use an arcane power and make an attack roll.

Effect: You spend any number of unused charges from this armor and gain a power bonus to the attack roll for the triggering power equal to the number of charges spent.

Reference: *Adventurer's Vault* 2, page(s) 11.

Potion of Elven Fleetness Level 5 Common

Smelling of red fruit and tasting somewhat alcoholic, this wine-like potion offers its drinker the power to move easily in difficult terrain.

Consumable: Potion 50 gp

Power ♦Consumable (Minor Action): After consuming this potion, you ignore difficult terrain when you shift. This effect lasts for the duration of the encounter or for 5 minutes, whichever comes first.

Reference: *Dragon Magazine* 393.

Symbol of the Holy Nimbus Level 4+ Common

This symbol combines the images of sun and moon. When you speak a word of healing, you and your allies are bathed in restoring light.

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

Implement: Holy symbol

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d6 damage per plus, and you or an ally within 5 squares of you can spend a healing surge.

Property: When you use the healing word power during a combat encounter, you and each ally within 5 squares of you also gain temporary hit points equal to your Charisma modifier + the symbol's enhancement bonus.

Reference: *Adventurer's Vault* 2, page(s) 32.

Wolfen Weapon Level 9+ Uncommon

This blade's edge is as jagged as a fanged maw, and its steel is dull and gray.

Lvl 9 +2 4,200 gp

Weapon: Heavy blade or light blade

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

- You gain a +2 bonus to Perception checks.
- You ignore the Perception penalty while sleeping.

Power ♦Daily (Free Action): You can use this power before any creature has acted during a surprise round and even if you are surprised. You and all allies within 5 squares of you are no longer surprised. You can act during the surprise round, if applicable. If no one is surprised, skip the surprise round and instead begin combat as normal.

Reference: *Dragon Magazine* 364, page(s) 52.

EVENT SUMMARY (CORE3~1)

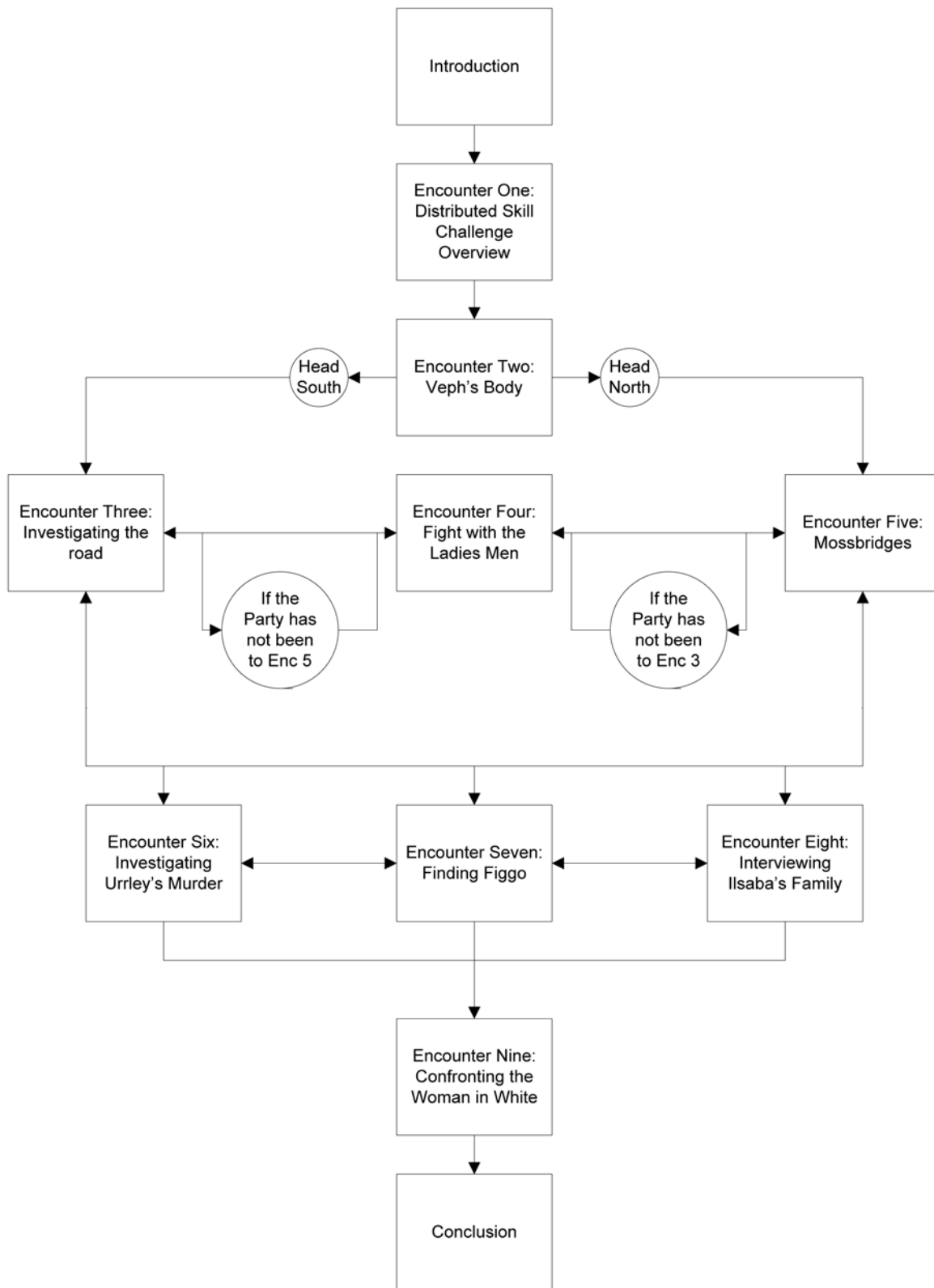
Your table's outcome may influence the future direction of events in Ravens Bluff. If you are running the adventure at a convention or other large event, please fill out this form and turn it in to the Senior DM. If you are running the adventure at a smaller gathering or at home, please fill out the online survey at the following link.

<https://www.surveymonkey.com/s/CORE0301LFR>

The deadline to report critical events for this adventure is 31 January 2012. The adventure remains playable after that date, but reported results might not be counted if they are submitted past the deadline.

1. **Was Ilsaba's dream of revenge (the Woman in White) laid to rest permanently?**
 - a. Yes; the PCs used the ritual successfully during Encounter 9.
 - b. No; the PCs attempted the ritual but failed the skill challenge and had to destroy her corporeal form.
 - c. No; the PCs did not attempt the ritual and simply destroyed her corporeal form.
 - d. No; the PCs were defeated or did not reach the final confrontation with the Woman in White.
2. **What become of Duck?**
 - a. The PCs brought him to the Golden Roosters to be fostered.
 - b. The PCs chased him off or left him on his own.
 - c. There were no Golden Rooster Knights or Squires in the party, so the PCs never met Duck.
3. **How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**
 - a. 1 (worst possible rating)
 - b. 2 (below expectations)
 - c. 3 (average / met expectations)
 - d. 4 (above expectations)
 - e. 5 (best possible rating)
4. **How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**
 - a. 1 (worst possible rating)
 - b. 2 (below expectations)
 - c. 3 (average / met expectations)
 - d. 4 (above expectations)
 - e. 5 (best possible rating)

APPENDIX 1: DM ENCOUNTER FLOW CHART



APPENDIX 2: DM MASTER LIST OF ALL NPCs

INTRODUCTION

Athler Heartsong (male elf): Knight of the Hawk who asks the PCs to look into the mystery of the Woman in White.
Conn Silvershield (male human): Teamster for House Taldavar and patron of the Serpent's Wife.
Gareth (male half-elf): Boastful tale who begins the adventure by telling a story at the Serpent's Wife.
Hester Twaglin (female human): Wife of local farmer and patron of the Serpent's Wife.
Leyon Elson (male human): Innkeeper and owner of the Serpent's Wife where our adventure begins.
Lissah (female halfling): Patron of the Serpent's Wife.
Oomis (male human): Textile merchant and patron of the Serpent's Wife.
Red Orthil (male human): Leader of bandit gang that attacked Tilm Moorland. Dead before the adventure begins. Figgo, Urrley, and Veph are the only members of his band to survive that confrontation.
Tilm Moorland (male human): Victim of Red Orthil's band in Gareth's story. The PCs first meet him in Encounter Five.
Veph (male human): Weeping man who gives the first clues. Member of Red Orthil's band that attacked Tilm Moorland and fugitive from the Woman in White. Dies just before Encounter Two.
The Woman in White (Dream made flesh, former female elf): Ilsaba Aluvril's dream of revenge made real. The party finally confronts here in Encounter Nine.

ENCOUNTER ONE

Ikhen Fithlaun (male human): Greengrocer from Ravens Bluff who met with Tilm Moorland before his attack.

ENCOUNTER TWO

Ella (female human): Serving girl in the Serpent's Wife who finds Veph's body.
Quen Hiddle (male human): Traveling merchant and witness to the Woman in White.

ENCOUNTER FOUR

Nathryn (male genasi, genasi flameshield): Flamesoul genasi member of the Lady's Men vigilantes. Brother of Velthid.
Meridas (male elf, elf grenadier): Alchemist member of the Lady's Men vigilantes.
Shaved Pory (male human, lowtown kneebreaker): Leader of the Lady's Men vigilantes who hears the Woman in White in his dreams.
Velthid (male genasi, genasi flameshield): Flamesoul genasi member of the Lady's Men vigilantes. Brother of Nathryn.

ENCOUNTER FIVE

Figgo (male halfling): Member of Red Orthil's band that attacked Tilm Moorland and fugitive from the Woman in White. The PCs find him drunk in the Blushing Gynosphix in Encounter Seven.
Lady Jhusilla Moorland (human female): Mother Tilm and Matriarch of the Moorland family Wants justice for her son.
Urrley (male human): Former cleric of Waukeem, member of Red Orthil's band that attacked Tilm Moorland and fugitive from the Woman in White. The PCs find his body in Encounter Six.

ENCOUNTER SEVEN

Aranthir Aluvril (male elf): Ilsaba's grieving husband.
Elyra Aluvril (female elf): Ilsaba's 1-year daughter.
Kuryan Aluvril (male elf): Ilsaba's 6-year old son.
Shallryn Aluvril (female elf): Ilsaba's 10-year daughter with maternal instincts.

APPENDIX 3: DM SKILL CHALLENGE CHECKLIST

The PCs must gather four successes before three failures.

Encounter	Goal	Success	Failure
2	Did the PCs investigate Veph's body and take the strange white scarf?		
3	Did the PCs locate the old shrine with Ilsaba's body and locket?		
5	Did the PCs gather enough information to locate two of the following: Urrley's body, Figgo, Ilsaba's family?		
6	Where the PCs able to locate and understand the ritual Urrley was working on? (A PC with the Ritual Casting feat automatically succeeds if the ritual is found)		
7	Did the PCs come up with a way to use Figgo as bait, either with or without his assistance?		
8	Did the PCs manage to get at least one meaningful object from one of Ilsaba's family?		

HANDOUT 1: THE INCOMPLETE RITUAL

The notes in Urrley's bag seem to be the first steps of working out a new ritual to protect against the Woman in White. He has copied several of the passages written on the stones and was trying to tie some of them together as a basis for the new ritual that must be cast upon the Woman in White once she is weakened (bloodied but not reduced to 0 hit points or less). The ritual is hurried and incomplete, and it looks as if it would need several objects as foci for it to function properly. On one of the ink-splattered pages, you find the following list:

- 1 - A piece of the apparition
- 2 - A focus for her hate
- 3 - An object that represents her connection to her hopes and dreams that has been freely given by a loved one

You may finish the work needed to complete this ritual by spending one hour and making a successful Moderate DC Arcana or Religion check. The DC is lowered to Easy if you have the Ritual Caster Feat. The DM will make this check for you in secret, as you won't know if the ritual works or not until you attempt to use it. Up to three other PCs may assist you, but only if they are trained in Arcana or Religion.

You may not begin to cast the ritual until the Woman in White is bloodied. If she is slain before the ritual is complete, the ritual fails and she will eventually rise again, though when no one can say. Successes for casting the ritual do not need to be gained in continuous rounds, though all successes are lost at sunrise.

HANDOUT 2: A KNIGHTLY CODE

The following information was derived from the 1998 sourcebook *The City of Ravens Bluff*, and may be relevant for those PCs trying to live up to the ideals of the Knights of the Golden Rooster.

Every knight lives by a code; this is what separates knights from other armed warriors. While each knightly order is different and emphasize different elements, these principles are core for all, particularly as espoused by the orders in Ravens Bluff.

FAIR PLAY

- Never attack a defenseless foe.
- Do not use lethal force to end barroom brawls.
- Avoid lying or deception through silence.
- Keep promises to a fellow knight.
- Avoid cheating and torture.

NOBILITY

- Obey local laws
- Administer Justice and show Mercy.
- Protect the innocent while always maintaining self-control.
- Show respect to authority.
- Accept and acknowledge personal responsibility for your actions.

VALOR

- Exhibit courage in word and deed, defending the weak and innocent.
- Destroy evil in all its forms, crushing the monster that would steal our land and enslave our people.
- Fight with honor, avenging the wronged.
- Never abandon a friend, ally, or noble cause.

HONOR

- Always keep your word or promise while maintaining your principles.
- Never betray your order, or a confidence or a comrade.
- Respect all life and freedom.
- Die with honor.

COURTESY & BENEVOLENCE

- Exhibit manners; always be polite and attentive.
- Be respectful to hosts, women, knights, the elderly, and all who are honorable.
- Be generous to the less fortunate.
- Seek personal glory, not monetary reward.
- Serve your realm and her people, not yourself.
- Set an example of right action to all people.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM THE ADVENTURE

CORE3~1 A VENGEFUL DREAM

CORE73 Athler Heartsong's Recommendation

For your efforts in protecting Mossbridges and Ravens Bluff, Knight Athler Heartsong recommends you for membership in the Knights of the Golden Rooster. This Story Award counts as one of the recommendations needed to join that meta-organization.

If you are already a member of the Knights, or you are not a member but are a squire of the Golden Rooster (via Story Award MINI30), the Knights of the Golden Rooster still wish to reward your service and make sure you are properly equipped when going on missions for them. Whenever you participate in an adventure that takes place in Ravens Bluff, Mossbridges, or Vesperin, the Knights supply you with one *stonemeal biscuit* (Adventurer's Vault). This item cannot be sold and disappears at the end of the adventure if you don't use it.

CORE74 Fragment of a Vengeful Dream

You gathered one of the scarves that once belonged to the Woman in White. This item has no market price and cannot be sold or given away. It only functions for you. If you ever decide to part with the scarf, it turns gray and crumbles to dust within seconds.

You may wear this scarf as a normal article of clothing. One time only, you may choose to tap into its magic (it is treated as a single-use consumable). Unlike a normal consumable, this item is not destroyed after you have used its power, but it loses its magic and is thereafter treated as a mundane item. This Story Award does not require you to spend a found-item slot and the scarf does not count against the limit of Uncommon magic items you are allowed to possess.

Fragment of a Vengeful Dream

Heroic Tier, Uncommon

This beautiful white kerchief is lighter than silk, and scintillates unnaturally in moonlight.

Other Consumable

Property: The scarf influences your thoughts, encouraging you to take bloody vengeance against anyone who uses force against helpless or innocent people. This is purely a role-playing effect.

Power (Consumable • Psychic): No Action. **Trigger:** You deal damage to an enemy that has previously dealt damage to you during this encounter. **Effect:** Against the triggering enemy, the triggering effect deals bonus psychic damage equal to 7 + your highest ability modifier.

CORE75 Ilsaba's Heart

You have gathered the locket of Ilsaba Aluvril, the Dream Made Flesh, the Woman in White. This item has no market price and cannot be sold or given away. It only functions for you. If you ever decide to part with the locket, the silver turns leaden and crumbles to dust in seconds. You may wear this locket as a normal piece of jewelry. One time only, you may choose to tap into its magic (it is treated as a single-use consumable). Unlike a normal consumable, this item is not destroyed after you have used its power, but it loses its magic and is thereafter treated as a mundane item. This Story Award does not require you to spend a found-item slot and the scarf does not count against the limit of Uncommon magic items you are allowed to possess.

Ilsaba's Heart

Heroic Tier, Uncommon

This locket is made of tarnished silver and hangs on a simple chain. Inside, one half holds a miniature portrait of a handsome young elf. The other half is engraved with the words "To my love, Ilsaba."

Other Consumable

Property: The locket influences your thoughts, filling you with a fierce desire to protect children and families from danger and sadness. This is purely a role-playing effect.

Power (Consumable): No Action. **Trigger:** You succeed on a saving throw against an effect that dazes, immobilizes, restrains, slows, or stuns you. **Effect:** Choose an ally within 10 squares who is currently suffering from the same effect that you just saved against. The triggering effect ends on that ally and instead continues on you (proceed as if you had failed your saving throw, but if the triggering effect worsens on a failed save, it does not worsen as a result of activating this item's power).

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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DUNGEONS & DRAGONS

SESSION TRACKING

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