

DALE1-6

THE VESPERIN INITIATIVE

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY MICKEY TAN

REVIEWED BY PIERRE VAN ROODEN AND PIETER SLEIJPEN
PLAYTESTED BY JACQUELINE ANTONELLI, BUDDY ARNOLD, DAVID BERGE,
DERRICK BOO, TIM BOOK, TIM CHENG, CHUCK DONAHUE, ED
GREENWOOD, BRUCE HIGA, PETER HOANG, GILBERT LIN, NICHOLAS
LOUIE FORREST McDONALD, DAVE MONSON, MAX MOSQUERA, AL
PAOLETTI, ART SEVERANCE, JACOB SPRUNCK, FRED UPTON, THE SILENT
SEVEN

A trade consortium is being formed. All the players have been selected. Now if they could just agree to meet and finalize the trade pact. Why can't they all just get along? A *Living Forgotten Realms* adventure set in the Dalelands for characters levels 11-14. Final part of the 'Conspiracy of Ravens' quest, originally started in *DALE1-1 The Prospect* and *DALE1-3 Master and Servant*.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/rpga.

DUNGEONS & DRAGONS, D&D, DM REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2009

Wizards of the Coast LLC.

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

RPGA[®] SANCTIONED PLAY

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

To sanction an RPGA event, you must be enrolled in the Wizards Play Network (or WPN for short). Information on enrolling in the program can be found at www.wizards.com/wpn. The person who sanctions the event, called the organizer, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to run this adventure if you are not the organizer.

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

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

To learn more about RPGA event sanctioning and DM REWARDS, visit the RPGA website at www.wizards.com/rpga.

PREPARING FOR PLAY

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

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

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

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 11-14. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Aron Selkirk, a merchant from Vesperin, has decided to fight the oppressive reach of Sembia in the Dragon Reach area of the Sea of Fallen Stars. He is a member of the Silver Ravens, a group of young nobles who try to

fight Netheril and liberate Sembia. He hopes to establish a Velarian Trade Alliance that ensures safe and open trade in the Dragon Reach for its members. He needs the support of Myth Drannor, who can provide trade goods, the Burghers of New Velar, who have political clout, and the Chiangs', a rich merchant family from Nathlan, who can provide ships and, more importantly, money. The problem for Aron is that the Chiangs have a reputation for shady dealings, which displeases the eladrin. He plans a meeting in which he hopes to convince everyone of the need for cooperation and that the Chiangs are a vital asset.

Aaron also has enemies. In DALE1-3, PCs discovered that a shadow group led by a woman named Mirabeta Selkirk opposes him, though at the time it was not explained what her relation to Aron Selkirk is. There is also opposition inside the Dalelands: some folk would rather have peace than risk the inevitable strife that result from the increased trade. And in Myth Drannor, the Eldreth Veluuthra (see Appendix III for details on this group) seeks to disrupt peaceful trade between humans and eladrin.

The meeting takes place in New Velar. Aron wants the eladrin ambassador, Arial Xiloscient, to come to the Alliance meeting, but the ambassador is reluctant to attend.

Meanwhile, Paelias, a member of the Eldreth Veluuthra, has been convinced to ally with Mirabeta's Shadovar in order to stop the formation of the Alliance. Mirabeta sent Joella, a lamia, to help Paelias unbalance the Alliance; Paelias is unaware that a group of powerful fey has ordered Joella to leave one of the parties at the meeting, the Nenthyn family who own the Fall of Stars, unharmed.

* Note that in previous adventures, the name 'Chiang' was mistakenly spelled 'Chang'.

DM'S INTRODUCTION

This is a political adventure with a lot of social interaction. Many story awards from adventures of various regions have an influence.

See Appendix V for an overview of all story arcs and adventures involved, and a means to check story awards at the beginning of the session (you can pass the form around with the last column folded to the back).

The most important story awards are: DALE01 Favor of the Chiang Emporium, DALE02 Member of the Stellar Fellowship, DALE03 Favor of the Twins, and DALE07 An Alliance is Forged. These tie directly to this story arc.

The PCs are regarded as powerful heroes. Still, an individual PC may be looked upon with some distrust if he or she is of shadow origin (i.e. a shadar-kai), or if he or she is from Netheril, Sembia or Thay, or of a race with a brutal reputation (such as a gnoll or drow). Conversely, PCs who hail from Myth Drannor, the Dalelands, or Vesperin, or who have story awards with groups such as the Chiangs or Myth Drannor, may experience a more favorable reception.

None of the distrust or favoritism is strong enough to have a mechanical impact; all NPCs involved are experienced diplomats and can see past first impressions. Unless stated otherwise, or unless the PC actively capitalizes on his or her reputation, keep any favorable or unfavorable attitude toward them as a tool for roleplaying the NPCs.

Using the NPCs: This is a political adventure, with quite a number of NPCs. It is easy to overwhelm players with information. Unless players enjoy in-depth roleplay, it is enough to summarize the position of the most important NPCs, so the players know who to argue against in the final encounter.

The appendices in this adventure give background information on the major and minor NPCs. Together with Encounter 2 it should be enough to depict the members of the meeting in this adventure.

Using Lord Gyertan: PCs who played *DALE1-3 Master and Servant* and obtained **DALE07 An Alliance is Forged** saved Lord Gyertan, a Sembian noble. If PCs have this favor, add Gyertan as one of the NPCs to the alliance.

If most PCs failed to save him, or if nobody has the story award, you can remove Lord Gyertan from the adventure.

Timing the Adventure

This adventure can run long if you try to use all the scenes in every encounter. Unless you have the time and your players enjoy it, try to make a selection of scenes to run. Look at the type of characters and their motivations to select the scenes that the players enjoy the most.

Encounter 1: Aron asks the PCs to attend the meeting and lend their expertise.

Encounter 2: The PCs can investigate and possibly work their influence on the other people attending the meeting.

Encounter 3: Since the eladrin ambassador has already declined an invitation to attend the meeting, Aron asks the PCs to convince the eladrin ambassador to change his mind.

Encounter 4: At the eladrin embassy, Commander Paelias, head of the embassy's guards, meets the PCs at

the gate. Embassy guards led by Paelias's underling, Captain Dregen, ambush the PCs. During the battle, the attackers give the impression that they have ties to the Eldreth Veluuthra. Paelias gets hurt, although in reality he is a leader within the Eldreth Veluuthra and covertly arranged the ambush. Ironically, Dregen himself was not aware of Paelias' alliance. After the attack, the eladrin ambassador agrees to go to the meeting.

Encounter 5: The meeting is held at the Fall of Stars, under the cover of a large feast. Those invited to the meeting include:

- Aron Selkirk
- Burgher Kira Nenthyn from the Fall of Stars
- Ambassador Xiloscient and Commander Paelias, each with their own escort
- Lin-Woh Chiang and her servant Mei
- Burgher Lucus Rivenstave and his wife Anna
- Burgher Harlen Treskeven and his escort
- Lord Meyedict Gyertan (if he was saved)

The PCs also meet Kira Nenthyn's brother, Dayan, who they later spot going upstairs with an attractive eladrin maiden in his arms.

During the feast, various contests and social interactions allow the PCs to impress the meetings' representatives and gain some influence.

Encounter 6: When the negotiations start, Kira Nenthyn, who is a supporter of Aron's proposed Alliance, suddenly argues against the trade pact and tries to stall. Aron calls for a recess.

When the PCs speak to Kira, she tells them Dayan has been kidnapped and will be killed if she doesn't argue against the alliance. She learns that Dayan is still in the Fall of Stars, consults the mirrors in the club, and calls forth a secret power of the club: Ambreeauta Nenthyn, a spirit who lives in the Fall's mirror plane. If the PCs question Ambreeauta, they learn one room in the Fall has its mirror covered with cloth, preventing her from looking inside.

Encounter 7: The PCs find Dayan. Joella has drugged his wine to make him sleep through the meeting. She defends herself, threatening to hurt Dayan. If the PCs capture her alive, they earn additional influence in the final encounter.

If confronted, Joella reveals that Paelias is her superior. Otherwise, club mistress Yellira can reveal that the eladrin was Paelias' escort.

Encounter 8: When Paelias is unmasked, he calls on his Shadovar allies to aid him in this final confrontation, summoning them inside the Fall of Stars. The PCs have to fight Paelias and the Shadovar and prevent any of those present from getting hurt.

Encounter 9: Once Paelias is overcome, the negotiations continue. If the PCs gained enough

influence over the course of the adventure, the group turns to the PCs to break the tie. Their advice has a strong influence on the future of the alliance.

Otherwise the meeting ends with the issue unresolved.

PLAYER'S INTRODUCTION

Each player receives a handout based on the following (apply in the order given):

- If a PC has **DALE07 An Alliance Is Forged** from *DALE1-3 Master and Servant*, Aron knows of their capabilities personally. The PC receives Player Handout 1a.
- If a PC has **DALE02 Member of the Stellar Fellowship of Gentle Adventurers** or **DALE03 Favor of the Twins** from *DALE1-1 The Prospect*, Kira or Dayan Nenthyn has recommended them. The PC receives Player Handout 1b.
- If a PC has **DALE01 Favor of the Chiang Emporium** or **DRAG14 A Reading By Yi Amahl**, Lin-Woh Chiang instead recommends them. If a PC has played *CORE1-1 Inheritance*, the merchant Deskyr Thanterim has recommended them, and if the PCs played *CORE1-2 The Radiant Vessel of Thesk* or *DRAG1-6 Night of Fallen Petals*, Jonster Yate recommends them. The PC receives Player Handout 1c.
- Other PCs may have earned Aron's interest through other deeds. The PC receives Player Handout 1d.

This letter was received several weeks (or, in some cases, even months) ago.

Read or paraphrase the following to the players:

New Velar is unlike any other place in the Dalelands. The hustle and bustle of a thriving trade port on the waters of Dragon Reach is quite different from the pastoral countryside that defines the Dalelands. You find yourself standing in front of the adventurer's club, the Fall of Stars, at the invitation of your patron. Two half-ogres guard the doors, nodding at members as they enter and checking the credentials of the occasional newcomer.

To enter the Fall of Stars, unless they are members of the club, the PCs need to show their invitation to the doormen, two half-ogres named Perun and Rehya. They are then let inside and directed to the Ambassador Room.

The Fall of Stars is a most impressive club, with vaulted ceilings and a spacious common area bustling with activity. Adventurers are everywhere.

Based on the favors that the PC has earned, the players are treated at the Fall of Stars accordingly. Members are greeted by name by many when the character enters the Fall of Stars.

A PC with a passive Perception DC 20 notices a peculiarity: every room in the Fall of Stars has a mirror. A popular club rumor is that this is so that Dayan Nenthyn can always check his looks. With a passive Perception of 30, a PC momentarily catches a strange flicker in one of the mirrors. If asked, regulars explain this is due to old magic wards still active in the club.

It seems that others have also received a summons from Aron Selkirk to meet him at the Fall, since others head towards the Ambassador Room, handing their summons to the large goliath doorman before proceeding inside.

The goliath is Aron's man, Naurus.

ENCOUNTER 1: ARON'S INVITATION

SETUP

Important NPCs: Aron Selkirk, merchant from Vesperin and leader of the Silver Ravens.

The PCs proceed to the meeting room where Aron awaits them.

Thank you all for coming. Your reputations precede you and I believe that you are people that I can trust with this important matter.

For too long has Netheril been allowed to oppress Sembia. Something must be done to stop this. That is why I am setting up the Velarian Trade Alliance: to provide funding and weaken the control of Netheril in the region.

Aron Selkirk is a merchant (See Appendix I) who seeks to establish lucrative trade for the members of the Valerian Trade Alliance (or VTA for short). He hopes this trade helps him in his fight against Sembia and their Netheril masters. Aron greets PCs with **DALE07 An Alliance Forged**, warmly and by name.

He tells the PCs the following:

- He hopes to gather people for a trade alliance in his efforts to oppose Sembia and Netheril.
- Knowing it is hard to encourage people to stand up against the shades, he hopes the PCs help him forge this alliance, using their experience in fighting evil and their aid in earlier missions to convince others of the importance of this alliance.
- The PCs are not simply onlookers. Aron sees them as worthy participants. He hopes they desire to help the Dales, Vesperin, and Myth Drannor forge this pact.
- Opposition is manifold: some of the locals do not seem to enjoy progress. Netheril also resists the formation of the alliance. Aron has already met opposition from a mysterious group of shadovar and random thugs led by a woman named Mirabeta Selkirk.
- Aron does not know for certain who Mirabeta Selkirk is. The only Mirabeta he knows is an ancestor of his, who lived a hundred years ago. That woman was well known - the last overmistress of Sembia before Netheril took control. She died in the shadow war in the

destruction of Ordulin. If this is the same Mirabeta, she is no longer human.

- Aron also considers leaving the security of the meeting in the PCs' hands. He only does this if the PCs seem to have no interest in the politics - just so he can keep them involved. He expects it does not take up too much time or distraction from the meeting.
- The meeting is to be held in the Fall of Stars, the New Velar adventuring club, and is expected to be secure. If the PCs desire, they will be in charge of the club's personnel and only Kira Nenthyn outranks them when it comes to decisions regarding security.
- The meeting is held in two weeks time, during the annual Starry Night Festival.
- Currying favor with the other prospective principals of the VTA in advance is helpful to Aron.
- The eladrin have been especially critical of one of the groups Aron invited. They oppose the Chiangs, an exclusively female Shou clan that trades in the Sea of Fallen Stars. Rumors tie the Chiangs to "shady dealings" such as trade with Thay. Aron does not know whether any of those rumors have any truth to them, so is interested to know what the PCs can learn.
- Aron provides directions to each of the principals' locations.
- The eladrin representatives are at the embassy in New Velar. Ambassador Arial Xiloscient (See Appendix I) is the representative for Myth Drannor, though he is currently not in town. Aron expects he is back for the meeting.
- The other principals in the proposed VTA besides the elves are the Chiang Emporium from Nathlan, Burgher Harlen Treskeden, Burgher Lucus Rivenstave, and Burgher Kira Nenthyn (See Appendix I).
- Only if the PCs saved Lord Gyertan from **DALE1-3 Master and Servant** does Lord Meyedict Gyertan attend the meeting to relate his tales of Netherese influence in Sembia.
- If asked, Aron provides the PCs with a writ saying that the PCs are working on his behalf.
- Aron has little cash, but is offering the PCs an actual chance to influence the future of the lands around the Dragon Reach. He gives them a vote in the meeting. He wants heroes, not mercenaries.
- If the PCs insist, he is willing to pay up to 600/1100 gp per PC. In that case, reduce Joella's gold (Encounter 7) as needed.

- Time permitting and if you have a group that likes to roleplay, Aron tells them that the Starry Night Festival requires one to have an escort. If a PC asks one of the NPCs, Kira is the only one open to the idea regardless of the race or gender of the PC.

After the briefing, Aron leaves to arrange more for the meeting, and over the following days, has less and less time to discuss matters

ENDING THE ENCOUNTER

When the PCs finish their questions for Aron, proceed to Encounter 2 if they wish to gather more information about the Alliance members and meet with them, or if they wish to meet the Fall of Stars staff.

Go to Encounter 3 if the PCs take no action and wait for the festival.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter. Aron's reward is received in Encounter 9.

ENCOUNTER 2: TALK TO THE PRINCIPALS

TIMING THE ADVENTURE

These encounters are optional. Use them if the PCs wish to talk to other members of the VTA before the meeting.

Use Scenes A and E if PCs are curious about the Chiangs, or scene G if they are more interested in security issues than the political story.

In a time-sensitive environment, or if the players do not wish to talk to anybody else except the eladrin, proceed to Encounter 3. You can also refer to this encounter later for guidance should the PCs wish to talk privately to VTA members at the Fall of Stars.

Descriptions and background information on the NPCs in this encounter can be found in Appendix I and Appendix II.

SCENE A: TEA WITH THE CHIANGS

Important NPCs:

Lin-Woh Chiang (Diplomacy +16, Intimidate +16, Streetwise +15, Insight +13, Bluff +16), Chapter Head of the Chiang Emporium in the Dragon Reach;

Mei Chiang, servant of Lin-Woh.

The PCs might want to talk to the Chiangs to get to the bottom of their “shady dealings”. If so, Aron directs them to their ship, the *Dragonfly*. If the PCs have **DALE01 Favor of the Chiang Emporium**, they have a +2 bonus with any interactions with Lin-Woh or Mei. If a PC speaks Shou, he gets an additional +2 bonus (this stacks if they have the story award and speak the language).

As you approach the Dragonfly, sounds of tiles clicking can be heard from the main cabin. Shou words such as “Pung” and “Gong” are shouted, followed by more sounds of tiles being laid down.

When you enter the cabin, Mei welcomes you to the Dragonfly and asks if you would like some tea. You see the source of all the noise at a table in the far end of the room: four women with stacks of ivory tiles with Shou lettering on them.

Lin-Woh is playing a Shou game, Jang Mo (DC 15 History or Streetwise). After the PCs enter, she finishes the game and collects coin from each of the other three women on the table.

Lin-Woh stares coolly at you.

“I assume Selkirk sent you? Is there something the man desires before the meeting?”

If you are not pressed for time, and one of the PCs wants to play, if the PC is a male it takes a DC 15 Diplomacy check to convince Lin-Woh to allow them in her game. If the PC is a female, she tells one of the other Shou women to give up her seat for the female PC.

The gambling check is a DC 25 Streetwise to beat Lin-Woh. Participation in the game earns a PC a +2 bonus on a future game with Lin-Woh in this adventure.

Lin-Who is very prejudiced against men. She immediately thinks one of the female PCs is the leader of the group and talks directly to her not the men. If there are no female PCs, she talks to anyone with **DALE01 Favor of the Chiang Emporium**.

She shows her disdain not so much with words, as with cool stares and pointed silence. If PCs really annoy her, she politely informs them that she has a busy schedule and asks them to leave.

Lin-Woh treats Mei like a slave, ordering her to accommodate her every need and whim.

She is reluctant to talk about any shady dealings. Lin-Woh is all about money and power. She does not feel she needs to explain anything. Intimidate does not work on her, but a DC 30 Diplomacy gets her to open up about the dealings with Thay. If the diplomacy check is not made, she thoroughly denies any trade with Thay and refuses to speak further.

If successful, she explains:

“We did trade with Thay in the past. Food and common commodities. We stopped this some time ago, and we have not traded with them recently. Does that answer suffice?”

Lin-Woh convinced her mother that it would be beneficial to stop the trade. She has no doubts that her sister Mai-Ana will not hesitate to deal with Thay if the price is right, but does not share that with the PCs.

She does not discuss slave trade or connections to criminal gangs at all. A DC 31 Insight check allows a PC to notice some unease when these subjects are pressed.

SCENE B: BREAKING BREAD WITH HARLEN

Important NPC:

Harlen Treskeden, human merchant leader of the Treskeden House and one of the seven burghers of New Velar.

The PCs find the Treskeden House located at the Heart of the Harbor, an elevated part of New Velar's harbor.

As you approach the Treskeden House, you see a flurry of activity. A foreman barks orders to caravans, "Move out. Remember our motto: Quicker Means Fresher. We guarantee quality folks."

When the PCs ask to see Treskeden, a worker escorts them to an office overlooking the warehouse on the second floor.

Entering the plush office of Harlen Treskeden, your senses fill with the smell of freshly baked bread. Harlen Treskeden is a portly human man with a skinny black goatee. He wears a poufy purple outfit and hat with a black plume. The sight reminds you of a talking grape.

He holds a goblet of wine in one hand, and with the other shoves a piece of aromatic bread into his mouth.

Harlen Treskeden is very warm and unpretentious in spite of being one of the richest men in all of New Velar. He offers the PCs wine and freshly baked bread.

He goes on and on about the bread and proudly explains how he trains his stomach to expand when he is around delicious food. If the PCs remember this during the Turkey Leg eating contest in Encounter 5, they get a +2 bonus in the contest.

His outward appearance might cause people to wonder how this buffoon became one of the richest men in New Velar, but underneath is a wise and calculating merchant.

Through conversation with Treskeden, the PCs can determine that he is all for the VTA. He trades exclusively with overland caravans, so he has no strong feelings either way on the Chiangs.

SCENE C: BE STILL MY LORD

Important NPC:

Lord Meyedict Gyertan, exiled human noble of Sembia.

Only use this encounter if you use Lord Gyertan in this adventure.

Lord Gyertan is temporarily staying at the former House of Mystra. Aron rebuilt the ruins into his new base of operations and renamed it the Selkirk Trading House.

A servant shows the PCs to Gyertan's room on the second floor. PCs passing what used to be the temple's main worship hall may notice that the door to this hall

has been sealed. With a DC 15 religion check, the wax seal on the doors is identified as a ward vs. undead.

The room's illumination comes from the fireplace. Sitting on a rocking chair with a blanket over his legs, Lord Gyertan stirs in his chair, trying to find the most comfortable position to nap.

Once the PCs make their presence known:

Gyertan startles, draws his hand crossbow and says sheepishly, "Who goes there? Is that you, Talm? I won't fall for that same trick again."

Lord Gyertan is paranoid after his experience in Chandler's Cross. He feels the gods are punishing him for all the unscrupulous deeds he committed as the treasurer of the Six Coffers Market trading company.

It takes some time to calm him down and make him coherent enough to talk.

Once calmed, Gyertan goes on and on about the evils he has seen in Sembia and how grateful he is for Aron and those who he sent to rescue him (at least several of the PCs, who he recognizes and is grateful of). Because of this, he backs Aron's alliance proposal. He stays here to support the alliance, while his wife and two sons remain safe in Calaunt in Vesperin.

SCENE D: TROPHY WIFE

Important NPCs:

Lucus Rivenstave, human merchant and one of the seven burghers of New Velar.

Anna Rivenstave, young wife of Lucus Rivenstave.

Eruthen's Tower stands on a hill on the outskirts of New Velar. An impressive complex spanning the entire hill with a picturesque view of the ocean greets you at the end of your hike.

The PCs are greeted by a pale and skinny servant with sunken eyes, and escorted to the parlor.

Inside the complex it is cold and intimidating. You are brought to a large chamber with a vaulted ceiling, and an exquisite chandelier hanging over a long table. Paintings of Rivenstave ancestors adorn the walls.

A shriveled old man sits in a wheelchair. In front of him is a golden harp that seems to be playing a soothing song all by itself. The old man's coughing and wheezing occasionally interrupt the tranquil reverie.

The man in the wheelchair is Lucus Rivenstave.

From a side door of the chamber appears a beautiful human lady with blond hair pulled up and sparkling blue eyes. She looks young enough to be Lucus' daughter. She claps her hands and motions for the servant to bring drinks. She motions for you to have a seat near the old man.

"You have to excuse my husband. He has this nagging cough that is just not going away."

Anna Rivenstave is the real power behind the Rivenstave house. Lucus is too sickly to really do anything. If the PCs ask to treat Lucus, a DC 25 Heal check suppresses the symptoms temporarily and earns the PC a +1 bonus in any interaction with the Rivenstaves for the rest of the adventure. Fortunately for Lucus, Anna loves him deeply and wants only the best for the house (a DC 18 Insight confirms this).

Anna brims with excitement about the upcoming party as the event of the year. She recommends her tailor if the PCs ask about appropriate attire for the festival. If asked, she can set up dates for the PCs with other single ladies or lads from the New Velar merchant class.

If asked about their position on the VTA, Anna insists the Rivenstave's fleet and contacts are more than adequate for the alliance. She emphasizes that they run an honest trading establishment, unlike the Chiangs who deal with anyone for a profit.

SCENE E: THE ELADRIN

Ambassador Arial Xiloscient is unavailable, as he is in Myth Drannor.

PCs may be able to meet the eladrin and elven guards of the embassy, but while amiable, they are generally not well informed - and those that are, are tightlipped. One thing they are vocal about: they don't trust the Chiangs. They believe the Chiangs have been trading in Thay - there are plenty of eyewitnesses who saw them dealing in Scardale - and that they have a hand in dubious business, including slave trade and the funding of criminal gangs in Westgate.

They expect the ambassador takes a stance against the Chiangs, seeing as it is bad for the morality of the proposed alliance if the Shou clan becomes a part of it.

SCENE F: WORD ON THE STREET

If the PCs ask about, they can learn the following from the town people:

- The town is abuzz in anticipation of the Starry Night Festival. As the festival approaches, people are lining up outside the Fall of Stars to

see the luminaries. Attendance inside is by invitation only, though the Fall also organizes public events on the streets and market place.

- Undead, malicious fey, and shadow-spawned creatures harass the western Dalelands. Some think the empire of Netheril releases these.
- The former temple of Mystra, now owned by Aron Selkirk, is being rebuilt into a trading hall. The rebuilding goes slow, as an aggressive ghost haunts the premises and chases the workmen from the premises.
- A nasty drug has surfaced in Westgate. Some say the drug was trafficked by the Chiangs.
- The drow have resurfaced - more and more raiding parties are spotted in Cormanthor.
- In Cormyr, the 'Queen of Thorns' has awakened. Most town folk do not exactly know what that means, having heard it from the infamous bard Daeran Questar. They advise PCs to ask him to sing his song at the Starry Night festival.
- In Westgate, a tall tale can be heard about the return of a 'God King'. While few put any truth to this, a cult called 'the Sign of Four' has devoted itself to this prophecy, and is gaining more converts every day.
- **Streetwise DC 18:** The common folk of New Velar are not happy with the ever-expanding trade that is turning their small town into a thriving port. People are afraid that more trade will upset Sembia and cause the Shadovar to lash out at New Velar.
- **Streetwise DC 20:** Obtaining an invitation is fairly easy. Anyone who knows Dayan - and that's half the town - generally manages to obtain one. This year, though, Dayan has given out fewer invitations than normal. Most people suspect Kira has a hand in it, since Dayan's parties are a huge drain on the Fall of Star's coffers.

SCENE G: THE FALL OF STARS

The PCs are likely to meet the staff that work at the Fall of Stars at some point. There are various waiters and cooks, and a few adventurers that can double as a door guard, but the most important people are the following:

- **Yelirra Am'benuinyl** (female drow): mistress of Stars (club director). Yelirra manages the club and makes sure the guests get what they desire, whether it is rest or entertainment. Yelirra is willing to let the PCs run affairs with

security, but makes sure that they realize that she has the final say when it comes to the wellbeing of the Fall of Stars' guests. See Appendix II.

- **Perun and Rehaya** (male and female half-ogre): door guards. These two are fairly smart and social for half-ogres, but still fairly dimwitted when compared to everyone else. They refer all questions to Yelirra, and initially have some trouble accepting the PCs' authority. That gets better after a few days.
- **Naurus** (male goliath): Aron's bodyguard, not employed by the Fall of Stars. Naurus stands to attention and follows the PCs' orders, unless Aron explicitly denies it. He is not often at the club, as he follows Aron around. At the evening of the meeting, he can be placed wherever the PCs need him.
- **Thorthin** (male weretiger): headwaiter. Thorthin does not care much what the PCs do, as long as they keep people out of the kitchen and do not keep him from his job. Thorthin is frail - even if PCs realize he is a weretiger, he has no fighting power for them to utilize.
- **Kira Nenthyn** (female half-elf): owner and financial manager. Kira is one of the people attending the meeting. She is one of the Burgers of New Velar. She supports Aron, and while reluctant about the Chiangs, thinks their money and power are needed to bring the alliance to success. See Appendix I.
- **Dayan Nenthyn** (male half-elf): owner and event manager. Dayan organizes the festival that is used as background for the meeting. He supports Aron, but has no real interest in politics, and thus leaves the meeting to his twin sister. See Appendix II.

Yelirra is willing to explain the layout and features of the club.

- The Fall has three floors and a great number of rooms.
- The large kitchen is used to cater both for the club and the adjoining House Around the Corner, a tavern that connects to the club.
- Perun and Rehaya normally guard the main entrance, with occasional backup from a roguish club member called Emina Wands (not part of the famous Wands Waterdhavian family, though she likes to capitalize on any confusion).
- The back entrance, used as an entrance for members that are in need of healing, is

magically locked, and passes along the kitchen - so few people have a chance to enter through there.

- It is also possible to enter the club through the kitchen itself, but the kitchen staff doesn't allow this.
- The ground floor has one long "wing" (long, finger-like ground-floor-only addition) out back containing, from the club "outwards" along the arm, first a serving area with sideboards, trays, domed platters, and trolleys; then the main kitchen; then a carvery where meat is butchered; then a pantry where cheeses, breads, and "crock foods" are stored; and then two "outer pantries," the first full of barrels of apples, potatoes, parsnips and the like, and the second and outermost being full of cut and split firewood and kindling.
- The House Around the Corner 'connects' with the Fall of Stars off the serving area ahead of the kitchen.
- The main portal, which can be used through the Linked Portal ritual by members, and which can be configured through a set of key phrases to various destinations throughout Faerûn, is set in a large mirror in a side room of the main hall.
- Other portals exist throughout the club, often placed by adventurer members, but all have very specific conditions, and most don't work at all. In all cases, anyone who tries to enter the club through teleportation - unless summoned - can only enter if mentally granted permission by the Nenthyns.
- There are various magical wards that protect the club, including a magical wall of force that can close off the club entirely - though the latter should not lightly be activated.

ENDING THE ENCOUNTER

Once the PCs are finished talking to the principals of the VTA, proceed to Encounter 3.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: ARON'S PLEA

SETUP

Important NPCs:

Aron Selkirk, merchant from Vesperin and leader of the Silver Ravens.

Kira Nenthyn, owner of the Fall of Stars and one of the seven burghers of New Velar.

On the last day before the meeting, Aron sends the PCs a message, asking them to meet him in the Fall of Stars to discuss an urgent problem.

When you arrive, you find Aron and Kira sitting together in the room where you met earlier. Aron is obviously on edge, drumming his fingers on the table. Kira is comforting him, but withdraws her hand from his knee when you enter.

Normally calm and collected, Aron is a little on edge after his talk with Kira. He has received confirmations from everyone except Ambassador Xiloscient. Now, Kira has just reported to him that Xeloscient has returned, but has refused the invitation.

The eladrin traders are key to making the Velarian Trade Alliance (VTA) work. Aron is desperate for the PCs' help to convince them to attend.

Kira quickly explains the problem:

- Everyone except the eladrin representatives has agreed to meet tonight at the Fall of Stars, ostensibly to celebrate the annual Starry Night Festival.
- The elves have let it be known that they do not desire to come, seeing that the meeting is 'tainted' with the presence of the Chiangs.
- The Alliance needs the eladrin, so Kira asks the PCs to convince the eladrin to come to the meeting.
- She and Aron hope the PCs can make clear the threat Netheril is becoming.
- Kira also stresses that the inclusion of the Chiangs may cause more trouble than it's worth. Aron seems displeased when Kira says this, but he hopes the eladrin do not let themselves be led solely by rumors.

ENDING THE ENCOUNTER

After the meeting, proceed to Encounter 4.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: AMBUSH AT THE EMBASSY

ENCOUNTER LEVEL 12/14 (3400/5000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Dregen, bralani of autumn winds (level 15) (D)
- 2 eladrin bladesinger (level 10) (B)
- 2 eladrin battle shamans (level 11) (S)

This encounter includes the following creatures at the high tier:

- 1 Dregen, bralani of autumn winds (level 16) (D)
- 2 eladrin bladesinger (level 13) (B)
- 2 eladrin battle shamans (level 14) (S)

The eladrin embassy lies at the outskirts of town, at the edge of the forest. The PCs are stopped by the guards and told to wait until the arrival of Commander Paelias. Once the commander arrives, he escorts the PCs to the ambassador's office.

As the adventurers enter the area, read:

Commander Paelias escorts you to the ambassador's office. Lush vegetation surrounds the path to the building. The eladrin spared no expense to bring the forest home feel to the embassy.

As you bask in the beautiful natural surroundings, a streaking bolt of primal energy erupts from the tree line, hitting Commander Paelias in the leg, shattering the peaceful moment.

The attackers are posing as embassy guards, but in actuality are Eldreth Veluuthra infiltrators (see Appendix III). Captain Dregen, Paelias' second-in-command leads them.

While Paelias gets hurt, he is actually a member of the Eldreth Veluuthra as well. He covertly arranged for the ambush. Ironically, Dregen himself is not aware of Paelias' alliance.

A DC 27 passive Perception check allows a PC to act in the surprise round. If one of the PCs makes the check, the PCs start around area A. Otherwise, they start around B.

FEATURES OF THE AREA

This area has the following features:

Trees: Trees are 20 feet (4 squares) high. Anyone in the tree has cover and concealment from those below. The trunks in the center of the trees are blocking terrain. It takes a DC 15 Athletics check to climb the tree. To jump to an adjacent tree, it takes a DC 15 Acrobatics check to maintain balance while running on a branch, and a DC 15 Athletics check to jump. If someone on the tree is knocked prone or affected by forced movement, he has to make a saving throw to remain in the tree. Otherwise, they fall out and take 2d10 points of damage. Creatures in the canopy have concealment against attacks from the outside.

Off the Path: All terrain off the path is difficult terrain. Only the path without rocks allows normal movement.

Rocks: Rocks are difficult terrain and provide cover.

TACTICS

During the combat the eladrin are shouting anti-human curses. Any fey, including Commander Paelias, is called a traitor to his race. With Paelias shot in the leg, they focus on the PCs.

If a PC has **DALE11 Touched By the Wild**, the eladrin do not target him until that PC attacks. This does not apply to area or close attacks, as the PC is seen as collateral damage.

Dregen and the battle shamans start in the trees 20 feet up. The rest of the eladrin are on the ground, hiding behind the trees.

Dregen uses his flight to stay away from melee and uses *whirlwind blast* to push enemies into a favorable position for the battle shamans to finish off. When he finds a striker that is dealing considerable damage, he targets that PC with *autumn chill*. He flies above the party at 20 feet to include as many enemies as possible in his *cloak of autumn gusts* aura.

The bladesinger opens up with *crippling strike*. She then stays in the midst of her enemies and uses her *dance of brilliance* to hit multiple targets each round. If a PC is climbing up a tree to get at a battle shaman, the bladesinger targets that PC with a *wyvern strike*.

The battle shamans stay in their perches in the tree (which provide cover against those below) and unleash the *spirit of nature's rage* with impunity. If a PC makes it up a tree with a battle shaman, the battle shaman teleports to another tree. The battle shamans attempt to position themselves so that each ally is within their *spirit of health* aura.

The ambushing eladrin all fight to the death, as they are Eldreth Veluuthra zealots.

SCALING THE ENCOUNTER

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

Four PCs: Remove one battle shaman.

Six PCs: Add one battle shaman.

ENDING THE ENCOUNTER

If the PCs' fate looks grim, the loyal guards from the embassy arrive to aid the PCs.

Interrogating their attackers does not give much information. The attackers are members of the Eldreth Veluuthra. They had been informed that the PCs were members of a delegation that seeks to increase human influence in elven affairs, and felt they had to be punished for it. They show no remorse and call Xiloscient a traitor to his race for even considering attending the meeting.

The PCs still need to convince Ambassador Xiloscient to attend the VTA meeting. They are led to the ambassador, who is meeting with Mishell Nymonen, a wood elf from Shadowdale. It is possible that PCs who played *DALE1-4* or *DALE2-1* recognize her. Even if they don't, she recognizes those PCs.

Allow the PCs to state their case and convince him to go. It is not too hard once he hears about the ambush on the embassy grounds - a few good arguments should suffice. If the PCs somehow have difficulty with this, Mishell can come to their rescue, and persuade Xiloscient to go by agreeing to go as his escort.

Any PC with the following story awards or if the PC's paragon path is Coronal Guard receives a non-cumulative +2 bonus in any interactions with the eladrin:

- **BALD05 The Elfsong's Return**
- **CORM05 Eladrin's Blessings**
- **SPEC05 Hero of Myth Drannor**
- **SPEC08 Iliathor Brooch of Friendship**
- **SPEC09 Honored Friend**
- **SPEC10 Wielder of Faervian**
- **SPEC13 Rescued Naidir**
- **SPEC14 Favor of House Audark**

The PCs may make a scene or demand some kind of apology for the attack. Such rude behavior does not endear them to the ambassador. He offers them an apology, but any bonuses a PC may have with the eladrin are lost.

Continue with Encounter 5

EXPERIENCE POINTS

The PCs earn 680/1000 xp each if they defeat the Eldreth Veluuthra. Award half the xp if they failed.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: AMBUSH AT THE EMBASSY STATISTICS (LOW LEVEL)

Bralani of Autumn Winds (level 15)	Level 15 Controller
Medium fey humanoid	XP 1200
Initiative +15 Senses Perception +11; low-light vision	
Cloak of Autumn Gusts aura 5; creatures other than eladrin (including flying creatures) treat the area within the aura as difficult terrain.	
HP 148; Bloodied 74	
AC 29; Fortitude 24, Reflex 27, Will 28	
Resist 20 radiant; Vulnerable necrotic (slowed until the end of the bralani's next turn)	
Saving Throws +5 against charm effects	
Speed 6, fly 9 (hover); see also <i>fey step</i>	
m Longsword (standard; at-will) ♦ Weapon	
+19 vs. AC; 1d8 + 6 damage	
R Autumn Chill (standard; encounter)	
Ranged 5; +18 vs. Will; the target is weakened until the end of the encounter.	
C Whirlwind Blast (standard; at-will)	
Close blast 5; +18 vs. Fortitude; 2d8 + 7 damage, and the target is pushed 2 squares (pushed 3 squares and knocked prone on a critical hit). <i>Miss</i> : Half damage, and the target is not pushed.	
Fey Step (move; encounter) ♦ Teleportation	
The bralani of autumn winds can teleport 5 squares.	
Alignment Any	Languages Common, Elven
Skills Arcana +12, History +12, Intimidate +20, Nature +16	
Str 15 (+9)	Dex 26 (+15) Wis 19 (+11)
Con 20 (+12)	Int 16 (+10) Cha 27 (+15)
Equipment leather armor, longsword	

Eladrin Battle Shaman (level 11)	Level 11 Artillery
Medium fey humanoid	XP 600
Initiative +8 Senses Perception +16; low-light vision	
Spirit of Health aura 5; allies that start their turn in the aura gain 5 temporary hit points.	
HP 88; Bloodied 44	
AC 23; Fortitude 23, Reflex 25, Will 23	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Primal Punch (standard; at-will)	
+18 vs. AC; 2d4 + 4 damage, and the shaman shifts 1 square.	
R Primal Bolt (standard, at-will) ♦ Healing	
Ranged 20; +16 vs. Reflex; 1d8 + 4 damage, and the shaman regains 5 hit points.	
R Spirit of Nature's Rage (standard; at-will) ♦ Healing	
Burst 2 within 20; enemies only; +16 vs. Will; 3d6 + 4 damage, and the target slides 2 squares and makes an immediate basic attack against the nearest ally it can reach.	
Fey Step (move; encounter) ♦ Teleportation	
The shaman can teleport 5 squares.	
Alignment Any	Languages Common, Elven
Skills Intimidate +13, Nature +16, Religion +11	
Str 18 (+9)	Dex 16 (+8) Wis 23 (+11)
Con 16 (+8)	Int 13 (+6) Cha 16 (+8)

Note: These are minotaur battle shamans, modified into eladrin.

Eladrin Bladesinger (level 10)	Level 10 Skirmisher
Medium fey humanoid	XP 500
Initiative +12 Senses Perception +6; low-light vision	
HP 106; Bloodied 53	
AC 24; Fortitude 22, Reflex 23, Will 22	
Saving Throws +5 against charm effects	
Speed 8; see also <i>wyvern strike</i> and <i>fey step</i>	
m Brilliant Blade (standard; at-will) ♦ Radiant, Weapon	
+15 vs. AC; 2d8 + 3 radiant damage, and the target takes a -3 penalty to attack rolls against the bladesinger until the end of the bladesinger's next turn.	
M Crippling Strike (standard; encounter) ♦ Weapon	
The Bladesinger shifts 3 squares before and after the attack; +13 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> : The target is slowed (save ends).	
M Dance of Brilliance (standard; at-will) ♦ Radiant, Weapon	
+15 vs. AC; 1d8 + 4 radiant damage, and the Bladesinger shifts 3 squares and uses brilliant blade against a different target.	
M Wyvern Strike (standard; encounter) ♦ Poison, Weapon	
The bladesinger flies 8 squares and does not provoke opportunity attacks during the move, the bladesinger makes an attack; +13 Fortitude; 1d8 + 4 damage, and ongoing 10 poison damage (save ends).	
Combat Shift (minor; requires combat advantage against a target adjacent to the Bladesinger, at-will)	
The bladesinger shifts 1 square to a space adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation	
The bladesinger can teleport 5 squares.	
Alignment Unaligned	Languages Common, Elven
Str 13 (+6)	Dex 21 (+10) Wis 12 (+6)
Con 18 (+9)	Int 15 (+7) Cha 18 (+9)
Equipment chainmail, long sword	

ENCOUNTER 4: AMBUSH AT THE EMBASSY STATISTICS (HIGH LEVEL)

Bralani of Autumn Winds (level 16)	Level 16 Controller
Medium fey humanoid	XP 1400
Initiative +16 Senses Perception +12; low-light vision	
Cloak of Autumn Gusts aura 5; creatures other than eladrin (including flying creatures) treat the area within the aura as difficult terrain.	
HP 156; Bloodied 78	
AC 30; Fortitude 25, Reflex 28, Will 29	
Resist 20 radiant; Vulnerable necrotic (slowed until the end of the bralani's next turn)	
Saving Throws +5 against charm effects	
Speed 6, fly 9 (hover); see also <i>fey step</i>	
m Longsword (standard; at-will) ♦ Weapon	
+20 vs. AC; 1d8 + 7 damage	
R Autumn Chill (standard; encounter)	
Ranged 5; +19 vs. Will; the target is weakened until the end of the encounter.	
C Whirlwind Blast (standard; at-will)	
Close blast 5; +19 vs. Fortitude; 2d8+8 damage, and the target is pushed 2 squares (pushed 3 squares and knocked prone on a critical hit). <i>Miss</i> : Half damage, and the target is not pushed.	
Fey Step (move; encounter) ♦ Teleportation	
The bralani of autumn winds can teleport 5 squares.	
Alignment Any	Languages Common, Elven
Skills Arcana +13, History +13, Intimidate +21, Nature +17	
Str 15 (+10)	Dex 26 (+16) Wis 19 (+12)
Con 20 (+13)	Int 16 (+11) Cha 27 (+16)
Equipment leather armor, longsword	

Eladrin Battle Shaman (level 14)	Level 14 Artillery
Medium fey humanoid	XP 1000
Initiative +10 Senses Perception +18; low-light vision	
Spirit of Health aura 5; allies that start their turn in the aura gain 5 temporary hit points.	
HP 106; Bloodied 53	
AC 26; Fortitude 26, Reflex 28, Will 26	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Primal Punch (standard; at-will)	
+21 vs. AC; 2d4 + 6 damage, and the shaman shifts 1 square.	
R Primal Bolt (standard, at-will) ♦ Healing	
Ranged 20; +19 vs. Reflex; 1d8 + 6 damage, and the shaman regains 5 hit points.	
R Spirit of Nature's Rage (standard; at-will) ♦ Healing	
Burst 2 within 20; enemies only; +19 vs. Will; 3d6 + 6 damage, and the target slides 2 squares and makes an immediate basic attack against the nearest ally it can reach.	
Fey Step (move; encounter) ♦ Teleportation	
The shaman can teleport 5 squares.	
Alignment Any	Languages Common, Elven
Skills Intimidate +15, Nature +18, Religion +13	
Str 18 (+11)	Dex 16 (+10) Wis 23 (+13)
Con 16 (+10)	Int 13 (+8) Cha 16 (+10)

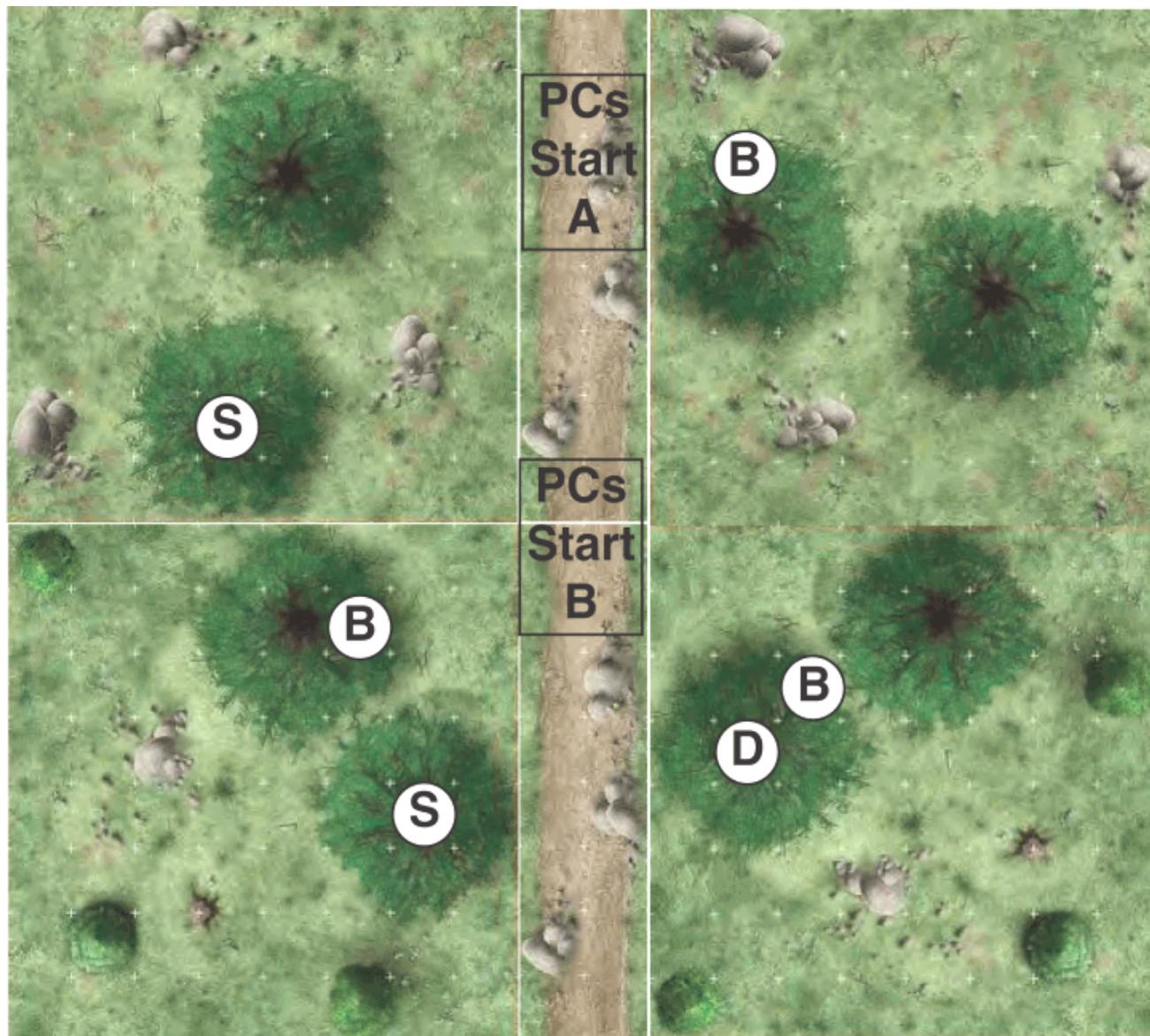
Note: These are minotaur battle shamans, modified into eladrin.

Eladrin Bladesinger (level 13)	Level 13 Skirmisher
Medium fey humanoid	XP 800
Initiative +13 Senses Perception +7; low-light vision	
HP 130; Bloodied 65	
AC 27; Fortitude 25, Reflex 26, Will 25	
Saving Throws +5 against charm effects	
Speed 8; see also <i>wyvern strike</i> and <i>fey step</i>	
m Brilliant Blade (standard; at-will) ♦ Radiant, Weapon	
+18 vs. AC; 2d8 + 4 radiant damage, and the target takes a -3 penalty to attack rolls against the bladesinger until the end of the bladesinger's next turn.	
M Crippling Strike (standard; encounter) ♦ Weapon	
The Bladesinger shifts 3 squares before and after the attack; +16 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> : The target is slowed (save ends).	
M Dance of Brilliance (standard; at-will) ♦ Radiant, Weapon	
+18 vs. AC; 1d8 + 5 radiant damage, and the Bladesinger shifts 3 squares and uses brilliant blade against a different target.	
M Wyvern Strike (standard; encounter) ♦ Poison, Weapon	
The bladesinger flies 8 squares and does not provoke opportunity attacks during the move, the bladesinger makes an attack; +16 Fortitude; 1d8 + 5 damage, and ongoing 10 poison damage (save ends).	
Combat Shift (minor; requires combat advantage against a target adjacent to the Bladesinger, at-will)	
The bladesinger shifts 1 square to a space adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation	
The bladesinger can teleport 5 squares.	
Alignment Unaligned	Languages Common, Elven
Str 13 (+7)	Dex 21 (+11) Wis 12 (+7)
Con 18 (+10)	Int 15 (+8) Cha 18 (+10)
Equipment chainmail, long sword	

ENCOUNTER 4: AMBUSH AT THE EMBASSY MAP

TILE SETS NEEDED

Ruins of the Wild x2



D = Dregen (20 feet up)

S = Battle Shaman (20 feet up)

B = Bladesinger

ENCOUNTER 5: STARRY NIGHT FESTIVAL

SETUP

Important NPCs: **Kira and Dayan Nenthyn**, twins, owners of the Fall of Stars; **Joella**, Commander Paelias' escort; Ambassador **Arial Xiloscient**, eladrin ambassador of Myth Drannor stationed in New Velar; **Mishell Nymonen**, escort to Ambassador Xiloscient; **Harlen Treskeven**, burgher of new Velar; **Jonster Yate**, halfling burgher of New Velar; **Lord Meyedict Gyertan**, exiled Sembian noble; **Yellira Am'benuinyl**, club director of the Fall of Stars; **Lin-Woh Chiang**, Chapter head of the Chiang Emporium in the Dragon Reach and her servant, **Mei**; **Lucus Rivenstave**, burgher of New Velar and his wife, **Anna**.

This scene is to establish two things. The first is to show Dayan going off with Joella. The second allows the players to participate in various contests to earn the favor of the crowds, but especially to curry favor with the various NPCs in the VTA.

Each victory in the contest counts as a success towards the skill challenge in Encounter 9 (See Appendix IV). A failed contest does not always earn a failure, but some actions during the contest might. You can track successes on the Influence Tracking Chart in the Appendix IV.

TIMING THE ADVENTURE

This skill challenge could add significant time to the overall adventure. If you are running this event in a time-restricted environment like a convention, select a few contests and run them in quick order one after another. Select up to three contests that seem appropriate to the party. Note that not every contest needs to be done, as other opportunities to earn influence arise elsewhere in the adventure.

Try to tailor contests to your players and their characters. Scene H is primarily intended for PCs that have no desire to participate in the contests.

The transformation of the Fall of Stars is complete. Decorations adorn the walls and everyone is dressed in their finest clothes. Even the half-ogre guards at the entrance are in festive outfits.

Kira and Dayan greet the PCs warmly as they enter. Kira urges the PCs to enjoy the festivities. Yellira will fetch them when the meeting is about to take place.

All of the contests are out in the open except the Little People Tossing. That game is in a side room with two doors: a big one and a small one. On the door, it reads "LPT League Championship".

It is best to have each PC tackle a contest of his liking. PCs entering the same contest (except those which require partners: *Shot in the Dark* and *Little People Tossing*) compete against each other (highest check wins), so in most cases PCs cannot directly aid one another in the challenge.

SCENE A: JOELLA'S ENTRANCE

You can run this scene so PCs can remember where Dayan went in Encounter 6. Alternatively, you can run this scene as a flashback in Encounter 6. A flashback is advised for PCs that have no direct reason to focus on Joella.

While Kira departs, Dayan's attention is pulled by someone else - a stunningly beautiful eladrin woman.

Dayan quickly excuses himself and heads in her direction.

At this point, the hustle and bustle of the Falls prevent PCs from getting a good look at Joella, unless they try to go after her.

Only in that case, if a PC has **MOON10 Keeper of LeShanna**, that PC feels that Yoella is tied to LeShanna (a powerful Moonshaes fey), likely as a 'daughter'. This may prompt PCs to be wary of Joella, but Dayan waves any worries aside, and urges the PCs to seek their entertainment in other rooms. It should not come to a fight at this point.

If any PC flirts with Joella, she is flattered by the attention, but the ownership of the Fall and charm of Dayan win out in the end. He takes Joella upstairs to show her around.

SCENE B: RUMORS

The same rumors are circulating among the Fall of Stars visitors as in town (see scene F, Encounter 3). You can use these rumors throughout this encounter.

In addition, the following happens during the 'Stage' scene (you may wish to use this regardless of whether PCs participate in the scene - if a PC follows the rumors from town, they may ask Daeran Questar to perform it):

- Daeran Questar, a regionally famous bard from Daggerdale, sings a song about the 'Queen of Thorns', who sleeps beneath the trees of the King's Forest in Cormyr. If this queen should be disturbed, she awakens, and spell doom for the

kingdom of Cormyr. The song reveals six omens that herald her awakening.

- The song prompts several rumors by adventurers listening on, including how one of the omens has already passed, and that the Obarsykr's (line of the kings of Cormyr) brought on the prophesized doom through past indiscretions.
- Daeran himself claims he learned the song from the famous bard Storm Silverhand (though nobody believes this far-fetched claim). He does not know the truth behind the song, but is certain that it heralds a tale that is meant for heroes greater than he.

SCENE C: THREE-DRAGON ANTE TOURNAMENT

Goal: Win the tournament. If you have enough time, you can play out the Three-Dragon Ante game with the actual card deck.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Intimidate, Streetwise, Thievery

Other Skills: History, Insight

Victory: The PC advances to the final table in a heads-up match with Lin-Woh.

Defeat: The PC loses in a preliminary round of the tournament.

Bluff DC 21/22 (1 success, 2 maximum)

You represent your cards as better or worse than they actually are, prompting people to make mistakes.

Intimidate DC 21/22 (1 success, 2 maximum)

Your force of will forces others to bad play. You have won so many hands that other players wilt when they go against you.

Streetwise DC 21/22 (1 success, 2 maximum)

You grew up playing this game and it shows.

Thievery DC 22/23 (1 success, 1 maximum)

In your turn to deal, you deal your cards from the bottom of the deck to give you the most advantageous hand. A failure of this skill means you are caught. You are ousted from this contest and the mistrust garnered earns a failure in the overarching skill challenge in Encounter 9.

History DC 16/17 (no successes, only useable once)

You remember a famous match and you use the move that won that game. You get a +2 bonus to your next

check. If you fail the check, you remember wrong and take a -2 penalty on your next check.

Insight DC 16/17 (no successes)

You figured out a player's tell and you use it to your advantage. You get a +2 bonus to your next check. If you fail the check, you read another player wrong and take a -2 penalty on your next check.

If more PCs play and succeed, those with the highest final check wins (roll a dice to break a tie).

If a PC wins the skill challenge, they make it to the final table and compete against Lin-Woh. The PC at the final table earns a success in the overarching skill challenge.

The PC at the final table makes one last check with one of the primary skills. They need to beat a DC 30 to defeat Lin-Woh. If successful, the PC earns an additional success in the overarching skill challenge.

If a PC was ousted for cheating (see Thievery skill) the mistrust garnered earns a failure in the overarching skill challenge.

SCENE D: TURKEY LEG EATING CHALLENGE

Goal: Eat more turkey legs than any other contestant in fifteen minutes.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Endurance, Heal, Nature

Other Skills: Insight

Victory: The PC is crowned Turkey Leg Eating Champion.

Defeat: The PC fails this contest.

Endurance DC 21/22 (1 success, 2 maximum)

Your gorging on turkey meat brings your body to the limit, but you push through the pain. You were about to throw up, but manage to keep it all down and continue on.

Heal DC 16/17 (1 success, 1 maximum)

Your body hurts with all the food you are eating, but you stretch and wiggle to put more food down. The pain hits once more and you massage the pain away and continue eating.

Nature DC 16/17 (1 success, 1 maximum)

Your understanding of how animals eat enough food for hibernation allows you to pack the turkey meat in.

Insight DC 16/17 (no successes, only usable once)

You realize that you are close to throwing up, so you pause long enough to get your second wind. You get a +2 bonus to your next check. If you fail the check, you mistakenly think that by eating faster you can put down more turkey and take a -2 penalty on your next check.

Treskeden's Advice (no successes)

If the PC remembers Harlen's talk about expanding his stomach around delicious food, the PC receives a +2 bonus on one skill roll during this challenge.

Harlen Treskeven watches this event with great interest. If a PC wins, they earn a success in the overarching skill challenge.

If a PC fails this contest, he needs to make one final DC 21/22 Endurance check. On a failure, he vomits the food he just ate all over the table and the embarrassment earns a failure for the overarching skill challenge.

SCENE E: SHOT IN THE DARK

Goal: Shoot the apple off your partner's head after having been in the dark.

Primary Skills: Ranged basic attack

Other Skills: Endurance, Acrobatics, Perception

Two PCs must team up to stand opposite each other with an apple on their head. Each is given a hand crossbow. Yellira stands between them and activates her *cloud of darkness* ability. The PCs are blinded in the darkness. She then steps away. The PCs shoot the apple off their partner's head when the darkness is lifted.

Any PC with darkvision gets a +1 bonus to the attack roll because their eyes are trained to adjust quickly from darkness to light.

Each PC must first roll a DC 16/17 Endurance check to stand still. Then a DC 16/17 Acrobatics check to balance the apple on their head. Each failure increases the apple's AC by two.

Next the PCs make a ranged basic attack with a hand crossbow against the apple's adjusted AC. The first apple has an AC of 20/22.

If the PC rolls a 1 on the attack roll, it hits their partner and their partner loses a healing surge. This also earns a failure in the overarching skill challenge.

If the PCs both hit their target's apples, they advance to the next round. The apples are smaller and their AC now starts at 22/24.

If the PCs both hit their target's apples, they advance to the final round. The final round apples are tiny with a starting AC of 24/26.

Ambassador Xiloscient and his escort, Mishell Nymonen, watch this contest. If the PCs win the contest, they receive a success in the overarching skill challenge.

SCENE F: LITTLE PEOPLE TOSSING

Goal: Throw a small humanoid the farthest and with the most flair.

Primary Skills: Athletics, Acrobatics

For this contest, a medium PC must partner with a small PC. If there are no small PCs present, the PC must find a small NPC in the crowd and convince him to allow himself to be tossed.

If the PC has played *CORE1-2 The Radiant Vessel of Thesk* or *DRAG1-6 Night of Fallen Petals*, they recognize Jonster Yate. He is the halfling who hired them in those adventures. If approached by a PC he knows, a DC 16/17 Diplomacy check is needed to convince him to partner with them. He partners with someone he knows. He is a bit eccentric, so this is right up his alley.

Convincing a random small humanoid is a DC 21/22 Diplomacy check.

With the partners selected, the throwing PC rolls an Athletics check and the person being tossed makes an Acrobatics check. Jonster's Acrobatics check is +12. The random small humanoid's Acrobatics check is +8. Add both the Athletics and Acrobatics checks together.

Acrobatics and Athletics totaled need to beat DC 42/44 to make first place.

If a PC wins, they receive a success in the overarching skill challenge, as Jonster Yate recommends them to his fellow Burghers.

Losing - even losing significantly - is not an embarrassment. This is a good-natured, fun contest that is not to be taken too seriously. It is both a physical contest and a way to show how different people can cooperate together.

If a PC makes a scene about the contest, the apparent lack of humor or self-reflection earns one failure in the overarching skill challenge.

SCENE G: THE STAGE

Goal: Showcase your talent.

Complexity: 1 (only 1 success needed, see below)

Suggested Skills: varies

The stage in the great hall is open to anyone who wishes to perform.

Various people perform acts. One performer sings a song about the 'Queen of Thorns' in Cormyr, prompting various adventurers to spout rumors about the song's

subject (see Scene B). This performance sets the bar for the PCs.

Acrobatics DC 21/22 (1 success, 1 maximum)

Your jumps and flips light up the stage. You juggle the flaming torches to mesmerize the audience.

Arcana DC 21/22 (1 success, 1 maximum)

Your magic show dazzles the crowd. You finish with the flaming dragon that brings them to a standing ovation.

Diplomacy DC 21/22 (1 success, 1 maximum)

Your story captivates the audience. They get lost in the characters and hang on your every word.

Religion DC 21/22 (1 success, 1 maximum)

You were always the best in your choir. Your hymn brings everyone closer to your god.

A success in any of these skills creates a winning performance. Allow any other skills (DC 21/22) that the PCs come up with to create a performance.

Anna and Lucus Rivenstave are sponsors of the fine arts. Anna loves to discover new talent and show them off to her friends. If a PC wins, they receive a success in the skill challenge.

A PC that fails a skill by 5 or more makes a fool of himself, and the embarrassment earns a failure in the overarching skill challenge.

SCENE H: DISTURBANCES

Goal: Resolve a disturbance at the club entrance.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Streetwise, Thievery

Other Skills: Insight, Perception

Victory: The PCs resolve the disturbance and earn some respect

Defeat: The disturbance runs out of hand

The PCs become aware of a disturbance at the door. A group of protesters have gathered, harassing Perun and Rehaya, the two half-ogres at the door (or anyone else the PCs may have placed there instead).

It is obvious the door guards have difficulty controlling the crowd. The PCs need to step in, or it is likely to get out of hand.

PCs can solve this personally, but as they are in charge, it reflects their leadership better if they instead direct the staff (most of which are present when the protests reach a head). The skills below allow various possibilities.

Note: if the PCs for some reason order the protective force wall to be activated, they fail this scene, and the results are as noted below.

Diplomacy or Intimidate DC 16/17 (1 success, 1 maximum)

You either forcefully order or coerce the staff to obey your commands without fail. You present yourself as a capable leader and cause the staff to act as a unified force, weakening any resolve in the crowd to cause trouble.

Bluff, Diplomacy, or Intimidate DC 16/17 (1 success, no maximum)

You talk to the audience, trying to calm them down. Instead of doing this yourself, you can instead instruct and direct someone on the staff. Yelirra Am'benuinyl is a good choice - she grants a +2 bonus. Perun or Rehaya are a bad choice - they give a -2 penalty.

Intimidate DC 16/17 (1 success, no maximum)

Your forceful presentation causes protesters to back down. Instead of doing this yourself, you can instead instruct and direct someone on the staff. Perun or Rehaya are a good choice - they grant a +2 bonus.

Insight DC 16/17 (no successes)

You realize what bothers the audience, and can use that in your arguments to calm them down. Each check adds a +2 bonus to the next Bluff or Diplomacy check that uses this knowledge.

Use one of the following per successful check (maximum 3 results):

- The people are worried about the threat of Netheril coming to their doorsteps, and the Burghers being unable to protect them.
- They believe trade will only benefit the rich, and that increased trade ends the peacefulness of the countryside.
- Some specifically target the Chiangs, believing them to be unethical and bad for New Velar's reputation.

Alternately, you can spy out who the troublemakers are in the crowd, allowing you to focus on threats or defenses. This grants a +2 bonus on the next Intimidate, Thievery, or Streetwise check that uses this knowledge.

Perception DC 16/17 (no successes, only usable once)

You spy out who in the crowds are carrying improvised weapons and are the biggest threat. This grants a +2 bonus on the next Intimidate, Thievery, or Streetwise check that uses this knowledge.

Streetwise or Thievery DC 16/17 (1 success, 2 maximum)

You use your knowledge of street fights, crowd control, or underhanded deals to direct your staff to positions where they can either best defend the Fall of Stars, or where their presence is the most intimidating or reassuring.

If the PCs succeed, the crowd eventually disperses, either scared off or grudgingly granting the PCs a chance to come to an agreement that benefits the people.

If they fail, the crowd pushes forward instead, trying to get inside the Fall of Stars. They don't get far, as a backup defense of the building is activated.

As the first protester sets a foot on the doorstep, the entrance is suddenly bathed in blinding light. The entire building lights up, and a halo of blue flames envelopes the Fall of Stars.

People scream at the effect, and many turn, running away in blind panic.

The flames do not burn, but the halo closes off the building like a wall of force, pushing the protesters away. The flames die out after a minute.

Successfully settling the disruption earns a success in the overarching skill challenge as the PCs earn respect. If the PCs handled the entire challenge without personally interfering, they show their leadership and earn a second success.

If the PCs failed in settling the argument, they earn a failure for the panic the flames caused.

ENDING THE ENCOUNTER

Once the PCs are finished with the contest, club mistress Yellira Am'benuinyl fetches all the participants of the VTA meeting, including the PCs, and escorts them to the Ambassador Room.

Continue with Encounter 6.

EXPERIENCE POINTS

This encounter is part of an overarching skill challenge. Experience earned is given in Encounter 9.

TREASURE

Any PC that wins a specific contest wins a Starry Night Trophy. The trophy is an obsidian star engraved with their name, year and event.

ENCOUNTER 6: KIRA'S PROBLEM

SETUP

Important NPCs:

Kira Nenthyn, owner of the Fall of Stars.

The PCs gather in the room where Aron holds the meeting. Aron re-assures the PCs they were invited as participants. He hopes their run-ins with Netheril allow them to give a perspective of the Shades' threat and the need for formation of the VTA. If Aron misjudged the PCS, and they somehow never fought against forces of Netheril, he hopes their experience in fighting evil will be of use.

Again: the PCs are not hired muscle - Aron expects that the PCs have a significant influence, and makes sure they are aware of this influence.

Aside from the PCs and Aron, the following people are present:

- Burgher Kira Nenthyn
- Burgher Lucus Rivenstave. His wife Anna is also present, and does the talking for him
- Burgher Harlen Treskeden
- Ambassador Arial Xiloscient
- Commander Paelias (running security for the eladrin)
- Lord Meyedict Gyertan (witness to the 'atrocities' of Sembia)
- Lin-Woh Chiang of the Chiang Emporium, and her servant Mei

If PCs are trained in Diplomacy, Aron takes the PC with the highest skill aside (in case of a tie use Insight) and asks him or her to act as chairman during the meeting. The PC should make the opening comments and introduce the people present

If no PC is willing or suitable, Aron acts as the chairman.

While the chairman opens and introduces everyone, Kira receives a telepathic message that her brother has been kidnapped. She needs to argue against the trade alliance or her brother will be killed.

After the chairman's opening comments, Kira takes the floor. In a stunning reversal, she starts to argue against the trade alliance in general. She wonders aloud, in a shaky voice tinged with fear, whether the risks are not too great. She stutters as she anticipates the backlash of the common folk when they see the threat of Netheril looming due to the increased trade taking away from Sembia's trade routes.

She stares around the table, having gone quite pale, then barges out the room.

It is obvious that Kira is under duress. The PCs can follow her out. Aron moves for a recess to talk to Kira, but Anna and the eladrin want to capitalize on the momentum. Aron (or the PCs, if they step in) eventually wins out and a recess is called. He asks the PCs to aid him in finding out what caused Kira's sudden turnabout.

Once pulled aside in an empty room, Kira explains the situation. She received a telepathic message from someone who said they had Dayan and would kill him if she didn't argue against the forming of the VTA.

Kira looks to Aron and the PCs for guidance. PCs should remember that Dayan went upstairs with a girl. You can run the scene with Joella from encounter 5 as a flashback if you hadn't done so. Otherwise remind the players if they forgot. Once the PCs mention seeing Dayan go upstairs with Joella, Kira rushes to the mirror in the room and turns to Aron and the PCs.

"You must promise me not to tell anyone of what I am about to show you."

Once the PCs agree, Kira starts whispering to the mirror to contact Ambreeautha.

The surface of the full-length mirror in front of you wavers for a moment. Then, the mirror shows a woman standing in your midst. She is not in this room, but in the mirror standing right next to you. She has long raven black hair, and looks gaunt and pale.

"I trust this is important?" The woman says, in a voice that sounds distant "I enjoyed watching the games."

The reflection is all that remains of Ambreeautha Nenthyn, the original owner of the Fall of Stars. Ambreeautha died long ago from a wasting disease. For some time, she existed as an undead creature. When the Spellplague hit the Fall of Stars, her undead body was destroyed, and her spirit was trapped inside the mirror plane of the club. She is now part of it, and watches - and directs, through Kira and Dayan - her club from behind the looking glass.

Give the PCs a chance to react. With a DC 25 Arcana check a PC recognizes this visage as a 'fetch' - a ghost-like being that exists inside the plane of mirrors.

Unless the PCs take command and tell what goes on, Kira states her problem:

"Grandma, Dayan is in trouble. He is kidnapped and we believe he is in the Fall."

Kira then breaks down in sobs. Allow the PCs to take control, and interact with Ambreeautha. They might realize that, with a mirror in every room, the fetch can easily track Dayan in the Fall. If no PCs think of this, Aron suggests it. Once asked, Ambreeautha vanishes from sight.

She returns some time later without having seen Dayan. However, she reports one of the rooms has its mirror covered.

Aron continues the meeting while the PCs investigate that room. Ambreeautha leads them there. Kira continues with her opposition until the PCs return Dayan to safety because one of the alliance members might be the one who contacted her.

ENDING THE ENCOUNTER

If the PCs don't mention that Dayan went upstairs with Joella, Aron mentions it.

Continue with Encounter 7.

ENCOUNTER 7: SEDUCTRESS UNVEILED

ENCOUNTER LEVEL 7/9 (1500/1900 XP)

SETUP

This encounter includes the following creatures at the low tier:

1 Joella, lamia (level 10) (J)
4 shades of fallen heroes

This encounter includes the following creatures at the high tier:

1 Joella, lamia (level 12) (J)
4 shades of fallen heroes

The PCs arrive at the room that Dayan took Joella to. The only mirror, in the far right, has been covered. Joella has drugged Dayan and he lies helpless in bed. The shades are not present in the room at the start of the encounter.

Joella's goal is to detain Dayan, so Kira argues against the alliance and thus prevent the VTA from being established. She has, however, conflicting loyalties, so she can be reasoned with, especially when confronted by a powerful adventuring party.

As the adventurers enter the area, read:

You enter the room and see why Dayan chose to take his conquest here. There is a plush rug at the entrance and a large, exquisite bed in the corner opposite a cloth-covered mirror.

Ironically, the tables have been turned on Dayan and he has been conquered - he lies peacefully in the arms of the beauty he brought to this room.

Joella is the daughter of a powerful fey princess, a being known as LeShanna. If a PC has MOON10 Keeper of LeShanna, that PC feels that Yoella is tied to LeShanna, likely as a 'daughter'. Joella is stunningly beautiful:

As the woman looks up, her golden locks fall in what seems like slow motion to frame her face. A red dress with a spider-clasp belt accentuates her perfect shape. Deep blue eyes and alluring full red lips beckon all to come hither.

Joella feels like she is holding all the cards. She threatens to kill Dayan, who is drugged and helpless in her arms. She warns the PCs to stay back, but is willing to listen to any arguments the PCs come up with as to

why she should release Dayan and give up who she works for.

Joella loves to banter and knows that delaying the PCs is part of her charge. She makes outrageous demands and tells incredulous lies about who hired her and why she is here. She loves to antagonize the PCs.

If the PCs don't listen to her warning to stay back (i.e. they move into the room to get into attack position while talking), she initiates combat.

SKILL CHALLENGE: RELEASE THE BOY

Goal: Convince Joella to surrender Dayan unharmed and name her boss.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate

Other Skills: Insight, Nature

Victory: Get Joella to surrender without combat.

Defeat: Combat ensues.

Bluff DC 16/17 (1 success, no maximum)

You tell her that you will let her go when you have no intention of doing so, but she believes you.

Diplomacy DC 16/17 (1 success, no maximum)

First success makes Joella relax her grip on Dayan and makes her more open to discussion. She likes what you are saying and sees your friendship as more valuable than Paelias'.

Intimidate DC 16/17 (1 success, no maximum)

In a show of power, she sees you as formidable foes and reconsiders her position. You strike a mean pose and it really scares her.

Insight DC 16/17 (1 success, 1 maximum)

You recognize that Joella does not really wish to harm Dayan and as a result this conflict can probably be resolved peacefully. This gives the PC a +2 bonus to the next Diplomacy roll.

A DC 25/26 reveals that she really does not wish to harm him, and is merely stalling for time.

Nature DC 20 (no successes, use only once per PC)

You figure out that she is a lamia, a fey creature that consists of a swarm of insects, and which can shapechange into a beguiling form. Higher Nature checks give more information on her powers (DC 25) or her resistances and vulnerabilities (DC 30). See her statblock for that kind of information.

This knowledge gives you a +2 bonus on your next check.

If the PCs win this challenge, Joella surrenders without a fight. Otherwise, if the PCs do not let her go, she attacks. If they let her go, she leaves behind her purse.

FEATURES OF THE AREA

Illumination: The room is brightly lit.

Corners of the room: There are cracks in each of the corners of the room. This allows Joella an escape route if things go bad.

Bed: The bed can be turned over with a minor action and used for cover.

Rug: Anyone at an adjacent square may pull the rug out in an attempt to trip the people on top of it with a Strength attack vs. Fortitude. Those hit fall prone. Pulling the rug is a move action. Once it is pulled successfully, it cannot be pulled again.

TACTICS

Joella has been directed not to hurt Dayan, so she doesn't attack him. She first spends a minor action to summon the four shades of fallen heroes, a gift from her allies. She then opens up with *pacifying burst* to stun as many PCs as possible. She then spends her action point and *devouring swarm* on a stunned PC closest to her. Note that Joella's swarm consists of spiders, not of beetles.

If applicable, she focuses on a PC that has MOON10 Keeper of LeShanna, trying to kill that PC through all means available.

The shades simply defend Joella to the best of their capabilities.

When she is reduced to 0 hit points and the PCs intend to kill rather than subdue her, she does not die:

“The woman suddenly erupts in a swarm of tiny spiders. They flow through the room, skittering to and disappearing in cracks in the floor and walls. There is a hiss, as if from a hoarse voice: “Paelias!”

Then she is gone.

She leaves behind her purse. Though she gets away, this still counts as having defeated her.

If the PCs subdue her, she does not flee in this way and allows herself to be taken captive.

SCALING THE ENCOUNTER

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

Four PCs: Subtract 16 hit points from Joella and decrease her defenses and attack by 1.

Six PCs: Add 16 hit points to Joella and increase her defenses and attack by 1.

ENDING THE ENCOUNTER

Once Joella is captured alive, she is willing to talk. Joella shares the following information:

- She came to the festival as Commander Paelias' escort.
- Paelias hired her to seduce Dayan and hold him until the meeting was over. (A partial lie: Joella was the one who thought up the plan)
- She would never have killed Dayan. She was ordered not to. She won't say by whom.
- Paelias is an Eldreth Veluuthra fanatic and just can't fathom the thought of trading with the filthy Chiang.
- Paelias is not a normal eladrin. He has been corrupted by a taint that Joella has not seen before.

Capturing Joella alive earns the PC one success in the overarching skill challenge. If the PCs let her escape (other than by reducing her to 0 hit points), they earn a failure for the overarching skill challenge.

Note either on the influence tracker in appendix IV.

If the PCs have not figured out that Paelias was Joella's boss, Yellira Am'benuinyl comes up to them after the fight, and explains that Joella came as Paelias' escort.

Continue with Encounter 8.

EXPERIENCE POINTS

The PCs earn 300/380 XP if they either get Joella to surrender or if they defeat her in combat. They earn half xp if they let her get away.

TREASURE

Joella carries a purse, which she leaves behind if she flees. Inside is an invitation to the Starry Night Festival as Commander Paelias' escort as well as gems worth 600/1100 gp per PC. She also leaves behind a +3 *staff of ultimate defense* (which she didn't use, it stands idle against a wall).

ENCOUNTER 7: SEDUCTRESS UNVEILED STATISTICS (LOW LEVEL)

Lamia	Level 10 Elite Controller
Medium fey magical beast (shapechanger) XP 1000	
Initiative +7	Senses Perception +12
Swarm's Embrace aura 1; an enemy that starts its turn in the aura takes 10 damage.	
HP 212; Bloodied 106	
AC 26; Fortitude 23, Reflex 22, Will 24	
Resist takes half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks	
Saving Throws +2	
Speed 6, climb 6	
Action Points 1	
m Cursed Touch (standard; at-will) ♦ Healing	
+14 vs. Fortitude; 1d4 + 3 damage and the target is dazed (save ends). In addition, the lamia regains the number of hit points equal to the amount of damage dealt.	
M Devouring Swarm (standard; sustain minor, at-will)	
Reach 5; +14 vs. Fortitude; 3d6 + 3 damage. When the lamia sustains this power, the devouring swarm deals 3d6 + 4 damage to the target (no attack roll required). The target must be within this power's range for the lamia to sustain the power.	
C Pacifying Burst (standard; recharge 5-6) ♦ Psychic	
Close burst 5; +14 vs. Will; the target is stunned (save ends).	
Change Shape (minor, at-will) ♦ Polymorph	
A lamia can alter its physical form to appear as an attractive Medium humanoid of any race or gender.	
Squeezing Swarm	
By altering its shape, a lamia can squeeze through small openings as if she were a Tiny creature.	
Alignment Evil	Languages Common, Elven
Skills Arcana +13, Bluff +15, Insight +12	
Str 13 (+6)	Dex 14 (+7) Wis 14 (+7)
Con 18 (+9)	Int 17 (+8) Cha 21 (+10)

Shade of Fallen Heroes	Level 10 Minion
Medium shadow humanoid (undead) XP 125	
Initiative +8	Senses Perception +7
HP 1; a missed attack never damages a minion	
AC 24; Fortitude 22, Reflex 23, Will 21	
Immune disease, poison; Resist 10 necrotic	
Speed 6, fly 6 (hover)	
m Shade Strike (standard; at-will) ♦ Necrotic	
+15 vs. AC; 8 necrotic damage.	
r Shadow Lash (standard; recharge 5 6) ♦ Necrotic	
Ranged 10; +13 vs. Reflex; 8 necrotic damage.	
Alignment Unaligned	Languages Common
Str 14 (+7)	Dex 16 (+8) Wis 14 (+7)
Con 12 (+6)	Int 10 (+5) Cha 14 (+7)

ENCOUNTER 7: SEDUCTRESS UNVEILED STATISTICS (HIGH LEVEL)

Lamia	Level 12 Elite Controller	
Medium fey magical beast (shapechanger)	XP 1400	
Initiative +8	Senses Perception +13	
Swarm's Embrace aura 1; an enemy that starts its turn in the aura takes 10 damage.		
HP 244; Bloodied 122		
AC 28; Fortitude 25, Reflex 24, Will 26		
Resist takes half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks		
Saving Throws +2		
Speed 6, climb 6		
Action Points 1		
m Cursed Touch (standard; at-will) ♦ Healing		
+16 vs. Fortitude; 1d4 + 4 damage and the target is dazed (save ends). In addition, the lamia regains the number of hit points equal to the amount of damage dealt.		
M Devouring Swarm (standard; sustain minor, at-will)		
Reach 5; +16 vs. Fortitude; 3d6 + 4 damage. When the lamia sustains this power, the devouring swarm deals 3d6+4 damage to the target (no attack roll required). The target must be within this power's range for Joella to sustain the power.		
C Pacifying Burst (standard; recharge 5-6) ♦ Psychic		
Close burst 5; +16 vs. Will; the target is stunned (save ends).		
Change Shape (minor, at-will) ♦ Polymorph		
A lamia can alter its physical form to appear as an attractive Medium humanoid of any race or gender.		
Squeezing Swarm		
By altering its shape, a lamia can squeeze through small openings as if she were a Tiny creature.		
Alignment Evil		Languages Common, Elven
Skills Arcana +14, Bluff +16, Insight +13		
Str 13 (+7)	Dex 14 (+8)	Wis 14 (+8)
Con 18 (+10)	Int 17 (+9)	Cha 21 (+11)

Shade of Fallen Heroes	Level 10 Minion	
Medium shadow humanoid (undead)	XP 125	
Initiative +8	Senses Perception +7	
HP 1; a missed attack never damages a minion		
AC 24; Fortitude 22, Reflex 23, Will 21		
Immune disease, poison; Resist 10 necrotic		
Speed 6, fly 6 (hover)		
m Shade Strike (standard; at-will) ♦ Necrotic		
+15 vs. AC; 8 necrotic damage.		
r Shadow Lash (standard; recharge 5 6) ♦ Necrotic		
Ranged 10; +13 vs. Reflex; 8 necrotic damage.		
Alignment Unaligned		Languages Common
Str 14 (+7)	Dex 16 (+8)	Wis 14 (+7)
Con 12 (+6)	Int 10 (+5)	Cha 14 (+7)

ENCOUNTER 7: SEDUCTRESS UNVEILED MAP

TILE SETS NEEDED

Fane of the Forgotten Gods x1



J = Joella
D = Dayan

ENCOUNTER 8: CONFRONTING PAELIAS

ENCOUNTER LEVEL 14/16 (4800/7200 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 **Commander Paelias** (level 13) (P)
- 1 **fear moth** (level 14) (F)
- 1 **windrage harpy** (level 13) (H)
- 2 **Shadar-kai painbearers** (level 13) (S)

This encounter includes the following creatures at the high tier:

- 1 **Commander Paelias** (P)
- 1 **fear moth** (level 16) (F)
- 1 **windrage harpy** (H)
- 2 **Shadar-kai painbearer** (S)

By now the PCs should realize the truth about Paelias. When they return to the room, they find that Lucus Rivenstave and his wife have left the room - Aron Selkirk and Harlen Treskeden followed him to dissuade him from leaving the meeting.

Only Kira, the Chiangs, Lord Gyertan (if present) and the elves are present. Xiloscient has stepped away with Paelias to discuss the next step (on the map they stand close to the door, if the PCs had an easy time, it is best to place them next to the fireplace).

Kira is silent, refusing to answer questions from anyone. The PCs can place themselves anywhere in the room.

The PCs can take initiative and attack Paelias - this initially prompts outrage from everyone until Paelias retaliates.

It is also possible for the PCs to lure NPCs out of the room to prevent them getting caught up in the conflict. Use best judgment on how successful they are before Paelias catches on.

PCs may also openly accuse Paelias. This initially draws the scorn of Ambassador Xiloscient. Paelias denies all allegations. He knows, however, that his time is up. All he can do now is stall.

If the PCs like, they can try to draw him out using arguments. You can run this as a brief skill challenge (4 successes before 3 failures, DC 16/17). Diplomacy, Bluff, and Intimidate are ways to draw him out. Getting

him to confess grants the PCs one additional success in the skill challenge in Encounter 9.

If the PCs forego talk and attack, or once they fail the challenge, Paelias activates a charged effect on one of his items (a +3 orb of translocation interference), summoning his allies (if he is already in combat, this takes minor action):

Reaching into his tunic, Paelias retrieves a fist-sized obsidian orb and speaks a word. The orb pulsates black energy and then dulls, going insubstantial. Black portals open throughout the room. Swarms of moths, a pair of shadowy warriors, and a winged female creature emerge.

The creatures instantly attack the PCs. Rogue moths from the swarm accost the NPCs present, driving them into a panic. Only Mei, Lin-Woh, and Kira remain calm. Lin-Woh just looks on, more fascinated by the turn of events than scared.

FEATURES OF THE AREA

Illumination: The entire room is cast in gloom due to magical shadows, and any lights in the room provide only dim illumination. The windows darken, blocking the light from outside.

Ceiling: The ceiling is 20 feet high.

Chandelier: The chandelier is strong enough to carry the weight of one person (such as the windrage harpy), and provides cover for those who perch on it from those below.

If two or more persons try to perch on it (or someone deliberately cuts it down), it comes crashing down. The fall deals 1d10 damage.

Chandelier	Single-use Terrain
Standard Action	
Check: From a distance, to sever or loosen the rope or chain holding the chandelier aloft, make a ranged attack (the chandelier's defenses are 15/17). Alternatively, you can spend a standard action to cut the rope while adjacent to either the chandelier or the rope or chain keeping it aloft.	
Success: The chandelier falls to the ground and smashes to pieces.	
Target: Each creature in an area burst 1 beneath the chandelier	
Attack: +13/+15 vs. Reflex	
Hit: 1d8 + 5 / 1d8 + 6 damage	
Miss: Half damage	
Effect: The area where the chandelier falls becomes difficult terrain	

Conference table: The table can be turned over with a DC 18 Strength check and used as cover.

Fireplace: The fireplace is difficult terrain. Any creature that enters or starts their turn in the fireplace takes 1d6 + 4 points of fire damage.

NPCs: Roll initiative for them (+0 init bonus). If Kira is still in the room (not in the Hole in the Sky dimension), she moves to the secret door to lead the NPCs out. The next round Mei moves to help the others. One NPC per round can exit through the secret door if there is a clear path for them to the secret door. They leave in the following order: Gertan, Xiloscient, Lin-Woh Chiang, Mei (who has to be ordered) and Kira.

Lin-Wo moves out of the way of the combat and follows the others to the secret door but doesn't attempt to flee until all the men are out (if any of them are down, she simply waits and looks on). She is a powerful wu-jen, and feels confident that she can defend herself if need be. She does not aid the PCs though, feeling that that task is beneath her.

The NPCs are not a likely target for the attackers - the PCs are the main threat. However, area effects and opportunity attacks may still target the NPCs.

Lin-Woh is powerful enough to survive the encounter - even if she is hit several times (assume all her defenses are 28 to determine if an attack affects her).

The other NPCs are not that powerful - any attack against them is a hit (unless it is a natural 1). The first damaging hit bloodies these NPCs. A second hit knocks them unconscious. The third hit kills them.

Double Doors: The double doors swing closed as the rock is activated and bolts shut. A magical force bars the doors and windows, preventing them from opening. It takes the people rushing to the PCs several minutes before they can open the doors.

Breaking open the doors (which act like force portals at this moment) requires a DC 38 Strength check. The doors currently have AC 4, Fortitude 12, and 180 hp.

Secret Door: A secret door exists in this room, behind the chest next to the fireplace. It opens to a narrow shaft that leads up to a bedroom on the second floor. Spotting the secret door requires a DC 25 Perception check.

Windows: Large glass windows open out onto the street. They face the harbor, giving a splendid view of the town. They are 10 feet high and 15 feet wide.

The windows can be opened from the inside, and swivel outward. A 5x15-foot ledge allows people to stand just outside the windows. A small iron ridge prevents people from dropping over (providing a +2 bonus on saving throws to prevent being pushed over).

The windows are magically reinforced (as are most entrances in the Fall of Stars), though still fragile. Breaking one 5x5-foot square takes a DC 16 Strength check. A window square has AC 5, Fortitude 10, and 10 hp.

Creatures that are pushed off the ledge fall twenty feet to the street below and take 2d10 points of damage.

TACTICS

PCs with the following story awards are attacked by preference: **CORM03 In the Service of the Crown**, **CORM05 Eladrin's Blessing**, **CORM06 Foiling the Netherese**, **CORE10 Search for Missing Children** **DALE14 Vengeance is Mine** or **CORE15 Humiliated the Dark Moon Monks**.

Note that Paelias has an aura that benefits his allies.

Paelias tries to separate the party with the *hole in the sky* power. Preferably he catches as many PCs as possible to split the party, so all of his allies can focus on the PCs here. He uses *forking warp* if the *hole in the sky* has not recharged. To get it to recharge, he wades in front of the PCs, so he can *bend space* and recharge the *hole in the sky*. When the PCs reappear, he places them within 2 squares of the fear moth, so the fear moth automatically attacks them on their turn. If possible, he also uses his +3 *orb of translocation interference* to interfere with PCs teleporting in or out of the battlefield.

The fear moth moves to stun as many PCs as possible with *wave of fear* and catch as many as possible in its aura.

The painbearers move close to as many PCs as possible so they can use *shadow dance* to hit the maximum number of PCs. They try to stay in each other's aura to gain its benefits.

The windrage harpy stays 15 ft. in the air and uses *acid gale* in the first round. She has been instructed by Joella not to attack the NPCs, so doesn't damage them, though she does not know the reason for the instruction. While waiting to recharge, she perches on the chandelier over the center of the table and takes a standard action to total defense (which gives her +2 on all defenses, and +2 cover from the chandelier). Unless forced, she doesn't come within melee range. Note that forced movement can't move a target vertically.

SCALING THE ENCOUNTER

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

Four PCs: Lower the level of Paelias (-1 to all attacks and defenses, -12 hp) and the fear moth (-1 to all attacks and defenses, -8 hp).

Six PCs: Add one shadar-kai painbearer.

ENDING THE ENCOUNTER

If the PCs are either defeated (i.e. all PCs are at 0 hit points or lower), or once they have won, the goliath and

the half-ogre guards finally break down the double doors and rush in with Yellira, Jonster, and about a dozen other adventurers in tow.

If they have won, they earn one success in the skill challenge. If they have lost, they earn a failure.

If any of the NPCs died, regardless of victory, they also earn a failure.

Either way, Paelias is dead - even if the PCs subdued him, something killed him. Anyone who examines his body notices how a tiny, slug-like creature crawls out of Paelias' mouth, quivers, and dies.

Continue with Encounter 9.

EXPERIENCE POINTS

The PCs earn 960/1440 XP each if they defeat Paelias. Award half the xp if they failed.

TREASURE

On Paelias, the PCs find the +3 *orb of translocation interference*. The harpy also carries 760 / 1340 gp per PC in small gems (similar gems to those Joella had).

ENCOUNTER 8: CONFRONTING PAELIAS STATISTICS (LOW LEVEL)

Commander Paelias (level 13)		Level 13 Elite Artillery	
Medium fey humanoid		XP 1600	
Initiative +11	Senses Perception +6; low-light vision		
Foul Insight aura 10; allies within the aura that can hear Paelias gain a +2 power bonus to one attack roll, skill check, ability check, or saving throw on their turn.			
HP 206; Bloodied 103			
AC 29; Fortitude 25, Reflex 29, Will 27			
Saving Throws +2, +5 against charm effects			
Speed 6, teleports 3			
Action Points 1			
m Twisted Blade (standard; at-will) ♦ Weapon			
+16 vs. AC; 1d8 + 3 damage, and the target is dazed until the end of Commander Paelias' next turn, pushed 4 squares, and knocked prone.			
R Forking Warp (standard; at-will)			
Ranged 10; targets two different creatures; +18 vs. Reflex; 1d10 + 5 damage, and the target is dazed (save ends).			
A Hole in the Sky (standard, recharges when Commander Paelias uses bend space) ♦ Teleportation			
Area burst 1 within 10; +17 vs. Will; targets hit by the attack vanish into an extradimensional space that measures 10-squares-by-10-squares (save ends). When a creature saves, it returns in a safe, unoccupied space of Commander Paelias' choosing. <i>Aftereffect:</i> The creature is dazed (save ends). Shadow creatures gain +2 to saving throws against this power.			
Bend Space (immediate interrupt, when Commander Paelias would be hit by an attack, recharge 4-6) ♦ Teleportation			
Commander Paelias teleports 4 squares.			
Fey Step (move; encounter) ♦ Teleportation			
Paelias can teleport 5 squares.			
Alignment Evil	Languages Common, Deep Speech, Elven, telepathy 10		
Skills Arcana +19, Intimidate +17			
Str 11 (+6)	Dex 20 (+11)	Wis 10 (+6)	
Con 19 (+10)	Int 26 (+14)	Cha 23 (+12)	
Equipment long sword			

Note: Paelias is a foulspawn mystic modified into an eladrin.

Fear Moth (level 13)		Level 13 Soldier	
Large shadow beast (swarm, undead)		XP 800	
Initiative +16	Senses Perception +13; blindsight 10, darkvision		
Swarm Attack aura 2; the fear moth makes a basic attack as a free action against any enemy that starts its turn within the aura.			
HP 127; Bloodied 67			
AC 29; Fortitude 24, Reflex 27, Will 24			
Immune disease, poison; Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks			
Speed fly 8 (hover)			
m Winged Assault (standard; at-will)			
+20 vs. AC; 2d8 + 5 damage, and the target is knocked prone			
C Wave of Fear (minor; recharge 5-6) ♦ Fear, Psychic			
Close blast 3; targets enemies; +17 vs. Will; 4d8 + 5 psychic damage, and the target is stunned until the end of the fear moth's next turn. <i>Miss:</i> Half damage, and the target is not stunned.			
Alignment Unaligned		Languages –	
Str 10 (+6)	Dex 26 (+14)	Wis 15 (+8)	
Con 15 (+8)	Int 3 (+2)	Cha 18 (+10)	

Windrage Harpy (level 13)		Level 13 Artillery	
Medium fey humanoid		XP 800	
Initiative +11	Senses Perception +13		
Windrage Aura (Acid) aura 10; an enemy that starts its turn in the aura takes 10 acid damage (deafened creatures take 5 acid damage).			
HP 106; Bloodied 53			
AC 25; Fortitude 25, Reflex 24, Will 25			
Resist 10 acid			
Speed 6; fly 8 (clumsy)			
m Claw (standard; at-will) ♦ Acid			
+20 vs. AC; 2d8 + 5 acid damage.			
C Acid Gale (standard; recharge 4-6) ♦ Acid			
Close blast 3; +18 vs. Reflex; 2d8 + 5 acid damage, and the target is blinded (save ends).			
Alignment Evil	Languages Common, Elven		
Str 16 (+9)	Dex 20 (+11)	Wis 15 (+8)	
Con 22 (+12)	Int 13 (+7)	Cha 22 (+12)	

Shadar Kai Painbearer (level 13)		Level 13 Skirmisher (Leader)	
Medium shadow humanoid		XP 800	
Initiative +15	Senses Perception +10; low-light vision		
Shadow Weft aura 5; each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.			
HP 128; Bloodied 64			
AC 27; Fortitude 25, Reflex 27, Will 25			
Speed 7			
m Shadow Chain (standard; at-will) ♦ Weapon			
Reach 2; +18 vs. AC; 2d8 + 5 damage, and the target is shrouded in gloom (save ends).			
M Shadow Dance (standard; recharge 5-6) ♦ Necrotic			
The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).			
Shadow Boon (immediate reaction, when an ally within 10 squares of the shadar-kai painbearer misses with an attack; encounter)			
The triggering ally rerolls the attack roll.			
Shadow Jaunt (move; encounter) ♦ Teleportation			
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.			
Shrouded in Gloom			
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.			
Alignment Unaligned		Languages Common	
Skills Acrobatics +18; Stealth +18			
Str 20 (+11)	Dex 24 (+13)	Wis 18 (+10)	
Con 16 (+9)	Int 14 (+8)	Cha 11 (+6)	
Equipment leather armor, spiked chain			

ENCOUNTER 8: CONFRONTING PAELIAS STATISTICS (HIGH LEVEL)

Commander Paelias		Level 15 Elite Artillery
Medium fey humanoid		XP 2400
Initiative +12	Senses Perception +7; low-light vision	
Foul Insight aura 10; allies within the aura that can hear Paelias gain a +2 power bonus to one attack roll, skill check, ability check, or saving throw on their turn.		
HP 230; Bloodied 115		
AC 31; Fortitude 27, Reflex 31, Will 29		
Saving Throws +2, +5 against charm effects		
Speed 6, teleports 3		
Action Points 1		
m Twisted Blade (standard; at-will) ♦ Weapon		
+18 vs. AC; 1d8 + 4 damage, and the target is dazed until the end of Commander Paelias' next turn, pushed 4 squares, and knocked prone.		
R Forking Warp (standard; at-will)		
Ranged 10; targets two different creatures; +20 vs. Reflex; 1d10 + 6 damage, and the target is dazed (save ends).		
A Hole in the Sky (standard, recharges when Commander Paelias uses bend space) ♦ Teleportation		
Area burst 1 within 10; +19 vs. Will; targets hit by the attack vanish into an extradimensional space that measures 10-squares-by-10-squares (save ends). When a creature saves, it returns in a safe, unoccupied space of Commander Paelias' choosing. <i>Aftereffect:</i> The creature is dazed (save ends). Shadow creatures gain +2 to saving throws against this power.		
Bend Space (immediate interrupt, when Commander Paelias would be hit by an attack, recharge 4-6) ♦ Teleportation		
Commander Paelias teleports 4 squares.		
Fey Step (move; encounter) ♦ Teleportation		
Paelias can teleport 5 squares.		
Alignment Evil	Languages Common, Deep Speech, Elven, telepathy 10	
Skills Arcana +20, Intimidate +18		
Str 11 (+7)	Dex 20 (+12)	Wis 10 (+7)
Con 19 (+11)	Int 26 (+15)	Cha 23 (+13)
Equipment long sword		

Note: Paelias is a foulspawn mystic modified into an eladrin.

Fear Moth		Level 15 Soldier
Large shadow beast (swarm, undead)		XP 1200
Initiative +17	Senses Perception +14; blindsight 10, darkvision	
Swarm Attack aura 2; the fear moth makes a basic attack as a free action against any enemy that starts its turn within the aura.		
HP 143; Bloodied 71		
AC 31; Fortitude 26, Reflex 29, Will 26		
Immune disease, poison; Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks		
Speed fly 8 (hover)		
m Winged Assault (standard; at-will)		
+22 vs. AC; 2d8 + 6 damage, and the target is knocked prone		
C Wave of Fear (minor; recharge 5-6) ♦ Fear, Psychic		
Close blast 3; targets enemies; +19 vs. Will; 4d8 + 6 psychic damage, and the target is stunned until the end of the fear moth's next turn. Miss: Half damage, and the target is not stunned.		
Alignment Unaligned		Languages –
Str 10 (+7)	Dex 26 (+15)	Wis 15 (+9)
Con 15 (+9)	Int 3 (+3)	Cha 18 (+11)

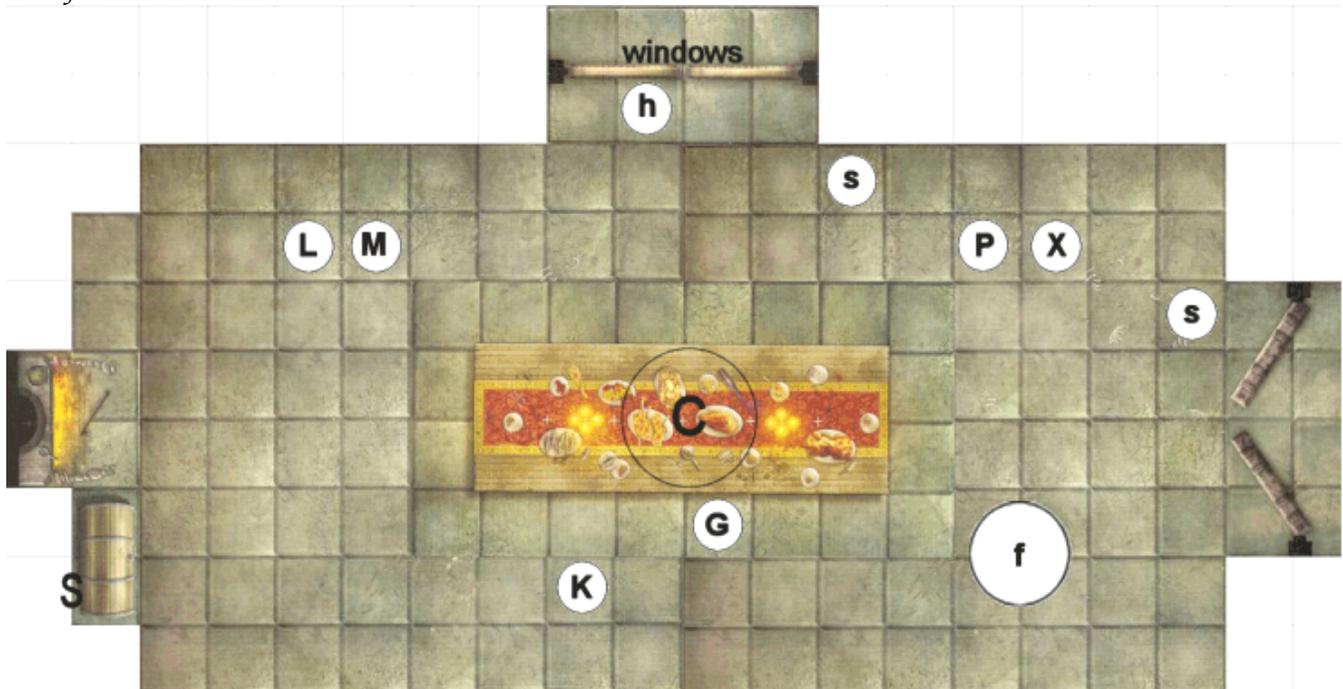
Windrage Harpy		Level 15 Artillery
Medium fey humanoid		XP 1200
Initiative +12	Senses Perception +14	
Windrage Aura (Acid) aura 10; an enemy that starts its turn in the aura takes 10 acid damage (deafened creatures take 5 acid damage).		
HP 118; Bloodied 59		
AC 27; Fortitude 27, Reflex 26, Will 27		
Resist 10 acid		
Speed 6; fly 8 (clumsy)		
m Claw (standard; at-will) ♦ Acid		
+22 vs. AC; 2d8 + 6 acid damage.		
C Acid Gale (standard; recharge 4-6) ♦ Acid		
Close blast 3; +20 vs. Reflex; 2d8 + 6 acid damage, and the target is blinded (save ends).		
Alignment Unaligned		Languages Common, Elven
Str 16 (+10)	Dex 20 (+12)	Wis 15 (+9)
Con 22 (+13)	Int 13 (+8)	Cha 22 (+13)

Shadar Kai Painbearer		Level 15 Skirmisher (Leader)
Medium shadow humanoid		XP 1200
Initiative +16	Senses Perception +11; low-light vision	
Shadow Weft aura 5; each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.		
HP 144; Bloodied 72		
AC 29; Fortitude 27, Reflex 29, Will 27		
Speed 7		
m Shadow Chain (standard; at-will) ♦ Weapon		
Reach 2; +20 vs. AC; 2d8 + 6 damage, and the target is shrouded in gloom (save ends).		
M Shadow Dance (standard; recharge 5-6) ♦ Necrotic		
The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).		
Shadow Boon (immediate reaction, when an ally within 10 squares of the shadar-kai painbearer misses with an attack; encounter)		
The triggering ally rerolls the attack roll.		
Shadow Jaunt (move; encounter) ♦ Teleportation		
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.		
Shrouded in Gloom		
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.		
Alignment Unaligned		Languages Common
Skills Acrobatics +19; Stealth +19		
Str 20 (+12)	Dex 24 (+14)	Wis 18 (+11)
Con 16 (+10)	Int 14 (+9)	Cha 11 (+7)
Equipment leather armor, spiked chain		

ENCOUNTER 8: CONFRONTING PAELIAS MAP

TILE SETS NEEDED

Hall of the Hill Giant: x1



G = Lord Gyertan

X = Ambassador Xiloscient

K = Kira Nenthyn

L = Lin-Who Chiang

M = Mei

P = Paelias

s = shadar-kai painbearer

f = fear moth

h=harpy

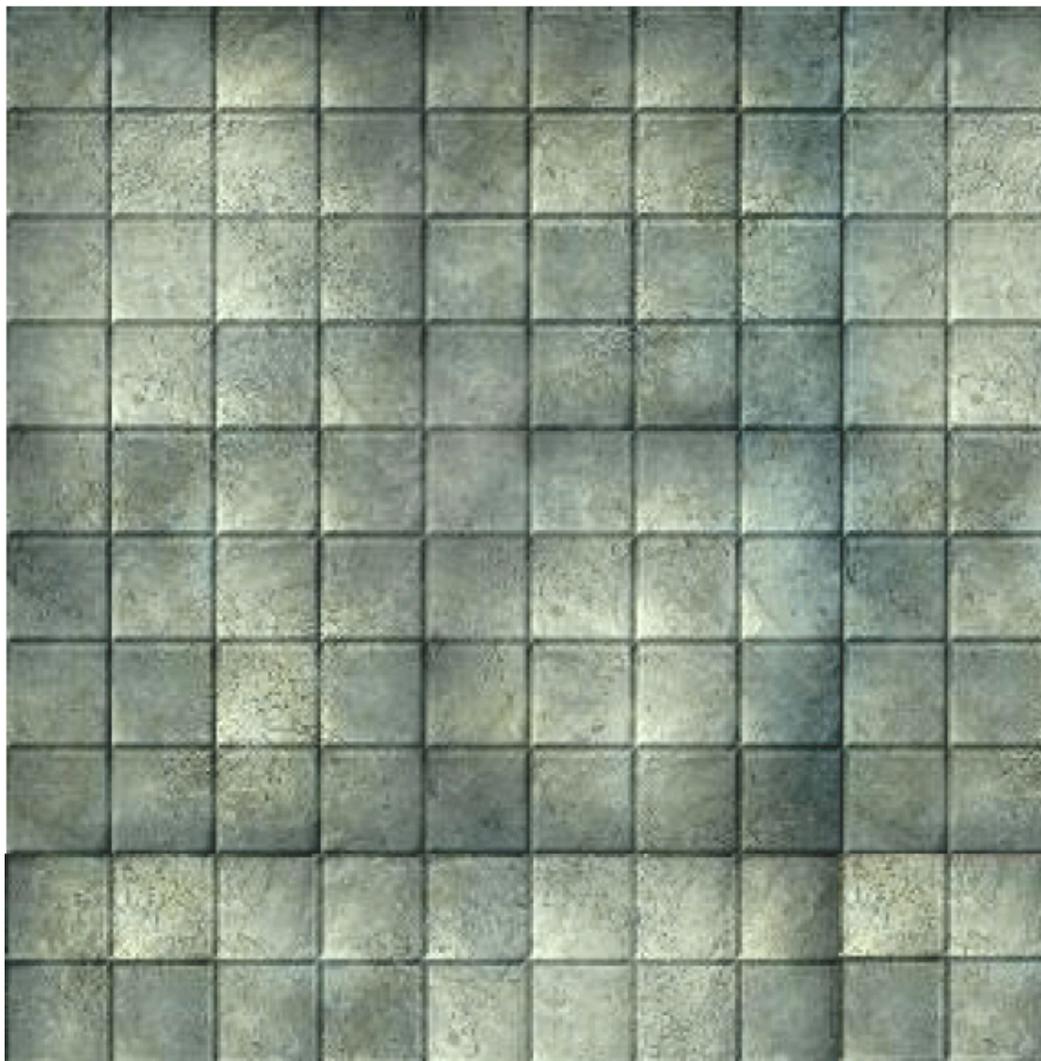
C = chandelier

S = secret door

ENCOUNTER 8: HOLE IN THE SKY MAP

TILE SETS NEEDED

Dungeon Tiles x1



ENCOUNTER 9: IN OR OUT

SKILL CHALLENGE LEVEL 10/12, COMPLEXITY 3 (1500/2100 XP)

SETUP

Important NPCs: Aron Selkirk, founder of the Velarian Trade Alliance; Kira Nenthyn, owner of the Fall of Stars; Ambassador Arial Xiloscient, eladrin ambassador of Myth Drannor stationed in New Velar; Harlen Treskeden, burgher of new Velar; Lord Meyedict Gyertan, exiled Sembian noble; Lin-Woh Chiang, head of the Chiang Emporium in the Dragon Reach and her servant, Mei; Lucus Rivenstave, burgher of New Velar and his wife, Anna.

Aron brings the meeting back to order after the attack.

If any NPCs died, these are obviously absent in the meeting. Yelirra has any bodies brought to the Lady of Good Fortune, the local temple of Tymora (good goddess of luck), to arrange for raising (though only Kira and Mei can be raised).

If Kira died, Dayan takes her place. If Xiloscient died, Mishell Nymonen takes his seat.

Lucus Rivenstave, shocked by the event, returns to the table.

Aron addresses those present:

“With such great opposition to this alliance, it is imperative we come to a decision about the Alliance. We need the Chiangs to solidify this trade group. What say you?”

The Alliance is deadlocked over whether the Chiangs should be included. They look to the PCs for advice.

The PCs can choose to argue in favor of the Chiangs or against them. They have to convince those present.

Arguments in favor of the Chiangs are:

- They have considerable power and influence to add to the alliance.
- Their outsider view may give new insights to situations.
- They have already lent aid in other situations (DALE1-3).
- They are motivated to fight against Netheril.

Arguments against the Chiangs are:

- They trade with questionable partners, and have a shady reputation.
- Their inclusion may cause difficulty with some other partners; decisions will be made slower.

- Their motivations to fight are difficult to understand, making them unpredictable partners.

SKILL CHALLENGE: THE CHIANG DECISION

Goal: Convince the VTA to accept or reject the Chiang inclusion in the trade group.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Diplomacy, History, Intimidate

Other Skills: Heal, Insight

Before starting this skill challenge, tally any successes and failures gained from Encounter 5-8 (see the Influence Tracking Chart in Appendix IV).

It is quite possible that the PCs have already achieved 8 successes or 3 failures. If so, let the players give a persuasive speech on whether the Chiangs should be in or out of the VTA, and then determine the result.

Otherwise the skill challenge continues.

Story Awards (1 success, 1 maximum)

You can use story awards to gain one automatic success in this skill challenge.

If the PCs argue against the Chiangs, they can use their influence with those favoring the Chiangs, and earn one automatic success if at least one PC has **DALE01 Favor of the Chiang Emporium**, **DALE02 Member of the Stellar Fellowship**, **DALE03 Favor of the Twins** or **DALE07 An Alliance is Forged**.

If the PCs argue for the Chiangs, they can use their influence with those opposing the Chiangs, and earn one automatic success if at least one PC has a favor with the eladrin from Myth Drannor such as **CORM05 Eladrin’s Blessing**, **SPEC13 Rescued Naidir** or **SPEC14 Favor of House Audark**.

Diplomacy DC 16/17 (1 success, no maximum)

After saving the alliance members from harm, your words carry extra weight and are taken into serious consideration.

History DC 16/17 (1 success, 1 maximum)

You remind the participants of the history of what happens when people who have the power to resist evil have not acted. How nations have failed and their people oppressed. They nod in agreement, not wanting to be remembered as the ones who could have done something but didn’t.

Intimidate DC 21/22 (1 success, 2 maximum)

You recall the recent attack in this very room. You urge them to present a united front against these dangerous adversaries.

Heal DC 16/17 (no successes, only useable once)

You attend to the alliance members who were wounded in the recent attack. This gives you a +2 bonus to the next check.

Insight DC 16/17 (no successes)

You figure out what the alliance members need to hear to be convinced.

Lucus Rivenstave: Needs assurances that he will maintain his trade advantage in the Moonsea area, and not suffer unfair competition from the Chiangs.

Harlen Treskeden: Is not so eager to bring all kinds of trouble to New Velar, but can be swayed if the odds can be made to sound good.

Lin-Woh Chiang: Desires backing from the alliance to expand trade in the Dragon Reach and protection from retribution by Sembian forces.

Aron Selkirk: Merely desires support for his alliance. If the Chiangs fall out, he needs other means to fund his enterprise.

Kira Nenthyn: Her support of Aron may be influenced by personal feelings for him.

Dayan Nenthyn: He is not interested in the inner politics of the alliance. He realizes that the alliance is important, though, and may sway to one side if it will prevent a stalemate.

Arial Xiloscient: Wants the alliance to be a force for good, and a means to show how races can cooperate together to achieve a worthy goal.

Mishell Nymonen: Is less opposed to the Chiangs than Xiloscient. She still needs an assurance that the Chiangs will be true allies, and not mere business partners.

Lord Meyedict Gyertan: Needs to be guaranteed that he and his family are safe from Sembian repercussions.

You use this knowledge to give you a +2 bonus on your next check.

ENDING THE ENCOUNTER

This encounter assumes the PCs can agree among themselves on whether or not to include the Chiangs. If the PCs cannot find a consensus, a possible way is to have both sides argue, using the accumulated successes, until one side wins or both fail.

If the PCs fail the challenge, the meeting falls into bickering, as people cannot be convinced. The alliance does not form this day.

If the PCs succeed, the founding members of the Velarian Trade Alliance have been swayed.

EXPERIENCE POINTS

The PCs earn 300/420 XP each if they succeed on the skill challenge. Award half the xp if they failed.

PCs who have the story award **DALE07** and also either **DALE02** or **DALE03** complete the Conspiracy of Ravens major quest and earn an additional 700/1000 xp.

TREASURE

If the PCs convinced the VTA to accept the Chiangs, they gained access to an *amulet of inner voice* from the grateful Chiangs. If the PCs convinced the VTA to not accept the Chiangs, they gain access to +3 *displacer armor* from the eladrin.

Regardless on outcome: if the VTA formed, Aron offers the PCs a *duelist's weapon** +3 (low level only) or a *summoned armor* +4 (high level only).

If the PCs saved both Dayan and Kira, the twins, through their connections, can arrange for an item of the PC's choice (any item of the PC's level from a *Players Handbook* or *Adventurers Vault*).

CONCLUDING THE ADVENTURE

All PCs, whether they won or lost, earn **DALE17 Enmity of the Eldreth Veluuthra**.

If any PCs who are members of the Fall of Stars died during this adventure, the club pays the cost of raising them.

If the players failed the final skill challenge, read the following conclusion:

The Velarian Trade Alliance is now in doubt. The principals recognize the enormity of opposition to the Alliance and are counting up the costs to see if it is worth the constant danger against the possible monetary gains.

If the PCs succeeded, the alliance is formed and Aron is grateful.

The PCs have had a huge influence on who is included in the newly established Velarian Trade Alliance.

They gain **DALE16 Recognition of the Silver Ravens**.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 4: Ambush at the Embassy

680/1000 XP

Encounter 7: Seductress Unveiled

300/380 XP

Encounter 8: Confronting Paelias

960/1200 XP

Encounter 5 and 9: In or Out

300/420 XP

Major Quest: The Conspiracy of Ravens

700/1000 XP

Total Possible Experience

2240 / 3200* XP (2940 / 4200 XP with major quest)

* Total high level is 3240, but it is capped at 3200

Gold per PC

1200 / 2200 gp

(Encounter 7: 600 / 1100 gp, Encounter 8: 600 / 1100 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

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

when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *duelist's weapon +3* (low-level version only) (level 13; PH)

Found in Encounter 9

Bundle B: *any item of your level from PH or AV*

Found in Encounter 9

Bundle C: *+3 staff of ultimate defense** (level 13; *Adventurer's Vault*)

Found in Encounter 7

Bundle D: *displacer armor +3** (level 14; *Adventurer's Vault*)

Found in Encounter 9 from the eladrin if the Chiangs are out.

Bundle E: *amulet of inner voice** (level 14; *Adventurer's Vault*)

Found in Encounter 9 from the Chiangs if they are in the VTA.

Bundle F: *+3 orb of translocation interference* (level 13; *Manual of the Planes*)

Found in Encounter 8

Bundle G: *summoned armor +4** (high-level version only) (level 16; *Adventurer's Vault*)

Found in Encounter 9

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of clarity** (level 15, *Adventurer's Vault*) plus 200 / 1100 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the

consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1300 / 2100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

DALE16 Recognition of the Silver Ravens

For services rendered to the Silver Ravens, you are awarded a special silver pin depicting a raven clutching three branches. Any Silver Raven or supporter gives preferential treatment to the bearer of the pin.

In addition, your reputation for opposing Netheril increases. This story award counts as a favor for purposes of earning renown among the Harpers.

DALE17 Enmity of the Eldreth Veluuthra

The Eldreth Veluuthra never forgets an enemy. Your reputation for thwarting a major leader in their organization will not go unpunished. A bounty is placed on your head.

ADVENTURE QUESTIONS

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

1. What contest did the PCs enjoy the most at the Starry Night Festival?

- a. Turkey Leg Eating Contest
- b. Shot in the Dark
- c. Three Dragon Ante Tournament
- d. Little People Tossing
- e. The Stage

2. What was the fate of Joella?

- a. The PCs defeated her in combat and captured her alive.
- b. The PCs defeated her in combat, and she fled.
- c. The PCs negotiated with her to give up Paelias.
- d. The PCs were defeated.

3. What was the fate of Paelias?

- a. The PCs killed Paelias.
- b. The PCs defeated Paelias. He died though they aimed to keep him alive.
- c. The PCs were defeated by Paelias.

4. Did Arial Xiloscient survive?

- a. Yes
- b. No

5. Did Lord Meyedict Gyertan survive?

- a. Yes
- b. No
- c. Lord Gyertan was not in this adventure

6. What was the final fate of the Velarian Trade Alliance?

- a. The VTA was formed and the Chiangs were included.
- b. The VTA was formed and the Chiangs were not included.
- c. The VTA was not formed.

NEW RULES

Amulet of Inner Voice Level 14

The clear diamond charm helps you shake off mental control.

Lvl 14 +3 21,000 gp

Item Slot: Neck

Enhancement: +3 Fortitude, Reflex, and Will

Property: Gain a +2 item bonus to saving throws against effects with the charm or fear keyword.

Power (Daily): Immediate Interrupt. Use this power when you would be dominated by an effect that a save can end. Make a saving throw against the effect. On a failure, you don't expend the use of this power and no daily use of a magic item.

Reference: *Adventurer's Vault*, page 44.

Displacer Armor Level 14

When wearing this armor, you appear as though you're in many places at once.

Lvl 14 +3 21,000 gp

Armor: Cloth, Leather, Hide

Enhancement: AC

Power (Daily ♦ Illusion): Minor action. An enemy making a melee or ranged attack against you must roll two d20s for the attack roll and use the lower result. This effect last until the end of the encounter.

Reference: *Adventurer's Vault*, page 44.

Orb of Translocation Interference Level 13

This insubstantial orb taps into the space between the planes, altering the course of teleportation.

Lvl 13 +3 21,000 gp

Implement (Orb)

Enhancement: attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Use this power when an enemy within 10 squares of you uses a power that has the teleportation keyword. Choose the space where the enemy appears. The location must be within the power's normal range.

Reference: *Manual of the Planes*, page 155.

Potion of Clarity Level 15

This cool cyan liquid hones your physical and mental acuity at a critical moment.

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during this encounter as a free action, you can reroll a d20 roll you just made, gaining a +3 bonus on the reroll. You must use the result of the reroll.

Reference: *Adventurer's Vault*, page 188.

Staff of Ultimate Defense Level 13

This sturdy wooden staff may not be the favored implement of war wizards, yet many find the safety of offers desirable.

Lvl 13 +3 17,000 gp

Implement: Staff

Enhancement: +3 attack rolls and damage rolls

Critical: +3d6 damage

Property: When you use the staff of defense form of the Arcane Implement Mastery class feature, increase the bonus to defense by an amount equal to the enhancement bonus to this staff.

Reference: *Adventurer's Vault*, page 107.

Summoned Armor Level 16

One need never worry about being caught unarmored while possessing this extraordinary armor.

Lvl 16 +4 45,000 gp

Armor: Any

Enhancement: AC

Power (At Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

Reference: *Adventurer's Vault*, page 53.

APPENDIX I: MAJOR NPCs

This section lists information the PCs can gather about NPCs in this scenario.

Streetwise checks represent knowledge the PCs gained through interaction with locals prior to the scenario's start. If PCs actually take time to gather info they gain a +2 bonus on their checks.

Each entry lists a region and town. Where applicable, PCs from the region gain a +2 bonus on checks, while PCs from the town gain a +5 bonus. These bonuses do not apply to checks when they are used in a Skill Challenge.

LIN-WOH CHIANG

Region/Town: Dragon Coast / Nathlek

Appears in: DALE1-1

Lin-Woh is a Shou woman, who dresses in rich garments and fine silk robes. Her hair is tied in an elaborate knot fixed with jeweled pins. While she can be charming if she wishes to, she tends to be snobbish and arrogant to those she has no need for, especially men.

The following information can be gained with a Streetwise check:

DC 21: Lin-Woh Chiang heads the branch of the Chiang Emporium trading within the area around the Dragon Reach.

DC 23: Lin-Woh is Ha-Teh Chiang's fourth daughter. Her sisters are Yuin and the twins Mai-Win and Mai-Ana.

Yuin runs the trade in the eastern Sea of Fallen Stars (mostly Cormyr), Mai-Win runs the emporium's headquarters in Nathlek, and Mai-Ana runs trade in the western region (mostly Akanul).

LORD MEYEDICT GYERTAN

Region/Town: Sembia / Selgaunt

Appears in: DALE1-3

Lord Gyertan is middle-aged, richly dressed, fat, with graying hair and a drooping mustache. He looks wary and tired at all times, and shows little of the arrogance nobles are known for.

The following information can be gained with a Streetwise check:

DC 15: Gyertan is a Sembian noble. He has a wife, two sons, and a daughter, who reside in Vesperin.

DC 20: Gyertan worked for a Sembian trade house, the Six Coffers Market trading house.

DC 25: He discovered dark secrets regarding this house that should have stayed unknown. He fears for his life and therefore fled Sembia with his family.

KIRA NENTHYN

Region/Town: Dalelands / Harrowdale

Appears in: DALE1-1, DALE1-3

Kira is a half-elf, a young tomboy with a slim figure and dark red hair braided in many small strands. She wears tight leather pants and a similar vest that leaves her arms bare, except for a set of decorative bracers. In a dark belt around her waist sits an ornate dagger.

Her left shoulder is adorned with the tattoo of a seven-tailed scourge.

The following information can be gained with a Streetwise check:

DC 15: Kira Nenthyn and her twin brother Dayan are the adopted children of Breeandra Nenthyn, the former owner of the Fall of Stars. Breeandra passed away twenty years ago and left the club to the twins.

The twins belong to the richest people of New Velar, and have a seat at the Seven Burghers counsel.

DC 17: Kira manages the club's finances and aids Yellira Am'benuinyl in directing the club. She is technically Yellira's employer, but Kira treats her more like a mother and mentor. Kira is groomed to be the next Mistress of Stars, should Yellira retire.

Kira has a rivalry with her brother Dayan. The two often argue about the course to take for the club.

DC 20: The twins were born in the strife around the Moonsea. Their father was killed, and their mother, a friend of Breeandra, died in childbirth after fleeing to Harrowdale.

DC 23: Kira dabbles in magic. She has a bit of talent, and shows interest in all matters arcane.

DC 25: Kira is a follower of Loviatar, like her adoption mother was. She also pays homage to Tymora and Sune. She keeps her faith a private matter, and is kind and caring to others.

DC 30: Kira heads a group of fellow lay worshippers, called the Way of the Lash, who meet in the Fall of Stars.

A character learns the following information about Kira with a successful Religion check:

DC 15: The tattoo on Kira's arm is the symbol of Loviatar, Maiden of Pain. It is slightly different in that the scourge's tails aren't barbed.

Kira does not normally discuss her faith. She understands she can get negative reactions from people who realize her faith and oppose it. For her, pain is a means to grow above yourself. She enjoys pain in certain ways, but realizes not everyone experiences it that way. She worships Loviatar in her neutral aspect as the personification of pain, not in her evil aspect as a torturer. She is not typical of the Loviatar faith - but then again, she is a lay worshipper, not a priestess.

LUCUS RIVENSTAVE

Region/Town: Dalelands / Harrowdale

Lucus is a sickly old man who is always seen in his wheelchair. He is constantly wheezing and coughing, and usually has a silk handkerchief over his mouth. Despite his frail physical condition, he is always dressed impeccably.

The following information can be gained with a Streetwise check:

DC 5: Lucus Rivenstave is one of the Seven Burghers of New Velar.

DC 15: The Rivenstaves have been in Harrowdale for more than a century. They trade mostly in the Moonsea area, having established extensive trading contacts there.

DC 20: Some rumors say the Rivenstaves secretly worship Bane, but the family denies this.

DC 23: Anna Rivenstave is now the real power behind the Rivenstave family as Lucus is too sickly to really do anything.

DC 25: The Rivenstaves have a conflict with the Nenthyns regarding the border of the Nenthyn estate. This has rather soured their relations, and they often take opposite stances in a dispute.

ARON SELKIRK

Region/Town: Vesperin (the Vast) / Calaunt

Appears in: DALE1-1, DALE1-3

Aron Selkirk is middle-aged, though he remains fit and strong. He sports a tiny blond beard and curly hair that is slowly thinning. He dresses in clothes that indicate he is well-to-do, though they look more expensive than they really are.

The following information can be gained with a History check:

DC 15: The Selkirk family is a small merchant house that operates out of the city of Calaunt in Vesperin.

DC 20: The family dates back hundreds of years. They were once one of the most influential families in Sembia, providing the head of the council for years.

DC 25: Aron's great grandfather and his branch of the family fled Sembia to Vesperin years ago, along with a few other Sembian families that had not yet sold out to Netheril. There, most of them tried to start anew.

DC 30: The family was nearly decimated when Netheril took over in Sembia. Many family members went missing during the Shadow War or perished in the Ordulin Maelstrom.

The following information can be gained with a History or Streetwise check:

DC 15: Aron seeks to establish himself in New Velar.

DC 20: He hopes to establish a regime change through political pressure and covert actions. He has not been very successful yet, due to a lack of resources and allies.

DC 25: He had a setback early this year, when he lost a lot of money after a Cormyran deal went bad. The Thenterim family he traded with almost went bankrupt. The setback forced him to dismantle a trading post in Suzail and direct his attention to gaining allies closer to his home.

DC 30: The family seems involved with a small resistance group called the Silver Ravens. The Ravens oppose Netheril's presence in Sembia - though apparently not very successfully.

DC 35: It is rumored the Silver Ravens cooperate with the Harpers to oppose Netheril.

HARLEN TRESKEDEN

Region/Town: Dalelands / Harrowdale

Harlen is a portly human man with a skinny black goatee wearing a poufy purple outfit and hat with a black plume. The sight reminds you of a talking grape.

He is jovial and loves to have a good time.

The following information can be gained with a Streetwise check:

DC 5: Harlen Treskeden is one of the Seven Burghers of New Velar.

DC 15: The Treskedens mostly deal with overland trade.

DC 20: Although Harlen appears to just want to have a good time, underneath he is one of the shrewdest merchants in New Velar.

AMBASSADOR ARIAL XILOSCIENT

Region/Town: Myth Drannor

Arial is a tall eladrin with piercing blue eyes and shoulder-length blond hair. He wears a blue ambassador's robe with the crest of Myth Drannor.

The following information can be gained with a Streetwise check:

DC 10: Xiloscient is the ambassador for Myth Drannor in the town of New Velar.

DC 15: Xiloscient has just been stationed to New Velar after the old ambassador retired.

DC 20: His family boasts a long line of nobles of Myth Drannor and since he is the youngest son, he is eager to prove himself worthy of his family name.

APPENDIX II: MINOR NPCs

YELLIRA AM'BENUINYL

Region/Town: Dalelands / Harrowdale

Appears in: DALE1-1

Yellira is a female drow who dresses in a bright blue dress and a purple cloak set with silver stars and a silver clasp shaped like a dancing drow woman holding a sword. Long, silver hair cascades over her shoulders, while her golden eyes take in everything with interest.

A character learns the following information about Yellira with a successful Streetwise check:

DC 15: Yellira Am'benuinyl has been the Mistress of the Fall of Stars adventurers' club for the past twenty years. This makes her the club director, responsible for the well being of the club's members.

DC 17: Yellira became the Mistress of Stars after the death of the former mistress, her lover and club owner Breeandra Nenthyn.

DC 20: She raised Breeandra's adopted children; the young half-elf twins, Kira and Dayan Nenthyn, and most people feel she did a good job.

DC 25: Yellira used to be a priestess, but it is unknown to what deity. She doesn't perform prayers any more.

A character learns the following information about Yellira with a successful Religion check:

DC 20: The clasp on Yelirra's cloak is one of the symbols once associated with the now dead drow deity Eilistraee.

MEI (YUKI) CHIANG

Region/Town: Dragon Coast / Nathlek

Appears in: DALE1-1, DALE1-3

Mei is a young Shou woman. She is slender and looks frail. Her hair is braided in a long tail. She bows politely and silently to those who greet her.

The following information can be gained with a Streetwise check:

DC 21: Mei is the servant of Lin-Woh Chiang. She slavishly follows her orders, and seems afraid of her mistress.

DC 23: Mei is a cousin of Lin-Woh Chiang. Despite that, she receives little respect. Still, as a Chiang, the emporium's employees have to obey her - though she rarely takes command.

DALE1-6 *The Vesperin Initiative*

DC 25: Mei is Shou for 'niece'. It was a name given her by her aunt, Ha-Teh Chiang. Her true name is Yuki, which means snow, but she feels uncomfortable being referred to by that name.

DAYAN NENTHYN

Region/Town: Dalelands / Harrowdale

Appears in: DALE1-1, DALE1-3, DALE1-7

Dayan is a slim and boyish looking half-elf, with long dark red hair that flows free over his shoulders. He has bright green eyes, making him look eerily like his sister.

He wears a thin gold necklace, on which dangles a red stone carved to resemble two female lips.

A DC 15 Religion check identifies the stone as the symbol of Sharess, the Temptress.

The following information can be gained with a Streetwise check (Harrowdale locals may know Dayan from his childhood years, and in that case Dayan knows them too - see also Kira Nenthyn for more generic info on the twins):

DC 15: Kira Nenthyn and her twin brother Dayan are the adopted children of Breeandra Nenthyn, the former owner of the Fall of Stars. Breeandra passed away twenty years ago and left the club to the twins.

The twins belong to the richest family of New Velar, and have a seat at the Seven Burghers counsel. **DC 17:** Dayan is a bit of a playboy. He is a big spender bad with money, though he does throw great parties.

He has a rivalry with Kira. The two often argue about the course to take for the club.

DC 20: The twins were born in the strife around the Moonsea. Their father was killed, and their mother, a friend of Breeandra, died after fleeing to Harrowdale.

DC 21: Dayan hangs out with a bunch of friends, who, while well meaning, have a penchant for getting into trouble.

DC 23: If he would set his mind to it, he would make a great politician or merchant, as he has excellent contacts and interpersonal skills. Unfortunately he is not very motivated.

DC 25: Dayan is a follower of Sharess. He also pays homage to Tymora, Llira, and Sune. He has aspirations to become a priest, though few people think he has the focus for it.

MISHELL NYMONEN

Region/Town: Dalelands / Shadowdale

Appears in: DALE1-4, DALE2-1

Mishell is a young wood elf with skin as dark as oak, with a faint sheen of green. Her hair is near black. She has a faint scar on the left side of her neck that creeps up to her ear.

She wears simple hides and leathers, and carries a long sword at her side.

Mishell is present at the Fall of Stars as Xiloscient's escort, but she has a secondary goal. She aims to convince Kira Nenthyn to take in a patient in Nenthyn Manor, a young woman named Sureen Tevernesta. PCs who pay attention to Mishell (especially those who played DALE1-4) may find her asking this of Kira. Kira, after some consideration, agrees.

A character knows the following information about Mishell Nymonen with a successful Streetwise check:

DC 15: Mishell Nymonen is from Shadowdale. She is a tracker who lives on Silverhand farm.

DC 20: Mishell is very in touch with the fey that live in the woods around Shadowdale. She also has a good rapport with the eladrin from Myth Drannor.

DC 25: Mishell occasionally works for Elminster, but her exact relation to him is unknown.

JONSTER YATE

Region/Town: Dalelands / New Velar

Appears in: CORE1-2, DRAG1-6

Jonster Yate is a halfling. He has short, curly hair and long sideburns. His face usually registers blissful ignorance or amused curiosity. He always wears a leather vest, and carries around a small notebook.

A character knows the following information about Jonster Yate with a successful Streetwise check:

DC 10: Jonster Yate is an eccentric halfling. He is incredibly rich and owns Mensyn's Wares, a cobbler and leather wares shop.

DC 15: He is one of the Seven Burghers of New Velar. Unlike most others, he doesn't involve himself much with political affairs.

DC 18: He is obsessed with the idea that a great calamity is to befall the Realms. He maintains a list of all the strangest prophecies that predict great floods, endless wars, worldwide erupting volcanoes, and worse. Some of these are really farfetched and are obviously a product of a creative but immature mind.

DC 20: Yate is a friend of the Nenthyns. He acquired wealth adventuring, and until a few years ago, was a member of the Stellar Fellowship of Gentle Adventurers. He retired to live in Nenthyn Manor.

DC 22: Yate's preoccupation with doomsday scenarios results from a desire to be a hero in such a scenario.

DC 25: Yate became a Burgher when the last Burgher died, as he was the richest person in New Velar. This prompted the Rivenstaves to push for a rule that required a Burgher to own property in New Velar. Yate immediately bought Mensyn's Wares from the aging Hervert Mensyn, and moved out of Nenthyn Manor.

APPENDIX III: LOCATIONS AND ORGANIZATIONS

THE CHIANG EMPORIUM

Region/Town: Dragon Coast / Nathlan

The following information can be gained with a Streetwise check:

DC 15: The Chiang Emporium is a Shou merchant house from the Shou state of Nathlan on the Dragon Coast. The house is entirely owned and run by members of the Chiang clan.

Their main base is in the city of Nathlek. They trade around the coast, primarily along the southern coast of the Sea of Fallen Stars.

DC 20: Almost all employees are women. The head of the emporium, the lady Ha-Teh Chiang apparently has a dislike for men, which has somewhat curbed the success of the house.

DC 25: Rumors say they have traded with Thay in the past. On the other hand, the house has had violent clashes with Sembia.

DC 28: Some say that the Chiang women only bear girls, due to a curse. Others say the Chiangs dispose of male children, and instead adopt young girls into the family - or even switch babies at birth.

DC 30: There do exist male children, but they are hidden. They form the Yau clan, with a lower status. A male child that shows exceptional promise is sometimes disguised and raised as if he were a girl. These heirs get a new name.

THE ELDTRETH VELUUTHRA

The following information can be gained with a History check:

DC 15: The Eldreth Veluuthra is a militant group of human-despising elves and eladrin (this information can also be found by asking Commander Paelias).

DC 20: In 1391 DR, the Year of the Wrathful Eye, the Eldreth Veluuthra seized control of the Hullack Forest. In 1394 DR, the Year of Death Unmourned there was a brief conflict between the Eldreth Veluuthra and King Azoun V (Cormyr). It lasted until the king shifted the focus of his attention to more pressing threats from Netheril and Sembia.

The following information can be gained with a Streetwise check:

DC 20: Previously thought to be insignificant, there has been a rise in membership in the Eldreth Veluuthra.

DC 25: The Eldreth Veluuthra seeks to ally with other groups against the Dalesfolk. Some rumors even suggest an alliance with Netheril.

THE FALL OF STARS

Region/Town: Dalelands / Harrowdale

The Fall of Stars is a large building located high above the New Velar harbor. It is built out of a clutch of buildings - the facade shows the front of several houses.

The main entrance consists of a set of two large wooden, double doors, facing the main street. Each door is embossed with one half of a shield of arms showing a shower of stars over a lake.

Two half-ogres are posted at the door.

Inside, a large hallway is decorated with trophies of all kinds. It leads into a great room, hung with candle wheels and set with dressed tables where men and women of various plumage gather to eat, drink, and tell tales.

The following information can be gained with a Streetwise check:

DC 10: The Fall of Stars is a famous adventurers' club, home to the Stellar Fellowship of Gentle Adventurers.

DC 12: Only members can enter the club. The club's entrance is guarded by half-ogres who stop everyone who tries to enter the club.

Membership is quite prestigious. The membership fee is 50 gp each year, and the owners personally approve membership based on a member's talents.

DC 15: Kira and Dayan Nenthyn own the club. Yellira Am'benuinyl is the current Mistress of Stars (club director).

DC 20: The club is over a century old. Ambreeauta Nenthyn, a forbearer of Kira and Dayan, founded it.

DC 25: The club holds several shrines, including one to Sharess and one to Loviatar.

THE SILVER RAVENS

Region/Town: Vesperin / Calaunt

The following information can be gained with a Streetwise check:

DC 20: The Silver Ravens oppose Netheril's presence in Sembia - though apparently not very successfully.

DC 35: It is rumored the Silver Ravens cooperate with the Harpers to oppose Netheril.

APPENDIX IV: INFLUENCE TRACKING FORM

Success Condition	Success	Fail Condition	Failure
Encounter 5:			
Win Three Dragon Ante		Caught cheating	
Win the Three Dragon Ante Finale		N.A.	N.A.
Win Turkey Leg Eating Contest		Vomiting up the food	
Win Shot in the Dark		Rolls a 1 on the attack roll	
Win Little People Tossing		Causing a scene	
Win Talent Show		The PC is booed off the stage.	
Resolve the disturbances		Fail to resolve the disturbances	
Encounter 7:			
Capture Joella Alive		Allow Joella to escape (except when 'killed')	
Encounter 8:			
Getting Paelias to confess		N.A.	N.A.
Encounter 9:			
Arguing in favor of the Chiangs: Story Awards - CORM05, SPEC13 or SPEC14			
Arguing against the Chiang inclusion: Story Awards - DALE01, DALE02, DALE03 or DALE07			

APPENDIX V: STORY AWARDS TRACKING FORM

Story Awards/Adventure	Character Name					DALE1-6 Ramifications
DALE01 Favor of the Chiang Emporium						Player's handout 1c/Possible SC success Encounter 9
DALE02 Member of the Stellar Fellowship						Treatment at the Fall of Stars/player's handout 1b/Possible SC success Encounter 9
DALE03 Favor of the Twins						Player's handout 1b/Possible SC success Encounter 9
DALE07 An Alliance is Forged						Player's handout 1a, +5 bonus with Gyertan/Possible SC success Encounter 9
DALE08 Gladiator of Scarsdale						Treatment at the Fall of Stars
DALE11 Touched By the Wild						Encounter 4 considerations/Interest of Joella in Encounter 7
DALE14 Vengeance is Mine						Targeted in Encounter 8
DRAG05 Westgate Reputation						Treatment at the Fall of Stars
DRAG14 A Reading By Yi Amahl						Player's handout 1c
CORE02 Shade Coin						Negate bonuses with NPCs if shown
CORM03 In the Service of the Crown						Targeted in Encounter 8
CORM05 Eladrin's Blessing						Targeted in Encounter 8 /SC success Encounter 9
CORM06 Foiling the Netherese						Targeted in Encounter 8
CORE10 Search for Missing Children						Targeted in Encounter 8
CORE15 Humiliated the Dark Moon Monks						Targeted in Encounter 8
BALD05 Elfsong's Return						Eladrin take a -1 penalty on attacks
MOON10 Keeper of LeShanna						Recognize Joella as Leshanna's daughter and targeted by Joella in Encounter 7
SPEC05 Hero of Myth Drannor						Encounter 4 considerations
SPEC08 Iliathor Brooch of Friendship						Encounter 4 considerations
SPEC09 Honored Friend						Encounter 4 considerations
SPEC10 Wielder of Faervian						Encounter 4 considerations
SPEC13 Rescued Naidir						Possible SC success Encounter 9
SPEC14 Favor of House Audark						Possible SC success Encounter 9
Played CORE1-1, CORE1-2, DRAG1-6						Player's handout 1c
Played DALE1-4						Possibly recognize Mishell Nymonen
Played CORM1-4						Targeted in Encounter 8

PLAYER HANDOUT 1A

Dear friends,

You have aided me well in the past. Once again I need your services in a most important task. This time, you may change the future of the lands around the Dragon Reach, and strike a blow to the influence of the vile empire of Netheril in our region.

Please meet me at the Ambassador Room in the Fall of Stars in New Velar, where I will explain all.

Yours truly,

Aron Selkirk

PLAYER HANDOUT 1B

My gentle adventurer,

A close fiend of mine, Aron Selkirk, has need of the services of capable people in his opposition of Netheril's influence in the Dragon Reach.

You have helped me in the past and your growing reputation makes you the perfect person for this task. I cannot say more, but urge you to meet with Aron at the Ambassador Room at the Fall.

Love,

Kira Nenthyn

PLAYER HANDOUT 1C

An associate of mine asked for recommendations for an extremely sensitive matter, so I brought up your name. Please meet with Aron Selkirk in the Ambassador Room of the Fall of Stars adventurers club in the town of New Velar.

Lin-Who Chiang/ Deskyr Thanterim/ Jonster Yate (Depending on who recommended them)

PLAYER HANDOUT 1D

I need trustworthy, extremely skilled individuals to help with a very delicate matter. Your reputations have preceded you and I believe that you are the perfect fit for the task. Please meet me at the Ambassador Room at the Fall of Stars adventurers club in the town of in New Velar.

Aron Selkirk