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LOST ON THE GOLDEN WAY

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

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The Golden Way is one of the longest and most famous trade routes in Faerun. It stretches from the city of Telflamm on the Easting Reach all the way to Shou Lung in the exotic land of Kara-Tur. Many caravans stop at the fortified outpost of Uzbeg, near the Lake of Mists. Uzbeg has a reputation for safety and security - so why did all your wagons disappear last night? A *Living Forgotten Realms* adventure set in the Hordelands for characters levels 1-4.

Note: This adventure uses the NPC Amreth Gaunt, a character created by Ed Greenwood (see “Eye on the Realms,” *Dungeon* 172). Reading the article is not required to run this adventure, but DMs who have a D&D Insider subscription may enjoy having the additional background information available for roleplaying Amreth.

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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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text

word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. 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.

This 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

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

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

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

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

reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

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

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

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest.

Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters.

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

LASTING EFFECTS

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

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

has reached the third milestone since coming back to life, the death penalty ends.

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

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

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

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

ADVENTURE BACKGROUND

Harelahur is an elven feyguide, someone who makes a living by helping caravans and other travelers speed their journeys across Faerun. Feyguides do this by opening "shortcuts" through the Feywild. Although the Feywild and the Shadowfell both mirror the world in many ways, distances in particular are not absolute. Knowing where various fey crossings (portals between the world and the Feywild) are located can be a very profitable business. Of course, it's not for the faint of heart, as the Feywild is far from civilized.

In addition to the payment for his services Harelahur has occasionally supplemented his income by stealing a few things from the caravans he escorts. Naturally, to avoid drawing suspicion, he limits himself to small items, and usually times his thefts so that they occur at the end of a journey, when he and the client are parting ways with no intention of seeing one another again. By the time the client notices that something is missing, Harelahur is long gone.

A few months ago, one of Harelahur's larcenies went bad: he was spotted "liberating" a pouch of gemstones from a shipment, and the angry client's guards chased Harelahur for some miles before the elf was able to slip into a fey crossing (a route that his pursuers could not follow). However, Harelahur's activities had not gone unnoticed by the denizens of the Feywild. A group of evil fey had marked his comings and goings. They offered to help him by giving him a magical stone that would grant him the ability to teleport, like an eladrin, making it much easier for him to get away from the scene of the crime after committing a theft. Harelahur was suspicious, but the fey won him over, convincing him that they considered his activities "pranks" and very much in keeping with their own philosophy of mischief-making. Thus reassured, Harelahur accepted the gift and has used it several times since.

What the feyguide does not realize is that the gift does indeed have a price - it is a trap, but not for Harelahur. Rather, the evil fey plan to use it as part of their own activities, which involve taking mortal slaves from the world to sell to eladrin lords and ladies of the Feywild. The next time Harelahur uses the stone, instead of just teleporting himself, it teleports everyone and everything within a certain distance, and the dark fey are waiting to receive their prizes.

Needless to say, Harelahur is unaware of this property of the stone, and when he joins the caravan that the PCs are guarding, the stage is set for a mysterious disappearance.

DM'S INTRODUCTION

The settlement of Uzbeg (FRCG 142) is the most prominent caravansary along the Golden Way. When the adventure begins, the PCs are riding with a caravan for reasons of their own devising - perhaps they are employed as caravan guards, perhaps they are heading to or from one of the many locations visited by the Golden Way (such as Thesk or Rashemen), perhaps they are interested in meeting with the Tuigan, or perhaps they are simply seeking adventure on the wild steppes. The adventure offers an extended roleplaying

introduction (optional) in which the PCs can meet some of the other members of their traveling party and learn a little bit about the Hordelands.

When the PCs' caravan stops for the night at Uzbeg, something causes the wagons and crew to disappear in the middle of the night. Investigation finds few clues, mainly a small stone imprinted with an arcane ritual.

Following the magical trail leads the party to a fey crossing, where they discover a petty thief who had accidentally caused the caravan to be teleported into an ambush. The goods have been stolen, and the crewmen taken as slaves.

With the thief's help, the party enters the Feywild in pursuit of the slavers. They battle through the fantastic wilderness of the fey crossing. Once they confront the slaving party, the PCs contend with illusions that make it difficult to tell friend from foe.

Rescuing the missing caravan is only half of the mission. The party must escape the Feywild and return to the natural world with their charges - not an easy task when the slavers' master is insistent on reclaiming his prizes.

LOCAL LANDMARKS

The players might ask what their characters know about the various locations and people described during this adventure. For more information, see the Hordelands entry in the *Forgotten Realms Campaign Guide* (pages 142-143). A History or Streetwise check (DC 15) is sufficient to know the information contained in each section.

THE GOLDEN WAY

The Golden Way runs from the city of Telflamm on the Easting Reach, through Thesk and Rashemen, around the Sunrise Mountains, across the Hordelands to Kourmira, and then all the way to Shou Lung. Instead of a proper road, the Golden Way is a series of stone markers, each visible from the last. These markers make it easy to locate oases and caravanserais along the way. Of course, the markers also serve as hiding places for robbers and clever monsters to set ambushes.

UZBEG

Village and Inn; Population 500

A fortified caravanseraï situated along the Golden Way is a welcome sight to travelers. Uzbeg, near the Lake of Mists, is the largest along the route. After the Lake of Mists swallowed many settlements during the Spellplague, Raumvirans established this town with help from merchants from Thesk. A scrupulous and industrious Raumviran woman named Taimurel now heads the place.

Uzbeq has a sterling reputation. Trade, information, and travelers moving up and down the Golden Way support its economy, and explorers interested in the Lake of Mists use Uzbeq as a base. Brave fisherfolk make up the majority of the citizens here.

LAKE OF MISTS

Named for the fog that constantly enshrouds its surface and the surrounding lands, this lake is the largest body of fresh water in the Hordelands. It was once the center of civilization in this area, but during the Spellplague, the lake boiled over its former shores, a tornado-spawning thunderstorm churned over the area for more than a month. Wind and fire consumed much of the woodlands along the lakeshore. Once the bedlam had subsided, the basin of the lake had changed, and all the settlements it once fed were gone.

The Lake of Mists is now home to elemental creatures, mischievous fey, monsters, and animals. Still, its waters are said to be warm and so pure as to be healing. The Golden Way passes close to the lake, and hardy settlers have returned to parts of its shores.

AMRETH GAUNT

The information in this section is provided for your reference when roleplaying Amreth Gaunt, the PCs' employer. Gaunt was created by Ed Greenwood and is fully described in "Eye on the Realms" (*Dungeon* 172).

This sardonic, weathered, yet still agile man has a glib tongue and sly wits. What he lacks in looks, he makes up for in shrewdness and general knowledge. He's seen at least fifty summers, and was born somewhere in the Heartlands (although he claims not to know exactly where). He's no fat-belly, and is quite comfortable roughing it on the road alongside his caravans. He has never been an adventurer for hire, but he knows how to defend himself, as any wayfaring peddler must. He avoids illicit trade, preferring honest goods, with a particular fondness for exotic cheeses.

Although he'll deal with anyone, Gaunt avoids eladrin, because he considers himself out of his depth when it comes to their customs, tastes, and preferences. He's polite to any eladrin PCs, but avoids engaging them in conversation. On the other hand, Gaunt has a deep dislike for people from Amn. He considers them arrogant, cruel, and incompetent, describing the wealthy families of Amn as having been "too rich for too long." Any PCs who hail from Amn get the cold shoulder from their employer until they prove themselves.

Gaunt trusts no one. He is a loner who collects nothing but information and wealth. He has never taken a wife, although he's well-known among the female

merchants in places like Waterdeep, Suzail, and Selgaunt. He's a skilled fisherman and has an excellent memory for terrain; he owns a map-copying business in Saerloon and occasionally stops in to consult with the cartographers who work for him.

Gaunt's personal affectations include well-made boots, elbow-length soft leather gloves, and stylish, high-collared, ankle-length weather-proof cloaks. He's been everywhere and dealt in everything - at least, everything legitimate; although he knows sources for shady goods, he himself never deals in contraband, slaves, bribery, or blackmail. He's been successful sticking to honest, useful goods, and is proud of his reputation as a plain dealer.

Amreth Gaunt can usually be found on the road in the Heartlands, tirelessly wheeling and dealing, sniffing out new opportunities for profit. In this adventure, he's trying to open up some new markets, which is why the PCs find themselves working for him on a caravan passing through the Hordelands.

PLAYER'S INTRODUCTION

When the adventure begins, the PCs are working as caravan guards for a merchant named Amreth Gaunt. Each player should decide why his or her PC decided to accompany the caravan. If time permits and you would like an extended roleplaying introduction, recreating the scene in which Gaunt hired the PCs would be an excellent way for the players to introduce their characters and describe their capabilities to the merchant's satisfaction.

Read or paraphrase the following to the players:

The Hordelands: desolate tundra that seems to stretch on in both directions to no end. There's a reason some call this place the Endless Wastes. You might have preferred not to come here on your own, but opportunity knocked in the form of a job offer from a well-known caravan master named Amreth Gaunt. You now work under his watch as a caravan guard, a job that pays well but is full of long, dull hours.

Gaunt keeps mostly to himself, but he occasionally makes his way through the wagon train to point out one piece of inefficiency or another. Such matters are for the drivers though; if anything had planned to threaten your charges, your presence seems to have scared it away. Most of the crew seems thankful for the monotony, compared to the violence a bandit raid or monster attack would bring.

The days are dull, but the nights allow you time to converse with the other guards between your shifts. Your team is huddled around a campfire, swapping stories with a few drivers.

Each PC has already been paid 35/45 gold pieces by Amreth Gaunt for serving as a caravan guard.

This is the point where the party can introduce themselves. The PCs can also get some general information from the drivers, including the following:

- The caravan is carrying general goods - buckles, latches, sheaths and scabbards, small cast-metal bowls with lids, medicinal wines, and a large quantity of thorthens.
- A thorthen is a mauve-skinned fruit cultivated in northern Sembia. Called “meat melons” for their savory orange flesh, they are said to taste like roast turkey. Thorthens are fast becoming a staple food of commoners and Gaunt is hoping to capitalize on the increasing demand (and increasing prices).
- The caravan’s next destination is a settlement called Uzbek, known as the most secure base of operations for merchants traveling along the Golden Way.
- This isn’t Gaunt’s normal territory; he tends to operate in the Heartlands. He’s trying to open up new routes and make new contacts, which is why he’s taken the unusual step of accompanying this caravan.
- The Hordelands are both tamer and wilder than in centuries past. The Tuigan tribes used to travel these lands, raiding and pillaging as they desired. Many have left their nomadic lifestyle to form the nation of Yaïmunnahar to the east. Getting rid of the nomads hasn’t made the area safer, however; now the tundra is infested with monsters that the tribes once kept contained.
- Uzbek sits near the shores of the Lake of Mists. Some old magic went wild in the area back during the Spellplague, and now all sorts of fey and elementals call the place home.

At one point during the trip, a lone elf approaches the caravan and asks to speak with its master. Gaunt speaks with him briefly. From that point the stranger accompanies the caravan. The PCs hear several drivers mutter the word “feyguide” to one another.

Streetwise DC 15: Traders dealing in rare Hordelands goods are common along the Golden Way. Some offer themselves as “feyguides” for strangers interested in visiting the area’s numerous fey crossroads – portals that are said to bridge the gap between Faerûn and the Feywild. By using the crossroads to enter the Feywild, feyguides are able to bypass dangers found in the world and help their charges make good time on their journeys.

While most of the caravan members spend the night in small groups, the feyguide keeps to himself. The PCs do

not have the opportunity to interact with him at this time, but they will certainly meet him again later in the adventure.

The caravan reaches Uzbek without incident as night begins to fall. Read the following:

Four structures, two on each side of the Golden Way, stand in Uzbek’s center. Each building is a walled square surrounding a courtyard accessible through a single gated entrance large enough to permit a horse-drawn wagon.

Though the courtyard is open to the elements, the inner and outer walls form a cavernous hall suitable for sheltering animals and wagons. Stables, rooms for sleeping, a tavern, and vaults for valuables are also located inside. Each courtyard contains a central well that provides water, and tent shops that offer various wares. Uzbek merchants sell mainly travel supplies at a number of stalls. Other traders come and go depending on the particular mix of merchants currently in residence and their willingness to sell to or trade with others.

Amreth Gaunt has arranged for one of Uzbek’s four caravanserais to house the caravan for the night. The wagons and their crews are led towards the enormous shelter, where most of them will spend the night before business is taken care of in the morning. Gaunt opts to spend his evening in what passes for a luxurious inn compared to the standard sleeping arrangements. He chooses the PCs to guard him at the inn, while another other group of guards stays in the barn to watch the wagons. This assignment is not open to debate (otherwise the PCs would be in the barn when the wagons disappear and you’d have to make a bunch of changes to the adventure).

The night, like all the other nights since you took this job, passes uneventfully. At least you get to spend it inside the hostel’s comfortable common room instead of sleeping outside on the dirt.

Amreth Gaunt comes down at dawn and orders you to stay put while he checks on the wagons. Over an hour passes before one of Uzbek’s residents enters the room. “You Gaunt’s people?” he asks, waiting for confirmation. “Better come with me then. Your boss is asking for you.”

If the PCs ask about what’s going on, the messenger has no idea. All he knows is that Gaunt is rather upset and taking out his frustrations on Uzbek’s leader, Taimurel, in her office. Proceed to **Encounter 1** when the PCs respond to the summons.

ENCOUNTER 1: WITHOUT A TRACE

SKILL CHALLENGE LEVEL 1 / 2, COMPLEXITY 1 (100/125 XP)

SETUP

Amreth Gaunt, Master Merchant (male human; Bluff +10, Diplomacy +10, Insight +11)

Taimurel, Mistress of Uzbek (female human; Insight +10, Intimidate +11)

The party is called into the office of Uzbek's leader, Taimurel. Gaunt is already there when they arrive, having clearly spent a significant amount of time dressing Taimurel down.

When you enter the caravansary's office, Amreth Gaunt is already there, having just concluded what must have been a lengthy tirade. The target of his ire is a small but confident-looking woman who must be Taimurel, the manager of this waystation.

She glances briefly in your direction, but continues speaking to Gaunt. "My men can find nothing that indicates a theft occurred under our watch. You seem to have hired some capable folk to watch your wagons." She gestures at your group, and Gaunt turns to regard you with a casual eye. "Perhaps you should put THEM on the case."

Gaunt gives Taimurel a cold stare. "With my caravan gone, the terms of my contract with them are at an end. Since you managed to somehow lose my wagons, perhaps YOU should hire some 'capable folk' of your own..."

Taimurel stubbornly returns the glare for a long moment, then sighs. "Not a bad suggestion." Taimurel looks back towards your group again. "How about it... by the sound of things, you've just been fired. Are you interested in some further employment?"

Assuming they accept, the party is now in Taimurel's employ. Because of this, she allows them to use her authority to access anyone and anywhere in Uzbek they may need in order to succeed in their mission.

The party is probably confused about what exactly they're being hired for. Impart the following information to the PCs through roleplaying with Taimurel and Gaunt. At some point during the night, the caravan simply vanished. There was no indication of any problems until this morning, when Gaunt attempted to enter the barn to prepare for the day's business. Nobody

responded, and when he had the door forced open the barn was completely empty.

Taimurel prides herself on Uzbek's reputation for security, and is willing to go to great lengths to keep that reputation intact. If asked about payment, she is willing to offer as much as 35/45 gold per PC, saying that she will pay the PCs the same amount to recover the wagons as Gaunt paid them to guard the wagons.

The PCs have now begun the minor quest *Recover the Wagons*.

SKILL CHALLENGE: CARAVAN TRACKERS

Goal: The PCs search for clues regarding the mysterious disappearance of the caravan and its crew.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Diplomacy, Nature, Perception, Religion, Streetwise, Thievery

Other Skills: Acrobatics, Athletics, Insight, Intimidate, Religion

Victory: The party swiftly determines what happened to the caravan and discovers its current location.

Defeat: The party eventually figures the mystery out (perhaps with help), but the delay allows the enemies in the first encounter to better prepare.

The investigation is straightforward (if time permits, feel free to extend the skill challenge with some additional roleplaying scenes, perhaps even including a false lead such as some local thieves who were seen skulking around the enclosure last night).

The basic idea is that the PCs ask around and learn that nobody saw anything and that indeed it seems to have been physically impossible for the entire caravan to have rolled out of Uzbek unnoticed. This is in fact true, as when the PCs search the area where the caravan disappeared, they discover a small magical stone that was used to teleport the caravan away. Tracing the fading aura of that stone's magic is how the PCs are able to track the caravan.

Remember that a failed check with a secondary skill does not count as a failure in the skill challenge.

Acrobatics or Athletics DC 12/13 (not a success or failure)

You climb to an advantageous perch, squeeze your way into a tight corner, or otherwise maneuver into a place where you can help aid the search.

The PCs gain a +2 bonus to their next Perception check. Failure on this skill check does not count as a failure in the skill challenge.

Diplomacy DC 8/9 (not a success or failure)

The guards who were on duty last night confirm that yours was the last caravan to arrive, and nobody entered or left Uzbek after that. Although these guards aren't exactly elite troops, it's hard to believe that someone could have driven the entire caravan out of the compound in the dead of night without them noticing anything.

Insight DC 12/13 (not a success or failure)

You get a sense of the general character of Uzbek's residents; collectively, they are a simple but proud population.

The PCs gain a +2 bonus to their next Diplomacy or Streetwise check. The first success in this skill also reveals the penalties for attempting an Intimidate check.

Intimidate (not a success or failure)

The people of Uzbek know they are amongst the best at what they do, and will not stand to be bullied or threatened for something they had no part in.

Using this skill does not score a success or failure; instead, the PCs suffer a -5 penalty on all future Diplomacy and Streetwise checks during this encounter, as the population becomes less inclined to help. They can "buy off" this penalty by spreading some gold around (buying drinks and so forth) at a cost of 5 gp per PC.

Perception (#1) DC 8/9 (1 success, 1 maximum)

You identify the tracks that were made by your caravan as it entered Uzbek and headed for the barn it disappeared from. No fresher tracks can be found in the area. However the wagons got out of the enclosure last night, it doesn't look like they touched the ground!

The first success with this skill unlocks Perception #2.

Perception (#2) DC 12/13 (1 success, 1 maximum)

You find a small carved stone in the middle of the barn, the kind that shady merchants sell to commoners who wish to find good luck. Something tells you this stone is more than it appears.

This second successful Perception check unlocks the ability to use Arcana, Religion, and Nature to study the mysterious stone.

Arcana, Religion, or Nature (#3, #4) DC 12/13 (Trained only; 1 success, 2 maximum combined)

These skills are unlocked after the PCs find the stone via Perception.

On the first success (only available after the stone is found via Perception):

You determine that the stone carries the lingering traces of some sort of teleportation magic, recently expended. Further examination may allow you to gain more information.

On the second success:

By tracing the strength and direction of the stone's aura, you gain a general sense of the direction and distance the stone's magic would have teleported its targets. It shouldn't be more than a couple hours' ride from Uzbek. The aura is fading quickly, so you had best hurry.

Streetwise DC 12/13 (not a success or failure)

Even a place as small and remote as Uzbek has a black market, members of caravan crews who trade illicit goods away from prying eyes. They were active last night, and didn't see anybody come or go (if they had, they would have scattered).

Thievery DC 12/13 (Trained only; not a success or failure)

Your practiced eye checks all of the locks on the barn. They're well-used, but none of them show the subtle signs of tampering left by lockpicking. Whoever took the wagons was either incredibly skilled or managed to get everything and everyone out of the enclosure without unlocking the gates. That seems... unlikely at best.

ENDING THE ENCOUNTER

Once the PCs have found the stone and traced its aura, they know which direction to go. If the PCs fail in the challenge, you should still play out the rest of the encounter so that the characters can move on to the next encounter. The penalties for failing the skill challenge are that the PCs earn half XP for this encounter, and suffer a disadvantage in Encounter 3.

Success: The party arrives at the ambush site near the Lake of Mists in a timely fashion.

Failure: The party eventually arrives at the ambush site, but the extra time their investigation takes gives the fey in Encounter 3 time to set themselves up.

Proceed to Encounter 2 when the players are ready.

EXPERIENCE POINTS

The characters receive 20/25 XP each for successfully completing the skill challenge, or 10/12 XP each if they failed.

TREASURE

Each PC has already been paid 35/45 gold by Amreth Gaunt for guarding the caravan on its way to Uzbek. Taimruel offers to pay them an equivalent sum, but not until they recover the wagons.

ENCOUNTER 2: EMPTY WAGONS

SETUP

Important NPC: Harelahur (male elf; Bluff +9)

If the PCs update Taimurel on their investigation, she urges them to act on the information quickly. If they don't have mounts of their own, Taimurel will loan the party riding horses so that they can reach their destination as swiftly as is possible.

If they try to give this information to Gaunt as well, he isn't interested. He wants "results, not useless updates." (However, Insight DC 19/20 suggests that Gaunt is pleased to hear that they have a lead - in particular, the PCs don't get the sense that he had anything to do with the disappearance of his own wagons.)

The stone's aura leads you to the northeast, towards the Lake of Mists. As you draw closer the air seems to grow noticeably warmer.

Arcana DC 19/20: *You also get the sensation that the threads of reality in this area are weaker, like it wouldn't be terribly difficult to reach out and punch your way through to another plane.*

About two hours after leaving Uzbek, you come across the wagons. They are parked exactly in the same positions they had been in when you last saw them in the barn. A quick examination finds signs of battle. The wagons are badly damaged. Scuff marks and footprints suggest obvious combat positions, and there are drag marks leading away from the scene. There is some blood spatter, but not enough to indicate fatal wounds.

Just as notable are the things that are missing. The wagons are empty; all the goods that the caravan was transporting are gone. There are no bodies and no horses. The attackers took everything but the wagons, although perhaps that's not surprising, as the wagons are in no condition to travel.

Perception DC 19/20: *You spot movement from the other side of the clearing. A thin humanoid, perhaps an elf, is trying to hide in the undergrowth. He seems to be injured.*

If all the PCs fail the Perception check: *As you are wrapping up your search of the wagons, you hear a noise from the other side of the clearing. A thin elf has just crawled from his hiding place and is trying to hobble his way to a copse of trees nearby.*

The elf is named Harelahur (the PCs recognize him as the feyguide who joined the caravan earlier). He twisted his ankle trying to hide during the ambush, so it's easy enough to run him down. He surrenders without a fight.

Harelahur is panicked from the events of the previous night, and is sure that the PCs are there to punish him for his role in the ambush. Allow them to use whatever means they think appropriate to pull the following information out of him. The first bullet point comes easily enough, with the rest becoming increasingly more difficult depending on the party's tactics. Diplomacy, Bluff, or Intimidate can be used to pry information from him, while Insight can reveal that he's hiding something (the fact that the stone is his and why he used it).

- A group of gnomes ambushed the caravan at this spot. The caravan had been in the barn, and without warning the wagons and crew suddenly appeared out here. The gnomes quickly dispatched the disoriented guards and drivers; after the skirmish, the gnomes loaded the cargo and their prisoners onto wagons of their own and rode away. (This is true.)
- Harelahur recovered from the teleportation quickly, since he's used to the effects, and managed to hide just before the gnomes arrived. He had nothing to do with the ambush. (This is partially true. The first half is true, the second half is false.)
- The gnomes arrived and departed again from a nearby fey crossroads, so they probably took the cargo and crew somewhere into the Feywild. (This is true.)
- The stone belongs to him; he normally uses it to teleport short distances by himself, but last night something went wrong. It activated on its own, teleporting not only him but the entire caravan out into the middle of nowhere, much further than he'd ever used it to jump before. (This is partially true; the stone's effects were much more powerful than usual, but it didn't "activate by itself" - Harelahur used it as he normally does, but for some reason it had a more powerful effect than he expected.)
- He activated the stone because he'd just stolen some small jewels from one of the wagons, and couldn't leave the barn any other way without casting suspicion. He had no idea the stone would react the way it did, or why it did so. (This is true.)

ENDING THE ENCOUNTER

Once the PCs have all the information, their next step should be clear: they must enter the Feywild, track down these gnomes, and recover the cargo and crew.

Harelahur will refuse at first, but can eventually be convinced or cajoled into opening the crossroads and guiding the party through the Feywild. He must accompany them, in order to reopen the crossroads once they're ready to leave again.

Due to his injury, Harelahur is a non-combatant, but if needed you could run him as a companion character using the statistics provided in Encounter 6. During the upcoming battles, the NPCs do not target Harelahur unless he takes aggressive action against them. This may cause the PCs to suspect him of some deeper involvement in the plot to abduct the caravan. If pressed, Harelahur reveals his entire backstory and how he came to possess the stone (as explained in the Adventure Background). Insight checks reveal that this story is true and the feyguide did not know about the stone's "special" property.

Proceed to the next encounter when the players are ready.

EXPERIENCE POINTS

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

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 3: THE CROSSROAD

ENCOUNTER LEVEL 2/3 (525/750 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 spriggan panther keeper (S)
- 3 fey panthers (Level 1) (P)
- 1 umbral sprite swarm (Level 1) (U)

This encounter includes the following creatures at the high tier:

- 1 spriggan panther keeper (Level 4) (S)
- 3 fey panthers (Level 3) (P)
- 1 umbral sprite swarm (Level 3) (U)

Having convinced Harelahur to guide them into and through the Feywild, the party is now prepared to track down the gnome ambushers. The PCs start the encounter in the area between the two standing stones. Place the panthers on the map, but the umbral sprite swarm and spriggan panther keeper start out hidden (passive Perception DC 18/19 to see them lurking, in which case you should put them on the map rather than waiting until their first turns).

As the adventurers enter the area, read:

Harelahur leads you a short distance away from the abandoned wagons, to a pair of stones standing alone in an otherwise empty clearing. “These stones mark a fey crossroad, a weak point in the barrier between our world and the Feywild.” He walks up to one of the stones, places a palm flat against its surface, and closes his eyes in concentration. A visible rip opens in the air between the stones, and through it green light begins to sparkle. Harelahur grunts, and the rip widens until a portal stands open before you. He gestures for you to enter it quickly, and follows shortly behind, looking a bit weak in the knees.

You feel a lurching sensation in your stomach, almost like you’re falling to the side when you’re not moving at all. Finally, you finish your step, and emerge from the portal into a scene almost from a painting. The plant life is vibrant, enormous trees tower into the sky and lush grass cushions your footfalls. To your right, a small pond lets off wafts of steam into the air. Before you, a wagon trail enters the forest before disappearing along a gradual turn.

This could certainly be considered a peaceful scene were it not for the sleek, black-furred panthers stalking

towards you, snarling and preparing to pounce. A giggle comes from the direction of a large tree to the left. “Our new playmates have finally arrived, girls! Go fetch!”

The voice belongs to the spriggan panther keeper, who raises his fey panthers nearby (the foot trail on the right of the map leads to his home). He’s frustrated that his hated enemies, the gnomes, were too strong a group for him to take on. He plans to take out aggression on the party instead.

If the PCs failed the skill challenge, the enemies get a surprise round since the portal opened when the spriggan happened to be paying particular attention. Otherwise, roll initiative normally.

FEATURES OF THE AREA

Illumination: The entire area is illuminated with bright light from the sun overhead.

Misty Pond: The water from the Lake of Mists is said to have healing properties, and this small pond seems to have picked up these properties from whatever Feywild waters feed it. As a minor action, a creature can take a sip of water to spend a healing surge. A creature can only benefit from this healing once per day; the water can be bottled and used as a potion, but loses its magic after a day. The pond is difficult terrain.

‘Fey-hugger’ Tree: The tree behind which the spriggan panther keeper hides is called a ‘fey-hugger’, named such because of a tendency to wrap its limbs protectively around fey beneath its canopy. Any creature with the fey origin adjacent to the tree’s trunk gains a +2 bonus to all its defenses. The tree is blocking terrain and provides cover.

The Swift Road: The secret of the feyguides is a series of wagon trails enchanted to increase the speed of those who walk upon it. Any creature that starts its turn upon one of the road’s squares gains a +2 bonus to its speed until the beginning of its next turn.

Rocks: The piles of rocks on the road and near the standing stones are difficult terrain.

Standing Stones: Once Harelahur steps through the portal, it closes behind him. The standing stones that flank the PCs starting position count as blocking terrain.

Forest: The squares of trees that surround the clearing count as blocking terrain, due to the thick trunks and undergrowth. The only exception is for the umbral sprite swarm, since its individual component creatures can easily make their way through the plants.

TACTICS

The spriggan panther keeper tries to stay near the fey-hugger tree for its defensive bonus. If possible, it tries to target a leader with its *mark of thorns*, so they're forced to stay apart from allies. It saves *drowsing puncture* for a melee opponent attempting to close.

The fey panthers target softer second-rank characters, using *fey step* to bypass the first rank and charge their prey. Their preference is for a character affected by *mark of thorns*.

The umbral sprite swarm remains hidden the first round and watches the chaos unfold. In the second round, it attempts to engulf the nearest isolated character. It saves *darkwave* for the round after *fade away* allows it to invisibly reach the middle of the PCs' formation.

SCALING THE ENCOUNTER

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

Four PCs: Remove the fey panther at the location marked with an asterisk on the map.

Six PCs: Add another fey panther to the encounter in a location of your choosing (it is not shown on the map).

ENDING THE ENCOUNTER

Once the fey are dispatched, it should be obvious that their trail leads down the Swift Road; if it still lives, the spriggan panther keeper can confirm this. Proceed to the next encounter when the players are ready.

EXPERIENCE POINTS

The characters receive 105/150 experience points each for defeating the fey.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 3: "THE CROSSROAD" STATISTICS (LOW LEVEL)

Spriggan Panther Keeper Small fey humanoid	Level 2 Soldier XP 125
Initiative +4 Senses Perception +6; low-light vision	
HP 37; Bloodied 18	
AC 18; Fortitude 15, Reflex 13, Will 15	
Speed 5	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs AC; 1d6 + 3 damage, and ongoing 5 damage (save ends).	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +7 vs AC; 1d8 + 4 damage.	
R Mark of Thorns (standard; encounter)	
Close burst 5; targets one enemy; the target is affected by the mark of thorns until the end of the encounter. While affected by the mark of thorns, the target cannot make opportunity attacks against the spriggan panther keeper, and the target takes 4 damage at the end of any turn in which it did not attack the spriggan panther keeper. In addition, at the start of the target's turn, each of the target's allies adjacent to the target takes 4 damage.	
Drowsing Puncture (minor; recharges when first bloodied)	
If the spriggan panther keeper hits with its next attack, the target of the attack is knocked prone and is dazed until the end of the spriggan panther keeper's next turn.	
Redcap Zeal (when the spriggan panther keeper bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)	
The panther keeper gains 1d8 + 2 temporary hit points.	
Alignment Evil	Languages Common, Elven
Skills Athletics +8, Stealth +7	
Str 15 (+3)	Dex 13 (+2) Wis 10 (+1)
Con 13 (+2)	Int 8 (+0) Cha 16 (+4)
Equipment chainmail, short sword, shortbow, 20 arrows	

Notes: spriggan thorn with added shortbow.

Fey Panther (Level 1) Medium fey beast	Level 1 Skirmisher XP 100
Initiative +5 Senses Perception +5; low-light vision	
HP 28; Bloodied 14	
AC 15; Fortitude 12, Reflex 15, Will 12	
Speed 6; climb 6	
m Bite (standard; at-will)	
+6 vs. AC; 1d8 + 4 damage, and the fey panther shifts one square.	
Charging Pounce	
When the fey panther charges, it deals an extra 1d6 damage and knocks the target prone on a hit.	
Fey Step (move; encounter) ♦ Teleportation	
The fey panther teleports 5 squares.	
Alignment Unaligned	Languages -
Skills Stealth +8	
Str 12 (+1)	Dex 16 (+3) Wis 11 (+0)
Con 12 (+1)	Int 7 (-2) Cha 9 (-1)

Umbral Sprite Swarm (Level 1) Medium fey humanoid (swarm)	Level 1 Controller XP 100
Initiative +3 Senses Perception +5; blindsight 6	
Swarm Attack aura 1; each enemy that starts its turn within the aura takes 3 damage.	
HP 29; Bloodied 14	
AC 15; Fortitude 12, Reflex 14, Will 12	
Resist : half damage from melee and ranged attacks	
Vulnerable 5 against close and area attacks	
Speed 6; fly 6 (hover)	
m Swarm of Fangs and Blades (standard; at-will)	
+6 vs. AC; 1d6 + 3 damage.	
C Darkwave (standard; recharge 5 6) ♦ Necrotic, Zone	
Close burst 3; +5 vs. Reflex; 2d6 + 3 necrotic damage. <i>Effect</i> : The burst creates a zone of darkness that lasts until the end of the umbral sprite swarm's next turn. The zone blocks line of sight.	
Fade Away (immediate reaction; when the umbral sprite swarm takes damage; encounter) ♦ Illusion	
The umbral sprite swarm is invisible until after it hits or misses with an attack or until the end of its next turn.	
Alignment Unaligned	Languages Elven
Skills Stealth +8	
Str 6 (-2)	Dex 16 (+3) Wis 11 (+0)
Con 13 (+1)	Int 11 (+0) Cha 13 (+1)

ENCOUNTER 3: “THE CROSSROAD” STATISTICS (HIGH LEVEL)

Spriggan Panther Keeper (Level 4) Small fey humanoid	Level 4 Soldier XP 175
Initiative +6 Senses Perception +7; low-light vision	
HP 54; Bloodied 27	
AC 20; Fortitude 17, Reflex 15, Will 16	
Speed 5	
m Short Sword (standard; at-will) ♦ Weapon	
+9 vs AC; 1d6 + 5 damage, and ongoing 5 damage (save ends).	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +9 vs AC; 2d6 + 5 damage.	
R Mark of Thorns (standard; encounter)	
Close burst 5; targets one enemy; the target is affected by the mark of thorns until the end of the encounter. While affected by the mark of thorns, the target cannot make opportunity attacks against the spriggan panther keeper, and the target takes 4 damage at the end of any turn in which it did not attack the spriggan panther keeper. In addition, at the start of the target's turn, each of the target's allies adjacent to the target takes 4 damage.	
Drowsing Puncture (minor; recharges when first bloodied)	
If the spriggan panther keeper hits with its next attack, the target of the attack is knocked prone and is dazed until the end of the spriggan panther keeper's next turn.	
Redcap Zeal (when the spriggan panther keeper bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)	
The panther keeper gains 1d8 + 4 temporary hit points.	
Alignment Evil	Languages Common, Elven
Skills Athletics +10, Stealth +9	
Str 16 (+5)	Dex 14 (+4) Wis 11 (+2)
Con 14 (+4)	Int 9 (+1) Cha 17 (+5)
Equipment chainmail, short sword, shortbow, 20 arrows	

Notes: spriggan thorn with added shortbow.

Fey Panther (Level 3) Medium fey beast	Level 3 Skirmisher XP 150
Initiative +6 Senses Perception +7; low-light vision	
HP 45; Bloodied 22	
AC 17; Fortitude 14, Reflex 17, Will 15	
Speed 6; climb 6	
m Bite (standard; at-will)	
+8 vs. AC; 1d8 + 6 damage, and the fey panther shifts one square.	
Charging Pounce	
When the fey panther charges, it deals an extra 1d6 damage and knocks the target prone on a hit.	
Fey Step (move; encounter) ♦ Teleportation	
The fey panther teleports 5 squares.	
Alignment Unaligned	Languages -
Skills Stealth +9	
Str 13 (+2)	Dex 17 (+4) Wis 12 (+2)
Con 13 (+2)	Int 8 (+0) Cha 10 (+1)

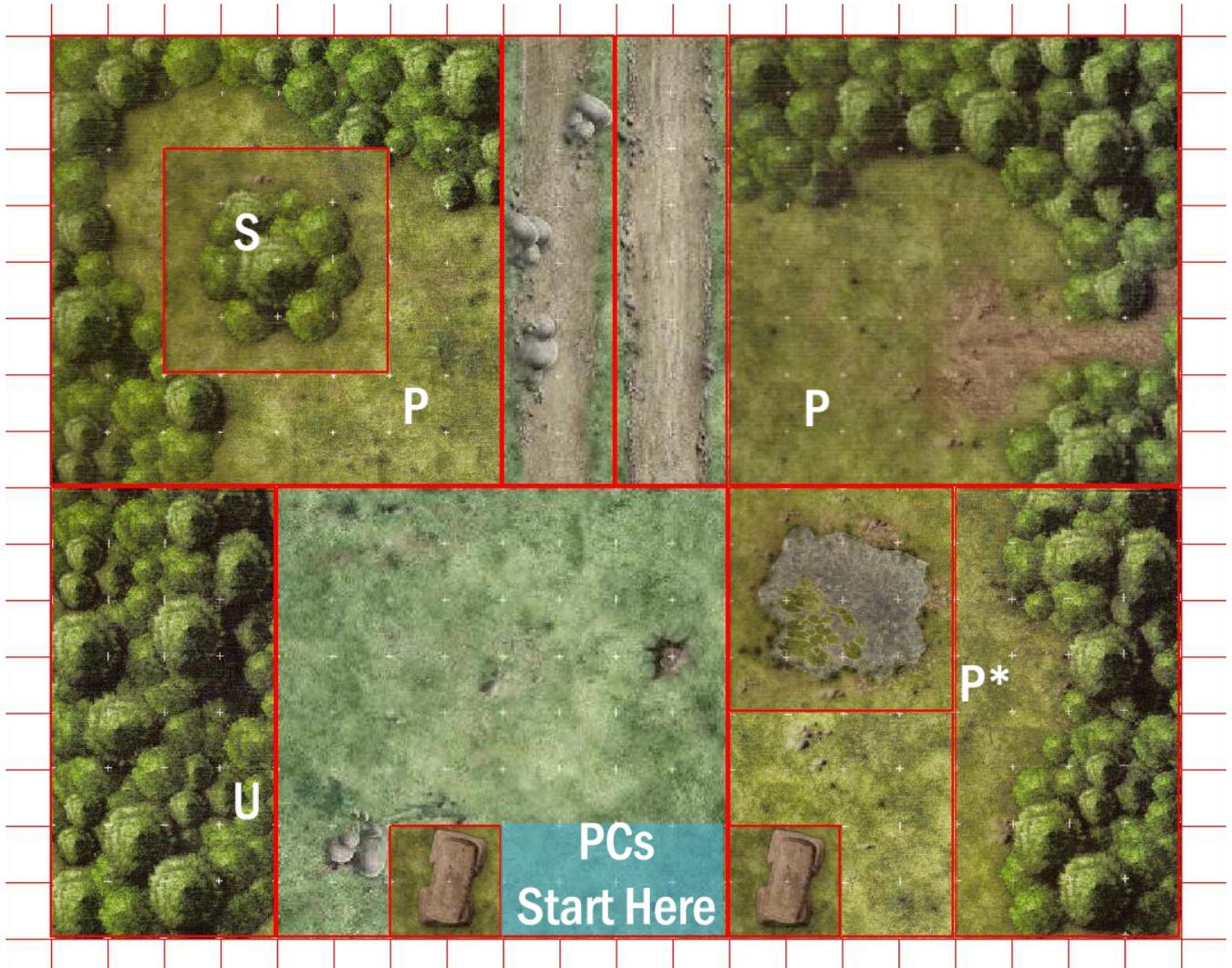
Umbral Sprite Swarm (Level 3) Medium fey humanoid (swarm)	Level 3 Controller XP 150
Initiative +4 Senses Perception +7; blindsight 6	
Swarm Attack aura 1; each enemy that starts its turn within the aura takes 3 damage.	
HP 46; Bloodied 23	
AC 17; Fortitude 14, Reflex 16, Will 14	
Resist : half damage from melee and ranged attacks	
Vulnerable 5 against close and area attacks	
Speed 6; fly 6 (hover)	
m Swarm of Fangs and Blades (standard; at-will)	
+8 vs. AC; 1d6 + 5 damage.	
C Darkwave (standard; recharge 5 6) ♦ Necrotic, Zone	
Close burst 3; +7 vs. Reflex; 2d6 + 5 necrotic damage. <i>Effect</i> : The burst creates a zone of darkness that lasts until the end of the umbral sprite swarm's next turn. The zone blocks line of sight.	
Fade Away (immediate reaction; when the umbral sprite swarm takes damage; encounter) ♦ Illusion	
The umbral sprite swarm is invisible until after it hits or misses with an attack or until the end of its next turn.	
Alignment Unaligned	Languages Elven
Skills Stealth +9	
Str 7 (-1)	Dex 17 (+4) Wis 12 (+2)
Con 14 (+3)	Int 12 (+2) Cha 14 (+3)

ENCOUNTER 3: "THE CROSSROAD" MAP

TILE SETS NEEDED

Ruins of the Wild x1

Sinister Woods x1



ENCOUNTER 4: ALL TIED UP WITH GNOME PLACE TO GO

ENCOUNTER LEVEL 1/3 (500/750 XP)

SETUP

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

- 1 gnome arcanist (Level 2) (A)
- 2 gnome mistwalkers (Level 1) (M)
- 3 gnome sniper minions (S)
- 12 prisoners (P)
- 1 Magic Circle skill challenge

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

- 1 gnome arcanist (Level 4) (A)
- 2 gnome mistwalkers (Level 3) (M)
- 3 gnome sniper minions (Level 3) (S)
- 12 prisoners (P)
- 1 Magic Circle skill challenge

When the PCs arrive, the gnomes are already prepared. The gnome sniper minions are hidden (passive Perception DC 17/18 to spot them), while the other gnomes are protected by illusions powered by the magic circle. The gnome arcanist is surrounded by prisoners that are magically disguised as him, while the gnome mistwalkers are magically disguised as prisoners.

As the adventurers enter the area, read:

You follow the wagon road for several miles. As you reach a curve in the road, the wagon tracks leave it and move in the direction of what appears to be some sort of abandoned eladrin outpost. The building's walls are beginning to crumble, but it seems sturdy enough to provide shelter. Your quarry undoubtedly lies within. As you plan your assault, Harelahur gestures down the road in the direction you were traveling.

"I won't be much use to you in a fight, but I can scout ahead and find another crossroad to get us out. I'm afraid the one we used before won't recharge for several hours."

Harelahur is being completely truthful; he wants to make amends for his part in these events. Let the party make whatever preparations they wish, then place them on the map in the designated area. Place the gnome arcanist, his copies, and the prisoners, including copies

representing the gnome mistwalkers. Do not place the gnome sniper minions until they leave hiding or until they are perceived by the PCs.

You enter the outpost through what seems to be a likely spot. The inside of the space is adorned by a glowing circle of runes, within which a gnome directs its energies throughout the building.

You see only one gnome, but several copies of him exist within the circle. Each duplicate moves in perfect synchronicity making distinguishing them from each other impossible.

"Oh ho! The heroes of the piece arrive to rescue the helpless captives, hmm? Well unfortunately your task won't be so easy. Most of these versions of me are actually some of the people you're looking for - so woe betide the hero who attacks me, for you are just as likely to attack your own!"

He - four copies of him, actually - rubs his hands with a sinister glee. "Can you defeat me without harming my prisoners, before my minions end you? Let the challenge begin!"

FEATURES OF THE AREA

Illumination: The Feywild sun is bright overhead, and enough of it filters down through the breaks in the roof to provide illumination.

Rubble: The areas of rubble marked with triangles on the map are difficult terrain requiring 2 squares to move through.

Magic Circle: Until the skill challenge is defeated, the magic circle's squares are blocking terrain. However, attacks (including melee attacks) can still target those within. As long as the circle is intact, the party cannot strike to knock unconscious. The magic circle is linked to the life force of the prisoners, causing a great strain. The sudden shock of being struck by an attack is enough to cause a person of weak will (such as the prisoners) to die. This means that any attack against a disguised prisoner will kill them if it causes damage. Warn the players if an attack has the potential to kill innocents, so that they can change their actions if this was not their intent. The magic of the circle also causes rapid short teleportations, scrambling positions at the start of the enemy's turn. This means that in a group it is impossible to tell who is real and who is disguised.

SKILL CHALLENGE: MAGIC CIRCLE

Goal: The party attempts to disrupt the magic circle to end the advantages it provides the gnomes in the combat.

Complexity: 1 (4 successes before 3 failures)
Primary Skills: Arcana, Endurance, Nature, Religion, Thievery
Other Skills: Insight, Perception
Victory: The circle collapses, destroying the illusions.
Defeat: The magic of the circle re-establishes itself; the PCs can continue the challenge, but must start their accumulation of successes and failures over again.

Note: The challenge's skill checks need not be made during consecutive turns, merely over the course of the encounter.

Arcana DC 12/13 (Standard Action; Trained only; 1 success, no maximum)
You direct the magical energies of the area at the circle, disrupting the flow of power.

A character may attempt this check as a move action instead of a standard action, in which case the DC is 19/20.

Endurance DC 19/20 (Move Action; Must be adjacent to the circle; 1 success, no maximum)
You force your body against the energy composing the circle repeatedly, attempting to break it.

Insight DC 12/13 (Minor Action; not a success or failure)
You study the movements of the enemy's illusions, and pinpoint the one that moves a fraction of an instant before the others.

On a success, the player chooses one enemy. Until the start of that enemy's next turn, the PCs can identify which individual in the group is that enemy, and which are prisoners. Failure on this skill check does not count as a failure in the skill challenge.

Nature DC 12/13 (Standard Action; Trained only; 1 success, no maximum)
You call upon the spirits of the Feywild, asking them to deny the circle the power it needs to continue functioning.

A character may attempt this check as a move action instead of a standard action, in which case the DC is 19/20.

Perception DC 12/13 (Minor Action; not a success or failure)
You watch the flickering energies of the magic circle for weak points and identify them to your allies.

The PCs get a +2 bonus on the next primary skill check made in the challenge. Failure on this skill check does not count as a failure in the skill challenge.

Religion DC 12/13 (Standard Action; Trained only; 1 success, no maximum)
You call upon your god to provide you with the power needed to break the circle.

A character may attempt this check as a move action instead of a standard action, in which case the DC is 19/20.

Thievery DC 12/13 (Standard Action; Must be adjacent to the circle; Trained only; 1 success, no maximum)
You study the diagram etched into the floor from which the circle emanates, and skillfully disrupt some of its lines.

A character may attempt this check as a move action instead of a standard action, in which case the DC is 19/20.

TACTICS

The gnome arcanist remains in the center of the circle as long as it stands, using his powers to support his allies. Once the circle collapses, the arcanist tries to put the gnome mistwalkers between him and any melee opponents. When the arcanist makes an attack, do not specify which version the attack originates from; it appears to come from all four, and there is no way to tell which is real until the circle is destroyed.

The gnome mistwalkers hide amongst the prisoners until a lone character enters their room, or passes by them to engage the snipers. If the illusion is still active, they use hit and run tactics to move back into groups of prisoners to cause confusion. Once the gnome arcanist is vulnerable they try to protect him.

The gnome sniper minions do their best to remain hidden and mobile as they pick off characters at the edges of the combat.

All the gnomes fight to the death, since they fear punishment for failure at the hands of their employer more than they fear the PCs.

SCALING THE ENCOUNTER

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

Four PCs: Remove the gnome mistwalker from the room furthest from the PCs' starting area.

Six PCs: Replace one of the prisoners surrounding the gnome arcanist with another gnome mistwalker (so he has an illusion of the gnome arcanist on top of his prisoner illusion).

ENDING THE ENCOUNTER

Once the gnomes are defeated, the PCs can untie all the prisoners; the stolen cargo, horses, and remainder of the crew are in a small clearing nearby. Also present are fine eladrin wagons that can be used to carry everything. Proceed to the Encounter 5 when the players are ready.

If any gnomes are captive, they claim that they are only hired muscle for the operation. Their payment for each job is that they get to keep the cargo, while the slaves are handed over to their bosses. The gnomes gleefully reveal that the next slave pickup was supposed to be this same day.

Make a note of any PCs who were careless with the prisoners' lives in this encounter. This will have a bearing on the adventure conclusion for those characters.

EXPERIENCE POINTS

The characters receive 100/150 experience points each for defeating the gnomes.

TREASURE

The characters can retrieve the focus crystal for the magic circle, a flawless gem worth 25/50 gold pieces per PC. They can also find the gnomes' equipment stash, which includes a +1 *master's wand of phantom bolt* and a pair of *gloves of piercing*.

ENCOUNTER 4: “ALL TIED UP WITH GNOME PLACE TO GO” STATISTICS (LOW LEVEL)

Gnome Arcanist (Level 2) Small fey humanoid	Level 2 Controller (Leader) XP 125
Initiative +1 Senses Perception +1; low-light vision	
Aura of Illusion aura 5; the gnome arcanist and all allies in the aura gain concealment	
HP 38; Bloodied 19	
AC 16; Fortitude 12, Reflex 14, Will 12	
Speed 5	
m Dagger (standard; at-will) ♦ Weapon +7 vs AC; 1d6 + 4 damage.	
R Scintillating Bolt (standard; at-will) ♦ Radiant Ranged 10; +5 vs Fortitude; 1d6 + 4 radiant damage and the target is dazed (save ends).	
R Startling Glamer (minor; at-will) ♦ Fear, Illusion Ranged 10; +5 vs. Will; the gnome arcanist slides the target 1 square.	
C Illusory Terrain (standard; recharge 4 5 6) ♦ Illusion Close burst 5; targets enemies; +5 vs. Will; the target is slowed (save ends).	
Fade Away (immediate reaction; when the gnome arcanist takes damage; encounter) ♦ Illusion The gnome arcanist turns invisible until it attacks or until the end of its next turn.	
Fey Step (move; encounter) ♦ Teleportation The gnome arcanist teleports 5 squares.	
Reactive Stealth If a gnome arcanist has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Alignment Evil	Languages Common, Elven
Skills Arcana +12, Stealth +8, Bluff +8, Insight +6	
Str 10 (+1)	Dex 10 (+1) Wis 11 (+1)
Con 14 (+3)	Int 18 (+5) Cha 15 (+3)
Equipment Dagger	

Prisoner	Level 1 Minion
Medium natural humanoid XP -	
Initiative +4 Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion	
AC 15; Fortitude 11, Reflex 10, Will 11	
Speed 6	
m Fist (standard; at-will) +6 vs. AC; 4 damage.	
Alignment Unaligned	Languages Common
Str 10 (+0)	Dex 9 (-1) Wis 11 (+0)
Con 11 (+0)	Int 10 (+0) Cha 9 (-1)

Gnome Mistwalker (Level 1) Small fey humanoid	Level 1 Skirmisher XP 100
Initiative +6 Senses Perception +0; low-light vision	
HP 23; Bloodied 11	
AC 15; Fortitude 12, Reflex 13, Will 12	
Speed 5	
m War Pick (standard; at-will) ♦ Weapon +6 vs. AC; 1d8 + 4 damage (crit 1d8 + 12).	
M Mistwalker’s Strike (standard; recharge 4 5 6) ♦ Illusion The gnome mistwalker becomes invisible until the end of its next turn. In addition, it shifts 2 squares and makes a war pick attack.	
Combat Advantage A gnome mistwalker deals 1d6 extra damage against any creature granting combat advantage to it.	
Fade Away (immediate reaction; when the gnome mistwalker takes damage; encounter) ♦ Illusion The gnome mistwalker becomes invisible until after it hits or misses with an attack or until the end of its next turn.	
Reactive Stealth If a gnome mistwalker has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to become hidden.	
Blur of Movement (immediate reaction; when the gnome mistwalker is hit by an enemy; at-will) ♦ Teleportation The mistwalker teleports 1 square.	
Alignment Unaligned	Languages Common, Elven
Skills Stealth +7	
Str 8 (-1)	Dex 14 (+2) Wis 11 (+0)
Con 13 (+1)	Int 9 (-1) Cha 12 (+1)
Equipment Hide armor, war pick	

Gnome Sniper Minion (Level 1) Small fey humanoid	Level 1 Minion Artillery XP 25
Initiative +4 Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion	
AC 13; Fortitude 14, Reflex 15, Will 14	
Speed 5	
m Dagger (standard; at-will) ♦ Weapon +6 vs. AC; 4 damage.	
r Shortbow (standard; at-will) ♦ Weapon +8 vs. AC; 4 damage.	
Combat Advantage The gnome sniper minion deals +2 damage against any target granting combat advantage to it.	
Shadow Sniper If a hiding gnome sniper minion misses with a ranged attack, it remains hidden.	
Reactive Stealth If a gnome sniper minion has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Alignment Unaligned	Languages Common, Elven
Skills Athletics +4; Stealth +7	
Str 8 (-1)	Dex 14 (+2) Wis 11 (+0)
Con 10 (+0)	Int 9 (-1) Cha 8 (-1)
Equipment dagger, shortbow, 20 arrows	

ENCOUNTER 4: “ALL TIED UP WITH GNOME PLACE TO GO” STATISTICS (HIGH LEVEL)

Gnome Arcanist (Level 4) Small fey humanoid	Level 4 Controller (Leader) XP 175
Initiative +2 Senses Perception +3; low-light vision	
Aura of Illusion aura 5; the gnome arcanist and all allies in the aura gain concealment	
HP 55; Bloodied 27	
AC 18; Fortitude 13, Reflex 16, Will 14	
Speed 6	
m Dagger (standard; at-will) ◆ Weapon +9 vs. AC; 1d8 + 5 damage	
R Scintillating Bolt (standard; at-will) ◆ Radiant Ranged 10; +7 vs. Fortitude; 1d8 + 5 radiant damage and the target is dazed (save ends).	
R Startling Glamer (minor; at-will) ◆ Fear, Illusion Ranged 10; +7 vs. Will; the gnome arcanist slides the target 1 square.	
C Illusory Terrain (standard; recharge 4-6) ◆ Illusion Close burst 5; targets enemies; +7 vs. Will; the target is slowed (save ends).	
Fade Away (immediate reaction; when the gnome arcanist takes damage; encounter) ◆ Illusion The gnome arcanist turns invisible until it attacks or until the end of its next turn.	
Fey Step (move; encounter) ◆ Teleportation The gnome arcanist teleports 5 squares.	
Reactive Stealth If a gnome arcanist has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Alignment Evil	Languages Common, Elven
Skills Arcana +13, Stealth +9, Bluff +10, Insight +8	
Str 11 (+2)	Dex 11 (+2) Wis 12 (+3)
Con 15 (+4)	Int 19 (+6) Cha 16 (+5)
Equipment Dagger	

Prisoner	Level 1 Minion
Medium natural humanoid XP -	
Initiative +4 Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion	
AC 15; Fortitude 11, Reflex 10, Will 11	
Speed 6	
m Fist (standard; at-will) +6 vs. AC; 4 damage.	
Alignment Unaligned	Languages Common
Str 10 (+0)	Dex 9 (-1) Wis 11 (+0)
Con 11 (+0)	Int 10 (+0) Cha 9 (-1)

Gnome Mistwalker (Level 3) Small fey humanoid	Level 3 Skirmisher XP 150
Initiative +7 Senses Perception +2; low-light vision	
HP 37; Bloodied 18	
AC 17; Fortitude 14, Reflex 14, Will 13	
Speed 6	
m War Pick (standard; at-will) ◆ Weapon +8 vs. AC; 1d8 + 6 damage (crit 1d8 + 14)	
M Mistwalker’s Strike (standard; recharge 4 5 6) ◆ Illusion The gnome mistwalker becomes invisible until the end of its next turn. In addition, it shifts 2 squares and makes a war pick attack.	
Combat Advantage A gnome mistwalker deals 1d6 extra damage against any creature granting combat advantage to it.	
Fade Away (immediate reaction; when the gnome mistwalker takes damage; encounter) ◆ Illusion The gnome mistwalker becomes invisible until after it hits or misses with an attack or until the end of its next turn.	
Reactive Stealth If a gnome mistwalker has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to become hidden.	
Blur of Movement (immediate reaction; when the gnome mistwalker is hit by an enemy; at-will) ◆ Teleportation The mistwalker teleports 1 square.	
Alignment Unaligned	Languages Common, Elven
Skills Stealth +8	
Str 9 (+0)	Dex 15 (+3) Wis 12 (+2)
Con 14 (+3)	Int 10 (+1) Cha 13 (+2)
Equipment Hide armor, war pick	

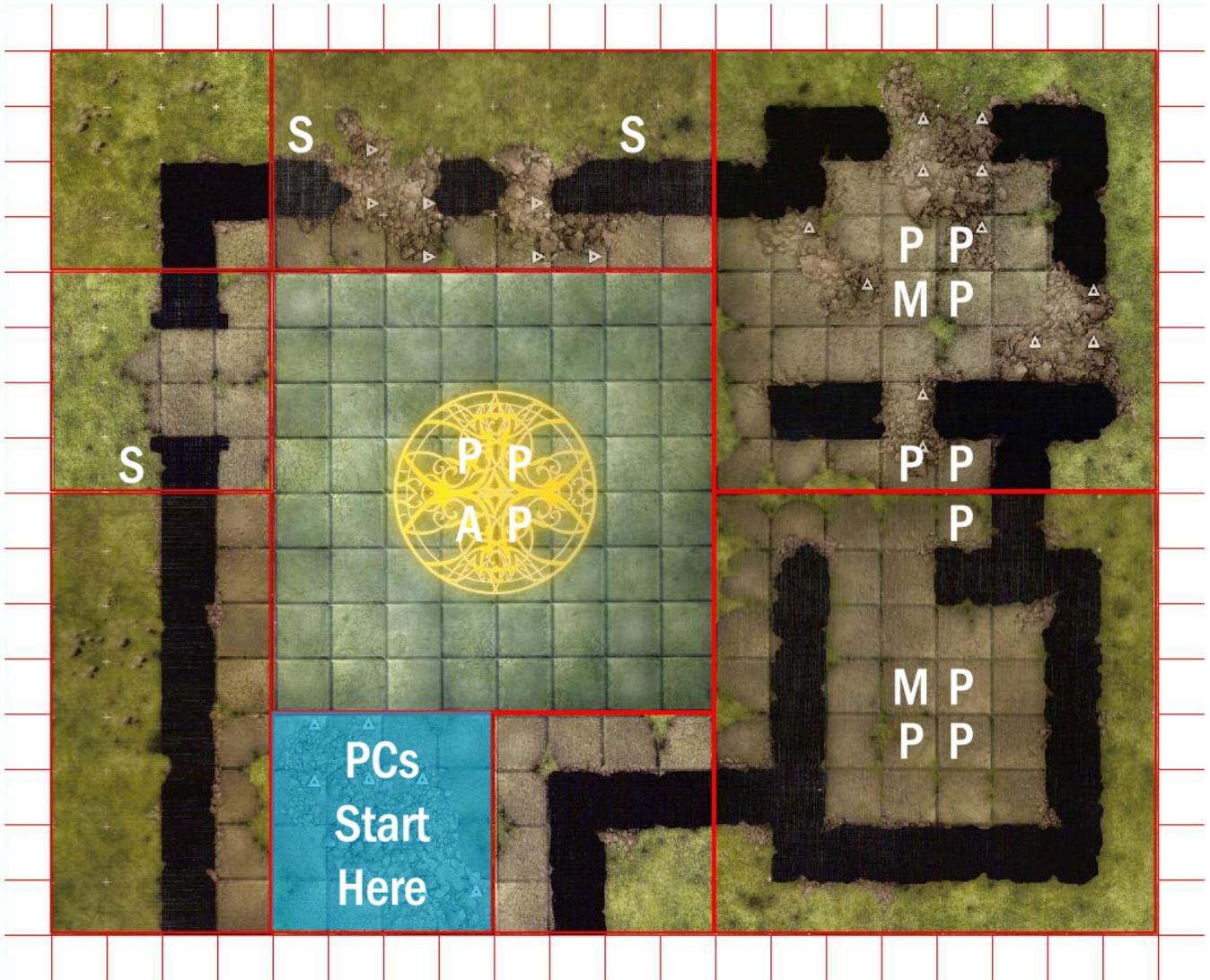
Gnome Sniper Minion (Level 3) Small fey humanoid	Level 3 Minion Artillery XP 38
Initiative +5 Senses Perception +2; low-light vision	
HP 1; a missed attack never damages a minion	
AC 15; Fortitude 16, Reflex 17, Will 16	
Speed 6	
m Dagger (standard; at-will) ◆ Weapon +8 vs. AC; 4 damage.	
r Shortbow (standard; at-will) ◆ Weapon +10 vs. AC; 4 damage.	
Combat Advantage The gnome sniper minion deals +2 damage against any target granting combat advantage to it.	
Shadow Sniper If a hiding gnome sniper minion misses with a ranged attack, it remains hidden.	
Reactive Stealth If a gnome sniper minion has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.	
Alignment Unaligned	Languages Common, Elven
Skills Athletics +5; Stealth +8	
Str 9 (+0)	Dex 15 (+3) Wis 12 (+1)
Con 12 (+2)	Int 10 (+1) Cha 9 (+0)
Equipment dagger, shortbow, 20 arrows	

ENCOUNTER 4: "ALL TIED UP WITH GNOME PLACE TO GO" MAP

TILE SETS NEEDED

Arcane Towers x1

Sinister Woods x1



ENCOUNTER 5: THE SWIFT ROAD HOME

SETUP

With the help of the rescued crewmen, the wagons have been loaded and the horses hitched. The PCs should now be ready to return to the natural world.

As the last of the wagons are loaded, Harelahur comes running up, looking especially nervous. “I have good news and bad news. The good news is that I found another crossroad nearby, and it’s charged, so I can open it.”

He looks over the wagons, and seems relieved. “The bad news is that I spotted an armed group riding swiftly this way. It doesn’t look like a random raid; they’re definitely coming with an objective. We have maybe ten minutes to leave here and get ahead of them.”

If the PCs don’t trust him, Harelahur can lead them to the top of the outpost and point out the approaching riders.

If anyone suggests they try to move deeper into the Feywild, Harelahur strongly argues against it. The area immediately surrounding the Swift Road is the safest terrain for leagues around, and even it has its dangers (as the PCs can now attest). Attempting to delve deeper into the plane will almost certainly result in encountering dangers that the PCs aren’t powerful enough to confront and survive.

As the wagons get ready to roll out, Harelahur pulls the PCs aside.

“Look... I understand that this is my fault. That’s why I’m here, trying to make amends. Perhaps we could call it even, assuming we get everyone out of here alive? I’m really not interested in spending the rest of my life locked in a cell ... or being drawn and quartered.”

If the PCs seem resistant to the idea of letting him go, Harelahur adds the following.

“Maybe you need further convincing? How about I surrender my ill-gotten gains? There’s a stash of items I’ve snagged over the years I can point you towards. An arrangement that benefits us both, right? Don’t answer right now, just think about it. We’ll discuss it more later.”

No matter what the PCs say, Harelahur will help the caravan escape the Feywild. Even though he’s a thief, he has his own sense of honor.

ENDING THE ENCOUNTER

With the wagons ready, Harelahur guides the caravan towards the crossroad he discovered. Proceed to the next encounter when the players are ready.

EXPERIENCE POINTS

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

TREASURE

If they allow Harelahur to go free (or if they lie to him about letting him go free and persuade him to tell them the location of the stash), the PCs can loot the stash. They find a piece of *hunter’s flint*, a *bridle of conjuration*, and a martial practice manual with instructions for performing Temporary Fix.

ENCOUNTER 6: COLD FAREWELL

ENCOUNTER LEVEL 3/5 (750/1000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Winter Court slave seeker (W)
- 1 eladrin slaver (S)
- 3 eladrin blades of winter (Level 3) (B)
- 2 Winter Court hound (H)
- 1 Harelahur, feyguide (F)
- 5 caravan horse and wagon (C)

This encounter includes the following creatures at the high tier:

- 1 Winter Court slave seeker (Level 5) (W)
- 1 eladrin slaver (Level 4) (S)
- 3 eladrin blades of winter (Level 4) (B)
- 2 Winter Court hound (Level 3) (H)
- 1 Harelahur, feyguide (F)
- 5 caravan horse and wagon (C)

The caravan has reached the crossroad, but just ahead of their pursuers. The PCs deploy along the road; place the wagons and Harelahur as well.

As the adventurers enter the area, read:

The caravan finally reaches a pair of standing stones quite similar to the ones you first entered this realm through. Harelahur walks up to one of them and places his palm upon it. "This is going to take all my concentration. I'll need you to watch my back while I keep the portal open."

Suddenly, a group of eladrin appears in a circle of stones nearby, armed and ready for violence. At the same time, another eladrin materializes on a small rise overlooking the road, surrounded by white hunting hounds whose breath frosts in the air.

The eladrin are all pale-skinned, with hair in shades of blue and white. The one on the hill - their leader, apparently - gazes upon the scene with disdain. "You dare to steal that which belongs to the Lord of the Long Night? I am here to reclaim what is his...and if you make me feel generous, add you to his property instead of simply slaying you." He points at your group with his sword, and the other eladrin begin to advance. "Take them for the Pale Prince."

Arcana DC 20: The Lord of the Long Night and Pale Prince are both references to the Prince of Frost, leader of the Winter Court of fey. He has little love for mortals, and his underlings have a tendency to take them prisoner. Legends say that he searches for something amongst the mortals he captures, but the tales you know omit what that is.

FEATURES OF THE AREA

Illumination: The Feywild sun is still bright overhead, so the entire area is bright light.

The Swift Road: The same road as the first combat; any creature that starts its turn upon one of the road's squares gains a +2 bonus to its speed until the beginning of its next turn.

Giant Skeleton: This is the skeleton of a fomorian slain years ago when it attacked another caravan; it remains still contain a lingering remnant of its power. Any power with the Fear or Charm keyword gains +1 to the attack roll when used from a skeleton square. These squares are difficult terrain.

Feyjumper Webs: These spaces are challenging terrain, requiring 2 squares to move through a single square of feyjumper webs. Any creature entering one of these squares must make a DC 15 Acrobatics or Athletics check to avoid becoming immobilized. A creature immobilized by the feyjumper webs can use a move action to take the escape action (Acrobatics or Athletics DC 15). A creature immobilized by the feyjumper webs can use a move action to teleport up to 5 squares to another feyjumper web square, remaining immobilized when they do so. These squares provide concealment.

Log: These squares are difficult terrain.

Trees: These squares provide cover and are difficult terrain. Tree trunks are blocking terrain.

Standing Stones: The stones at both the portal and the stone circle are blocking terrain. Any creature that leaves the map between the portal stones has returned to the natural world and is removed from the combat.

Rocks: The piles of rocks on the road and near the standing stones are difficult terrain.

Hill: The eastern end of the hill lies at ground level, the first square is one square above ground level, and the second square is two squares above ground level.

TACTICS

The Winter Court slave seeker controls the field from his vantage point, using *frostbolts* and *broken ice* to allow his allies to surround the enemy. He saves *numb the pain* for himself. If reduced to less than 20 hit points after

using that power, he tries to retreat, leaving his minions to their fate.

The Winter Court hounds keep together as a pack to take advantage of *icy spikes*, tracking down less armored foes. They use *icy breath* to pin down elusive foes so that they can be flanked. They fight to the death.

The eladrin slaver and eladrin blades of winter work together as a unit; the eladrin slaver attacks a tough melee opponent, and then uses *feywild positioning* to surround him with eladrin blades of winter for *wintery wounding*. They fight to the death.

None of the enemies start out focused on the wagons, but if left alone they start targeting the horses hitched to the one furthest back.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the Winter Court hounds.

Six PCs: Add another Winter Court hound.

ENDING THE ENCOUNTER

The goal for the encounter is to hold off the enemy long enough for the wagons to get through. The tactical complexity of this objective can be as high or low as you and the players desire. There are a number of wagons equal to the number of PCs, and one wagon escapes at the end of each round of combat. If game time is tight, you don't necessarily need to put the wagons on the battle map; the wagons can escape off-screen while the PCs hold off the dark fey. In this case, give the players an idea of how long they need to hold the line, but don't necessarily make it completely obvious (to create a variable duration, instead of having one wagon escape per round, you could roll 1d6 at the end of the round, and a wagon escapes on a roll of 1-5).

On the other hand, if you want a more tactically detailed encounter, place some or all of the wagons, along with the horses pulling the wagons, on the map and force the PCs to defend them against the fey. Try to strike a balance between forcing the players to dedicate at least some of their attention to protecting the wagons versus fighting the dark fey. If you go this route, don't let the encounter bog down into an exercise where you are rolling dice against yourself, tracking the hit points of every last horse, and so forth. The encounter likely runs best if the first two or three wagons escape easily while the enemies focus on the PCs, but once there are only one or two wagons left on the board, the slavers make a more concerted effort to stop at least one of those

wagons from escaping, forcing the PCs to defend the noncombatants.

If all the wagons escape, the PCs are victorious regardless of whether they have defeated the remaining monsters. They can leave through the portal and still gain full XP for the encounter, though they can also continue fighting if they feel a need to defeat the slavers. In many cases, the PCs will defeat the slavers before all the wagons have gone through the portal anyway, which is of course a complete success.

If the PCs are on the verge of defeat, Harelalur suddenly yells arcane words and the Feywild disappears in a flash of light as the energies of the crossroad explode out to envelop the battlefield. The PCs (including any unconscious or dead characters) and caravan crew find themselves back in the natural world, near the Lake of Mists. The wagons and cargo, any remaining eladrin, and Harelalur himself are nowhere to be found. The PCs do not earn the Minor Quest award in this case, but at least they are not trapped and enslaved in the Feywild.

EXPERIENCE POINTS

The characters receive 150/200 XP each for defending the wagons. If the PCs successfully escort all the wagons through the portal, they have also completed the *Recover the Wagons* minor quest, which is worth an additional 25 / 35 XP per PC and unlocks Story Award CORE50 (as long as they did not kill prisoners in Encounter 4).

TREASURE

The PCs do not find any treasure in this encounter.

CONCLUDING THE ADVENTURE

If Harelalur is still with the party at the end of Encounter 6, read the following:

“Looks like we’re safe; I doubt those eladrin are planning to follow us across the world.” He rubs the back of his neck, looking sheepish. “I don’t suppose you’ve made a decision about that little matter we discussed earlier? I did my part to make amends, right?”

If the party decides to let him go, Harelalur thanks them and quickly makes himself scarce. The PCs earn Story Award CORE49.

If they decide to bring the feyguyde in, he submits without a fight. The PCs' decision has no effect on whether or not they are rewarded by Amreth Gaunt for rescuing the wagons, but Gaunt does expect a full report, so if they let Harelalur go, the PCs will have to

decide if and how they want to explain this fact to their employer.

RESCUED THE WAGONS

If the PCs escaped with the wagons, the caravan returns safely to Uzbek. The guards guide the wagons into the barn from whence the original caravan disappeared, and escort the PCs to Taimurel's office.

Read or paraphrase the following:

Taimurel and Amreth Gaunt are already in the caravansary office, almost as if they had been waiting there the entire time. Taimurel asks if you discovered how the caravan was taken. She listens to your story, and then looks up at Gaunt with a smirk. "Well, Amreth, looks like YOUR capable folk had quite a little adventure getting your cargo back. You even got some fancy new wagons out of the deal."

Gaunt glowers at Taimurel for a bit before sighing heavily. Although he makes a great show of looking pained as he reaches for his money pouch, a faint smile touches his lips. "Indeed, Mistress, I must concede that you have a point. I suppose that gaining a fine set of eladrin wagons is worth a bonus."

Gaunt gives the PCs the pay originally offered by Taimurel (since it was someone he allowed to join the caravan who caused its disappearance), and also provides access to various items from his stores as a reward for obtaining the high-quality eladrin wagons. This includes Treasure C (a +1 *Vistani eye amulet*) and Treasure D (a +1 *four winds ki focus*). He also offers access to low-level rituals (Treasure H). The PCs earn Story Award CORE50 as long as they did not treat the prisoners' lives with disregard during Encounter 4.

If the PCs allowed Harelatur to escape rather than taking him into custody, Gaunt wants to know what happened, but he doesn't question whatever story the PCs tell him. He's happy as long as his people and goods were recovered, and he even got an upgraded set of wagons out of the deal.

If the PCs brought Harelatur back to face justice, Taimurel insists that since the crime occurred inside Uzbek, justice is hers to mete out. Gaunt does not challenge this. Guards quickly drag the elf away, with Harelatur begging and pleading for this life the entire time. If the PCs ask what she will do with him, Taimurel just smiles evilly.

Note that the PCs get access to Treasure E (the *hunter's flint*), Treasure F (the *bridle of conjuration*) and Treasure G (the *martial practice manual*) in different ways depending on whether they let Harelatur go. If they released the feyguide, they find these items in the

stash he reveals; if they brought him back to face justice, these items are instead among the rewards offered by Amreth Gaunt. The point is that the players should not be punished no matter which decision they make regarding the elf's fate.

FAILED TO RESCUE THE WAGONS

If the PCs fail to recover the wagons, read or paraphrase the following:

You escort the caravan crew back to Uzbek, but without the wagons everyone seems to feel defeated even though their lives have been spared. Reaching the caravansary, the guards lead the crew to spare rooms while you are asked to return to Taimurel's office.

Both Taimurel and Gaunt listen as you provide the details of what happened to the caravan, and the subsequent events in the Feywild. When you finish, Taimurel nods. "Well... at least you saved some lives today, and that's nothing to be ashamed of. Go get your rest, you'll find some rooms waiting for you."

Gaunt pays the 35/45 gold Taimurel promised, since the party did save his trained personnel. However, they do not earn Story Award CORE50, because Gaunt is still out a set of wagons.

A REPUTATION FOR CALLOUSNESS

Regardless of whether or not the wagons escaped, if the PCs were careless with the prisoners' lives in Encounter 4, add the following for those characters (which might not be the entire party depending on what happened):

Before you leave, Taimurel stops you, anger forming on her face. "You may have done what we hired you to do, but you were as heedless of the lives of your fellow travelers as the slavers you fought. I'm going to make sure the caravans that come through here know who you are; I doubt they'll trust you to watch their backs again. Now get out of my sight before I decide to have you thrown out."

Amreth Gaunt nods solemnly in agreement with Taimurel's words. "I appreciate what you've done, but I can't condone your methods. I'm afraid that there won't be a position for you among my guards when this caravan departs Uzbek in the morning."

The PCs still receive the Minor Quest XP award if they succeeded at Encounter 6, but they cannot earn CORE50 if they were careless with innocent lives. This has no impact on CORE49, which is strictly determined by whether or not they permitted Harelatur to go free.

ENCOUNTER 6: “COLD FAREWELL” STATISTICS (LOW LEVEL)

Winter Court Slave Seeker	Level 3 Elite Controller (Leader)
Medium fey humanoid, eladrin	XP 300
Initiative +0	Senses Perception +6; low-light vision
Aura of Chilled Blood aura 2; the slave seeker may use an opportunity action to deal 5 cold damage to any creature within the aura that hits the slave seeker or his allies with an attack.	
HP 90; Bloodied 45	
AC 17; Fortitude 16, Reflex 15, Will 16	
Speed 5	
m Longsword (standard; at-will) ♦ Cold, Weapon	
+8 vs AC; 1d8 + 2 damage plus 1d6 cold damage.	
r Frostbolts (standard; at-will) ♦ Cold	
Ranged 10; one or two targets; +6 vs Fortitude; 1d6 + 5 cold damage and the target is slowed (save ends). A slowed target is instead immobilized (save ends).	
A Broken Ice (standard; recharge 5 6) ♦ Cold	
Area burst 2 within 10; +6 vs. Reflex; 2d6 + 4 cold damage and the target falls prone.	
Winter's Command (minor 1/round; at-will)	
One ally within line of sight of the Winter Court slave seeker and who can hear him makes a basic attack as a free action.	
Numb the Pain (standard; encounter) ♦ Healing	
The Winter Court slave seeker or an ally adjacent to him regains 20 hit points.	
Fey Step (move; encounter) ♦ Teleportation	
The Winter Court slave seeker teleports 5 squares.	
Alignment Evil	Languages Common, Elven
Skills Arcana +14, Stealth +5, Bluff +8, Insight +6	
Str 14 (+3)	Dex 9 (+0) Wis 10 (+1)
Con 13 (+2)	Int 21 (+6) Cha 14 (+3)
Equipment Chainmail, longsword	

Winter Court Hound	Level 1 Skirmisher
Medium fey beast	XP 100
Initiative +2	Senses Perception +7; low-light vision
Frost Shield aura 1; each creature that enters or begins its turn in the aura is slowed until the end of its turn.	
HP 29; Bloodied 14	
AC 17; Fortitude 15, Reflex 11, Will 13	
Resist 10 cold	
Speed 6	
m Bite (standard; at-will) ♦ Cold	
+6 vs. AC; 1d8 damage plus 1d6 cold damage.	
C Icy Breath (standard; encounter) ♦ Cold	
Close burst 3; +4 vs. Fortitude; 1d6 + 3 cold damage, and the target is immobilized (save ends).	
Icy Spikes (immediate interrupt, when an adjacent enemy attacks the Winter Court hound's ally without also targeting the Winter Court hound with the attack; at-will) ♦ Cold	
The target takes ongoing 5 cold damage (save ends).	
Fey Step (move; encounter) ♦ Teleportation	
The Winter Court hound teleports 5 squares.	
Alignment Unaligned	Languages -
Str 11 (+0)	Dex 11 (+0) Wis 14 (+2)
Con 13 (+1)	Int 7 (-2) Cha 7 (-2)

Eladrin Slaver	Level 2 Brute
Medium fey humanoid, eladrin	XP 125
Initiative +2	Senses Perception +0; low-light vision
HP 44; Bloodied 22	
AC 16; Fortitude 16, Reflex 14, Will 13	
Speed 6	
m Thump and Lash (standard; at-will) ♦ Weapon	
+7 vs. AC; 2d6 + 5 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (standard; requires a scourge; recharge 4 5 6)	
♦ Weapon	
+7 vs. AC; 2d6 + 5 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin slaver teleports 5 squares.	
Feywild Positioning (minor; encounter)	
Each fey ally within 5 squares of the eladrin slaver can shift 2 squares as a free action. The creatures ignore difficult terrain during the shift.	
Alignment Evil	Languages Common, Elven
Skills Intimidate +6	
Str 14 (+3)	Dex 13 (+2) Wis 8 (+0)
Con 14 (+3)	Int 8 (+0) Cha 11 (+1)
Equipment Leather armor, mace, scourge	

Eladrin Blade of Winter (Level 3)	Level 3 Minion
Medium fey humanoid, eladrin	XP 38
Initiative +3	Senses Perception +1; low-light vision
HP 1; a missed attack never damages a minion	
AC 17; Fortitude 14, Reflex 15, Will 14	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+8 vs. AC; 4 damage.	
Wintry Wounding	
An eladrin blade of winter's basic attack deals 1 extra point of cold damage for each eladrin blade of winter adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin blade of winter teleports 5 squares.	
Alignment Unaligned	Languages Common, Elven
Str 14 (+3)	Dex 14 (+3) Wis 10 (+1)
Con 12 (+2)	Int 8 (+0) Cha 13 (+2)

Notes: The Winter Court slave seeker is Levia Shadewalker (*Dungeon* 171) with damage types changed from radiant to cold. The eladrin slaver is a human slaver, with *feywild positioning* (DMG2) added. The Winter Court hound is a frost hound (*Dungeon Delve*) with *fey step* added.

ENCOUNTER 6: “COLD FAREWELL” STATISTICS (HIGH LEVEL)

Winter Court Slave Seeker (Level 5) Medium fey humanoid, eladrin	Level 5 Elite Controller (Leader) XP 400
Initiative +2 Senses Perception +7; low-light vision	
Aura of Chilled Blood aura 2; the slave seeker may use an opportunity action to deal 5 cold damage to any creature within the aura that hits the slave seeker or his allies with an attack.	
HP 124; Bloodied 62	
AC 19; Fortitude 18, Reflex 17, Will 18	
Speed 5	
m Longsword (standard; at-will) ♦ Cold, Weapon +10 vs AC; 1d8 + 4 damage plus 1d6 cold damage.	
r Frostbolts (standard; at-will) ♦ Cold Ranged 10; one or two targets; +8 vs Fortitude; 1d8 + 6 cold damage and the target is slowed (save ends). A slowed target is instead immobilized (save ends).	
A Broken Ice (standard; recharge 5 6) ♦ Cold Area burst 2 within 10; +8 vs. Reflex; 2d8 + 6 cold damage and the target falls prone.	
Winter's Command (minor 1/round; at-will) One ally within line of sight of the Winter Court slave seeker and who can hear him makes a basic attack as a free action.	
Numb the Pain (standard; encounter) ♦ Healing The Winter Court slave seeker or an ally adjacent to him regains 20 hit points.	
Fey Step (move; encounter) ♦ Teleportation The Winter Court slave seeker teleports 5 squares.	
Alignment Evil Languages Common, Elven	
Skills Arcana +15, Stealth +7, Bluff +9, Insight +7	
Str 15 (+4)	Dex 10 (+2) Wis 11 (+2)
Con 14 (+4)	Int 22 (+8) Cha 15 (+4)
Equipment Chainmail, longsword	

Winter Court Hound (Level 3) Medium fey beast	Level 3 Skirmisher XP 150
Initiative +4 Senses Perception +8; low-light vision	
Frost Shield aura 1; each creature that enters or begins its turn in the aura is slowed until the end of its turn.	
HP 46; Bloodied 23	
AC 19; Fortitude 17, Reflex 13, Will 14	
Resist 10 cold	
Speed 6	
m Bite (standard; at-will) ♦ Cold +8 vs. AC; 1d8 + 2 damage plus 1d6 cold damage.	
C Icy Breath (standard; encounter) ♦ Cold Close burst 3; +6 vs. Fortitude; 1d6 + 5 cold damage, and the target is immobilized (save ends).	
Icy Spikes (immediate interrupt, when an adjacent enemy attacks the Winter Court hound's ally without also targeting the Winter Court hound with the attack; at-will) ♦ Cold The target takes ongoing 5 cold damage (save ends).	
Fey Step (move; encounter) ♦ Teleportation The Winter Court hound teleports 5 squares.	
Alignment Unaligned Languages -	
Str 12 (+2)	Dex 12 (+2) Wis 15 (+3)
Con 14 (+3)	Int 8 (+0) Cha 8 (+0)

Eladrin Slaver (Level 4) Medium fey humanoid, eladrin	Level 4 Brute XP 175
Initiative +4 Senses Perception +1; low-light vision	
HP 65; Bloodied 32	
AC 18; Fortitude 18, Reflex 16, Will 15	
Speed 6	
m Thump and Lash (standard; at-will) ♦ Weapon +9 vs. AC; 2d8 + 5 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (standard; requires a scourge; recharge 4 5 6) ♦ Weapon +9 vs. AC; 2d8 + 5 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Fey Step (move; encounter) ♦ Teleportation The eladrin slaver teleports 5 squares.	
Feywild Positioning (minor; encounter) Each fey ally within 5 squares of the eladrin slaver can shift 2 squares as a free action. The creatures ignore difficult terrain during the shift.	
Alignment Evil Languages Common, Elven	
Skills Intimidate +8	
Str 15 (+4)	Dex 14 (+4) Wis 9 (+1)
Con 15 (+4)	Int 9 (+1) Cha 12 (+3)
Equipment Leather armor, mace, scourge	

Eladrin Blade of Winter (Level 4) Medium fey humanoid, eladrin	Level 4 Minion XP 44
Initiative +4 Senses Perception +2; low-light vision	
HP 1; a missed attack never damages a minion	
AC 18; Fortitude 15, Reflex 16, Will 16	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon +9 vs. AC; 5 damage.	
Wintry Wounding An eladrin blade of winter's basic attack deals 1 extra point of cold damage for each eladrin blade of winter adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation The eladrin blade of winter teleports 5 squares.	
Alignment Unaligned Languages Common, Elven	
Str 15 (+4)	Dex 15 (+4) Wis 11 (+2)
Con 13 (+3)	Int 9 (+1) Cha 14 (+4)

Notes: The Winter Court slave seeker is Levia Shadewalker (*Dungeon* 171) with damage types changed from radiant to cold. The eladrin slaver is a human slaver, with *feywild positioning* (DMG2) added. The Winter Court hound is a frost hound (*Dungeon Delve*) with *fey step* added.

ENCOUNTER 6: "A COLD FAREWELL" NPC STATISTICS

(LOW AND HIGH LEVEL)

Harelahur, Feyguide	Level 3 Skirmisher
Medium fey humanoid, elf	XP -
Initiative +6	Senses Perception +6; low-light vision
HP 43; Bloodied 21	
AC 17; Fortitude 15, Reflex 16, Will 15	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+8 vs AC; 1d8 + 6 damage	
Open Fey Crossroad (standard; at-will)	
Harelahur keeps the crossroad open until the start of his next turn.	
<i>Sustain Standard:</i> The fey crossroad remains open until the start of Harelahur's next turn. If Harelahur does not sustain this power in a round, a wagon cannot pass through the portal that round.	
Alignment Unaligned	Languages Common, Elven
Str 11 (+0)	Dex 17 (+3) Wis 11 (+0)
Con 11 (+0)	Int 11 (+0) Cha 11 (+0)
Equipment Chainmail, longsword	

Caravan Wagon
Large vehicle
HP 100
AC 3; Fortitude 10, Reflex 3
Speed 8

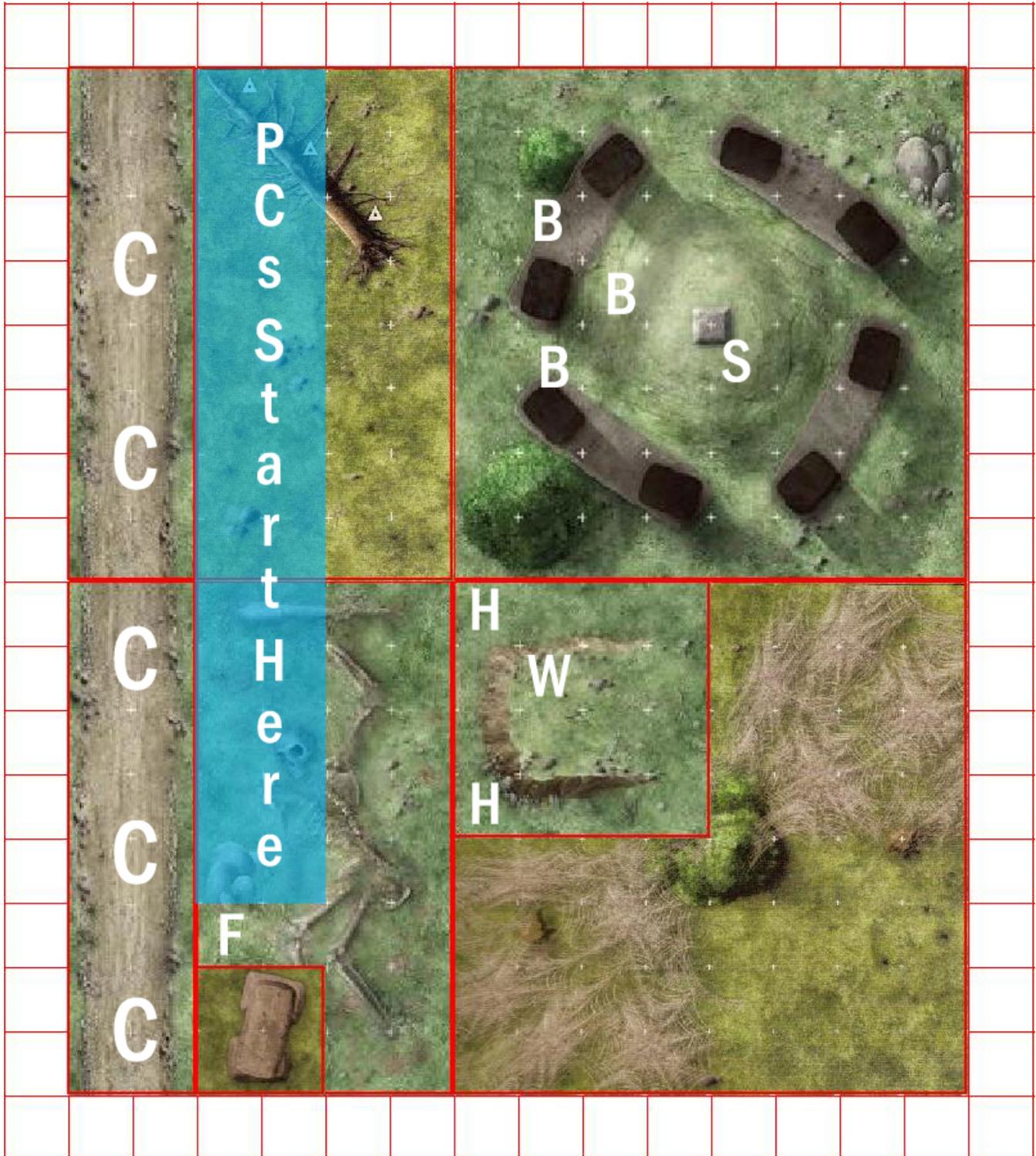
Draft Horse
Large natural beast
HP 36
AC 14; Fortitude 15, Reflex 13, Will 10
Speed 8

ENCOUNTER 6: A COLD FAREWELL MAP

TILE SETS NEEDED

Ruins of the Wild x1

Sinister Woods x1



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, 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 AND BASE GOLD

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 1: Without a Trace
20 / 25 XP

Encounter 3: Into the (Fey)wild
105 / 150 XP

Encounter 4: All Tied Up with Gnome Place to Go
100 / 150 XP

Encounter 6: A Cold Farewell
150 / 200 XP

Minor Quest: Recover the Wagons
25 / 35 XP

Total Possible Experience
400 / 560 XP

Base Gold per PC
75 / 100 gp

(Encounter 1: 35 / 45 gp, Encounter 4: 5 / 10 gp;
Encounter 6: 35 / 45 gp)

TREASURE

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

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

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

THE FOLLOWING TREASURES ARE AVAILABLE:

Treasure A: *+1 master’s wand of phantom bolt* (Level 4; AV2)
Found in Encounter 4

Treasure B: *gloves of piercing* (Level 3; PH)
Found in Encounter 4

Treasure C: *+1 Vistani eye amulet* (Level 2; Dragon 380)
Found in the Conclusion

Treasure D: *+1 four winds ki focus* (Level 3; Psionic Power)
Found in the Conclusion

Treasure E: *hunter’s flint* (Level 2; AV)
Found in Encounter 5 or Conclusion

Treasure F: *bridle of conjuration* (Level 4; AV)
Found in Encounter 5 or Conclusion

Treasure G: martial practice manual with Temporary Fix (*Martial Power 2*)
Found in Encounter 5 or Conclusion

Treasure H: ritual book with any single Level 1 ritual from a player resource (low level only) or any single Level 1 or Level 2 ritual from a player resource (high level only)
Found in the Conclusion

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a *potion of healing* plus 0 / 25 additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables worth 50 / 75 gp (in addition to his or her Base Gold).

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.

The PCs earn CORE49 only if they permit Harelatur to go free. They earn CORE50 if they successfully completed the "Recover the Wagons" Minor Quest and did not callously kill any of the illusion-covered prisoners during Encounter 4. Note that if it was only some of the PCs who killed prisoners, over the objections of the other players, it's OK for some PCs to get CORE50 and others not. Don't punish players for actions of their fellows that they could not prevent.

CORE49 Harelatur Owes You One

You were willing to look the other way and allow Harelatur to keep his freedom after he helped you rescue the caravan from the Feywild. Knowing a feyguide with a favorable opinion of you could come in handy in the future.

CORE50 Amreth Gaunt is Not Entirely Dissatisfied

Amreth Gaunt is not a man who provides his gratitude or favor for run-of-the-mill services. Indeed, he rarely recognizes one of his employees for taking any action short of saving an entire operation.

In this case, however, not only did you manage not to completely botch your task, your actions actually left him in a better position than he started. The master

merchant is willing to acknowledge this demonstrated level of competency by filing your name under "not worthless." He might even be willing to give you another job at some point in the future.

Even better, Gaunt has offered to tap his extensive network of contacts on your behalf to secure the purchase of one Uncommon magic item of your character level or less. (This means your character level at the time you use the favor, not your character level at the time you gain the favor.) You pay full market price, but you do not need to spend a found-item slot. You may only use this favor at the end of an adventure (after gaining XP) since it takes some time for Gaunt to locate a seller with the item you want. When you use this favor, strike through this paragraph and record the name and level of the item purchased in the space below.

EVENT SUMMARY

Your results can have an impact on future adventures! Please visit the online survey located at <https://www.surveymonkey.com/s/LFRCORE0204> and answer the following questions. The survey will remain open until 01 June 2011 (the adventure is still playable after that date, but late event summaries won't be counted).

1. What was the outcome of Encounter 6?

- All the wagons were saved; the PCs defeated the slavers before the last wagon had time to escape.
- All the wagons were saved, but the last slaver wasn't defeated until after the last wagon escaped.
- Some of the wagons were saved, but the slavers were able to destroy or capture at least one wagon.
- The PCs were defeated by the slavers, forcing Harelatur to bail them out with his power.
- The PCs did not make it to Encounter 6.

2. Did the PCs kill any of the illusion-shrouded prisoners during Encounter 4?

- No
- Yes

3. Did the party let Harelatur go free, or did they bring him in to face justice?

- The PCs allowed Harelatur to go free.
- The PCs took Harelatur to Uzbeg to face justice.
- The PCs handed Harelatur over to some other group or authority (neither Gaunt nor Taimurel).

4-5. How do the players and DM rate this adventure (on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating)?

NEW RULES

+1 Master's Wand of Phantom Bolt Level 4 Uncommon
Your illusory bolts become more ominous with this smoky amber wand.

Lvl 4 (840 gp)

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When you hit an enemy with the *phantom bolt* power using this wand, you can slide that enemy 1 extra square.

Power (Encounter): Standard Action. As the wizard's *phantom bolt* power (*Arcane Power*, page 101), reproduced below.

Reference: *Adventurer's Vault* 2, page 51.

Phantom Bolt Wizard Attack 1

You wave your hand, and your foe sees a bolt of fire streaking toward it. The enemy dives away from the imagined threat.

At-Will • Arcane, Illusion, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and you slide the target 1 square.

Level 21: 2d8 + Intelligence modifier psychic damage.

Bridle of Conjunction Level 4 Uncommon

This simple leather bridle conjures a magical mount for your use.

Lvl 4 (840 gp)

Wondrous Item

Power (Daily • Conjunction): Standard Action. You conjure a riding horse (*Monster Manual* 159) in a space adjacent to you. The bridle transforms into the mount's tack and saddle. The horse serves you, obeying your spoken commands to the best of its ability, though it does not attack even in defense. The horse disappears after 12 hours or if reduced to 0 or fewer hit points.

Reference: *Adventurer's Vault*, page 169.

+1 Four Winds Ki Focus Level 3 Uncommon

Channeling the power of air and sky, you command the four winds to speed your strikes and whisk you to safety.

Lvl 3 (680 gp)

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and you slide the target 1 square

Power (Daily): Free Action. Trigger: You hit an enemy with a melee attack using this ki focus. Effect: You fly a number of squares equal to the ki focus's enhancement bonus. Your movement from this power does not provoke opportunity attacks. You must land at the end of this movement or you fall.

Reference: *Psionic Power*, page 153.

Gloves of Piercing Level 3 Uncommon

These enchanted gloves can be activated to ignore an opponent's resistances for a short time.

Lvl 3 (680 gp)

Item Slot: Hands

Power (Daily): Minor Action. Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

Reference: *Player's Handbook*, page 247.

Hunter's Flint Level 2 Uncommon

This chunk of flint strikes sparks that can ignite a magical blaze.

Lvl 2 (520 gp)

Wondrous Item

Power (Daily • Illusion): Standard Action. Use this flint to light a campfire. The fire burns without smoke or sound. The light of this magic campfire is invisible from outside its 10-square radius, though creatures and objects within that radius can be seen normally with darkvision or if existing light allows. The campfire is a normal fire in all other respects. The fire lasts for 12 hours (requiring no other fuel) or until extinguished normally. The flint can be used to light lanterns and other fires as normal, but such fires gain no magical effect.

Reference: *Adventurer's Vault*, page 173.

+1 Vistani Eye Amulet Level 2 Uncommon

A large tiger-eye jewel serves as this item's pendant. The jewel sometimes moves like an actual eye, and it helps you discharge gaze-related effects.

Lvl 2 (520 gp)

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain an item bonus to saving throws equal to this item's enhancement bonus against effects imposed by attacks that have the Gaze keyword, that originate in the attacker's eye or eyes (DM's discretion), or that affect your eyes or sight.

Power (Daily): Free Action. You make a saving throw to end an effect against which this item grants a bonus to saving throws, even if a save cannot normally end the effect. If you save, the effect ends.

Reference: *Dragon Magazine* 380, page 91.

TEMPORARY FIX

A few tools and a bit of time are all you need to make a device work again.

Level: 1

Category: Martial Practice

Time: 10 minutes

Duration: 24 hours

Component Cost: 1 healing surge

Key Skill: Athletics or Thievery (no check)

Market Price: 50 gp

You repair a single object that can fit within a cube that is 10 feet on each side. The object functions for the practice's duration. After that time, the object returns to its prior state.

Reference: *Martial Power* 2, page 152.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

CORE2~ 4 LOST ON THE GOLDEN WAY

CORE49 Harelahur Owes You One

You were willing to look the other way and allow Harelahur to keep his freedom after he helped you rescue the caravan from the Feywild. Knowing a feyguide with a favorable opinion of you could come in handy in the future.

CORE50 Amreth Gaunt is Not Entirely Dissatisfied

Amreth Gaunt is not a man who provides his gratitude or favor for run-of-the-mill services. Indeed, he rarely recognizes one of his employees for taking any action short of saving an entire operation.

In this case, however, not only did you manage not to completely botch your task, your actions actually left Gaunt in a better position than he started. The master merchant is willing to acknowledge this demonstrated level of competency by filing your name under "perhaps not quite worthless." Who knows, he might even be willing to give you another job at some point in the future.

Even better, Gaunt has offered to tap his extensive network of contacts on your behalf to secure the purchase of one Uncommon magic item of your character level or less. (This means your character level at the time you use the favor, not your character level at the time you gain the favor.) You pay full market price, but you do not need to spend a found-item slot. You may only use this favor at the end of an adventure (after gaining XP) since it takes some time for Gaunt to locate a seller with the item you want. When you use this favor, strike through this paragraph and record the name and level of the item purchased in the space below.

Item Purchased:

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

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Item Purchased:

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

CORE2~ 4 LOST ON THE GOLDEN WAY

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Item Purchased:

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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Player Name	WIN/DCI Number
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4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

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