

DRAG2-4

INTO THE MAELSTROM

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

BY BRUCE PARIS

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When adventurers have the opportunity to set right an ancient curse, and help a tortured nymph find true love, nothing can stand in their way. Or can it? A *Living Forgotten Realms* adventure for character levels 7-10. This is the third and final part of the *Treacherous Waters* trilogy (DRAG2-2, DRAG2-3, DRAG2-4).

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7 - 10. 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

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

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

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

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

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

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

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

MILESTONES

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 automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

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

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges

(which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

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

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

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

ADVENTURE BACKGROUND

The Dragon Coast is notorious for its piracy, but for anyone engaged in maritime trade on the Sea of Fallen Stars, it is a risk that must be tolerated. Recently, however, someone changed the rules and ships were sunk, along with their cargoes - ships belonging to all factions along the coast. The usual rivalries and tensions worsened as opposing factions blamed each other and talked of revenge and 'justice'. These events were revealed in DRAG2-2 *This Gathering Storm*.

In DRAG2-3 *Wild and Darkened Waters*, Iaris the Sly, captain of the galley the *Wild Maiden*, was strong-armed into enlisting adventurers to help investigate these acts of piracy. Iaris drew inspiration from the intricately carved wooden figurehead of his ship, calling her both his wild maiden and muse. The real raider was revealed to be an unhinged eladrin, Lord Osirion. His acts of piracy were revenge for losing his one and only love: the nymph Cymirae, who was transformed into a wooden

statue many years ago, and is now, coincidentally, affixed to Iaris' ship as its figurehead. Armed with limited clues as to her location, Osirion attacked Iaris' ship in order to retrieve and restore his lost love. The adventurers were able to calm things somewhat (even though a brief battle ensued).

DRAG2-3 ended with Iaris promising Osirion that he would find a way to return Cymirae to her original state. Iaris also promised to call on the PCs once he had that information, and Iaris expected a contingency of adventurers to help him once the time was right. And that time, is now...

DM'S INTRODUCTION

Before you start, check whether any of the PCs has played DRAG2-2 and/or DRAG2-3 before. If they played one or both, they are on the major quest and gain the extra experience points if they liberate Cymirae. In addition they have met most of the NPC aboard the *Wild Maiden* before. Ask a few questions to verify the relations between the PC and the NPCs and adapt based on previous interactions.

Judge Billsworth summons (or calls back) the PCs to Westgate. It has been a number of months since Iaris the Sly made the deal with Osirion to have Cymerae removed from the *Wild Maiden*. Time is running out. Judge Billsworth has been working (somewhat reluctantly) with Iaris in order to ascertain the best way to remove Cymerae from Iaris' ship (and thus meet Osirion's demands before he begins to work his revenge on a wider scale).

It turns out that Iaris' ship belonged to the firbolg slaver Shugraa. When Shugraa retired, he sailed the *Wild Maiden* out of the Feywild and sold it in Westgate. When Iaris bought the *Wild Maiden*, Cymerae was already the ship's figurehead.

Both Billsworth and Iaris agree that it would be best to travel to the Feywild and try to speak with Shugraa. He might know how Cymerae became the figurehead of the *Wild Maiden* and thus know of a way to remove her and/or restore her to her rightful condition. The Introduction ends with Iaris agreeing to sail the *Wild Maiden* into the Feywild. He has learnt that a nautical portal exists near the entrance to the Gulthmere Forest.

Encounter 1 and 2 involve PCs preparing to set sail on the *Wild Maiden*, and then eventually arriving at the seaside port of Banaris Bay in the Feywild. In Banaris Bay, the PCs enquire about Shugraa the Slaver, and discover where he resides.

In Encounter 3, the PCs journey to Shugraa's lair. Their journey is either rough, or smooth, depending on

the quality of the information they gleaned in Banaris Bay.

The PCs arrive at Shugraa's Lair in Encounter 4. Here, they do battle with the paranoid slaver and his guards. The PCs learn that slaying the hag who placed the curse upon her lifts Cymerae's curse. The hag's name is Lorianne, and she dwells in a corrupted grove deep within the Feywild forest.

In Encounter 5 and 6, the PCs arrive at Lorianne's encampment and must deal with the creature who caused so much pain to so many!

In Encounter 7, the PCs return to the *Wild Maiden* to find Cymerae restored to her living self. She must now consider a number of options she has before her: should she go to Osirion, stay with Iaris, or reject both and return to her sisters in the Feywild? Perhaps the PCs can offer her some advice? The adventure concludes with Cymerae meeting up with Osirion and informing him of her decision.

PLAYER'S INTRODUCTION

Read or paraphrase the following:

On your travels, you have heard stories about a nymph cursed to live her life as a wooden figurehead aboard a galley owned by a pirate named Iaris the Sly. You have also heard that her Eladrin lover, Osirion, traveled from the Feywild and found her on board Iaris' ship. Just before Osirion could kill Iaris, Iaris promised Osirion that he would find a way to lift the curse on Cymerae and return the beautiful young nymph to the land of the living.

Now news has come that Iaris and Judge Billsworth have at last uncovered information that might lead to something tangible. There was a call for adventurers, and you now find yourselves in Castle Cormeril, standing before Iaris and Judge Billsworth, ready to receive your orders.

The Judge opens by making some small talk with each of the PCs - something about each of them that reconnect him with each PC. Iaris stands by Billsworth's desk. Whilst he is polite, a DC 15 Insight check reveals that he is decidedly uneasy. Iaris is uneasy because the upcoming journey takes him and his crew into a dangerous and unnatural maelstrom: The Feywild. He also knows that if the PCs remove Cymerae's curse, he will be forced to return his "muse" to Lord Osirion, as per their deal. They have only 24 hours left.

Once everybody has settled down, Judge Billsworth relays that Iaris' ship once belonged to the firbolg slaver, Shugraa. Shugraa sailed the *Wild Maiden* out of the

Feywild and sold it in Westgate. When Iaris bought the *Wild Maiden*, Cymerae was already the ship's figurehead.

Both Billsworth and Iaris agree that it is best to travel to the Feywild and try to speak to Shugraa. He might know how Cymerae became the figurehead of his ship and thus know of a way to remove her and/or restore her to her rightful condition.

Neither Billsworth nor Iaris know where, precisely, to find Shugraa in the Feywild, though they suggest that the PCs find the first port-of-call and start asking questions there. Iaris has reluctantly consulted some sages in Westgate and discovered the nautical coordinates of a possible portal into the Feywild. It is not far from Westgate, to the west, and about 30 miles off the coast near Starmantle. By all accounts, all he needs to do is sail the *Wild Maiden* into those coordinates and they are in the Feywild.

As soon as the PCs are finished asking any other questions, and they agree to go on the journey, proceed to Encounter 1.

TREASURE

For the task of returning Cymerae to Lord Osirion at the designated time and place, 24 hours from now, the PCs are offered 150/200 gp each (paid at the end of the adventure).

ENCOUNTER 1: CONVINCING THE CREW

**SKILL CHALLENGE LEVEL 7/9,
COMPLEXITY 1 (300/400 XP)**

SETUP

Important NPCs:

Iaris the Sly, flamboyant male tiefling captain of the pirate ship, the *Wild Maiden*.

Onyx, bossy female half-orc first mate of the *Wild Maiden*.

Pallebar, grumpy male gnome who has now signed on as the galley cook.

The PCs arrive at dawn to meet the *Wild Maiden* down by the Westgate docks. Normally, this bustling pirate ship would be ready to hoist sails and depart, but this morning, the crew has gathered in an anxious huddle and Iaris is clearly engaged in some kind of heated argument.

Day dawns on Westgate, and you go to meet the Wild Maiden in the city harbor. As you approach the docks, you hear loud arguing and squabbling - with the voice of Iaris the Sly shouting for calm amid a din of angry dissidents. Closer now, and you see that the Wild Maiden is nowhere near ready to sail. Iaris is balanced in the rigging, overlooking his crew. Below, they stand huddled together, shouting up at him and refusing to hoist the mainsail.

The crew is arguing with Iaris about their destination. Some (including Onyx) are scared about the Feywild, believing that the place is cursed, while all (most notably Pallebar) really object to sailing into a maelstrom. As Iaris notices the PCs arrive. He looks at them pleadingly. He needs their help in convincing his crew to go on this perilous quest.

The PCs need to convince the crew to go willingly on the journey. Onyx the first mate is particularly hard to convince, as is Pallebar the gnome (who has now joined the *Wild Maiden* as her galley cook). It seems that when he returned home from his fishing expedition he had an argument with his wife, so he left her and returned to the sea with Iaris (see DRAG2-3).

SKILL CHALLENGE: CONVINCING THE CREW

Goal: Convince the crew of the *Wild Maiden* to sail into the Feywild.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Bluff, Diplomacy, Insight, Intimidate, Nature.

Secondary Skills: Endurance, Perception.

Success: The crew willingly goes forth into the unknown.

Failure: The crew reluctantly goes into the Feywild. Later, when the ship discovers the portal, the crew takes fright and loses heart steering the ship. As a result, Iaris and the PCs need to sail the *Wild Maiden* themselves (and every PC loses 1 healing surge due to injury and exhaustion).

The DM is encouraged to role-play the various "scurvy dogs" on board the *Wild Maiden* - including the incorporation of interjections from Onyx and Pallebar. The crew shouts out lots of silly reasons why they don't want to go into the Feywild.

The following skill checks give only *suggested* ways in which PCs might use their skills successfully. The DM is encouraged to allow players leeway in using their skills, and to emphasize role-playing throughout the scene.

DC 16/17 Arcana (1 success; 1 maximum)

The PC convinces the crewmembers that the "magic" of the Feywild won't harm them any more than the magic they are used to in the Mortal World.

DC 16/17 Bluff (1 success; 1 maximum)

The PC downplays the very real risks of the Feywild.

DC 16/17 Diplomacy (1 success; 2 maximum)

The PC calms the crew and reassures them that the Feywild is simply a mirror of their own world.

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

A successful insight check reveals what many of the crew are *really* worried about. They are concerned about the wooden figurehead of the ship, and Iaris' ever-growing attachment to it. A journey into the Feywild might cause the figurehead to come alive and kill everyone on board. Iaris might be too enamored with the figurehead to stop such a murderous rampage should it begin. They believe it has "charmed" him (and such charms are closely linked to Feywild creatures).

DC 16/17 Intimidate (1 success; 1 maximum)

A PC might get quite angry with the crew and call them all out as cowards. Such abuse might get them to wake up to themselves, however, if the PC fails this check, then the crew get more rebellious (and the next skill check attempted during this skill challenge by any PC is made at -5).

DC 16/17 Religion (1 success; 1 maximum)

A well performed ritual in honor of Umberlee, the goddess of the sea, can help calm the sailors.

ENDING THE ENCOUNTER

If the PCs succeed at the challenge, the crew willingly lifts the anchor, hoists sails, and heads down the coast towards the Feywild portal. Otherwise it takes a lot more arguing and threats with punishment before the crew goes to work reluctantly. Read or paraphrase the following text:

You convince the crew to trust in their Captain, and bravely set sail into strange and perilous waters. As you leave Westgate Harbor, the calm seas and clear blue sky reveal nothing of what lies ahead; for soon the waters get choppy, and a strong wind begins to buffet the ship.

"We're getting close to the portal, Onyx!" Iaris bellows, "Get ready to brace yourselves! Look! There!"

And up ahead you see it: a dark, twisting, and lightning-lit maelstrom, swirling clockwise and sucking everything around it into its cacophonous elemental maw.

If the PCs were successful:

"By the gods, how did you ever convince me to do this?" Onyx intones, but then heartens and gives the order to come about and sail directly onwards. The crew gingerly complies, and everyone holds their breath as the Wild Maiden lurches forward into the storm.

And then, just as you thought the ship was about to be torn to pieces... a flashing brilliance sweeps over the ship from bow to stern... and then the storm subsides, and you find yourselves through and out the other side... or somewhere else...

Proceed to Encounter 2.

If the PCs failed the challenge:

"By the gods, how did you ever convince me to do this?" Onyx screams, terrified. "We're all going to die!"

"Hold your course!" replies Iaris, but it is too late! The crew are deserting their posts and are starting to

hold on to the rigging and pray for dear life. "I need help! Adventurers! My crew has failed me! Help me!"

Hopefully, the PCs step forward to help Iaris steer the ship on course - into the maelstrom. Such action, however, is not without its ramifications. The journey through the Feywild portal buffets the ship and crew (including the adventurers) and causes much injury. As a result, every PC loses 1 healing surge. Then continue reading:

Slowly, and not without much challenge and personal injury caused by the buffeting of the storm, the Wild Maiden lurches forward into the maelstrom.

And then, just as you thought the ship was about to be torn to pieces... a flashing brilliance sweeps over the ship from bow to stern... and then the storm subsides, and you find yourselves through and out the other side... or somewhere else...

Proceed to Encounter 2.

EXPERIENCE POINTS

Each PC gets 60/80 XP for completing the skill challenge (or half that amount if they fail).

TREASURE

None.

ENCOUNTER 2: BANARIS BAY

SETUP

Important NPCs:

Marlia Peas, tavern owner (The Dingly Tavern)

Kleggog, the half-orc slaver (Banaris Markets)

Stav'van, the Masseur (The Ootoo Day Spa)

Persimmon Devers, cafe owner (The Gentle Moonly Inn)

Hefernous Xobs, maitre d' (Bellybig Alley)

The *Wild Maiden* has crossed into the Feywild, and arrives at Banaris Bay. This busy little coastal town is the Feywild "twin" of Westgate. The DM should describe things to the PCs and help them realize that they have sailed full circle and returned to where they started, it's just not Westgate. Banaris Bay looks like Westgate in shape and form, but it is nearly wholly overgrown with lush rainforest and breathtaking wildlife of all colors. For every drab, seedy, dark, grubby element known to PCs in Westgate, there appears to be a bright, colorful, clean and wholesome equivalent in Banaris Bay.

The ship soon docks and the PCs have the chance to wander around town and investigate in order to find out about Shugraa the Slaver. In doing so, they gather a number of rumors - some true, some false - and they have to consider which ones to believe, and which to ignore. PCs who believe and follow the FALSE rumors encounter a HAZARD on their way to find Shugraa (Encounter 3A). PCs who believe and follow the TRUE rumors have an uneventful journey and find Shugraa in Encounter 3B.

As such, the emphasis of this encounter is role-playing and information gathering, and the DM should guide the encounter so that interaction of PCs and NPCs is the primary focus.

GETTING STARTED...

As the PCs arrive in Banaris Bay, they realize that time is of the essence. They need to find out about Shugraa the Slaver, and then discover what he knows about Cymerae. To do this, the party needs to split up. They learn (by asking around on the docks) that there are six main places in Banaris Bay where people gather to talk gossip:

- The Dingly Tavern (near the docks)
- The Banaris Markets (central town)
- The Ootoo Day Spa (treetop lane)
- Castle Cormorant (a Feywild version of Castle Cormaeril)
- The Gentle Moonly Inn (Moonside district)

- Bellybig Alley (a popular eating esplanade)

The DM should discuss with the players where each of their PCs go. Iaris stays with his ship due to his crew still being fairly spooked.

Note, if any PC asks about Osirion, nobody has heard of him - except at Castle Cormorant (see below).

THE DINGLY TAVERN

The Dingly Tavern is run by Marlia Peas. Marlia is a happy-go-lucky halfling who loves gossip. The PCs notice patrons scraping their leftover lunch meals into a large fish tank in the centre of the tavern. At first, there appears to be no fish in the tank, but then there is a flurry of white water and the scraps disappear. They are took-took fish and they are, effectively, invisible scavengers. The PCs won't know it, yet, but Shugraa the Slaver has a few took-took fish of his own.

RUMORS

- Shugraa regularly drank in this tavern. He was a cruel slaver who didn't have many friends. The Banaris Bay Council don't trust firbolgs at all, particularly slavers, but some of the councilors have slaves themselves, so they saw Shugraa as a "necessary evil". Shugraa retired a couple of years ago. (True).
- Shugraa retired on the coast north of Banaris Bay in a place called Crab Cove. It's a notorious hive of scum and villainy. Nobody ever goes there except those who are up to no good. (True).
- The fastest and safest way to get there would be to sail directly north from Banaris Bay, then land at the small beach near Crab Cove. (False, but Marlia thinks this is true because she doesn't know about the dangerous reef).
- The PCs can buy a keg of Shugraa's favorite ale for 10 gp. If offered as a gift, it provides a +2 bonus on Diplomacy checks in Encounter 4.

THE BANARIS MARKETS

It doesn't take the PCs long to find a slave auction underway in the Banaris Markets. Kleggog runs a slave operation. He bought the "business" from Shugraa for a tidy sum several years ago (when Shugraa retired). If the PC goes straight up to Kleggog and starts asking questions about Shugraa, he becomes suspicious and balks at giving out any information. If the PC condemns him for his slaving operation, then he won't give any information. If the PC spins a yarn about looking for a good slave, then slips in a question about Shugraa, then Kleggog tells the PCs everything he/she wants to know.

RUMORS

- Shugraa was a good mate, and he sold his business to Kleggog for a good price. He has a bigger heart than most firbolgs. He treated his slaves quite well (and Kleggog has continued this tradition). (True)
- Shugraa loved his ship, *the Wild Maiden*, but something made him sell the ship once he retired. He even went out of his way to sell the ship outside the Feywild. It seems he wanted to get the best price for his ship as he could. (False ... Shugraa told Kleggog this, but it's not the real reason, and Kleggog suspects as much).
- A few months before his retirement, Shugraa bought a new figurehead for the *Wild Maiden*. The figurehead entranced him. He would spend hours just standing and looking at it (it was the figure of a beautiful wooden nymph). (True).

THE OOTOO DAY SPA

Shugraa was a regular attendee up until he retired. Now he only goes here irregularly. One masseur, known simply as "Stav'van" (he's a scantily-dressed male wood nymph), has some information.

RUMOURS

- "My friend, Kat'annia, told me that Shugraa was in love with a ... NYMPH! Apparently, she talked him into giving up slavery! Then, just after he gave it all up, she LEFT him! Can you believe it? (True ... although Cymerae did not leave Shugraa. Shugraa sold the *Wild Maiden*, and with it, went Cymerae.)
- "My other friend, Jel'arn, told me that Shugraa is a devastated creature, indeed. He just mopes around his lair, haunted by the memory of his lost nymph. He has allowed security to completely lapse in his lair. Anyone could just walk in there and kill him at any time. The fool! I shouldn't be telling you this, but his lair is about half a day's walk north of Banaris Bay." (Mostly False ... Shugraa is not devastated, just paranoid. He has quite a retinue of guards ready to defend his lair if need be.)

CASTLE CORMORANT

The castle rises up in the centre of Banaris Bay, its white radiant spires reaching upwards into the heavens. Castle Cormorant is headquarters to the Town Council (a group of elder eladrin). They expect to be approached reverently. If a PC does not do so, the councilors may not disclose all that they know.

RUMORS

- Shugraa the Slaver was a well-known figure in and around Banaris Bay. He wasn't generally liked, though he was tolerated. He lives just north of Banaris Bay in a lair that he constructed himself after he retired from slaving. It is apparently well fortified, as Shugraa grew quite paranoid all of a sudden, and now rarely comes to town. (True)
- Shugraa drew the ire of an eladrin lord known as Osirion. Apparently, Shugraa had something that belonged to Osirion, and Osirion wanted it back. Osirion isn't from Banaris Bay. He's from Treewater - an eladrin outpost in Gulthmere (Feywild) Forest.
- Rumor has it that Osirion is looking for Shugraa's old ship, the *Wild Maiden*. Shugraa sailed the ship out of the Feywild and sold it on the open market in the World. When Osirion heard that Shugraa had sold the ship, Osirion vowed revenge. Now, Shugraa lives a life of paranoia - holed up in his lair waiting to be attacked. He thinks Osirion will come at him from the sea - so most of his defenses are aimed seaward (leaving his road-entrance flank quite exposed). (True)

THE GENTLE MOONLY INN

This gaily-painted establishment is a busy "coffee-shop" open for breakfast and light dinners. It is run by Persimmon Devers (female, human) - a young flirty lady.

RUMORS

- Persimmon has never met Shugraa the Slaver, but his hired mercenaries that guard his lair quite often come in for tea and crumpets. They are a rotating mixture of ogres. Persimmon doesn't have a "no serve" policy, and she welcomes everyone to eat at her establishment. (True)
- Persimmon has overheard the mercenaries talking about their job. Lately, they have been unhappy about Shuugra's increased levels of paranoia. Also, from what she has gleaned, the front entrance to the lair is better protected than the rear entrance facing the sea. (False. The mercenaries know people are listening in, and want to seed false information in the hope that if Osirion ever learns about the lair, he attacks foolishly from the sea).

BELLYBIG ALLEY

The Maitre d' of Bellybig Alley is Heffernous Xobs, a rotund half-elf slightly smaller than the side of a barn.

Xobs knows Shugraa well. Every week (the last delivery was the day before), Xobs loads up a cartload of food and other goods and he delivers them by road up north to Shugraa's lair. Almost every time Shugraa's guards attack him and nearly kill him before he is able to convince the paranoid Shugraa that it is him. Fortunately, the entrance via the road is less heavily guarded than if he came by boat and took the rear entrance. (True)

ENDING THE ENCOUNTER

The PCs must pool their information and decide: do they go to Shugraa's lair by ship, and enter via the rear entrance? Or do they go by the road, and enter via the front entrance? Either way, it looks like they are going to have to prepare for a fight (before they can get to Shugraa and convince him they are not really a threat).

If the PCs decide to go by ship, proceed to Encounter 3A.

If the PCs decide to go by road, proceed to Encounter 3B.

EXPERIENCE POINTS

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

TREASURE

None.

ENCOUNTER 3A: A HAZARDOUS JOURNEY

SETUP

In order to get to Shugraa's lair via the sea, the *Wild Maiden* (or any other ship) must negotiate and pass through a dangerous coral reef. This is why Shugraa chose this lair for his retirement (particularly after he found out that Osirion was looking for him).

Sailing north from Banaris Bay, the Wild Maiden soon encounters a rather difficult obstacle. In order to get to Crab Cove, the Wild Maiden must negotiate a hazardous coral reef.

In this encounter, the PCs must help Iaris and Onyx avoid the coral reef hazard. It requires three skill checks: Nature, Athletics, and Endurance (DC 16/17). Any PC can make the checks, but every time a PC fails a check, the ship badly rams a coral reef that causes the ship to lurch and throw everybody around. This means that every PC loses a healing surge (and if all three checks are failed, they all lose three surges in total).

ENDING THE ENCOUNTER

This encounter isn't meant to be a skill challenge. It is a hazardous penalty for PCs not deciphering that the best way to approach Shugraa's lair is from the road (front entrance).

When the PCs have finished negotiating the reef, proceed directly to **Encounter 4A**.

EXPERIENCE POINTS

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

TREASURE

None.

ENCOUNTER 3B: AN UNEVENTFUL JOURNEY

SETUP

The PCs decide to go by road, north to Shugraa's lair. They have an uneventful journey.

You travel north by road towards Shugraa's lair. Iarus will wait for you, but if you do not return in 24 hours they set sail and return to Westgate.

The road north of Banaris Bay is more of a trail than a road. It winds gradually around the contours of the bay. After about 3 hours travel, you eventually arrive at a hillock overlooking a cove. This must be Crab Cove, and the open entrance embedded into the side of the hillock must lead to Shugraa the slaver.

The PCs enter Shugraa's lair via the front entrance (road entrance).

ENDING THE ENCOUNTER

Proceed directly to **Encounter 4B**.

EXPERIENCE POINTS

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

TREASURE

None.

ENCOUNTER 4A: SHUGRAA'S LAIR ~ REAR ENTRANCE

ENCOUNTER LEVEL 9/11 (2000/2700 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 firbolg hounder (Shugraa) (level 10) (S)
- 2 ogre mercenary (level 7) (M)
- 3 ogre hunters (H)

This encounter includes the following creatures at the high tier:

- 1 firbolg hounder (Shugraa) (level 12) (S)
- 2 ogre mercenary (level 9) (M)
- 3 ogre hunters (level 9) (H)

The PCs have chosen to sail up the coast and raid Shugraa's lair from the sea. Iaris stays with his ship. The PCs land on the beach near the lair in a dingy. Shugraa's paranoid guards have been watching the sea, and have seen the *Wild Maiden* anchor. Shugraa thinks that it is Osirion returned, and he orders his guards to attack as soon as the PCs enter the lair (use the Rear Entrance map).

As the adventurers land on the beach, read:

As you reach the shore, you come across a small stretch of sand that leads directly up towards a craggy cave entrance.

Give the PCs time to regroup themselves. When they are ready to head up the beach and into Shugraa's lair, read:

The narrow cave entrance soon opens out into a larger space. There are lots of large crates scattered about the lair, as well as a set of wooden stairs leading up to a balcony (and what appears to be an office of sorts). Although the cavern is lit by torch sconces, there are many shadowy corners that make detection of anyone - or anything - difficult to discern.

Shugraa's guards are hiding behind some large crates. PCs with a (passive) Perception of 16/17 spot the guards. The guards attack the PCs as soon as any PCs are in a position to be attacked (in other words they

moved deeper in the room to prevent a bottleneck from forming at the entrance).

FEATURES OF THE AREA

Illumination: The lair is well lit.

Cavern Layout: The cavern is 50 feet high. The stairs go up 20 feet to a balcony that overlooks the whole cavern.

Ponds: The ponds are 4 feet deep and are filled with piranha-like Took-Took fish. Any creature who enters or start their turn in the pond takes 2d8 + 8 damage. The damage can only be taken once per turn. All pond squares count as difficult terrain, costing 3 squares of movement.

Stairs: The stairs are steep and count as difficult terrain.

Balcony: The balcony is 20 feet above ground level. There is no railing on the balcony.

Crates: The crates are 10 feet high and are blocking terrain.

Shugraa's Office: Shugraa is in his office when the PCs first arrive at the lair. Once combat begins, he comes out and joins the melee in Round 2 (or earlier if any PC goes up the stairs to the office before this). If the PCs kill Shugraa in the combat, a search of Shugraa's office uncovers Player Handout 1.

Double Doors: These doors lead to the Front Warehouse Entrance. There are a few crates here as well, but no adversaries. The Front Warehouse has doors that lead out of the lair and onto a road.

TACTICS

Shugraa's guards fight to the death (unless instructed not to by Shugraa). They cleverly use the crates as cover, and try to maneuver so as to push, slide or bull rush PCs into the pond as much as possible.

When Shugraa first enters the fight, he yells: "I knew you'd come Osirion! I knew you'd come for me! I've waited for you and now she will never have you!"

Once every round, a PC can try to make a DC 23/25 Diplomacy check to convince Shugraa that he/she is not Osirion and that they just want to talk. If the check succeeds, Osirion orders his guards to stop fighting and the battle ends. Be sure to ask PCs whether they kill Shugraa when he reaches 0 hit points. If the kill him, they still find his diary up in his quarters.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 ogre hunter.

Six PCs: Add 1 ogre mercenary.

ENDING THE ENCOUNTER

The DM is advised *not* to let this encounter turn into a grind. If Shuugra is brought down below zero hit points, and all of the other combatants are bloodied, then the remaining combatants surrender.

Shugraa is a broken creature. But he is heartened to know that Cymerae is still alive - even if she is still a figurehead. Shugraa tell the PCs the Story of Cymerae (see Player Handout 1). He also tells them that the only way to remove the curse from Cymerae is to slay Lorianne the Pact Hag. He knows where her lair is, but he hasn't gone there himself because he is old and frightened. He was also worried that Lorianne would do something more to Cymerae, and that he could not bear.

Shugraa gives the PCs a map, and shows them a trail deep into the Feywild version of the Gulthmere Forest. He warns them that the trail is dangerous, and that Lorianne is not someone to be dealt with lightly. He does not know what kinds of creatures she allies with, but he suspects they are a mixture of Feywild nasties.

If the PCs kill Shugraa, then a search of his office uncovers his diary. Inside the diary is information about Cymerae and Lorianne the Pact Hag. There is also a map that he has drawn that leads PC to Lorianne's camp.

The PCs are now ready to leave Shugraa's Lair and head into the forest in search of Lorianne (and a way to kill her and break the curse on Cymerae. Proceed to Encounter 5.

EXPERIENCE POINTS

The characters receive 400/540 experience points each for defeating Shugraa the Slaver and his guards.

TREASURE

A search of Shugraa's office uncovers a *feyslaughter weapon* +2 and a *feyblesed circlet*. If the PCs manage to just talk with Shuugra, he gives the party his most prized possession in an attempt to "seek redemption" for the terrible deeds he has done in his life. He hopes the party uses the weapon to kill Lorianne and free Cymerae.

ENCOUNTER 4B: SHUGRAA'S LAIR ~ FRONT ENTRANCE

ENCOUNTER LEVEL 9/11 (2000/2700 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 firbolg hounder (Shugraa) (level 10) (S)
- 2 ogre mercenary (level 7) (M)
- 3 ogre hunters (H)

This encounter includes the following creatures at the high tier:

- 1 firbolg hounder (Shugraa) (level 12) (S)
- 2 ogre mercenary (level 9) (M)
- 3 ogre hunters (level 9) (H)

The PCs decide to travel up the coast by road and enter Shugraa's lair via the front entrance. Read or paraphrase the following when ready:

As you enter the cave, your party encounters a cavern carved out of the hillock. Inside the cavern is a warehouse filled with crates. Several ogres attend the crates. There is a set of double doors on the far side of the cave. A female ogre stands bored and distracted behind a mahogany desk covered with files and scraps of paper.

Allow the PCs time to react. They might decide to try Bluff their way into seeing Shugraa, or they might say up front why they are there. However this plays out, as soon as the PCs mention the name Cymerae, Osirion, or the Wild Maiden (or mention anything that resembles this story) the guards attack. They try to lure more PCs into the room (or wait till they moved further in the room) to prevent a bottleneck from forming at the entrance.

FEATURES OF THE AREA

Illumination: The lair is well lit.

Cavern Layout: The cavern is 50 feet high.

Crates: The crates are blocking terrain but they can be climbed upon with a DC 16/17 Athletics check.

Shugraa's Office: Shugraa is in his office when the PCs first arrive at the lair. The office is in the next room (beyond the double doors). Once combat begins, he comes out and joins the melee in round 2 (or earlier if

any PC goes through the doors and up the stairs to the office before this).

Double Doors: These doors lead to the Rear Warehouse Entrance. There are a few crates here as well, but no adversaries (except for Shugraa if he is still in his office). The Rear Warehouse has doors that lead out of the lair and back onto a beach and the sea.

TACTICS

Shugraa's guards fight to the death (unless instructed not to by Shugraa). They use the crates as cover where possible.

When Shugraa enters the fight, he bursts through the double doors during round 2 of the combat. As he does so, he yells: "I knew you'd come Osirion! I knew you'd come for me! I've waited for you and now she will never have you!"

Once every round, one PC can try to make a DC 23/25 Diplomacy check to convince Shugraa that he/she is not Osirion and that they just want to talk. If the check succeeds, Osirion orders his guards to stop fighting and the battle ends. Be sure to ask PCs whether they kill Shugraa when he reaches 0 hit points. If they kill him, they still find his diary up in his quarters (see Player Handout 1).

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 ogre hunter.

Six PCs: Add 1 ogre mercenary.

ENDING THE ENCOUNTER

The DM is advised *not* to let this encounter turn into a grind. If Shugraa is brought down, and all of the other combatants are bloodied, then the remaining combatants surrender.

Shugraa is a broken creature. But he is heartened to know that Cymerae is still alive - even if she is still a figurehead. Shugraa tells the PCs the Story of Cymerae (see **Player Handout 1**). He also informs them that the only way to remove the curse is to slay Lorianne, a pact hag. He now knows where her lair is, but he hasn't gone there himself because he is old and frightened. He was also worried that Lorianne would do something more to Cymerae, and that he could not bear.

Shugraa gives the PCs a map, and shows them a trail deep into the Feywild version of the Gulthmere Forest. He warns them that the trail is dangerous, and that Lorianne is not someone to be dealt with lightly. He

does not know what kinds of creatures she allies with, but he suspects they will be a mixture of Feywild nasties.

If the PCs kill Shugraa, then a search of his office uncovers his diary. Inside the diary is information about Cymerae and Lorianne the Pact Hag. There is also a map that he has drawn that leads PCs to Lorianne's camp.

The PCs are now ready to leave Shugraa's Lair and head into the forest in search of Lorianne. Proceed to Encounter 5.

EXPERIENCE POINTS

The characters receive 400/540 experience points each for defeating Shugraa the Slaver and his guards.

TREASURE

A search of Shugraa's office uncovers a *feyslaughter weapon* +2 and a *feyblessed circlet*. If the PCs manage to just talk with Shugraa, he gives the party his most prized possession in an attempt to "seek redemption" for the terrible deeds he has done in his life. He hopes the party uses the weapon to kill Lorianne and free Cymerae.

ENCOUNTER 4: SHUGRAA'S LAIR STATISTICS (LOW LEVEL)

Firbolg Hounder (level 10)	Level 10 Soldier	
Large fey humanoid	XP 500	
HP 105; Bloodied 52	Initiative +11	
AC 27, Fortitude 23, Reflex 22, Will 22	Perception +9	
Speed 8	Low-light vision	
Saving Throws +2 against charm effects, immobilized, restrained and slowed.		
TRAITS		
Regeneration		
The firbolg hounder regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the hounder takes necrotic damage, its regeneration does not function on its next turn.		
Hunter's Leap		
A firbolg hounder doesn't provoke opportunity attacks while jumping.		
STANDARD ACTIONS		
m Battleaxe (weapon) • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage.		
M Drive Prey (fear, weapon) • Recharges when first bloodied		
Attack: Melee 2 (one creature); +14 vs. Fortitude		
Hit: 2d10 + 7 damage, and the firbolg hounder slides the target 2 squares. The hounder makes a secondary attack.		
Secondary Attack: +13 vs. Will		
Hit: The target must move or shift away from the hounder with its first action on its next turn or be dazed until the end of that turn.		
M Hounding Strike (weapon) • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage, and the firbolg hounder slides the target 2 squares.		
R Handaxe (weapon) • At-Will		
Attack: Ranged 5/10 (one creature); +15 vs. AC		
Hit: 2d6 + 6 damage, and the target is knocked prone.		
MINOR ACTIONS		
R Moonfire • Recharge 4-6		
Attack: Ranged 10 (one creature); +13 vs. Will		
Hit: Until the end of the firbolg hounder's next turn, the target is marked and cannot benefit from invisibility or concealment.		
Skills Athletics +15, Intimidate +11, Nature +14, Stealth +14		
Str 21 (+10)	Dex 18 (+9)	Wis 18 (+9)
Con 17 (+8)	Int 11 (+5)	Cha 12 (+6)
Alignment unaligned		Languages Common, Elven
Equipment scale armor, light shield, battleaxe, 3 handaxes		

Note: Damage expression updated.

Ogre Mercenary (level 7)	Level 7 Soldier	
Large natural humanoid (giant)	XP 300	
HP 85; Bloodied 42	Initiative +7	
AC 23, Fortitude 21, Reflex 18, Will 18	Perception +5	
Speed 8		
STANDARD ACTIONS		
m Morningstar (weapon) • At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 2d8 + 6 damage and the ogre marks the target until the end of the ogre's next turn.		
R Handaxe (weapon) • At-Will		
Attack: Ranged 10 (one creature); +12 vs. AC		
Hit: 1d8 + 6 damage.		
C Brutal Sweep (weapon) • At-Will		
Attack: Close blast 2 (creatures in blast); +12 vs. AC		
Hit: 1d8 + 6 damage, and the target falls prone.		
Str 22 (+10)	Dex 15 (+6)	Wis 15 (+6)
Con 21 (+9)	Int 7 (+2)	Cha 8 (+3)
Alignment chaotic evil		Languages Common, Giant
Equipment 2 handaxes, morningstar		

Ogre Hunter	Level 7 Skirmisher	
Large Natural Humanoid (giant)	XP 300	
HP 84; Bloodied 42	Initiative +8	
AC 21, Fortitude 20, Reflex 18, Will 17	Perception +5	
Speed 8		
STANDARD ACTIONS		
m Club (weapon) • At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 2d8 + 6 damage.		
R Javelin (weapon) • At-Will		
Attack: Ranged 20 (one creature); +12 vs. AC		
Hit: 1d8 + 9 damage.		
R/M Hurling Charge • Recharge 4-6		
Effect: The ogre uses <i>javelin</i> . If the attack hits, the ogre charges as a free action.		
MOVE ACTIONS		
Clear The Ground • At-Will		
Attack: Close burst 2 (all creatures in burst); +10 vs. Fortitude		
Hit: The ogres pushes the target up to 2 squares.		
Effect: If the attack hits any of the targets the ogre can move up to its speed.		
Str 21 (+8)	Dex 16 (+6)	Wis 15 (+5)
Con 20 (+8)	Int 4 (+0)	Cha 7 (+1)
Alignment chaotic evil		Languages Common, Giant
Equipment club, 6 javelins		

ENCOUNTER 4: SHUGRAA'S LAIR STATISTICS (HIGH LEVEL)

Firbolg Hounder (level 12)	Level 12 Soldier
Large fey humanoid	XP 700
HP 121; Bloodied 60	Initiative +12
AC 29, Fortitude 25, Reflex 24, Will 24	Perception +10
Speed 8	Low-light vision
Saving Throws +2 against charm effects, immobilized, restrained and slowed.	
TRAITS	
Regeneration	
The firbolg hounder regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the hounder takes necrotic damage, its regeneration does not function on its next turn.	
Hunter's Leap	
A firbolg hounder doesn't provoke opportunity attacks while jumping.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
M Drive Prey (fear, weapon) • Recharges when first bloodied	
Attack: Melee 2 (one creature); +16 vs. Fortitude	
Hit: 3d8 + 10 damage, and the firbolg hounder slides the target 2 squares. The hounder makes a secondary attack.	
Secondary Attack: +15 vs. Will	
Hit: The target must move or shift away from the hounder with its first action on its next turn or be dazed until the end of that turn.	
M Hounding Strike (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage, and the firbolg hounder slides the target 2 squares.	
R Handaxe (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +17 vs. AC	
Hit: 2d8 + 6 damage, and the target is knocked prone.	
MINOR ACTIONS	
R Moonfire • Recharge 4-6	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: Until the end of the firbolg hounder's next turn, the target is marked and cannot benefit from invisibility or concealment.	
Skills Athletics +16, Intimidate +12, Nature +15, Stealth +15	
Str 21 (+11)	Dex 18 (+10) Wis 18 (+10)
Con 17 (+9)	Int 11 (+6) Cha 12 (+7)
Alignment unaligned	
Languages Common, Elven	
Equipment scale armor, light shield, battleaxe, 3 handaxes	

Note: Damage expression updated.

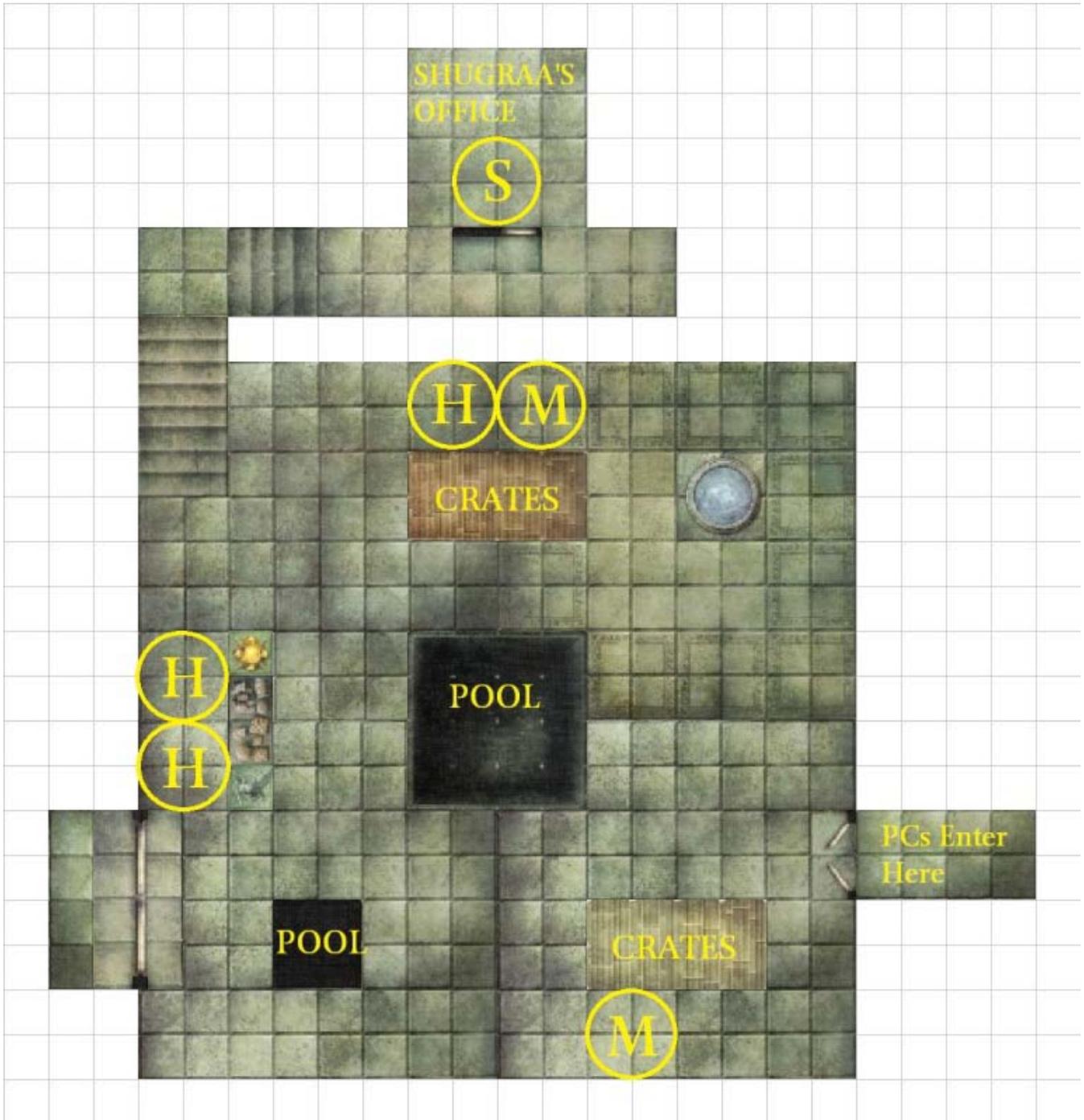
Ogre Mercenary (level 9)	Level 9 Soldier
Large natural humanoid (giant)	XP 400
HP 101; Bloodied 50	Initiative +8
AC 25, Fortitude 23, Reflex 20, Will 20	Perception +6
Speed 8	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage and the ogre marks the target until the end of the ogre's next turn.	
R Handaxe (weapon) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. AC	
Hit: 1d8 + 8 damage.	
C Brutal Sweep (weapon) • At-Will	
Attack: Close blast 2 (creatures in blast); +142 vs. AC	
Hit: 1d8 + 7 damage, and the target falls prone.	
Str 22 (+11)	Dex 15 (+7) Wis 15 (+7)
Con 21 (+10)	Int 7 (+3) Cha 8 (+4)
Alignment chaotic evil	
Languages Common, Giant	
Equipment 2 handaxes, morningstar	

Ogre Hunter (level 9)	Level 9 Skirmisher
Large Natural Humanoid (giant)	XP 300
HP 100; Bloodied 50	Initiative +9
AC 23, Fortitude 22, Reflex 20, Will 19	Perception +6
Speed 8	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
R Javelin (weapon) • At-Will	
Attack: Ranged 20 (one creature); +14 vs. AC	
Hit: 1d8 + 11 damage.	
R/M Hurling Charge • Recharge 4-6	
Effect: The ogre uses javelin. If the attack hits, the ogre charges as a free action.	
MOVE ACTIONS	
Clear The Ground • At-Will	
Attack: Close burst 2 (all creatures in burst); +12 vs. Fortitude	
Hit: The ogres pushes the target up to 2 squares.	
Effect: If the attack hits any of the targets the ogre can move up to its speed.	
Str 21 (+9)	Dex 16 (+8) Wis 15 (+6)
Con 20 (+9)	Int 4 (+1) Cha 7 (+2)
Alignment chaotic evil	
Languages Common, Giant	
Equipment club, 6 javelins	

ENCOUNTER 4A: SHUGRAA'S LAIR ~ REAR ENTRANCE MAP

TILE SETS NEEDED

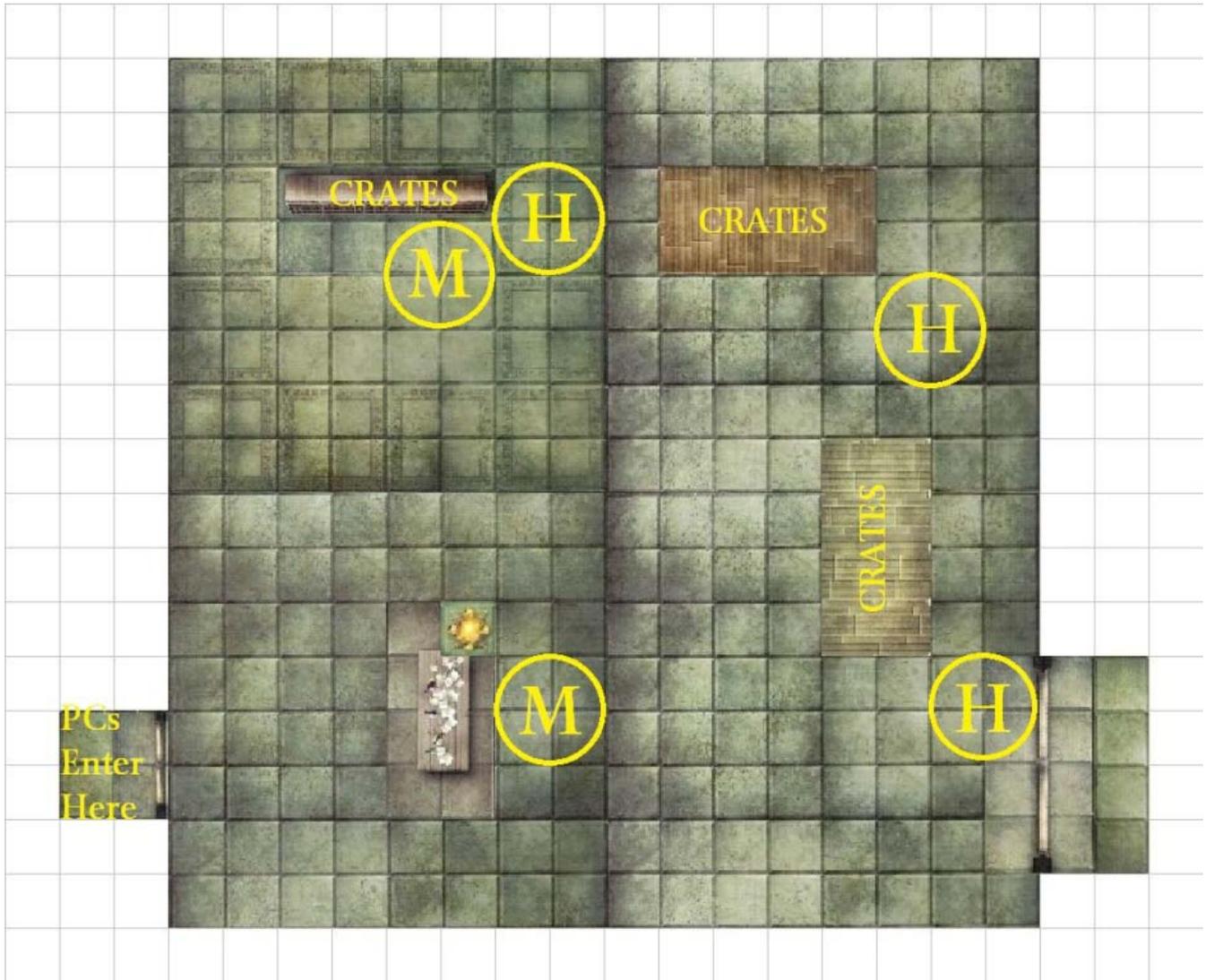
Dungeon Tiles Master Set 1: The Dungeon x1



ENCOUNTER 4B: SHUGRAA'S LAIR ~ FRONT ENTRANCE MAP

TILE SETS NEEDED

Dungeon Tiles Master Set 1: The Dungeon x1



ENCOUNTER 5: INTO GULTHMERE

ENCOUNTER LEVEL 8/10 (1700/2400 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 verbeeg ringleader (level 10) (A)
- 1 verbeeg trickster (level 10) (C)
- 2 verbeeg rowdy (level 8) (S)

This encounter includes the following creatures at the high tier:

- 1 verbeeg ringleader (level 12) (A)
- 1 verbeeg trickster (level 12) (C)
- 2 verbeeg rowdy (level 10) (S)

The PCs use Shugraa's map to travel into the Feywild version of the Gulthmere Forest.

A trail winds into the forest, more often than not disappearing amongst dense foliage and the massive root systems of trees taller than the sky itself. All around you, the sounds of nature's voice call out. This place is not for ordinary, mortal folk.

After traveling for several hours, Shugraa's map suggests that you must be drawing near to where Lorianne is known to have her camp.

The PCs are about to be ambushed by Lorianne's camp guards. Determine the marching order in the general place set aside in the encounter start area. Check each PC's passive Perception against 21/22. Those PCs who pass, notice the ambushers on either side of the road, and get to act in the surprise round. Those PCs who do not notice are surprised.

When the first ambusher attacks, he shouts in his best bombastic voice:

"You have entered the domain of Lorianne, Mistress of the Swamp and Vine! Pray now, and prepare to meet your maker!"

FEATURES OF THE AREA

Ponds: The ponds are 4 feet deep and are filled with piranha-like Took-Took fish. Any creature who enters or start their turn in the pond takes 2d8 + 8 damage. The damage can only be taken once per turn.

All pond squares count as difficult terrain, costing 3 squares of movement.

Large Trees: The trees here are very dense. Any creature standing in any square occupied by a tree has cover. The area counts as difficult terrain.

Small Bushes: The small bushes provide concealment and are difficult terrain.

Rock Piles: The rock piles provide cover and are impassable terrain.

TACTICS

The verbeegs try to surprise the party. The trickster opens with *bewildering bolt*, whilst the ringleader delays until the rowdies have moved in to try and flank the weakest looking party member using their *skewering strike*. The ringleader then uses *distracting shot* against the target flanked by the rowdies (if possible).

During the combat, both the trickster and the ringleader stay in cover for as long as possible. All the verbeegs focus their attacks on one PC at a time (where possible), then move on to the next weakest-looking PC.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 verbeeg rowdy.

Six PCs: Add 1 verbeeg ringleader.

ENDING THE ENCOUNTER

Once the PCs vanquish Lorianne's advance retinue, they are free to move forward and scout Lorianne's encampment. PCs who move stealthily may gain the element of surprise. Go to Encounter 6.

If any of the verbeeg are captured, a DC 16/17 Intimidate check has them reveal that Lorianne is so engrossed in her food that she would probably not notice anybody attempting to sneak up on her encampment. They also tell about the nymphs, but do not know what type or their specific powers.

EXPERIENCE POINTS

The characters receive 400/540 experience points each for defeating Lorianne's retinue.

TREASURE

A search of the verbeeg ringleader uncovers a *rod of the feywild*, a *diamond cincture* and 150/200 gp per PC.

ENCOUNTER 4: INTO GULTHMERE STATISTICS (LOW LEVEL)

Verbeeg Ringleader (level 10)	Level 10 Artillery (Leader)
Large fey humanoid (giant)	XP 500
HP 83; Bloodied 41	Initiative +7
AC 24, Fortitude 22, Reflex 22, Will 23	Perception +10
Speed 8	Low-light vision
TRAITS	
O Cunning Insight • Aura 5	
Any ally within the aura gains a +5 power bonus to damage rolls against any creature granting combat advantage to that ally.	
Verbeeg Stealth	
The ringleader can make a Stealth check to become hidden as long as one square it occupies has superior or total concealment from the creature it is attempting to hide from.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8 + 5 damage.	
r Longbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +17 vs. AC	
Hit: 2d10 + 8 damage, and the target grants combat advantage until the end of the ringleader's next turn.	
R Distracting Shot • Recharge 5-6	
Effect: The ringleader uses <i>longbow</i> . If the attack hits, one of the ringleader's allies can make a basic attack against the target of the attack as a free action.	
Get Them! • Encounter	
Effect: Three of the ringleader's allies within 5 squares of it can charge one creature of the ringleader's choice as a free action.	
Skills Arcana +13, Stealth +14, Thievery +12	
Str 24 (+12)	Dex 14 (+7)
Con 19 (+9)	Int 19 (+9)
	Wis 11 (+5)
	Cha 19 (+9)
Alignment evil	
Languages Common, Elven, Giant	
Equipment hide armor, spear, longbow, arrows x 40	

Verbeeg Rowdy (level 8)	Level 8 Skirmisher
Large fey humanoid (giant)	XP 350
HP 91; Bloodied 45	Initiative +8
AC 22, Fortitude 20, Reflex 19, Will 17	Perception +4
Speed 8	Low-light vision
TRAITS	
Verbeeg Stealth	
The rowdy can make a Stealth check to become hidden as long as one square it occupies has superior or total concealment from the creature it is attempting to hide from.	
Combat Advantage	
The rowdy deals 5 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
M Skewering Strike (weapon) • At-Will	
Attack: Melee 2 (one creature); +11 vs. Reflex	
Hit: 2d12 + 7 damage, and the rowdy slides the target 5 squares to a square within 2 squares of the rowdy.	
MOVE ACTIONS	
Bounding Maneuver • At-Will	
Effect: The rowdy is no longer marked, and it shifts 3 squares and can move through enemies' spaces during the shift.	

MINOR ACTIONS		
M Cunning Trick • Recharge 5-6		
Attack: Melee 3 (one creature); +12 vs. Will		
Hit: The rowdy knocks the target prone or slides it 3 squares.		
Skills Bluff +11, Stealth +11, Thievery +11		
Str 24 (+12)	Dex 14 (+6)	Wis 11 (+4)
Con 19 (+8)	Int 13 (+5)	Cha 14 (+6)
Alignment evil		Languages Common, Elven, Giant
Equipment hide armor, light shield, spear		

Verbeeg Trickster (level 10)	Level 10 Controller
Large fey humanoid (giant)	XP 500
HP 107; Bloodied 53	Initiative +7
AC 24, Fortitude 22, Reflex 20, Will 18	Perception +5
Speed 8	Low-light vision
TRAITS	
Verbeeg Stealth	
The trickster can make a Stealth check to become hidden as long as one square it occupies has superior or total concealment from the creature it is attempting to hide from.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage, and the target falls prone.	
r Staggering Bolt (force, implement) • At-Will	
Attack: Ranged 5 (one creature); +13 vs. Reflex	
Hit: 3d6 + 8 force damage, and the trickster slides the target 1 square.	
C Blinding Blast (implement, radiant) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +13 vs. Fortitude	
Hit: 1d6 + 5 radiant damage, and the target is blinded until the end of the trickster's next turn	
R Bewildering Bolt (implement, psychic) • Encounter	
Attack: Ranged 10 (one creature); +13 vs. Will	
Hit: 1d10 + 6 psychic damage, and the target cannot attack (save ends).	
Concealing Mist (zone) • Encounter	
Effect: The trickster creates a zone in a close burst 2 that is lightly obscured and lasts until the end of the encounter. Any verbeeg that starts its turn within the zone gains combat advantage against creatures outside the zone until the end of the verbeeg's next turn.	
Skills Arcana +13, Stealth +12, Thievery +12	
Str 24 (+12)	Dex 14 (+7)
Con 19 (+9)	Int 17 (+8)
	Wis 11 (+5)
	Cha 16 (+8)
Alignment evil	
Languages Common, Elven, Giant	
Equipment hide armor, spear, wand	

ENCOUNTER 5: INTO GULTHMERE STATISTICS (HIGH LEVEL)

Verbeeg Ringleader (level 12)	Level 12 Artillery (Leader)
Large fey humanoid (giant)	XP 700
HP 99; Bloodied 49	Initiative +8
AC 26, Fortitude 24, Reflex 24, Will 25	Perception +11
Speed 8	Low-light vision
TRAITS	
O Cunning Insight • Aura 5	
Any ally within the aura gains a +5 power bonus to damage rolls against any creature granting combat advantage to that ally.	
Verbeeg Stealth	
The ringleader can make a Stealth check to become hidden as long as one square it occupies has superior or total concealment from the creature it is attempting to hide from.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d8 + 7 damage.	
r Longbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +19 vs. AC	
Hit: 2d10 + 10 damage, and the target grants combat advantage until the end of the ringleader's next turn.	
R Distracting Shot • Recharge 5-6	
Effect: The ringleader uses <i>longbow</i> . If the attack hits, one of the ringleader's allies can make a basic attack against the target of the attack as a free action.	
Get Them! • Encounter	
Effect: Three of the ringleader's allies within 5 squares of it can charge one creature of the ringleader's choice as a free action.	
Skills Arcana +14, Stealth +15, Thievery +13	
Str 24 (+13)	Dex 14 (+8)
Con 19 (+10)	Int 19 (+10)
	Wis 11 (+6)
	Cha 19 (+10)
Alignment evil	
Languages Common, Elven, Giant	
Equipment hide armor, spear, longbow, arrows x 40	

Verbeeg Rowdy (level 10)	Level 10 Skirmisher
Large fey humanoid (giant)	XP 500
HP 107; Bloodied 53	Initiative +9
AC 24, Fortitude 22, Reflex 21, Will 19	Perception +5
Speed 8	Low-light vision
TRAITS	
Verbeeg Stealth	
The rowdy can make a Stealth check to become hidden as long as one square it occupies has superior or total concealment from the creature it is attempting to hide from.	
Combat Advantage	
The rowdy deals 5 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
M Skewering Strike (weapon) • At-Will	
Attack: Melee 2 (one creature); +13 vs. Reflex	
Hit: 2d12 + 9 damage, and the rowdy slides the target 5 squares to a square within 2 squares of the rowdy.	
MOVE ACTIONS	
Bounding Maneuver • At-Will	
Effect: The rowdy is no longer marked, and it shifts 3 squares and can move through enemies' spaces during the shift.	

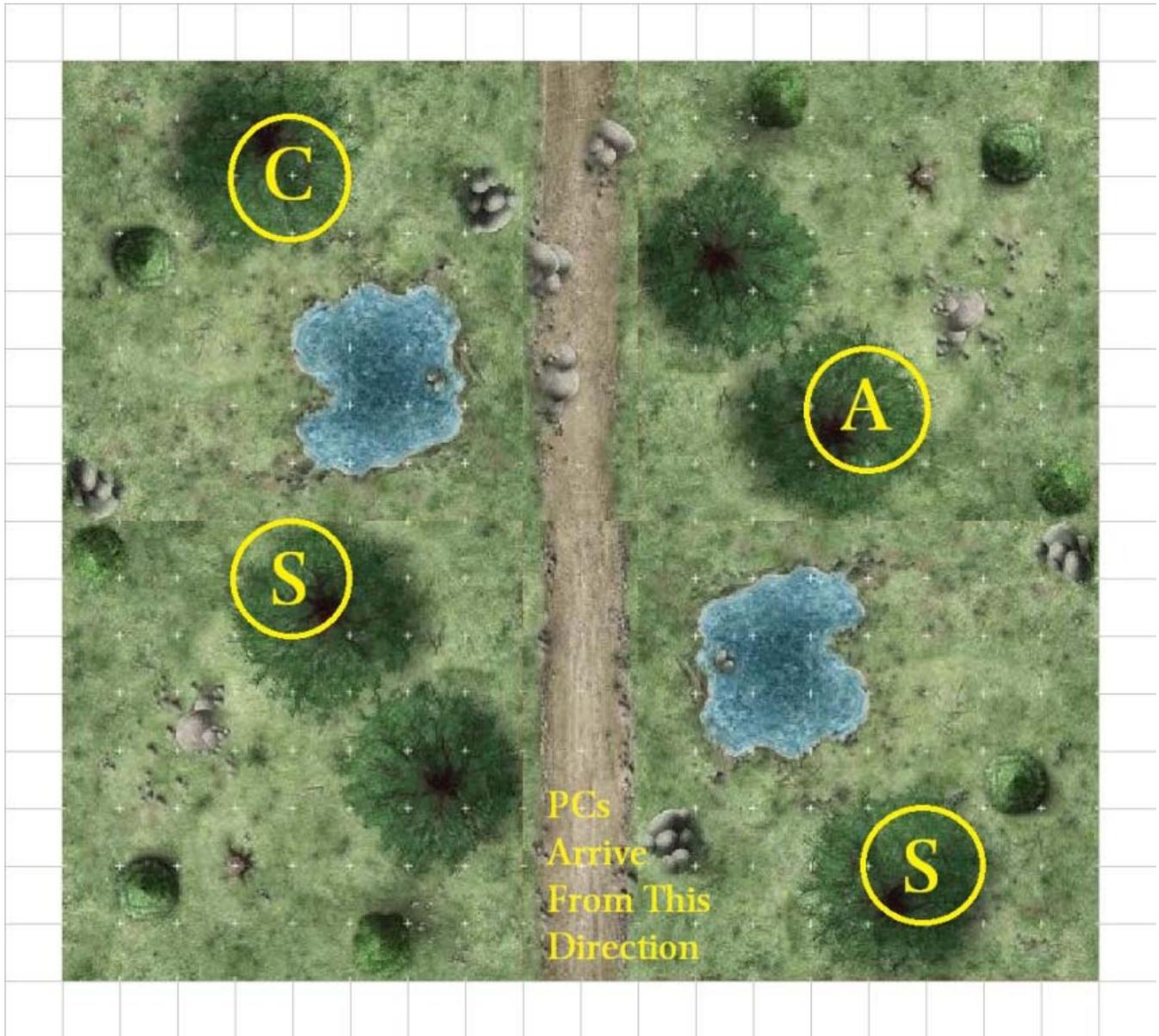
MINOR ACTIONS		
M Cunning Trick • Recharge 5-6		
Attack: Melee 3 (one creature); +14 vs. Will		
Hit: The rowdy knocks the target prone or slides it 3 squares.		
Skills Bluff +12, Stealth +12, Thievery +12		
Str 24 (+13)	Dex 14 (+7)	Wis 11 (+5)
Con 19 (+9)	Int 13 (+6)	Cha 14 (+7)
Alignment evil		Languages Common, Elven, Giant
Equipment hide armor, light shield, spear		

Verbeeg Trickster (level 12)	Level 12 Controller
Large fey humanoid (giant)	XP 700
HP 123; Bloodied 61	Initiative +8
AC 26, Fortitude 24, Reflex 22, Will 20	Perception +6
Speed 8	Low-light vision
TRAITS	
Verbeeg Stealth	
The trickster can make a Stealth check to become hidden as long as one square it occupies has superior or total concealment from the creature it is attempting to hide from.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d8 + 11 damage, and the target falls prone.	
r Staggering Bolt (force, implement) • At-Will	
Attack: Ranged 5 (one creature); +15 vs. Reflex	
Hit: 3d6 + 10 force damage, and the trickster slides the target 1 square.	
C Blinding Blast (implement, radiant) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +15 vs. Fortitude	
Hit: 1d6 + 6 radiant damage, and the target is blinded until the end of the trickster's next turn	
R Bewildering Bolt (implement, psychic) • Encounter	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: 1d10 + 8 psychic damage, and the target cannot attack (save ends).	
Concealing Mist (zone) • Encounter	
Effect: The trickster creates a zone in a close burst 2 that is lightly obscured and lasts until the end of the encounter. Any verbeeg that starts its turn within the zone gains combat advantage against creatures outside the zone until the end of the verbeeg's next turn.	
Skills Arcana +14, Stealth +13, Thievery +13	
Str 24 (+13)	Dex 14 (+8)
Con 19 (+10)	Int 17 (+9)
	Wis 11 (+6)
	Cha 16 (+9)
Alignment evil	
Languages Common, Elven, Giant	
Equipment hide armor, spear, wand	

ENCOUNTER 5: INTO GULTHMERE MAP

TILE SETS NEEDED

Dungeon Tiles Master Set 2: The Wilderness x 1



ENCOUNTER 6: THE BATTLE OF HAG'S CAMP

ENCOUNTER LEVEL 9/11 (2000/2800 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 pact hag (Lerianne) (L)
- 3 evil autumn nymphs (N)
- 1 evil wood nymph (level 8) (R)

This encounter includes the following creatures at the high tier:

- 1 pact hag (Lerianne) (level 13) (L)
- 3 evil autumn nymphs (level 10) (N)
- 1 evil wood nymph (R)

After dealing with the hag's retinue, the PCs can sneak up on Lerianne's encampment and deliver a surprise blow. Others however, might want to just walk in to the camp and start swinging (or negotiating).

Regardless of the plan, when the PCs first see Lerianne's camp, read or paraphrase the following description:

Lerianne's camp is a putrid, festering bog of evil, corruption, and dark enchantment. The bright green canopy of the Gulthmere gives way to the twisted, blackened hulks of half-dead trees. Soon, the mud and bog becomes a clearing, though the stench of unwashed, pox-covered flesh reaches your nostrils ahead of what you see next.

In the center of the clearing, sits the hag, Lerianne, on a divan carved out of the husk of a long-dead treant. Her naked, bloated form leaks the effluence of a hundred untended sores and dozens of diseases. Her face is hard and angular, and her cranium bears two small goat-like horns. She laughs gutturally as a flabby, naked wood nymph grabs living grubs from a bucket and drops them en-masse into her hungry, gaping maw. Next to her, three creatures who were, perhaps, once beautiful autumn nymphs, stroke Lerianne's matted hair, or massage her oozing back, or clip her toenails (which have curled under several inches and are as black as night).

Allow the PCs to make a DC 23/25 Arcana check. If they succeed, they notice that Lerianne and her party

are sitting within an Infectious Pallor. Such a circle is designed to offer the inhabitants some degree of protection against attack. The pallor covers the entire ground in between the wooden "standing stones". See Features of the Area below.

It is possible for the PCs decide to sneak up on Lerianne's camp and surprise her because Lerianne and her party are occupied with their own sloth and indulgence.

If the PCs enter Lerianne's camp with the intention to talk, then Lerianne is alert, but not inclined to immediately attack. She wonders why the PCs have "invaded" her home, and offer them some "nice, juicy rot grubs" for lunch. The nymphs by her side circle Lerianne and snarl in the direction of the PCs while they talk to their mistress.

If asked directly, Lerianne freely admits to placing the curse on "that little bitch, Cymerae". She says that it "serves her right", and refuses to lift the curse if requested, saying: "You'll have to kill me first."

Of course, at this point, most PCs will oblige. If the PCs balk, then Lerianne says: "Now you are boring me! I hope your deaths are more interesting than your conversation!"

FEATURES OF THE AREA

Standing Stones: The Standing Stones on the map (dungeon tiles) are *not* made of stone. They are made of petrified (ancient) wood. This means that the wood nymph can use these areas as "trees" for the use of her *trapped in the wood* and *treebound* powers.

Infectious Pallor: A miasma of Infected Pallor protects Lerianne and her retinue while within the area between the standing stones. A PC within 2 squares of the standing stones, spots the fog with a DC 16/17 Perception check. Any PC stepping into or starting their turn in the zone is attacked by the Infectious Pallor and may contract *demon pox* (see Appendix I). Creatures already infected are not attacked. Unlike normal diseases, the PC is immediately infected, but if the PC makes his or her saving throw at the end of the encounter he or she immediately recovers. If the PC fails the saving throw, the disease follows the standard rules.

Large Trees: Large trees provide total cover to anybody in a square occupied by a large tree. They are difficult terrain and cost 2 squares to move through.

Smaller Bushes: Smaller bushes provide soft cover to anybody in a square occupied by a tree. They are difficult terrain and cost 2 squares to move through.

Tents/Rocks/Fireplace: These are all blocking terrain. They cannot be moved through, but may provide some cover.

TACTICS

Lerianne does not leave her throne unless she has good reason to (or is forced). From her throne, Lerianne gurgles with unholy glee as she vomits grubs and unleashes ranged attacks. She opens with *pact of choked aggression*. If she can't recharge, she unleashes *pact of compelled alliance* or *pact of obedience* (if faced with a melee combatant). If she becomes bloodied, Lerianne resorts to *pact of shared agony* (whilst alternating her other powers). If she is moved away from her throne, she tries to get back to it as fast as she can

The wood nymph uses *lonely keening* to draw the PCs closer to her (and into the Infectious Pallor). When a PC is next to the wood nymph, she uses *trapped in the wood* at every opportunity (but remember: only one can be trapped in her tree at a time, if possible try to switch targets to prevent the same PC being trapped the whole fight). If the wood nymph drops below 10 hit points, she teleports to her "tree" (one of the standing stones) and uses *treebound* and *regeneration* when possible.

The autumn nymphs fight as best they can, using their recharge powers whenever they become available.

Lerianne fights to the death. However, Lerianne and her retinue have no desire to kill the PCs. They are wicked feyfolk who love torturing, enslaving and infecting others with diseases. If a PC dies in this combat, then he/she is knocked unconscious. The PC immediately contracts demon pox and has the words "hag's bitch" tattooed on his/her forehead. The tattoo can only be removed by using the *remove affliction* ritual (see **DRAG28 Hag's Bitch** story award). If all the PCs die, then Lerianne gives them all pox and tattoos and has them dumped on the beach near Banaris Bay. They all wake up in 12 hours and have not found a way to help Cymerae.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 autumn nymph.

Six PCs: Add 1 wood nymph.

ENDING THE ENCOUNTER

Once the PCs defeat Lerianne read or paraphrase the following:

As Lerianne dies, a blast of white light consumes her corpse, then radiates outwards through the forest and as far as you can see. Immediately, the "corrupted grove" returns to its original beauty, and several nearby twisted trees suddenly turn into the forms of beautiful nymphs!

The nymphs (now restored to their rightful beauty) thank the PCs, and assure them that their sister, Cymerae, must now be free - and to return to her. The nymphs ask that the PCs return Cymerae to her forest, as this is her home, and the place from which she was wrongfully taken. The PCs do not have to give a definitive answer to the nymphs, but they've got some options to think about when dealing with Cymerae.

Go to Encounter 7.

EXPERIENCE POINTS

The characters receive 400/560 experience points each for defeating Lerianne and her guards.

TREASURE

A search of the camp tents uncovers a *cloak of translocation* +2 and *feystep lacings*.

ENCOUNTER 6: THE HAG'S CAMP STATISTICS (LOW LEVEL)

Pact Hag	Level 11 Controller (Leader)
Medium fey humanoid	XP 600
HP 115; Bloodied 57	Initiative +7
AC 25, Fortitude 23, Reflex 23, Will 24	Perception +15
Speed 6	Low-light vision
TRAITS	
O Pact of Obedience • Aura 5	
Any ally within the aura that misses with a melee attack can take 5 damage to gain a +2 power bonus to the attack roll.	
STANDARD ACTIONS	
m Compelling Staff (charm, weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d6 + 5 damage, and the target makes a melee basic attack as a free action against a creature of the hag's choice.	
r Pact of Compelled Alliance (charm) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Will	
Hit: The target makes an at-will attack as a free action against a creature of the hag's choice.	
R Pact of Choked Aggression (charm, psychic) • Recharge when no creature is affected by this power	
Attack: Ranged 10 (one creature); +14 vs. Will	
Hit: The target is affected by a pact of choked aggression until the end of the encounter or until the hag or one of its allies attacks the target. While affected by the pact, the target takes 10 psychic damage the first time it hits a creature during each of its turns.	
R Pact of Shared Agony (psychic) • Recharge if the power misses	
Requirement: The hag must be bloodied.	
Attack: Ranged 10 (one creature); +14 vs. Fortitude	
Hit: Until the end of the encounter, while the target is within 5 squares of the hag, the target takes 5 psychic damage whenever the hag takes damage.	
Skills Arcana +14, Bluff +13, Diplomacy +13, Insight +15	
Str 12 (+6)	Dex 14 (+7) Wis 21 (+10)
Con 19 (+9)	Int 19 (+9) Cha 16 (+8)
Alignment evil Languages Common, Elven, Giant	
Equipment staff	
Note: <i>Pact of compelled alliance</i> and <i>pact of shared agony</i> slightly downgraded for the fact that the hag is used at heroic level.	

Wood Nymph (level 8)	Level 8 Soldier
Medium fey humanoid	XP 350
HP 88; Bloodied 44	Initiative +9
AC 24, Fortitude 19, Reflex 19, Will 22	Perception +12
Speed 6 (forest walk)	Low-light vision
TRAITS	
Treebound	
A wood nymph is bound to a tree that occupies 1 square. The wood nymph can enter this square and has superior cover while there. In addition, the wood nymph treats the tree as an ally for the purpose of flanking.	
Regeneration (healing)	
Whenever the wood nymph has at least 1 hit point and starts its turn adjacent to or within its tree, it regains 5 hit points.	
STANDARD ACTIONS	
m Wooden Hands • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d8 + 3 damage, and the target is slowed until the end of the nymph's next turn.	

M Trapped In The Wood (teleportation) • Recharge when no enemy is within the nymph's tree	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: The nymph teleports the target 6 squares to the square containing the nymph's tree; and the target is removed from play (save ends). When the effect ends, the target appears in an unoccupied square of its choice adjacent to the tree.	
Effect: The nymph teleports 8 squares to a square adjacent to its tree.	
R Lonely Keening (charm, psychic) • Encounter	
Attack: Ranged 20 (one creature); +13 vs. Will	
Hit: 2d8 + 7 psychic damage.	
Effect: Until the end of the encounter or until the nymph drops to 0 hit points, the target is marked and takes 5 damage at the end of any turn in which it is not either adjacent to the nymph or closer to the nymph than when it began its turn.	
MINOR ACTIONS	
Tree Home (minor; teleportation; at-will)	
Requirement: The nymph must be within 6 squares of its tree.	
Effect: The nymph teleports to a square adjacent to its tree.	
Skills Diplomacy +14, Insight +12, Nature +12	
Str 18 (+8)	Dex 17 (+7) Wis 16 (+7)
Con 16 (+7)	Int 18 (+8) Cha 21 (+9)
Alignment evil Languages Common, Elven	

Autumn Nymph	Level 8 Skirmisher
Medium fey humanoid	XP 350
HP 89; Bloodied 44	Initiative +11
AC 22, Fortitude 21, Reflex 19, Will 20	Perception +7
Speed 6, fly 6 (clumsy)	Low-light vision
STANDARD ACTIONS	
m Oaken Strength • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 9 damage, and the nymph pushes the target 1 square.	
M Dark Revelation (charm, psychic) • Recharge 6	
Attack: Melee 1 (one creature); +11 vs. Will	
Hit: 1d8 + 4 psychic damage, and the target is stunned (save ends).	
R Whisper Game (psychic) • Recharge if the power misses	
Attack: Ranged 10 (one creature); +11 vs. Will	
Hit: 1d8 + 4 psychic damage, and ongoing 5 psychic damage (save ends). Until the end of the encounter or until the nymph drops to zero hit points, whenever the creature saves against this ongoing damage, the nearest ally within 10 squares of it gains the ongoing damage. When the nymph drops to 0 hit points, the effect ends and the creature currently affected by the ongoing damage takes 15 psychic damage.	
MOVE ACTIONS	
Autumn Wind • At-Will (1/round)	
Effect: The nymph either shifts 1 square or moves its speed and then uses <i>oaken strength</i> .	
TRIGGERED ACTIONS	
Secret of Autumn Leaves • At-Will	
Trigger: An enemy misses with a melee attack.	
Effect (Immediate Reaction): The nymph may shift 3 squares.	
Skills Acrobatics +14, Bluff +14, Nature +12	
Str 16 (+7)	Dex 20 (+9) Wis 17 (+7)
Con 17 (+7)	Int 22 (+10) Cha 21 (+9)
Alignment evil Languages Common, Elven	

ENCOUNTER 6: THE HAG'S CAMP STATISTICS (HIGH LEVEL)

Pact Hag (level 13)	Level 13 Controller (Leader)
Medium fey humanoid	XP 800
HP 131; Bloodied 65	Initiative +8
AC 27, Fortitude 25, Reflex 25, Will 26	Perception +16
Speed 6	Low-light vision
TRAITS	
O Pact of Obedience • Aura 5	
Any ally within the aura that misses with a melee attack can take 5 damage to gain a +2 power bonus to the attack roll.	
STANDARD ACTIONS	
m Compelling Staff (charm, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 1d6 + 7 damage, and the target makes a melee basic attack as a free action against a creature of the hag's choice.	
r Pact of Compelled Alliance (charm) • At-Will	
Attack: Ranged 10 (one creature); +16 vs. Will	
Hit: The target is dominated until the end of the hag's next turn.	
R Pact of Choked Aggression (charm, psychic) • Recharge when no creature is affected by this power	
Attack: Ranged 10 (one creature); +16 vs. Will	
Hit: The target is affected by a pact of choked aggression until the end of the encounter or until the hag or one of its allies attacks the target. While affected by the pact, the target takes 10 psychic damage the first time it hits a creature during each of its turns.	
R Pact of Shared Agony (psychic) • Recharge if the power misses	
Requirement: The hag must be bloodied.	
Attack: Ranged 10 (one creature); +16 vs. Fortitude	
Hit: Until the end of the encounter, while the target is within 10 squares of the hag, the target takes 10 psychic damage whenever the hag takes damage.	
Skills Arcana +15, Bluff +14, Diplomacy +14, Insight +16	
Str 12 (+7)	Dex 14 (+8) Wis 21 (+11)
Con 19 (+10)	Int 19 (+10) Cha 16 (+9)
Alignment evil	Languages Common, Elven, Giant
Equipment staff	

Wood Nymph	Level 10 Soldier
Medium fey humanoid	XP 500
HP 104; Bloodied 52	Initiative +10
AC 26, Fortitude 21, Reflex 21, Will 24	Perception +13
Speed 6 (forest walk)	Low-light vision
TRAITS	
Treebound	
A wood nymph is bound to a tree that occupies 1 square. The wood nymph can enter this square and has superior cover while there. In addition, the wood nymph treats the tree as an ally for the purpose of flanking.	
Regeneration (healing)	
Whenever the wood nymph has at least 1 hit point and starts its turn adjacent to or within its tree, it regains 5 hit points.	
STANDARD ACTIONS	
m Wooden Hands • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d8 + 5 damage, and the target is slowed until the end of the nymph's next turn.	
M Trapped In The Wood (teleportation) • Recharge when no enemy is within the nymph's tree	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: The nymph teleports the target 6 squares to the square	

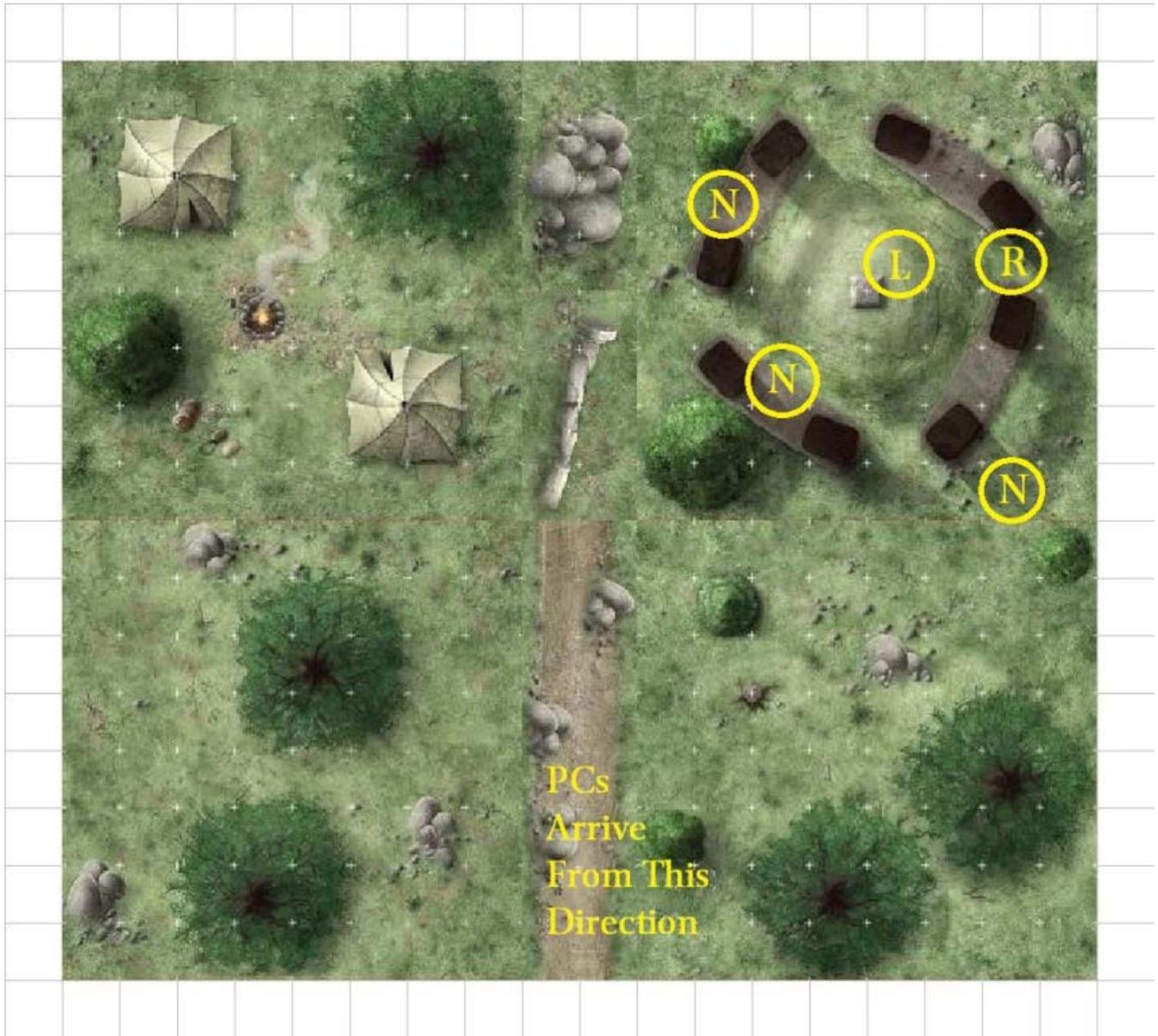
containing the nymph's tree; and the target is removed from play (save ends). When the effect ends, the target appears in an unoccupied square of its choice adjacent to the tree.	
Effect: The nymph teleports 8 squares to a square adjacent to its tree.	
R Lonely Keening (charm, psychic) • Encounter	
Attack: Ranged 20 (one creature); +15 vs. Will	
Hit: 2d8 + 9 psychic damage.	
Effect: Until the end of the encounter or until the nymph drops to 0 hit points, the target is marked and takes 5 damage at the end of any turn in which it is not either adjacent to the nymph or closer to the nymph than when it began its turn.	
MINOR ACTIONS	
Tree Home (minor; teleportation; at-will)	
Requirement: The nymph must be within 6 squares of its tree.	
Effect: The nymph teleports to a square adjacent to its tree.	
Skills Diplomacy +15, Insight +13, Nature +13	
Str 18 (+9)	Dex 17 (+8) Wis 16 (+8)
Con 16 (+8)	Int 18 (+9) Cha 21 (+10)
Alignment evil	Languages Common, Elven

Autumn Nymph (level 10)	Level 10 Skirmisher
Medium fey humanoid	XP 500
HP 104; Bloodied 52	Initiative +12
AC 24, Fortitude 23, Reflex 21, Will 22	Perception +8
Speed 6, fly 6 (clumsy)	Low-light vision
STANDARD ACTIONS	
m Oaken Strength • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 11 damage, and the nymph pushes the target 1 square.	
M Dark Revelation (charm, psychic) • Recharge 6	
Attack: Melee 1 (one creature); +13 vs. Will	
Hit: 1d8 + 6 psychic damage, and the target is stunned (save ends).	
R Whisper Game (psychic) • Recharge if the power misses	
Attack: Ranged 10 (one creature); +13 vs. Will	
Hit: 1d8 + 5 psychic damage, and ongoing 5 psychic damage (save ends). Until the end of the encounter or until the nymph drops to zero hit points, whenever the creature saves against this ongoing damage, the nearest ally within 10 squares of it gains the ongoing damage. When the nymph drops to 0 hit points, the effect ends and the creature currently affected by the ongoing damage takes 15 psychic damage.	
MOVE ACTIONS	
Autumn Wind • At-Will (1/round)	
Effect: The nymph either shifts 1 square or moves its speed and then uses <i>oaken strength</i> .	
TRIGGERED ACTIONS	
Secret of Autumn Leaves • At-Will	
Trigger: An enemy misses with a melee attack.	
Effect (Immediate Reaction): The nymph may shift 3 squares.	
Skills Acrobatics +15, Bluff +15, Nature +13	
Str 16 (+8)	Dex 20 (+10) Wis 17 (+8)
Con 17 (+8)	Int 22 (+11) Cha 21 (+10)
Alignment evil	Languages Common, Elven

ENCOUNTER 6: THE HAG'S CAMP MAP

TILE SETS NEEDED

Ruins of the Wild x1



ENCOUNTER 7: CYMERAÆ UNBOUND

SETUP

Important NPCs:

Iaris The Sly, flamboyant male tiefling captain of the pirate ship, the *Wild Maiden*.

Cymerae, the wood nymph.

When the PCs return to the *Wild Maiden*, read or paraphrase the following:

The return journey, back to the Wild Maiden, is relatively uneventful. Pallebar, the grumpy gnome, greets you as you come onboard.

"It's good to see yer back. It's been very uncomfortable. One minute the ship's figurehead was a piece of wood, then next thing she's a living, breathing girl and Iaris wants her to..."

Onyx suddenly arrives, clears her throat and interrupts, "Ahem, excuse me, but Iaris wishes to see you all at the bow of the ship, immediately."

As the PCs walk towards the bow of the ship, they find a distressed Iaris sitting on a stool, with his head bowed. Near him stands a very beautiful young woman. Her long fair hair curls down upon a thin, transparent gown that covers far less than it might: Cymerae. She warmly greets the PCs as the heroes who freed her of her curse, commenting how she has been a slave her whole existence (first to the hag, than beast, than lord, then scoundrel). She is unsure what to do and ask the PCs for advice. Marry Iaris? Go with Osirion? Go back to Shugraa? Or return to her home and live a life of obscurity?

The PCs may want to confer and/or put forward some opinions and arguments as to what they think Cymerae should do. They may even make suggestions that Cymerae hasn't thought of.

Whatever advice they give, Cymerae considers for a while, but eventually decides to return to her Feywild forest. She will go with Iaris and meet Osirion and tell him in person. She says that she owes Osirion that much after all his suffering.

When Cymerae makes this decision, Iarus is heartbroken, but he respects her choice. He takes the *Wild Maiden* back to the portal and Westgate beyond. The trip back is uneventful -- as much as sailing through a maelstrom can be called uneventful. At the other side they meet Osirion, whose happiness at seeing his lost love is soon shattered when she tells him she is

returning home. At first he does not take it as well as Iarus, but eventually relents (especially if the PCs intervene).

With Cymerae freed and Osirion appeased, things soon return to normal in Westgate, until the next time things go awry.

MAJOR QUEST EXPERIENCE POINTS

Characters who played DRAG2-2 and/or DRAG2-3 receive 270/440 bonus XP each for finishing the major quest.

STORY AWARDS

The PCs can earn the Story Awards from this adventure regardless of whether they completed the Major Quest or not.

If the PCs freed Cymerae they earn the story award **DRAG27 Cymerae: A Feywild Friend**.

If the PCs were captured by the pact hag they gain **DRAG28 Hag's Bitch**.

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 AND BASE GOLD

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

Encounter 1: Convincing the Crew

60 / 80 XP

Encounter 4: Shugraa's Lair

400 / 540 XP

Encounter 5: Into Gulthmere

340 / 480 XP

Encounter 4: Battle of Hag's Camp

400 / 560 XP

Major Quest XP:

270 / 440 XP

Total Possible Experience without Major Quest:

1120 / 1600 XP

(Maximum XP is 1200/1660, but rest is lost)

-OR-

Total Possible Experience with Major Quest (the PC played DRAG2-2 and/or DRAG2-3):

1470 / 2100 XP

Base Gold per PC

150 / 200 gp

(Encounter 5: 150/200 gp)

TREASURE

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

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

complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

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

THE FOLLOWING TREASURES ARE AVAILABLE:

Treasure A: *feyslaughter weapon +2** (level 9; Adventurer's Vault I)

Found in Encounter 4

Treasure B: *feyblessed circlet** (level 8; Adventurer's Vault II)

Found in Encounter 4

Treasure C: *rod of the feywild +2** (level 8; Adventurer's Vault I)

Found in Encounter 5

Treasure D: *diamond cincture** (level 10; Adventurer's Vault 2)

Found in Encounter 5

Treasure E: *cloak of translocation** +2 (level 9; Adventurer's Vault II)

Found in Encounter 6

Treasure F: *feystep lacings** (level 12; Adventurer's Vault I)

Found in Encounter 6

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the

player's choice. The item must come from a player resource (as defined in the *LFM Campaign Guide*).

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

Treasure Y (Consumable plus Gold): The character finds a *fey step potion* (level 10 consumable from *Dragon* 393; see also the New Rules section) plus 150 / 300 gp. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables worth 350 / 500 gp (in addition to his or her Base Gold).

STORY AWARDS

Award these if the PC completes the condition for the award listed in the adventure. Pass out certificates to the players for their story awards.

DRAG27 Cymerae: A Feywild Friend

You have rescued the nymph Cymerae and allowed her to return to her home in the Feywild. In the future, you may call out Cymerae's name and she will hear you (wherever you may be).

When she responds to your call, Cymerae briefly teleports to your location and helps you in one of the two ways listed below. You and your adventuring companions may collectively only call for Cymerae's aid once per encounter.

- Impart to you helpful information that you would not normally know about a Feywild person, place, or event, granting an automatic success on a suitable knowledge check.
- Intercede on your behalf to create an automatic success on one Diplomacy check in an appropriate setting (either involving fey or set in the Feywild).

You can use this favor 3 times. Cross off one of the following boxes each time you use this favor. Even after you have exhausted her aid, Cymerae is not likely to forget your service.

[] [] []

DRAG28 Hag's Bitch

You have contracted demon pox and have also had the words "hag's bitch" magically tattooed on your forehead. The tattoo can only be removed by using the *remove affliction* ritual (against a level 10 effect).

Even after the tattoo has been removed, a lingering aura of the hag's influence on you remains behind. Fey creatures can detect this aura, potentially affecting your interactions with them (DM's discretion). The effects could be either positive or negative, depending on the creatures involved and their opinion of hags.

NEW RULES

Diamond Cincture

The diamonds on this platinum band grant great fortitude, which you can sacrifice for health.

Level: 10 Uncommon (5,000 gp)

Item Slot: Waist

Property: This belt holds one diamond and you gain a +1 item bonus to Fortitude.

Power (At-Will * Healing): Minor Action. When you use this power, you can spend a healing surge and one diamond on the belt cracks and darkens, becoming worthless. Each time a diamond cracks, the belt's item bonus is reduced by 1. If there are no diamonds on the belt, you can't use this power. After an extended rest, each diamond destroyed by this power is restored.

Reference: *Adventurer's Vault 2*, page(s) 75.

Feyslaughter Weapon +2

A bane of fey and teleporting creatures, this blackened weapon is favored by many hunters.

Level: 9 Uncommon (4,200 gp)

Weapon: Any

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Property: When you hit a creature with this weapon, that creature cannot teleport until the end of your next turn.

Property: On a critical hit you deal +2d10 damage instead of +2d6 against fey creatures.

Reference: *Adventurer's Vault 1*, page(s) 68.

Feystep Lacings

Cords spun from enchanted fey wool teleport you out of—or into—harm's way.

Level: 12 Uncommon (13,000 gp)

Item Slot: Feet

Property: Gain a +1 bonus to Reflex defense.

Power (At-Will, 5 Charges / Day • Teleportation): Move Action. Spend a number of charges to teleport that number of squares.

Reference: *Adventurer's Vault 1*, page(s) 129.

Fey-Blessed Cirklet

This slender silver and moonstone cirklet grants you a small measure of fey grace.

Level: 8 Uncommon (3,400 gp)

Item Slot: Head

Property: At the start of each encounter, you gain temporary hit points equal to your Charisma modifier.

Reference: *Adventurer's Vault 2*, page(s) 62.

Rod of the Feywild +2

Formed from exotic woods of the Feywild, this rod enhances the wielder's ability to teleport using the fey pact.

Level: 8 Uncommon (3,400 gp)

Implement (Rod)

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Property: When you trigger your fey pact boon, you can teleport an additional number of squares equal to the rod's enhancement bonus.

Property: On a critical hit you deal +2d10 damage instead of +2d6 with powers of the fey pact.

Power (Encounter • Teleportation): Move Action. Teleport a number of squares equal to 3 + the enhancement bonus of the rod.

Reference: *Adventurer's Vault 1*, page(s) 100.

Cloak of Translocation +2

This silver-white cloak glimmers and shimmers when you teleport, hampering your enemy's ability to locate you.

Level: 9 Uncommon (4,200 gp)

Item Slot: Neck

Enhancement: +2 Fortitude, Reflex, and Will

Property: When you use a teleportation power, you gain a +2 bonus to AC and Reflex until the end of your next turn.

Power (Daily): Minor Action. You regain the use of an encounter teleportation power that you have already used during this encounter.

Reference: *Adventurer's Vault 2*, page(s) 66.

Fey Step Potion

Encapsulated in a tiny carafe of white porcelain, this murky blue liquid froths when uncorked and releases a silvery fog. Drinking the sour stuff grants the power to teleport.

Level: 10 Uncommon (200 gp)

Potion

Power (Consumable • Teleportation): Minor Action. After consuming this potion, you can use a move action to teleport up to 5 squares before the end of your next turn. If you consume another fey step potion before the end of the encounter or before 5 minutes elapses (whichever comes first), you teleport 2 fewer squares than the last dose allowed you to teleport.

Reference: *Dragon Magazine*, issue 393

APPENDIX I: DEMON POX

Demon Pox	Level 8 Disease	Reference: <i>The Plane Below</i> p.16
<p><i>Typically delivered by infectious pallors that waft through the Abyss, demon pox can also be contracted from the melee attacks of infected demons.</i></p>	<p>Initiative: +10 Attack: +11 vs. Fortitude</p>	<p>Endurance check: Improve DC 23, maintain DC 18, worsen DC 8 or lower</p>
<p>Initial Effect: The target develops a multicolored rash of disgusting pox. Whenever a critical hit is scored against the target, it takes 1d10 extra damage and is dazed (save ends).</p>	<p>Worsen: The pox begins to ooze and scab all over. The target loses a healing surge until it is cured. Whenever a critical hit is scored against the target, it takes 1d10 extra damage and is dazed (save ends). While the target is bloodied, it is also slowed.</p>	<p>Final State: The target dies and 1d6 dretches (<i>Monster Manual 2</i>) tear free from its corpse.</p>

HANDOUT 1: THE STORY OF SHUGRAA, CYMERAÆ, AND OSIRION

Shugraa the Slaver was once a firbolg (feyborn giant) of courage and honesty. He was a hunter and foot soldier in the Army of the Great Hunt, living deep within the WildWoods of the Feylands. But Shugraa grew tired of being given orders, and he left the WildWoods and came to wander the more civilised realms of the Feywild. It was here that Shugraa used his knowledge of the WildWoods to track and find potential slaves for those eladrin willing to pay him. It was on one of these hunts that he found the nymph, Cymerae. What Shugraa did not know was that Cymerae was already the slave of a pact hag by the name of Lorianne. Cymerae wanted to escape Lorianne, so she said nothing when Shugraa captured her. He also treated her very well (or better than most slave masters) and, in fact, on the journey back to civilisation, Shugraa himself slowly fell in love with the beautiful nymph.

Now enslaved by Shugraa, Cymerae found herself on the auction block in Banaris Bay. Here, she was bought by an eladrin lord called Osirion. Shugraa was reluctant to give her up, but he needed money so he handed her over. But Shugraa could not get the beautiful Cymerae out of his mind. Every day he would see Cymerae with Osirion and, every day, Shugraa saw Osirion fall in love with Cymerae, and she with him. This was until Shugraa could take it no more. One night, he used his skills to break into Osirion's home. There, he found the sleeping Cymerae and, before she awoke, he used powerful herbs to keep her sleeping while he spirited her away. Shugraa took Cymerae to his ship, the Wild Maiden. His plan was to sail away from the Feywild forever, and start life afresh with Cymerae (as he hoped she would soon forget her eladrin master).

However, just as he was about to set sail, he was paid an unwelcome visit by Lorianne the Pact Hag. Lorianne admonished Shugraa for taking her slave, and she was angry about how Cymerae left her and said nothing when she was captured. But Lorianne was frightened of the firbolg and his nearby retinue - so she cast a ritual which punished both him and the nymph: she turned Cymerae into a wooden figurehead, and bound her forever to the bow of Shugraa's ship, the Wild Maiden. Then Lorianne vanished in a colored haze of smoke.

Shugraa did not know what to do. For weeks, he sought a way to reverse the spell, but found no hope. In the meantime, Osirion slowly went out of his mind, looking for his missing love, Cymerae. Shugraa knew it was only a matter of time before Osirion saw the figurehead on his ship and recognised Cymerae. As much as he loved Cymerae, Shugraa knew the only thing to do was to sail the Wild Maiden out of the Feywild and sell the ship (and Cymerae with it) in The Mortal World.

And so that is how the Wild Maiden came into the possession of Iaris the Sly. It has taken two years, but Osirion (now driven quite insane), soon heard that there was a ship plying the waters of the Sea of Fallen Stars, and that ship was reported to have a wooden figurehead that bore a strong resemblance to Osirion's young slave. Osirion swore he would tear apart every ship in The World until he found Cymerae, and so he left his Feywild home and went to sea.

Shugraa heard that Osirion had a lead on Cymerae. He was sure that Osirion would soon find the nymph and, when he did, he would learn what had happened and come looking for him. That is why Shugraa now lives a life of paranoia, and guards the rear entrance of his lair that backs on to the sea. Shugraa himself has gone quite insane, and sees every stranger and every threat as "Osirion seeking vengeance".

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

DRAG2~ 4 INTO THE MAELSTROM

DRAG27 Cymerae: A Feywild Friend

You have rescued the nymph Cymerae and allowed her to return to her home in the Feywild. In the future, you may call out Cymerae's name and she will hear you (wherever you may be).

When she responds to your call, Cymerae briefly teleports to your location and helps you in one of the two ways listed below. You and your adventuring companions may collectively only call for Cymerae's aid once per encounter.

- Impart to you helpful information that you would not normally know about a Feywild person, place, or event, granting an automatic success on a suitable knowledge check.
- Intercede on your behalf to create an automatic success on one Diplomacy check in an appropriate setting (either involving fey or set in the Feywild).

You can use this favor 3 times. Cross off one of the following boxes each time you use this favor. Even after you have exhausted her aid, Cymerae is not likely to forget your service.

[] [] [] []

DRAG28 Hag's Bitch

You have contracted demon pox and have also had the words "hag's bitch" magically tattooed on your forehead. The tattoo can only be removed by using the *remove affliction* ritual (against a level 10 effect).

Even after the tattoo has been removed, a lingering aura of the hag's influence on you remains behind. Fey creatures can detect this aura, potentially affecting your interactions with them (DM's discretion). The effects could be either positive or negative, depending on the creatures involved and their opinion of hags.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

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DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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

DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
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DM Name: _____

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