

NEW RULES

All items are Uncommon except for the *honor blade of Bariel*, which is Rare.

Cape of the Mountebank +1/+2 Level 5/10

With a flourish of this silk-hemmed garment, you transport out of harm's way.

Lvl 5 +1 1,000 gp Lvl 10 +2 5,000 gp

Neck Slot

Enhancement Bonus: Fortitude, Reflex, Will

Power (Teleportation): Daily (Immediate Reaction). Trigger: You are hit by an attack. Effect: Teleport 5 squares and gain combat advantage until the end of your next turn.

Source: *Adventurer's Vault* pg149

Elven Chain Shirt Level 9

This fine mesh of mithral links is no more burdensome than a cotton shirt, yet is stronger than steel.

Lvl 9 4,200 gp

Wondrous Item

Property: You gain a +1 item bonus to AC while wearing this shirt with light armor or no armor.

Source: *Mordenkainen's Magnificent Emporium* pg 82

Orb of Enduring Magic +2 Level 7

Carved from iron to resemble a clenched gauntlet, this orb allows you to extend your magical abilities while absorbing your foe's attacks.

Lvl 7 +2 2,600 gp

Implement: Orb

Enhancement Bonus: Attack and damage rolls

Critical: +2d6 damage

Utility Power (Encounter): Minor Action. Effect: You sustain all of your active powers that can be sustained with a minor action. In addition, you gain temporary hit points equal to 2 + the orb's enhancement bonus.

Source: *Mordenkainen's Magnificent Emporium* pg45

Orb of Inevitable Continuance +1 Level 3

A sphere of gray crystal that appears as a ball of solid mist.

Lvl 3 +1 680 gp

Implement: Orb

Enhancement Bonus: Attack and damage rolls

Critical: +1d6 damage

Power (Daily): Free Action. Trigger: You hit an enemy with an attack made with this orb. Effect: One of your powers that is due to end at the end of this turn instead lasts until the end of your next turn.

Source: *Player's Handbook* pg 238, *Dungeon Master's Kit* pg 260

Power Jewel Level 5

Magical energy pulses within this stunning red jewel, allowing you to use a power you have already expended.

Lvl 5 1,000 gp.

Wondrous Item

Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.

Source: *Adventurer's Vault* pg176

Honor Blade of Bariel +1/+2 Level 5/10 Rare

The heirloom weapon of the adventurer Bariel was used to help forge a new community out of a dangerous wilderness

Lvl 5+1 1,000 gp Lvl 10 +2 5,000 gp

Weapon: Heavy or light blade

Enhancement Bonus: Attack and damage rolls

Critical: +1d8/ damage per plus

Property: While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.

Property: When you use this weapon to reduce a nonminion enemy to 0 hit points, you gain temporary hit points equal to 5 + the weapon's enhancement bonus.

Utility Power (Encounter): Free Action. Trigger: You hit an enemy with an attack using this weapon. Effect: Until the end of your next turn, you gain a +2 power bonus to all defenses against the enemy.

Reflavored sentinel marshal honor blade from *Dragon* 407

CONSUMABLES

Potion of Cure Light Wounds Level 1

This potion covers your small cuts and minor bruises in dim silver light, causing them to heal over.

Lvl 1 20 gp

Other: Consumable

Utility Power (Consumable): Minor Action (Healing). Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normal regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Source: *Mordenkainen's Magnificent Emporium* pg96

Potion of Cure Moderate Wounds Level 10

This potion covers your wounds in silver light, helping them heal.

Lvl 10 200 gp

Other: Consumable

Utility Power (Consumable): Minor Action (Healing). Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normal regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Source: *Mordenkainen's Magnificent Emporium* pg96

EVENT SUMMARY

The results of this adventure could have an impact on the future development of the Narfell story area!

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

<https://www.surveymonkey.com/s/CORE0402LFR>

If played at a convention, what slot:

Table Number:

DM's Name:

Question 1: Did the PCs learn about Branimern Rythil and share that information with the Nars at Bildoobaris?

- a. Yes to both.
- b. Yes, they did learn about Branimern but did not share that information with the Nars.
- c. No, the PCs did not learn about Branimern.

Question 2: What was the status of Tylia at the end of the adventure?

- a. She returned safely with Talia.
- b. She was returned to Bariel's Rest by a PC after Talia died.
- c. She was adopted by a PC after Talia died.
- d. She was handed over to a third party after Talia died.

Question 3: How interested are the players in seeing more adventures set in the Narfell region?

- a. The players are extremely interested in seeing more Narfell adventures.
- b. The players are somewhat interested in seeing more Narfell adventures.
- c. The players expressed no preference, or were evenly divided.
- d. The players are somewhat disinterested in seeing more Narfell adventures.
- e. The players do not want to see more Narfell adventures; it should be replaced with a new story area.

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

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

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

APPENDIX 1: TALIA, COMPANION NPC

ADVENTURE LEVEL 2

Talia, Albino Thief	Level 1 Skirmisher
Medium natural humanoid (human)	
HP 25; Bloodied 12; Healing Surges 7	Initiative +4
AC 16, Fort 13, Reflex 17, Will 15	Perception +0
Speed 6	
TRAITS	
Sneak Attack	
Once per turn when Talia makes a successful dagger attack against an enemy granting combat advantage, she can add 1d6 damage.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1; +8 vs. AC	
Hit: 1d4 + 4 damage.	
r Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +8 vs. AC	
Hit: 1d4 + 4 damage.	
MOVE ACTIONS	
Ambush Trick • At-Will	
Effect: Talia moves up to her speed. Until the end of her turn she gains combat advantage against enemies within 5 squares who are adjacent to none of their allies.	
TRIGGERED ACTIONS	
Backstab • Encounter	
Trigger: Talia makes a dagger attack against an enemy within 5 squares who is granting combat advantage.	
Effect (Free Action): Talia gains a +3 power bonus to the roll and deals an additional 1d6 damage on a hit.	
Heroic Effort • Encounter	
Trigger: Talia misses with an attack or fails a saving throw.	
Effect (No Action): Talia gains a +4 racial bonus to the attack or saving throw.	
Skills Acrobatics +9, Stealth +9, Thievery +9	
Str 12 (+1)	Dex 18 (+4) Wis 11 (-)
Con 13 (+1)	Int 10 (-) Cha 14 (+2)
Alignment Good Languages Common, Damaran	
Equipment leather armor, daggers (x4), adventurer's kit, thieves' tools, +1 honor blade of Bariel, +1 cape of the mountebank	

Note: At this level Talia cannot use her listed magic items.

ADVENTURE LEVEL 4

Talia, Albino Thief	Level 4 Skirmisher
Medium natural humanoid (human)	
HP 40; Bloodied 20; Healing Surges 7	Initiative +6
AC 19, Fort 16, Reflex 20, Will 18	Perception +2
Speed 6	
TRAITS	
Sneak Attack	
Once per turn when Talia makes a successful dagger attack against an enemy granting combat advantage, she can add 1d6 damage.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1; +11 vs. AC	
Hit: 1d4 + 6 damage.	
r Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +11 vs. AC	
Hit: 1d4 + 6 damage.	
MOVE ACTIONS	
Ambush Trick • At-Will	
Effect: Talia moves up to her speed. Until the end of her turn she gains combat advantage against enemies within 5 squares who are adjacent to none of their allies.	
Tumble • Encounter	
Effect: Talia shifts up to her speed.	
TRIGGERED ACTIONS	
Backstab • Encounter	
Trigger: Talia makes a dagger attack against an enemy within 5 squares who is granting combat advantage.	
Effect (Free Action): Talia gains a +3 power bonus to the roll and deals an additional 1d6 damage on a hit.	
Heroic Effort • Encounter	
Trigger: Talia misses with an attack or fails a saving throw.	
Effect (No Action): Talia gains a +4 racial bonus to the attack or saving throw.	
Skills Acrobatics +11, Stealth +11, Thievery +11	
Str 12 (+3)	Dex 18 (+6) Wis 11 (+2)
Con 13 (+3)	Int 10 (+2) Cha 14 (+4)
Alignment Good Languages Common, Damaran	
Equipment leather armor, daggers (x4), adventurer's kit, thieves' tools, +1 honor blade of Bariel +1 cape of the mountebank	

Note: Talia's listed magic items are integrated into her stats. She cannot use their item powers.

APPENDIX 1: TALIA, COMPANION NPC (CONTINUED)

ADVENTURE LEVEL 6

Talia, Albino Thief		Level 6 Skirmisher
Medium natural humanoid (human)		
HP 50; Bloodied 25; Healing Surges 7		Initiative +7
AC 21, Fort 18, Reflex 22, Will 20		Perception +3
Speed 6		
TRAITS		
Sneak Attack		
Once per turn when Talia makes a successful dagger attack against an enemy granting combat advantage, she can add 1d6 damage.		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1; +13 vs. AC		
Hit: 1d4 + 7 damage.		
r Dagger (weapon) • At-Will		
Attack: Ranged 5/10 (one creature); +13 vs. AC		
Hit: 1d4 + 7 damage.		
MOVE ACTIONS		
Ambush Trick • At-Will		
Effect: Talia moves up to her speed. Until the end of her turn she gains combat advantage against enemies within 5 squares who are adjacent to none of their allies.		
Tumble • Encounter		
Effect: Talia shifts up to her speed.		
TRIGGERED ACTIONS		
Backstab • Encounter		
Trigger: Talia makes a dagger attack against an enemy within 5 squares who is granting combat advantage.		
Effect (Free Action): Talia gains a +3 power bonus to the roll and deals an additional 1d6 damage on a hit.		
Heroic Effort • Encounter		
Trigger: Talia misses with an attack or fails a saving throw.		
Effect (No Action): Talia gains a +4 racial bonus to the attack or saving throw.		
Skills Acrobatics +12, Stealth +12, Thievery +12		
Str 12 (+4)	Dex 18 (+7)	Wis 11 (+3)
Con 13 (+4)	Int 10 (+3)	Cha 14 (+5)
Alignment Good		Languages Common, Damaran
Equipment leather armor, daggers (x4), adventurer's kit, thieves' tools, +1 honor blade of Bariel +1 cape of the mountebank		

Note: Talia's listed magic items are integrated into her stats. She cannot use their item powers.

ADVENTURE LEVEL 8

Talia, Albino Thief		Level 8 Skirmisher
Medium natural humanoid (human)		
HP 60; Bloodied 30; Healing Surges 7		Initiative +8
AC 23, Fort 20, Reflex 24, Will 22		Perception +4
Speed 6		
TRAITS		
Sneak Attack		
Once per turn when Talia makes a successful dagger attack against an enemy granting combat advantage, she can add 1d6 damage.		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1; +15 vs. AC		
Hit: 1d4 + 8 damage.		
r Dagger (weapon) • At-Will		
Attack: Ranged 5/10 (one creature); +15 vs. AC		
Hit: 1d4 + 8 damage.		
MOVE ACTIONS		
Ambush Trick • At-Will		
Effect: Talia moves up to her speed. Until the end of her turn she gains combat advantage against enemies within 5 squares who are adjacent to none of their allies.		
Tumble • Encounter		
Effect: Talia shifts up to her speed.		
TRIGGERED ACTIONS		
Backstab • Encounter		
Trigger: Talia makes a dagger attack against an enemy within 5 squares who is granting combat advantage.		
Effect (Free Action): Talia gains a +3 power bonus to the roll and deals an additional 1d6 damage on a hit.		
Heroic Effort • Encounter		
Trigger: Talia misses with an attack or fails a saving throw.		
Effect (No Action): Talia gains a +4 racial bonus to the attack or saving throw.		
Skills Acrobatics +13, Stealth +13, Thievery +13		
Str 12 (+5)	Dex 18 (+8)	Wis 11 (+4)
Con 13 (+5)	Int 10 (+4)	Cha 14 (+6)
Alignment Good		Languages Common, Damaran
Equipment leather armor, daggers (x4), adventurer's kit, thieves' tools, +2 honor blade of Bariel +2 cape of the mountebank, elven chain shirt		

Note: Talia's listed magic items are integrated into her stats. She cannot use their item powers.

APPENDIX 1: TALIA, COMPANION NPC (CONTINUED)

ADVENTURE LEVEL 10

Talia, Albino Thief		Level 10 Skirmisher
Medium natural humanoid (human)		
HP 70; Bloodied 35; Healing Surges 7		Initiative +9
AC 25, Fort 22, Reflex 26, Will 24		Perception +5
Speed 6		
TRAITS		
Sneak Attack		
Once per turn when Talia makes a successful dagger attack against an enemy granting combat advantage, she can add 1d6 damage.		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1; +17 vs. AC		
Hit: 1d4 + 9 damage.		
r Dagger (weapon) • At-Will		
Attack: Ranged 5/10 (one creature); +17 vs. AC		
Hit: 1d4 + 9 damage.		
MOVE ACTIONS		
Ambush Trick • At-Will		
Effect: Talia moves up to her speed. Until the end of her turn she gains combat advantage against enemies within 5 squares who are adjacent to none of their allies.		
Tumble • Encounter		
Effect: Talia shifts up to her speed.		
TRIGGERED ACTIONS		
Backstab • Encounter		
Trigger: Talia makes a dagger attack against an enemy within 5 squares who is granting combat advantage.		
Effect (Free Action): Talia gains a +3 power bonus to the roll and deals an additional 1d6 damage on a hit.		
Heroic Effort • Encounter		
Trigger: Talia misses with an attack or fails a saving throw.		
Effect (No Action): Talia gains a +4 racial bonus to the attack or saving throw.		
Skills Acrobatics +14, Stealth +14, Thievery +14		
Str 12 (+6)	Dex 18 (+9)	Wis 11 (+5)
Con 13 (+6)	Int 10 (+5)	Cha 14 (+7)
Alignment Good		Languages Common, Damaran
Equipment leather armor, daggers (x4), adventurer's kit, thieves' tools, +1 dagger of speed, +1 cape of the mountebank, elven chain shirt		

Note: Talia's listed magic items are integrated into her stats. She cannot use their item powers.

APPENDIX 2A:TALIA, LEVEL 1 (PLAYER CHARACTER)

Talia, Albino Thief		Level 1
Medium natural humanoid (human)		
HP 25; Bloodied 12	Initiative +6	
AC 16, Fort 12, Reflex 17, Will 13	Perception +2	
Speed 6		
Action Points: 1		
TRAITS		
First Strike		
At the start of each encounter, Talia has combat advantage against creatures that have yet to act.		
Sneak Attack		
Once per turn when Talia makes a successful dagger attack against an enemy granting combat advantage, she can add 2d6 damage.		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1; +8 vs. AC		
Hit: 1d4 + 6 damage (1d4 + 7 with combat advantage).		
r Dagger (weapon) • At-Will		
Attack: Ranged 5/10 (one creature); +8 vs. AC		
Hit: 1d4 + 6 damage (1d4 + 7 with combat advantage).		
MOVE ACTIONS		
Ambush Trick • At-Will		
Effect: Talia moves up to her speed. Until the end of her turn she gains combat advantage against enemies within 5 squares who are adjacent to none of their allies.		
Feinting Trick • At-Will		
Effect: Talia moves up to her speed. Until the end of her turn she gains a +2 power bonus to damage on the next basic attack she makes without combat advantage.		
TRIGGERED ACTIONS		
Backstab • Encounter		
Trigger: Talia makes a dagger attack against an enemy within 5 squares who is granting combat advantage.		
Effect (Free Action): Talia gains a +3 power bonus to the roll and deals an additional 1d6 damage on a hit.		
Heroic Effort • Encounter		
Trigger: Talia misses with an attack or fails a saving throw.		
Effect (No Action): Talia gains a +4 racial bonus to the attack or saving throw.		
Skills Acrobatics +9, Bluff +7, Nature +8, Stealth +9, Thievery +9		
Str 12 (+1)	Dex 18 (+4)	Wis 11 (-)
Con 13 (+1)	Int 10 (-)	Cha 14 (+2)
Alignment Good Languages Common, Damaran		
Equipment leather armor, +1 cape of the mountebank, +1 honor blade of Bariel, daggers (x4), adventurer's kit, thieves' tools.		

Note: This stat block reflects the presence of the Light Blade Expertise and Wasteland Wander feats from *Heroes of the Forgotten Kingdoms*. Also note that Talia is unable to use either her *cape of the mountebank* or her *honor blade of Bariel* at this level, so they are not figured into her stat block.

APPENDIX 2B: TALIA, LEVEL 5 (PLAYER CHARACTER)

Talia, Albino Thief	Level 5
Medium natural humanoid (human)	
HP 45; Bloodied 22; Healing Surges 7	Initiative +9
AC 19, Fort 15, Reflex 20, Will 16	Perception +10
Speed 6	
Action Points: 1	
TRAITS	
Cunning Stalker	
Talia gains combat advantage against enemies who have no creature adjacent to them other than her.	
First Strike	
At the start of each encounter, Talia has combat advantage against creatures that have yet to act.	
Skill Mastery	
Whenever Talia rolls a natural 20 on a skill check that counts as one or more successes in a skill challenge, that check automatically succeeds and counts as two successes.	
Sneak Attack	
Once per turn when Talia makes a successful dagger attack against an enemy granting combat advantage, she can add 2d8 damage.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1; +12 vs. AC	
Hit: 1d4 + 7 damage (crit 1d8 + 11 damage); +1 damage against targets granting combat advantage.	
r Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +12 vs. AC	
Hit: 1d4 + 7 damage (crit 1d8 + 11 damage); +1 damage against targets granting combat advantage.	
MOVE ACTIONS	
Ambush Trick • At-Will	
Effect: Talia moves up to her speed. Until the end of her turn she gains combat advantage against enemies within 5 squares who are adjacent to none of their allies.	
Feinting Trick • At-Will	
Effect: Talia moves up to her speed. Until the end of her turn she gains a +2 power bonus to damage on the next basic attack she makes without combat advantage.	
Acrobat Trick • At-Will	
Effect: You move up to your speed - 2. During the move, you have a climb speed equal to your speed - 2. You also gain a +2 power bonus to your next damage roll with a basic attack during this turn.	
Tumble • Encounter	
Effect: Talia shifts up to her speed.	

TRIGGERED ACTIONS

Backstab • Encounter (usable twice)

Trigger: Talia makes a dagger attack against an enemy within 5 squares who is granting combat advantage.

Effect (Free Action): Talia gains a +3 power bonus to the roll and deals an additional 1d6 damage on a hit.

Cunning Escape • Encounter

Trigger: An enemy attacks you.

Effect (Immediate Reaction): Talia gains a +4 bonus to all defenses against the triggering enemy's attack. At the end of the triggering enemy's turn, Talia can shift up to 3 squares as a free action.

Heroic Effort • Encounter

Trigger: Talia misses with an attack or fails a saving throw.

Effect (No Action): Talia gains a +4 racial bonus to the attack or saving throw.

Skills Acrobatics +11, Bluff +9, Nature +10, Perception +10, Stealth +11, Thievery +11

Str 12 (+3) **Dex** 19 (+6) **Wis** 12 (+3)

Con 13 (+3) **Int** 10 (+2) **Cha** 14 (+4)

Alignment Good **Languages** Common, Damaran

Equipment +1 leather armor, +1 honor blade of Bariel, +1 cape of the mountebank, daggers (x3), adventurer's kit, thieves' tools.

The following item powers are also granted by the *honor blade of Bariel* and *cape of the mountebank*, respectively:

FREE ACTION

Utility Power • Encounter

Trigger: you hit an enemy with an attack using this weapon

Effect: Until the end of your next turn you gain a +2 power bonus to all defenses against the enemy

Property

When you use this weapon to reduce a non-minion enemy to 0 hit points you gain temporary hit points equal to 5 + the enhancement bonus of the weapon

TRIGGERED ACTION

Power (teleportation) • Daily

Trigger: You are hit by an attack.

Effect (Immediate Reaction): Teleport 5 squares and gain combat advantage on the attacker until the end of your next turn.

Note: This stat block reflects the presence of the following feats, all from *Heroes of the Forgotten Kingdoms* unless otherwise noted: Backstabber (from *Player's Handbook*), Cunning Stalker, Light Blade Expertise, Wasteland Wanderer. Also, Perception was the skill gained with Skill Mastery.

APPENDIX 2c: TALIA, LEVEL 8 (PLAYER CHARACTER)

Talia, Albino Thief	Level 8
Medium natural humanoid (human)	
HP 61; Bloodied 30; Healing Surges 8	Initiative +13
AC 25, Fort 19, Reflex 25, Will 19	Perception +12
Speed 6	
Resist necrotic 5	
Action Points: 1	
TRAITS	
Cunning Stalker	
Talia gains combat advantage against enemies who have no creature adjacent to them other than her.	
First Strike	
At the start of each encounter, Talia has combat advantage against creatures that have yet to act.	
Skill Mastery	
Whenever Talia rolls a natural 20 on a skill check that counts as one or more successes in a skill challenge, that check automatically succeeds and counts as two successes.	
Sneak Attack	
Once per turn when Talia makes a successful dagger attack against an enemy granting combat advantage, she can add 2d8 damage.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1; +16 vs. AC	
Hit: 1d4 + 10 damage (crit 2d8 + 14 damage); +1 damage against a target granting combat advantage.	
r Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +12 vs. AC	
Hit: 1d4 + 9 damage (crit 2d8 + 13 damage); +1 damage against a target granting combat advantage.	
MOVE ACTIONS	
Ambush Trick • At-Will	
Effect: Talia moves up to her speed. Until the end of her turn she gains combat advantage against enemies within 5 squares who are adjacent to none of their allies.	
Feinting Trick • At-Will	
Effect: Talia moves up to her speed. Until the end of her turn she gains a +2 power bonus to damage on the next basic attack she makes without combat advantage.	
Acrobat Trick • At-Will	
Effect: You move up to your speed - 2. During the move, you have a climb speed equal to your speed - 2. You also gain a +2 power bonus to your next damage roll with a basic attack during this turn.	
Escape Artist's Trick • At-Will	
Effect: You shift up to two squares. Once at the end of the turn, you can shift 2 squares as a free action.	
Tumble • Encounter	
Effect: Talia shifts up to her speed.	

TRIGGERED ACTIONS

Backstab • Encounter (usable twice)

Trigger: Talia makes a dagger attack against an enemy within 5 squares who is granting combat advantage.

Effect (Free Action): Talia gains a +3 power bonus to the roll and deals an additional 1d6 damage on a hit.

Cunning Escape • Encounter

Trigger: An enemy attacks you.

Effect (Immediate Reaction): Talia gains a +4 bonus to all defenses against the triggering enemy's attack. At the end of the triggering enemy's turn, Talia can shift up to 3 squares as a free action.

Heroic Effort • Encounter

Trigger: Talia misses with an attack or fails a saving throw.

Effect (No Action): Talia gains a +4 racial bonus to the attack or saving throw.

Slip Aside • Encounter

Trigger: Talia is hit by an attack which targets AC or Reflex.

Effect (Immediate Interrupt): Talia takes half damage from the attack.

Skills Acrobatics +14, Bluff +11, Nature +12, Perception +12, Stealth +14, Thievery +14

Str 12 (+5)

Dex 20 (+9)

Wis 12 (+5)

Con 14 (+6)

Int 10 (+4)

Cha 14 (+6)

Alignment Good

Languages Common, Damaran

Equipment +2 leather armor of resistance, +2 honor blade of Bariel, +2 cape of the mountebank, elven chain shirt, daggers (x3), adventurer's kit, thieves' tools.

The following item powers are also granted by the *honor blade of Bariel* and *cape of the mountebank*, respectively:

FREE ACTION

Utility Power • Encounter

Trigger: you hit an enemy with an attack using this weapon

Effect: Until the end of your next turn you gain a +2 power bonus to all defenses against the enemy

Property

When you use this weapon to reduce a non-minion enemy to 0 hit points you gain temporary hit points equal to 5 + the enhancement bonus of the weapon

TRIGGERED ACTION

Power (teleportation) • Daily

Trigger: You are hit by an attack.

Effect (Immediate Reaction): Teleport 5 squares and gain combat advantage on the attacker until the end of your next turn.

Note: This stat block reflects the presence of the following feats, all from *Heroes of the Forgotten Kingdoms* unless otherwise noted: Backstabber (from *Player's Handbook*), Cunning Stalker, Light Blade Expertise, Two-Weapon Fighting, Two-Weapon Defense, Wasteland Wanderer. Also, Perception was the skill gained with Skill Mastery.

APPENDIX 3: TALIA

This appendix provides background and role-playing information for Talia. If she is used as an NPC, the DM can use this as a reference. If she is being used as a pregenerated PC, her player should be given this page for reference.

DESCRIPTION:

Talia is average in height and has a slender build. Though her features are moderately pretty and distinctly from a northern stock, she has unusually pale skin, hazel eyes which take on a reddish tint in certain lighting conditions and seem to constantly be in motion, and completely white hair - even her eyebrows. She normally wears her mid-back-length hair loosely but will braid it when she anticipates a fight or strenuous activity. On sunny days she pulls her hood up and leaves no skin exposed, no matter the temperature, as she burns very easily. Though not obviously armed when not in a fight, she always carries four daggers hidden on her person (at least one in a boot) and typically fights with dual daggers.

BACKGROUND:

Talia was born and raised in the isolated, secretive, and fiercely independent hamlet of Bariel's Rest, hidden near the eastern fringe of the Dunwood. Because she suffers from an extreme form of albinism, she has been ostracized for much of her life. At age 13, while exploring the woods alone, she encountered the hermit Tyrus, who had spent decades deliberately avoiding human contact because he feared losing control of the primal power within him, which was given to him by the spirit of some local ruins. Because of their social isolation from the other Resters, they struck up a friendship which, as the years passed and Talia's parents (the only Resters she normally associated with) died, gradually grew into love. Tyrus told Talia of his primal affliction - though he never showed it to her - and made her promise that she would help end his life if he ever went out of control. In the days leading up to CORE2-05, that came to pass, and Talia reluctantly helped set up the circumstances that would force the Resters to seek outside help in killing Tyrus, even though she was (unknowingly at first) pregnant with Tyrus's child, and encouraged the adventurers who arrived down the right path to fulfill Tyrus's wish. (Events in CORE2-05.) The adventurers managed to channel Tyrus's out-of-control power into a protective primal barrier for the hamlet upon his death, which has since protected the village from incursions by demons and undead (the spirit of Tyrus at work, Talia thinks), but Talia was left behind to birth and raise their daughter Tylia* alone - or so she thought.

But she hasn't been alone. Instead, the birth of a seemingly normal daughter gradually caused the other Resters to become more accepting of Talia. Thus when she was attacked and left for dead by someone who kidnapped and ran off with her now-two-year-old daughter, the other Resters rallied to her aid and two helped her pursue the culprit, who was a human-sized, dark-skinned fey. They tracked the culprit north to the Long Road and on through the Giantspire Mountains towards Narfell, seeming to trail him by two days based on the age of the tracks and reports from other travelers, but misfortune fell when they were beset by a goblin raiding party. Despite a valiant resistance, companions Herndon and Bral fell, leaving Talia to fend for herself - until, that is, the PCs arrive on the scene.

PERSONALITY

Talia is a modest, soft-spoken, and self-reliant woman who is very sensitive about her appearance but quickly warms to others who look like they might stand on the fringes of society and openly chats and jokes with those who befriend her. Though she generally avoids conflict and typically does not take big risks, she has the hardy soul of a Rester and so will see any task or fight through to the end once started. If Tylia is endangered, all bets are off; under those circumstances alone she can become daring and ruthless.

Because Tylia seems to be a completely normal child, neither Talia nor any of the other Resters ever anticipated that Tylia would be targeted directly, or that their village could be found even if she was. The security breach which enabled the kidnapper to succeed is a major embarrassment, so Talia and the other Resters fully plan to take more specific security precautions in the future.

* - Tylia's name may be different if a PC at the table has story award CORE48.

APPENDIX 4: NARFELL

Source: Narfell entry in the *Forgotten Realms Campaign Guide*. PCs with a Narfell background automatically know the information given in the easier checks.

NARFELL

History DC 15: Narfell is a wintry country covered in infertile soil and scraggly grass where bitter, killing winds blow unceasingly. From the backs of tall, shaggy horses, nomadic barbarians hunt reindeer and wild oxen. Calling themselves Nars, these fierce raiders and archers supplement their resources by raiding west into Damar, south into the Great Dale, and even into northeastern Thesk. More often, though, the tribes fight amongst themselves. This has been particularly true over the past few decades as the already-frigid land has turned even colder.

History DC 25: Beginning about thirty years ago, some Nar tribes have rediscovered the heritage of demonbinding that belonged to their forebears, the Nar Empire which once ruled over this land and the Dunwood Forest to the south.

Streetwise DC 15: Although the craft of calling and securing planar entities within Narfell has traditionally been called “demonbinding,” the practice actually wasn’t so limited. Ancient Nars made pacts with all sorts of extraplanar beings, including devils. Because of that, strong tiefling bloodlines are common throughout the Nar tribes, and many tieflings occupy positions of power within their tribes.

JYYD

History DC 15: This village of 500 is the prime trading center in central Narfell, used by passing Nars, traders from Peltarch, travelers, and even the occasional goblin. It is well-known by foreigners and natives alike for its largest feature, the Delyth Caravanserai.

N’JAST

History DC 15: Located at the intersection of the Long road and the Cold Road, this trading settlement is a common stopover for Nar tribes and merchants headed to Bildoobaris; in fact, nearly all traffic headed to Bildoobaris from the west or north passes through it.

BILDOOBARIS

History DC 15: During most of the year, this place is nothing more than a vast stretch of flat land cut by winding draws. When summer makes travel easier and fills the gullies with meltwater from nearby Mount Nar and the Firward Mountains, Nar tribes gather in Bildoobaris for a festival of the same name. At that time,



miles of hide tents fill the plain, mingled with the finer temporary abodes of foreign merchants.

During Bildoobaris, the Nars drink, feast, trade, arrange marriages, and swap stories. They also sell horses, native craftwork, and ancient treasures to foreigners and trade for armor, clothing, jewelry, weapons, and even food and exotic drink. An intertribal council makes common policy, with each tribe’s representative voting according to the size and number of riders it can muster.

When disputes arise at Bildoobaris that cannot be resolved simply, they are commonly brought before the intertribal council for Mediation. When neither side has a clearly superior case, the dispute is usually settled through either a Challenge of Skill or Challenge of Blood.

History DC 20: Although the current ascendant tribe is the Harthgroth, the Thurle have been rising to prominence lately on the strength of numerous victories in annual hunting competitions.

MOUNT NAR

History DC 20: The defining peak in the region, the glacier-covered Mount Nar looms in the distance from Bildoobaris. About forty years ago the Nars first noticed a tower surrounded by ruins standing above a glacier field high up on the western face of the mountain; it is barely visible from Bildoobaris if one knows exactly where to look for it. They have been loathe to approach it due to their fear of Kryonar, a white wyrm dracolich long rumored to lair on the mountain.

BRANIMERN RYTHIL

History DC 25: Branimern is a former Red Wizard of Thay known to have an avid interest in unearthing the lost secrets of the Nar Empire. She is rumored to have transformed herself into something beyond human and was known to travel with an entourage which included fiends, corrupted fey, and a formorian ally. Her whereabouts have been unknown for the past couple of decades, however, which has led some to speculate that she has holed up somewhere to concentrate on her research.

HANDOUT 1: THE CHALLENGE OF SKILL

The six duels, and their relevant skills, are as follows:

DUEL 1: MASTER OF THE HUNT

Primary Skills: Nature, Perception, Thievery

Secondary Skills: Athletics, Endurance, Insight, Stealth

This duel is a contest of hunting prowess, which is necessary for the Nars to survive.

DUEL 2: THE WALL

Primary Skill: Athletics

Secondary Skills: Acrobatics, Bluff, Dungeoneering, Endurance, Intimidate

In the rugged environment of Narfell, climbing can be a valuable skill.

DUEL 3: ROAR OF THE BEAST

Primary Skills: Bluff, Intimidate

Secondary Skills: Diplomacy, Insight, Nature

Intimidating one's foes with the sounds of mighty beasts can lead to victory in battle.

DUEL 4: THE SHOOT

Primary Skills: Athletics, Acrobatics

Secondary Skills: Bluff, Intimidate, Perception

The Nars are not known for their mounted archery skills for nothing.

DUEL 5: TELLER OF STORIES

Primary Skills: Diplomacy, History, Religion

Secondary Skills: Any primary skill plus Bluff, Insight, Intimidate, Streetwise

Stories of glorious deeds can keep minds off the cold on frostbitten winter nights.

DUEL 6: EGG SNATCH

Primary Skills: Stealth, Thievery

Secondary Skills: Acrobatics, Bluff, Insight, Nature, Perception

Although boldness and bravery often win the day, sometimes one must sneak up on foes and prospective meals.

HANDOUT 2: PROTECTING TYLIA

Tylia should be treated as a Small minion with defenses of 8 and a speed of 3. She is knocked unconscious the first time she takes damage and killed the second time. She may occupy the same square as any PC or NPC and may be picked up and carried by any Small or Medium size PC or NPC without affecting the carrier's speed (unless 22 pounds would encumber that PC, of course). Any PC or NPC other than Talia must make a grab attack, or use a power that includes grabbing, to pick Tylia up, which pulls her into that PC/NPC's square; Talia can do it automatically and as only a minor action, since Tylia cooperates with her.

Carrying Tylia requires full use of the carrier's off hand; if Talia is played as an 8th level pregenerated PC, she takes a -1 penalty on melee damage and a -1 penalty to AC and Reflex defenses while doing so, since her Two-Weapon Fighting and Two-Weapon Defense feats no longer apply. While carried, Tylia cannot be grabbed by another except in special cases, though knocking Tylia's carrier prone causes her to be dropped.

Any PC or NPC other than Talia suffers a -2 penalty to attack rolls while carrying Tylia because of her squirming; this can be negated by calming her down with a Moderate Diplomacy check done as a minor action or an Easy Diplomacy check done as a standard action.

Any PC or NPC carrying Tylia also gains the following power:

TRIGGERED ACTION

Protect Tylia • At-Will

Trigger: Tylia is damaged by an attack, effect, or aura.

Effect (Free Action): You take the damage instead.