

LEGACY

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

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Two years ago a child was born from such unusual parentage that she has attracted attention from well beyond the reclusive hamlet where her parents lived. Now powerful forces both new and ancient endanger the child's welfare. A *Living Forgotten Realms* adventure set in Narfell for characters of the Heroic tier (levels 1-10). This adventure is a stand-alone sequel to CORE2-05 *The Black Card*. Play of the previous adventure is neither required nor assumed.

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

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

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are 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 supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

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

FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also

one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

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

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

In *CORE2-05 The Black Card*, the PCs were called upon by the hamlet of Bariel's Rest, located in the western fringe of the Dunwood, to end the threat posed by the powerful hermit Tyrus. Ultimately the PCs discovered that Tyrus was secretly a long-time defender of the hamlet who had lost control of the primal power given to him decades earlier by Kelog, the ghost of an ancient Nar wizard who inhabited nearby ruins. The PCs found themselves with no choice but to kill Tyrus to stop the threat, but by that point he had already fathered a child by Talia, a local young albino who was a longtime secret friend and, later, lover. That child, whose default name is Tylia, is the subject of this adventure.

A year ago, the Red Wizard Branimern Rythil, the master of the tower Jastaath on Mount Nar and long-time investigator of the lost secrets of the ancient Nar Empire, got wind of the existence of Nar ruins located in the western Dunwood and the ghostly wizard who inhabited them. (The boastful stories of adventurers sometimes spread in unintended ways!) She contacted the ghost Kelog (who escaped destruction at the hands of the PCs by retreating where they could not reach him), learned of his experiments with Tyrus, and sent an agent into the Bariel's Rest area to surreptitiously investigate any surviving results. Upon learning of Tylia's existence, Branimern ordered the child to be kidnapped for further study. This the agent did, leaving Tylia's mother Talia for dead and setting out for Mount Nar with the child. Talia didn't die, however, and set off in

pursuit of her daughter's kidnaper in the company of a couple of fellow "Resters."

What neither Branimern nor Kelog yet realize is that Tylia is just a perfectly ordinary child, one who inherited none of her parents' unusual traits. That puts her no less in danger, however.

DM's INTRODUCTION

Although this adventure was designed specifically as a sequel to *CORE2-05*, it should play perfectly fine as a stand-alone adventure, as no Major Quest links the two. If the players have played it previously, refresh their memories on the events described in the first paragraph of the Adventure Background.

If you are running a table that includes PCs higher than 6th level, ask if any of them have played *CORE2-05* and have the Story Award **CORE48 Namesake** from that adventure. (The PCs will *not* automatically have this award if they played that adventure, as it was given to only one PC per table if given at all.) If a PC does have it then Talia and Tyrus's daughter was named after that PC; replace all references to "Tylia" in this adventure's text with that PC's name or (if it's a silly one) a slight modification of it.

Optionally, if no PC has the Story Award, but a player at the table has another character that does have it, then you can use that character's name instead.

During this adventure the PCs are accompanied by Talia. She may be played as a pregenerated PC if one of the players does not have an appropriate character or opts not to use her own character. In this case give the player the version of Talia in Appendix 2 that is most appropriate to the AL being played and the background/role-playing notes in Appendix 3. **Also, only the scaling options for four, five, and six PCs are available in the combats.**

Otherwise Talia accompanies the party as an NPC companion who is role-played by the DM but can be run by either the DM or a player for skill checks and combats; use the AL-appropriate version in Appendix 1 in this case. She counts as a PC for purposes of scaling in combat, successes needed in group skill checks, and any other situation involving something that PCs can do or something which affects PCs. **Also, only the scaling options for five, six, and seven PCs are available in the combats.**

Note: The combats in this adventure are based on the assumption that Talia is being played as an NPC, hence the reason why the base is six PCs instead of the normal five. If the table is particularly weak or unbalanced, or if the players are inexperienced, adjust as needed.

The adventure begins with the PCs meeting Talia as she fends off the last of goblin attackers in a battle in the Giantspire Mountains. She fills the PCs in on what has happened and begs them for help. Assuming the PCs oblige, she travels with them for several days as they journey down the Long Road in pursuit of the kidnapper. Eventually they discover that the kidnapper has been beset and slain by a band of Nar barbarians, which apparently took Tylia along as it headed for the annual Nar trademeet at Bildoobaris.

In the third encounter, the PCs and Talia enter Bildoobaris in an effort to track down Tylia. Though they find her, they also find that the barbarians aren't willing to give Tylia up since she has been adopted as the surrogate daughter for the chieftain's wife, who recently lost her own daughter of about the same age. The disagreement goes before the tribal council, which rules that the girl's fate must be decided by a contest either of might (i.e. combat) or skill. Encounter Four is that fight/skill challenge.

In the fifth encounter, the night after the challenge proves dangerous when Branimer sends down some of her subordinates from Mt. Nar to "procure" Tylia. In the sixth and final encounter, undead agents on a mission from Kelog waylay Talia and the PCs as they are about to return home.

If running this adventure in a convention or other strict play time event, we suggest that you prepare an index card with a number of d20 rolls (20-30 total rolls for initiative, skill checks and attacks) and d4 rolls (5-10 rolls for damage) to simplify running Talia as an NPC. This also has the benefit of increasing speed of play, especially in situations with 6 players.

PLAYER'S INTRODUCTION

At the beginning of the adventure the PCs (excepting Talia, if she is being used as a PC) have been together for about a week, so have them do any necessary character introductions before reading the following:

For whatever reasons each of you found yourselves at loose ends in the northern nation of Damara, so you accepted a job from King Yarin Frostmantle to "discourage" some goblin tribes that were disrupting trade along the Long Road's pass through the Giantspire Mountains. It was inglorious work but paid reasonably well. After most of a tenday spent eliminating or chasing off bands of goblins and hobgoblins you finally thought you had the problem dealt with, but then cries of pain and the sound of combat echo through the pass from some distance ahead. Someone, it seems, is still having goblin trouble.

When the PCs investigate, go to Encounter 1. If Talia is being used as a PC, she is introduced at that point.

ENCOUNTER 1: MEETING

Important NPC: Talia, human (albino) female thief, resident of Bariel's Rest. (See Appendices 1-3.)

The PCs come upon the tail end of the battle that Talia and her Resters companions have had with a goblin raiding party who ambushed them. Talia is currently the only survivor. Read or paraphrase the following:

Following the sounds of battle, you soon see in the distance a bloody scene. Several humanoid bodies lay strewn about, and in the midst of the carnage one cloaked figure continues to fight a pair of goblins. A glint of metal at the cloaked figure's hands suggests that he or she is capably wielding short blades, but the figure's movements also suggest a serious injury.

At this point the PCs are 30 squares (150 feet) away from the action. If PCs with long-range weapons wish to help out, treat the goblins as minions with AL+13 defenses. Without help Talia strikes down one goblin per round, but not without taking additional injury; she is bloodied at the start and finishes the combat with one healing surge's worth of hit points left if not helped. (If this event is not being run under time constraints then feel free to play this out as a brief combat which does not count as a milestone.) When the PCs arrive on the scene, continue:

The scene you have come across is the aftermath of a desperate battle. One human and one half-elf, each clad in studded leather and obviously dead from weapon-related injuries, lay amongst the bodies of nearly a dozen goblins, each of which has accoutrements similar to the ones seen on the tribes you have been combating. The cloaked figure, whom you can now tell is a woman even though her face is still shrouded in shadow, takes a defensive stance with her two bloodied daggers as she seems to eye you warily.

If the PCs helped her out with the goblins, and/or if some among them have played CORE2-05, add the following:

Apparently satisfied that you aren't a threat to her, the woman kneels down beside first the human and then the half-elf and closes their eyes. "Rest well, my friends," she says in a soft voice, "I will continue and make sure that our task is finished."

If Talia is being played as a pregenerated PC, that player can take over at this point and explain who she is and what the "task" is. Otherwise continue:

"I am Talia," the woman says as she turns back to you, "and if you're truly adventurers then I could really use your help. These men with me," she motions to the fallen human and half-elf, "were fellow villagers who were helping me track down my young daughter, who was kidnapped but a few days ago. The kidnapper was strong enough that he nearly killed me in taking my daughter, so I cannot do this task alone."

Unless one or more of the PCs have Story Award CORE47 from CORE2-05, Talia is evasive about where exactly her "village" is located, only admitting that it's called Bariel's Rest. She otherwise offers up any of the following information depending on what the PCs ask:

- Talia's daughter's name is Tylia. [Remember to rename Tylia if a PC at the table has the appropriate Story Award from CORE2-05.]
- Tylia is two years old.
- The kidnapper took Tylia from her home in Bariel's Rest and struck down Talia in a brief fight when she tried to stop him.
- Since Talia lives on the outskirts of her village, no one knew anything had happened until a visitor found her unconscious more than a day later.
- Talia was quickly healed. She set out almost immediately with Herndon and Bral (the dead human and half-elf, respectively, both of whom had children who were playmates of Tylia) to find the kidnapper.
- They determined based on the tracks they picked up that the kidnapper had at least a two day lead on them by the time that they tracked him to the pass through the Giantspire Mountains.
- Based on his tracks and reports from passing travelers, he seemed to be heading down the Long Road to the east, into Narfell, and seemed to be traveling alone except for Tylia.
- Talia did get a good look at the kidnapper before being struck down. He was a human-sized, dark-skinned fey who was very skilled in swordplay. (Talia has never seen or heard of "drow" before, but her description matches one perfectly, particularly if there is a drow PC present.)
- Because her village is obscure and isolated, she suspects that whomever the kidnapper is working for must have some connection to an undead spirit which lingers in ruins not far from her village, as that's the only sentient being

outside of the village (other than some adventurers who helped the village previously) who should know of the village's existence and location.

- There's nothing special about Tylia that anyone is aware of. However, she may have somehow attracted attention because her parents are a bit unusual. Talia briefly pulls back her hood to let the PCs get a good look at her; despite seeming to be a moderately pretty human woman in her early 20s, she has pure white hair and eyebrows to go with unusually pale skin and hazel eyes that seem constantly in motion and have a hint of red to them in the right light. (Any PC who makes a DC 15 Nature or Heal check recognizes these as classic signs of severe albinism.) She also mentions that Tylia's father possessed a lot of primal power; so much, in fact, that it led to his death before Tylia was born. (If PCs want more details about this, refer to Appendix 2.)
- Because Tylia does appear to have been born normal, neither Talia nor any of the other "Resters," who are normally very vigilant, ever anticipated that she might be specifically targeted. If Talia can get her daughter back, they will definitely now take additional precautions.
- She's willing to trust the PCs to help her because adventurers have helped her people in the past. (And she's desperate.)

At this or some later point the PCs might also question Talia about whether or not she can adequately defend her child in the future should she get Tylia back. Talia assures the PCs that all adult Resters are very capable combatants who have survived for decades in a forest which contains demons, dire wolves, and undead, so now that they are aware of this kind of threat, they

should be able to arrange more proper security. Also, ever since Tylia's father died the village has been protected by some kind of primal force which prevents incursions by demons and undead (the spirit of Tylia's father, she thinks). Because of its obscurity and isolation, the village is not easy to find, either.

If asked about payment, Talia cannot offer much, as the self-sufficient Resters don't deal with much coin. She can only promise whatever these goblins have and a couple of family heirloom magic items that she's carrying, which she will hand over when the mission is done. The PCs can also, of course, have whatever the culprit and any of his allies may have when they are defeated. Also point out that the PCs have a payment pending for the goblin-hunting gig from King Frostmantle, who (according to rumor) is always concerned about what the Nar are up to and thus might pay out a bonus for a good scouting report.

ENDING THE ENCOUNTER

Once the PCs agree to help Talia with her task, she short rests to heal (taking any PC offers of assistance on this) and builds burial cairns for her companions before continuing on. Go to Encounter 2 when this happens. The adventure is over if the PCs do not agree to help, as Talia heads off on her own if necessary.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs can salvage 10/20/30/40/50 gp per PC worth of coins and other treasure items from the goblin bodies.

ENCOUNTER 2: THE LONG ROAD

SKILL CHALLENGE, COMPLEXITY 1 (120/180/240/360/480 XP)

This encounter happens over the course of several days, involving four individual scenes, as the PCs and Talia travel down the Long Road across Narfell. If this adventure is not being run under a time limit, feel free to flesh out the individual scenes more with further role-playing with travelers that the PCs may meet; common figures to see in Narfell would be traveling parties of barbarians, well-protected merchant caravans specializing in food or cold weather-related supplies, and other adventuring parties. See Appendix 4 for more information on the area. Otherwise limit the encounter to 15-20 minutes.

The approach of summer - or what passes for it in Narfell - has made the temperatures and weather at least tolerable as you journey down the Long Road with Talia in pursuit of her daughter's kidnapper. Despite the pleasant weather, you have a task before you: how do you stay on the perpetrator's trail and gain ground on him?

SKILL CHALLENGE: TRACK THE CHILD

Goal: Find where Tylia has been taken.

Complexity: 1 (4 challenge scenes)

Primary Skills: varies by scene

Victory: The PCs determine that Tylia has been taken to Bildoobaris and get there without undue harm.

Defeat: Each scene has its own special consequences for failure.

SCENE 1: PICKING UP THE PACE

To have any hope of gaining ground on the kidnapper, the PCs need to move faster. Eight uses of the Phantom Steed ritual gives the party an automatic success here, as do other rituals or mounts which give the party a regular or overland flight speed of 10 or better. Otherwise a group Endurance check must be made. If the entire party is mounted on slower mounts or using an ability each day which boosts overland speed (such as the Traveler's Chant ritual), everyone has a +5 bonus to this check. Half or more of the PCs must succeed for a success.

Endurance [Moderate DC] (group check)

If the group fails this check, every PC who individually failed the check loses a healing surge at the beginning of Encounter 3 due to fatigue.

Heal [Easy/Moderate/Hard DC] (trained only; not a success or failure)

By working to maintain the health of others, a PC provides a +2 bonus to the Endurance check of 1/2/3 PCs, depending on an Easy/Moderate/Hard success. Each PC may only attempt this check once in this scene and only PCs trained in Heal may attempt the check.

SCENE 2: TRAVELERS

As you travel down the Long Road through the largely untamed lands of Narfell, you encounter an assortment of fellow travelers. Some are merchants or wandering craftsmen, others are adventurers or travelers of uncertain motives, and still others are groups of barbarians who seem to be headed east. Perhaps some of them might know something about your quarry.

To simulate that these interactions are taking place over the course of several days, this is effectively a group check, though different PCs may use different skills as part of the check. Each PC may also make a "no success" check once to give a bonus to herself or another PC. Once at least half of the PCs have succeeded at a check, consider the scene a success.

History [Hard DC] (1 success, 1 max)

The PC's knowledge of the geography of Narfell, and thus the best places to meet people, is invaluable to finding the right people to ask questions.

Diplomacy [Moderate DC] (1 success, no max)

The PC impresses travelers with her civility or chats travelers up in a friendly fashion, thus accurately learning whether or not the traveler has spotted their quarry, and when.

Insight [Moderate DC] (not a success or failure)

By reading the body language of those encountered, the PC grants a +2 bonus to another PC's social skill check.

Intimidate [Moderate DC] (1 success, no max)

The PC either bullies travelers into telling him what he wants to know about their quarry or else impresses a group of barbarians with his bluster.

Perception [Moderate DC] (not a success or failure)

The PC spots an individual who might know something who might have otherwise been overlooked. Grant a +2 bonus to a PC's social skill check.

Stealth [Hard DC] (1 success, 1 max)

The PC is able to sneak up on the camp of a group of fellow travelers and listen in on their conversations, which include mention of a dark-skinned traveler with a little girl.

Streetwise [Moderate DC] (1 success, no max)

By piecing together information from various travelers, the PC gets a good picture of the direction and time frame of their quarry's movements.

Success here means that the party has stayed on the trail of their quarry well enough to catch up to him at a camp not far to the east of the trade post of Jiyd. Failure means that the party still gets there but takes longer doing so, incurring a penalty in Scene 3.

SCENE 3: THE KIDNAPPER'S CAMP

According to information you've gathered, the tent positioned off the road up ahead should belong to the perpetrator. As you close in on it, though, something seems amiss. There's no sign of recent activity.

Upon investigation the PCs discover the body of a drow male stripped of all valuables and tossed into the tent. Talia can identify him as her attacker. There is no immediate sign of Tylia, however, so the PCs must investigate. The following skills can be used in this group check to determine what happened, and each PC can use a different skill. If the PCs failed in scene 2, increase the difficulty of these checks by one step (e.g., Easy becomes Moderate), to a maximum of Hard. Each PC can assist in one other check in addition to making a primary check. Half or more of the PCs must succeed at a check for this scene to be considered a success.

Heal [Easy or Moderate DC] (1 success, 2 max)

On an Easy check, the PC can determine that the drow was slain by multiple slashing and bludgeoning attacks consistent with axe and warhammer blows. On a separate Moderate check, the PC can determine that the drow has been dead for close to two days (four days if the PCs failed Scene 2).

History [Moderate DC] (1 success, 1 max)

This option is only available following a successful Nature check.

The PC recalls that Nar barbarian tribes are not averse to adopting young children left behind in the wake of their battles, especially if the child is clearly of Nar heritage. (And since Talia's features suggest a Nar background, that wouldn't be a stretch for Tylia.)

Nature [Moderate DC] (1 success, 1 max)

For this skill to be available, the Easy Perception check must be made first.

The style of workmanship on the scrap of clothing suggests that it might have belonged to one of the Nar barbarian tribes. This opens up History as an option.

Perception [Easy/Moderate/Hard DC] (1 success, 3 max)

Each Difficulty Class is a separate check.

On a success against the Easy DC, the character finds a scrap of clothing on a nearby patch of brambles; this unlocks Nature as an option.

On a success against the Moderate DC, tracks present at the site suggest a sizable group of individuals on foot and horseback departed from this site heading east about two days ago (four days if the PCs failed in Scene 2).

On a success against the Hard DC, the PC gains several benefits. Signs indicate that a small humanoid figure was present at one point but there are no signs of that humanoid departing the scene (she was carried off). The PC also notices that a separate, much smaller group came into the camp from the west and departed in the same direction as the larger group much more recently, one which bears faint traces of acidic burn marks; this is a reference to Kelog's undead agents in Encounter 6, although the PCs have no way to know that at this time. The PC also discovers a *power jewel* that the kidnapper was carrying which got overlooked when the Thurle ransacked the camp.

Speak with Dead ritual [Special]

Each question asked through this ritual can replace one of the above skill checks if appropriately worded to get an answer about something that the corresponding skill covers. If the drow is asked about why he kidnapped Talia, he replies that he was only doing his master's bidding and doesn't know her reasons for wanting the child. If asked who his master is, he identifies Branimern Rythil; refer to Appendix 4 if the PCs want to make skill checks to see what they know about her.

Streetwise [Moderate] (1 success, 2 max)

Based on tidbits picked up from talking to travelers during the journey, the PC knows that a scenario like this would not be out of line for one of the Nar barbarian

tribes. Alternatively, the PC has heard mention that the Nar tribes are congregating at a place to the east called Bildoobaris for their annual trademeet.

At the end of this scene, the PCs should have gathered enough information to determine that Tylia was likely picked up by a marauding Nar barbarian tribe, which then headed east. Nothing on the drow's person or his remaining equipment indicates his affiliation; that can only be learned at this point via Speak with Dead. If the PCs fail the skill challenge during this scene, passers-by clue the PCs in on what they missed, but that further delays the PCs and thus incurs a penalty in Encounter 3.

SCENE 4: ON THE BARBARIANS' TRAIL

Following the trail of the barbarians you presume have Tylia has led you to N'Jast, a trade settlement situated at the intersection of the Long Road and Cold Road. Here you might be able to find some clues.

Only a single skill check is required this time. Different PCs can make another attempt if the first fails, and this scene is only a failure if all of the PCs fail.

Diplomacy [Hard DC], **Intimidate** [Hard DC], or **Streetwise** [Moderate DC] (1 success)

On a success using any of these checks, the PC learns from questioning locals that the Thurle, one of the barbarian tribes who made a brief stop at the settlement just a couple of days ago, did seem to be carrying with them an oddly-dressed toddler girl that no one remembers seeing with them before. Her description matches Tylia's. The tribe was headed southeast to Bildoobaris, the annual Nar summer trademeet.

On a failure in this scene, the PCs eventually find out what they need to know but it delays them further, giving them penalties in Encounter 3.

ENDING THE ENCOUNTER

The encounter ends after all four scenes have been played out, regardless of whether or not the PCs were successful. Go to encounter 3.

MILESTONE

This encounter counts towards a milestone. For purposes of milestone accounting, consider this skill challenge to be completely resolved on the same day as Encounter 3.

TREASURE

If a PC succeeded on the Hard DC Perception check in Scene 3, they turn up a *power jewel*. The drow's camp has otherwise been ransacked of valuables.

ENCOUNTER 3: BILDOOBARIS

Important NPCs:

Brol: Human barbarian chieftain (unaligned).

Cloa: Human barbarian (unaligned).

Tylia: Two-year-old human girl.

On the second day of travel to the southeast from N'Jast, the PCs arrive at Bildoobaris. Here they must locate the Thurle tribe which has Tylia and try to reason with them. This scene can be played out in great detail if the adventure is not being run under time restrictions, but in a convention or similar setting it should be limited to 10-15 minutes.

Based on PC actions, the following bonuses and penalties on skill checks apply in this encounter:

- -2 cumulative penalty on all social checks in Scenes 2 and 3 for failures in Scenes 3 and 4 of Encounter 2.
- +2 bonus on all skill checks for PCs who have Narfell as their background.
- +4 bonus on all social checks for understanding and speaking Damaran. (Speaking in the “correct” languages greatly impresses the Nar.)
- +2 bonus on all social checks for only understanding Damaran. (Most likely to happen on a Comprehend Languages ritual that does not make a DC 35 Arcana check.)

SCENE 1: ARRIVAL

At first, as you pass through the outlying clusters of barbarian-styled hide and wool tents, nothing seems unusual; the gathering is large, but otherwise nothing special. As you continue to progress inward, however, and the clusters of tents continue to spread out in all directions, you finally start to get an impression of just how big this Bildoobaris gathering is. When you finally get to a rise substantial enough to give you a view above the tents, the sight is astonishing: there must be thousands - possibly even tens of thousands - of tents spread out loosely across the plains, covering an area that could be measured in square miles. Though most are the painted hide creations of the Nar barbarians, here and there can also be seen more colorful tents suggesting foreign traders and performers, even adventurers.

In the distance beyond the camp to the southeast, the imposing presence of the Firward Mountains and the glacier-covered Mount Nar looms.

Locating the Thurle tribe in this mass of humanity is actually not as imposing a task as it may seem at first, as they have been well-known for years for their hunting prowess (they have won several recent Bildoobaris competitions) and have already made an impression this year by bringing a new child with them; these facts the PCs can pick up by merely asking around. Thus only an Easy Streetwise check or a Moderate Bluff, Diplomacy, or Intimidate check is necessary to get directed to where the Thurle are camped.

SCENE 2: THURLE CAMP

The cluster of tents which composes the Thurle camp only distinguishes itself from others around it by the presence of a seven foot high totem pole carved in a bear motif, from which hang several feather-festooned medallions which look to be some kind of trophies. Several hardy-looking tribesmen, women, and children eye you curiously as you approach but only one pays you special attention: a toddler girl clad in rabbit fur clothing who is being cradled possessively by a bulky Thurle woman. Talia recognizes her instantly and the girl cries out “Mama!” upon seeing Talia.

That definitely seemed to get the attention of the rest of the Thurle.

Cloa, the woman holding Tylia, is the Thurle chieftain's mate. She lost a two-year-old child over the previous winter, so her mate Brol allowed her to pick up and adopt Tylia into the tribe as a replacement when they found her at the camp of a drow they killed. Cloa already regards Tylia as her new daughter and so does not easily give her up. Not all of the Thurle are comfortable with this (which PCs whose Passive Insight scores make a Hard check might note), but Brol and Cloa are both well-respected so the rest of the Thurle back them up.

This is a delicate role-playing situation for the PCs. If they seem inclined to do a snatch-and-grab or start a fight, remind them that they are close to a mile deep into a massive, heavily-armed, and mostly barbarian encampment. Any PCs who try to force the issue at this point find themselves quickly overwhelmed by barbarian warriors; each troublemaking PC loses two healing surges before mediators arrive to break up the fight. Go directly to Scene 3 in this case.

Assuming that the PCs take the more level-headed approach and try to talk things out, a Talia being run as an NPC allows the PCs to do most of the talking, especially if one or more of the PCs has demonstrated good social skills so far, but does occasionally interject comments. Cloa counters any claim by the PCs that Talia is the girl's real mother by insisting that “Rabbit”

(what she's calling Tylia) was rescued by the Thurle from certain death and is now one of them. She loves the girl and has no intention of giving her up, even in the face of Tylia motioning towards Talia when crying out for her mother. If the PCs point out that Tylia was a kidnapp victim and/or was taken from Talia by force, Cloa insists that Talia proved her unworthiness to be a mother by failing to protect her daughter. The girl will be much safer with the Thurle and will grow up stronger because of it.

After a couple of minutes the scene draws enough attention that a crowd of curious onlookers starts to form. It also gets the attention of the chieftain:

“What goes on here?” bellows a deep, resonant voice as a figure that you at first mistake for a goliath stomps through the onlookers and onto the scene, accompanied by a pair of axe-wielding barbarian warriors. You soon realize that the lead figure is instead just the tallest Nar barbarian that you’ve ever seen, with a bulk to match. The tattoos on his face suggest that he is a figure of some high rank.

A tribesman who has been present the whole time says something in Damaran to the newcomer. (Talia and any PC who can understand Damaran knows that he’s saying, “Brol, these people claim that Rabbit is the blood daughter of the white-haired one.”) The newcomer eyes first you, then the woman holding Tylia, then Tylia herself, speculatively, and crosses his arms.

“I am Brol Bear-Wrestler, Thurle chief,” he says in thickly-accented Common. “So, you making a claim of blood ties on the little one, then? Tell me your story.”

Have the PCs state their case and then have them make a Bluff or Diplomacy check, depending on the tack they take, with Talia automatically attempting to assist if played as an NPC. (An Intimidate check can also work here, but only if the PCs approach it as a show of bluster and power rather than as a threat.) See below for the results, using the highest level applicable:

- **Failure:** Brol dismisses the PCs’ case as having no solid merit. At this point allow the PCs a Moderate History check to know that, in Nar barbarian culture, their only recourse is to demand Mediation; go to Scene 3 if the PCs do so. Failing that, the PCs must come up with some other way to approach their mission; see the Troubleshooting section.
- **Easy DC:** Brol is unconvinced but willing to listen to more. This gives the PCs a second attempt.
- **Moderate DC:** Brol is convinced that the PCs have a good case. He suggests that the matter be

brought before Mediation by a tribal council; see Scene 3.

- **Hard DC:** As with a Moderate success, but the PCs have also made an impression on the Thurle which gives them a bonus in Encounter 4.

SCENE 3: MEDIATION

When disputes arise between tribes, or between a tribe and outsiders, at Bildoobaris and they cannot be resolved simply, the traditional approach is to bring them before Mediation by a tribal council. If the PCs got to this scene by a non-violent method, Brol sends a runner ahead to call for a tribal council and leads the PCs and his tribe to a gathering place. If the PCs got here because of a failed attempt at violence, their hands are tied and they are each escorted by a burly barbarian whose waist they are tied off to. Paraphrase the following description accordingly if the PCs got here without formally meeting Brol:

You are led to a large ring of low stones which each have a depression suggestive of a chair carved into them. Your group is told to choose up to three spokespeople to step forward into the ring to represent your group, while Brol and his mate Cloa, who still carries the little girl, step forward to represent the Thurle.

Wait for the PCs to make this decision before continuing. Only the chosen PCs can make social checks in this scene, and Talia (if run as an NPC) insists on being one if a third PC seems reluctant to volunteer.

Soon most of the seats in the ring are occupied by barbarians bearing facial tattoos somewhat similar to Brol’s. Oddly, you notice a couple of tieflings amongst the otherwise all-human assemblage. A crowd of curious onlookers gathers at a respectful distance behind them.

One of the seated figures gives a signal and a gong is struck, which silences the crowd; even Tylia has quieted, perhaps sensing the solemnity of the situation. Another then speaks in Common in a gravelly voice. “Brol Bear-Wrestler of the Thurle, you have come before this council for Mediation. State the case.”

Brol explains the situation - that the Thurle claimed a child that they found without means for support on a roadside and have adopted the girl, but now the supposed blood mother has come seeking her - and then defers to the PC representatives. You can role-play this out, but just assuming that the PCs rehash what they said earlier is recommended to avoid redundancy. Either way, the must make a Bluff, Diplomacy, or Intimidate check, depending on the approach they take;

each may make their checks separately or one may assist another. On a complete failure the PCs' case is rejected outright and they are told to leave Bildoobaris immediately, as outside troublemakers are not wanted here; refer to the Troubleshooting heading below in this case. On a success at any level, the council agrees that the PCs have a strong enough case to merit a Challenge over the matter of the little girl. (The level of their success merely affects how respectfully the PCs are treated.)

If the PCs earn the Challenge, they are told by the council that the traditional Nar way of settling intractable disputes is to have both sides engage in either a Challenge of Blood (i.e., an organized combat) or a Challenge of Skill (i.e., a skill challenge). As the aggressors in the dispute, the PCs may choose which type of Challenge to be waged, while the defending Thurle get to choose the venue.

ENDING THE ENCOUNTER

If the PCs choose the Challenge of Blood, go to Encounter 4a. If they choose the Challenge of Skill, go to Encounter 4b.

TROUBLESHOOTING

Whether through failed skill checks or just an attempt to do things differently, the PCs may want or need to take an alternate approach. The most likely alternate scenario is that the PCs try to sneak into the camp at night and kidnap Tylia back. Given Talia's skill set, they should not have too much trouble doing so. Alternatively, they might try to stage a diversion elsewhere in camp and try to snatch Tylia away in the confusion and make a run for it. In either case, or if they come up with something else creative, give the PCs appropriate skill checks to pull the plan off.

Since these kinds of scenarios will typically prevent Encounter 4 from happening as written, you have two options. If the party seems more skill-inclined, have them complete a dozen skill checks using skills appropriate to what they are doing (in other words, effectively a Complexity 5 skill challenge) to reflect the PCs' efforts to rescue Tylia and escape with her without leaving too bold a trail; assume that each failure costs the failing PC a healing surge from threats that have to be combated and silenced. If the party seems more combat-inclined, have them do a few appropriate skill checks to reflect the rescue and then throw either a "barbarians on their trail catch up to them" or a "cross paths with a hostile tribe on the hunt who finds them to be good sport" combat encounter using the barbarians and map given in Encounter 4a, albeit with Brol renamed at AL

10. In these cases those encounters do count towards milestones. Encounters 5 and 6 still play out in any case, though the exact circumstances under which they happen (e.g., Encounter 5 now takes place in a camp along the road rather than in the middle of Bildoobaris) will change.

MILESTONE

This encounter does not count towards a milestone, except as noted under the Troubleshooting heading.

TREASURE

The PCs earn no treasure for this encounter.

ENCOUNTER 4A: CHALLENGE OF BLOOD

ENCOUNTER LEVEL 1/3/5/7/9
(500/750/1000/1500/2000 XP)

At lower ALs Brol sends his underlings out to fight in the Challenge, but if the PCs look particularly tough he steps into the fray himself.

CREATURES

This encounter includes the following creatures at AL 2/4/6/8:

- 3 Thurle berserkers
- 2 Thurle wardens
- 1 Thurle huntleader

This encounter includes the following creatures at AL 10:

- 3 Thurle berserkers
- 1 Thurle warden
- 1 Brol Bear-Wrestler, Thurle chieftain

SCALING THE ENCOUNTER

This encounter is set for six PCs (or five PCs plus Talia as an NPC). Make the following adjustments to the combat based on the number of PCs present.

Four PCs:

- ALs 2-8: Remove one berserker and one warden
- AL 10: Remove two berserkers

Five PCs (or four PCs plus Talia as an NPC)

- All ALs: Remove one berserker

Seven PCs (i.e., six PCs plus Talia as an NPC)

- All ALs: Add one berserker

SETUP

The PCs are led to an area at the far eastern end of Bildoobaris which has been roped off specifically to serve for Challenge fights and honor duels, which frequently occur at such gatherings.

The rules for the Challenge of Blood are simple:

- The fight continues until each combatant on one side has been slain, rendered unconscious, willingly leaves the designated fighting area, or concedes the fight.

- Any PC who concedes, leaves the map willingly, or is rendered unconscious is considered out of the fight and may not participate further on pain of forfeiting the Challenge. Healing downed companions back to consciousness is acceptable, but they must leave the map on their next possible action.
- The PCs may use any resources at their disposal.

The Challenge of Blood has attracted a lot of attention, so the fight scene is encircled by barbarians and curious traders. (Think of a pro golf event.) The Thurle have been a little too successful in competitions of late, so the PCs will have as many supporters as the Thurle do. Thus the overall balance of the crowd is neutral and does not impact the fight except as noted in the Features below. Feel free to play up the way the crowd cheers or boos when either side does something dramatic, though! The betting is also fierce on the challenge; give PCs who make a Moderate Passive Insight or Perception check a chance to notice this.

FEATURES OF THE AREA

This area has a few important features.

Brush: All trees and bushes marked on the map are scraggly brush which counts as difficult terrain and provides concealment.

Rocks: The rocks on the map are 2 squares (10 feet) high. They require a DC 15 Athletics check to climb and their uneven top surfaces are considered difficult terrain.

Fallen Trees: Squares primarily occupied by the trees are difficult terrain. Merely crossing over them requires either an extra square of movement or a DC 10 Athletics check.

Slopes: These are steep but easily climbable slopes up to a 2 square (10 foot) elevation rise. They do not require an Athletics check but do require two extra squares of movement to traverse and for forcing a target up it. Any combatant struck while on a slope must make a DC 10 Athletics or Acrobatics check or be knocked to the bottom of the slope.

Surrounding Area: The map area is ringed by a crowd of onlookers. Any combatant who is forced off the map is pushed back into the square from which he exited (or an adjacent one, if that square is occupied).

TACTICS

The Thurle haven't won numerous hunting trophies for nothing, so they act with greater tactical coordination than barbarians usually do. Since these particular Nars are not experts at ranged combat, they close with the

PCs as quickly as possible, though they take advantage of cover, concealment, and higher ground along the way and none race far ahead of the others.

The wardens activate their *form of the winter's herald* abilities immediately and maneuver to mark and restrict the movement of as many PCs as possible. The berserkers play off of that, taking advantage of flanking situations wherever possible.

Brol and the huntleader both position themselves to be visible to as many Thurle as possible at any given time. Brol chooses the PC that he judges to be the toughest and/or most dangerous and concentrates on that PC (unless it would be tactically unsound to do so), while the huntleader instead tries to assist and/or support wherever possible. He turns into and stays in bear form unless he needs to be in human form to do something.

The Thurle do not fight pointless battles, so they concede the Challenge if they are clearly losing badly and have little hope of turning the fight around; use your judgment on this, but more than half of their number out of action and the remainder bloodied, without equivalent losses by the PCs, is a good yardstick.

ENDING THE ENCOUNTER

If the Thurle lose, Brol admits that the PCs have proven the worthiness of their claim and allows Tylia to return to Talia, amidst much weeping by Cloa. If the Thurle win the PCs (once they wake up) are told that their claim had been judged unworthy and that they should leave as soon as possible. In this event refer to Encounter 3's Troubleshooting section.

Go to Encounter 5.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs earn 10/20/30/40/50 gp each for a victory in this encounter, which they're told is their share of the rigorous betting action surrounding the outcome of the Challenge. (The Thurle were favored by a significant margin.)

STORY AWARD

On a victory, the PCs earn the Story Award **COR79 Impressed The Nar**.

ENCOUNTER 4A: CHALLENGE OF BLOOD (AL 2)

Thurle Huntleader (level 1)	Level 1 Controller (Leader)
Medium natural humanoid (shapechanger) human	XP 100
HP 30; Bloodied 15	Initiative +3
AC 15, Fort 12, Reflex 13, Will 14	Perception +9
Speed 6	
TRAITS	
Totemic Inspiration	
When in bear form, any ally who can see the huntleader who bloodies an enemy or reduces an enemy to 0 hp gains 4 temporary hit points.	
Wild Step	
The huntleader ignores difficult terrain whenever it shifts.	
STANDARD ACTIONS	
m Lunge • At-Will	
<i>Requirement:</i> The huntleader must be in bear form.	
<i>Attack:</i> Melee 1 (one creature); +4 vs. Reflex	
<i>Hit:</i> 1d8 + 4 damage.	
<i>Effect:</i> The huntleader slides the target up to 2 squares.	
m Spear (weapon) • At-Will	
<i>Requirement:</i> The huntleader must be in human form.	
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC	
<i>Hit:</i> 1d8 + 4 damage.	
R Entangle • At-Will	
<i>Attack:</i> Range 5 (one creature); +4 vs. Reflex	
<i>Hit:</i> The target is immobilized (save ends).	
A Wall of Brambles (zone) • Recharge when first bloodied	
<i>Requirement:</i> The huntleader must be in human form.	
<i>Attack:</i> Area wall 8 within 10 (creatures in the wall); +4 vs. Reflex	
<i>Hit:</i> 1d6 + 3 damage and ongoing 5 damage (save ends)	
<i>Effect:</i> The wall creates a zone up to 4 squares high that last until the end of the encounter. The zone is difficult terrain for creatures without forestwalk. Any creature without forestwalk who enters the zone or ends its turn there takes 5 damage.	
MINOR ACTIONS	
Bear Form (polymorph) • At-Will	
<i>Effect:</i> The huntleader alters his physical form to appear as a Medium bear until it uses <i>bear form</i> again or he dies. He can also use this power to return to humanoid form.	
Skills: Nature +9, Stealth +6	
Str 14 (+2)	Dex 15 (+2)
Con 14 (+2)	Int 12 (+1)
	Wis 18 (+4)
	Cha 14 (+2)
Alignment unaligned	
Languages Common, Damaran	
Equipment hide armor, spear	

Note: Renamed and rethemed Harken's heart druid with leader status (represented by *totemic inspiration*) added, and race changed to human.

2 Thurle Warden (level 1)	Level 1 Soldier
Medium natural humanoid (human)	XP 100
HP 31; Bloodied 15	Initiative +4
AC 16, Fort 14, Reflex 13, Will 12	Perception +6
Speed 6	
STANDARD ACTIONS	
m Strength of Stone (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d8 + 4 damage and the warden gains 2 temporary hit points.	
r Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +7 vs. AC	
<i>Hit:</i> 1d6 + 4 damage.	
M Wildblood Frenzy (weapon, thunder) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d8 + 5 damage	
<i>Effect:</i> Make the attack one more time against the same or a different enemy.	
C Winter's Herald (weapon, cold) • Encounter	
<i>Requirement:</i> Must have <i>form of the winter's herald</i> active.	
<i>Attack:</i> Close burst 1 (enemies in burst); +6 vs. AC	
<i>Hit:</i> 1d8 + 6 cold damage, and the target is immobilized (save ends).	
<i>Miss:</i> Half damage, and the target is immobilized until the end of the warden's next turn.	
MINOR ACTIONS	
Form of the Winter's Herald (polymorph, cold) • Encounter	
The warden assumes the guardian form of the winter herald until the end of the encounter. While in this form the warden gains a +1 bonus to AC, resist 5 cold, and each square within two squares of him, wherever he moves, is difficult terrain for enemies. The warden can only use the <i>winter herald</i> attack with this power active.	
FREE ACTIONS	
C Nature's Wrath • At-Will (1/round)	
<i>Effect:</i> The warden marks each adjacent enemy until the end of his next turn.	
Skills: Athletics +6, Nature +6, Perception +6	
Str 17 (+3)	Dex 14 (+2)
Con 15 (+2)	Int 10 (-)
	Wis 12 (+1)
	Cha 10 (-)
Alignment unaligned	
Languages Common, Damaran	
Equipment: hide armor, shield, craghammer, 2 javelins	

Note: human guard reskinned for warden powers, barbarian theme on equipment, and adjusted for MM3 damage values.

ENCOUNTER 4A: CHALLENGE OF BLOOD (AL 2 CONTINUED)

3 Thurle Berserker (level 1)	Level 1 Brute
Medium natural humanoid (human)	XP 100
HP 36; Bloodied 18; see <i>battle fury</i>	Initiative +1
AC 13, Fort 14, Reflex 13, Will 13	Perception +0
Speed 6	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10 + 4 damage (crit 1d10 +14).	
r Hand Axe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +6 vs. AC	
Hit: 1d6 + 4 damage.	
TRIGGERED ACTIONS	
Battle Fury • Encounter	
Trigger: The Thurle berserker is bloodied.	
Effect: The Thurle berserker makes a melee basic attack with a +4 bonus on the attack roll and deals an extra 1d6 damage on a hit.	
Skills: Athletics +7, Endurance +7	
Str 16 (+3)	Dex 12 (+1) Wis 10 (–)
Con 16 (+3)	Int 10 (–) Cha 12 (+1)
Alignment unaligned Languages Common, Damaran	
Equipment: Hide armor, greataxe, 2 hand axes	

Note: Renamed human berserker with attack, damage, and defense values updated for MM3 standards.

ENCOUNTER 4A: CHALLENGE OF BLOOD (AL 4)

Thurle Huntleader (level 3)	Level 3 Controller (Leader)
Medium natural humanoid (human)	XP 150
HP 44; Bloodied 22	Initiative +4
AC 19, Fort 16, Reflex 17, Will 18	Perception +4
Speed 6	
TRAITS	
Totemic Inspiration	
When in bear form, any ally who can see the huntleader who bloodies an enemy or reduces an enemy to 0 hp gains 5 temporary hit points.	
Wild Step	
The huntleader ignores difficult terrain whenever it shifts.	
STANDARD ACTIONS	
m Lunge • At-Will	
Requirement: The huntleader must be in bear form.	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 1d8 + 6 damage.	
Effect: The huntleader slides the target up to 2 squares.	
m Spear (weapon) • At-Will	
Requirement: The huntleader must be in human form.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage.	
R Entangle • At-Will	
Attack: Range 5 (one creature); +6 vs. Reflex	
Hit: The target is immobilized (save ends).	
A Wall of Brambles (zone) • Recharge when first bloodied	
Requirement: The huntleader must be in human form.	
Attack: Area wall 8 within 10 (creatures in the wall); +6 vs. Reflex	
Hit: 1d8 + 4 damage and ongoing 5 damage (save ends)	
Effect: The wall creates a zone up to 4 squares high that last until the end of the encounter. The zone is difficult terrain for creatures without forestwalk. Any creature without forestwalk who enters the zone or ends its turn there takes 5 damage.	
MINOR ACTIONS	
Bear Form (polymorph) • At-Will	
Effect: The huntleader alters his physical form to appear as a Medium bear until it uses <i>bear form</i> again or he dies. He can also use this power to return to humanoid form.	
Skills: Nature +10, Stealth +7	
Str 14 (+3) Dex 15 (+3) Wis 18 (+5)	
Con 14 (+3) Int 12 (+2) Cha 14 (+3)	
Alignment unaligned Languages Common, Damaran	
Equipment hide armor, spear	

Note: Renamed and rethemed Harken's heart druid with leader status (represented by *totemic inspiration*) added, and race changed to human

2 Thurle Warden (level 3)	Level 3 Soldier
Medium natural humanoid (human)	XP 150
HP 47; Bloodied 23	Initiative +5
AC 18, Fort 16, Reflex 15, Will 14	Perception +7
Speed 6	
STANDARD ACTIONS	
m Strength of Stone (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 6 damage and the warden gains 2 temporary hit points.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +9 vs. AC	
Hit: 1d6 + 5 damage.	
M Wildblood Frenzy (weapon, thunder) • Recharge 5-6	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 5 damage	
Effect: Make the attack one more time against the same or a different enemy.	
C Winter's Herald (weapon, cold) • Encounter	
Requirement: Must have <i>form of the winter's herald</i> active.	
Attack: Close burst 1 (enemies in burst); +8 vs. AC	
Hit: 2d6 + 5 cold damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is immobilized until the end of the warden's next turn.	
MINOR ACTIONS	
Form of the Winter's Herald (polymorph, cold) • Encounter	
The warden assumes the guardian form of the winter herald until the end of the encounter. While in this form the warden gains a +1 bonus to AC, resist 5 cold, and each square within two squares of him, wherever he moves, is difficult terrain for enemies. The warden can only use the <i>winter herald</i> attack with this power active.	
FREE ACTIONS	
C Nature's Wrath • At-Will (1/round)	
Effect: The warden marks each adjacent enemy until the end of his next turn.	
Skills: Athletics +7, Nature +7, Perception +7	
Str 17 (+4) Dex 14 (+3) Wis 12 (+2)	
Con 15 (+3) Int 10 (+1) Cha 10 (+1)	
Alignment unaligned Languages Common, Damaran	
Equipment: hide armor, shield, craghammer, 2 javelins	

Note: human guard reskinned for warden powers, barbarian theme on equipment, and adjusted for MM3 damage values.

ENCOUNTER 4A: CHALLENGE OF BLOOD (AL 4 CONTINUED)

3 Thurle Berserker (level 3)	Level 3 Brute
Medium natural humanoid (human)	XP 150
HP 56; Bloodied 28; see <i>battle fury</i>	Initiative +2
AC 15, Fort 16, Reflex 15, Will 15	Perception +1
Speed 6	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10 + 6 damage (crit 1d10 +16).	
r Hand Axe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage.	
TRIGGERED ACTIONS	
Battle Fury • Encounter	
Trigger: The Thurle berserker is bloodied.	
Effect: The Thurle berserker makes a melee basic attack with a +4 bonus on the attack roll and deals an extra 1d6 damage on a hit.	
Skills: Athletics +8, Endurance +8	
Str 16 (+4)	Dex 12 (+2) Wis 10 (+1)
Con 16 (+4)	Int 10 (+1) Cha 12 (+2)
Alignment unaligned Languages Common, Damaran	
Equipment: Hide armor, greataxe, 2 hand axes	

Note: Renamed human berserker with attack, damage, and defense values updated for MM3 standards.

ENCOUNTER 4A: CHALLENGE OF BLOOD (AL 6)

Thurle Huntleader (level 5)	Level 5 Controller (Leader)
Medium natural humanoid (human)	XP 200
HP 62; Bloodied 31	Initiative +5
AC 19, Fort 16, Reflex 17, Will 18	Perception +11
Speed 6	
TRAITS	
Totemic Inspiration	
When in bear form, any ally who can see the huntleader who bloodies an enemy or reduces an enemy to 0 hp gains 5 temporary hit points.	
Wild Step	
The huntleader ignores difficult terrain whenever it shifts.	
STANDARD ACTIONS	
m Lunge • At-Will	
Requirement: The huntleader must be in bear form.	
Attack: Melee 1 (one creature); +8 vs. Reflex	
Hit: 2d6 + 6 damage.	
Effect: The huntleader slides the target up to 2 squares.	
m Spear (weapon) • At-Will	
Requirement: The huntleader must be in human form.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage.	
R Entangle • At-Will	
Attack: Range 5 (one creature); +8 vs. Reflex	
Hit: The target is immobilized (save ends).	
A Wall of Brambles (zone) • Recharge when first bloodied	
Requirement: The huntleader must be in human form.	
Attack: Area wall 8 within 10 (creatures in the wall); +8 vs. Reflex	
Hit: 1d10 + 5 damage and ongoing 5 damage (save ends)	
Effect: The wall creates a zone up to 4 squares high that last until the end of the encounter. The zone is difficult terrain for creatures without forestwalk. Any creature without forestwalk who enters the zone or ends its turn there takes 5 damage.	
MINOR ACTIONS	
Bear Form (polymorph) • At-Will	
Effect: The huntleader alters his physical form to appear as a Medium bear until it uses <i>bear form</i> again or he dies. He can also use this power to return to humanoid form.	
Skills: Nature +11, Stealth +9	
Str 15 (+4) Dex 16 (+5) Wis 18 (+6)	
Con 14 (+4) Int 12 (+3) Cha 14 (+4)	
Alignment unaligned Languages Common, Damaran	
Equipment spear	

Note: Renamed and rethemed Harken's heart druid with leader status (represented by *totemic inspiration*) added, and race changed to human

2 Thurle Warden (level 5)	Level 5 Soldier
Medium natural humanoid (human)	XP 200
HP 64; Bloodied 32	Initiative +6
AC 20, Fort 18, Reflex 17, Will 16	Perception +8
Speed 6	
STANDARD ACTIONS	
m Strength of Stone (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 6 damage and the warden gains 3 temporary hit points.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +11 vs. AC	
Hit: 1d6 + 6 damage.	
M Wildblood Frenzy (weapon, thunder) • Recharge 5-6	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 7 damage	
Effect: Make the attack one more time against the same or a different enemy.	
C Winter's Herald (weapon, cold) • Encounter	
Requirement: Must have <i>form of the winter's herald</i> active.	
Attack: Close burst 1 (enemies in burst); +10 vs. AC	
Hit: 2d6 + 6 cold damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is immobilized until the end of the warden's next turn.	
MINOR ACTIONS	
Form of the Winter's Herald (polymorph, cold) • Encounter	
The warden assumes the guardian form of the winter herald until the end of the encounter. While in this form the warden gains a +1 bonus to AC, resist 5 cold, and each square within two squares of him, wherever he moves, is difficult terrain for enemies. The warden can only use the <i>winter herald</i> attack with this power active.	
FREE ACTIONS	
C Nature's Wrath • At-Will (1/round)	
Effect: The warden marks each adjacent enemy until the end of his next turn.	
Skills: Athletics +8, Nature +8, Perception +8	
Str 17 (+5) Dex 14 (+4) Wis 12 (+3)	
Con 16 (+5) Int 10 (+2) Cha 11 (+2)	
Alignment unaligned Languages Common, Damaran	
Equipment: hide armor, shield, craghammer, 2 javelins	

Note: human guard reskinned for warden powers, barbarian theme on equipment, and adjusted for MM3 damage values.

ENCOUNTER 4A: CHALLENGE OF BLOOD (AL 6 CONTINUED)

3 Thurle Berserker (level 5)	Level 5 Brute
Medium natural humanoid (human)	XP 200
HP 76; Bloodied 38; see <i>battle fury</i>	Initiative +3
AC 17, Fort 18, Reflex 17, Will 17	Perception +2
Speed 6	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d12 + 7 damage (crit 1d12 +19).	
r Hand Axe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +8 vs. AC	
Hit: 1d6 + 6 damage.	
TRIGGERED ACTIONS	
Battle Fury • Encounter	
Trigger: The berserker is bloodied.	
Effect: The berserker makes a melee basic attack with a +4 bonus on the attack roll and deals an extra 1d6 damage on a hit.	
Skills: Athletics +9, Endurance +9	
Str 17 (+5)	Dex 12 (+3)
Con 16 (+5)	Int 10 (+2)
	Cha 12 (+3)
Alignment unaligned	Languages Common, Damaran
Equipment: Hide armor, greataxe, 2 hand axes	

Note: Renamed human berserker with attack, damage, and defense values updated for MM3 standards.

ENCOUNTER 4A: CHALLENGE OF BLOOD (AL 8)

Thurle Huntleader (level 7)	Level 7 Controller (Leader)
Medium natural humanoid (human)	XP 300
HP 78; Bloodied 39	Initiative +6
AC 21, Fort 18, Reflex 19, Will 20	Perception +12
Speed 6	
TRAITS	
Totemic Inspiration	
When in bear form, any ally who can see the huntleader who bloodies an enemy or reduces an enemy to 0 hp gains 6 temporary hit points.	
Wild Step	
The huntleader ignores difficult terrain whenever it shifts.	
STANDARD ACTIONS	
m Lunge • At-Will	
Requirement: The huntleader must be in bear form.	
Attack: Melee 1 (one creature); +10 vs. Reflex	
Hit: 2d8 + 6 damage.	
Effect: The huntleader slides the target up to 2 squares.	
m Spear (weapon) • At-Will	
Requirement: The huntleader must be in human form.	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
R Entangle • At-Will	
Attack: Range 5 (one creature); +10 vs. Reflex	
Hit: The target is immobilized (save ends).	
A Wall of Brambles (zone) • Recharge when first bloodied	
Requirement: The huntleader must be in human form.	
Attack: Area wall 8 within 10 (creatures in the wall); +10 vs. Reflex	
Hit: 2d6 + 6 damage and ongoing 5 damage (save ends)	
Effect: The wall creates a zone up to 4 squares high that last until the end of the encounter. The zone is difficult terrain for creatures without forestwalk. Any creature without forestwalk who enters the zone or ends its turn there takes 5 damage.	
MINOR ACTIONS	
Bear Form (polymorph) • At-Will	
Effect: The huntleader alters his physical form to appear as a Medium bear until it uses <i>bear form</i> again or he dies. He can also use this power to return to humanoid form.	
Skills: Nature +12, Stealth +10	
Str 15 (+5) Dex 16 (+6) Wis 18 (+7)	
Con 14 (+5) Int 12 (+4) Cha 14 (+7)	
Alignment unaligned Languages Common, Damaran	
Equipment hide armor, spear	

Note: Renamed and rethemed Harken's heart druid with leader status (represented by *totemic inspiration*) added, and race changed to human.

2 Thurle Warden (level 7)	Level 7 Soldier
Medium natural humanoid (human)	XP 300
HP 80; Bloodied 40	Initiative +7
AC 22, Fort 20, Reflex 19, Will 18	Perception +9
Speed 6	
STANDARD ACTIONS	
m Strength of Stone (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 6 damage and the warden gains 3 temporary hit points.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +13 vs. AC	
Hit: 1d6 + 7 damage.	
M Wildblood Frenzy (weapon, thunder) • Recharge 5-6	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 7 damage	
Effect: Make the attack one more time against the same or a different enemy.	
C Winter's Herald (weapon, cold) • Encounter	
Requirement: Must have <i>form of the winter's herald</i> active.	
Attack: Close burst 1 (enemies in burst); +12 vs. AC	
Hit: 2d8 + 8 cold damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is immobilized until the end of the warden's next turn.	
MINOR ACTIONS	
Form of the Winter's Herald (polymorph, cold) • Encounter	
The warden assumes the guardian form of the winter herald until the end of the encounter. While in this form the warden gains a +1 bonus to AC, resist 5 cold, and each square within two squares of him, wherever he moves, is difficult terrain for enemies. The warden can only use the <i>winter herald</i> attack with this power active.	
FREE ACTIONS	
C Nature's Wrath • At-Will (1/round)	
Effect: The warden marks each adjacent enemy until the end of his next turn.	
Skills: Athletics +9, Nature +8, Perception +9	
Str 17 (+6) Dex 14 (+5) Wis 12 (+4)	
Con 16 (+6) Int 10 (+3) Cha 11 (+3)	
Alignment unaligned Languages Common, Damaran	
Equipment: hide armor, shield, craghammer, 2 javelins	

Note: human guard reskinned for warden powers, barbarian theme on equipment, and adjusted for MM3 damage values.

ENCOUNTER 4A: CHALLENGE OF BLOOD (AL 8 CONTINUED)

3 Thurle Berserker (level 7)	Level 7 Brute
Medium natural humanoid (human)	XP 300
HP 96; Bloodied 48; see <i>battle fury</i>	Initiative +4
AC 19, Fort 20, Reflex 19, Will 19	Perception +3
Speed 6	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6 + 9 damage (crit 1d12 +27).	
r Hand Axe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +10 vs. AC	
Hit: 1d6 + 7 damage.	
TRIGGERED ACTIONS	
Battle Fury • Encounter	
Trigger: The berserker is bloodied.	
Effect: The berserker makes a melee basic attack with a +4 bonus on the attack roll and deals an extra 1d8 damage on a hit.	
Skills: Athletics +10, Endurance +10	
Str 17 (+6)	Dex 12 (+4) Wis 11 (+3)
Con 16 (+6)	Int 10 (+3) Cha 12 (+4)
Alignment unaligned Languages Common, Damaran	
Equipment: Hide armor, greataxe, 2 hand axes	

Note: Renamed human berserker with attack, damage, and defense values updated for MM3 standards.

ENCOUNTER 4A: CHALLENGE OF BLOOD (AL 10)

Brol Bear-Wrestler	Level 9 Elite Skirmisher (Leader)
Medium natural humanoid (human)	XP 800
HP 178; Bloodied 89	Initiative +8
AC 25, Fort 25, Reflex 23, Will 21	Perception +4
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
Inspirational Bloodletting	
Any ally who can see Brol who bloodies an enemy or reduces an enemy to 0 hp gains 7 temporary hit points.	
Challenge-Seeker	
Brol deals +1d6 damage against any enemy at maximum hit points.	
STANDARD ACTIONS	
m Hammer (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 8 damage.	
r Thrown Hammer (weapon) • At-Will	
Attack: Range 5/10; +15 vs. AC	
Hit: 2d8 + 8 damage.	
M/R Twin Strike • At-Will	
Effect: Brol makes two basic attacks.	
M Bear Maul • Recharge 5-6	
Attack: Melee 1, two attacks (one or two creatures); +15 vs. AC	
Hit: 3d8+13 damage each. If both attacks hit the same target, the target is also grabbed.	
MINOR ACTIONS	
Hunter's Quarry • At-Will (1/round)	
Effect: Brol places a quarry on the nearest enemy that he can see. Until the end of the encounter or until Brol uses this power on a different target, once per turn Brol can deal +1d6 damage against the quarried enemy.	
TRIGGERED ACTIONS	
Hunt Mastery • Recharges when bloodied	
Trigger: Brol hits an enemy twice in the same turn.	
Effect (Free Action): One ally within 5 squares of Brol can either charge or make a ranged basic attack against any enemy.	
Skills: Athletics +12, Nature +9	
Str 19 (+8)	Dex 15 (+6)
Con 14 (+6)	Int 10 (+4)
	Wis 11 (+4)
	Cha 12 (+5)
Alignment unaligned	
Languages Common, Damaran	
Equipment hide armor, +1 challenge-seeking warhammer x2	

Note: An original NPC made for this adventure.

2 Thurle Warden (level 9)	Level 9 Soldier
Medium natural humanoid (human)	XP 400
HP 81; Bloodied 40	Initiative +8
AC 24, Fort 22, Reflex 21, Will 20	Perception +10
Speed 6	
STANDARD ACTIONS	
m Strength of Stone (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 8 damage and the warden gains 3 temporary hit points.	
r Javelin (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +15 vs. AC	
Hit: 1d6 + 8 damage.	
M Wildblood Frenzy (weapon, thunder) • Recharge 5-6	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 9 damage	
Effect: Make the attack one more time against the same or a different enemy.	
C Winter's Herald (weapon, cold) • Encounter	
Requirement: Must have form of the winter's herald active.	
Attack: Close burst 1 (enemies in burst); +12 vs. AC	
Hit: 3d6 + 9 cold damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is immobilized until the end of the warden's next turn.	
MINOR ACTIONS	
Form of the Winter's Herald (polymorph, cold) • Encounter	
The warden assumes the guardian form of the winter herald until the end of the encounter. While in this form the warden gains a +1 bonus to AC, resist 5 cold, and each square within two squares of him, wherever he moves, is difficult terrain for enemies. The warden can only use the winter herald attack with this power active.	
FREE ACTIONS	
C Nature's Wrath • At-Will (1/round)	
Effect: The warden marks each adjacent enemy until the end of his next turn.	
Skills: Athletics +10, Nature, Perception +10	
Str 17 (+7)	Dex 14 (+6)
Con 17 (+7)	Int 10 (+4)
	Wis 13 (+5)
	Cha 11 (+4)
Alignment unaligned	
Languages Common, Damaran	
Equipment: hide armor, shield, craghammer, 2 javelins	

Note: human guard reskinned for warden powers, barbarian theme on equipment, and adjusted for MM3 damage values.

ENCOUNTER 4: CHALLENGE OF BLOOD (AL 10 CONTINUED)

3 Thurle Berserker (level 7)	Level 9 Brute
Medium natural humanoid (human)	XP 400
HP 116; Bloodied 58; see <i>battle fury</i>	Initiative +5
AC 21, Fort 22, Reflex 21, Will 21	Perception +4
Speed 6	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d6 + 11 damage (crit 1d12 +29).	
r Hand Axe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +12 vs. AC	
Hit: 1d6 + 8 damage.	
TRIGGERED ACTIONS	
Battle Fury • Encounter	
Trigger: The berserker is bloodied.	
Effect: The berserker makes a melee basic attack with a +4 bonus on the attack roll and deals an extra 1d8 damage on a hit.	
Skills: Athletics +12, Endurance +11	
Str 18 (+8)	Dex 13 (+5)
Con 16 (+7)	Int 10 (+4)
	Wis 11 (+4)
	Cha 12 (+5)
Alignment unaligned	
Languages Common, Damaran	
Equipment: Hide armor, greataxe, 2 hand axes	

Note: Renamed human berserker with attack, damage, and defense values updated for MM3 standards.

ENCOUNTER 4A: CHALLENGE OF BLOOD

MAP SOURCE

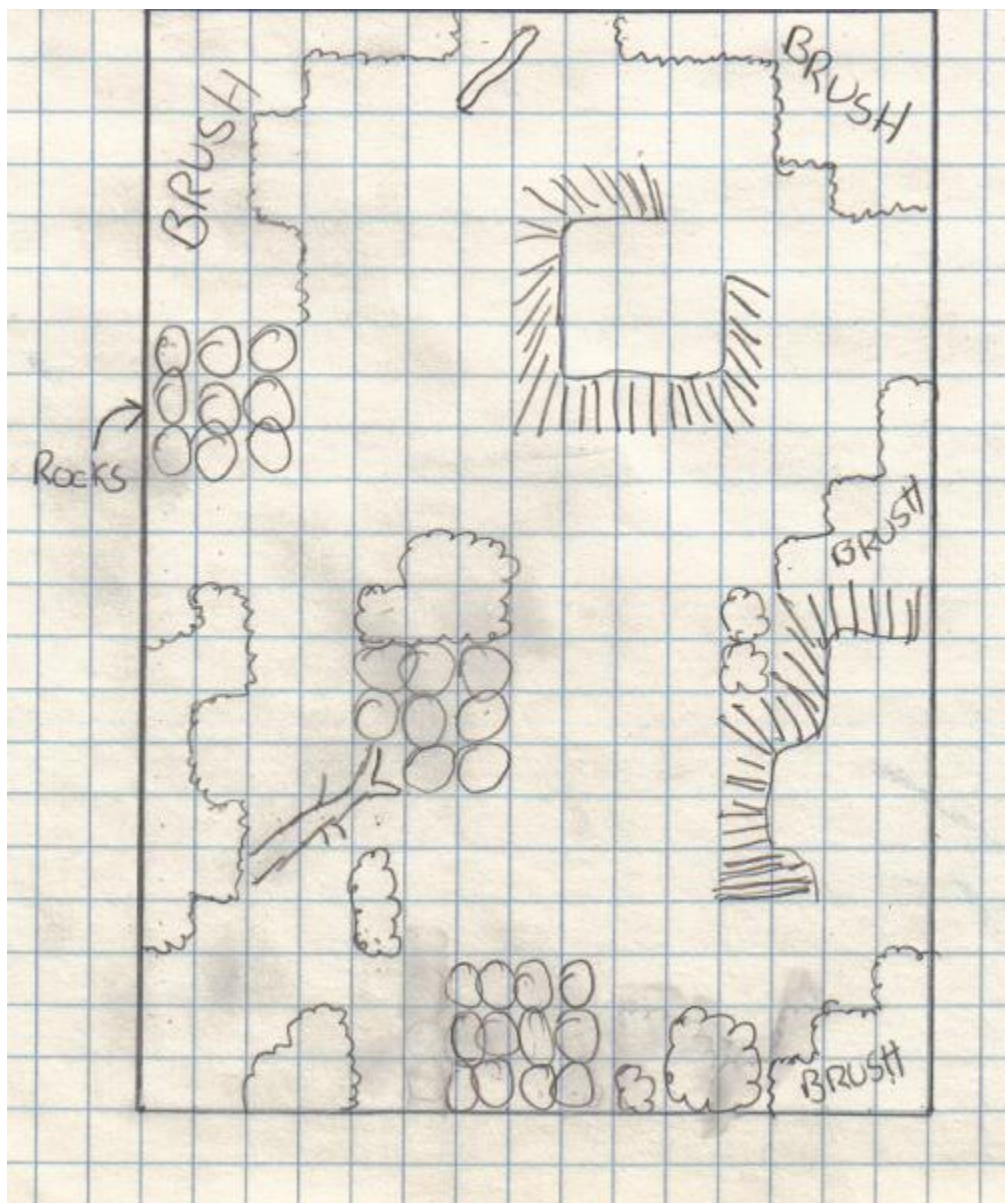
Monster Vault: Threats to the Nentir Vale



Starting Positions: The PCs may start anywhere within three squares of the top side of the map. The Thurle start three squares in from the bottom side and spread as evenly as possible across the map's width, with Brol or the huntleader in the center, the warden(s) flanking him, and the berserkers on the fringes.

ENCOUNTER 4A: CHALLENGE OF BLOOD (ALTERNATE MAP)

This is a line sketch of the map for those who may have trouble seeing and/or printing the details of the original.



ENCOUNTER 4B: CHALLENGE OF SKILL

SKILL CHALLENGE, COMPLEXITY 5 (500/750/1000/1500/2000 XP)

The rules of the Challenge of Skill are explained to the PCs by the tribal council:

- The Challenge consists of six duels of skill.
- The duels are titled Master of the Hunt, The Wall (which involves climbing), Roar of the Beast (basically involves being exceptionally loud), The Shoot (a ranged contest), Teller of Stories, and Egg Snatch (a test of stealth and courage).
- To be considered the victors, the PCs must triumph in at least four of the duels. (Ties go to the defenders.)
- Either two or three individuals may participate in any duel on each side.
- The same PCs may not participate in both Egg Snatch and Master of the Hunt, as these two longer duels are run concurrently.
- Interfering with the opponents' efforts in a duel is totally acceptable behavior. In fact, having a third member concentrate on that while the other two focus on the task at hand is a common strategy. (The PCs won't be told this last part, but they could discern it on a Moderate Streetwise check.)

The PCs have about two hours before the first duel is arranged. If they wish to scout out the strengths and weaknesses of their foes (i.e., which duels might involve tougher or easier skill checks), allow them to make a Streetwise check. On an Easy success they learn two strengths or weaknesses, on a Moderate success they learn three, and on a Hard success they learn all four. They break down as follows:

Strengths: Master of the Hunt, Egg Snatch.

Weaknesses: Teller of Stories, The Shoot.

PCs succeeding on at least an Easy Streetwise check also notice that there seems to be some heavy betting on the outcome of the challenge, and the Thurle are heavily favored. (This could potentially be elaborated on if this is not run in a time-restrictive setting.)

SKILL CHALLENGE: CHALLENGE OF SKILL

Goal: Win a majority of the skill duels.

Complexity: 5 (4 duels must be won)

Primary Skills: varies by duel

Victory: The PCs win the Challenge, which allows them to claim Tylia back.

Defeat: Each duel has its own special consequences for failure. Note that overall success or failure is not determined by the number of skill check successes or failures, but rather by the overall number of duels won and lost.

Give the players **Handout 2** as this skill challenge begins. It provides a summarized list of each duel and its respective focus skills.

These duels may be run in any order you feel is best-suited for dramatic effect. Using one that the PCs are likely to be weak at early on is recommended.

In most cases the duel is run in rounds, with one PC making a primary skill check and all involved PCs making either an assist on the primary skill (per normal assisting rules) or using a secondary skill to support the effort. A PC who declares that she is dedicating herself solely to disrupting and/or running interference against the competition instead may make two assists or secondary skill checks of different types each round but may never make a primary check in the duel. Other secondary skills than those listed can be used if the PCs can justify them; a druid could justify Bluff in Master of the Hunt by turning into animal form and trying to lead the opposition on a wild goose chase, for instance.

In some cases the use of powers or rituals may also be appropriate or even break the challenge, such as a power that gives a PC a climb speed in The Wall. These are perfectly allowable, except as noted in specific duels. In most other cases assign a +2 or +4 bonus to the relevant skill check as appropriate.

Special Note: Speaking in Damaran gives that PC a +2 bonus on all social skill checks in this encounter.

DUEL ONE: MASTER OF THE HUNT

Primary Skills: Nature, Perception, Thievery

Secondary Skills: Athletics, Endurance, Insight, Stealth

Whether the PCs decide to focus on large or small game is irrelevant; making the skill checks means they got enough to impress the judges. In this duel the PCs must succeed at three primary checks before suffering two failures. The time frame allows for the use of appropriate rituals.

Your representatives, as well as three of the Thurle, are led well away from Bildoobaris to an area where a forest runs into the rocky foothills of Mount Nar. You are told that you will have four hours to catch what game you can and return. Although small game has value in numbers, the largest catches count the most.

A hunting horn is blown, and the duel begins!

Athletics [Moderate DC] (not a success or failure)

The PC does the heavy work of toting/dragging captured prey. Grant a +2 bonus to any skill check.

Endurance [Moderate DC] (not a success or failure)

The PC chases down prey once it's located, granting a +2 to bonus to Nature or Perception checks.

Insight [Moderate DC] (not a success or failure)

The PC accurately judges the movements of the opposition, allowing an attempted disruption to be fended off. Grant a +2 bonus to any primary check.

Nature [Hard DC] (1 success, 2 max)

The PC is able to estimate the best places to catch prey or determine the likely location of a lair.

Perception [Hard DC] (1 success, 1 max)

The PC is able to successfully track some likely prey.

Stealth [Moderate DC] (not a success or failure)

The PC tracks the competition or steals one of their kills before they realize it's missing. Grant a +4 bonus to Thievery or a +2 bonus to any other skill.

Thievery [Hard DC] (1 success, 1 max)

The PC sets a worthy snare or disrupts the snares set by the Thurle.

Failure: On a failure in this duel the PCs have hurt themselves contending with natural hazards. Each participant loses a healing surge.

DUEL 2: THE WALL

Primary Skill: Athletics

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

Your representatives, as well as three of the Thurle, are led to a rocky crag which marks the outward most thrust of the foothills of the Firward Mountains. The rules in this one are simple: be the first side to get two participants to the top.

The crag is 50 feet (10 squares) high at ALs 2 and 4, 70 feet (14 squares) high at ALs 6 and 8, and 90 feet (18 squares) high at AL 10.

Unlike the other duels, this is a pure race. Run it under initiative, with each NPC and PC having a full set of actions and action points being usable.

Climbing checks are per normal climbing rules, with a DC 15 Athletics check required for normal speed or a DC 17 for a "running climb." (Although normally there is not a check penalty for a climb at Run speed, this harder DC reflects the fact that a running PC/NPC is easier to disrupt.) Normal rules for failing to make progress (miss DC by 4 or less), falling (miss DC by 5 or more) or catching oneself as one falls (requires DC 20/22 Athletics check) apply.

As a special rule, once per round a participating PC can use a minor action to make a Moderate Acrobatic, Dungeoneering, or Endurance check to give himself a +2 bonus on climb checks for the round or a Moderate Bluff or Intimidate check to distract one of the Thurle, giving him a -2 penalty for the round; the Thurle do likewise.

Use of powers or equipment that aid in climbing is perfectly acceptable. Using a power that allows one to fly, levitate, or teleport up is not, as the whole point here is the climbing aspect. PCs or NPCs who fall take normal falling damage but may resume climbing if they wish.

The winner is the side that gets two climbers to the top first. Use the following stats for the NPCs:

Thurle Climbers: Initiative $\frac{1}{2}$ AL + 2; Athletics $\frac{1}{2}$ AL + 7; Endurance $\frac{1}{2}$ AL + 7; Intimidate $\frac{1}{2}$ AL + 2; hp 15 + 10xAL.

Special Note: For an AL 2 table composed mostly of 1st level PCs, falling from near the top could outright kill some PCs. In this situation add something - tree branches sticking out from the crag, for instance - which breaks the PC's fall, reducing falling damage by just enough to leave the character unconscious but not dead.

DUEL 3: ROAR OF THE BEAST

Primary Skills: Bluff, Intimidate

Secondary Skills: Diplomacy, Insight, Nature

In this duel two different PCs must succeed at primary checks before they accrue two failures. Only a PC not involved in making a primary check in a given round can make a supporting Diplomacy check.

Barbarians love to outdo one another with displays of bravado and intimidation, so those participating in this

duel are led to a gathering area in the camp where each must do his or her best to impress the audience with their mighty voices and chest-thumping.

Bluff [Moderate DC] (1 success; 1 max)

The PC successfully duplicates the roar of some great beast that she has heard at some point.

Diplomacy [Moderate DC] (not a success or failure)

The PC works the crowd either in support of fellow PCs or against the Thurle, giving one PC a +2 bonus on a primary check.

Insight [Moderate DC] (not a success or failure)

The PC judges accurately what will most impress the audience, granting a +2 bonus to a primary check.

Intimidate [Moderate DC] (1 success; 2 max)

The PC has impressed the crowd with his roar.

Nature [Hard DC] (not a success or failure)

The PC is quite familiar with the roars of various animals and beasts, giving him a +4 bonus on a Bluff check or a +2 bonus on an Intimidate check.

DUEL 4: THE SHOOT

Primary Skills: Athletics, Acrobatics; also see below

Secondary Skills: Bluff, Intimidate, Perception

Your representatives and three of the Thurle are led to a cleared space where several targets have been set up. You are told that this is a test of ranged throwing or shooting skill.

In this duel the PCs and the Thurle each have three rounds to accrue points by shooting at targets. The goal is to score the most points. Two PCs may use any non-magical ranged weapon; a selection is provided if they don't have any. The shooters can use either attack rolls, Acrobatics checks (for bows or light thrown weapons), or Athletics checks (for heavy thrown weapons) against targets that are either Close or Far (essentially, Close targets are at the normal close range limit for a weapon, while Far targets are at the weapon's normal maximum range); shooting at Far targets incurs a -2 penalty if skill checks are being used and normal range penalties if attack rolls are being used. Action points and attack powers that allow more than one shot are certainly permissible.

The following skill checks can modify the results:

Bluff or Intimidate [Moderate DC] (not a success or failure)

A PC who is not doing the shooting successfully distracts the Thurle archers, reducing the score needed for success by 2.

Perception [Moderate DC] (not a success or failure)

As a minor action, a shooting PC can give herself a +2 bonus on an attack roll or skill check by carefully aiming a shot. This can only be done once per round and cannot be done when a PC is using a power to make multiple attack rolls.

Scoring is as follows, with ACs equating to DCs if attack rolls are being made. Use the highest applicable value on any check:

- 1 point for each Easy success.
- 2 points for each Moderate success.
- 5 points for each Hard success.
- +1 point for hitting a target at Far range.

The target winning score is 25.

DUEL 5: TELLER OF STORIES

Primary Skills: Diplomacy, History, Religion

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

The PCs must succeed at telling three entertaining stories before they accrue two failures. Only a PC not involved in the primary check in a given round can use Bluff, Intimidate, or Streetwise to support. Any PC with a Narfell background gets a +2 bonus on all skill checks in this duel.

Your representatives and three of the Thurle are led to a gathering area where a crowd has assembled for a communal meal. You are told that this duel involves telling the most impressive story to entertain the audience.

Bluff or Intimidate [Moderate DC] (not a success or failure)

The PC distracts the competition, effectively giving another PC a +2 bonus on a primary check.

Diplomacy [Easy DC] (1 success, 2 max as a primary skill; not a success or failure as a secondary skill)

If used as a primary check, the PCs' eloquence at storytelling grants a success. If used as a secondary check, the PC either adds eloquence into a story or

works the crowd in a fellow PCs' favor, granting a +2 bonus to a History or Religion check.

History or Religion [Moderate DC] (1 success, 2 max as a primary skill; not a success or failure as a secondary)

If used as a primary check, the PC comes up with appropriate lore or religious tales to impress the audience, granting a success. If used as a secondary check, the PC bolsters a story with facts, granting a +2 bonus to a Diplomacy check.

Insight [Moderate DC] (not a success or failure)

The PC gets a good judgment on what the crowd wants to hear, giving a +2 bonus on a primary check.

Streetwise [Moderate DC] (not a success or failure)

The PC works the crowd in her fellow PCs' favor, giving a PC a +2 bonus on a primary check.

Failure: The PCs are pelted with food, giving them a -2 penalty on any other social checks in this encounter.

DUEL 6: EGG SNATCH

Primary Skills: Stealth, Thievery

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

Although 2-3 PCs are sent on this duel, this is the one duel which can actually be carried out by a single PC. The PCs must succeed at one Stealth (to sneak in) and then one Thievery (to filch the egg) check to pull this task off. Each check can be attempted multiple times, but each failure on a primary check costs the loss of a healing surge due to being attacked by the drake or running afoul of some other hazard.

Your representatives are led well away from Bildoobaris to an area where the rocky foothills of Mount Nar begin. You are told that a particular cave in the hills is the lair of a drake that is known to be incubating a clutch of eggs. Your task is to take one of the eggs and return without harming the drake. You have four hours to complete the task.

Acrobatics or Perception [Moderate DC] (not a success or failure)

The sneaking/thieving PC is able to avoid hazards, giving a +2 bonus to a primary check.

Bluff [Moderate DC] (not a success or failure)

The PC is able to distract either the drake or the Thurl attempting to distract the PCs, giving a +2 bonus to a primary check.

Insight [Moderate DC] (not a success or failure)

The PC is able to anticipate a planned interference by the Thurl and cut it off, granting a +2 bonus to a primary check.

Nature [Hard DC] (not a success or failure)

The PC uses what she knows about drakes to decide on a proper approach to avoiding the drake, giving a +2 bonus on a primary check.

Stealth [Hard DC] (1 success; 1 max)

The PC successfully sneaks into the drake's lair. This unlocks Thievery.

Thievery [Hard DC] (1 success; 1 max)

The PC successfully filches an egg without getting caught. This check cannot be done until the PCs succeed at a Stealth check.

ENDING THE ENCOUNTER

Once the PCs succeed at four of the duels, their triumph is complete. Brol acknowledges their skill and allows Talia to claim back Tylia, despite his mate Cloa's objections and tears. If the PCs fail, they are told that their claim on Tylia has been rejected and that their presence in the camp is thus no longer welcome. Refer to the Troubleshooting section of Encounter 3 in this case.

On a success, advance to Encounter 5.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs earn 10/20/30/40/50 gp, which they are told is their share of the rigorous betting action concerning the outcome of this Challenge.

STORY AWARD

On a victory, the PCs earn the Story Award **COR79 Impressed The Nar**.

ENCOUNTER 5: NIGHT ASSAULT

ENCOUNTER LEVEL 2/4/6/8/10 (625/875/1250/1750/2500 XP)

CREATURES

This encounter includes the following creatures at ALs 2/4/6:

- 2 shadowborn runespiral demons
- 2 boggle chase trickster
- 1 boggle body snatcher
- 1 boggle sight-stealer

This encounter includes the following creatures at ALs 8 and 10:

- 2 quickling runner
- 2 spriggan witherer
- 1 howling hag
- 1 incubus

SCALING THE ENCOUNTER

This encounter is set for six PCs (or five PCs plus Talia as an NPC). Make the following adjustments to the combat based on the number of PCs present.

Four PCs

- AL 2/4/6: remove one runespiral demon and one chase trickster
- AL 8/10: remove one runner and one witherer.

Five PCs (or four PCs plus Talia as NPC)

- AL 2/4/6: remove one runespiral demon
- AL 8/10: remove one spriggan witherer

Seven PCs (i.e., six PCs plus Talia as NPC)

- AL 2/4/6: add one chase trickster
- AL 8/10: add one quickling runner

SETUP

Branimern always has spies in Bildoobaris, and their attention was drawn to the PCs – and thus Tylia – by the commotion over the Challenge (or, if the PCs did a snatch-and-grab of Tylia, their abduction of Tylia). This alerts her for the first time to the fact that her drow agent is failing to return with Tylia, so she sends out a stealth strike force to take the child. If the PCs won through a Challenge, the strike force infiltrates the camp through stealth and/or guile and strikes as things are settling down for the evening. If the PCs are fleeing Bildoobaris after a snatch-and-grab, the strike force catches up to them on the road when they stop for an

evening rest; in the latter case use the same map but eliminate all but any tents and campfires that the PCs might actually make.

The following description assumes that the PCs won a Challenge and are thus still at Bildoobaris:

The denizens of Bildoobaris seems to think that any good and entertaining Challenge is an excuse for a party, and as victors you are invited to attend the partying that goes late into the evening. The rank-and-file Thurle even party with you and most don't seem to hold a grudge at the loss since it was good sport.

Ask each PC whether they are fully participating in the partying or retiring early. PCs doing the latter might be able to take an extended rest at the end of this encounter. PCs doing the former make some contacts through the partying that may give them an additional Story Award at the end of the adventure. If Talia is run as an NPC, she retires early with Tylia. If Talia is run as a PC and does not seem inclined to do the same, point out that she has a worn-out toddler on her hands.

This encounter happens late in the evening, after most or all of the PCs have returned to their camp within Bildoobaris. The PCs have been lent two tents in honor of their victory; these are the middle two tents on the map. Find out which PCs are bedding down where before starting this encounter.

Glory Tier: If the table seems particularly strong, you can have some or all PCs who have been out partying start 12 squares off the map in a random direction to reflect the fact that the attack happens before the stragglers get back. Those PCs do not enter the initiative until something happens which could reasonably attract their attention; use the Passive Perception of the PC(s) in question to estimate what might be required.

Surprise: Oppose the NPCs' active Stealth and Bluff checks with the PCs' Passive Perception and Insight scores. If none of the PCs manage to detect the strike force members, the enemies gain a surprise round.

FEATURES OF THE AREA

This area has a few important features.

Lighting: Since this part of the camp is away from the partying, there is only dim lighting within 5 squares of each campfire and darkness beyond that.

Tents: Those inside tents have total concealment and superior cover from those outside, and vice versa. Passing through tent flaps requires no action, while entering from a side requires a minor action to cut/rip an opening or lift up the side of the tent. (The boggles

can do this at range with their *dimensional window* trait.) Doing 10 or more damage to a small tent in a single attack causes it to collapse; those inside when it happens are considered grabbed (DC 15 escape). Tents not used by the PCs have Nar in them who don't take kindly to night intrusions, so any PC or NPC (excepting Tylia) who is forced into another tent or ends his turn there without making a Moderate Stealth check is subject to the following attack: 3 + AL vs. AC, 1d6 (at ALs 2/4/6) or 1d8 (at ALs 8/10) + ½AL damage and the target is pushed out of the tent.

Campfires: Though burning low, they are still hot enough to deal 1d6 fire damage to anyone who enters or ends their turn in one. (A creature can only take this damage once per turn.) They are difficult terrain.

Trees: The trunk squares are blocking terrain, while creatures at least 2 squares (10 feet) high can use branches as cover. DC 15 Athletics check to climb.

Bushes/Stumps/Rocks/Woodpile: All count as difficult terrain.

SPECIAL RULES

Give the players **Handout 2** for combat rules concerning Tylia. The boggle sight stealer's *peek-a-boo trick* power is the one exception to the rule that Tylia can't be grabbed while being held by someone.

TACTICS

The mission of the attackers is to snatch Tylia and return with her alive. To this end they avoid targeting Tylia with any damaging attacks, even if this means leaving someone holding her out of the area of effect of an attack. At ALs 8 and 10, the howling hag and spriggan witherers do not treat Tylia as an enemy for purposes of enemy-only attacks/effects. Also note that many creatures in this encounter have climb speeds, so hiding up in tree branches is appropriate if tactically feasible.

The lurker's primary task is to grab Tylia, whether by theft or trickery. At ALs 2/4/6, the boggle sight-stealer tries to hide in the shadows and use his *peek-a-boo trick* to nab Tylia and then run off with her. It directly attacks PCs only if it's clear that it cannot outrun a pursuer. At ALs 8 and 10, the incubus approaches the scene disguised as a typical Nar warrior. If a good opportunity presents itself, he uses *change shape* to pass himself off as Talia and pick up and carry off Tylia (who won't resist him in that form) or *dream control* to control a PC carrying Tylia. He only resorts to other attacks if these tricks don't work.

Skirmishers run interference for the lurkers and concentrate attacks on any PC carrying Tylia. If Tylia is unattended and the lurker has been dealt with, they

grab her themselves. At all ALs they use their mobility to their best advantage.

Artillery types stay at range and keep the PCs occupied with damaging and/or mobility-limiting attacks. At ALs 2/4/6 the runesprial demons won't actively try to affect allies with their attacks but have no compunctions about including them if they're in the way of a good shot.

Controllers also act to keep the PCs occupied, but their approaches differ substantially. At ALs 2/4/6 the boggle body snatcher uses *body snatch* on a PC carrying Tylia and use the domination to make that PC drop or run off with Tylia; if no one is carrying her, it uses *body snatch* on the closest PC to her. It only engages in melee if its *body snatch* isn't available. At ALs 8 and 10, the howling hag has approached the scene disguised as a doddering old Nar woman and maintains that disguise until she can get within blast range of the PCs. She tries to stay in the center of the fight so she can affect as many enemies as possible with her aura.

The runesprial demons fight to the death regardless of circumstances and cannot be forced to surrender. All other attackers surrender if appropriately intimidated (per normal rules) and attempt to retreat if at least half of the strike force's number is defeated, most others are bloodied, and the mission seems to have little chance for success.

ENDING THE ENCOUNTER

The encounter ends when all of the attackers have been defeated or driven off or when Tylia has been kidnapped and run off with beyond the PCs' ability to pursue. In the latter case the encounter is a failure, but the adventure is hardly over.

A captured creature subjected to a Moderate Intimidate check reveals that it works for Branimern Rythil, a female "half-demon" wizard based out of the tower above the glacier up on Mount Nar. The creature only knows that they were assigned to capture the child without harming her to further their master's studies. (See Appendix 4 for more on Branimern.) Talia, if played as an NPC, suggests sending one captured foe back to its master with a message that Tylia is just a normal girl who is off-limits and under powerful protection. The tribal council members, who question the PCs about the incident, find this information very interesting, since they have long thought that a dracolich roosted in those ruins.

Regardless of the outcome, Bildoobaris is in an uproar over an attack from the outside happening in their midst. If Branimern's underlings escaped with Tylia, sympathetic Nar pass on to the PCs the last known

sighting of the creatures and their seeming direction (towards Mount Nar). If Talia was protected, the Nar congratulate the PCs on their success but also ask them to leave at daybreak, since they seem to be attracting trouble. An immediate pursuit prevents an extended rest for anyone, while in the other case the commotion prevents anyone (other than Tylia) who needs more than four hours of rest from getting an extended rest.

In either case go on to Encounter 6.

MILESTONE

This encounter counts towards a milestone.

TREASURE

PCs who eschewed an extended rest by going out partying get the Story Award **COR80 Bildoobaris Contacts**.

ENCOUNTER 5: NIGHT ASSAULT (AL 2)

Shadow Runespiral Demon	Level 2 Artillery
Small shadow elemental magical beast (demon)	XP 125
HP 33; Bloodied 16; <i>bloodied shock</i>	Initiative +5
AC 14, Fort 13, Reflex 15, Will 14	Perception +3
Speed 7	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 +4 damage.	
R Focused Shock (lightning) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 1d8 +5 lightning damage.	
A Lightning Burst (lightning) • At-Will	
Attack: Area burst 2 within 10; +5 vs. Reflex	
Hit: 1d6 +4 lightning damage. The attack deals 1 extra lightning damage for each creature in burst.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
Trigger: The runespiral demon takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The runespiral demon gains resist 5 to the triggering damage type until the end of the encounter or until it uses this power again.	
M Arcane Arc (lightning) • At-Will	
Trigger: An enemy moves adjacent to the runespiral demon.	
Attack (Immediate Interrupt): Melee 1 (one creature); +7 vs. Reflex	
Hit: 1d6 +4 lightning damage.	
C Bloodied Shock (lightning) • Encounter	
Trigger: The runespiral demon is first bloodied.	
Attack (Free Action): Close Burst 1 (all creatures); +5 vs. Reflex	
Hit: 1d6 +4 lightning damage, and the target is dazed (save ends).	
Skills: Stealth +10	
Str 13 (+2)	Dex 18 (+5) Wis 15 (+3)
Con 15 (+3)	Int 5 (-2) Cha 12 (+2)
Alignment Chaotic Evil Languages Abyssal	

Boggle Chase Trickster	Level 2 Skirmisher
Small fey humanoid	XP 125
HP 36; Bloodied 18	Initiative +8
AC 16, Fort 14, Reflex 16, Will 12	Perception +8
Speed 6, climb 6	Darkvision
Resist 5 fire	
TRAITS	
Dimensional Window	
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d8 +5 damage.	
MOVE ACTIONS	
Dimensional Hop (teleportation) • At-Will	
Effect: The boggle teleports up to 3 squares.	
MINOR ACTIONS	
M Foot-Snare Trick • At-Will (1/round)	
Effect: Melee 1 (one creature flanked by the boggle). If the target moves more than 3 squares during its next turn, it falls prone at the end of the turn.	
TRIGGERED ACTIONS	
Chase Trick (charm) • Recharge when first bloodied	
Trigger: A creature misses the boggle with a melee attack.	
Effect (Immediate Reaction): The boggle shifts up to 3 squares and then pulls the triggering creature to a square adjacent to it. The triggering creature's movement provokes opportunity attacks. If the creature ends this movement without taking damage from an attack, it can make a melee basic attack against the boggle as a free action.	
Skills: Athletics +8, Stealth +11, Thievery +11	
Str 14 (+3)	Dex 20 (+5) Wis 14 (+3)
Con 12 (+2)	Int 5 (-2) Cha 6 (-1)
Alignment Chaotic Evil Languages Common, Goblin	

Note: damage adjusted for MM3 standards and shadow keyword added to give it Stealth.

ENCOUNTER 5: NIGHT ASSAULT (AL 2 CONTINUED)

Boggle Body Snatcher	Level 3 Controller
Small fey humanoid	XP 150
HP 44; Bloodied 22	Initiative +6
AC 17, Fort 15, Reflex 17, Will 13	Perception +8
Speed 6, climb 6	Darkvision
Resist 5 fire	
TRAITS	
Dimensional Window	
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +8 vs. AC	
<i>Hit:</i> 1d8 +6 damage.	
R Body Snatch (charm) • Recharge 4-6	
<i>Attack:</i> Ranged 5 (one creature); +6 vs. Will	
<i>Hit:</i> The target is dominated (save ends). Until the target saves against this effect, the boggle is removed from play and the target gains a +2 bonus to attack and damage rolls. When the effect ends, the boggle returns to play in an unoccupied square of its choice within 5 squares of the target.	
MOVE ACTIONS	
Dimensional Hop (teleportation) • At-Will	
<i>Effect:</i> The boggle teleports up to 3 squares.	
MINOR ACTIONS	
Boggle Sweat Stain • At-Will (1/round)	
<i>Effect:</i> The boggle's current square is greased until the end of the encounter. Whenever a creature other than a boggle willingly enters a greased square, that creature falls prone.	
Skills: Athletics +8, Stealth +11, Thievery +11	
Str 14 (+3)	Dex 20 (+5) Wis 14 (+3)
Con 12 (+2)	Int 5 (-2) Cha 6 (-1)
Alignment Chaotic Evil Languages Common, Goblin	

Boggle Sight Stealer	Level 1 Lurker
Small fey humanoid	XP 100
HP 25; Bloodied 12	Initiative +9
AC 15, Fort 13, Reflex 15, Will 11	Perception +7
Speed 6, climb 6	Darkvision
Resist 5 fire	
TRAITS	
Dimensional Window	
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +6 vs. AC	
<i>Hit:</i> 1d8 +4 damage.	
M Neck Bite • At-Will	
<i>Attack:</i> Melee 2 (one creature grabbed by the boggle); +4 vs. Reflex	
<i>Hit:</i> 2d8 +8 damage.	
R Peek-a-Boo Trick (teleportation) • At-Will	
<i>Requirement:</i> The boggle must have no creature grabbed.	
<i>Attack:</i> Ranged 10 (one creature); +4 vs. Reflex	
<i>Hit:</i> The boggle teleports the target to an unoccupied square within 2 squares of the boggle, and the target is grabbed (escape DC 11). The target is blinded until the grab ends. The boggle must remain within 2 squares of the target for the grab to persist.	
MOVE ACTIONS	
Dimensional Hop (teleportation) • At-Will	
<i>Effect:</i> The boggle teleports up to 3 squares.	
TRIGGERED ACTIONS	
Face Rip (teleportation) • Encounter	
<i>Trigger:</i> A creature grabbed by the boggle escapes the grab.	
<i>Effect (Immediate Reaction):</i> Melee 2 (triggering creature). The target takes 1d6 + 3 damage, and the boggle teleports up to 3 squares.	
Skills: Athletics +7, Stealth +10, Thievery +10	
Str 15 (+2)	Dex 20 (+5) Wis 14 (+2)
Con 13 (+1)	Int 5 (-3) Cha 6 (-2)
Alignment Chaotic Evil Languages Common, Goblin	

ENCOUNTER 5: NIGHT ASSAULT (AL 4)

Shadow Runespiral Demon	Level 4 Artillery
Small shadow elemental magical beast (demon)	XP 175
HP 45; Bloodied 22; <i>bloodied shock</i>	Initiative +6
AC 16, Fort 15, Reflex 17, Will 16	Perception +5
Speed 7	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 +5 damage.	
R Focused Shock (lightning) • At-Will	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: 2d6 +5 lightning damage.	
A Lightning Burst (lightning) • At-Will	
Attack: Area burst 2 within 10; +7 vs. Reflex	
Hit: 1d8 +5 lightning damage. The attack deals 1 extra lightning damage for each creature in burst.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
Trigger: The runespiral demon takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The runespiral demon gains resist 10 to the triggering damage type until the end of the encounter.	
M Arcane Arc (lightning) • At-Will	
Trigger: An enemy moves adjacent to the runespiral demon.	
Attack (Immediate Interrupt): Melee 1 (one creature); +9 vs. Reflex	
Hit: 1d8 +5 lightning damage.	
C Bloodied Shock (lightning) • Encounter	
Trigger: The runespiral demon is first bloodied.	
Attack (Free Action): Close Burst 1 (all creatures); +7 vs. Reflex	
Hit: 1d8 +5 lightning damage, and the target is dazed (save ends).	
Skills: Stealth +11	
Str 13 (+3)	Dex 19 (+6)
Con 15 (+4)	Int 5 (-1)
	Wis 16 (+5)
	Cha 12 (+3)
Alignment Chaotic Evil Languages Abyssal	

Boggle Chase Trickster	Level 4 Skirmisher
Small fey humanoid	XP 175
HP 53; Bloodied 26	Initiative +9
AC 18, Fort 16, Reflex 18, Will 14	Perception +9
Speed 6, climb 6	Darkvision
Resist 5 fire	
TRAITS	
Dimensional Window	
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d6 +5 damage.	
MOVE ACTIONS	
Dimensional Hop (teleportation) • At-Will	
Effect: The boggle teleports up to 3 squares.	
MINOR ACTIONS	
M Foot-Snare Trick • At-Will (1/round)	
Effect: Melee 1 (one creature flanked by the boggle). If the target moves more than 3 squares during its next turn, it falls prone at the end of the turn.	
TRIGGERED ACTIONS	
Chase Trick (charm) • Recharge when first bloodied	
Trigger: A creature misses the boggle with a melee attack.	
Effect (Immediate Reaction): The boggle shifts up to 3 squares and then pulls the triggering creature to a square adjacent to it. The triggering creature's movement provokes opportunity attacks. If the creature ends this movement without taking damage from an attack, it can make a melee basic attack against the boggle as a free action.	
Skills: Athletics +9, Stealth +12, Thievery +12	
Str 15 (+4)	Dex 20 (+6)
Con 13 (+3)	Int 5 (-1)
	Wis 14 (+4)
	Cha 6 (-)
Alignment Chaotic Evil Languages Common, Goblin	

Note: damage adjusted for MM3 standards and shadow keyword added to give it Stealth.

ENCOUNTER 5: NIGHT ASSAULT (AL 4 CONTINUED)

Boggle Body Snatcher	Level 5 Controller
Small fey humanoid	XP 200
HP 61; Bloodied 30	Initiative +7
AC 19, Fort 17, Reflex 19, Will 15	Perception +9
Speed 6, climb 6	Darkvision
Resist 5 fire	
TRAITS	
Dimensional Window	
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +10 vs. AC	
<i>Hit:</i> 2d6 +6 damage.	
R Body Snatch (charm) • Recharge 4-6	
<i>Attack:</i> Ranged 5 (one creature); +8 vs. Will	
<i>Hit:</i> The target is dominated (save ends). Until the target saves against this effect, the boggle is removed from play and the target gains a +2 bonus to attack and damage rolls. When the effect ends, the boggle returns to play in an unoccupied square of its choice within 5 squares of the target.	
MOVE ACTIONS	
Dimensional Hop (teleportation) • At-Will	
<i>Effect:</i> The boggle teleports up to 3 squares.	
MINOR ACTIONS	
Boggle Sweat Stain • At-Will (1/round)	
<i>Effect:</i> The boggle's current square is greased until the end of the encounter. Whenever a creature other than a boggle willingly enters a greased square, that creature falls prone.	
Skills: Athletics +9, Stealth +12, Thievery +12	
Str 15 (+4) Dex 20 (+6) Wis 14 (+4)	
Con 13 (+3) Int 5 (-1) Cha 6 (--)	
Alignment Chaotic Evil Languages Common, Goblin	

Boggle Sight Stealer	Level 3 Lurker
Small fey humanoid	XP 150
HP 37; Bloodied 18	Initiative +10
AC 17, Fort 15, Reflex 17, Will 13	Perception +8
Speed 6, climb 6	Darkvision
Resist 5 fire	
TRAITS	
Dimensional Window	
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +8 vs. AC	
<i>Hit:</i> 2d6 +4 damage.	
M Neck Bite • At-Will	
<i>Attack:</i> Melee 2 (one creature grabbed by the boggle); +6 vs. Reflex	
<i>Hit:</i> 4d6 +8 damage.	
R Peek-a-Boo Trick (teleportation) • At-Will	
<i>Requirement:</i> The boggle must have no creature grabbed.	
<i>Attack:</i> Ranged 10 (one creature); +6 vs. Reflex	
<i>Hit:</i> The boggle teleports the target to an unoccupied square within 2 squares of the boggle, and the target is grabbed (escape DC 13). The target is blinded until the grab ends. The boggle must remain within 2 squares of the target for the grab to persist.	
MOVE ACTIONS	
Dimensional Hop (teleportation) • At-Will	
<i>Effect:</i> The boggle teleports up to 3 squares.	
TRIGGERED ACTIONS	
Face Rip (teleportation) • Encounter	
<i>Trigger:</i> A creature grabbed by the boggle escapes the grab.	
<i>Effect (Immediate Reaction):</i> Melee 2 (triggering creature). The target takes 1d8 +5 damage, and the boggle teleports up to 3 squares.	
Skills: Athletics +8, Stealth +11, Thievery +11	
Str 15 (+3) Dex 20 (+6) Wis 14 (+3)	
Con 13 (+2) Int 5 (-2) Cha 6 (-1)	
Alignment Chaotic Evil Languages Common, Goblin	

ENCOUNTER 5: NIGHT ASSAULT (AL 6)

Shadow Runespiral Demon	Level 6 Artillery
Small shadow elemental magical beast (demon)	XP 250
HP 57; Bloodied 28; <i>bloodied shock</i>	Initiative +7
AC 18, Fort 17, Reflex 19, Will 18	Perception +6
Speed 7	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 +6 damage.	
R Focused Shock (lightning) • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 2d6 +7 lightning damage.	
A Lightning Burst (lightning) • At-Will	
Attack: Area burst 2 within 10; +7 vs. Reflex	
Hit: 1d8 +6 lightning damage. The attack deals 1 extra lightning damage for each creature in burst.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
Trigger: The runespiral demon takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The runespiral demon gains resist 10 to the triggering damage type until the end of the encounter.	
M Arcane Arc (lightning) • At-Will	
Trigger: An enemy moves adjacent to the runespiral demon.	
Attack (Immediate Interrupt): Melee 1 (one creature); +11 vs. Reflex	
Hit: 1d8 +6 lightning damage.	
C Bloodied Shock (lightning) • Encounter	
Trigger: The runespiral demon is first bloodied.	
Attack (Free Action): Close Burst 1 (all creatures); +9 vs. Reflex	
Hit: 1d8 +6 lightning damage, and the target is dazed (save ends).	
Skills: Stealth +12	
Str 13 (+4)	Dex 19 (+7)
Con 15 (+5)	Int 5 (–)
	Wis 16 (+6)
	Cha 12 (+4)
Alignment Chaotic Evil	
Languages Abyssal	

Boggle Chase Trickster	Level 6 Skirmisher
Small fey humanoid	XP 250
HP 69; Bloodied 34	Initiative +10
AC 20, Fort 18, Reflex 20, Will 16	Perception +10
Speed 6, climb 6	Darkvision
Resist 5 fire	
TRAITS	
Dimensional Window	
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d6 +7 damage.	
MOVE ACTIONS	
Dimensional Hop (teleportation) • At-Will	
Effect: The boggle teleports up to 3 squares.	
MINOR ACTIONS	
M Foot-Snare Trick • At-Will (1/round)	
Effect: Melee 1 (one creature flanked by the boggle). If the target moves more than 3 squares during its next turn, it falls prone at the end of the turn.	
TRIGGERED ACTIONS	
Chase Trick (charm) • Recharge when first bloodied	
Trigger: A creature misses the boggle with a melee attack.	
Effect (Immediate Reaction): The boggle shifts up to 3 squares and then pulls the triggering creature to a square adjacent to it. The triggering creature's movement provokes opportunity attacks. If the creature ends this movement without taking damage from an attack, it can make a melee basic attack against the boggle as a free action.	
Skills: Athletics +10, Stealth +13, Thievery +13	
Str 15 (+5)	Dex 20 (+8)
Con 13 (+4)	Int 5 (–)
	Wis 14 (+5)
	Cha 6 (+1)
Alignment Chaotic Evil	
Languages Common, Goblin	

Note: damage adjusted for MM3 standards and shadow keyword added to give it Stealth.

ENCOUNTER 5: NIGHT ASSAULT (AL 6 CONTINUED)

Boggle Body Snatcher	Level 7 Controller
Small fey humanoid	XP 300
HP 77; Bloodied 38	Initiative +8
AC 21, Fort 19, Reflex 21, Will 17	Perception +10
Speed 6, climb 6	Darkvision
Resist 5 fire	
TRAITS	
Dimensional Window	
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +12 vs. AC	
<i>Hit:</i> 2d8 +6 damage.	
R Body Snatch (charm) • Recharge 4-6	
<i>Attack:</i> Ranged 5 (one creature); +10 vs. Will	
<i>Hit:</i> The target is dominated (save ends). Until the target saves against this effect, the boggle is removed from play and the target gains a +2 bonus to attack and damage rolls. When the effect ends, the boggle returns to play in an unoccupied square of its choice within 5 squares of the target.	
MOVE ACTIONS	
Dimensional Hop (teleportation) • At-Will	
<i>Effect:</i> The boggle teleports up to 3 squares.	
MINOR ACTIONS	
Boggle Sweat Stain • At-Will (1/round)	
<i>Effect:</i> The boggle's current square is greased until the end of the encounter. Whenever a creature other than a boggle willingly enters a greased square, that creature falls prone.	
Skills: Athletics +10, Stealth +13, Thievery +13	
Str 15 (+5)	Dex 20 (+7)
Con 13 (+4)	Int 5 (-)
	Wis 14 (+5)
	Cha 6 (+1)
Alignment Chaotic Evil	Languages Common, Goblin

Boggle Sight Stealer	Level 5 Lurker
Small fey humanoid	XP 200
HP 49; Bloodied 24	Initiative +11
AC 19, Fort 17, Reflex 19, Will 15	Perception +9
Speed 6, climb 6	Darkvision
Resist 5 fire	
TRAITS	
Dimensional Window	
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +10 vs. AC	
<i>Hit:</i> 2d6 +6 damage.	
M Neck Bite • At-Will	
<i>Attack:</i> Melee 2 (one creature grabbed by the boggle); +8 vs. Reflex	
<i>Hit:</i> 4d6 + 10 damage.	
R Peek-a-Boo Trick (teleportation) • At-Will	
<i>Requirement:</i> The boggle must have no creature grabbed.	
<i>Attack:</i> Ranged 10 (one creature); +8 vs. Reflex	
<i>Hit:</i> The boggle teleports the target to an unoccupied square within 2 squares of the boggle, and the target is grabbed (escape DC 15). The target is blinded until the grab ends. The boggle must remain within 2 squares of the target for the grab to persist.	
MOVE ACTIONS	
Dimensional Hop (teleportation) • At-Will	
<i>Effect:</i> The boggle teleports up to 3 squares.	
TRIGGERED ACTIONS	
Face Rip (teleportation) • Encounter	
<i>Trigger:</i> A creature grabbed by the boggle escapes the grab.	
<i>Effect (Immediate Reaction):</i> Melee 2 (triggering creature). The target takes 1d8 + 7 damage, and the boggle teleports up to 3 squares.	
Skills: Athletics +9, Stealth +12, Thievery +12	
Str 15 (+4)	Dex 21 (+7)
Con 14 (+4)	Int 5 (-1)
	Wis 14 (+4)
	Cha 6 (-)
Alignment Chaotic Evil	Languages Common, Goblin

ENCOUNTER 5: NIGHT ASSAULT (AL 8)

Spriggan Witherer		Level 8 Artillery (Leader)
Small fey humanoid		XP 350
HP 70; Bloodied 35		Initiative +8
AC 21, Fort 19, Reflex 18, Will 20		Perception +10
Speed 6		low-light vision
STANDARD ACTIONS		
m Withering Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +11 vs. Reflex		
Hit: 2d6 +6 damage.		
R Sun Scorch (fire, radiant) • At-Will		
Attack: Ranged 10 (one creature); +13 vs. Reflex		
Hit: 2d8 +7 fire and radiant damage.		
AC Flattening Wind • Recharge when first bloodied		
Attack: Area burst 3 within 10 or close blast 3; +12 vs. Fortitude		
Hit: 2d8 +9 damage, and the target is pushed 2 squares and knocked prone.		
A Blood for the Earth • At-Will		
Requirement: The spriggan must be bloodied.		
Attack: Area burst 2 within 10 (enemies only); +12 vs. Fortitude		
Hit: 2d6 +5 damage and ongoing 5 damage (save ends).		
Effect: Each ally within the burst gains 5 temporary hit points.		
TRIGGERED ACTIONS		
Redcap Zeal • Encounter		
Trigger: The spriggan bloodies an enemy or reduces an enemy to 0 or fewer hit points.		
Effect: The spriggan gains 1d6+3 temporary hit points.		
Skills: Arcana +8, Athletics +11, Stealth +12		
Str 12 (+5)	Dex 15 (+6)	Wis 12 (+5)
Con 16 (+7)	Int 10 (+4)	Cha 18 (+8)
Alignment Evil		Languages Elven

Note: damage adjusted for MM3 standards.

Quickling Runner		Level 8 Skirmisher
Small fey humanoid		XP 350
HP 88; Bloodied 44		Initiative +13
AC 23, Fort 19, Reflex 23, Will 19		Perception +7
Speed 12, climb 6		low-light vision
TRAITS		
Nimble		
The quickling has a +4 on AC against opportunity attacks.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 +7 damage.		
M Quick Cuts (weapon) • At-Will		
Effect: The quickling moves his speed. At any two points during its move, the quickling makes a <i>short sword</i> attack at a -2 penalty. The quickling cannot use this power while immobilized or slowed.		
MOVE ACTIONS		
Fey Shift • Encounter		
Effect: The quickling shifts 10 squares.		
MINOR ACTIONS		
Maintain Mobility • Recharge 4-6		
Requirement: Must be immobilized.		
Effect: The quickling is no longer immobilized.		
Skills: Acrobatics +21, Bluff +9, Stealth +16		
Str 9 (+3)	Dex 24 (+11)	Wis 17 (+7)
Con 16 (+7)	Int 14 (+6)	Cha 10 (+4)
Alignment Evil		Languages Elven
Equipment short sword		

Note: damage adjusted for MM3 standards.

ENCOUNTER 5: NIGHT ASSAULT (AL 8 CONTINUED)

Howling Hag	Level 7 Controller
Medium fey humanoid	XP 300
HP 83; Bloodied 41	Initiative +7
AC 21, Fort 20, Reflex 19, Will 18	Perception +10
Speed 6	low-light vision
Resist 10 thunder	
TRAITS	
O Baleful Whispers (psychic) Aura 5	
An enemy who ends its turn in the aura takes 1d6 psychic damage.	
STANDARD ACTIONS	
m Quarterstaff • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 +6 damage.	
C Howl (thunder) • At-Will	
Attack: Close blast 5 (creatures); +10 vs. Fort	
Hit: 2d6 +4 damage, and the target is pushed 3 squares.	
C Shriek of Pain (thunder) • Recharge when first bloodied	
Attack: Close blast 5 (creatures); +10 vs. Fortitude	
Hit: 2d8 +8 damage, or 2d8 +13 if the hag is bloodied.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The hag teleports up to 10 squares.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The hag can alter its physical form to appear as an old crone of any Medium humanoid race.	
Skills: Bluff +11, Insight +10, Intimidate +11, Nature +10	
Str 18 (+7)	Dex 18 (+7)
Con 19 (+7)	Int 12 (+5)
Wis 16 (+6)	Cha 16 (+6)
Alignment Evil	Languages Common, Elven
Equipment quarterstaff	

Note: adjusted for MM3 damage totals.

Incubus	Level 9 Lurker
Medium elemental humanoid (demon, shapechanger)	XP 400
HP 83; Bloodied 41	Initiative +13
AC 23, Fort 22, Reflex 21, Will 22	Perception +4
Speed 8, fly 4 (clumsy)	Darkvision
Resist 5 fire	
TRAITS	
Bloodied Invigoration	
When the incubus is bloodied, it gains a +5 bonus to attack and damage rolls against a creature it has dominated during the encounter.	
STANDARD ACTIONS	
r Clutching Claw • At-Will	
Requirement: The incubus must not have a creature grabbed.	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d8 +4 damage, and the incubus grabs the target.	
M Lover's Bite • At-Will	
Attack: Melee 1 (one creature grabbed by the incubus); +14 vs. AC	
Hit: 3d6 +8 damage, and the target is dazed until the end of the incubus's next turn.	
R Dream Control (charm) • Recharge 5-6	
Attack: Ranged 10 (one creature); +12 vs. Will	
Hit: The incubus enters the target's mind and body. The incubus is removed from play, and the target is dominated (save ends). On each of its turns, the incubus can use its move action to use one of the target's normal movement modes and its standard action to use one of the target's at-will powers. When the target saves against this effect, the incubus reappears in a square adjacent to the target or the nearest unoccupied square.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The incubus can alter its physical form to appear as a Medium humanoid or any Medium or Large beast until it attacks, uses its <i>change shape</i> again, or drops to 0 hit points. The incubus retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the incubus must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The incubus takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The incubus gains resist 5 to the triggering damage type until the end of the encounter or until it uses this power again.	
Skills: Bluff +15, Intimidate +15, Stealth +14	
Str 21 (+9)	Dex 20 (+9)
Con 23 (+10)	Int 18 (+8)
Wis 11 (+4)	Cha 22 (+10)
Alignment Chaotic Evil	Languages Abyssal, Common

ENCOUNTER 5: NIGHT ASSAULT (AL 10)

Spriggan Witherer		Level 10 Artillery (Leader)	
Small fey humanoid		XP 500	
HP 82 Bloodied 41		Initiative +9	
AC 23, Fort 21, Reflex 20, Will 22		Perception +11	
Speed 6		low-light vision	
STANDARD ACTIONS			
m Withering Touch (necrotic) • At-Will			
Attack: Melee 1 (one creature); +13 vs. Reflex			
Hit: 2d8 + 6 damage.			
R Sun Scorch (fire, radiant) • At-Will			
Attack: Ranged 10 (one creature); +15 vs. Reflex			
Hit: 2d8 + 9 fire and radiant damage.			
AC Flattening Wind • Recharge when first bloodied			
Attack: Area burst 3 within 10 or close blast 3; +13 vs. Fortitude			
Hit: 3d6 + 9 damage, and the target is pushed 2 squares and knocked prone.			
A Blood for the Earth • At-Will			
Requirement: The spriggan must be bloodied.			
Attack: Area burst 2 within 10 (enemies only); +13 vs. Fortitude			
Hit: 2d6 + 7 damage and ongoing 5 damage (save ends).			
Effect: Each ally within the burst gains 5 temporary hit points.			
TRIGGERED ACTIONS			
Redcap Zeal • Encounter			
Trigger: The spriggan bloodies an enemy or reduces an enemy to 0 or fewer hit points.			
Effect: The spriggan gains 1d6+3 temporary hit points.			
Skills: Arcana +9, Athletics +12, Stealth +13			
Str 12 (+6)	Dex 15 (+7)	Wis 12 (+6)	
Con 16 (+8)	Int 10 (+5)	Cha 18 (+9)	
Alignment Evil		Languages Elven	

Note: damage adjusted for MM3 standards.

Quickling Runner		Level 10 Skirmisher	
Small fey humanoid		XP 500	
HP 104; Bloodied 52		Initiative +14	
AC 25, Fort 21, Reflex 25, Will 21		Perception +8	
Speed 12, climb 6		low-light vision	
TRAITS			
Nimble			
The quickling has a +4 on AC against opportunity attacks.			
STANDARD ACTIONS			
m Short Sword (weapon) • At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d8 + 9 damage.			
M Quick Cuts (weapon) • At-Will			
Effect: The quickling moves his speed. At any two points during its move, the quickling makes a short sword attack at a -2 penalty. The quickling cannot use this power while immobilized or slowed.			
MOVE ACTIONS			
Fey Shift • Encounter			
Effect: The quickling shifts 10 squares.			
MINOR ACTIONS			
Maintain Mobility • Recharge 4-6			
Requirement: Must be immobilized.			
Effect: The quickling is no longer immobilized.			
Skills: Athletics +22, Bluff +10, Stealth +17			
Str 9 (+4)	Dex 24 (+12)	Wis 17 (+8)	
Con 16 (+8)	Int 14 (+7)	Cha 10 (+5)	
Alignment Evil		Languages Elven	
Equipment short sword			

Note: damage adjusted for MM3 standards.

ENCOUNTER 5: NIGHT ASSAULT (AL 10 CONTINUED)

Howling Hag	Level 9 Controller
Medium fey humanoid	XP 400
HP 95; Bloodied 47	Initiative +8
AC 23, Fort 22, Reflex 21, Will 20	Perception +11
Speed 6	low-light vision
Resist 10 thunder	
TRAITS	
O Baleful Whispers (psychic) Aura 5	
An enemy who ends its turn in the aura takes 1d6 psychic damage.	
STANDARD ACTIONS	
m Quarterstaff • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 8 damage.	
C Howl (thunder) • At-Will	
Attack: Close blast 5 (creatures); +12 vs. Fort	
Hit: 2d6 + 6 damage, and the target is pushed 3 squares.	
C Shriek of Pain (thunder) • Recharge when first bloodied	
Attack: Close blast 5 (creatures); +12 vs. Fortitude	
Hit: 3d6 + 9 damage, or 3d6 + 14 if the hag is bloodied.	
Miss: Half damage.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The hag teleports up to 10 squares.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The hag can alter its physical form to appear as an old crone of any Medium humanoid race.	
Skills: Bluff +12, Insight +11, Intimidate +12, Nature +11	
Str 18 (+8)	Dex 18 (+8)
Con 19 (+8)	Int 12 (+5)
Wis 16 (+7)	Cha 16 (+7)
Alignment Evil	Languages Common, Elven
Equipment quarterstaff	

Note: adjusted for MM3 damage totals.

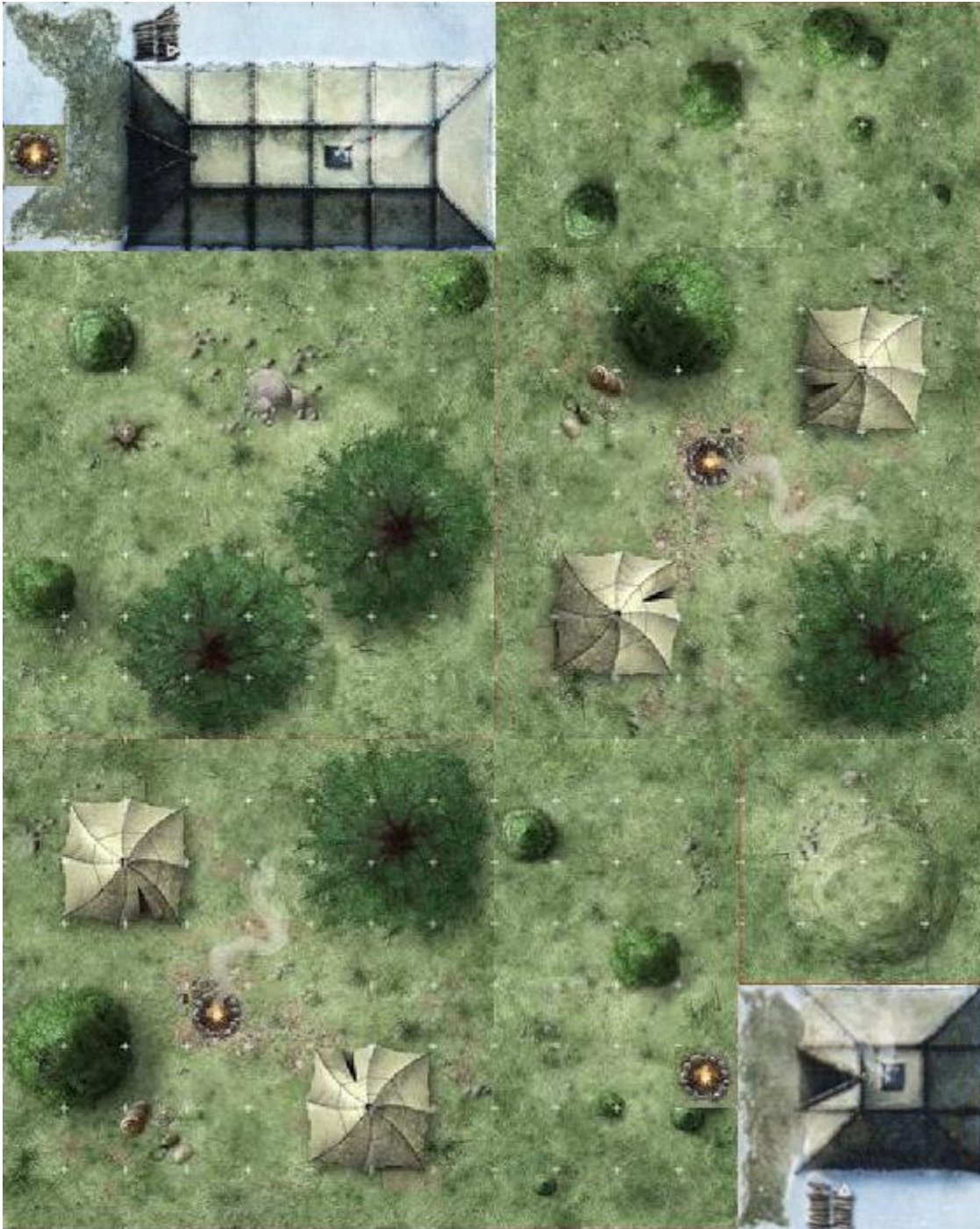
Incubus	Level 11 Lurker
Medium elemental humanoid (demon, shapechanger)	XP 600
HP 95; Bloodied 47	Initiative +14
AC 25, Fort 24, Reflex 23, Will 22	Perception +5
Speed 8, fly 8 (clumsy)	Darkvision
Resist 5 fire	
TRAITS	
Bloodied Invigoration	
When the incubus is bloodied, it gains a +5 bonus to attack and damage rolls against a creature it has dominated during the encounter.	
STANDARD ACTIONS	
r Clutching Claw • At-Will	
Requirement: The incubus must not have a creature grabbed.	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d8 + 6 damage, and the incubus grabs the target.	
M Lover's Bite • At-Will	
Attack: Melee 1 (one creature grabbed by the incubus); +16 vs. AC	
Hit: 3d6 + 10 damage, and the target is dazed until the end of the incubus's next turn.	
R Dream Control (charm) • Recharge 5-6	
Attack: Ranged 10 (one creature); +14 vs. Will	
Hit: The incubus enters the target's mind and body. The incubus is removed from play, and the target is dominated (save ends). On each of its turns, the incubus can use its move action to use one of the target's normal movement modes and its standard action to use one of the target's at-will powers. When the target saves against this effect, the incubus reappears in a square adjacent to the target or the nearest unoccupied square.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The incubus can alter its physical form to appear as a Medium humanoid or any Medium or Large beast until it attacks, uses its <i>change shape</i> again, or drops to 0 hit points. The incubus retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the incubus must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The incubus takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The incubus gains resist 5 to the triggering damage type until the end of the encounter or until it uses this power again.	
Skills: Bluff +16, Intimidate +16, Stealth +15	
Str 21 (+10)	Dex 20 (+10)
Con 23 (+11)	Int 18 (+9)
Wis 11 (+5)	Cha 22 (+11)
Alignment Chaotic Evil	Languages Abyssal, Common

ENCOUNTER 5: NIGHT ASSAULT

TILE SETS NEEDED

Dungeon Tiles Master Set - The Wilderness x2

Caverns of Icewind Dale x1



Notes: Campfire tiles have been added in two locations. Treat snow as normal ground.

Starting Positions: PCs start wherever they want to be. (Be sure to also note where Tylia is.) The strike force members who aren't shapechangers approach equally from the top and bottom. At ALs 8 and 10, place the hag near the entrance to the big tent at the top and the incubus near the entrance to the big tent in the bottom right.

ENCOUNTER 6: KELOG'S LEGACY

ENCOUNTER LEVEL 2/4/6/8/10
(625/875/1250/1750/2500 XP)

CREATURES

This encounter includes the following creatures at ALs 2/4/6:

- 2 dread zombies (A)
- 1 Kern, deathlock wight (elite) (K)
- 1 Sorag, acid wizard (S)

This encounter includes the following creatures at ALs 8/10:

- 2 Dread zombie myrmidons (A)
- 1 Kern, deathlock wight (elite) (K)
- 1 Sorag, acid wizard (S)

SCALING THE ENCOUNTER

This encounter is set for six PCs (or five PCs plus Talia as an NPC). Make the following adjustments to the combat based on the number of PCs present.

Four PCs

- Use the standard version of Kern instead of the elite version and remove one zombie

Five PCs (or four PCs plus Talia as an NPC)

- Use the standard version of Kern instead of the elite version

Seven PCs (i.e., six PCs plus Talia as an NPC)

- Add one zombie

SETUP

Kelog, the ghostly Nar wizard, wasn't able to approach Tylia while she was still in Bariel's Rest because he was screened out by a protective barrier created upon Tyrus' death, one which prevents intrusion by undead and demons into the environs of Bariel's Rest. (This happened at the climax of CORE2-05.)

He saw his opportunity when Tylia was taken out of the Dunwood, though, and soon had his own agents on her trail. They caught up to Branimern's drow agent before the PCs did but after the Thurle killed him and picked Tylia up, trailed the Thurle to Bildoobaris, and have been biding their time nearby ever since. They seize their opportunity to strike once Tylia is outside of

Bildoobaris, whether with the PCs or with one of Branimern's agents. In the latter case they have caught and killed the agent(s) fleeing with Tylia and claimed Tylia for themselves.

This encounter can happen two different ways. If the PCs have secured Tylia (whether by triumphing in the expected way in Encounters 3-5 or by stealing away with Tylia) and are on their way back, use Scene 1. If the PCs are pursuing Tylia's kidnappers after failing in Encounter 5, use Scene 2. Either way the same combat happens; the only differences are Tylia's beginning disposition, the weather conditions, and how the map used.

SCENE 1: THE VICTORS

It is a cool, overcast day with the promise of rain as you leave Bildoobaris to head back. By the time you reach the Cold Road a light drizzle has started, which intermittently becomes a heavier shower as the day progresses. Though you pass a handful of travelers apparently headed towards Bildoobaris or points farther south, nothing seems amiss until you come across a trio/quartet/quintet of human-sized individuals wearing tattered, voluminous black cloaks. Something about them triggers your danger senses; perhaps it's the slightly odd way they move or the faint but definite smell of death. That or something else makes Tylia start to cry.

Seemingly taking that as a signal, the travelers throw off their hoods, revealing visages that do not belong to living creatures. The one/two/three in the front wear heavy armor, carry long swords, and look like they might have been half-orc adventurers slain in the last decade. The two in the back look much older and have distinct Nar features. One sports wicked-looking claws while the other, who has a partially melted face, carries an orb. He says something to the party in a gurgling voice using what seems to be an archaic form of Damaran.

Any PC who understands Damaran can roughly translate this as, "By command of Kelog, Master of West Forest Tower, we have come for the girl. Hand her over and you need not perish." Talia can translate this if no one else can and comments that she thinks he might be referring to the spirit from the ruins near her village, the one responsible for giving Tylia's father his primal powers. There is no other room for discussion here; the undead attack if the PCs do not immediately comply.

SCENE 2: THE PURSUERS

This encounter takes place at night. If the PCs are neither using a sunrod-level light source nor have darkvision then close the starting range to the limit of their light source(s).

Using advice provided by the Nar, you have been on the trail of the kidnappers for a couple of hours when you come upon an unusual sight at the limit of your vision: a trio/quartet/quintet of dark-cloaked, human-sized individuals headed vaguely in your direction. One of the more bulky figures in front has a bundle slung over its shoulder which is the right size and shape to be a wrapped-up Tylia. If that is her, though, then she isn't moving.

A PC with a passive Perception of 20 or better can tell that whoever or whatever is in the bundle does seem to be breathing; any PC who at any point during the fight studies the bundle can also determine this by making a DC 20 check as a minor action. In this case the fright from being confronted by the undead has caused Tylia to pass out, but she's otherwise fine.

When the PCs act aggressively or try to speak to the travelers, continue:

The travelers throw off their hoods, revealing visages that do not belong to living creatures. The one/two/three in the front wear heavy armor, carry long swords, and look like they might have been half-orc adventurers slain in the last decade. The two in the back look much older and have distinct Nar features. One sports wicked-looking claws while the other, who has a partially melted face, carries an orb. He says something to the party in a gurgling voice using what seems to be an archaic form of Damaran.

Any PC who can understand Damaran can roughly translate this as, "We have what our master sent us for. Stand aside and you need not perish." (Talia can translate if no one else can.) If the PCs ask who their master is, Sorag (the one with the partially-melted face), replies, "Kelog, Master of West Forest Tower." Talia comments that she thinks he might be referring to the spirit from the ruins near her village, the one responsible for giving Tylia's father his primal powers. There is no other room for discussion here; the undead attack if the PCs do not immediately comply.

FEATURES OF THE AREA

This area has a few important features.

Lighting: For Scene 1, the battlefield is fully lit. For Scene 2, the battle happens at night with the only light being what the PCs carry with them.

Rain: In Scene 1 only, the rain gives a +2 bonus to any saving throws vs. ongoing fire damage but otherwise is not heavy enough to affect the combat.

Trees: The trunk squares are blocking terrain, while creatures at least 2 squares (10 feet) high can use branches as cover. DC 15 Athletic check to climb.

Bushes/Rocks: These count as difficult terrain.

Slope: This is a steep but easily climbable slope which ascends 1 square vertically for every square covered. Slope squares do not require an Athletics check but do require two extra squares of movement going up. Any combatant struck while on a slope must make a DC 10 Athletics or Acrobatics check or be knocked to the bottom of the slope.

Pond: The water is 3 feet deep but otherwise unremarkable. Entering, exiting, or moving through any water square counts as difficult terrain.

SPECIAL RULES

For Scene 1, or once the PCs have saved Tylia in Scene 2, have players refer to **Handout 2** for details on protecting Tylia.

At the start of Scene 2 Tylia is slung over the back of one of the zombies. If the zombie is downed, she can be freed automatically as a minor action; picking her up in this case is a separate minor action which does not require a grab attempt. While in the midst of combat, she can be freed from the zombie on a Hard Thievery check done as a standard action while the PC has combat advantage; this includes grabbing hold of her unless the PC is somehow not adjacent to the zombie while doing the check. Talia concentrates on doing this first if played as an NPC.

TACTICS

Kern and Sorag have been charged with bringing Tylia back alive and so will not take any deliberate actions which would directly or indirectly harm the girl. They are not interested in snatching her up during the fight, though; they are perfectly content to kill the PCs first and pick her up afterward. Because Tylia is their main objective, they do not pursue (or order the pursuit) of any PC who flees unless that PC has Tylia. All fight to the death to achieve their objective, as Kelog has given them undead status for this reason.

The zombies are under Sorag's direct influence. If Sorag is destroyed or otherwise unable to order them, they merely attack the nearest enemy. Otherwise they prioritize their attacks on any PCs attempting to approach and attack Kern and Sorag. (Essentially, Sorag uses them as a front line.) They use their restraining attack (*zombie grab* or *necrotic weapon*) against PCs engaging Kern or Sorag in melee, though the myrmidons also use it any time that they have a PC marked.

Sorag abhors beauty, so he prioritizes targets based on highest Charisma score unless it would be tactically unsound to do so. His favorite tactic is to use *stream of acid* on a target and then sic a zombie on that target using *zombie master*.

Kern attempts to control the battlefield by immobilizing melee and close-range types at a distance. At close range he uses his *horrific visage* to set up potential splash targets for Sorag's *acid bolt* if feasible. If the PCs seem to be focusing on the zombies first, Kern holds back his *reanimate* until the PCs seem to think that they have the zombies down for good (i.e. using fire or radiant attacks) and then gleefully cackles as he uses it on that zombie.

CONCLUDING THE ADVENTURE

Once the undead are destroyed for good, all immediate threats to Tylia are ended (Branimern doesn't care to waste more manpower on the issue and Kelog won't find out that his forces failed until Tylia is safely back home), so the PCs and Talia can finish the return trip.

Unlike the journey to the east, the journey back to and through the Giantspire Mountains proves largely uneventful, as the only minor threats you face prove to be of a much more mundane sort. Indeed, Tylia seems no worse for her trials; doubtless this will be a grand story of adventure to her as she grows older, but nothing more than that.

As you return into Damara and near the northwestern fringe of the Dunwood, Talia gives you the magic items that she promised at the beginning. She explains that the weapon was the "honor blade of my village's founder."

She and her daughter part ways with you. "I will always be in your debt for this," she proclaims with her parting words, "and I only hope that I or my daughter can repay the favor for you in the future." And then she's gone, home to where - hopefully this time - no real boogymen await.

TROUBLESHOOTING

The one potential problem that could arise is if Talia is slain and the PCs do not have the means, gold, or will to get her raised (which could easily be a problem at the lowest APLs). In this case ask the PCs what they do with Tylia; those who have played CORE2-05 and have story award CORE47 do know how to get to Bariel's Rest, so taking her there could be an option. Otherwise a PC could adopt her herself and take her home to someone who could look after her or find a family to place her with. Determine the answer to this, as it figures into the survey questions.

STORY AWARDS

All PCs completing the adventure receive **CORE81 Gratitude of Talia**.

TREASURE

From the bodies of their foes the PCs can recover a +1 *orb of inevitable continuance* (at AL 2/4) or a +2 *orb of enduring magic* (at AL 6/8/10). Before departing their company Talia also gives the PCs her *cape of the mountebank* (+1 at ALs 2/4/6, +2 at ALs 8/10), *honor blade of Bariel* (+1 at ALs 2/4/6, +2 at ALs 8/10), and *elven chain shirt* (at ALs 6/8/10 only).

Upon reporting back to King Frostmantle about the completion of their original job and providing a scouting report on Narfell, the PCs earn 55/85/165/370/575 gp each.

ENCOUNTER 6: KELOG'S LEGACY (AL 2)

2 Dread Zombie	Level 2 Soldier
Medium natural animate (undead)	XP 125
HP 42; Bloodied 20	Initiative +2
AC 18, Fort 16, Reflex 12, Will 13	Perception +2
Speed 5	Darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
TRAITS	
Rise Again	
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead the creature returns with 10 hit points the beginning of its next turn.	
Zombie Weakness	
A critical hit scored against a dread zombie reduces the zombie to zero hit points.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 5 damage.	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: The target is grabbed. Attempts to escape the zombie's grab take a -5 penalty.	
Str 14 (+3)	Dex 8 (+0)
Con 18 (+5)	Int 3 (-3)
	Wis 12 (+2)
	Cha 4 (-2)
Alignment unaligned Languages --	
Equipment: plate armor, heavy shield, longsword	

Note: adjusted MM3 damage standards.

Sorag, Acid Wizard	Level 2 Elite Artillery
Medium natural humanoid (undead)	XP 250
HP 62; Bloodied 31	Initiative +1
AC 14, Fort 11, Reflex 14, Will 15	Perception +4
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Acid Haze (acid) • Aura 2	
All allies within the aura inflict 3 extra acid damage.	
STANDARD ACTIONS	
m Acid Touch (acid) • At-Will	
Attack: Melee 1 (one creature); +3 vs. Reflex	
Hit: 1d6 + 6 acid damage.	
r Acid Bolt (acid, implement) • At-Will	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: 2d6 + 2 acid damage (crit 1d6 + 14 acid damage), and each enemy adjacent to the target takes 3 acid damage.	
R Stream of Acid (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: 1d6 + 9 acid damage (crit 1d6 + 15 acid damage), and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends).	
MINOR ACTIONS	
Zombie Master • At-Will (1/round)	
Effect: A zombie ally within 10 squares makes a melee basic or charge attack.	
TRIGGERED ACTIONS	
R Orb of Denial (implement) • Encounter	
Trigger: An enemy makes a successful saving throw.	
Attack (Immediate Interrupt): Range 10 (one creature); +8 vs. Will.	
Hit: The target fails the saving throw.	
Arcane Surge • Recharge when bloodied	
Trigger: Sorag hits an enemy with an implement attack.	
Effect (Free Action): The attack deals maximum damage to the enemy.	
Skills: Arcana +10	
Str 10 (+1)	Dex 11 (+1)
Con 13 (+2)	Int 19 (+5)
	Wis 17 (+4)
	Cha 10 (+1)
Alignment Chaotic Evil Languages Damaran	
Equipment +1 orb of inevitable continuance	

Note: Based on a Green Arcanian adjusted for being an elite and leader, and having a magical orb. Also note that Sorag has no use for his orb's encounter power.

ENCOUNTER 6: KELOG'S LEGACY (AL 2 CONTINUED)

Kern, deathlock wight (elite)	Level 2 Elite Controller
Medium natural humanoid (undead)	XP 250
HP 76; Bloodied 38	Initiative +3
AC 16, Fort 13, Reflex 14, Will 15	Perception +0
Speed 6	darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Claw (healing) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 damage, the target loses 1 healing surge, and Kern regains hit points equal to the level of the target.	
R Grave Bolt (necrotic) • At-Will	
Attack: Ranged 20 (one or two creatures); +5 vs. Reflex	
Hit: 1d8 + 5 necrotic damage, and the target is immobilized (save ends).	
C Horrific Visage (fear) • Recharge 4-6	
Attack: Close blast 5 (creatures in blast); +4 vs. Will	
Hit: 1d6 + 4 damage, and the target is pushed 3 squares.	
MINOR ACTIONS	
Reanimate (healing) • Encounter	
Effect: Ranged 10 (One destroyed undead creature of level 4 or lower that is not a minion). The target regains hit points equal to half its bloodied value. It stands up as a free action.	
TRIGGERED ACTIONS	
Retributive Strike • Recharge 5-6	
Trigger: Kern is hit by a melee attack from an adjacent creature.	
Attack (Immediate Reaction): Kern makes a claw attack against the creature.	
Skills: Arcana +9, Religion +9	
Str 10 (+1)	Dex 14 (+3)
Con 14 (+3)	Int 16 (+4)
	Cha 18 (+5)
Alignment Evil	Languages Damaran

Note: Based on deathlock wight adjusted for MM3 damage totals, changed language, and added or enhanced abilities to account for elite upgrade.

Kern, deathlock wight (standard)	Level 2 Controller
Medium natural humanoid (undead)	XP 125
HP 38; Bloodied 19	Initiative +3
AC 16, Fort 13, Reflex 14, Will 15	Perception +0
Speed 6	darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 damage, and the target loses 1 healing surge.	
R Grave Bolt (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +5 vs. Reflex	
Hit: 1d8 + 5 necrotic damage, and the target is immobilized (save ends).	
C Horrific Visage (fear) • Recharge 4-6	
Attack: Close blast 5 (creatures in blast); +4 vs. Will	
Hit: 1d6 + 4 damage, and the target is pushed 3 squares.	
MINOR ACTIONS	
R Reanimate (healing) • Encounter	
Effect: Ranged 10 (One destroyed undead creature of level 6 or lower that is not a minion). The target regains hit points equal to half its bloodied value. It stands up as a free action.	
Skills: Arcana +9, Religion +9	
Str 10 (+1)	Dex 14 (+3)
Con 14 (+3)	Int 16 (+4)
	Cha 18 (+5)
Alignment Evil	Languages Damaran

Note: Based on deathlock wight adjusted for MM3 damage totals and changed language.

ENCOUNTER 6: KELOG'S LEGACY (AL 4)

2 Dread Zombie	Level 4 Soldier
Medium natural animate (undead)	XP 175
HP 58; Bloodied 29	Initiative +3
AC 20, Fort 18, Reflex 14, Will 15	Perception +3
Speed 5	Darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
TRAITS	
Rise Again	
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead the creature returns with 10 hit points the beginning of its next turn.	
Zombie Weakness	
A critical hit scored against a dread zombie reduces the zombie to zero hit points.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 5 damage.	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: The target is grabbed. Attempts to escape the zombie's grab take a -5 penalty.	
Str 14 (+4)	Dex 8 (+1)
Con 18 (+6)	Int 3 (-2)
	Wis 12 (+3)
	Cha 4 (-1)
Alignment unaligned	
Languages --	
Equipment: plate armor, heavy shield, longsword	

Note: adjusted for MM3 damage standards.

Sorag, Acid Wizard	Level 4 Elite Artillery
Medium natural humanoid (undead)	XP 350
HP 86; Bloodied 43	Initiative +2
AC 16, Fort 13, Reflex 16, Will 17	Perception +5
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Acid Haze (acid) • Aura 2	
All allies within the aura inflict 5 extra acid damage.	
STANDARD ACTIONS	
m Acid Touch (acid) • At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 1d8 + 7 acid damage.	
r Acid Bolt (acid, implement) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. Reflex	
Hit: 2d8 + 3 acid damage (crit 1d6 + 19 acid damage), and each enemy adjacent to the target takes 3 acid damage.	
R Stream of Acid (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (one creature); +8 vs. Reflex	
Hit: 1d8 + 11 acid damage (crit 1d6 + 19 acid damage), and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends).	
MINOR ACTIONS	
Zombie Master • At-Will (1/round)	
Effect: A zombie ally within 10 squares makes a melee basic or charge attack.	
TRIGGERED ACTIONS	
R Orb of Denial (implement) • Encounter	
Trigger: An enemy makes a successful saving throw.	
Attack (Immediate Interrupt): Range 10 (one creature); +10 vs. Will.	
Hit: The target fails the saving throw.	
Arcane Surge • Recharge when bloodied	
Trigger: Sorag hits an enemy with an implement attack.	
Effect (Free Action): The attack deals maximum damage to the enemy.	
Skills: Arcana +11	
Str 10 (+2)	Dex 11 (+2)
Con 13 (+3)	Int 19 (+6)
	Wis 17 (+5)
	Cha 10 (+2)
Alignment Chaotic Evil	
Languages Damaran	
Equipment +1 orb of inevitable continuance	

Note: Based on a Green Arcanian adjusted for being an elite and leader, and having a magical orb. Also note that Sorag has no use for his orb's encounter power.

ENCOUNTER 6: KELOG'S LEGACY (AL 4 CONTINUED)

Kern, deathlock wight (elite)	Level 4 Elite Controller
Medium natural humanoid (undead)	XP 350
HP 108; Bloodied 54	Initiative +4
AC 18, Fort 15, Reflex 16, Will 17	Perception +1
Speed 6	darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Claw (healing) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 damage, the target loses 1 healing surge, and Kern regains hit points equal to the level of the target.	
R Grave Bolt (necrotic) • At-Will	
Attack: Ranged 20 (one or two creatures); +7 vs. Reflex	
Hit: 2d6 + 5 necrotic damage, and the target is immobilized (save ends).	
C Horrific Visage (fear) • Recharge 4-6	
Attack: Close blast 5 (creatures in blast); +6 vs. Will	
Hit: 1d8 + 5 damage, and the target is pushed 3 squares.	
MINOR ACTIONS	
R Reanimate (healing) • Encounter	
Effect: Ranged 10 (One destroyed undead creature of level 6 or lower that is not a minion). The target regains hit points equal to half its bloodied value. It stands up as a free action.	
TRIGGERED ACTIONS	
Retributive Strike • Recharge 5-6	
Trigger: Kern is hit by a melee attack from an adjacent creature.	
Attack (Immediate Reaction): Kern makes a claw attack against the creature.	
Skills: Arcana +10, Religion +10	
Str 10 (+2)	Dex 14 (+4)
Con 14 (+4)	Int 16 (+5)
	Cha 18 (+6)
Alignment Evil	Languages Damaran

Note: Based on deathlock wight adjusted for MM3 damage totals, changed language, and added or enhanced abilities to account for elite upgrade.

Kern, deathlock wight (standard)	Level 4 Controller
Medium natural humanoid (undead)	XP 175
HP 54; Bloodied 27	Initiative +4
AC 18, Fort 15, Reflex 16, Will 17	Perception +1
Speed 6	darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 damage, and the target loses 1 healing surge.	
R Grave Bolt (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +7 vs. Reflex	
Hit: 2d6 + 5 necrotic damage, and the target is immobilized (save ends).	
C Horrific Visage (fear) • Recharge 4-6	
Attack: Close blast 5 (creatures in blast); +6 vs. Will	
Hit: 1d8 + 5 damage, and the target is pushed 3 squares.	
MINOR ACTIONS	
R Reanimate (healing) • Encounter	
Effect: Ranged 10 (One destroyed undead creature of level 6 or lower that is not a minion). The target regains hit points equal to half its bloodied value. It stands up as a free action.	
Skills: Arcana +10, Religion +10	
Str 10 (+2)	Dex 14 (+4)
Con 14 (+4)	Int 16 (+5)
	Cha 18 (+6)
Alignment Evil	Languages Damaran

Note: Based on deathlock wight, adjusted for MM3 damage totals and changed language.

ENCOUNTER 6: KELOG'S LEGACY (AL 6)

2 Dread Zombie	Level 6 Soldier
Medium natural animate (undead)	XP 250
HP 74; Bloodied 37	Initiative +4
AC 22, Fort 20, Reflex 16, Will 17	Perception +4
Speed 5	Darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
TRAITS	
Rise Again	
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead the creature returns with 10 hit points the beginning of its next turn.	
Zombie Weakness	
A critical hit scored against a dread zombie reduces the zombie to zero hit points.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 7 damage.	
M Zombie Grab • At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: The target is grabbed. Attempts to escape the zombie's grab take a -5 penalty.	
Str 14 (+5)	Dex 8 (+2)
Con 18 (+7)	Int 3 (-1)
	Wis 12 (+4)
	Cha 4 (-)
Alignment unaligned	
Languages --	
Equipment: plate armor, heavy shield, longsword	

Note: adjusted for MM3 damage standards.

Sorag, Acid Wizard	Level 6 Elite Artillery
Medium natural humanoid (undead)	XP 500
HP 110; Bloodied 55	Initiative +3
AC 18, Fort 15, Reflex 16, Will 19	Perception +6
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Acid Haze (acid) • Aura 2	
All allies within the aura inflict 5 extra acid damage.	
STANDARD ACTIONS	
m Acid Touch (acid) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 2d6 + 7 acid damage.	
r Acid Bolt (acid, implement) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 2d8 + 4 acid damage (crit 2d6 + 20 acid damage), and each enemy adjacent to the target takes 3 damage.	
R Stream of Acid (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 1d8 + 13 acid damage (crit 2d6 + 21 acid damage), and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends).	
MINOR ACTIONS	
Zombie Master • At-Will (1/round)	
Effect: A zombie ally within 10 squares makes a melee basic or charge attack.	
TRIGGERED ACTIONS	
R Orb of Denial (implement) • Encounter	
Trigger: An enemy makes a successful saving throw.	
Attack (Immediate Interrupt): Range 10 (one creature); +12 vs. Will.	
Hit: The target fails the saving throw.	
Arcane Surge • Recharge when bloodied	
Trigger: Sorag hits an enemy with an implement attack.	
Effect (Free Action): The attack deals maximum damage to the enemy.	
Skills: Arcana +12	
Str 10 (+3)	Dex 11 (+3)
Con 13 (+4)	Int 19 (+7)
	Wis 17 (+6)
	Cha 10 (+3)
Alignment Chaotic Evil	
Languages Damaran	
Equipment +2 orb of enduring magic	

Note: Based on a Green Arcanian adjusted for being an elite and leader, and having a magical orb. Also note that Sorag has no use for his orb's encounter power.

ENCOUNTER 6: KELOG'S LEGACY (AL 6 CONTINUED)

Kern, deathlock wight (elite)	Level 6 Elite Controller
Medium natural humanoid (undead)	XP 500
HP 140; Bloodied 70	Initiative +5
AC 20, Fort 17, Reflex 18, Will 19	Perception +2
Speed 6	darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw (healing) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 2 damage, the target loses 1 healing surge, and Kern regains hit points equal to the level of the target.	
R Grave Bolt (necrotic) • At-Will	
<i>Attack:</i> Ranged 20 (one or two creatures); +9 vs. Reflex	
<i>Hit:</i> 2d6 + 7 necrotic damage, and the target is immobilized (save ends).	
C Horrific Visage (fear) • Recharge 4-6	
<i>Attack:</i> Close blast 5 (creatures in blast); +8 vs. Will	
<i>Hit:</i> 1d8 + 6 damage, and the target is pushed 3 squares.	
MINOR ACTIONS	
R Reanimate (healing) • Encounter	
<i>Effect:</i> Ranged 10 (One destroyed undead creature of level 8 or lower that is not a minion). The target regains hit points equal to half its bloodied value. It stands up as a free action.	
TRIGGERED ACTIONS	
Retributive Strike • Recharge 5-6	
<i>Trigger:</i> Kern is hit by a melee attack from an adjacent creature.	
<i>Attack (Immediate Reaction):</i> Kern makes a <i>claw</i> attack against the creature.	
Skills: Arcana +11, Religion +11	
Str 10 (+3)	Dex 14 (+5)
Con 14 (+5)	Int 16 (+7)
	Cha 18 (+7)
Alignment Evil	Languages Damaran

Note: Based on deathlock wight, adjusted for MM3 damage totals, changed language, and added or enhanced abilities to account for elite upgrade.

Kern, deathlock wight (standard)	Level 6 Controller
Medium natural humanoid (undead)	XP 250
HP 70; Bloodied 35	Initiative +5
AC 20, Fort 17, Reflex 18, Will 19	Perception +2
Speed 6	darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 2 damage, and the target loses 1 healing surge.	
R Grave Bolt (necrotic) • At-Will	
<i>Attack:</i> Ranged 20 (one creature); +9 vs. Reflex	
<i>Hit:</i> 2d6 + 7 necrotic damage, and the target is immobilized (save ends).	
C Horrific Visage (fear) • Recharge 4-6	
<i>Attack:</i> Close blast 5 (creatures in blast); +8 vs. Will	
<i>Hit:</i> 1d8 + 6 damage, and the target is pushed 3 squares.	
MINOR ACTIONS	
R Reanimate (healing) • Encounter	
<i>Effect:</i> Ranged 10 (One destroyed undead creature of level 8 or lower that is not a minion). The target regains hit points equal to half its bloodied value. It stands up as a free action.	
Skills: Arcana +11, Religion +11	
Str 10 (+3)	Dex 14 (+5)
Con 14 (+5)	Int 16 (+6)
	Cha 18 (+7)
Alignment Evil	Languages Damaran

Note: Based on deathlock wight, adjusted for MM3 damage totals, and changed language.

ENCOUNTER 6: KELOG'S LEGACY (AL 8)

2 Dread Zombie Myrmidon	Level 8 Soldier
Medium natural animate (undead)	XP 400
HP 93; Bloodied 46	Initiative +7
AC 24, Fort 21, Reflex 17, Will 19	Perception +11
Speed 5	Darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
TRAITS	
Rise Again	
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead the creature returns with 15 hit points the beginning of its next turn.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 7 damage, and the target is marked until the end of the myrmidon's next turn.	
M Necrotic Weapon (necrotic, weapon) • At-Will	
Requirement: Requires longsword	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 7 necrotic damage, and the target is immobilized until the end of the myrmidon's next turn. If the target is marked by the myrmidon, it also dazed until the end of the myrmidon's next turn.	
Skills Perception +11	
Str 18 (+8)	Dex 12 (+5) Wis 15 (+6)
Con 21 (+9)	Int 5 (+1) Cha 6 (+2)
Alignment unaligned Languages --	
Equipment: plate armor, heavy shield, longsword	

Note: adjusted for MM3 damage standards.

Sorag, Acid Wizard	Level 8 Elite Artillery
Medium natural humanoid (undead)	XP 800
HP 134; Bloodied 67	Initiative +4
AC 20, Fort 17, Reflex 20, Will 21	Perception +7
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Acid Haze (acid) • Aura 2	
All allies within the aura inflict 5 extra acid damage.	
STANDARD ACTIONS	
m Acid Touch (acid) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 2d6 + 9 acid damage.	
r Acid Bolt (acid, implement) • At-Will	
Attack: Ranged 10 (one creature); +12 vs. Reflex	
Hit: 2d10 + 3 acid damage (crit 2d6 + 23 acid damage), and each enemy adjacent to the target takes 3 damage.	
R Stream of Acid (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (one creature); +12 vs. Reflex	
Hit: 2d6 + 11 acid damage (crit 2d6 + 23 acid damage), and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends).	
MINOR ACTIONS	
Zombie Master • At-Will (1/round)	
Effect: A zombie ally within 10 squares makes a melee basic or charge attack.	
TRIGGERED ACTIONS	
R Orb of Denial (implement) • Encounter	
Trigger: An enemy makes a successful saving throw.	
Attack (Immediate Interrupt): Range 10 (one creature); +13 vs. Will.	
Hit: The target fails the saving throw.	
Arcane Surge • Recharge when bloodied	
Trigger: Sorag hits an enemy with an implement attack.	
Effect (Free Action): The attack deals maximum damage to the enemy.	
Skills: Arcana +13	
Str 10 (+4)	Dex 11 (+4) Wis 17 (+7)
Con 13 (+5)	Int 19 (+8) Cha 10 (+4)
Alignment Chaotic Evil Languages Damaran	
Equipment +2 orb of enduring magic	

Note: Based on a Green Arcanian adjusted for being an elite and leader, and having a magical orb. Also note that Sorag has no use for his orb's encounter power.

ENCOUNTER 6: KELOG'S LEGACY (AL 8 CONTINUED)

Kern, deathlock wight (elite)	Level 8 Elite Controller
Medium natural humanoid (undead)	XP 800
HP 172; Bloodied 86	Initiative +5
AC 22, Fort 19, Reflex 20, Will 21	Perception +4
Speed 6	darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Claw (healing) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 2 damage, the target loses 1 healing surge, and Kern regains hit points equal to the level of the target.	
R Grave Bolt (necrotic) • At-Will	
Attack: Ranged 20 (one or two creatures); +11 vs. Reflex	
Hit: 2d8 + 7 necrotic damage, and the target is immobilized (save ends).	
C Horrific Visage (fear) • Recharge 4-6	
Attack: Close blast 5 (creatures in blast); +10 vs. Will	
Hit: 2d6 + 5 damage, and the target is pushed 3 squares.	
MINOR ACTIONS	
R Reanimate (healing) • Encounter	
Effect: Ranged 10 (One destroyed undead creature of level 10 or lower that is not a minion). The target regains hit points equal to half its bloodied value. It stands up as a free action.	
TRIGGERED ACTIONS	
Retributive Strike • Recharge 4-6	
Trigger: Kern is hit by a melee attack from an adjacent creature.	
Attack (Immediate Reaction): Kern makes a claw attack against the creature.	
Skills: Arcana +12, Religion +12	
Str 10 (+4)	Dex 14 (+6)
Con 14 (+6)	Int 16 (+8)
	Wis 10 (+4)
	Cha 19 (+8)
Alignment Evil	
Languages Damaran	

Note: Based on deathlock wight. Adjusted for MM3 damage totals, changed language, and added or enhanced abilities to account for elite upgrade.

Kern, deathlock wight (standard)	Level 8 Controller
Medium natural humanoid (undead)	XP 400
HP 86; Bloodied 43	Initiative +5
AC 22 Fort 19, Reflex 20, Will 21	Perception +4
Speed 6	darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 2 damage, and the target loses 1 healing surge.	
R Grave Bolt (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +11 vs. Reflex	
Hit: 2d8 + 7 necrotic damage, and the target is immobilized (save ends).	
C Horrific Visage (fear) • Recharge 4-6	
Attack: Close blast 5 (creatures in blast); +10 vs. Will	
Hit: 2d6 + 5 damage, and the target is pushed 3 squares.	
MINOR ACTIONS	
R Reanimate (healing) • Encounter	
Effect: Ranged 10 (One destroyed undead creature of level 10 or lower that is not a minion). The target regains hit points equal to half its bloodied value. It stands up as a free action.	
Skills: Arcana +12, Religion +12	
Str 10 (+4)	Dex 14 (+6)
Con 14 (+6)	Int 16 (+7)
	Wis 10 (+4)
	Cha 18 (+8)
Alignment Evil	
Languages Damaran	

Note: Based on deathlock wight, adjusted for MM3 damage totals, and changed language.

ENCOUNTER 6: KELOG'S LEGACY (AL 10)

2 Dread Zombie Myrmidon	Level 10 Soldier
Medium natural animate (undead)	XP 500
HP 109; Bloodied 54	Initiative +8
AC 26, Fort 23, Reflex 19, Will 21	Perception +12
Speed 5	Darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
TRAITS	
Rise Again	
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead the creature returns with 15 hit points the beginning of its next turn.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage, and the target is marked until the end of the myrmidon's next turn.	
M Necrotic Weapon (necrotic, weapon) • At-Will	
Requirement: Requires longsword	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 9 necrotic damage, and the target is immobilized until the end of the myrmidon's next turn. If the target is marked by the myrmidon, it also dazed until the end of the myrmidon's next turn.	
Skills Perception +12	
Str 18 (+9)	Dex 12 (+6) Wis 15 (+7)
Con 21 (+10)	Int 5 (+2) Cha 6 (+3)
Alignment unaligned Languages --	
Equipment: plate armor, heavy shield, longsword	

Note: adjusted for MM3 damage standards.

Sorag, Acid Wizard	Level 10 Elite Artillery
Medium natural humanoid (undead)	XP 1,000
HP 158; Bloodied 79	Initiative +5
AC 22, Fort 19, Reflex 22, Will 23	Perception +8
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Acid Haze (acid) • Aura 3	
All allies within the aura inflict 5 extra acid damage	
STANDARD ACTIONS	
m Acid Touch (acid) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 2d8 + 10 acid damage.	
r Acid Bolt (acid, implement) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 2d10 + 6 acid damage (crit 2d6 + 26 acid damage), and each enemy adjacent to the target takes 3 damage.	
R Stream of Acid (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 2d6 + 13 acid damage (crit 2d6 + 25 acid damage), and the target takes a -2 penalty to AC and ongoing 5 acid damage (save ends).	
MINOR ACTIONS	
Zombie Master • At-Will (1/round)	
Effect: A zombie ally within 10 squares makes a melee basic or charge attack.	
TRIGGERED ACTIONS	
R Orb of Denial (implement) • Encounter	
Trigger: An enemy makes a successful saving throw.	
Attack (Immediate Interrupt): Range 10 (one creature); +16 vs. Will.	
Hit: The target fails the saving throw.	
Arcane Surge • Recharge when bloodied	
Trigger: Sorag hits an enemy with an implement attack.	
Effect (Free Action): The attack deals maximum damage to the enemy.	
Skills: Arcana +14	
Str 10 (+5)	Dex 11 (+5) Wis 17 (+8)
Con 13 (+6)	Int 19 (+9) Cha 10 (+5)
Alignment Chaotic Evil Languages Damaran	
Equipment +2 orb of enduring magic	

Note: Based on a Green Arcanian adjusted for being an elite and leader, and having a magical orb. Also note that Sorag has no use for his orb's encounter power.

ENCOUNTER 6: KELOG'S LEGACY (AL 10 CONTINUED)

Kern, deathlock wight (elite)	Level 10lite Controller
Medium natural humanoid (undead)	XP 1,000
HP 204; Bloodied 102	Initiative +6
AC 24, Fort 21, Reflex 22, Will 23	Perception +5
Speed 6	darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
Saving Throws +2 ; Action Points 1	
STANDARD ACTIONS	
m Claw (healing) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 4 damage, the target loses 1 healing surge, and Kern regains hit points equal to the level of the target.	
R Grave Bolt (necrotic) • At-Will	
Attack: Ranged 20 (one or two creatures); +13 vs. Reflex	
Hit: 2d8 + 9 necrotic damage, and the target is immobilized (save ends).	
C Horrific Visage (fear) • Recharge 4-6	
Attack: Close blast 5 (creatures in blast); +12 vs. Will	
Hit: 2d6 + 6 damage, and the target it pushed 3 squares.	
MINOR ACTIONS	
R Reanimate (healing) • Encounter	
Effect: Ranged 10 (One destroyed undead creature of level 12 or lower that is not a minion). The target regains hit points equal to half its bloodied value. It stands up as a free action.	
TRIGGERED ACTIONS	
Retributive Strike • Recharge 4-6	
Trigger: Kern is hit by a melee attack from an adjacent creature.	
Attack (Immediate Reaction): Kern makes a claw attack against the creature.	
Skills: Arcana +13, Religion +13	
Str 10 (+5)	Dex 14 (+7) Wis 10 (+5)
Con 14 (+7)	Int 16 (+8) Cha 19 (+9)
Alignment Evil Languages Damaran	

Note: Based on deathlock wight adjusted for MM3 damage totals, changed language, and added or enhanced abilities to account for elite upgrade.

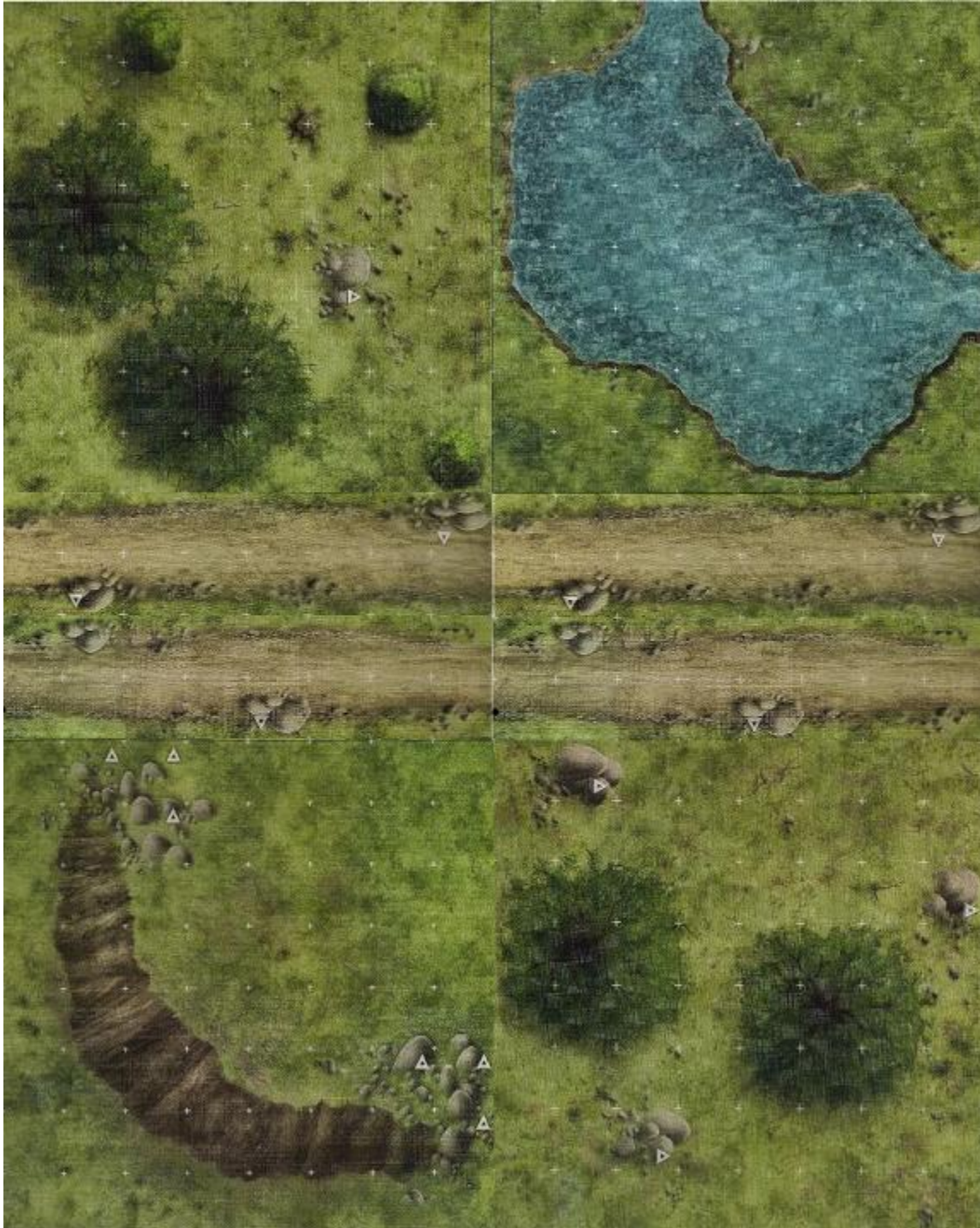
Kern, deathlock wight (standard)	Level 10 Controller
Medium natural humanoid (undead)	XP 500
HP 102; Bloodied 51	Initiative +6
AC 24 Fort 21, Reflex 22, Will 23	Perception +5
Speed 6	darkvision
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 4 damage, and the target loses 1 healing surge.	
R Grave Bolt (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +13 vs. Reflex	
Hit: 2d8 + 9 necrotic damage, and the target is immobilized (save ends).	
C Horrific Visage (fear) • Recharge 4-6	
Attack: Close blast 5 (creatures in blast); +12 vs. Will	
Hit: 2d6 + 6 damage, and the target it pushed 3 squares.	
MINOR ACTIONS	
R Reanimate (healing) • Encounter	
Effect: Ranged 10 (One destroyed undead creature of level 12 or lower that is not a minion). The target regains hit points equal to half its bloodied value. It stands up as a free action.	
Skills: Arcana +13, Religion +13	
Str 10 (+5)	Dex 14 (+7) Wis 10 (+5)
Con 14 (+7)	Int 16 (+8) Cha 18 (+9)
Alignment Evil Languages Damaran	

Note: Based on deathlock wight, adjusted for MM3 damage totals, and changed language.

ENCOUNTER 6: KELOG'S LEGACY

TILE SETS NEEDED

Dungeon Tiles Master Set - The Wilderness x2 (roads only duplicated)



Map Notes: For Scene 1, ignore any difficult terrain on the road. For Scene 2, ignore the road instead.

Set-Up Notes: For Scene 1, PCs start on the right side of the map, up to 3 squares in on the road. NPCs start on the left side, up to 3 squares in with the zombies in front. For Scene 2, the PCs enter from the bottom of the map, up to 3 squares in from the edge. NPCs start from the top, up to 3 squares in with the zombies in front.

REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

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

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

ADVENTURE LEVEL 2

Minimum Possible XP: 225 XP

Find Tylia: +25 XP
Recover Tylia From Thurl: +25 XP
Protect Tylia From Branimern's Agents: +25 XP
Return Tylia Home With Talia: +125 XP

Maximum Possible XP: 425 XP

Base Gold per PC: 75 gp

(Encounter 1: 10 gp, Encounter 4a/4b: 10 gp, Encounter 6: 55 gp)

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP

Find Tylia: +35 XP
Recover Tylia From Thurl: +35 XP
Protect Tylia From Branimern's Agents: +35 XP
Return Tylia Home With Talia: +175 XP

Maximum Possible XP: 600 XP

Base Gold per PC: 125 gp

(Encounter 1: 20 gp, Encounter 4a/4b: 20 gp, Encounter 6: 85 gp)

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP per PC

Find Tylia: +50 XP
Recover Tylia From Thurl: +50 XP
Protect Tylia From Branimern's Agents: +50 XP
Return Tylia Home With Talia: +250 XP

Maximum Possible XP: 850 XP per PC

Base Gold per PC: 225 gp

(Encounter 1: 30 gp, Encounter 4a/4b: 30 gp, Encounter 6: 165 gp)

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP

Find Tylia: +70 XP
Recover Tylia From Thurl: +70 XP
Protect Tylia From Branimern's Agents: +70 XP
Return Tylia Home With Talia: +250 XP

Maximum Possible XP: 1200 XP

Base Gold per PC: 450 gp

(Encounter 1: 40 gp, Encounter 4a/4b: 40 gp, Encounter 6: 370 gp)

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP

Find Tylia: +100 XP
Recover Tylia From Thurl: +100 XP
Protect Tylia From Branimern's Agents: +100 XP
Return Tylia Home With Talia: +500 XP

Maximum Possible XP: 1700 XP

Gold per PC: 675 gp

(Encounter 1: 50 gp, Encounter 4a/4b: 50 gp, Encounter 6: 575 gp)

TREASURE

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

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold

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

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

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasures A, B, C, D, X, Y, and Z are available at all APLs.

Treasure A: *+1 orb of inevitable continuance* (level 3; AV)
Found in Encounter 6.

Treasure B: *+1 cape of the mountebank* (level 5; AV)
Given by Talia in Encounter 6.

Treasure C: *honor blade of Bariel +1* (level 5; Dragon 470)
Given by Talia in Encounter 6.

Treasure D: *power jewel* (level 5; AV)
Found in Encounter 2.

At AL 6 or higher, add Treasures E and F:

Treasure E: *+2 orb of enduring magic* (level 7; MME)
Found in Encounter 6.

Treasure F: *elven chain shirt* (level 9; MME)
Given by Talia in Encounter 6.

At AL 8 or higher, add Treasures G and H:

Treasure G: *+2 cape of the mountebank* (level 10; AV)
Given by Talia in Encounter 6.

Treasure H: *honor blade of Bariel +2* (level 10; Dragon 470)

Given by Talia in Encounter 6.

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. This 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 consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of cure light wounds* (level 1) plus 30 gp

AL 4: *potion of cure light wounds* (level 1) plus 55 gp

AL 6: *potion of cure light wounds* (level 1) plus 130 gp

AL 8: *potion of cure moderated wounds* (level 8) plus 100 gp

AL 10: *potion of cure moderate wounds* (level 8) plus 250 gp

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

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is possible for a character to earn all three of the listed Story Awards in this adventure, though the second one will likely only be earned by certain PCs. Pass out certificates to the players for their Story Awards.

If the PCs succeeded at either Encounter 4A or Encounter 4B, they earn CORE79.

CORE79 Impressed the Nar

By proving your mettle in a sanctioned Challenge, you made a favorable impression on various tribes of Nar barbarians. This could help you in social situations (at the DM's discretion) during future encounters with the Nar or adventures in Narfell.

Those PCs who stayed up all night drinking and carousing at the trademeet (foregoing an extended rest) receive CORE80.

CORE80 Bildoobaris Contacts

You made some business contacts with northern merchants at the Bildoobaris trademeet.

One time only at the end of any adventure you can use this favor to gain purchase access to a single Uncommon magic item with an item level no greater than your character level. The item may come from any LFR-legal player resource, but it must be an item which provides some degree of cold resistance. You pay full market price for the item, so you do not need to spend a found-item slot, but it does count against the limit of Uncommon magic items you are allowed to possess. Record the purchased item below, and strike through this paragraph after you have purchased an item using this favor.

Finally, all PCs receive CORE81 if they rescued Talia's daughter and returned her safely.

CORE81 Favor of Talia

For helping her rescue her daughter, you have earned Talia's eternal gratitude. You are welcome in her secluded home of Bariel's Rest should you ever need a place to hide. Talia may be able to provide you with assistance during a future adventure set in the area.

NEW RULES

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

Cape of the Mountebank +1/+2 Level 5/10
With a flourish of this silk-hemmed garment, you transport out of harm's way.
 Lvl 5 +1 1,000 gp Lvl 10 +2 5,000 gp
 Neck Slot
Enhancement Bonus: Fortitude, Reflex, Will
Power (Teleportation): Daily (Immediate Reaction). Trigger: You are hit by an attack. Effect: Teleport 5 squares and gain combat advantage until the end of your next turn.
Source: Adventurer's Vault pg149

Elven Chain Shirt Level 9
This fine mesh of mithral links is no more burdensome than a cotton shirt, yet is stronger than steel.
 Lvl 9 4,200 gp
 Wondrous Item
Property: You gain a +1 item bonus to AC while wearing this shirt with light armor or no armor.
Source: Mordenkainen's Magnificent Emporium pg 82

Orb of Enduring Magic +2 Level 7
Carved from iron to resemble a clenched gauntlet, this orb allows you to extend your magical abilities while absorbing your foe's attacks.
 Lvl 7 +2 2,600 gp
Implement: Orb
Enhancement Bonus: Attack and damage rolls
Critical: +2d6 damage
Utility Power (Encounter): Minor Action. Effect: You sustain all of your active powers that can be sustained with a minor action. In addition, you gain temporary hit points equal to 2 + the orb's enhancement bonus.
Source: Mordenkainen's Magnificent Emporium pg45

Orb of Inevitable Continuance +1 Level 3
A sphere of gray crystal that appears as a ball of solid mist.
 Lvl 3 +1 680 gp
Implement: Orb
Enhancement Bonus: Attack and damage rolls
Critical: +1d6 damage
Power (Daily): Free Action. Trigger: You hit an enemy with an attack made with this orb. Effect: One of your powers that is due to end at the end of this turn instead lasts until the end of your next turn.
Source: Player's Handbook pg 238, Dungeon Master's Kit pg 260

Power Jewel Level 5
Magical energy pulses within this stunning red jewel, allowing you to use a power you have already expended.
 Lvl 5 1,000 gp.
 Wondrous Item
Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.
Source: Adventurer's Vault pg176

Honor Blade of Bariel +1/+2 Level 5/10 Rare
The heirloom weapon of the adventurer Bariel was used to help forge a new community out of a dangerous wilderness
 Lvl 5+1 1,000 gp Lvl 10 +2 5,000 gp
Weapon: Heavy or light blade
Enhancement Bonus: Attack and damage rolls
Critical: +1d8/ damage per plus
Property: While holding this weapon, you gain an item bonus to initiative checks equal to the weapon's enhancement bonus.
Property: When you use this weapon to reduce a nonminion enemy to 0 hit points, you gain temporary hit points equal to 5 + the weapon's enhancement bonus.
Utility Power (Encounter): Free Action. Trigger: You hit an enemy with an attack using this weapon. Effect: Until the end of your next turn, you gain a +2 power bonus to all defenses against the enemy.
Reflavored sentinel marshal honor blade from Dragon 407

CONSUMABLES

Potion of Cure Light Wounds Level 1
This potion covers your small cuts and minor bruises in dim silver light, causing them to heal over.
 Lvl 1 20 gp
Other: Consumable
Utility Power (Consumable): Minor Action (Healing). Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normal regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.
Source: Mordenkainen's Magnificent Emporium pg96

Potion of Cure Moderate Wounds Level 10
This potion covers your wounds in silver light, helping them heal.
 Lvl 10 200 gp
Other: Consumable
Utility Power (Consumable): Minor Action (Healing). Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normal regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.
Source: Mordenkainen's Magnificent Emporium pg96

EVENT SUMMARY

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

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

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

If played at a convention, what slot:

Table Number:

DM's Name:

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

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

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

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

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

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

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

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

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

APPENDIX 1: TALIA, COMPANION NPC

ADVENTURE LEVEL 2

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

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

ADVENTURE LEVEL 4

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

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

APPENDIX 1: TALIA, COMPANION NPC (CONTINUED)

ADVENTURE LEVEL 6

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

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

ADVENTURE LEVEL 8

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

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

APPENDIX 1: TALIA, COMPANION NPC (CONTINUED)

ADVENTURE LEVEL 10

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

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

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

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

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

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

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

TRIGGERED ACTIONS

Backstab • Encounter (usable twice)

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

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

Cunning Escape • Encounter

Trigger: An enemy attacks you.

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

Heroic Effort • Encounter

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

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

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

Str 12 (+3)

Dex 19 (+6)

Wis 12 (+3)

Con 13 (+3)

Int 10 (+2)

Cha 14 (+4)

Alignment Good

Languages Common, Damaran

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

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

FREE ACTION

Utility Power • Encounter

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

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

Property

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

TRIGGERED ACTION

Power (teleportation) • Daily

Trigger: You are hit by an attack.

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

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

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

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

TRIGGERED ACTIONS
Backstab • Encounter (usable twice)
Trigger: Talia makes a dagger attack against an enemy within 5 squares who is granting combat advantage.
Effect (Free Action): Talia gains a +3 power bonus to the roll and deals an additional 1d6 damage on a hit.
Cunning Escape • Encounter
Trigger: An enemy attacks you.
Effect (Immediate Reaction): Talia gains a +4 bonus to all defenses against the triggering enemy's attack. At the end of the triggering enemy's turn, Talia can shift up to 3 squares as a free action.
Heroic Effort • Encounter
Trigger: Talia misses with an attack or fails a saving throw.
Effect (No Action): Talia gains a +4 racial bonus to the attack or saving throw.
Slip Aside • Encounter
Trigger: Talia is hit by an attack which targets AC or Reflex.
Effect (Immediate Interrupt): Talia takes half damage from the attack.
Skills Acrobatics +14, Bluff +11, Nature +12, Perception +12, Stealth +14, Thievery +14
Str 12 (+5) Dex 20 (+9) Wis 12 (+5)
Con 14 (+6) Int 10 (+4) Cha 14 (+6)
Alignment Good Languages Common, Damaran
Equipment +2 leather armor of resistance, +2 honor blade of Bariel, +2 cape of the mountebank, elven chain shirt, daggers (x3), adventurer's kit, thieves' tools.

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

FREE ACTION
Utility Power • Encounter
Trigger: you hit an enemy with an attack using this weapon
Effect: Until the end of your next turn you gain a +2 power bonus to all defenses against the enemy
Property
When you use this weapon to reduce a non-minion enemy to 0 hit points you gain temporary hit points equal to 5 + the enhancement bonus of the weapon
TRIGGERED ACTION
Power (teleportation) • Daily
Trigger: You are hit by an attack.
Effect (Immediate Reaction): Teleport 5 squares and gain combat advantage on the attacker until the end of your next turn.

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

APPENDIX 3: TALIA

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

DESCRIPTION:

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

BACKGROUND:

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

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

PERSONALITY

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

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

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

APPENDIX 4: NARFELL

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

NARFELL

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

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

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

JIVYD

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

N’JAST

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

BILDOOBARIS

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



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

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

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

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

MOUNT NAR

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

BRANIMERN RYTHIL

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

HANDOUT 1: THE CHALLENGE OF SKILL

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

DUEL 1: MASTER OF THE HUNT

Primary Skills: Nature, Perception, Thievery

Secondary Skills: Athletics, Endurance, Insight, Stealth

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

DUEL 2: THE WALL

Primary Skill: Athletics

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

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

DUEL 3: ROAR OF THE BEAST

Primary Skills: Bluff, Intimidate

Secondary Skills: Diplomacy, Insight, Nature

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

DUEL 4: THE SHOOT

Primary Skills: Athletics, Acrobatics

Secondary Skills: Bluff, Intimidate, Perception

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

DUEL 5: TELLER OF STORIES

Primary Skills: Diplomacy, History, Religion

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

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

DUEL 6: EGG SNATCH

Primary Skills: Stealth, Thievery

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

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

HANDOUT 2: PROTECTING TYLIA

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

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

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

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

TRIGGERED ACTION
Protect Tylia • At-Will
<i>Trigger:</i> Tylia is damaged by an attack, effect, or aura.
<i>Effect (Free Action):</i> You take the damage instead.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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

CORE4~2 LEGACY

CORE79 Impressed the Nar

By proving your mettle in a sanctioned Challenge, you made a favorable impression on various tribes of Nar barbarians. This could help you in social situations (at the DM's discretion) during future encounters with the Nar or adventures in Narfell.

CORE80 Bildoobaris Contacts

You made some business contacts with northern merchants at the Bildoobaris trademeet.

One time only at the end of any adventure you can use this favor to gain purchase access to a single Uncommon magic item with an item level no greater than your character level. The item may come from any LFR-legal player resource, but it must be an item which provides some degree of cold resistance. You pay full market price for the item, so you do not need to spend a found-item slot, but it does count against the limit of Uncommon magic items you are allowed to possess. Record the purchased item below, and strike through this paragraph after you have purchased an item using this favor.

Item Purchased:

CORE81 Favor of Talia

For helping her rescue her daughter, you have earned Talia's eternal gratitude. You are welcome in her secluded home of Bariel's Rest should you ever need a place to hide. Talia may be able to provide you with assistance during a future adventure set in the area.

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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).

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

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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DUNGEONS & DRAGONS

SESSION TRACKING

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