

CORE1-17

FINDING HARMONY

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

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A prophet and her followers are leaving Thesk and looking to start anew on their own. Can you and your comrades help protect them on their travels and aid them in finding a new home? And more importantly, are they harboring a secret? A *Living Forgotten Realms* adventure set in the Hordelands for characters levels 4 - 7.

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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Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. 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 on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, 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. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, 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 designed for player characters (PCs) levels 4-7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their 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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Kiersa the prophet was once an adventurer, but she died while exploring ruins in Akanûl. When her adventuring companions returned her to life, she found that she had gained some small talent in prophecy. Kiersa gave up the adventuring life for what she envisioned as a much

more prosperous (and less dangerous) lifestyle as a prophet and oracle.

Kiersa truly does have the gift of prophecy. However, she realized quickly that part of earning a good living meant playing up her gift and making a spectacle of herself. As such, she plays the role of the wild-eyed visionary as much as possible, while she is really much more practical than her public persona.

She set up shop in Telflamm and earned a good living, even attracting roughly fifty acolytes who pledged to follow her. They set up residence in an estate willed to Kiersa by a rich patron who had no other family. Kiersa makes prophecies and readings by appointment, mostly dealing with the well-to-do in town, which allows her to maintain her lifestyle. She also makes just enough predictions publicly to keep her notoriety in town.

Because of certain visions she has had, Kiersa uses her fame and wealth to promote a "back-to-nature" lifestyle. The manor in which she resides has been planted with gardens, which are used to feed her and her devotees, and there are livestock on the grounds. Many of her followers sleep outside at night and tend to be a bit unorthodox. Needless to say, Kiersa's neighbors in the well-to-do area of Telflamm are not thrilled by any of this.

DM'S INTRODUCTION

Kiersa recently predicted a sickness in Telflamm would cause many deaths. Shortly thereafter, a dozen people died in the trade district. An investigation discovered they had been poisoned, and further scrutiny found a well in Shemszarr Square, Telflamm's trade district, had been tainted.

The Merchant's Council—which currently manages the city's affairs and contains some of Kiersa's neighbors—has tired of Kiersa's exploits and is using this as a means to remove Kiersa and her "cult" from Telflamm. Although no direct evidence has been found linking Kiersa or any of her disciples to the well poisoning, her influential neighbors are pushing public opinion against Kiersa. They claim Kiersa is a fraud, insinuating that she predicted the outbreak and then poisoned the well to make it come true.

As public opinion and political pressure mounted against Kiersa, she had her strongest vision yet. The power of the vision caused her to black out, and that frightened Kiersa greatly. Based on the details of the vision, Kiersa has decided to leave the city and lead her followers to create a new settlement, one where they can live at peace with one another and with nature. Her visions are sending her into the southern Hordelands. She hopes to hire trustworthy guards for herself and her

followers: adventurers who can both protect them as they travel help them find an appropriate place to set up their new village.

PLAYER'S INTRODUCTION

The heroes could be in Telflamm for a number of reasons, including any of the following:

- On their way to Phsant to visit friends made in previous adventures (*CORE1-2 Radiant Vessel of Thesk* and *CORE1-6 Incident at the Gorge or Gauros*).
- Traveling to see the Golden Way, the fabled trade road that leads to Kara-Tur.
- Visiting the Xiang Temple in Telflamm, known for their order of monks who master deadly fighting styles.
- Allow the PC to have a personal reason for being in Telflamm.

Read or paraphrase the following to the players:

You find yourself in Thesk, in the port city of Telflamm. As you pass through the market square, a piece of paper is thrust into your hand. You see a young, slender red-haired girl dressed in green robes with flowers in her hair strolling through the market, handing papers to people she passes. The paper in your hand is a map of Telflamm, with a residence in the Noble District highlighted. Under the map, a handwritten note in a refined writing states "We await your presence."

Each PC (or group of PCs) receives one of these notes. If the players decide to follow the girl, she quickly gets lost in the crowd. If the players look at other papers she has handed out, they find the same map with various phrases, such as "Turn back to nature" or "Only use what you need" on the notes.

ENCOUNTER 1: MEETING AT THE MANOR

SETUP

Important NPCs: Kiersa, human female (Diplomacy +12, Bluff +12, Intimidate +12, Insight +9).

The heroes meet Kiersa and are hired by her for the journey. As the DM, feel free to have fun with this encounter, and the entire adventure, so as to provide the most enjoyment possible for you and your players.

Read or paraphrase the following to the players:

The map takes you to the Noble Quarter, and you now stand outside a large estate surrounded by a seven-foot-tall hedge, with a large gate in the center. Standing by the gate are two men dressed in green robes. Gardens of vegetables and fruit, as well as some tents, dominate the grounds of the estate. You hear music being played from somewhere behind the hedge.

If the PCs show the note to the gate guards, they are escorted into the manor grounds. Read or paraphrase the following to the players:

Beyond the gate a group of five musicians play under the shade of a tree, while about a dozen people look on. A few others are tending the gardens and grounds. There are members of all races on the grounds, though the most are eladrin, elves and halflings; all are dressed in the same green robes as the men at the gate and the girl in the market. A female halfling steps forward and introduces herself.

“Hello, I’m Celesta Shadeflower, but everyone here calls me Daisy, and you can, too! Welcome to Sunflower Manor! How may I help you?”

If shown or told about the note, Daisy simply nods and leads the heroes into the manor house, up the stairs, and into Kiersa’s office. As they move through the house, several mundane items are being stowed into chests, as if preparing for a move. Read or paraphrase the following to the players:

The small but comfortable office is filled with bookshelves, comfortable furniture and many plants and flowers. Behind a desk is a thin, short red-haired human woman, most likely in her late 30s, dressed in green robes. She stands, moves out from behind the desk, and says, “You must be the ones of which we were

foretold. Welcome, my name is Kiersa, and I look forward to working with you.”

She moves around the room and introduces herself to each PC, stopping for a moment to shake hands. While shaking hands, she lingers for a moment and closes her eyes in concentration. She knows a little about each hero, so feel free as DM to play up the prophet aspect of Kiersa.

“Now, to the business at hand. My friends and I are leaving Telflamm, and I would like to hire you on as guards on our journey, to help us find an appropriate location to set up a new community. We will be traveling eastward along the Golden Way for quite a while, turning south toward the Spiderhaunt Peaks after Uzbeg. It is apparent to me that you are those I have foreseen in my prophecy. Will you help us?”

Kiersa explains the following:

- She was previously an adventurer (sorcerer), much like the heroes themselves. She had an unfortunate meeting with some orcs in which she died. Her adventuring companions brought her back to life. Shortly thereafter she found she had gained some talents in prophecy and prediction that she did not possess prior to her death. She decided to give up the adventuring life for one less dangerous.
- She settled in Telflamm about 8 years ago and has become well known about town for her prophecies. A former rich patroness of Kiersa died and bequeathed the manor and all her wealth to Kiersa, which is how she came to live in the manor.
- Kiersa has slowly been surrounded by others (she calls them her friends at all times), though she did not actively recruit them. They have trickled in over the years, and she feels responsible for them, so she takes care of them and provides for them. In return, they help take care of the manor house and grounds, as well as providing other services. The estate is mostly self-sustaining at this point.
- A few years ago Kiersa had a dream she considered a prophecy, one in which all the excesses of mankind were shown to her to being false. She attributes this dream to Chauntea, the Great Mother. Kiersa has since been strongly advocating a return to a more natural lifestyle, one in which all mankind should live in harmony

with nature, not try to pervert nature for mankind's needs.

- Four tendays ago, she had another dream in which she was directed to take herself and her friends out of Telflamm and head east, into the Hordelands to build a new settlement, one in which mankind and nature would live in harmony. In this dream, she was told that heroes would come to her estate and would help her in her calling.
- Kiersa expects to be ready to leave in two days. She needs the heroes to protect them on the long journey, and to help in finding a suitable place to settle.
- It is about 1200 miles to Uzbeg, and the caravan will travel at 25 miles per day, so the journey will take 48 days from Telflamm to Uzbeg.
- After reaching Uzbeg, they will head south into the Hordelands.
- She is willing to offer each hero 100/150 gold: 50gp payable now, the rest upon successful completion of their duties. Kiersa will also provide food, horses and normal expenses for the heroes while traveling, and provides a purse with 75/100 gold pieces total which the heroes may use to make purchases in preparation for the journey. She does ask for receipts (as the PCs must return the money and any goods purchased with this money at the end of the adventure).

A DC 22 Insight check reveals Kiersa is not telling the entire story. If confronted about it, she tells the party she has left nothing out.

While talking to the heroes, Kiersa has another vision. Please read or paraphrase the following:

Suddenly, Kiersa gets a far off look in her eyes, staring blankly off into space for a few moments. Her vision clears, and she states, "I see troubled journey to our new home, and more trouble when we find it."

If the party wishes to gather some information about Kiersa and her friends, a Streetwise DC 15 check reveals the following:

- All of the information found in the Adventure Background.
- Kiersa recently predicted a deadly outbreak would occur in Telflamm, causing many deaths. Shortly afterward, a dozen people died due to a poisoned well in Shemszarr Square, the trade district.
- Kiersa has been blamed for poisoning the well, even though no evidence has been found linking

Kiersa or any of her followers to the poisoned well.

- Some rumors say that she swindled the former owner of this estate out of everything she owned, and then killed the old widow. [This is not at all true, and any investigations into it lead nowhere quickly.]

If confronted with this information, Kiersa admits to the prophecy but vehemently denies being involved in the poisoning. She blames it on the powers (her neighbors in the Noble District, who have pushed the Mayor) in Telflamm using this as a way to run her out of town. She feels that the powers are threatened by her abilities and her use of the estate to house her friends.

ENDING THE ENCOUNTER

When the PCs accept the offer, they are to be ready to leave in the morning two days from now. They will be traveling with Kiersa, 100 followers, 12 wagons (5 feet wide by 10 feet long) and 24 draft horses. Various forms of livestock will also be brought. Most of the followers walk alongside the wagon train. The PCs may arrange the caravan as they wish.

EXPERIENCE POINTS

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

TREASURE

Kiersa is willing to pay 100/150 gold to each hero, with 50 gold payable now, and the rest upon successful completion of their charge.

ENCOUNTER 2: AMBUSH ON THE GOLDEN WAY

ENCOUNTER LEVEL 5/7 (1000/1500 XP)

SETUP

This encounter includes the following creatures at the low and high tier:

1 kenku wing mage (M)

2 kenku ringleader (R)

2 kenku warrior (W)

The heroes and their caravan have been traveling for several tendays and are just outside of Uzbeg, where a group of kenku bandits ambush the caravan.

The road is 30 feet wide, and there are five foot tall hedges on either side of the road. The wagons are on the map as well. The kenku are hiding crouched behind the hedges. If any PC makes a DC 17/19 Perception (passive or active), that PC may act during the surprise round.

As the adventurers enter the area, read or paraphrase the following:

The trip along the Golden Way was somewhat interesting at first, but has now become rather mundane. The exotic peoples, wares and goods that you have met and passed along the road are becoming commonplace. Fortunately, you should be approaching Uzbeg in a few hours, ending the long first part of your trek. Suddenly, birdlike creatures erupt from behind the hedges and carts outside of a fortified inn.

FEATURES OF THE AREA

Illumination: Bright light.

Hedges: The hedges are 3 feet high, providing total cover to those lying prone, and providing cover to those adjacent to them. Moving through the hedges is

possible, although each square costs 4 squares of movement.

Trees: The trunks of the trees are impassable and provide cover.

Cart: Any carts on the map are difficult terrain that cost 2 squares to move onto and off of.

TACTICS

The kenku use their various slide, daze, knock prone and shift powers to try and grant combat advantage to as many of their allies as possible. Once more than 50% of the kenku are defeated, remaining kenku attempt to flee when reduced to less than 20% of their hit points.

SCALING THE ENCOUNTER

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

Four PCs: Remove one kenku warrior.

Six PCs: Add one kenku warrior.

ENDING THE ENCOUNTER

After the PCs have defeated the kenku or driven them off, they find some loot either on the bodies or dropped when the surviving kenku fled.

A Streetwise check with any subsequent passing caravans reveals that these creatures are members of a small army of creatures that have taken to waylaying merchant caravans in the area. They are considered very dangerous, and there is a fear they may actually attack Uzbeg itself.

EXPERIENCE POINTS

The characters receive 200/300 experience points each for defeating the kenkus.

TREASURE

The kenku had some loot from previous robberies: *staff of spectral hands* +2 (low-level only), *staff of gathering* +2 (high-level only), *symbol of divine reach* +2 (low-level only), and *magic holy symbol* +3 (high-level only).

ENCOUNTER 2: GOLDEN WAY AMBUSH STATISTICS (LOW LEVEL)

Kenku Wing Mage Medium natural humanoid	Level 5 Artillery XP 200
Initiative +3 Senses Perception +3; low-light vision	
HP 50; Bloodied 25	
AC 17; Fortitude 15, Reflex 17, Will 18	
Speed 6; see wings of the flock	
m Dagger (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d4 + 3 damage.	
R Murder of Crows (standard; at-will) ♦ Force, Implement	
Ranged 20; +10 vs. Reflex; 1d6 + 4 force damage, and the target grants combat advantage to the kenku wing mage (save ends).	
R Hurricane Blast (standard; recharge 5 6)	
Implement	
Close blast 3; +8 vs Fortitude; 1d6 + 6 force damage, and the kenku wing mage slides the target 3 squares,	
R Death Flock (standard; encounter)	
Area burst 1 within 20; +8 vs Reflex; 1d6+6 force damage, and the target is dazed (save end).	
Flock Effect	
A kenku wing mage gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
Mimicry	
A kenku wing mage can mimic sounds and voices. A successful Insight check opposed by the wing mage's Bluff check allows a listener to determine that the effect is faked.	
Wings of the Flock (minor; encounter) ♦ Force	
The kenku wing mage gains fly 6 (hover; altitude limit 4) until the end of the encounter.	
Alignment Unaligned	Languages Common
Skills Stealth +8	
Str 9 (+1)	Dex 13 (+3) Wis 14 (+4)
Con 14 (+4)	Int 18 (+6) Cha 15 (+5)
Equipment robes, dagger, orb	

Kenku Ringleader Medium natural humanoid	Level 5 Soldier (Leader) XP 200
Initiative +6 Senses Perception +3; low-light vision	
HP 62; Bloodied 31	
AC 18; Fortitude 15, Reflex 16, Will 15	
Speed 6	
m Spiked Chain (standard; at-will) ♦ Weapon	
Reach 2, +12 vs. AC; 2d4 + 6 damage and the target is marked until the end of the kenku ringleader's next turn.	
R Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +12 vs. AC; 1d6 + 5 damage.	
R Press the Attack (standard; at-will) ♦ Weapon	
Reach 2, targets an enemy marked by the kenku; +12 vs AC; 2d4 + 6 damage, and the target is knocked prone.	
R Flock Reaction (minor; recharge 4 5 6)	
Close burst 3; targets kenkus; the target shifts 1 square as a free action.	
Flock Effect	
A kenku wing mage gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
Mimicry	
A kenku wing mage can mimic sounds and voices. A successful Insight check opposed by the wing mage's Bluff check allows a listener to determine that the effect is faked.	
Alignment Unaligned	Languages Common
Skills Bluff +10, Intimidate +10	
Str 13 (+3)	Dex 18 (+6) Wis 12 (+3)
Con 14 (+4)	Int 10 (+2) Cha 16 (+5)
Equipment leather armor, sling, spike chain	

Kenku Warrior Medium natural humanoid	Level 5 Skirmisher XP 200
Initiative +7 Senses Perception +3, low-light vision	
HP 60; Bloodied 30	
AC 19; Fortitude 16, Reflex 17, Will 16	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d4 + 8 damage.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +10 vs. AC; 1d8 + 8 damage.	
M Fluttering Attack (standard; at-will)	
The kenku warrior shifts 4 squares and makes a basic attack during that movement.	
Combat Advantage	
A kenku warrior deals 1d6 extra damage on melee attacks against any target granting combat advantage to it.	
Flock Effect	
A kenku wing mage gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
Mimicry	
A kenku wing mage can mimic sounds and voices. A successful Insight check opposed by the wing mage's Bluff check allows a listener to determine that the effect is faked.	
Alignment Unaligned	Languages Common
Str 14 (+4)	Dex 17 (+5) Wis 14 (+4)
Con 12 (+3)	Int 9 (+1) Cha 11 (+2)

ENCOUNTER 2: GOLDEN WAY AMBUSH STATISTICS (HIGH LEVEL)

Kenku Wing Mage	Level 7 Artillery
Medium natural humanoid	XP 300
Initiative +4 Senses Perception +3; low-light vision	
HP 62; Bloodied 31	
AC 19; Fortitude 17, Reflex 19, Will 20	
Speed 6; see wings of the flock	
m Dagger (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d4 + 4 damage.	
R Murder of Crows (standard; at-will) ♦ Force, Implement	
Ranged 20; +12 vs. Reflex; 1d6 + 5 force damage, and the target grants combat advantage to the kenku wing mage (save ends).	
R Hurricane Blast (standard; recharge 5 6) Implement	
Close blast 3; +10 vs Fortitude; 1d6 + 7 force damage, and the kenku wing mage slides the target 3 squares,	
R Death Flock (standard; encounter)	
Area burst 1 within 20; +10 vs Reflex; 1d6 + 7 force damage, and the target is dazed (save end).	
Flock Effect	
A kenku wing mage gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
Mimicry	
A kenku wing mage can mimic sounds and voices. A successful Insight check opposed by the wing mage's Bluff check allows a listener to determine that the effect is faked.	
Wings of the Flock (minor; encounter) ♦ Force	
The kenku wing mage gains fly 6 (hover; altitude limit 4) until the end of the encounter.	
Alignment Unaligned	Languages Common
Skills Stealth +10	
Str 9 (+2)	Dex 13 (+4) Wis 14 (+5)
Con 14 (+5)	Int 18 (+7) Cha 15 (+6)
Equipment robes, dagger, orb	

Kenku Ringleader	Level 7 Soldier (Leader)
Medium natural humanoid	XP 300
Initiative +7 Senses Perception +3; low-light vision	
HP 78; Bloodied 37	
AC 20; Fortitude 17, Reflex 18, Will 18	
Speed 6	
m Spiked Chain (standard; at-will) ♦ Weapon	
Reach 2, +14 vs. AC; 2d4 + 7 damage and the target is marked until the end of the kenku ringleader's next turn.	
R Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +14 vs. AC; 1d6 + 7 damage.	
R Press the Attack (standard; at-will) ♦ Weapon	
Reach 2, targets an enemy marked by the kenku; +14 vs AC; 2d4 + 7 damage, and the target is knocked prone.	
R Flock Reaction (minor; recharge 4 5 6)	
Close burst 3; targets kenkus; the target shifts 1 square as a free action.	
Flock Effect	
A kenku wing mage gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
Mimicry	
A kenku wing mage can mimic sounds and voices. A successful Insight check opposed by the wing mage's Bluff check allows a listener to determine that the effect is faked.	
Alignment Unaligned	Languages Common
Skills Bluff +12, Intimidate +12	
Str 13 (+4)	Dex 18 (+7) Wis 12 (+4)
Con 14 (+5)	Int 10 (+3) Cha 16 (+6)
Equipment leather armor, sling, spike chain	

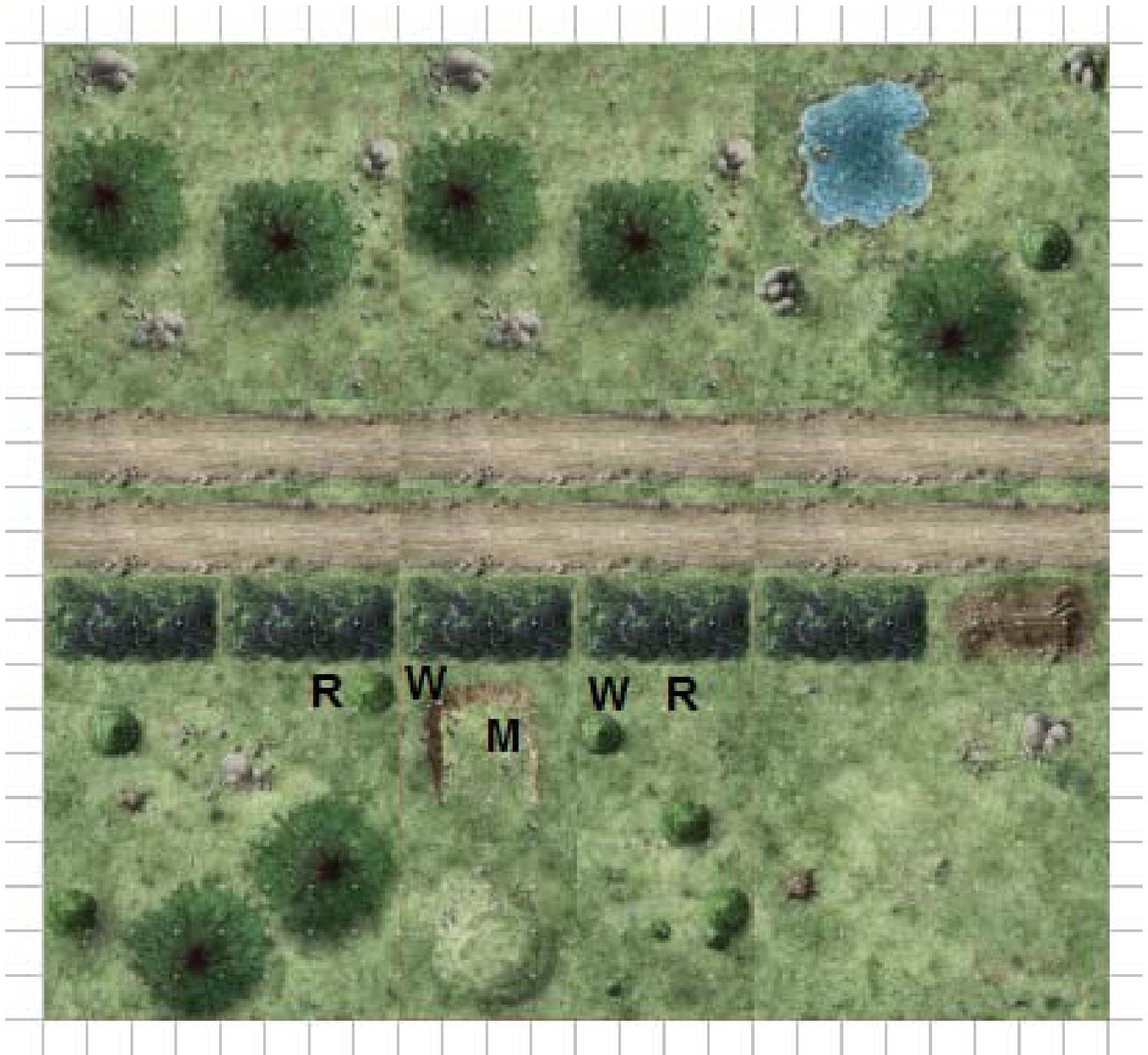
Kenku Warrior	Level 7 Skirmisher
Medium natural humanoid	XP 300
Initiative +8 Senses Perception +3, low-light vision	
HP 76; Bloodied 38	
AC 21; Fortitude 18, Reflex 19, Will 6	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d4 + 9 damage.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +12 vs. AC; 1d8 + 9 damage.	
M Fluttering Attack (standard; at-will)	
The kenku warrior shifts 4 squares and makes a basic attack during that movement.	
Combat Advantage	
A kenku warrior deals 1d6 extra damage on melee attacks against any target granting combat advantage to it.	
Flock Effect	
A kenku wing mage gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
Mimicry	
A kenku wing mage can mimic sounds and voices. A successful Insight check opposed by the wing mage's Bluff check allows a listener to determine that the effect is faked.	
Alignment Unaligned	Languages Common
Str 14 (+5)	Dex 17 (+6) Wis 14 (+5)
Con 12 (+4)	Int 9 (+2) Cha 11 (+3)

ENCOUNTER 2: AMBUSH ON THE GOLDEN WAY MAP

Add wagons, horses, Kiersa, her followers and PCs on the map as per PCs preferences regarding traveling formations as noted at the end of Encounter 1. Feel free to adjust the locations of the kenku as desired, as well as create a map of a road using whatever tiles you have on hand. It doesn't have to match this map exactly, as long as there is a road and places for the kenku ambushers to hide.

TILE SETS NEEDED

Ruins of the Wild x3



ENCOUNTER 3: MEETING THE LOCALS IN UZBEG

SKILL CHALLENGE LEVEL 4/6, COMPLEXITY 1 (175/250 XP)

SETUP

The caravan is harassed by a group of Uzbek locals, who heard of the ambush outside the walls and consider the group bad luck. The PCs can handle this with either a skill challenge or combat.

As the adventurers enter the area, please read or paraphrase the following:

As you enter the walls of Uzbek, several humans approach the caravan. "We heard the bird-folk are after you. You are bad luck, and we don't want you around here," shouts one, and the rest seem to agree with him.

The heroes must talk or fight their way out of the situation. The locals are not really a meaningful threat for the party, so this encounter is resolved as a skill challenge instead of a full blown tactical encounter. The heroes may try Diplomacy, Intimidate, or combat.

SKILL CHALLENGE 1: MAKE THEM RUN!

Goal: The PCs try to scare away the locals.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Intimidate, Thievery

Other Skills: Athletics, History, Insight, Stealth.

Victory: If the heroes successfully complete the skill challenge, the local toughs flee.

Defeat: If the PCs fail the skill challenge, the locals are defeated in a fight. All members of the party lose one healing surge.

Athletics DC 12/14 (1 success; 2 maximum)

The hero flexes their muscles, or picks up a nearby large crate and throws it, or something similar. This will add a +2 modifier to the next Intimidate check the party makes.

Bluff DC 14/16 (1 success; 2 maximum)

The PC tries to trick the local toughs into surrendering or distracting them in some way.

Insight DC 12/14 (0 successes; no maximum)

The hero gets a sense of the local's disposition and tactics. This provides a +2 bonus on the party's next skill check.

Intimidate DC 14/16 (1 success; 2 maximum)

The hero attempts to force the local toughs to stand down or surrender by threatening them or demonstrating overwhelming force.

Thievery DC 13/15 (trained only; 1 success; 1 maximum)

The PC attempts to use sleight of hand to remove a small item from the person of one of the toughs, which can make them question their ability to win in this conflict.

Stealth DC 14/16 (0 successes; no maximum)

The hero sneaks up on a local, giving a +2 bonus to the next Thievery check made by the party.

SKILL CHALLENGE: THEY LIKE US!

Goal: The PCs try to turn the locals to their point of view.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy

Other Skills: History, Insight

Victory: The heroes defuse the situation with their smooth tongues with a successful skill challenge.

Defeat: If the PCs fail the skill challenge, the locals are defeated in a very tough fight. All members of the party lose one healing surge.

Bluff DC 14/16 (1 success; 2 maximum)

The PC tricks or lies to the local toughs, helping the party show their good faith.

Diplomacy DC 15/17 (1 success; 2 maximum)

The PC use tact, and social grace to show their good will to the locals.

History DC 13/15 (0 successes; no maximum)

The hero reaches into their knowledge of history to think of a story from this area, calming the toughs and providing a +2 bonus on the party's next skill check.

Insight DC 14/16 (0 successes 2 maximum)

The hero gets a sense of the local's disposition, providing a +2 bonus on the party's next skill check.

SKILL CHALLENGE: BEAT THEM UP!

Goal: The PCs try to defeat the locals through brute force to scare away the locals.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Endurance

Other Skills: History, Insight

Victory: The party easily defeats these local thugs.

Defeat: If the PCs fail the skill challenge, the locals are defeated in a very tough fight. All members of the party lose two healing surges.

Acrobatics DC 12/14 (1 success; 2 maximum)

The PC nimbly evades attack, tumbling and rolling through the conflict.

Athletics DC 13/15 (1 success; 2 maximum)

The hero is able to leap over obstacles or outrun an enemy.

Endurance DC 14/16 (1 success; 2 maximum)

The hero goes toe-to-toe with one of the local toughs. If successful, that PC has dealt out more damage than they received.

Heal DC 14/16 (1 success; 2 maximum)

The hero is able to get hit in a way that minimizes the damage, or helps others during the fracas.

ENDING THE ENCOUNTER

Success: The party avoids or easily defeats the local group of thugs.

Failure: The heroes defeat the locals but are forced to brawl, and each PC loses one or two healing surges, depending on which skill challenge they attempted.

Regardless of success or failure, the caravan stays overnight in Uzbeg. The party may purchase any items of 100 gold piece value or less from the *Player's Handbook*.

After the encounter, the caravan sets up camp on the outskirts of the city, after some of Kiersa's followers purchase provisions to take on the final leg of the journey to their new home.

Ask the PCs to set up a watch. Just after midnight, whichever PCs are on watch see Kiersa emerge from her tent. She approaches them slowly. When she is close enough for the PCs to see, they notice immediately that only the whites of her eyes are showing. She says the following:

"The lights! They come from us, and they are so beautiful, but they kill. They hurt my mind. But the

power of the mind can hurt them too. Beware the moving water, but seek out the still water!

When Kiersa awakens, she remembers nothing about her vision but says they have been getting stronger recently.

The next morning, the caravan heads east for two days along the Golden Way, then turns south, into the Hordelands.

EXPERIENCE POINTS

The characters receive 35/50 experience points each for succeeding at the skill challenge.

ENCOUNTER 4: FINDING HARMONY

SKILL CHALLENGE LEVEL 4/6, COMPLEXITY 3 (525/750 XP)

SETUP

Travel in the Hordelands is slow, as there are no roads and few paths where the caravan is going. Fortunately, the terrain where the caravan is traveling is mostly grassy steppes with few trees.

The party needs to find an appropriate place to establish Harmony: one in close proximity to clean water, fertile land, suitable materials for building, defensible, and so forth.

The vast, rolling hills and short grass of the steppes seems to go on forever, with few trees to break up the horizon. Kiersa looks around and says, "This is the place. We must start looking for a location as soon as possible."

As the heroes are looking for a location to establish a small settlement over a potentially large area, this skill challenge likely occurs over several days.

Each PC should select a skill to use each turn, and every PC must participate with his or her own skill check each turn. Assisting can be done, but each PC still must make his or her roll as a primary on one of the checks listed here.

The next encounter, a meeting some of the Tuigan who already inhabit the area, should take place after the fourth success in the skill challenge (or after the third failure if the PCs don't achieve 5 successes). If the PCs find a way to make peace with the Tuigan, the PCs receive a +4 on all remaining skill checks with the Tuigan, assuming they think to request help on behalf of Kiersa and her followers as they build the town of Harmony.

If the PCs instead fight against the Tuigan in the next encounter, the PCs must finish this skill challenge with a -2 on all of the skill checks as the other Tuigan in the area treat the new settlement as an invasion of their territory, and they go out of their way to set traps, sabotage progress, and make a general nuisance of themselves to dissuade the settlers from staying.

SKILL CHALLENGE: FINDING HARMONY

Goal: Find a suitable location for a small settlement, one that includes fresh water, fertile land, suitable materials for housing, a defensible position, and so forth.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Athletics, Nature, Perception, Stealth

Other Skills: Acrobatics, Endurance, Heal, History.

Victory: The heroes find a suitable location in which to found the settlement of Harmony.

Defeat: The heroes do not find a most suitable location for the founding of the settlement.

Acrobatics DC 13/14 (0 successes, 2 maximum)

The PC is able to balance across a narrow log or other such acrobatic stunt. This gives the party a +2 bonus on their next skill check.

Athletics DC 14/15 (1 successes, 3 maximum)

The PC is able to use their strength to climb trees to get a better view, to jump across small barriers, and swim streams and creeks.

Endurance DC 13/14 (0 successes, 3 maximum)

The PC is able to search longer than normal during a day, withstand the effects of the inhospitable grasslands, and otherwise endure the conditions, providing a +2 bonus to the party's next skill check.

Heal DC 15/16 (trained only; 0 successes, 3 maximum)

The PC uses their knowledge of the human body to aid an ally, providing a +2 bonus on the next Endurance check the PCs make.

History DC 12/13 (3 successes maximum)

The PC remembers a useful bit of knowledge about the founding of other villages, providing a +2 bonus to the party's next skill check.

Nature DC 12/13 (1 success, 5 maximum)

At least one of the successful checks in this skill challenge must be a Nature check. The PC is able to find their way through the wilderness, sees dangerous terrain before approaching, recognizes terrain, and is able to find fresh water, fertile land and such.

Perception DC 14/15 (1 success, 3 maximum)

The PC is able to use their observant skills to follow animal tracks to fresh water and plentiful food, and to spot dangers and terrain features over a distance.

Stealth DC 14/15 (1 success, 2 maximum)

The PC is able to slip through the grasslands undetected by the normal creatures of the land, avoiding dangerous encounters along the way.

ENDING THE ENCOUNTER

Success: The PCs have found a location with a strong source of fresh water, fertile ground, convenient access to materials for building, and is readily defensible. The settlement of Harmony should thrive unless some tragedy befalls them.

Failure: The heroes find a less than desirable location for the settlement, but it is the best they could find.

Note that the next encounter takes place during the skill challenge of this encounter.

After this skill challenge has been concluded, Kiersa and her followers have a brief ceremony, dedicating this new village about to be built to the watchful protection of Chauntea. She asks the PCs to stay for another three nights to oversee security while the settlers get some of the work started, but they are free to leave after that with her blessing (and the rest of their payment).

Encounter 6 takes place during one of the nights after the building of the village has started but before the PCs leave.

EXPERIENCE POINTS

The characters receive 105/150 experience points each for succeeding at the skill challenge.

ENCOUNTER 5: MEET THE TUIGAN

SKILL CHALLENGE LEVEL 4/6 (175/250 XP) OR COMBAT ENCOUNTER LEVEL 4/6 (875/1250 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 human hexer (H)**
- 2 Voldini archers (A)**
- 2 human bandits (B)**

This encounter includes the following creatures at the high tier:

- 1 human hexer (H)**
- 2 Voldini archers (A)**
- 2 human bandits (B)**

As the PCs are working on their tasks in Encounter 4, they are approached by a group of humans on horses: these are Tuigan nomads who call the Hordelands home, or more specifically, this clan is named Dalat.

The heroes may treat this as either a skill challenge or as a combat encounter. The Dalat can either be intimidated, bluffed, or diplomatically addressed, or faced in combat.

As the adventurers enter the area, please read or paraphrase the following:

As you ascend a small hill, you see several human riders mounted on horses in the small dale below you. They are armed with shortbows and other weapons, armed and at the ready.

FEATURES OF THE AREA

Illumination: Bright light.

Trees: The trunks of the trees are impassable and provide cover.

Grab Grass: Any square containing rocks, bushes, or stumps actually contain grab grass. Any creature entering one of these squares is attacked (+7 vs. Reflex). On a hit, the creature is restrained (save ends).

Stream: The stream is shallow but quick moving. Any creature entering a steam square must make a saving throw immediately. On a failed saving throw, the creature falls prone. This ends that action for the creature.

SKILL CHALLENGE 2: MAKE THEM FRIENDS

Goal: The heroes charm the Dalat with words and tact, making them friendly toward the party and Harmony.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Intimidate

Other Skills: History, Insight, Religion

Victory: The party makes friends with the Dalat.

Defeat: Combat ensues.

Bluff DC 15/16 (1 success, 4 maximum)

The PC convinces the Dalat all sorts of good would come from peaceful relations.

Diplomacy 15/16 (1 success, 4 maximum)

The PC is able to convince the Dalat clan that the new settlement of outsiders is no threat to the Dalat, and that peaceful interaction between the two should be pursued.

History DC 12/13 (0 successes, 1 maximum)

The PC pulls from their vast knowledge of history of an example of when the Tuigan made peace with other groups. This give a +2 bonus to the next Bluff or Diplomacy check the party makes.

Insight DC 10/11 (0 successes, 1 maximum)

The PC carefully watched the Dalat clan, and notices some body language and facial expressions. This gives a +2 bonus to the next Bluff or diplomacy check the party makes.

Religion DC 10/11 (0 successes, 1 maximum)

The PC remembers that the Dalat clan is somewhat religious, and points out an aspect of their theology. This provides a +2 bonus to the next Bluff or Diplomacy check the party makes.

TACTICS

Note: the stat block for the Voldini archers should be changed as follows: they are natural humanoids, not fey, and they do not speak Elven.

Each individual Dalat flees when bloodied, and all flee when half their number are killed, unconscious, or have fled.

SCALING THE ENCOUNTER

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

Four PCs: Remove one human bandit.

Six PCs: Add one human bandit.

ENDING THE ENCOUNTER

You, as the DM of this adventure, have a great deal of leeway in managing this encounter, as well as the previous one. The leader of this Tuigan group is one of the bandits, going by the name of Jehmi. He is the only one of the group that speaks Common. All the rest speak a dialect of Tuigan.

Jehmi and his group are patrolling and hunting in this area, and they are a little on edge because recently there have been strange lights seen in the area, and some of the Tuigan hunters who came to this area have disappeared. This makes them naturally cautious and curious at the same time.

It is best to think of this encounter on a scale of 1 to 5, with 1 being the PCs make friends with the Dalats completely and totally, inasmuch as the Dalats are willing to help the settlers build Harmony and work with them, whereas 5 is that the PCs attack and kill this group, which the rest of their tribe learn about pretty quickly. If, when you are roleplaying this encounter with the PCs, you think of their interaction on this scale, you can answer one of the Adventure Questions quantitatively on how the PCs leave relations between the Dalats and the settlers.

You should also be willing to change the format of the skill challenge, or eliminate it completely, to let the interaction between the PCs and the Dalats take place organically.

If the PCs ask, Jehmi is not willing to take the PCs to where the Dalat tribe has currently settled. Being nomads, it is also fairly easy for the tribe to relocate their current home to a place further away from the settlers.

Jehmi, however, is willing to accompany the PCs to the area where Kiersa and her settlers are setting up camp in preparation to build a more permanent community. Again, you can roleplay this as much or as little as you wish, with the PCs either brokering a peace between the two sides, or permanently crippling any chance of a peaceful relationship, depending on their actions.

EXPERIENCE POINTS

If the PCs succeed at the skill challenge and do not fight, they each receive 35/50 xp. If they fight the Dalat and succeed, they each receive 175/250 xp.

TREASURE

The Dalats carry nothing of value.

ENCOUNTER 5: MEET THE TUIGAN STATISTICS (LOW LEVEL)

Human Hexer (level 4) Medium fey humanoid	Level 4 Controller XP 175
Initiative +2 Senses Perception +15 HP 53; Bloodied 26 AC 17; Fortitude 14, Reflex 15, Will 16 Speed 6	
m Staff (standard; at-will) ♦ Weapon +9 vs. AC; 1d6 damage	
R Beast Curse (standard; recharge 4 5 6) ♦ Polymorph Ranged 10; targets a hexed enemy; +8 vs Fortitude; until the end of the hexer's next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.	
R Hex (minor; at-will) ♦ Charm, Implement Close burst 10; targets enemies; +8 vs Will; the target is hexed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls against the hexer.	
R Capricious Earth (standard; encounter) ♦ Charm, Implement Area burst 3 within 10; targets hexed creatures; +8 Will; 1d10 + 3 damage, and the hexer slides the target 3 squares and the target is knocked prone.	
Hex Jump (move; encounter) ♦ Teleportation The Tuigan hexer teleports 5 squares or swaps position with one hexed creature within 5 squares of it.	
Alignment Unaligned Languages Common Skills Arcana +9, Nature +10 Str 10 (+2) Dex 12 (+2) Wis 17 (+5) Con 13 (+3) Int 15 (+5) Cha 14 (+4)	
Equipment robes, staff	

Human Bandit Medium natural humanoid	Level 4 Skirmisher XP 175
Initiative +7 Senses Perception +2 HP 53; Bloodied 26 AC 18; Fortitude 14, Reflex 16, Will 14 Speed 6	
m Mace (standard; at-will) ♦ Weapon +6 vs. AC; 1d8 + 2, and the bandit shifts 1 square.	
r Dagger (standard; at will) ♦ Weapon Ranged 5/10; +8 vs AC; 1d4 + 4 damage.	
M Dazing Strike (standard; encounter) ♦ Weapon Requires mace; +6 vs AC; 1d8 + 2 damage, the target is dazed until the end of the bandit's next turn, and the bandit shifts 1 square.	
Combat Advantage The bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Unaligned Languages Common Skills Stealth +10, Streetwise +8, Thievery +10 Str 12 (+3) Dex 17 (+5) Wis 11 (+2) Con 13 (+3) Int 10 (+2) Cha 12 (+3)	
Equipment leather armor, mace, 4 daggers	

Voldini Archers Medium natural humanoid	Level 4 Artillery XP 175
Initiative +6 Senses Perception +11; low-light vision HP 44; Bloodied 22 AC 17; Fortitude 13, Reflex 15, Will 14 Speed 6	
m Short sword (standard; at-will) ♦ Weapon +7 vs. AC; 1d6 + 5 damage.	
r Shortbow (standard; at-will) ♦ Weapon Ranged 15/30; +9 vs. AC; 1d8 + 5 damage, see also <i>archer's mobility</i> .	
Archer's Mobility If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attack rolls until the start of its next turn.	
Not So Close (immediate reaction; when an enemy makes a melee attack against the archer; encounter) The archer shifts one square and makes a ranged attack against the enemy.	
Alignment Unaligned Languages Common Skills Nature +12, Stealth +11 Str 13 (+3) Dex 18 (+6) Wis 16 (+5) Con 14 (+4) Int 12 (+3) Cha 11 (+2)	
Equipment leather armor, short sword, shortbow, quiver of 30 arrows	

ENCOUNTER 5: MEET THE TUIGAN STATISTICS (HIGH LEVEL)

Human Hexer Medium natural humanoid	Level 6 Controller XP 250
Initiative +3 Senses Perception +16 HP 69; Bloodied 34 AC 19; Fortitude 16, Reflex 17, Will 19 Speed 6	
m Staff (standard; at-will) ♦ Weapon +11 vs. AC; 1d6 +1 damage	
R Beast Curse (standard; recharge 4 5 6) ♦ Polymorph Ranged 10; targets a hexed enemy; +10 vs Fortitude; until the end of the hexer's next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.	
R Hex (minor; at-will) ♦ Charm, Implement Close burst 10; targets enemies; +10 vs. Will; the target is hexed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls against the human hexer.	
R Capricious Earth (standard; encounter) ♦ Charm, Implement Area burst 3 within 10; targets hexed creatures; +10 Will; 1d10 + 4 damage, and the human hexer slides the target 3 squares and the target is knocked prone.	
Hex Jump (move; encounter) ♦ Teleportation The human hexer teleports 5 squares or swaps position with one hexed creature within 5 squares of it.	
Alignment Unaligned	Languages Common
Skills Arcana +10, Nature +11	
Str 10 (+3)	Dex 12 (+3) Wis 17 (+6)
Con 13 (+4)	Int 15 (+6) Cha 14 (+5)
Equipment robes, staff	

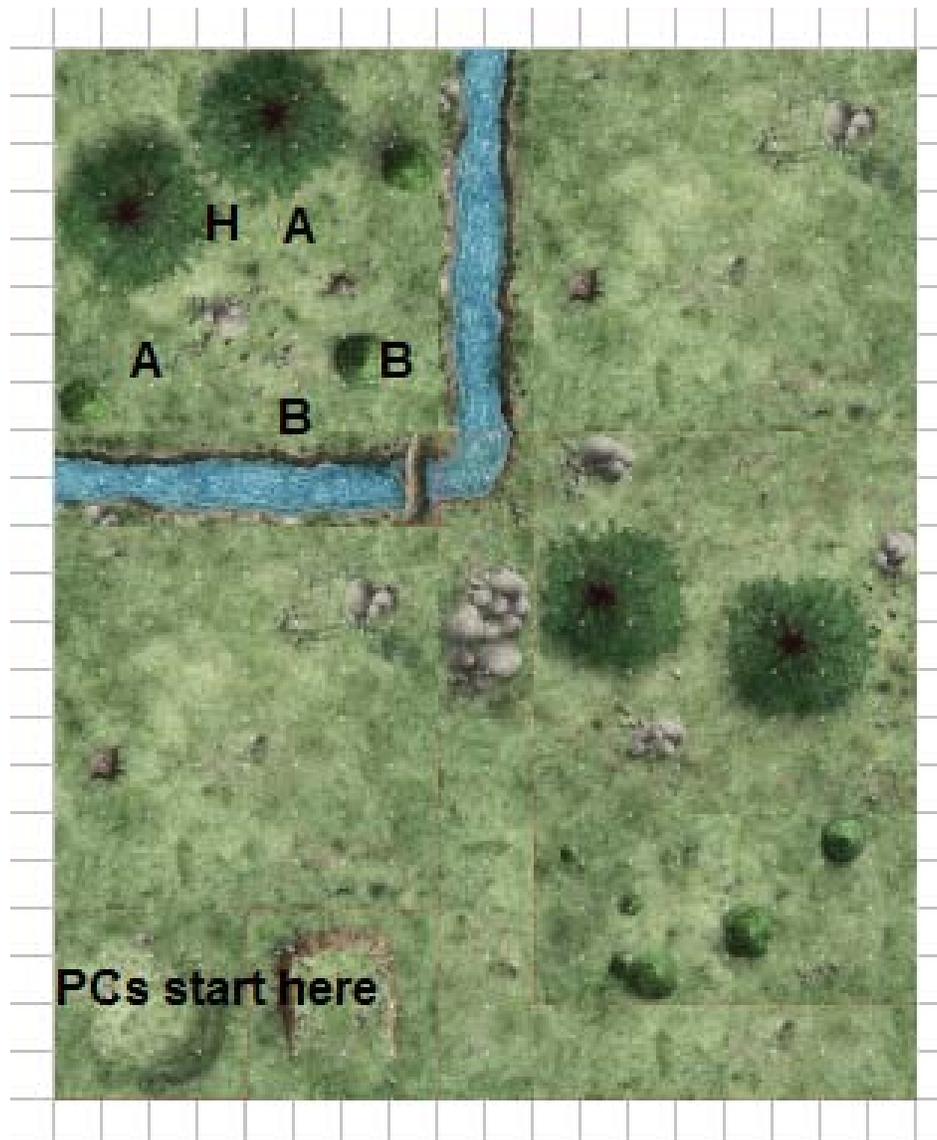
Human Bandit Medium natural humanoid	Level 6 Skirmisher XP 250
Initiative +8 Senses Perception +1 HP 69; Bloodied 34 AC 20; Fortitude 16, Reflex 18, Will 16 Speed 6	
m Mace (standard; at-will) ♦ Weapon +8 vs. AC; 1d8 + 3, and the bandit shifts 1 square.	
m Dagger (standard; at will) ♦ Weapon Ranged 5/10; +10 vs AC; 1d4 + 5 damage.	
M Dazing Strike (standard; encounter) ♦ Weapon Requires mace; +8 vs AC; 1d8 + 3 damage, the target is dazed until the end of the bandit's next turn, and the bandit shifts 1 square.	
Combat Advantage The bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Unaligned	Languages Common
Skills Stealth +11, Streetwise +9, Thievery +11	
Str 12 (+4)	Dex 17 (+6) Wis 11 (+3)
Con 13 (+4)	Int 10 (+3) Cha 12 (+4)
Equipment leather armor, mace, 4 daggers	

Voldini Archers Medium fey humanoid	Level 6 Artillery XP 250
Initiative +7 Senses Perception +12; low-light vision HP 56; Bloodied 28 AC 19; Fortitude 15, Reflex 17, Will 16 Speed 6	
m Short sword (standard; at-will) ♦ Weapon +9 vs. AC; 1d6 + 6 damage.	
r Shortbow (standard; at-will) ♦ Weapon Ranged 15/30; +11 vs. AC; 1d8 + 7 damage.	
Archer's Mobility If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attack rolls until the start of its next turn.	
Not So Close (immediate reaction; when an enemy makes a melee attack against the archer; encounter) The archer shifts one square and makes a ranged attack against the enemy.	
Alignment Unaligned	Languages Common, Elven
Skills Nature +13, Stealth +12	
Str 13 (+4)	Dex 18 (+7) Wis 16 (+6)
Con 14 (+5)	Int 12 (+4) Cha 11 (+3)
Equipment leather armor, short sword, shortbow, quiver of 30 arrows	

ENCOUNTER 5: MEET THE TUIGAN MAP

TILE SETS NEEDED

Ruins of the Wild x1



ENCOUNTER 6: FELL CREATURES

ENCOUNTER LEVEL 6/8 (1200/1800 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 fell taint thought eaters
- 2 fell taint pulsars
- 2 fell taint lashers

This encounter includes the following creatures at the high tier:

- 2 fell taint thought eaters
- 2 fell taint pulsars
- 2 fell taint lashers

This encounter occurs at night, after the area for the village has been chosen and the Tuigan encountered. The PCs probably have set up some sort of watch. Those who are awake see what happens. It is suggested that the PCs have an extended rest before this encounter takes place.

As the adventurers enter the area, please read or paraphrase the following:

Kiersa and her followers are sleeping peacefully, and the embers of their campfires begin to dim slightly. The chirping of the insects and the howling of the nearby predators abruptly stops. Moments later moaning and then screaming comes from the tents. Then from the tents erupts small floating balls of light, seemingly comprised of writhing strands of energy. Your heads ache with piercing pain when you look at them.

A dark force grows stronger in this area, and that force has created these creatures from the nightmares of the settlers. They attack the PCs immediately, although any PC that was sleeping is awakened before combat begins.

FEATURES OF THE AREA

Illumination: The area is dimly lit by the fires, the starlight, and the glow of the creatures that are attacking.

Trees, Bushes, and Rocks: These features are not present, having been cleared by the settlers.

Tents, Cabin, and Stairs: All of these features on the map represent tents that house sleeping settlers. The tents provided concealment but no cover. They can be knocked over with a DC 10 Strength check, but are otherwise impassible.

Pool: The pool of water is a ground spring that was found and dug by the settlers. It is difficult terrain to enter. In addition, the water reacts oddly to the presences of the creatures. The water glows brightly and becomes semi-solid when they appear, almost like slush. A DC 10 Arcana check as a free action can tell a PC that throwing some of this affected water on one of the creature can remove its insubstantial quality for 4 full rounds, as well as force it to fly no more than 1 square of the ground. It is a minor action to grab some of the slush, and a standard action to throw some at one of the creatures (automatic hit). A PC must be within 5 squares of a creature to douse it.

Nightmare Rain: In conjunction with the attack of the creatures, a strange phenomenon begins. Whenever a PCs begins his or her turn adjacent to another PC, a rain begins to fall on them from an invisible cloud. While in the rain, a PC takes a -2 to all defenses and a -2 to saving throws. As soon as the PCs move so they are not adjacent to each other, the rain and all its effects end immediately. A PC who is adjacent to two other PCs takes a -3, and a PC adjacent to more than two other PCs takes a -4.

TACTICS

The lashers move as quickly as possible to engage and immobilize defenders or strikers that rely on mobility. They try to interpose themselves between the PCs and the other creatures.

The pulsars and the thought eaters spread out as quickly as possible, relying on their ranged attacks to wear down their foes. Since they can fly, they could theoretically fly out of the range of all PC melee attacks and hammer the PCs with damage while the PCs, especially ones focused exclusively on melee attacks, can do little. The pool water/slush is available to the PCs to keep this from happening. Do not make the battle frustrating for the players by giving them no way to reach the flying creatures.

All of the creatures have the fell tainting feeding power, which requires a coup de grace on helpless or unconscious foes. Use this power sparingly, if at all, especially if the battle is not going well for the PCs.

One of Kiersa's followers is trained in Heal (+7 to his check). If a PC falls unconscious or dead, he bravely runs from his tent (his speed is 6) and he tries to trigger *second winds* or stabilize dying PCs. Each

time he performs a check, there is a 25% chance that the next attack by a fell taint in range of him targets him instead. If he is targeted, he dies.

If two PCs fall unconscious or dead, Kiersa comes from her tent in a trance. She moves to the nearest conscious PC and touches him or her as a standard action. This touch allows the PC to do psychic damage with all their attacks for the remainder of the encounter. She moves to each conscious PC and repeats this. However, there is a cumulative 10% chance for each PC she touches that she is targeted for an attack. If she is targeted, she is automatically hit and falls unconscious for the remainder of the encounter and cannot be resuscitated.

SCALING THE ENCOUNTER

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

Four PCs: Remove one lasher.

Six PCs: Add one pulsar.

ENDING THE ENCOUNTER

During the battle, the settlers are panicked and screaming. However, after the creatures are defeated, Kiersa's settlers become calm. Something about the episode has given them a sense of peace and resolve. It may be because they have seen their nightmares slain by heroes, or it may be something else.

EXPERIENCE POINTS

The characters receive 240/360 experience points each for defeating the creatures.

TREASURE

After the last two creatures are defeated, their energy surges into objects laying on the ground or being worn by one of the settlers. A locket worn by Daisy the

halfling becomes a *medic's amulet* +2, and a grass doll woven by one of the children turns into a *stern mountain totem* +2. Both of these people happily give them to the PCs for saving their lives.

CONCLUDING THE ADVENTURE

The morning following the attack of the fell taint creatures, Kiersa and her followers go about the task of creating their village with a renewed sense of purpose. Kiersa tells the PCs that despite the attack by the nightmare creatures, and despite the feeling she has that a very dangerous and evil force lurks in this area, she also has a strong feeling that the village is destined to flourish, and that the PCs may leave whenever they wish.

As the PCs leave, Kiersa makes sure to pay them their remaining coin. She tells them that they are welcome to return any time and live with them, and she instructs them to tell anyone they meet who seems lost or without hope that they can always find a new start in Harmony.

The night after the PCs leave, and they are heading back to the Golden Way, they look south and see strange lights swirling in the sky over where Kiersa and her followers build their village. The lights, however, never seem to get near the ground.

If the PCs succeeded but either failed the skill challenge in Encounter 4 or did not make friends with the Tuigan (or both), they receive the story award *Helped Find Harmony*.

If the PCs succeeded and both succeeded at the skill challenge in Encounter 4 and made friends with the Tuigan, they receive the story award *Heroes of Harmony* instead.

Any PCs who fell victim to one of the fell taints' fell taint feeding power and died as a result gets the story award *Victim of Fell Feeding*.

ENCOUNTER 6: FELL CREATURES STATISTICS (LOW LEVEL)

Fell Taint Thought Eater		Level 6 Controller	
Small aberrant magical beast		XP 250	
Initiative +4	Senses Perception +8		
HP 58; Bloodied 29			
AC 18; Fortitude 17, Reflex 17, Will 19			
Resist insubstantial; Vulnerable 5 psychic			
Speed 1, fly 6 (hover)			
m Tendril Caress (standard; at-will) ◆ Psychic			
+10 vs. Reflex; 1d6 + 7 psychic damage.			
R Spirit Haze (standard; at-will) ◆ Psychic			
Ranged 10; +10 vs. Will; 1d4 + 7 psychic damage, and the target is dazed until the end of the fell taint thought eater's next turn.			
R Thought Fog (standard; recharge 5 6) ◆ Psychic, Charm			
Close blast 5; targets enemies; +9 Will; the target is slowed (save ends). <i>First Failed Saving Throw:</i> The target is immobilized instead of slowed (save ends).			
R Fell Taint Feeding (standard; at-will) ◆ Healing			
Targets a helpless or unconscious creature; the fell taint thought eater loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the thought eater kills the target, it regains all of its hit points.			
Alignment Unaligned		Languages -	
Str 11 (+3)	Dex 12 (+4)	Wis 10 (+3)	
Con 13 (+4)	Int 5 (+1)	Cha 16 (+6)	

Fell Taint Pulsar		Level 4 Artillery	
Small aberrant magical beast		XP 175	
Initiative +4	Senses Perception +10		
HP 36; Bloodied 18			
AC 15; Fortitude 15, Reflex 16, Will 17			
Resist insubstantial; Vulnerable 5 psychic			
Speed 1, fly 6 (hover)			
m Tendril Caress (standard; at-will) ◆ Psychic			
+7 vs. Reflex; 1d4 + 5 psychic damage.			
R Tendril Pulse (standard; at-will) ◆ Psychic			
Ranged 20; +9 vs. Reflex; 2d4 + 5 psychic damage.			
R Tendril Flurry (standard; recharge 5 6) ◆ Psychic			
Ranged 10; targets one, two or three creatures; +7 vs. Reflex; 2d4 + 3 psychic damage.			
R Fell Taint Feeding (standard; at-will) ◆ Healing			
Targets a helpless or unconscious creature; the fell taint pulsar loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the pulsar kills the target, it regains all of its hit points.			
Alignment Unaligned		Languages -	
Str 11 (+2)	Dex 14 (+4)	Wis 16 (+5)	
Con 13 (+3)	Int 4 (-1)	Cha 10 (+2)	

Fell Taint Lasher		Level 4 Soldier	
Small aberrant magical beast		XP 175	
Initiative +5	Senses Perception +10		
HP 54; Bloodied 27			
AC 18; Fortitude 15, Reflex 15, Will 17			
Resist insubstantial; Vulnerable 5 psychic			
Speed 1, fly 6 (hover)			
m Tendril Caress (standard; at-will) ◆ Psychic			
+8 vs. Reflex; 1d6 + 6 psychic damage.			
R Tendrils of Stasis (standard; at-will) ◆ Psychic			
+8 vs Will; 1d4 + 6 psychic damage, and the target is immobilized until the end of the fell taint lasher's next turn.			
R Thought Fog (standard; recharge 5 6) ◆ Psychic, Charm			
Close Blast 5; targets enemies; +9 Will; the target is slowed (save ends). <i>First Failed Saving Throw:</i> The target is immobilized instead of slowed (save ends).			
R Fell Taint Feeding (standard; at-will) ◆ Healing			
Targets a helpless or unconscious creature; the fell taint lasher loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the lasher kills the target, it regains all of its hit points.			
R Flowing Tendrils (free, when the fell taint lasher makes an opportunity attack; at will)			
The lasher shifts 1 square.			
Alignment Unaligned		Languages -	
Str 11 (+2)	Dex 12 (+3)	Wis 16 (+5)	
Con 13 (+3)	Int 4 (-1)	Cha 10 (+2)	

ENCOUNTER 6: FELL CREATURES STATISTICS (HIGH LEVEL)

Fell Taint Thought Eater	Level 8 Controller
Small aberrant magical beast XP 350	
Initiative +4 Senses Perception +8	
HP 74; Bloodied 37	
AC 20; Fortitude 19, Reflex 19, Will 21	
Resist insubstantial; Vulnerable 5 psychic	
Speed 1, fly 6 (hover)	
m Tendril Caress (standard; at-will) ◆ Psychic	
+12 vs. Reflex; 1d6 + 8 psychic damage.	
R Spirit Haze (standard; at-will) ◆ Psychic	
Ranged 10; +12 vs. Will; 1d4 + 8 psychic damage, and the target is dazed until the end of the fell taint thought eater's next turn.	
R Thought Fog (standard; recharge 5 6) ◆ Psychic, Charm	
Close blast 5; targets enemies; +11 Will; the target is slowed (save ends). <i>First Failed Saving Throw</i> : The target is immobilized instead of slowed (save ends).	
R Fell Taint Feeding (standard; at-will) ◆ Healing	
Targets a helpless or unconscious creature; the fell taint thought eater loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the thought eater kills the target, it regains all of its hit points.	
Alignment Unaligned Languages -	
Str 11 (+4)	Dex 12 (+5) Wis 10 (+4)
Con 13 (+5)	Int 5 (+2) Cha 16 (+7)

Fell Taint Pulsar	Level 7 Artillery
Small aberrant magical beast XP 300	
Initiative +4 Senses Perception +10	
HP 54; Bloodied 27	
AC 18; Fortitude 18, Reflex 18, Will 20	
Resist insubstantial; Vulnerable 5 psychic	
Speed 1, fly 6 (hover)	
m Tendril Caress (standard; at-will) ◆ Psychic	
+10 vs. Reflex; 1d4 + 6 psychic damage.	
R Tendril Pulse (standard; at-will) ◆ Psychic	
Ranged 20; +12 vs. Reflex; 2d4 + 6 psychic damage.	
R Tendril Flurry (standard; recharge 5 6) ◆ Psychic	
Ranged 10; targets one, two or three creatures; +10 vs. Reflex; 2d4 + 4 psychic damage.	
R Fell Taint Feeding (standard; at-will) ◆ Healing	
Targets a helpless or unconscious creature; the fell taint pulsar loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the pulsar kills the target, it regains all of its hit points.	
Alignment Unaligned Languages -	
Str 11 (+3)	Dex 14 (+5) Wis 16 (+6)
Con 13 (+4)	Int 4 (+0) Cha 10 (+3)

Fell Taint Lasher	Level 6 Soldier
Small aberrant magical beast XP 250	
Initiative +6 Senses Perception +11	
HP 70; Bloodied 35	
AC 20; Fortitude 17, Reflex 17, Will 19	
Resist insubstantial; Vulnerable 5 psychic	
Speed 1, fly 6 (hover)	
m Tendril Caress (standard; at-will) ◆ Psychic	
+10 vs. Reflex; 1d6 + 7 psychic damage.	
R Tendrils of Stasis (standard; at-will) ◆ Psychic	
+10 vs Will; 1d4 + 7 psychic damage, and the target is immobilized until the end of the fell taint lasher's next turn.	
R Thought Fog (standard; recharge 5 6) ◆ Psychic, Charm	
Close Blast 5; targets enemies; +11 Will; the target is slowed (save ends). <i>First Failed Saving Throw</i> : The target is immobilized instead of slowed (save ends).	
R Fell Taint Feeding (standard; at-will) ◆ Healing	
Targets a helpless or unconscious creature; the fell taint lasher loses insubstantial and its fly speed until the end of its next turn, and it makes a coup de grace against the target. If the lasher kills the target, it regains all of its hit points.	
R Flowing Tendrils (free, when the fell taint lasher makes an opportunity attack; at will)	
The lasher shifts 1 square.	
Alignment Unaligned Languages -	
Str 11 (+3)	Dex 12 (+4) Wis 16 (+6)
Con 13 (+4)	Int 4 (+0) Cha 10 (+3)

ENCOUNTER 6: FELL CREATURES MAP

TILE SETS NEEDED
Ruins of the Wild x2



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: Ambush on the Golden Way
200/300 XP

Encounter 3: Meeting the Locals in Uzbek
35/50 XP

Encounter 4: Finding Harmony
105/150 XP

Encounter 5: Meeting the Tuigan
35/50 XP

Encounter 6: Fell Creatures
240/360 XP

Total Possible Experience
615/910 XP

Gold per PC
100/150 gp
(Encounter 1: 50 gp, Encounter 6: 50/100 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle 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; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They

receive 50% of the market price for ritual books and alchemical formulas.

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 choice in a bundle, 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.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *staff of spectral hands* +2 (low-level version only) (level 8; AV)
Found in Encounter 2

Bundle B: *symbol of divine reach* +2 (low-level version only) (level 8; AV)
Found in Encounter 2

Bundle C: *medic's amulet* +2 (level 9; AV2)
Found in Encounter 6

Bundle D: *stern mountain totem* +2 (level 10; AV2)
Found in Encounter 6

Bundle E: *staff of gathering* +2 (high-level version only) (level 10; AV)
Found in Encounter 2

Bundle F: *magic holy symbol* +3 (high-level version only) (level 11; PH)
Found in Encounter 2

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125/250 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

CORE35 Helped Find Harmony

You brought Kiersa and her followers to Harmony, and they will not forget that you are the reason why they have the opportunity to build new lives.

CORE36 Heroes of Harmony

Not only did you bring Kiersa and her followers to Harmony, but you left them in the best shape possible. You found them a great place to begin their new lives, and you made sure they were on peaceful and friendly terms with the locals.

CORE37 Victim of Fell Feeding

You died by falling victim to the *fell taint feeding* power. A piece of your mind has been consumed by those nightmare creatures. You are not sure what will happen if you ever face one again, but you have a dread feeling it won't be good.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the play at low or high tier?

- a. Low
- b. High
- c. Started on low but switched to high.
- d. Started on high but switched to low.

2. Did the PCs defeat the kenku?

- a. Yes
- b. No

3. On a scale of 1 to 5, how did the PCs interact with the Tuigan hunting party? (If the PCs did not get to that, answer 3 below.)

- a. 1 - The Tuigan are very helpful now.
- b. 2 - The Tuigan are mostly helpful.
- c. 3 - The Tuigan are neutral.
- d. 4 - The Tuigan are mildly hostile.
- e. 5 - The Tuigan are completely hostile.

4. On a scale of 1 to 5, in what shape did the PCs leave the settlers of Harmony? (Answer 3 if the PCs never made it that far.)

- a. 1 - The PCs did outstanding on the skill challenge, and Harmony is in great shape.
- b. 2 - The PCs succeeded at the skill challenge but had some setbacks, so Harmony should be fine.
- c. 3 - The PCs barely succeeded at the skill challenge, but Harmony should be OK.
- d. 4 - The PCs failed at the skill challenge, but it was close. Harmony has a chance.
- e. 5 - The PCs totally messed up the skill challenge, and Harmony is not looking like it is going to survive.

NEW RULES

Staff of Spectral Hands +2 Level 8

The true power of this staff lies in its clever utility.

Level: 8

Price: 3,400 gp

Implement (Staff)

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Property: When you use the mage hand power, you can conjure a number of hands equal to your Wisdom modifier (minimum 1, maximum of 1 + the staff's enhancement bonus). You can sustain all of the hands each round with a single minor action.

Staff of Gathering +2 Level 10

The sphere of smoked glass topping this staff transforms into a ball of raw energy when the wielder is struck by spells.

Level: 10

Price: 5,000 gp

Implement (Staff)

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Power (Daily): Immediate Interrupt. Use this power when you take damage from an attack with the fire, force, lightning, necrotic, or radiant keyword. You take half damage from the attack. You gain a +2 power bonus to attack rolls and +10 power bonus to damage rolls with your next attack that has the arcane and implement keywords.

Symbol of Divine Reach +2 Level 8

This symbol lets you extend the reach of your retribution against enemies of your deity.

Level: 8

Price: 3,400 gp

Implement (Holy Symbol)

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Property: When using this holy symbol to deliver a ranged or area prayer, add the symbol's enhancement bonus to the range. For example, a +3 symbol of divine reach would increase "area burst 5 within 10 squares" to "area burst 5 within 13 squares."

Property: On a critical hit you deal +2d10 damage instead of +2d6 with ranged and area attacks.

Stern Mountain Totem +2 Level 10

The strength of the mountain beneath the ram's hooves flows into your attacks.

Level: 10

Price: 5,000 gp

Implement (Totem)

Enhancement: +2 attack rolls and damage rolls

Critical: +1d8 per plus, or +1d10 per plus with charge attacks

Power (Daily * Healing): Free. *Trigger:* You hit with a primal attack power using this totem. *Effect:* You regain hit points as if you had spent a healing surge.

Medic's Amulet +2 Level 9

This amulet helps healers staunch wounds.

Level: 9

Price: 4,200 gp

Item Slot: Neck

Enhancement: +2 Fortitude, Reflex, and Will

Property: You gain an item bonus to Heal checks equal to the amulet's enhancement bonus.

Property: When you use a healing power on an ally or succeed on a Heal check to perform first aid on an ally, that ally also makes a saving throw against an ongoing damage effect.