

The Indomitable Fire Forest of Innenotdar

WAR OF THE
BURNING SKY
4E™

ADVENTURE TWO



For Character Levels 4–6

Original Design by **JACOB DRISCOLL**

Updated and Edited by **STEVE MUCHOW AND KEVIN KULP**





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AN ADVENTURE FOR 4TH- TO
6TH-LEVEL CHARACTERS

Original Design
Jacob Driscoll

Updated Design and Additional Material
Steve Muchow

Editing and Additional Material
Kevin Kulp

Cover Art
John McSweeney

Interior Art
Rick Hershey
Leo Lingas
Juan Navarro
Claudio Pozas
Todd Schumacher
Joseph Mallord William Turner
V Shane

Cartography
Sean Macdonald
Steve Muchow

Layout
Eric Life-Putnam

EN PUBLISHING

7 Rutland Court, Balaclava Road
Southampton, Hampshire
England SO18 6RX



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INTRODUCTION

Welcome to the second adventure in the War of the Burning Sky campaign saga. The heroes have already faced a military assault, treacherous bounty hunters, enemy spies who hide in the light, and the fierce claws of the Ragesian inquisitors. In this adventure they will confront various inhabitants of a cursed fire forest, including the fey creatures tied to its fate and the dreamborn monster that causes it to endlessly burn.

In later adventures the heroes will have a chance to make alliances and deceive enemies, dealing with complex political and diplomatic situations that will affect the fate of the world. This adventure gives them a taste of that in microcosm. If they do not carefully consider their actions, they might survive but could still doom their cause. If they do well, however, they can gain information that will prove invaluable when a hitherto unknown enemy rises up from the darkness of the great below.

WHEN WE LAST LEFT OUR HEROES...

The following information details only the background of this adventure. If you are running it as part of the campaign saga, you will find more information in the *War of the Burning Sky Campaign Guide*.

The heroes have recently escaped from the city of Gate Pass with vital military intelligence during a Ragesian assault and siege. Now they have set off toward the town of Seaquen and the mage school of Lyceum. The party and any NPCs they are escorting (most likely the sealeric Torrent, the elderly wizard Haddin Ja-Laffa, and his seer daughter Crystin — all of whose stats are presented in Appendix E) have come to the edge of the Fire Forest of Innenotdar.

REQUIREMENTS

This adventure makes use of the rules from the D&D 4E PLAYER'S HANDBOOK®, the D&D 4E DUNGEON MASTER'S GUIDE®, and the D&D 4E MONSTER MANUAL®. Additionally, the D&D 4E PLAYER'S HANDBOOK® 2, the D&D 4E ADVENTURER'S VAULT™, and the D&D 4E MONSTER MANUAL® 2 provide useful expansions to provide even richer immersion into the world.

Forty years ago, Innenotdar was home to an elvish people who wanted to remain neutral in the conflict between Ragesia and Shahalesti. One day refugees began to flee from the forest, claiming it had been put to the torch, though no one could agree on who had been responsible or why. While the refugees settled into a walled ghetto in Gate Pass, they were shocked to learn that the fires driving them from their homeland were not dying. For forty years, Innenotdar has burned relentlessly.

The heroes and their companions brave this shortcut because it is too hazardous for the Ragesians to pursue them. Whereas it would take weeks to travel through the snowed-in mountain passes, with some alchemy (cooling draughts, of which they possess many flasks), they should be able to cross the fire forest in less than three days. Once through, the old Elfrood stretches from the Otdar Mountains to the northern border of Dassen, beyond the reach of the Ragesian army.

WHAT IS HAPPENING?

An entity calling itself Indomitability is the reason Innenotdar has burned for forty years. This strange dream-born creature, called a trillith, is trapped in the center of the forest by a magical song called the Song of Forms. The trillith's life force is bonded to the fire, keeping the forest and its denizens from being consumed by the flames. A tortured, suffering clan of fey bonded to the forest sings the entrapping song.

The seela, as they call themselves, are a divided community. Some believe that as long as Indomitability remains in Innenotdar the forest cannot die, and if it leaves the seela will perish with the forest to which they are

bonded. Though suffering from the burning, their duty is to keep Indomitability trapped in the hope that some day they might find a way to stop the fire and survive. The other faction believes there is no hope and wants to stop the Song of Forms and let the creature free, ending their suffering.

Indomitability wishes for the heroes to free it, and it will offer them safe passage if they slay the seela and release it from the binding song; if they decline, it will harass and delay them with whatever power it can muster.

ADAPTING THE ADVENTURE

If you're not using *The Indomitable Fire Forest of Innenotdar* as part of the campaign saga, you can still use it as a stand-alone adventure by simply transplanting the fire forest wherever you want.

The heroes could be fleeing through the forest to shake pursuit or simply be trying to reach something on the other side. Alternately they might seek the treasure of the Innenotdar elves, have been hired to retrieve a particular item from the blaze, or be pursuing a villain. The party will need to have access to the ritual Stand the Heat (detailed in Appendix C), without which the heat of the fires make an adventure nearly impossible. You might have the party come across a cache of cooling draught flasks, lost by other travelers who were cut down before they could enter the forest, or the party's employer might provide the ritual or the cooling draughts. Higher-level parties could simply cast Stand the Heat themselves.

If you change the history of how Innenotdar caught fire, you may need to revise the *song of forms*. If you don't plan on using the trillith much beyond this adventure, you may want to make Vuhl a normal seela, rather than a deceptive trillith. Kazyk, the perfidious devil who pursues the party, could have been summoned by any of the party's enemies or could have even followed them from previous scuffles with other devils. In absence of this, Kazyk could simply be in the forest, looking for a way to destroy it and the fey in it when he comes across the party.

Meanwhile, another trillith named Deception has infiltrated the fey and is looking for a way to free its brother Indomitability.

Finally, a perfidious devil named Kazyk has been sent by the Ragesians to retrieve stolen military intelligence from the party. When Kazyk discovers the reason for the forest's burning, it becomes in his best interest to free Indomitability, since doing so will put out the flames and give the Ragesian military an easy route south through the mountains.

THE HISTORY OF THE FIRE FOREST

The Fire Forest of Innenotdar has been aflame for the last forty years, and for most people the events surrounding its ignition are a mystery to this day. The heroes may discover the truth, allowing them to leverage it against the Shahalesti for assistance in later adventures.

Forty years ago Emperor Coaltongue of Ragesia had just conquered Gate Pass to secure a supply line into Shahalesti, and Lord Shaaladel of Shahalesti was nervous of an impending attack. The elves of Innenotdar were unwilling to ally with Shaaladel despite their forest's strategic importance. In truth, the Innenotdar elves were simply posturing to appear strong, since their position in a three-way juncture between Shahalesti, Ragesia, and Dassen made them a tempting target. Lord Shaaladel did not want to risk that Innenotdar would become an ally with Ragesia, so he secretly had agents set fire to the forest and plant rumors that the Ragesians had been responsible. This was a believable claim given Coaltongue's fondness for fire.

The fires have refused to die because of a trillith called Indomitability. The trillith are dream-spawned creatures, born in the great

NAMING THE TRILLITH

The trillith are creatures born from the dreams of a unique dragon. Each name is a noun tied to the theme of the dream that spawned it; Indomitability is related to a dream where an unconquerable warrior led his army into battle. The other trillith in this adventure, Deception, was spawned when the dragon had a nightmare about Emperor Coaltongue's murdering the dragon's mother.

This knowledge is not available to the heroes until later in the saga, but as a Dungeon Master you can use this to help the heroes gain clues that make sense later on.

EFFECTS OF INDOMITABILITY

Because this adventure is intended for a heroic-tier play, there is a balance to the awe-inspiring dangers of pressing through a forest fire. This is partially accomplished through the Stand the Heat ritual and cooling draughts that Torrent has carried since the Adventure One, *The Scouring of Gate Pass*, and some of the sheltered areas in the adventure. An additional protection, however, comes from Indomitability itself.

The nature of the living fire in Innenotdar often provides a form of immortality. As creatures burn, they are reduced to a state of death, at which point they are rejuvenated by a unique combination of elemental fire and radiant energy. If the forest's fire would kill a victim, Indomitability's essence invests itself and places the creature in a bizarre state of

undeath. The victim is still on fire, and hair, clothing, and equipment burn away, but the creature no longer takes fire damage nor does it need to make any more death saving throws. This undead state remains until Indomitability dies or willingly severs its connection to an affected creature.

Indomitability's effect only applies to creatures that would die from the forest's fires, but if you wish you could extend the protection to any sort of damage. Heroes that would die might instead become unconscious, and can only be killed by a coup de grace or extreme mutilation or dismemberment.

Appendix A includes several variations on Indomitability's Fire, which creatures can acquire as they die. Appendix A also provides the rules for adventuring in the fire forest.

below of the underdark, and until recently very few had come to the surface. Gate Pass has many legends of dreams becoming reality, and indeed numerous caverns exist under and around the city from which fledgling trillith have been emerging.

Indomitability arrived in the Innenotdar forest several years before the fire. The seela, the fey who would sing news from one end of the forest to the other through the rustling of leaves in the wind, were the first to notice the trillith's presence. Indomitability was only vaguely conscious of what it was, and had endowed its power upon several dying animals in order to save them from death. The strange entity disturbed the balance of nature despite seeming benevolent, and the seela called upon the elf-hero Anyariel to conquer it.

The seela sang the Song of Forms, an old hymn of history and events in the forest that was woven in their very bodies, and the song's power trapped the trillith in the body of a stag. Anyariel pursued it to the center of Lake Seela, where she pinned it to the lake bed in an epic battle that claimed her life. Indomitability survived, trapped in bodily form until the seela stop singing, immobilized by Anyariel's sword driven through its body.

The sword, carved of living wood cut from one of Innenotdar's oldest trees, has remained tied to the forest, and over the years Indomitability's essence has seeped through the blade and into the roots and trees of Innenotdar. Over time, many of the forest's inhabitants became suffused with fiery power,

and now the trillith is far more powerful than most of its kind, but that power is dependent upon its prison. None who are empowered by Indomitability can easily die, and so the trees and brush have refused to fall, providing an eternal fuel source for the raging flames.

ADVENTURE OVERVIEW

The heroes' main goal in *The Indomitable Fire Forest of Innenotdar* is to get through the dangerous fire forest and reach the other side, allowing the journey to the town of Seaquen.

ACT ONE

The party will brave the hazards and dangers of the Elfroad. They encounter strange fire creatures, brave a dangerous gorge, and find tantalizing clues in a small cave. As they press on, they realize that a tracker from Ragesia has followed them — a perfidious devil named Kazyk. After defeating his recruited creatures, the party is left with a strange message. Depending on how well they follow the instructions they may be attacked by Kazyk as a test, or meet with him later in Act Two. He may also offer to join them and help extinguish the unending fire.

Now that it is clear they are being followed, the heroes encounter Khadral, a dragonborn sorcerer who is studying the mysteries of the forest. He requests their aid on his research, offering a chance to eliminate the continuous burning through a new ritual. As they help gather reagents, they delve into the caverns beneath the forest and come face-to-face with

mysterious fungal creatures and the remains of a Shahalesti Solei Palancis knight. Upon their return the sorcerer attempts his spell and fails, causing the party to face new challenges and save some of the denizens of the forest from the magical backlash. After the event, the sorcerer returns to his research, providing the party with needed supplies as they press on.

Within range of a river, the forest comes alive as the trillith Indomitability sends a test for them, attacking them with fire elementals that resemble stags. Pleased with their strength, Indomitability demands the party's aid to free it by destroying his captors, the seela, and threatens to trap them in the forest forever if they refuse.

ACT TWO

Act Two is more freeform than Act One. The one constant is the threat Indomitability issued; every attempt to flee the forest is met with overpowering force. In an effort to either escape or accede to the trillith's demand, the heroes should explore the forest interior to reveal other options. As the heroes struggle with resources and moral decisions, they will encounter the following:

- ◆ Exploration of village ruins reveals the lost history of the forest. Clues are found in the journal of a long-dead priest who was desperate to heal his homeland.
- ◆ A unicorn at the forest's edge helps the party understand how the forest continues to burn, and asks for help in defeating Indomitability.
- ◆ Kazyk returns and offers to join forces and destroy the fire. This would kill Indomitability and provide an easy way out of the dangerous land, which is now thwarting the heroes' exit at every turn.
- ◆ An eladrin protector guarding a shrine to Indomitability's captor, the elf hero Anyariel, provides help. Intrigued at the discovery of an eladrin knight in the caverns encountered earlier, he requests the party bring the remains to him for burial. The party's return to the caverns is met with resistance and it is discovered that the dragonborn sorcerer Khadril has been captured and is in mortal danger. When the heroes strive to rescue him from his torture, they are overwhelmed and face a fate that only a terrible sacrifice can stop. The heroes survive, but a painful legacy remains.

- ◆ The village's secrets direct the heroes downriver to a vast lake where a village of fey sing a magical song keeping Indomitability trapped and the forest alive. Before they reach the village, they witness an attack upon one of the fey, a seela woman named Tiljann, who can help the heroes navigate the complicated situation at the lake.

Here the heroes can decide whom to help and how they want to get out of the fire forest: by freeing Indomitability, which annihilates the seela; by killing Indomitability, which dooms every creature in the forest; or by locating a relic that can save the forest and the seela. The heroes can interact with the seela, learn the unique magic of the Song of Forms, and rest before heading out to undertake the missions necessary for their goal.

ACT THREE

In order to free Indomitability, the heroes must stop the fey song. If they pursue this goal, a seela named Vuhl offers to help them. In truth this seela is another trillith, named Deception, sent on a mission to free Indomitability. Deception can take any humanoid form he wants, and is responsible for encouraging a majority of the fey to stop singing. His plan is to shock the seela singers with a demonstration that will disrupt the song: executing the fire dryad Timbre, who is beloved by the village.

To get Timbre, however, the heroes must first retrieve an item from the hag Gwenvere, who was once Timbre's romantic rival. This item — a lock of hair from Anyariel — will let the heroes get close enough to Timbre to capture or kill her. Once the seela learn that Timbre has been killed, their shock should end the song long enough for Indomitability to escape. As the entity that was keeping their forest alive flees, the seela die, and a horrid spectre, manifested from their tragic deaths, arises to destroy the heroes.

If, however, the heroes seek to save the seela, they can learn a nobler course by listening to the lyrics of the Song of Forms. If they speak to the dryad Timbre instead of killing or kidnapping her, she can tell them how to claim the *Living Blade*, a greatsword cut from her own tree. As long as the sword is bonded to a living person, the forest will survive even the fire. The heroes must dive into the depths of the scalding lake, fight past guardian water ogres, and pull the sword from the body of Indomitability.

Even if they do this, they have not won.

Taking the sword saves Innenotdar, but it frees the trillith to rampage in vengeful freedom. The heroes must stop Indomitability, kill it, or drive it off. Only then will they be free to leave the forest themselves.

MAJOR QUESTS

SHAALADEL'S SHAME (LEVEL 7; 1,500 XP)

If the heroes gather all the clues from the encounters regarding Lord Shaaladel's destruction of the forest, they eventually piece together the secret of the torching. Once informed, the heroes have the option to retain the information or release it. Eteranth the Protector would be most affected by its discovery, followed by the seela.

TRICKING KAZYK (LEVEL 7; 1,500 XP)

If the heroes deliver an empty case to Kazyk, they have satisfied the letter of Kazyk's command and saved themselves the devil's future pursuit.

KAZYK THE DEVIL

Kazyk's motivations in this adventure can be a source of frustration to the party. As events unfold, he will appear to shift his allegiance and attitude continually. This section helps you manage Kazyk's responses throughout the adventure. The backstory assumes the acquisition of a case of military plans, the defeat of Inquisitor Boreus, and the party escaping towards Seaquen (see the adventure *The Scouring of Gate Pass*).

BEFORE THE ADVENTURE

The High Inquisitor Kreven, presiding over the scouring of Gate Pass, is infuriated over the theft of a case of military plans. When he learns that Inquisitor Boreus failed to capture Haddin the sorcerer along a road connecting Gate Pass to the fire forest, Kreven suspects the two events may be related. The High Inquisitor is intrigued that there may be a way to pass through the forest because it would open a pathway to the nearby kingdom of Dassen. He charges another inquisitor, Guthwulf, to discover the forest's secrets, retrieve the case, and kill the thieves.

Months earlier, Guthwulf summoned and bound a perfidious devil named Kazyk to help further the goals of the Ragesian army.

Realizing the devil will be unaffected by any fiery perils, the Inquisitor dispatches him with the command:

"You shall learn and reveal to me the history of the fire forest and its secret of continual burning. And too, shall you retrieve and return to me the adamantine case containing the Ragesian secrets. Let not those who held or hold the case, nor their companions, leave the burning forest with their lives."

Kazyk has teleported to the fire forest to complete his mission.

THE LETTER OF THE COMMAND

Devils follow the letter of their command more than the spirit. Initially, Kazyk assumes he must kill the heroes and retrieve the plans. When he discovers the heroes' power is greater than his, he pursues more inventive options. As he learns some of the secrets of the fire forest, he realizes he can satisfy Guthwulf's command by enlisting the party's aid to free or kill Indomitability — if Indomitability dies, the forest fire is extinguished and the entire third sentence of the command is nullified. From Kazyk's perspective, the heroes would then be able to leave freely.

According to the letter of Guthwulf's command, the case is a separate issue and has no associated dire result, so Kazyk will follow the party until destroyed in an effort to retrieve it. He will continue to seek a moment to strike and either kill the heroes or steal the case.

Astute heroes who learn Kazyk's orders may find a loophole regarding the case: the "Ragesian secrets" do not actually need to be within the case when it is given to the devil. Hitting upon this loophole and giving Kazyk an empty case is worth the 1,500 XP Major Quest award.

IF THE CASE IS NOT WITH THE PARTY

If the case was retrieved by the Shahalesti in *The Scouring of Gate Pass*, Kazyk will realize this and leave at the end of the adventure to determine its whereabouts.

HANDLING THE NPCs

REPLACING HEROES

While the adventure provides many protections for the low-level party in a hostile environment, it is always possible that heroes will die along the way. Replacement heroes can

KAZYK'S ACTIONS

Act One — Assess: Kazyk has located the party and is seeking an advantageous time to strike. Before he can act, however, Indomitability contacts him and he learns of the trillith's imprisonment. No deal to free the trillith is struck at this time, but the devil knows that the seela are connected and the forest fire can be extinguished when Indomitability is freed. Kazyk attempts to retrieve the case. In the battle, he realizes he is not powerful enough and retreats. If he cannot flee, he has a sudden flash of insight and proposes a bargain to free the trillith early.

Act Two — Bargain: The devil retreats to a safe place and considers how to eliminate the party. Even if they do not presently hold the case, they once held it, and he is bound to killing them. He then realizes that if the forest were no longer burning, the letter of the death command would be nullified. He constructs his offer to free Indomitability and presents it to the heroes.

Act Three — Finalize: Based on how the party responds to his offer, Kazyk seeks to fulfill his orders in any way possible. The following table suggests his actions based on the party situation.

Kazyk's Offer	Heroes Have the Case?	Kazyk's Response
Accepted	Yes	Follows the heroes until the forest dies, then claims the case.
Declined	Yes	Follows the heroes and attacks and attempts to steal the case when they are weakened.
Accepted	No	Guides the party to the lake and helps them attempt to kill the seela.
Declined	No	Follows the heroes and attacks when they are weakened. May actively team with Indomitability or Deception during battle.
Either	Either	Any attempt to leave the forest while it is burning provokes an attack.

come from the NPCs tagging along, such as Torrent and Crystin, or the seela singer Tiljann. All these NPCs will accompany the party to Seaquen, but stay there. (Haddin shouldn't become a player's hero.)

Alternately, a replacement hero might have immunity to fire or be another refugee from Gate Pass who managed to make it partly into the forest before running out of protection. Such a hero might have fallen unconscious and been infused with living fire, gaining Indomitable Fire which allows him to rekindle and come back to agonizing life if he dies. An Indomitable Fire hero might die at the end of the adventure if the heroes do not know how to help him, but he should prove an interesting and valuable, if agonized, companion for the adventure's duration.

IN COMBAT

Normally, Torrent will protect Crystin and Haddin while the party handles the fighting. She will heal and make attacks if the enemies have downed a hero and will risk her life, letting Crystin use her new-found power to provide covering fire while she attempts to reach the stricken hero. If the party size is less than five heroes, add Torrent to the adventuring party and play her as a hero.

INTRAPARTY DYNAMICS

This adventure contains some weighty moral decisions for the heroes and some intentionally difficult NPCs (especially if the heroes travel with Haddin from the end of the first adventure). Combined with unexpected stress they will be dealing with, this can bring out a lot of personality from the heroes, and can play up some relationships in the party (or between party members and NPCs), as moments of shared stress are wont to do. All told, you should prepare to indulge some party conflict without letting it consume an entire gaming session. Even if the heroes themselves are harmonious, you may consider allowing any NPCs that are traveling with them to grow and change, reflecting their own development as people.

- ◆ **Torrent:** Even cool, confident Torrent may become frazzled as resources run out. Because she believes she has planned well, she may become defensive, perceiving the party's concerns as criticisms of her. She is a devout soul, and may begin to see the journey as a test of faith, driving her to some near-suicidal behavior as she tries to prove her strength. If other party members are of particularly questionable morality, she might even begin to doubt her faith,

choosing instead a path offered by Kazyk as more practical.

♦ **Crystin:** If Haddin's hold over her is broken, Crystin turns out to be the archetypal neophyte. She's quite impressionable, especially grateful to those who have saved her mind, and eager for new experiences. She doesn't get in over her head very often, but she's ready to try anything the leaders of the party propose. Conversely, if she's still under Haddin's control, she's fairly mute and obedient, letting her father take responsibility and control. She will side with him against the party, if necessary. She will be very sympathetic to Tiljann, and her contact with the power of Indomitability slowly begins to awaken something that lies dormant inside her.

♦ **Haddin:** It is unlikely, but being with the heroes in this dangerous time might change Haddin for the better. If left to his own devices, he will simply try to use the other party members, including his daughter, as tools to keep himself alive; he will also worry that his daughter is breaking free of his control as she has visions. He will be strongly in favor of taking Kazyk's offer, seeing morality as an obstacle in the way of survival. Only if one of the heroes manages to befriend Haddin and lead by example might he begin to change his behavior.

Haddin responds best to gruff, bitter people, and responds poorly to those who criticize him. If the heroes treat him rudely, he might even attempt to magically dominate a few of them to

make them do as he says. If he manages to survive this adventure, he'll likely become a thorn in the heroes' side.

CRYSTIN'S PREMONITIONS

The adventure presents several precognitive visions that Crystin will experience because she is endowed with the essence of the trillith Foresight. If Crystin is not with the party, the premonitions could fall to any hero with arcane power, to a hero with the Blessed by Dreams feat from Gate Pass (see the *War of the Burning Sky Player's Guide*), or to any hero who has taken the dream seeds (Appendix D, page 39).

DM'S TOOLKIT

EXPERIENCE TRACKING AND TREASURE

Use the table on this page to track the XP the heroes gain. As they complete encounters and skill challenges, this provides a concise way for you to track awards. The chart is shaded by level for the linear portion of the adventure. For example, given a five-member party, the XP gained by the end of "Trial by Fire" should complete a level for all the heroes. At the conclusion of the adventure, the heroes should be ready to advance to seventh level.

This adventure awards treasure using the parcel system described in the D&D 4E DUNGEON MASTER'S GUIDE. No specific treasure parcels are detailed in this adventure. The Dungeon Master should consult with his players about their wish list items and make them available during play. Suggested parcel award locations are presented in the table below.

If the heroes completed Adventure One, *The Scouring of Gate Pass*, and they received one 4th-level treasure parcel after the battle with Boreus, eliminate one treasure parcel from the "Reagents" encounter.

KEY TO THE TABLE

The encounters are listed by number (Act-Scene) and quest type (MQ is major quest and mq is minor quest).

Parcels are listed next to the encounter where they are most likely to be found. The number is the level of the parcel and the number of parcels is equal to the count of numbers for the encounter. For example, the encounter entitled "Remains of the Day" suggests awarding a total of 4 parcels, three of 5th level and one of 6th level. These are, of course, merely guidelines.

✓	Encounters	Key	EL	XP	Total	Parcels
<input type="checkbox"/>	Ending Suffering	mq	6	250	250	4
<input type="checkbox"/>	An Unnatural Hunt	1-1	2	700	950	—
<input type="checkbox"/>	Dangerous Crossing	1-2	5	1,225	2,175	4, 4, 4
<input type="checkbox"/>	A Cool Cave	MQ	6	250	2,425	4, 4
<input type="checkbox"/>	Fiery Howl	1-3	4	900	3,325	—
<input type="checkbox"/>	Infernal Harrier	1-4	5	1,000	4,325	—
<input type="checkbox"/>	Reagents	1-5	4	1,075	5,400	4, 4, 4, 4
<input type="checkbox"/>	Interrupted Ritual	1-6	5	1,000	6,400	—
<input type="checkbox"/>	The Rescue	1-7	5	1,196	7,596	—
<input type="checkbox"/>	Trial By Fire	1-8	6	1,300	8,896	—
<input type="checkbox"/>	Entering the Fort	2-1	4	750	9,646	5, 5
<input type="checkbox"/>	Bhurisrava's Journal	mq	6	250	9,896	—
<input type="checkbox"/>	Village Wanderers	2-2	5	1,000	10,896	5, 5
<input type="checkbox"/>	A Ghastly Shrine	2-3	6	1,467	12,363	—
<input type="checkbox"/>	Indomitable Goblins	2-5	7	1,550	13,913	5
<input type="checkbox"/>	Torfendar's Remains	MQ	4	875	14,788	—
<input type="checkbox"/>	Remains of the Day	2-6	8	2,150	16,938	5, 5, 5, 6
<input type="checkbox"/>	Round Trip North	2-8	6	2,500	19,438	—
<input type="checkbox"/>	Round Trip South	2-8	6	1,500	20,938	—
<input type="checkbox"/>	The Mouth of the River (Nelle)	MQ	8	1,000	21,938	5, 5, 6
<input type="checkbox"/>	Fey Save	2-9	8	1,850	23,788	—
<input type="checkbox"/>	Gain Tiljann's Trust	—	6	900	24,688	—
<input type="checkbox"/>	Gathering Information	3-1	5	1,000	25,688	—
<input type="checkbox"/>	Shrine of Love	3-2	7	1,500	27,188	6, 6, 6, 6
<input type="checkbox"/>	Dryad Burning Bright	3-3	7	1,750	28,938	6, 6
<input type="checkbox"/>	Tragedy	3-5	7	1,500	30,438	—
<input type="checkbox"/>	Lake Diving	3-6	5	—	30,438	—
<input type="checkbox"/>	Rampage	3-7	7	1,500	31,938	—
<input type="checkbox"/>	Conclusion	—	—	—	—	6, 6
<input type="checkbox"/>	Silencing the Song	3-4	7	0	—	—
<input type="checkbox"/>	Shaaladel's Shame	MQ	7	1,500	—	—
<input type="checkbox"/>	Dream Seeds	—	4	875	—	—
<input type="checkbox"/>	Beyond the Village	2-7	8	1,800	—	—
<input type="checkbox"/>	Getting the Hell Out	—	3	1,750	—	—

ACT ONE: THE ELFROAD

The adventure begins as the party enters the forest. Read or summarize the text below for the players, which assumes they're under the effect of cooling draughts:

Flickering arms of black and orange embrace you, and though alchemy protects your skin from burning, you can still feel the intense, withering heat blasting from the trees and smell the acrid smoke that envelops you. The thick banks of smoke mean that you can't often see more than an arm's length in front of you, but the fierce, dry wind often blows these clouds of smoke away. Powered by backdrafts and dramatic valley winds, the gusts snatch at loose pieces of clothing. During the lulls in the wind, as the massive lungs of the forest take breath, fingers of flame reach out from the smoldering undergrowth, pawing and caressing the hems of clothing and the ropes and backpacks, always threatening to grab hold and ignite an inescapable inferno. In front of you, the only thing that distinguishes the Elfroad from the surrounding territory is its relative lack of undergrowth, exposing the blackened char-rock where the elves of Innenotdar once carried their families.

Your eyes tear, your nostrils burn, your hands draw back instinctively, as if touching a boiling pot. As if diving into a dragon's fiery maw, you have entered the Fire Forest of Innenotdar.

SKILL CHALLENGES TO CHANGE ATTITUDES

As in Adventure One, several encounters in this adventure deal with intelligent creatures that can communicate and reason. Such creatures may have the following attitudes towards the party as the encounter starts: Hostile, Unfriendly, Wary, Indifferent, Friendly, and Helpful.

Though skill challenges can be created individually for the many social encounters herein, this adventure uses the system described in the *War of the Burning Sky Campaign Guide*. This free resource has many more helpful suggestions to make the Dungeon Master's job a little easier. Look for it (and the free *War of the Burning Sky Player's Guide*) at the EN World website.

According to several old maps Torrent consulted, the route to Dassen includes taking the Elfroad through Innenotdar for about seventeen miles, followed by about fifty more miles of mountain road before reaching the northern foothills of Dassen. The Elfroad counts as hilly highway terrain, and so travel is at the normal movement rate.

While on the Elfroad, the heroes don't need to worry about catching on fire or taking fire damage — the Elfroad is surprisingly clear, and remains that way. As long as they are protected against the ambient heat in the forest (through Stand the Heat rituals, cooling draughts, or a fire resistance of at least 1), they suffer nothing more than the general discomfort of intense heat and breathing smoke-filled air. Haddin, if he is with the party, coughs often with wracking pain, while Torrent drinks water regularly.

The road is fairly straight and smooth, 30 feet (6 squares) across, with brush and trees burning close to the edge on either side. It occasionally rises on hills or cuts through low ravines, walls of rough stone rising on either side. A DC 15 Nature check determines that the fires directly along the side of the road seem weaker than they ought to be. The heroes can walk all the way to the edge of the road with no danger of touching live flame, but considering how intensely the fire burns

elsewhere, the sides of the road should be bathed in fire.

A DC 10 Perception check reveals that the fires further down the road seem more intense, but the flames weaken as the heroes approach, making their passage safer, while a few hundred feet behind them, the flames re-intensify, making the road behind appear narrower and harder to navigate. This phenomenon does not block the heroes' travel if they want to turn back.

Every mile or so, a smaller path splits off from the main road and leads into the forest fire, but these paths are normally too narrow to safely traverse; fire from the trees on either side fills the narrow trails, and a thick layer of ash makes for difficult footing. None of the trails look particularly interesting anyway, though occasionally in the distance the heroes spy what looks like houses built out of the living boughs of trees, engulfed like everything else. Their inhabitants are no doubt long dead, and nothing remains to loot. However, if you want to add further encounters to the forest, simply allow one of the side roads to be reasonably clear of flame after all.

The Elfroad is covered in a few inches of ash, and the group leaves a very clear trail as they travel. If the heroes want to conceal their passage by brushing away tracks, they travel at half normal speed, but this is not sufficient to keep Kazyk the perfidious devil from following them along the only safe path. Torrent advises them against traveling so slowly.

OUT OF THE FRYING PAN

The heroes come across several encounters along the Elfroad before they reach the river where Indomitability will test them. If you want more combat you could add a combat

THE BURNING SKY

Teleportation is hazardous during the adventure due to a strange mishap tied to the Torch of the Burning Sky. Teleporting creatures take fire damage based on the distance traveled. Kazyk can teleport safely since as a devil he is immune to fire, but he always vanishes and appears in a dramatic burst of flame. For more details, see the *War of the Burning Sky Campaign Guide*.

WEAKLY ENHANCED FIRE MAGIC

Spells with the fire descriptor cast within a mile of the fire forest add one extra die of the die type specified in the spell when determining damage.

Fire-based breath powers increase in blast size by one square.

PREMONITION

As soon as the entrance to the Elfroad is out of sight, Crystin sees a pair of flickering draconic eyes in the flames, looking sharply down, especially at her. The eyes appear constant, never wavering, immune to all that surrounds them. She begins to sway as more pairs of eyes appear, thousands of them, all around, until finally they vanish all at once. Crystin collapses, briefly dazed.

encounter with almost any fire-resistant or fire elemental creature, such as normal or dire animals altered by the Indomitable Fire theme (see Appendix A).

ENDING SUFFERING

Minor Quest: Rescue Durval

Level 6 (250 XP)

The heroes are not the only ones who thought to escape the scouring of Gate Pass by taking this path. Unfortunately, without the party's connections and resources, many other groups quickly failed. A quarter-mile after entering the forest the heroes come across a recent trio of refugees who are now smoldering piles of burnt flesh and blackened bones. Their remains are scattered, as if they had been picked over by scavengers. A DC 12 Perception check uncovers a 4th-level treasure parcel, the clasp and metal bindings of a now-obliterated spellbook, and

a scimitar. Searching the smoldering corpses deals 1d6 points of fire damage for each round spent, though clever groups could use *mage hand* or simple tools to avoid the heat.

If a hero touches a body, another begins to move, wailing in pain as it reaches out for the hero. The figure — kept alive by Indomitability's essence — looks at the heroes and desperately coughs a plea: "Release me."

If the heroes heal the wounded figure and put out the flames, the man eventually becomes coherent, though despondent. Well on his way to insanity from days of pain, his skin is scarred and hairless, he has no possessions, and he barely speaks even if prompted. This man, Durval, was a student at Gabal's school who tried to flee with his family, but his spells proved horribly inadequate to brave the forest fire.

If prodded to talk about himself, Durval first asks if anyone else survived. When it becomes

clear that he has lost everything he ever cared for, Durval asks the heroes to help him leave the forest. He must return to Gate Pass and deal with the consequences of his folly. He knows nothing of the siege, but knows about the Scourge. Even if offered a chance to travel with the party to Seaquen, he will adamantly refuse, declaring that he must make amends for his family's loss by returning to Gate Pass. Crystin directs Durval to her farmhouse and tells him he can use it as a shelter until he is stronger. If the heroes offer to escort Durval to the farmhouse, they gain a minor quest award of 250 XP. If they force him to move forward with them, or leave him alone, he becomes surly and difficult and requests the return of all his remaining belongings (including the treasure parcel). He complains continually if he travels with the heroes; if they later change their minds and help him after all, he will be grateful, but not helpful in any way.

AN UNNATURAL HUNT

Two miles into the forest, the heroes hear some chittering and swooping in the branches overhead. Suddenly, something falls from them, careening straight at one of the party members (randomly determined). The hero must make a DC 12 Acrobatics check to avoid being struck by a falling elemental goblin. The goblin is screaming in fear and terror as its aggressors descend from the branches. Its aggressors are dire bats that are entirely engulfed in flame. The goblin scrabbles, claws, and generally attempts to use the hero it fell near as a shield, and the fiery bats proceed to try to catch the creature.

TACTICAL ENCOUNTER

1–1: Unnatural Hunt (page 47)

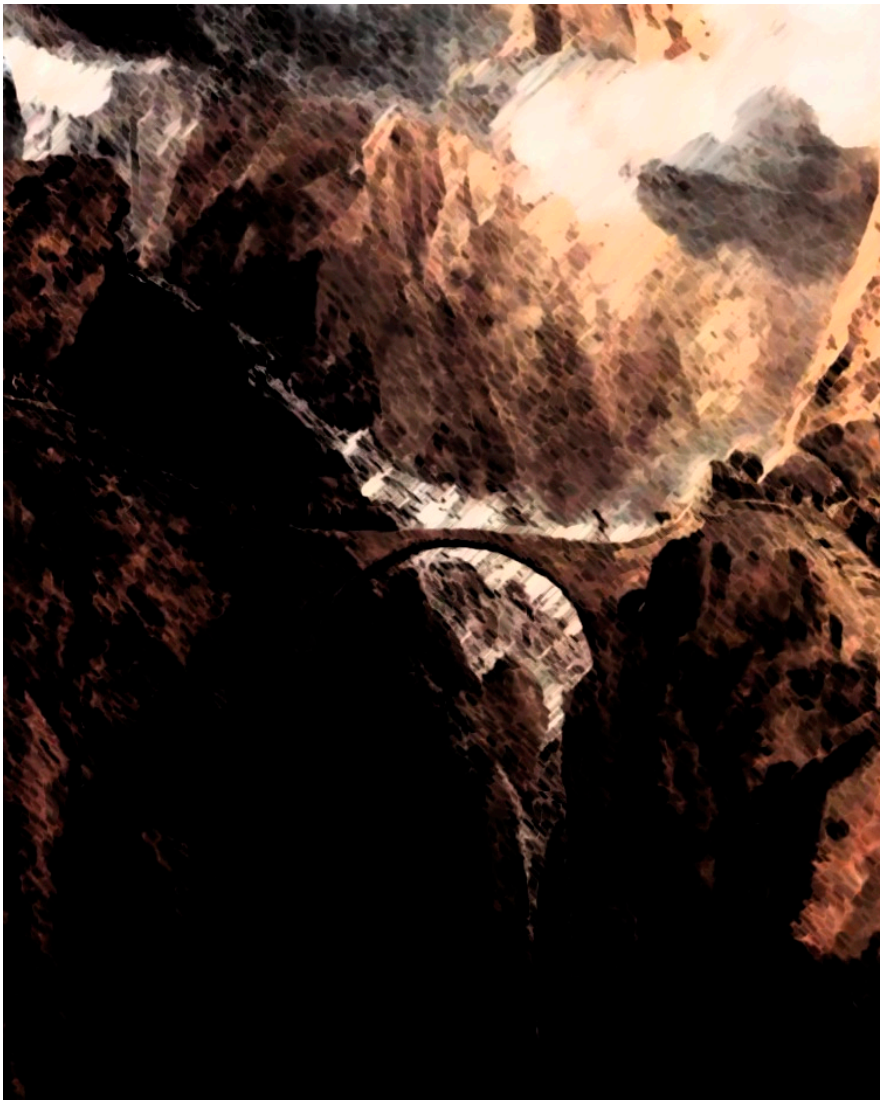


DANGEROUS CROSSING

Continuing on, the heroes come upon a deep gorge, crossed by what was once a sturdy stone arch bridge, twenty feet wide and fifty feet long, with 3-foot stone railings on either side. The bridge is weak and dangerous from the heat of the fire damaging it for the last forty years. The railing on the right side has a ten foot section knocked out in the middle of the bridge, and the stone around it is cracked. Some gnomes riding in a wagon tried to cross, and they met their end when this treacherous bridge partly collapsed.

TACTICAL ENCOUNTER

1–2: Dangerous Crossing (page 49)





A COOL CAVE

Minor Quest: Find Goblin Ledger
Level 6 (250 XP)

About 300 feet from the bridge, the road cuts through a small rise. Walls of earth about 10 feet high on either side shield the party from the heat. The charred carcass of a fallen tree crosses the road, its roots pulled out of the embankment to reveal an opening to a cave.

The cave requires the heroes to squeeze through about five feet of crawl-space before opening into a large hollow extending 40 feet down. The cave is irregularly shaped, about 15 squares by 20 squares. In one corner, a spring

SHAHALESTI GOLD

True Shahalesti gold is a prized possession to any merchant. Its fey origin confers a +2 power bonus to a Diplomacy or Bluff check when at least 10 gp worth is used in a business transaction. The coins lose their power and become part of the general circulation after the transaction is completed, but they remain potent when given as a gift by a Shahalesti. The use of Shahalesti gold is intended for nobility only and the government has severe punishments for those of lesser blood who attempt to be gift-givers themselves.

feeds a pool with a stream cutting through the rock wall that is too tight to follow. The temperature is cool, like a mid-autumn day; the water is clear and cold, just above freezing.

This area is safe and allows the party an opportunity to rest. While resting, anyone making a DC 7 Perception check notices pictures drawn on the walls. A subsequent DC 12 History, Nature, or Religion check reveals the pictures to be of goblin origin, written around the time the forest fire began.

The pictures indicate the goblins came from the Razortooth tribe, known to still be in the area. A niche among the pictures (Search DC 7) contains a small leather-bound journal and three potion vials containing a wispy, black gas (shatterspell) and two 4th-level treasure parcels.

The journal pages are mostly rotted away, but the remaining writing, in Common, details business transactions. The journal shows large deliveries of repeating crossbows, vials of shatterspell, and 1,000 Shahalesti gold pieces to the goblins. Any hero making a DC 12 History or Diplomacy check will know that payments in Shahalesti gold can only be made by Shahalesti nobility. The book is a clue to the Shahalesti involvement with the goblins. Finding it is worth a minor quest award of 250 XP.

DEVIL LOOKING OVER YOUR SHOULDER

Once the party has traveled three miles into the forest, the perfidious devil Kazyk comes upon them. He crouches amid flaming brush 10 feet off the road and waits.

Kazyk does not want a confrontation yet (see page 3 for details) — he just waits and observes the heroes, trying to decide which looks weakest. After the heroes pass by, or if he is spotted (DC 22 Perception check), he teleports further into the forest to find a place to attack.

Whenever Kazyk teleports, he appears or vanishes in a very visible explosion: flames burst from his location like a fiery flower blossom, alerting the heroes that something was nearby if they had not previously noticed him. An Arcana (detect magic zone) check made where Kazyk appeared or disappeared reveals that some sort of planar magic was used, though the burst of flame is decidedly unusual for simple teleportation.

Fifteen minutes after Kazyk first leaves the group, they are delivered a message (carved into a humanoid femur) by a lesser hell hound the devil found in the forest. Indomitable dire wolves accompany it, hidden in the trees.

TACTICAL ENCOUNTER

1–3: Fiery Howl (page 51)



AFTERMATH

The femur the hell hound carries is carved with a message in Common: “Leave the case. Cooperate, and we might find an arrangement that spares your lives. Carry this with you if you wish to bargain.”

NEW ITEM

Shatterspell

Level 5

Category Volatile

Time 1 hour

Component Cost See below

Market Price 840 gp (difficult to find outside of Ragesia)

Key Skill Arcana (no check)

Shatterspell is a black compound infused with antimagic that is liquid when extremely chilled. As it warms, it turns gaseous, so that it fills a burst with wispy black gas when the vial is opened or shattered. If a vial of shatterspell takes any cold damage, the contents turn liquid again and remain so for one minute.

Shatterspell

Level 5+

Lvl 5	840 gp	Lvl 15	21,000 gp
Lvl 10	4,700 gp	Lvl 20	105,000 gp

Alchemical Item

Power (Consumable) Standard Action. As a gas, shatterspell creates a burst of magical disruption (Area Burst 1 within 10). A magical zone or area within the burst must make an unmodified saving throw or end immediately. The shatterspell burst lasts until the end of your next turn. If the magical zone or area overlaps the shatterspell burst, only the portion of the magical zone or area which intersects with the shatterspell burst is affected; outside the shatterspell burst, the magical zone or area continues normally.

Lvl 10: Saving throw penalty –2.

Lvl 15: Saving throw penalty –4.

Lvl 20: Saving throw penalty –6.

Power (Consumable, Potion) Standard Action. Made liquid and swallowed as a potion (see above), shatterspell grants the drinker resist 5 against damage from spells, lasting for 5 minutes or until the end of the encounter.

Lvl 10: Resist 10 against damage from spells.

Lvl 15: Resist 15 against damage from spells.

Lvl 20: Resist 20 against damage from spells.

INFERNAL HARRIER

If the party leaves the case and carries the femur, the devil will not approach them until after they reach the ruins of the elf village on the river (Kazyk’s Offer, page 19). Award them 1,000 XP for following the instructions to the letter.

Otherwise, about ten minutes after the hell hound gives the femur to the heroes, Kazyk strikes. He begins by teleporting into the center of the road in a chrysanthemum burst of flowering flame, cloaked, smoldering, and wielding a glaive.

If the party carries the femur but does not hand over the case, or if they leave an empty case, Kazyk takes a moment to say: “Smart negotiators always obey the letter of any contract. Unfortunately, I have already signed one. I do so appreciate your spirit.” Then he attacks.

TACTICAL ENCOUNTER

1–4: Infernal Harrier (page 52)



AFTERMATH

This encounter provides a minor quest award of 250 XP in addition to the combat reward, so the encounter is worth 1,000 XP. If Kazyk is killed, the party gains the *phantom finger* as a bonus treasure.

THE DRAGONBORN SORCERER

As the party travels eastward, about a mile from the river, they encounter a single male dragonborn sitting on the side of the road who is not burning or appearing burned in any way. He is dressed only in smallclothes and a belt holding a few pouches, a large sack, and an ornate dagger. In one hand, he holds an empty potion bottle; in the other, a small burned bush. As the party approaches, he places the bush down, shoves the bottle hastily into his sack, and stands to greet them with a wary stance. Read the following:

“Well met, travelers. I am Khadral of clan Petros.” With a toothy dragonborn version of a smile and an exaggerated flourishing sweep of his hands, he says, “This forest is intriguing, is it not?”

Khadral is a sorcerer (dragon magic) investigating the puzzle of the fire. His clan is located in the mountains of Ostalin, but he has chosen to adventure in order to bring glory

to himself and advance his knowledge of the outside world. Solving the forest fire would be an honorable task before his people, and his class-based resistance to fire gives him an advantage in dealing with the its hazards.

Just off the road, there is a building with a basement that is free from flame and heat. Once a warehouse, it is large enough to comfortably fit all the heroes and allow them to rest. Unless the party is hostile to him, Khadral mentions he is an excellent cook and offers a meal and lodging for the evening. After a tasty mushroom soup with onions, in dragonborn custom, he sings a song of his clan’s exploits. The song is bittersweet and sorrowful but occasionally lit by the incredible courage of his ancestors in their many battles of the great dragon wars. Any bard or warlord that listens to the musical history gains a one-time gift of the *Song of Khadral* at the start of the next combat encounter.

Song of Khadral

Level 8

Khadral’s song reverberates in your mind, strengthening your body against attack.

Gift Power (ignores level restrictions)

Power (Consumable) Immediate Interrupt.

When you would be hit by an attack that targets Fortitude, you may replace your normal Fortitude defense with a 25 Fortitude defense against that attack.

Special: Using this power counts as a use of a magic item daily power. The song must be used before your next extended rest, or its magic fades and is lost forever.

After the song, Khadral brings up the subject of his research. Read the following:

“I have belief this fire is infused with elemental power born of a dragon, and I may be able to control it. This bush is my first attempt at releasing the power within. I succeeded, but it is magically draining. With your aid, I think I can free the small glade just north of this shelter. If successful, the fire will be extinguished and my spell will reveal more to me about its nature. I have allied with a dryad named Begnira who wishes to free herself and her children from this fire’s torment. With your aid, I should be able to find the answers I seek and help her as well. Will you help?”

If questioned about the ritual, he explains he began his studies by modifying Flame Preservation rituals into extinguishing ones.

It became apparent that the flame is connected to a life force, and he continues to refine his spell, moving it more toward a disenchantment. Though primarily a sorcerer, Khadral is respectful of wizards and even studied under one for a few years in Dassen, picking up a number of skills in the arcane arts.

If the heroes agree to help, Khadral mentions that he requires some components to perform the ritual. A nearby cave has a small flint vein and karasha mushrooms that he needs. He mentions that he has depleted the mushrooms near the cave mouth, and knows there are more deeper within, but he is scared of monsters in the cave that shriek and howl incessantly. Without any friends, he has been unwilling to go deeper.

Torrent voices her objection to wasting time, worried about the number of cooling draughts she has left. Khadral offers to help her make another three days' worth while the heroes go off to obtain the ritual components. He says, "It is a fair trade for the help. And if I am successful, they may not even be needed!" Torrent orders Haddin and Crystin to help, as she has no intention of letting the old mage out of her sight.

If the heroes refuse to help, Khadral understands and offers them an evening of rest before they embark. He challenges them to a game of Dragon, Clan, Blood, offering a strange badge he found just inside the cave as the top prize. It is a *badge of the Solei Palancis* (see the sidebar on the next page) and he would love to know more about its owner'.

If the heroes ever receive information about the badge's owner, he would be highly interested in learning it. If a hero plays Dragon, Clan, Blood with him, Khadral gives the badge to the heroes regardless of the outcome. The heroes sleep well for the night — this counts as an extended rest — and as they prepare to leave, Khadral regretfully informs them his resources are dwindling and any future return for rest or help will require payment.

FLINTROCK CAVERN

A quarter-mile away from Khadral's lodge is a cave opening that is marked by a huge boulder in front. A small path snakes around the massive rock to the opening beyond. As the heroes move towards the entrance, a musty, damp odor emanates from within. It is noticeably cooler. Read the following:

DRAGON, CLAN, BLOOD

A DC 5 Streetwise check reveals this game is a popular in bars and usually played for drinks. It is played with five dice and a throwing cup. Each player gets three throws in which to roll a 6 (dragon), a 5 (clan), and a 4 (blood), in that order, before he can make a "mark." As each special number is thrown, its die is removed from play. The total of the two dice remaining is called the "mark" and the other players must beat that total. A player may choose to keep his mark if he achieves Dragon, Clan, and Blood before the third roll, or he may continue rolling, but must roll both dice if he does. If the roller fails to roll Dragon, Clan, and Blood in three rolls (or "make a mark"), he loses the round.

The simplest betting scheme is the most common, though many variations exist. An ante is placed before the first roll. Those who ante have an opportunity to roll. Whoever gets

the highest mark wins the pot. If no mark was made in the round, the pot remains and the ante is placed for the next round. A common variation is for the losers to bet against the next roller making a mark. Between each roll, the previous rollers who failed to make a mark may place an ante against the roller, but only one ante can be made in a round. If the roller fails to make a mark at the end of the third roll, the bettors each gain back their ante plus one more. When the pot is emptied, a new round begins starting with next player.

A DC 17 Religion or History check recalls the game was developed as a diversion in dragonborn military camps during the great dragon wars. It was a model of the ideal dragonborn culture; a dragon rules justly over clans whose families (blood) contribute to bring peace to the world, thus making their mark in the eternal story.

The flint vein is easily found within the first ten feet of the entrance, but there are no mushrooms in sight. The cave splits further in. To the right, a ledge rounds about a large cavern that fades into blackness. The path disappears into a hole against a far wall, where strange muffled shrieks and scraping noises emanate, just as Khadral mentioned. Straight ahead, a natural bridge above the cavern tilts down into another opening.

The cave system has two major chambers. The ledge and bridge both lead into small passageways; the bridge snakes around until opening into the main, lower chamber about forty feet below, while the right passage opens into a smallish, upper chamber and continues downward, stopping about a dozen feet from the uneven floor of the lower chamber.

THE LOWER CHAMBER

A rotted ladder is secured by rusted pins at the ledge. On the main chamber floor, a small stream splits around a large outcrop and disappears into holes beyond. At the split is a pool that reaches all the way to the outcropping. A large opening is directly under the upper entrance. Ten feet tall and wide, the black and forbidding passage spews tendrils of heavy mist that lazily rise and fall like the breath of a sleeping dragon.

Mushrooms of all types can be found in this damp room.

THE UPPER CHAMBER

If the upper chamber is searched, the source of the shrieks and other noises can be located in a depression along the right side as the heroes enter. There is no monster; the sounds emanate from the ground in that area. If the depression is investigated further, a DC 7 Perception check reveals the shrieking pattern is not random, but repeats every two minutes. A DC 16 Arcana check reveals that the sounds are connected with an Eye of Alarm ritual that has never been stopped. The noise is highly annoying to anyone in the room, possibly deafening listeners if not stopped.

UPPER CHAMBER EVENT

Every five minutes, roll a +0 vs. Fortitude attack against each hero in the room. On a hit, the hero is deafened for one hour or until a saving throw is made during a combat.

A DC 12 Perception check reveals a small, jeweled eye made of silver and ruby; trained arcanists will recognize this as an Eye of Alarm ritual component. A hero trained in Arcana knows to take the component at least 20 squares away to stop the alarm (since the command word is unknown). It is important to remove this object for a future encounter, so emphasize the noise.

Lying just beneath the detritus and rubble from damp walls are four remains: three nearly rotted goblin skeletons and one equally decayed eladrin skeleton. The eladrin's armor is

NEW MAGIC ITEM**Badge of the Solei Palancis** Level 8

This gold badge displays a pearl eight-point star inlaid against a sapphire field. Along the bottom, a silver silhouette of a city rises around the star's lowest point. On the back is written in Rellanic: "Torfendar house Kiirodel, elect of Shahalesti."

Wondrous Item 3,400 gp**Property** The star glows brightly when within 1 square of a Solei Palancis knight.**Power (Encounter)** Minor Action. You gain a +5 radiant damage bonus to all attacks until the end of your next turn.**Power (Encounter)** Standard Action. When two badges of the Solei Palancis are touched together, both knights receive a +2 power bonus to AC until the end of their next turns.**Lore** Examining the badge, the heroes can determine the following with skill checks.**Arcana DC 7** The badge is a wondrous magic item.**Diplomacy or History DC 12** House Kiirodel is closely allied with the king of the Shahalesti, Lord Shaaladel.**Arcana or History DC 22** The hero knows the badge's property and powers.

rusted and pitted but covered in a thin veneer of gold leaf that crumbles to the touch. A DC 7 History or Diplomacy check identifies this as the armor of a Solei Palancis legionnaire. The goblin armor has long since rotted away. A total of four 4th-level treasure parcels are found near the remains, buried haphazardly by many years of decay and cave erosion.

A DC 10 Insight, Nature, or Dungeoneering check suggests that the chamber was a shelter for the eladrin and that the goblins and the eladrin fought to the death, leaving behind this strange tableau.

If the heroes have the *badge of the Solei Palancis*, it glows brightly when it passes within one square of the eladrin skeleton.

FINDING THE MUSHROOMS**Minor Quest:** Collect Reagents

Level 6 (250 XP)

Each searcher must make a DC 12 Nature check to harvest reagents in a square where mushrooms are indicated (see the map on page 55). Making a check to harvest reagents is a standard action. Movement across the cavern is treated normally.

A total of twelve checks must be made to gather all the mushrooms. Each turn, there is a 25% chance the fungals will attack (see Encounter 1–5: Reagents). A failed skill check prompts an extra encounter roll, but only once per round. If all the reagents are gathered before the encounter starts, award each hero an extra 20 XP and an Action Point for their luck, then run the encounter.

Collecting all 12 mushrooms is worth a minor quest award of 250 XP.

A STRANGE DISCOVERY

This event only occurs if the heroes decided to help Khadril on their first meeting. When the first mushroom is gathered, the hero also discovers a golden badge in the dirt around the roots. This badge is an identifier of the Solei Palancis or Shining Legion, the elite Shahalesti fighting force. Nothing else of value can be found on the cavern floor.

TACTICAL ENCOUNTER

1–5: Reagents (page 54)

**THE RITUAL**

Upon their return, Khadril, Torrent, and the rest have finished the first phases of their alchemy work. Within a few hours the additional cooling draughts will be complete. Crystin is responsible for completing the last stages, and Haddin is showing a rare interest in the proceedings.

After Khadril examines the heroes' harvest, he directs them to a burning grove with a small altar in the center. The altar is crude, built of uncarved stones and laid in a simple fashion that requires no mortar. Its top is covered by three flatter stones that are put together to create a rough three-foot diameter circle. The ground around the altar is free of burning vegetation to a distance of about ten feet. Around the altar, about twenty feet away, stand four thirty-foot trees with vines wrapped around them. A DC 12 Religion check reveals the area is a dryad's grove.

Khadril reaches into the sack attached to his belt and retrieves the other components needed for the ritual, as well as a ceremonial battleaxe and small three-legged stool (he has a handy haversack). After placing the items onto the altar, he strides out to a medium-sized burning tree that is surrounded by several bushes. From the tree trunk, a beautiful elf woman's face appears and the two converse. Heroes within 3 squares

of the dryad's tree hear a friendly but concerned conversation about how to get the children's fire-racked bodies to the pool nearby before they burn to a crisp.

Having finished his preparations, he says,

"I will need those of you skilled with arcane workings to assist me. Your aid will add power to my casting and ensure a success. If all goes well, the draconic influence I felt will be driven away and the whole grove should simply burn out — probably within a few minutes. Begnira and her children need to be doused in the pool over there once the flames are gone, so those who do not help me in the ritual can help with the rescue." Khadril points to the ground around the altar, "This is the result of my earlier efforts. Think what we can do together!"

At this point, position the heroes around Khadril so they may use an aid another skill check. The others can position themselves near the dryad and her children. Khadril has asked the family to stay where they are so as not to upset the magical balance of primal power and chaos magic he must maintain.

TACTICAL ENCOUNTER

1–6: Interrupted Ritual (page 56)

**NEW RITUAL****Release Indomitable Force**

The blend of indomitable elemental and material life is broken, and the two energies separate into their natural components.

Level: 8**Component Cost:** 150 gp**Market Price:** 400 gp**Category:** Binding**Key Skill:** Nature**Time:** 15 minutes**Duration:** Permanent

All creatures with an Intelligence score less than 6 that are within a Close Burst 5 of the ritual caster have the spirit of Indomitability and all its benefits removed. This ritual can only be used on natural, non-hostile creatures or plants of the caster's level or lower and the target of the ritual must remain in the zone for its entire duration. Creatures within the burst with Intelligence 6 or greater must also be willing to accept the change.

Special: This ritual is only effective against living creatures and plants infused with Indomitability's essence or its boon.

AFTERMATH

A large hole opens into blackness where once the altar once stood. If the heroes call down, they hear a faraway groan in response. It appears Khadril is still alive, though injured.

RESCUING KHADRIL

The heroes must descend into the cavern to rescue Khadril. If they do, when they reach the bottom of the cavern, they are attacked by a group of fungal creatures.

TACTICAL ENCOUNTER

1–7: The Rescue (page 59)

**AFTERMATH**

Khadril is injured and needs the heroes' help to escape the cavern. Torrent heals Khadril when the heroes return him to the basement. Khadril will spend the next five days recuperating before attempting any more rituals, but he does not need to be tended during this time.

TRIAL BY FIRE

After traveling six miles down the Elfroad, the heroes spot what looks like a stone bridge over a river about a hundred yards ahead. A structure juts off of a pier in the middle of the bridge. There is a loud cracking sound as the heroes approach, and several of the trees a hundred feet down the road flare up as explosions tear open the base of their trunks. Seconds later, a cluster of trees on either side of the road careen inward to fall across the Elfroad, blocking the path ahead.

A round after Crystin has her premonition, Indomitability begins its test for them.

TACTICAL ENCOUNTER

1–8: Trial by Fire (page 60)

**PREMONITION**

Crystin sees a giant stag that is on fire leaping out of the treeline and goring one hero. She shouts for that person to move, and yells for everyone to get out of the way of a particular spot on the ground. She begins to come out of the vision, but is briefly dazed.

INDOMITABILITY'S OFFER

Indomitability contacts the heroes directly. Read aloud the following:

You hear whispers amid the trees, snatches of words coming from all directions, growing louder and more intense all around until finally a booming voice shouts from the flaming trees:

"Come!" it roars. "Follow the river. Set me free!"

The flames on the fallen trees blockading the road flare as a draconic face emerges, shaped of fire, its head adorned with a massive crown of jagged horns. The image then fades so only a pair of eyes remain. A voice enters your minds, deep, fiery, burning with restrained anger.

"Know this: I am the flame, and I am a prisoner here. Save me, free me from the prison of this enforced flesh, and you may continue to your destination. Refuse, and never shall you leave this wood. You shall be a prisoner for as long as I. You shall burn forever and never die."

Indomitability speaks little, answering most questions with one of the following replies:

- ♦ *What are you?* "I am Indomitability. No wound shall ever defeat me. No fire shall ever destroy me. My power can be yours if you release me."
- ♦ *Where are you?* "Rest your flesh now in the ruins beyond the bridge. Then you must follow the river down to the singing lake. I lie trapped beneath its surface. Set me free!"
- ♦ *How do we free you?* "End the song of the deep, the song of agony and eternal vigil. Silence the forty tongues who hold me here, who doom themselves with my relentless flame."
- ♦ *We don't want to help you.* "There is one whose blade shall cross your trail. He shall have my boon, and if you do not fall before him, my fire shall turn you to ash and embers. You shall regret your choice."
- ♦ *Anything else.* "I care for nothing but freedom, but if you do not release me you shall suffer my wrath."

If the heroes agree to Indomitability's demand, they are given its boon (see page 86). They briefly feel flames burn in their veins, and then suddenly the heat of the forest no longer affects them. If they refuse, Indomitability roars at them, then vanishes, heading off to contact Kazyk and offer the devil his boon.

Once the heroes make a decision, or after Indomitability has said all it has to say, the flames quickly gutter and die. The fires at the side of the road dim again, and in less than a minute the Elfroad is safe.

As soon as the heroes get across the barricade of the downed trees (which are safe to climb across now as they are no longer burning) they see a stone bridge up ahead, crossing a strong river that somehow has managed not to be burned away in the fire. The bridge has some sort of tower atop it, and beyond the bridge lies the remains of an elvish tree village.

CHANGING THEIR MINDS

If the heroes originally agree to help Indomitability, gain his boon, and later change their minds, they hear Indomitability's telepathic voice cursing them: "May your flesh always fail you." They lose the boon's benefit and become the object of his wrath. Indomitability cannot read their thoughts, however, and so he only revokes his boon if they announce that they have changed their minds while he is present (or otherwise clearly show they don't intend to help him), or they shout it to the forest.

If the heroes initially refuse to help Indomitability and then change their minds, they can get Indomitability's attention by shouting to the forest or coming within fifty feet of his imprisoned body. If he is convinced they are sincere, he will grant his boon.

ACT TWO: RIVERS FLOW TO THE DEEP

This section of the adventure includes the blessed river trail to Indomitability, a mystery-filled ruin which can serve as a resting place, and the various dangers that the heroes face along the way. Because the previous section was fairly straightforward and did not offer many character choices, you should be sure to let the players go through this section however they want, to avoid any feelings of railroading.

For XP purposes, the heroes should face the following encounters:

- ◆ Encounter 2-1: Entering the Fort
- ◆ Encounter 2-2: Village Wanderers
- ◆ Encounter 2-3: A Ghastly Shrine
- ◆ Encounter 2-4: Eladrin Protector
- ◆ Encounter 2-5: Indomitable Goblins
- ◆ Encounter 2-6: Remains of the Day
- ◆ Encounter 2-8: River Travel
- ◆ The Mouth of the White River (provides XP but not a standard encounter)
- ◆ Kazyk's Offer (major quest award)
- ◆ Encounter 2-9: Fey Save

Before the heroes head downstream, the two encounters they should definitely complete are “Kazyk's Offer,” wherein a perfidious devil approaches the party with a plan that will resolve both its problem and theirs, and “Trouble with Tiljann,” wherein a deceived seela finds herself under attack by her own kind, with the heroes her only chance of survival.

All the other encounters are optional. The “Dream Seeds” encounter in Appendix D is dependent on the heroes using the dream seeds, and it may be run at any time during the campaign saga.

STAYING AT THE VILLAGE

The heroes' concern about dwindling resources may increase while they stay in the village area. Keep in mind how many cooling draughts Torrent and Khadral provided. If the heroes are running low, it may be time to run “Kazyk's Offer” or “The Trouble with Tiljann” to get the heroes moving quickly. If the heroes have not retrieved Torfendar's remains for Eteranth, Torrent will suggest going back to Khadral to make more cooling draughts and retrieve the body along the way.

DEFEATED IN NO BATTLES

The heroes have just passed Indomitability's trial, and before them lies their first real fork in the road. Read or summarize the following.

Stretching across the river before you is an arc of a bridge seemingly composed of branches and vines, but actually carved from what was once pale, white stone. Several of these stone vines plunge into the shallow water beneath the bridge to form supports. Off the right side of the bridge in the middle of the river sits a tall, narrow tower only about thirty feet in diameter, reaching up to a roof thirty feet above the bridge. A narrow walkway leads from the main bridge to a thick oaken entrance door. The tower and the bridge are currently flame-free, though blackened from decades of soot. On the far side of the bridge lies a small village built in a wide clearing, its buildings faintly visible through the forest's ashy haze.

A DC 10 Dungeoneering or History check recognizes the bridge as using the distinctive “stonewood” style of the elves of Innenotdar. Though intended to show a harmony between artifice and the natural world, the Innenotdar elves were criticized, particularly by the Shahalesti, for emulating the stoneshaping magic of the hated drow and dwarves.

THE BRIDGE-FORT

Encounter Level 5 (1,000 XP)

In the bridge-fort, the heroes will face a number of traps and hazards, discover a journal that provides clues to the forest's secrets, and possibly recover an object that helped create the forever-burning flames.

The bridge-fort is a sturdy and relatively safe refuge from the forest outside; the river cools the air enough to make this portion of the Elfrood habitable. Originally a bustling guard point along the Elfrood, the structure is now silent. The remains of a wooden gate cross the width of the span on the north side. A three-story guard tower connected by a small spur to the main path provides a clear view of the roadway to the north and the village on the

ENCOUNTER SHUFFLING

While the default structure of the adventure assumes Indomitability contacts the heroes first, followed by Kazyk, and then Tiljann, these events (represented by “Indomitability's Offer,” “Kazyk's Offer,” and “Trouble with Tiljann,” respectively) can occur in a different order. Shuffling them can put the focus on different elements of the adventure.

In short, Indomitability wants the heroes to set it free, and wants them to kill the seela. Kazyk suggests they kill Indomitability but does not mention that doing so will kill the seela — nor does he care. Tiljann, however, has information about a possible solution that can send the heroes on their way without killing anyone.

Indomitability — Kazyk — Tiljann

This is the order the encounters are presented in as a default, and it provides the greatest temptation. Heroes seldom like being told what to do, and after Indomitability's fierce demands, even a devil's deal may hold interest. They have time to consider both offers before they actually come upon any of the seela, and might fight Tiljann out of hand.

Indomitability — Tiljann — Kazyk

Tiljann's appearance will likely be a relief: she gives the heroes a way to resist Indomitability. Kazyk has less of a chance to influence the party if they already have an ally.

Kazyk First

If the heroes manage to defeat Kazyk early, he explains how to destroy the forest. This puts more emphasis on the Ragesians and their pursuit of the party, since the devil's offer is coming from an enemy, whereas in the other scenarios Kazyk approaches as a supposed friend. The adventure will likely become simpler: a decision of whom to trust, the seela or the trillith.

Tiljann First

The party might go out of their way to avoid Indomitability's test, and might run across Tiljann in the ruins of the elf village. Kazyk still has a chance to tempt the party, but it is very unlikely Indomitability's offer will hold any interest.

southward side. There are several arrow slits on the tower's floors, and its single entrance is barred by a strong wooden door.

TACTICAL ENCOUNTER



2-1: Entering the Fort (page 62)

FIRST FLOOR

The lower floor appears to be the main barracks. Racks of weapons and armor line the left wall, and a small kitchen with a wood stove is found to the right. Wooden stairs on the far wall lead up to the second floor; three beds are nestled beneath the framework, two of which contain bodies. The air is dry and the temperature is not overwhelming.

The temperature inside the bridge-fort is only 130 degrees, which was not enough to kill the two guards who stayed at their posts in the early days of the fire. They perished from starvation, but not before helping many of their kindred to safety. The heroes find them in their cots, desiccated in the dry heat and covered in soot like the rest of the room. Each one is holding a sword and appears to be sleeping in a gentle repose.

If the heroes examine the bodies closely (Perception DC 7), they notice a small brass key tied to one guard's wrist.

The stairway to the second floor is unstable and likely to give way if climbed without care.

Collapsing Stairs

Level 1 Lurker • XP 100

Hazard

The brittle wood crumbles beneath your feet.

Hazard The stairs give way.

► **Perception**

DC 10 The character notices the wood is brittle and rotted.

► **Nature or Dungeoneering**

DC 7 The hero notices the stairs are unstable.

Initiative +3

► **Trigger**

Climbing the stairs causes a collapse.

► **Attack**

Immediate Reaction; Close Burst 2

Targets All creatures in burst

Attack +4 vs. Reflex

Hit 1d10 damage.

► **Countermeasures**

Succeeding on a DC 21 Stealth or

Dungeoneering check allows the character to climb the stairs without a collapse.

SECOND FLOOR

Minor Quest: Finding Bhurisrava's Journal
Level 6 (250 XP)

Dim light from the burning forest filters through about a dozen arrow slits, illuminating the room with a soft, flickering glow. Bookshelves and desks line the wall, along with two more cots underneath the third-floor stairway. A long table is prominent in the center of the room; its many items covered in a layer of soot.

The bookshelves and desks have small, nearly worthless items and extremely fragile papers and books that crumble with a touch. The center table seems to be in far better shape than the rest of the furniture and a DC 21 Arcana (Detect Magic) check reveals the aura of a +1 holy symbol of hope dedicated to the god of sunsets. Next to it is a large wooden map of the village beyond the bridge, with small carved figures placed amid miniature buildings to represent possible ways to defend the town.

Also on the table is a surprisingly well-preserved notebook written in Elven. Further examination reveals it is the bridge-fort cleric's log book and journal. The cleric, who had taken the name Bhurisrava, a celestial word that means "defeated in no battles," recounted his last few weeks in the tower mixed with his musings on the nature of belief and reason. It appears that he underwent a conflict of faith as he faced death, and desired to convert to a healing faith before he died, but did not know how. He also recounted the tales of many refugees who spoke of fires that simply would not go out. The elves of Innenotdar tried to save their home, but not even magic could put out the flames.

Bhurisrava's body is nowhere to be found, but the heroes can use the map and the journal to plan their exploration of the village. His notes mention one location in particular that might be of interest — the Shrine of Anyariel. His final entries read thus:

six-day, sun season: I tire of spending my days rescuing the burning bodies of survivors and tending them to no effect. The last survivor I found was a woman who still believed that the Living Wood of Innenotdar could not be abandoned. She asked my help looking for her betrothed. We found him in a hidden basement under the willow along with a dozen other townsfolk, all cursing Anyariel's

name. The fire somehow burned in from the roots of the tree, and they had been set aflame. The woman saw her beloved and fled into the woods, seeking an impossible death. I find myself hoping something ate her. I never even learned her name. I'm taking the survivors upriver to Nelle — all except the prisoner. Though not dead, they are despairing, and their curses haunt me.

nine-day, sun season: The victims are safely in Nelle's care, except poor Serteree. She went mad and jumped into the river. As soon as her head went under, her body briefly flared then went dark as the cursed flames extinguished. "It's always the same," the bard told me once, "the water kills them all." I didn't believe him before he left, but I do now. This fire is driving me mad! Tomorrow, I shall seek answers.

ten-day, sun season: Oh! How I wish I had never gone to the willow. I can do this no longer — what I have learned has shattered my belief in all goodness. To whatever god hears the doubting, please give me the strength for the task ahead. I must find a cure for this fire, if only to bring to justice against those who

**ANYARIEL LORE
(HISTORY OR RELIGION)**

Bards, paladins, elves, and eladrin gain a +5 bonus to this check; a hero trained in Nature gains a +2 bonus.

- ◆ **DC 14** Anyariel was a hero of Innenotdar, a holy warrior who died only a few years before the forest caught fire. She was said to be friend of the forest's fey, was blessed by the forest itself, and had many times fought darkness from Innenotdar's borders, wielding a magic sword.
- ◆ **DC 19** Anyariel wielded a greatsword carved of wood which she used to defeat many monsters, including a blackguard from Ragesia and a rampaging golem of white clay.
- ◆ **DC 24** The last foe she faced was a great stag that would not die, no matter how many wounds she dealt to it, so she pinned the creature to the bottom of a lake with her sword, so its rampage would end.
- ◆ **DC 29** Anyariel's love, a dryad named Timbre, gave her the wooden sword; a nymph named Gwenvere was jealous that Anyariel did not love her instead. It was in the nymph's lake (Lake Seela) that Anyariel defeated the stag.

destroyed my beautiful homeland. Our supplies are running low, I will leave Refaran and Tendil behind and seek more sustenance, and, though I hate this, I must also visit the shrine.

THIRD FLOOR

The stairway leading up to the third floor is as unstable as the one to the second floor. A quick look reveals a door at the top with a keyhole.

Before the heroes can see the third floor, they will have to successfully climb the stairs and open the locked door. The brass key on one of the dead guards fits this door, but if it is not found, then a DC 20 Thievery check will open it. If a character attempts to break the door down (DC 10 Strength check because of the rot), the stairs will collapse from the shock regardless of the result.

Collapsing Stairs

Level 1 Lurker • XP 100

Hazard

The brittle wood crumbles beneath your feet.

Hazard The stairs give way.

► Perception

DC 10 The character notices the wood is brittle and rotted.

► Nature or Dungeoneering

DC 7 The hero notices the stairs are unstable.

Initiative +3

► Trigger

Climbing the stairs causes a collapse.

► Attack

Immediate Reaction; Close Burst 2

Targets All creatures in burst

Attack +4 vs. Reflex

Hit 1d10 damage.

► Countermeasures

Succeeding on a DC 21 Stealth or

Dungeoneering check allows the character to climb the stairs without a collapse.

The upper floor glows with the soft light of the forest fire and has a large cache of arrows and bows available for use. The western portion of the floor is walled off with a barred door in the center.

The door is locked and the key is nowhere to be found. It opens with a DC 25 Thievery check, revealing a closet filled with housekeeping materials as well as shelves holding a number of herbs and medical supplies, all ruined from the heat.

There is also a soft well-tanned leather pouch labeled “for later study.” The pouch contains

seven small, blackened seeds shaped like claws. A sleeping face is drawn on the container, and written in Common are instructions: “*Won to sleep-see big firemaker. No take too or make sleep with fathers.*” Heroes who speak Goblin or succeed on a DC 12 Nature check recognize the goblin sentence structure. The message in plain speech can be deciphered with a DC 17 Insight check; anyone speaking goblin gains a +10 bonus to the roll.

The translation suggests that using a single seed will create a dream which reveals a “firemaker,” but if two are used, the result is death. The seeds are called “dream seeds” and they are important clues to the origin of the forest fire.

If the characters investigate the nature of the dream seeds further, refer to Appendix D for specific encounter information. There is no requirement that they be understood within this adventure; if the heroes still have the dream seeds when they leave the forest, Torrent will discover a brief passage about them in Bhurisrava’s journal.

EXPLORING THE VILLAGE

The village, the original name of which has been forgotten, consists mostly of ruins of little interest — burned out homes and stores, a park whose trees were cut down so they would die and stop burning, and the occasional wandering animal afflicted with Indomitable Fire. The village is a quarter mile across, full of homes built into the boughs of trees or along the contours of hills. At the village’s eastern edge, atop a low hill, is the Shrine of Anyariel.

SEARCHING THE RUINS

In the course of one hour, the heroes discover two 5th-level treasure parcels. Each subsequent hour the heroes spend may yield more interesting items. Make a DC 17 Perception check each hour to locate one of the following incidental treasures.

- ♦ A necklace of ivory leaves worth 25 gp that radiates faint magic. While wearing the necklace, the wearer can understand Elven but can understand no other languages.
- ♦ An attractively made musical horn and lyre, along with a song book wrapped in thick blankets. The song book contains elvish prayers set to music. Together they are worth 50 gp.

- ♦ A similarly-wrapped book detailing tattooing methods intended to create a single tattoo across the bodies of two people, a mark of eternal love. The book is a masterpiece worth 200 gp, and the tattoo would require a master tattooist to create.
- ♦ A lacy red cord, two feet long, that radiates faint magic. This cord, if wrapped around the hands or wrists of two people at once, will change color to a darker shade if both people share a common ancestor within three generations, changing to black if they are siblings.

At the end of the first hour, a group of wandering monsters encounters the heroes. A sample map is given, but any location can be used based upon where the heroes are located.

TACTICAL ENCOUNTER

2–2: Village Wanderers (page 63)



THE WILLOW FOUNTAIN OF ANYARIEL

The willow fountain of Anyariel is a beautiful fountain in the shape of a grand willow tree. Its drooping branches once rained soothing water upon a wide, shimmering pool. A ring of seventeen old oak trees surround it, each with a marker listing the names of village elves buried beneath.

A stepping stone walkway leads to a small “island” in front of the tree where village folk once offered prayers and thanks to Anyariel. Now the water has boiled away, and only the trees remain, occasionally showering the empty fountain with fiery debris. The willow fountain is covered with ash.

The remnant of a revolting tragedy now lurks at the grove. A druid couple and seven orphan children they sheltered hid from the fire in caves upstream. They waited for the fire to die out, but when it did not, the druids killed and ate the children. They eventually turned on each other to feed and died from their wounds at the same time, eventually rising as ghosts. Forever roaming the forest, the two undead creatures parted ways, and the husband found his way to the village. Forty years have passed, and when the heroes come into the grove, the ghost’s senses awaken him for a hunt.

TACTICAL ENCOUNTER

2–3: A Ghastly Shrine (page 64)



UNDER THE SHRINE

There is a secret door in the trunk of the stone willow tree (DC 17 Perception check), which was warded by the dying Bhurizrava to keep evil doers from entering it. The door itself cannot be easily opened, as it has no external lock, although DC 20 Thievery check can defeat the unusual design.

A DC 12 Religion check suggests a cleric can use a turn undead power or a healing surge to open the door (it opens if a turn attempt is used against the ghost or skeletons). Also, a DC 25 Strength check can force the door open, but doing so calls forth a guardian bound in the tree, a Solei Palancis knight who demands that they explain themselves. Likewise, any violence within the secret reliquary alerts him. If they destroy any evidence within or make an attack, the eladrin engages first and asks questions later.

TACTICAL ENCOUNTER

2–4: Eladrin Protector (page 66)



DEVELOPMENT

The eladrin knight is named Eteranth. He was sent by his god in answer to the prayers of an unknown priest and is ordered to protect the shrine until Innenotdar's justice is served. The heroes are the first creatures to awaken him. If it is daytime, Eteranth requests that all the heroes go out into the sun to talk, as he desires to do all things with the light of life watching — and to stretch his legs. When he exits the willow, he takes a deep breath and raises his arms as if to worship the sun, and stops, shocked at the destruction around him. He knows nothing of the events of the fire forest or of the rest of the world, but as he learns, his anger at what has happened is not quelled. He is visibly furious over his god's orders to guard the memorial only and desperately desires to discover what happened to Innenotdar. If the heroes convince Eteranth that they will work to bring justice, or at least will not work against him, he lets them enter the shrine to seek out clues.

Eteranth's *badge of the Solei Palancis* glows brightly, and he asks if the heroes have another badge like his. If the heroes show him the badge they found, Eteranth inspects it carefully and whispers a small prayer. With brimming eyes, he looks back again at the heroes simply asking, "How did you come by this?" After their reply, he recalls an event in Lord Shaaladel's court where Torfendar was assigned to visit Innenotdar on a diplomatic mission.

During the visit, Torfendar was respectful, but strangely cold in his acceptance of orders. As the diplomatic details were finalized, Shaaladel's aide, Aurana, turned to him and reminded him of his "other duty" should all else fail. Torfendar reddened, looked at Shaladel directly, and with great restraint replied, "The yellow ones shall be paid, as 'honor' demands." Eteranth remembers how dirty Torfendar made the word "honor" sound.

If the heroes ask about the "yellow ones," Eteranth speculates that the term might refer to the seela who live in the burning forest, but he adds that this is hard to believe. He befriended one a lifetime ago, a bard named Etinifi who paid court sometimes in Shahalesti's capital city of Calanis.

If the party has discovered the dream seeds, a DC 12 Nature check reveals that "yellow ones" more probably refers to goblins. If the players bring up the goblins in their discussion, allow a +5 bonus to the roll.

If the heroes found the badge, Eteranth asks if Torfendar was given a proper burial. If not, he requests the party retrieve his bones and bring them back here (since he can't leave the area). If the party accepts, he returns the badge to the heroes and reveals to them its powers (see *Badge of the Solei Palancis*, page 11).

Eteranth will request that Torfendar's remains be found if the party won the badge gambling. If the heroes refuse to help Eteranth, the eladrin will not let them enter the shrine.

THE RELIQUARY

The twenty-foot stairway down into the basement is bathed in blue luminescence. When the heroes reach the base of the stairs, they find the hidden reliquary of Anyariel, once maintained by the town's druids.

This twenty-foot diameter chamber radiates peace and patience, and the soft blue air whispers with a hallowed, distant song. The chamber's center is dominated by a tall white statue that depicts an elven woman plunging a greatsword deep into a rampant stag. Although carved of stone, the sword looks like it is made of wood, covered in vines that entwine the elfwoman's hands. Along the ceiling, tree roots growing down from the surface flicker with fire, but the flames are subdued, as if the memorial holds them at bay.

At the statue's feet lie two immobile figures. The first is dressed in the uniform of a Shahalesti soldier from decades past, and his

WHAT HAPPENED?

The shrine was built after the death of Anyariel. The dryad Timbre received her body, placed it in the heart of the willow, and gave a lock of her lover's hair to the shrine.

Forty years ago, over a dozen despairing townsfolk took refuge after falling victim to the indomitable fire. They sought Anyariel's aid to end their suffering, but when she did not come, they chose to curse her instead. Bhurizrava found them lying around Anyariel's statue, burning, and eventually took them away to the Mouth of the White River to be tended by the unicorn Nelle.

Bhurizrava kept only one survivor behind, the Shahalesti lieutenant named Diashan Shediell. The priest interrogated the fire-tortured soldier, eventually receiving a confession that Torfendar paid a goblin tribe to torch Innenotdar. Bhurizrava believed Diashan would die if taken out of the forest, so he remained, looking for a way to heal him and present him as a witness to Shahalesti's crimes.

Unfortunately, amid all the destruction of the burning forest, the obsessive nymph Gwenvere sought to steal a relic of her beloved Anyariel. She slipped into the reliquary and she killed Bhurizrava when he tried to stop her. She then stole Anyariel's lock and took it back to her cave.

As he lay dying, Bhurizrava prayed that some god would safeguard what he had failed to protect and bring those who destroyed his homeland to justice. His wish was granted: Eteranth was summoned to inhabit the tree and Diashan was placed in a temporal stasis. Though beyond the party's current resources, if the temporal stasis is dispelled, the unextinguished fires will kill the eladrin soldier. When he is later freed, Diashan can provide full information of the Shahalesti plot to destroy Innenotdar.

body is wreathed in pale flames that struggle to burn. The man's eyes are closed, as if he is in a deep slumber. A chain looped to manacles and secured to the floor indicates his status as a prisoner of some sort. Eteranth recognizes him as Diashan Shediell, a lieutenant of one of Torfendar's platoons. A sack of supplies rests near the lieutenant's body.

The second figure, a young male elf with red hair, wears the robes of a priest, though he carries no holy symbol. Numerous claw

wounds mark his face and body, and he does not breathe, though his body shows no signs of decay. His arms are spread as if he fell in battle, and a warhammer lies inches from one of his hands. It points to an elaborate glass display case near the wall, which has been shattered, its contents missing. This is Bhurisrava.

TREASURE

Bhurisrava's mace, a simple iron shaft, is a +2 *rejuvenating mace*.

Rejuvenating Weapon	Level 10
Lvl 10 +2 5,000 gp	
Weapon Mace	
Enhancement Attack rolls and damage rolls.	
Critical +1d6 damage per plus	
Property Divine casters wielding the mace heal 2 additional hp per point of enhancement bonus when using powers with the Healing keyword.	
Power (Daily) Standard Action. Spend a healing surge and add 2d6 hp to your total healing.	

CAVERN'S RETURN

The heroes travel back to the Flintrock Caverns to retrieve Torfendar's remains. Because of their previous encounter, they will expect the fungal creatures to be there. Instead, the deactivation of the Eye of Alarm has emboldened an indomitable goblin tribe to invade the cave.

As the heroes fight the new threat, they notice the tribe's sigil is the same as the one on the ledger found in the cool cave.

TACTICAL ENCOUNTER  2-5: Indomitable Goblins (page 67)

AFTERMATH

If none of the heroes succeeded in their Perception roll during the fight, they finally realize the goblins are from the Razortooth tribe. The fires still burn within their bodies and they will rekindle unless the party tosses them all into the pool. Just as Bhurisrava witnessed, the bodies briefly flare and then go black. Award each hero 100 XP if this is done.

Torfendar's bones are scattered around the upper room and nearly every major piece is found except for the skull and a femur. If any character suggests using the *badge of the Solei Palancis* to help find the missing bones, award another 50 XP to each hero.


Using the *badge* makes it easy to locate the femur underneath the shaman's tunic, but the

skull is nowhere to be found. A DC 12 History, Nature, or Religion check reminds a character that skulls of goblin victims are often collected by the tribe's boss. The only place they haven't checked is the forbidding opening under the ledge in the lower cavern.

THE MISTY ROOM

When the party reaches the entrance, it looks nothing like it did before. Gone is the heavy mist and the pitch black corridor. A stench of death and decay permeates a thirty foot passage that opens to a room faintly flickering with a reddish glow. From one end of the passage to the other, the decaying bodies of mushroom creatures and goblins leave mute testimony of an epic battle.

Nothing stirs in the passage, and it appears there are no sentries at its end. If the heroes sneak to the far end, they see an unusual sight, and Crystin, or an appropriate hero, experiences a premonition (see sidebar).

TACTICAL ENCOUNTER  2-6: Remains of the Day (page 69)

BEYOND THE VILLAGE

To the south, Indomitability blocks the Elfroad. The Elfroad passes through a channel created by two hills and is intersected by a series of fire curtains that extend for hundreds of feet. The path around is highly restricting and covered in flaming brush.

TACTICAL ENCOUNTER  2-7: Fire Curtain (page 73)

PREMONITION

Crystin stumbles to the ground and moans softly. She grabs the arm of one hero and with a passionate, yet quiet intensity she whispers, "The blood walls course with life, and the heart of man and beast fills with its fire. The mask is laid bare and with the submissive spirit's willful release, the world's vitality is restored. Spring will dawn at the phoenix's last flight and the land shall rejoice."

Anyone making a DC 17 Religion check will recognize the phrase "the heart of man and beast fills with its fire" as originating in a hymn sung by members of the Order of the Aquiline Heart. Torrent recognizes the phrase automatically, and the prophecy will be very interesting to Simeon Gohanach, the headmaster of Lyceum in Seaquen.

EXPLORING THE WHITE RIVER

The White River is 30 to 90 feet wide and about eight feet lower than normal. The now-dry riverbanks are approximately 10 feet wide, with some difficult terrain peppered along their length. It is generally clear of fire.

The river flows from the northeast and heads southwest. A DC 12 Dungeoneering or Nature check with the maps gives good estimates of the distances between the mouth of the river, the fort-bridge, and the seela village.

It is twelve miles from the bridge-fort to the Mouth of the White River, and eight miles downstream to the seela village. It takes ten hours to complete the upriver journey by foot, and eight by water. A downriver boat trip can be done in six hours. The southwestern journey from the bridge-fort is a little faster; travel times are two-thirds those of the journey northeast (upriver from the seela village takes seven and a half hours, by boat about five hours, downriver by boat about four hours).

Each initial journey is a skill challenge where a mile traveled represents a success. Traveling to the mouth of the White River is a complexity 5 skill challenge and a trip to the seela village is a complexity 3 challenge. When a particular journey completes a round trip, the complexity level of the challenge is reduced for future travel. The mouth of the White River trek changes to a complexity 3 skill challenge and the seela village trip becomes a complexity 1 challenge.

Every success by the heroes moves them one mile towards their destination or one and one-half (river mouth) to two miles (seela village) if they have made the trip before.

WHAT IF THE HEROES ESCAPE?

In the unlikely event the heroes escape, Indomitability's control of the fire forest is spent for near future. The heroes can easily travel the final eight miles to the forest's edge and leave, avoiding the affairs of the forest. Kazyk will follow them according to his commands and extend his offer at the beginning of their first extended rest. If they refuse, he will attack, admitting sadly that he respects their fighting spirit.

In the heroes' absence, Deception convinces the seela to end their song, which frees Indomitability and causes the forest to burn itself to a final death.

Each failure stops their forward progress and adds 1d6×10 minutes to the trip. If the whole skill challenge fails, the heroes restart the challenge at their current position and continue forward (or turn around). The skill challenge stops when the journey's full distance is met. Regardless of the first skill challenge's success or failure, award the XP at the end as if the skill challenge had been initially successful.

If the heroes travel to see Nelle and return, they will have performed two complexity 5, level 6 skill challenges. Likewise, a trip to the seela village and back requires two complexity 3, level 6 skill challenges. Both round trips therefore yield a total of $(2 \times 1,250) + (2 \times 750) = 4,000$ XP.

Since the dangers are similar for any trip along the river, one skill challenge block represents any journey taken. Just change the complexity based on the information above. If your heroes are finding the skill challenge to be relatively easy, do not continue to award them experience for repeated trips that do not challenge them.

TACTICAL ENCOUNTER

2–8: River Travel (page 75)



THE MOUTH OF THE WHITE RIVER

The heroes reach the point where the White River feeds from the mountains into the valley of Innenotdar. A beautiful waterfall cascades over the sheer side of a tall cliff face, its waters pouring off the roof of a small shrine that sits on a island in a lake at the base of the waterfall. The area around the pool, the cliff face, and the pool itself all have burning vegetation on them, but it is thinly spread. Strong winds from the confluence of cold mountain air and fiery drafts creates a constant haze of steam and fog. The shrine is known as the Mouth of the White River, and it is the home of one of the last untainted survivors of Innenotdar, the unicorn Nelle.

PREMONITION

As Nelle speaks of the dreams he has had, Crystin's eyes close, and she sways, whispering the same words as Nelle. When Nelle is done or if someone snaps her out of it, she says that she has had similar dreams, ever since she was a child living near the fire forest.



Nelle, Unicorn

Level 9 Skirmisher (Leader)

Large fey magical beast

(see D&D 4E MONSTER MANUAL)

Nelle is not intended to be a monster to fight, and if threatened will flee the area by using its *fey step* power and *fey beguiling* on its closest pursuer.

Nelle will provide access to the shrine if the party needs a rest or healing. The shrine's powers allow an extended rest to complete in 4 hours and any healing power used before the start of the next encounter heals the maximum number of hp. These benefits cannot be gained again for 24 hours..

Nelle has an innate ability to detect the

presence of evil in a similar fashion to using Moral Insight (Nelle has Religion +12); see the *War of the Burning Sky Player's Guide*.

Nelle is old, his white coat turned gray by ash, his horn chipped and burnt, but he still stands vigil and maintained a decades-old promise to the priest Bhurisrava. The unicorn starts as Friendly to any strangers, but he is judgmental. If his Moral Insight detects any evil, he becomes Unfriendly and tells the heroes his home has enough evil already, and then teleports away to hide.

As long as he detects no evil, Nelle asks questions about the heroes' journeys and their adventures in the forest. He tells the heroes that some strange creature called Indomitability has taken the forest as its body, and that

occasionally the unicorn feels the creature in its dreams. Once Nelle heard Indomitability call itself a “child of Trilla,” and several times he has heard the word “trillith” rumbling through the forest like the dreamy whisper of a slumbering giant.

ADC 22 Arcana or History check recognizes Trilla as the name of a very young gold dragon who was held hostage by Drakus Coal tongue many years before he became emperor. The half-orc warlord used the child as leverage to force its mother to serve him.

INDOMITABILITY

Nelle speaks with the heroes:

Perhaps you can find a way to kill this trillith Indomitability, or even release it so it will no longer harm the forest. There is a lake at the river's end where a fey race called the seela live. They once carried the song of the forest with them wherever they traveled and became well known in the courts of kingdoms around the Lands as excellent messengers.

Now they are trapped in the forest's prison and I miss the warmth of their song, although sometimes I hear it like a whisper within the rustle of the the leaves. What song I do hear, though, is no longer bright with magic as it used to be, but filled with loss and oppression and weariness.

Perhaps the seela are somehow involved in the forest's enduring conflagration.

If the heroes agree to help and ask him to join, Nelle explains that he has a duty to attend to. At this point he shows the heroes to a small cave behind the waterfall, where inside the party can distinctly hear the cries and moans of many beings, and occasional curses in Elven. These come from eighteen elves that lie about the cave, their naked bodies on fire. Nelle explains that Bhurisrava brought these victims of the flame to him for tending, with hope that one day they might find a way to cure their affliction. The elf priest asked Nelle to watch them so that he would not be tempted to take their lives when they might some day be saved.

The elves' minds are long gone from the pain, and Nelle suggests the heroes do not linger, as they are a disturbing sight.

INDOMITABILITY'S FIRE

Nelle has spent the last forty years studying the phenomenon of the fire and the creatures

that are affected. He will reveal his findings to anyone trained in Arcana or Nature. The details of Indomitability's effects are found in Appendix A (page 32).

Nelle says that Bhurisrava once took one of the despairing up the waterfall cliff, carrying him out of the fire forest in hopes that it would save him, but as soon as he was out of sight of the flames he began to die, like a candle guttering. Even healing magic did not halt the man's death. Nelle thinks that only driving off the trillith can save them.

Finally, before they go, Nelle warns them to be careful of teleportation. A week ago he used his ability to teleport to cross the lake, and he ended up burning himself somehow. He's not sure if it is tied to the fire forest, but he has a suspicion it is not, because this was never a problem until recently.

Leaving the mouth of the river with Nelle's favor is worth a 1,000 XP quest award.

GETTING THE HELL OUT OF HERE

The waterfall by the Mouth of the White River is the only place where the party might be able to easily exit the fire forest.

The characters can climb the 30-foot cliff near the waterfall. The ledges are covered with flaming brush hazards and this requires avoiding the flaming brush and succeeding a DC 15 Athletics (climb) check for each move action.

They party can attempt to climb the waterfall to avoid the flames. This requires a DC 25 Athletics (climb) check for each move action.

If the heroes do leave the fire forest, they have at least a forty mile trek east and south around its border through trackless snowy mountains in the middle of winter before they can get back to the highway at the southern edge of the fire forest.

Getting the whole party up the side of the cliff and out of the fire forest is worth a Major Quest award of 1,750 XP (Level 8), even if the heroes do not end up leaving. (See also “What if the Heroes Escape?” on page 17.)

KAZYK'S OFFER

This encounter needs to occur before the heroes reach the fey village on Lake Seela. Most likely Kazyk will speak to the party while they are on the river headed north, or just after the loss of Khadril.

The perfidious devil has been called to retrieve the case of military secrets taken by the

party and prevent the heroes from leaving the Innenotdar Fire Forest alive. He is not strong enough to kill the characters, but has found a loophole. If there is no longer a fire forest, Kazyk can ignore the death order against the party and simply wait for a later time to retrieve the case. Also, he figures that his superiors will not mind him opening up a new roadway which they can use to conquer Dassen to the south.

Kazyk has been contacted by Indomitability as well and has learned enough of the forest's secrets to make a plan. One way to stop the fires is to free Indomitability, which means killing the fey who are binding it. He suspects that the fey keeping the creature trapped would not be receptive to his infernal charms, so he approaches the party, hoping to recruit them in their common goal to leave the forest.

He meets them as peaceably as he is able, approaching on foot and making sure that he hasn't teleported for at least ten minutes so that he has an escape route. He keeps his distance and hails them, laying his glaive at his feet. He greets them boisterously, pretending to be friends. Read the following:

“Hail, champions! It is sad that we meet in such a vile place, and under such cruel conditions. You flee Gate Pass, under the descending fist of the Ragesian Empire, toward a temporary safety. You and I both know Ragesia won't let you escape as easy as that, but we don't have to have this come to blows.” He points to his neck with a gnarled, green finger, showing off an iron collar, “Indeed, I am one of their dogs, leashed and collared by one of their inquisitors. I am bound to their letter, but I bear them no respect. You, though, you have my respect. You fight well, I've seen. I have no desire to throw more lives than is necessary, particularly not my own, and I share with you the desire to escape this place as soon as possible.”

“I think we can work together, to find a way out of this fiery wood. As nice as it is for me, I do not think you like it so much. Well, do I have your ear? Are you interested in alliance?”

If the heroes are willing to talk, Kazyk presents his plan. To fulfill the conditions of his summoning and free both him and the party, they must go to the lake and silence the song of the “wicked, twisted fey” who live here. He makes sure to paint the seela as horrible beings,

driven to violent madness by the pain of the forest's burning. Kazyk pledges to help them in their fight, and will let them go peacefully once Indomitability is free and the forest has burned itself out. He says they should be safe in the lake bed for the day it will take for the fires to die.

Also, he adds like it is an afterthought, he needs to take the case they stole back to his superiors. "A small price to pay for their freedom," as he puts it.

This "deal with a devil" may be problematic with the heroes, but it is not itself an evil act. It will help get the party out of the forest, and in most ways is the safest option. Kazyk's guidance will be geared towards cruel and painful solutions, though, and these may create moral quandaries. The devil has little interest in helping the party save the seela, and will break an alliance with them if they want him to help with such goodly activities.

If the party declines Kazyk's offer or attacks him, he'll pick up his glaive, shake his head regretfully, and teleport away. He shadows the heroes afterwards, following his motivations as described in the section "Kazyk's Actions" on page 4.

If the heroes ally with Kazyk and fulfill the alliance, reward them with a 1,000 XP major quest award.

THE TROUBLE WITH TILJANN

This encounter needs to occur before the heroes reach the fey village on Lake Seela. As they approach the bridge fort, the following happens:

Wisps of song emerge from the ever-present roar of the forest fire. Sung in a mournful minor key, but with a discordant trace of hope in the voice, the aural melody

sounds like something from the swallowing depths of an endless dream. For a moment you think you see images of tragedy and history at the edge of your vision, but then your attention snaps back to the real world as you realize the song is real, and its singer is very close.

TACTICAL ENCOUNTER

2–9: Fey Save (page 76)



AFTERMATH

After the fight, Tiljann's reaction depends on how the heroes acted in defense of her, and she must be convinced of the party's good intentions. If they succeed in their challenge, Tiljann confides to them that her hope has been restored, for the heroes have come from the outside to bring "something beautiful" to the ever-burning forest.



Gain Tiljann's Trust**Level 6 Skill Challenge • XP 900****Complexity 3 (8 successes before 3 failures)***The seela's hope can only be restored if her trust in you is grounded.***Setup** The heroes must gain Tiljann's trust before she reveals the deepest secrets of the forest.**Primary Skills** Bluff, Diplomacy, History, Insight, Nature**Success** If none of the seela were killed in the encounter, this skill challenge automatically succeeds. If the party achieves the required successes, Tiljann explains that she thinks the other seela attacked her because they want the song of forms to end (though she has no idea Vuhl is behind this), and she invites the group to come with her to the village (see the sidebar below). Over time, she reveals the secrets of Indomitability's imprisonment and the struggle of the fey to keep alive. Her hope rises and she believes the heroes can find the best way to solve all the forest's problems.**Partial Failure** If the heroes earn 2 failures, Tiljann becomes wary, believing the heroes are not interested in saving the forest and she starts to see her hope fade. She answers questions about the seela and the forest evasively, and she

recommends the group head upriver to seek the way out.

Failure Tiljann's hopes for the forest to be saved are dashed. She warns the heroes that her people's problems are their own, and that they should not follow her. "This forest will die soon," she says, "Seek the river north and leave at the mouth, or you shall surely die!". She flees as quickly as possible, certain that there is no more hope to seek.**Arcana (DC 12)** If asked about her *courage song* power or other seela qualities, Tiljann explains the *courage song* is a cornerstone to the Song of Forms. One success opens the Religion skill.**Bluff (DC 12)** The heroes' smooth talking sways Tiljann's perception of them. Tiljann relates her tale about being told to see something beautiful but wonders how this will help her. Opens the Nature and Religion skills. Maximum 2 successes.**Diplomacy (DC 12)** Explaining to Tiljann that she was certain to be killed by the rebels is a good starting point. Tiljann recognizes that Kandrvann has a truly murderous intent, but she remains wary of the heroes. Further successes increase her trust and she relates other facts within this challenge. One success

opens the Arcana skill for use.

History (DC 12) The character remembers the seela have an affinity for song and wind and once were official messengers among the nations. This opens the Nature and Religion skills. Maximum 1 success.**Insight (DC 12)** The heroes realize that Tiljann has great knowledge about the forest. When prompted, she explains who she is and who her people are. This success also reveals Intimidate will not work and opens the History skill for use. A second check empathizes with the change they have suffered from their grand history. Maximum 2 successes.**Intimidate (DC –)** Tiljann visibly pales even more than she already is and begins to whimper a strange song. This counts as an automatic failure.**Nature (DC 12)** The character remembers an aspect of the the fallow touch (if it was used) or relates an insight about the fire forest effects. Tiljann responds accordingly.**Religion (DC 5)** A character remembers the song of forms as a prayer to embody the spirit of the forest. Tiljann explains how the song keeps the forest and the seela alive in this terrible time. Maximum 1 success.**ABOUT TILJANN**

Tiljann is a young seela woman, (about fifty years old — the equivalent of late teens in a human), so the fire forest is all she has ever known. Born to be a messenger to Seaquen, she has long been curious about the rest of the world, and has memorized the Tale of the Longwalker, a hopeful section of the Song of Forms that the seela seldom repeat today.

She is suspicious about one of her fellow seela, Vuhl, who has begun acting differently in the past few weeks. She questioned him, and he told her that he had traveled to the ruins of a lost Elf village upriver. There, he saw something so beautiful that he could not speak of it; his words failed. What he saw gave him hope that the seela might survive if the song ends. Excited, Tiljann planned a trip for herself, and it is on this trip that she comes across the heroes.

She expresses some dismay over Vuhl's influence in general. The seela has become the leader of a rebel faction that capitalizes on the oppressive burden of the song of forms. With his leadership, only fifteen seela still sing the song of forms and keep Indomitability trapped. The other thirty-five seela have given in to doubt and despair and desire to release the spirit that keeps

the forest burning so they may finally die.

Tiljann has been one of the strongest opponents to simply giving up and dying, but she likewise sees no point in singing forever. She longs for another solution, and follows Vuhl's journey to revive her flagging hope.

While travelling with the party, Tiljann answers many questions about the forest. She explains the history of her people, Anyariel, and the flaming stag, and expresses her hopes for her people's freedom. She can tell them about the song of forms, and will offer to teach it when the heroes arrive in the village. She thinks that she will be safe from the rebels once she tells their leader, Papuvin, what happened.

If the heroes are extremely sympathetic to her cause, Tiljann will ask to join them, and she will help them in any fight to save her village. She will trust them as long as they do not take active efforts to hurt her people, though she expresses doubt to any plan that releases the fire spirit.

The Rest of the Story

The seela man named Vuhl is another trillith like Indomitability. This trillith, who calls itself Deception, came to the surface recently with

a mission to free its brother from the fire forest. This is particularly difficult because the fey's song keeps Deception trapped in a body, though his innate powers allow him to take whatever appearance he desires. He killed Vuhl when the fey was alone, took his form, and has been deceiving the seela ever since.

Deception has slowly been encouraging dissent among the seela, trying to get them to stop singing the song. Usually he simply speaks as Vuhl, who has become the leader of the rebels, but when necessary he has taken other forms to sow doubt and despair. The remaining fifteen seela are not changing their minds and Deception has been working on a few contingencies. His attempt to kill Tiljann is an effort to weaken the other singers' resolve and he had convinced nine of the most vehement rebels to follow Tiljann and kill her when she reached the ruined elf village. He has also traveled throughout the forest and deceived the Razortooth goblin tribe into calling forth a school of Nightmare Trillith that can be let loose to destroy the remaining seela. He doesn't know about the heroes defeat of his plan yet, but will find out while the party is in the village.

WHERE TO NEXT?

At this point, the heroes should be ready to go to the seela village. If they are not already 6th

level, you might want to have them encounter a few more animals affected by indomitable

fire, or encourage them to explore the ruins and upriver.



ACT THREE: OUT OF THE FIRE

If the party has been paying attention, there are three competing solutions to leaving the forest.

- ◆ Indomitability will release them if he is freed and he will kill the seela captors, but Kazyk will continue to pursue them.
- ◆ Kazyk wants to kill Indomitability to kill the forest. Everyone dies, but the heroes only face one last threat.
- ◆ Tiljann and Nelle want to save the forest. Tiljann believes the heroes are the key to saving the forest and freeing the seela from their suffering.

The heroes are free to resolve their difficulties in any way possible, though their choices will have consequences for the inhabitants.

If they have allied with Kazyk, the devil is intrigued by the seela. He follows Tiljann with a malicious glee and takes every opportunity to taunt her.

THE LAKE

Read this when the heroes near the lake:

The dry riverbed to the sides widens and the banks turn into cliffs ten feet or higher. The roar of the flames above becomes muted and the oppressive heat drops as you move lower. A veil seems lifted as the obscuring haze of ash begins to thin. The cliffs on the sides break away and you find yourself standing on floor of a lake going dry. In the hazy distance ahead, you can discern the water's edge.

No longer floating at the edge of your hearing, the song of the forest becomes audible as it bounces in the echo chamber the receded waters have left. The words are unfamiliar and alien, but the meaning in them is clear. The strangely familiar rhythm brims with loss and longing and a memory of beauty which will not be abandoned, no matter how thickly death surrounds and entraps. One cannot help but feel weak at the beauty of it.

Lake Seela is two miles across, a flat pane of ash-coated water that dimly reflects the infernal glow of the forest fire surrounding it. Clouds hang over the lake day and night and block most other light. Its shoreline is typically twenty to fifty feet wide, surrounded by 10- to

20-foot-high cliffs, many spotted with caves that are sometimes occupied by indomitable fire bears or similar animals. Similar caves under the surface drain the water away into the great darkness of the land below, and the forest fire has slowly boiled away much of the original lake. Around Lake Seela, the temperature dips to a modest two hundred degrees.

The seela village is located on the lake's northeast shore, not far from the White River. The burning grove of the nymph Timbre is about a mile north of the seela village, and can be reached by way of a dry, high-walled gorge that once held a stream. On the southwest shore of the lake is Gwenvere's pool. Indomitability himself is pinned to the floor of the lake, 20 feet down, just offshore from the seela village. No other major roads or pathways reach the river, though feel free to place additional encounters around the lake if you desire.

SEELA VILLAGE

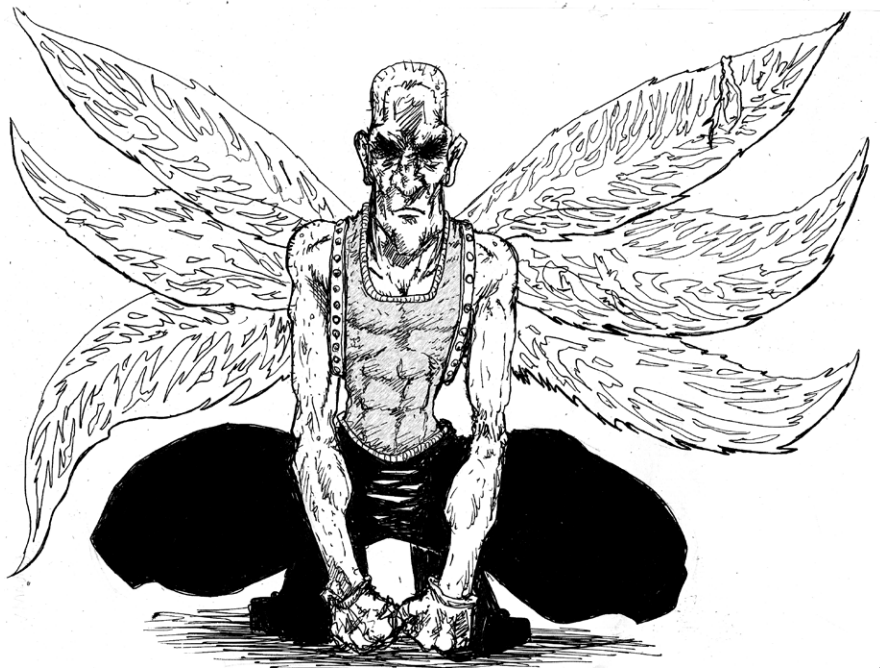
Walking along the shore, the lake bed rises a little and you see to your southeast the top of a large watch tower with a few of Tiljann's kind singing from its parapet. The song originates here and is magnified as it echoes

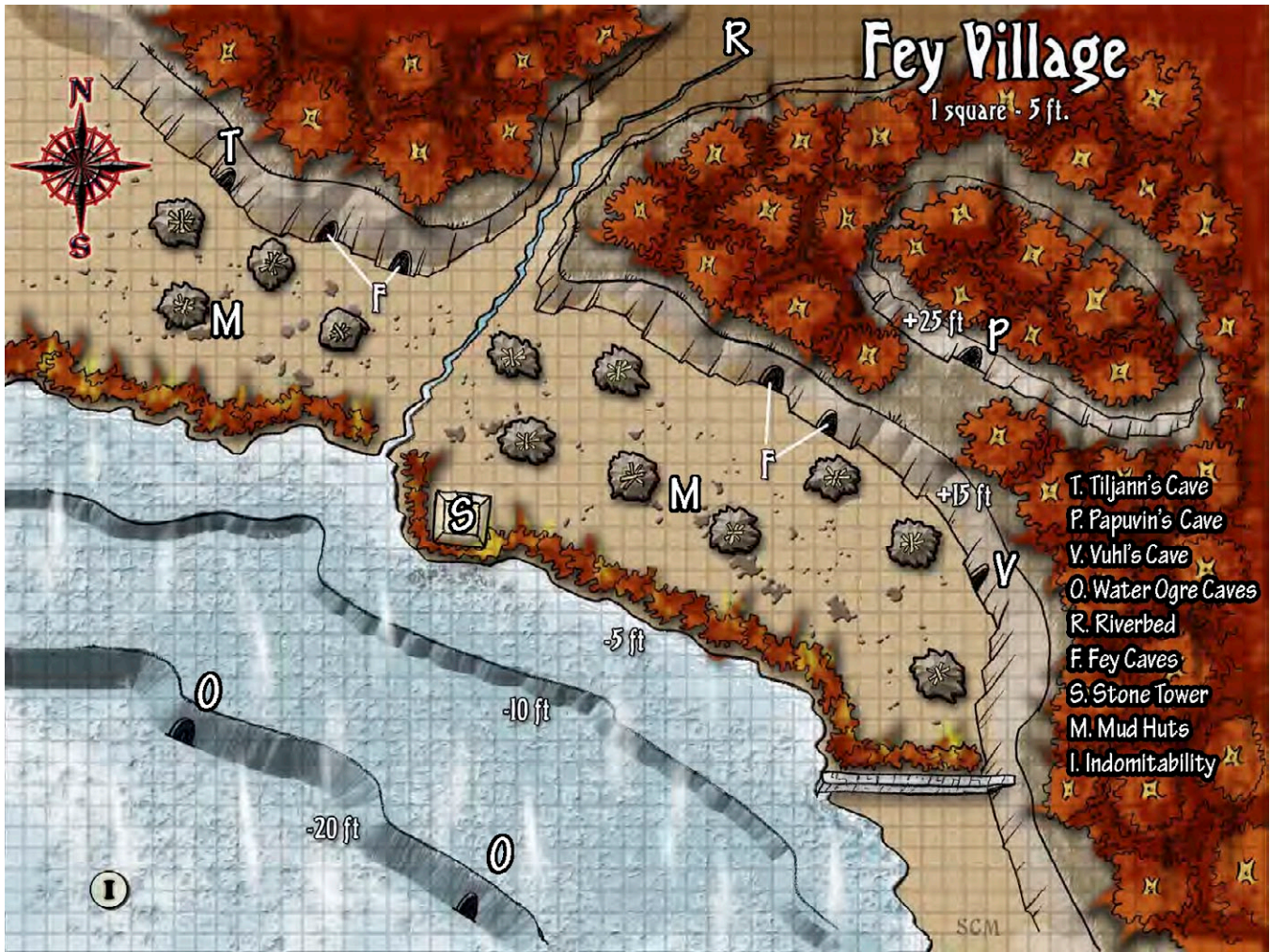
from the cliffs, so that it sounds like the chorus of dozens. The rise ends at a cliff that drops to the village below. Crude huts ring the tower and a pathway leads to caves piercing the cliff walls. A burning wall of brush lines the shore. Its measured placement seems to be defensive and not a natural feature. A stone wall stretches from the cliffs to the water just beyond the village. A small ravine cuts into the cliff about a hundred feet from where you stand, rising up to a ramp not too far away.

If asked about the defenses, Tiljann explains the brush keeps lake monsters from attacking the village. The five-foot wall keeps various fire-cursed creatures from wandering in.

A total of fifty seela live here, minus any whom the heroes might have killed. Seventeen singers continue the Song of Forms in shifts, including Tiljann and Papuvin, the leader of the village. The other thirty-two are the rebels, generally listless and quiet, desiring little but a reason to end their suffering. Finally there is Vuhl, who is in truth the trillith Deception.

If they spoke with Tiljann or the surviving seela rebels, the heroes should know about Vuhl and Papuvin, though the different seela would be biased in their descriptions. Tiljann sees





Vuhl as suspicious and Papuvin as a noble and selfless leader, while the rebels see Papuvin as a masochist lunatic and Vuhl as a wise savior.

When the heroes arrive, one of the singers atop the tower spots them and beats a loud drum repeatedly to alert the village. It takes a few moments for most of the seela to respond, but Papuvin emerges from his cave immediately and glides down hastily to confront the party, while in the distance Vuhl glides out of the shadows of his cave.

PAPUVIN

Papuvin flits around Tiljann with a concerned demeanor and after being convinced she is alright, orders the heroes to introduce themselves. If any of the rebels are still alive, Papuvin looks at Vuhl and asks “These are the ones?” Vuhl nods and Papuvin orders the rebels to be placed in Dereff’s cave as prisoners. He then asks for the heroes to come to his cave to talk.

While inside, the heroes are afforded some luxury — the cave is well-appointed

and filled with green plants that have not been affected by the fire. The air is sweet, like new-mown hay, and a small spring seeps water that is ice-cold and refreshing. Papuvin demands the party tell of their adventures and if Tiljann is present, she tells her side of the story, which may make things better or worse.

Papuvin is not looking for help. He welcomes the heroes and offers them his cave as a place to rest and be safe from the heat of the forest fire, at least for a few days. All he cares for, however, is to do his duty and keep singing the Song of Forms. He looks at the heroes after telling them this and explains he now goes to sing his part in the song. Tiljann also leaves to participate. Papuvin tells the heroes that they are welcome to talk to the other seela if they wish, and then he and Tiljann leave to climb the tower.

If the heroes do not take initiative, Vuhl contacts them through another seela’s message and asks them to come to his cave. They are free to gather information while Tiljann and Papuvin are away.

Gathering Information

Level 5 Skill Challenge • XP 1,000

Complexity 4 (10 successes before 3 failures)

Setup The heroes must piece together a number of clues to better understand paths save the seela and the forest.

Primary Skills Insight, Perception, Streetwise

Victory Each success earns the heroes one bit of information in the order given (see “Clues,” on the next page). If the heroes achieve all 10 successes, they also unearth clues 11 and 12 automatically.

Defeat Each success still earns the heroes one bit of information, but after the third failure, the seela no longer seem helpful and no new successes can be made.

Special For each success, the heroes earn 100 XP. When the skill challenge ends, Tiljann and Papuvin return to their respective caves.

Insight (DC 12) The hero gains an innate understanding of the seela’s concerns, and the fey creature trusts the hero enough to reveal what is on its mind.

Perception (DC 12) The conversation wanders in ways that help the hero remember something seen in the forest or he notices an odd item or custom that the seela can explain.

Streetwise (DC 12) The hero steers the conversation towards specific questions about the seela, the forest, or the song.

CLUES

1. Tiljann is tired of singing the song but knows it is her duty to continue. She is eager to find a solution other than singing forever or dying and is studying the ways of magic from a book given to her when her destiny song was sung. She put it away many years ago for the needs of the song, but thinks its magic may provide a means of escape.
2. Vuhl has had a revelation that life is meaningless. His latest mantra is to “*Free from song of suffering. Free in song of death.*” He advocates freeing the imprisoned stag and letting their spirits die.
3. Papuvin relates the history of the Song of Forms each day before the evening meal. The original purpose of the song was to give body to the native spirit of the forest for holy festivals, and to evoke in listeners nearly real images of the events told. The first words of the song are: “*Life is a dream that has found its form. I sing these dreams, these tales, these legends that they might born.*”
4. The monsters in the lake are the twisted children of the lake nymph Gwenvere, whose obsessive and jealous love for Anyariel made her bitter rivals with Timbre the dryad. After Anyariel’s death, the nymph retreated to the far end of the lake and her grief twisted her into a hag. She occasionally appears by the south wall of the village, cackling like an old crone, waving a lock of hair and half-sobbing, half-laughing, “*Anyariel is mine! She will never be lost again!!!*”
5. Tiljann’s favorite tale is the Tale of the Longwalker. It relates the story of Etinifi the bard who escaped the forest to find help. A prophecy of his journey came from Timbre: “*Thy heart shall be found and then torn asunder, and in thy desolate doom, thy song shall stay the agony of the world.*” Tiljann continually wonders what the prophecy means and wants to go to Seaquen and start searching for answers.

6. Vuhl gets dizzy whenever the *Living Blade* verse is sung. “*So as we were born from the First Tree, so as from our homeland’s breast was cut a living blade, as this our lives are bound to thee, the forest’s heart in Timbre’s glade.*” He often gets angry over it, complaining that the sword traps the seela in oppressive slavery.
7. The lake creatures’ attacks stop for a time after Gwenvere is given sacrifices of animal meat. When she eats, she does nothing else but talk of her love for Anyariel and her hatred of Timbre.
8. Papuvin believes the Song of Forms holds the key to freeing the seela. Tradition has always allowed the tales of the song to change; Papuvin believes that the song has the power to not only tell of the past, but bind the future. The seela that still sing are encouraged to change their stories and sing new ones. Papuvin thinks that Timbre knows how this might work but has been unable to get past her guardians and talk with her.
9. Vuhl has left the village often during the last three or four weeks. He disappears for many hours and comes back in the early morning.
10. Timbre is occasionally heard in the forest, weeping for her lost love. The seela who hear her dream the same dream for a week. They see a vision of Timbre laying a lock of hair before of her love’s statue when the shrine of Anyariel was dedicated. They also hear Timbre talking to the statue as she touches the blade Anyariel holds, “*The gift of my heart binds all to thee through the sacrifice of thy life and need.*” Tiljann may know more of the meaning of this.
11. Early one morning, a young seela saw Vuhl jump over the wall coming back to the village. He thought he saw Vuhl’s feet were tentacles, but when he looked again, the legs looked normal. He thinks the madness that has taken the rebels is claiming him as well.
12. The first spirit of the forest, a tree that is in Timbre’s grove and to which she is bound, is believed have been planted by a dragon of old named Syana. When her name is spoken, the forest seems to whisper it back with a sadness and a joy that sounds irreconcilable, but always reaches a harmonious end. When the

moon is full and her name is spoken into the hollow of a tree, it is said all the trees in the forest bow to the dragon that gave them their homeland.

TWO PATHS

Two main paths lie before the heroes. Each progresses through a series of encounters, detailed below. These are the likely courses of action based on how the heroes want to proceed; the heroes might find themselves reconsidering their initial decisions.

VUHL’S PATH — SEELA DEATH

This chain of encounters includes:

- ♦ Deceptive Alliance
- ♦ Shrine of Love
- ♦ Dryad Burning Bright
- ♦ Silencing the Song
- ♦ Consequences

This chain works best if the party’s main goal is to escape the fire forest, and they’re not concerned with the seela’s lives. Kazyk may be working with them, and if so he is quite willing to follow Vuhl’s advice.

Note that pursuing Vuhl’s path has real potential to cause the heroes to commit evil acts, ending as it does in the death of all the seela. If word gets out, the resistance will certainly take a dim view of the heroes’ actions in the next adventure.

When the heroes speak to Vuhl, begin the encounter “Deceptive Alliance.”

TILJANN’S PATH — SEELA LIFE

This chain of encounters includes:

- ♦ The Legend of Anyariel
- ♦ Shrine of Love
- ♦ Dryad Burning Bright
- ♦ Lake Diving
- ♦ Rampage

It is possible for a diligent, intelligent, or observant party to devise away to save the seela and still escape the forest, but it requires a bit more initiative on their part. Namely, they need to research the Song of Forms in the seela village to know what to do.

This chain of events is decidedly good, as it involves extra danger and risk to save almost complete strangers. If the heroes accepted Kazyk’s offer, Kazyk refuses to go along with this plan, considering it a breach of their pact, and he will leave, only to return later.

When the heroes go to Tiljann’s cave, begin the encounter “The Legend of Anyariel.”

ADDITIONAL COMPLICATIONS

During the heroes' attempts to resolve this situation, they may still need to contend with Kazyk, who watches them for moments of weakness. Additionally, the heroes might find themselves making enemies among the seela.

DECEPTIVE ALLIANCE (VUHL'S PATH)

Vuhl is interested in speaking with the heroes and leaves a standing invitation to visit him. When they enter his cave read the following:

You enter into a bare cave with a few medium-sized cushions strewn across the floor in a semicircle facing the far wall. Two seela sit at Vuhl's feet. His voice barely whispers above the dull roar of the fire outside, and his listeners are silent as he talks. His thin and wiry body moves gracefully against the slight air currents and a hint of old death wafts by — not a pungent smell, but a reminder that something here has rotted over time. He finishes his talk and points toward the cave entrance while looking at his two adherents. They wordlessly stand up and carefully walk past you and out of the cave.

Though soft, Vuhl's voice is strong as he greets you, "Welcome to Innenotdar, you who are from beyond. The seela song is strengthened with your notes, and we rejoice in the new harmony your presence brings." He magnanimously gestures to a side table that holds what appears to be burnt acorn husks. "The finest feast of the forest presents itself for you to partake. Though it seems poor, it is a rich bounty well deserving of enjoyment. Eat your fill while we talk."

Have each hero roll DC 22 Insight checks. On a failed roll, the cushions are comfortable, though shabby-looking, and the food is tasty despite the slightly burned aftertaste. A successful check reveals the items for what they are — nearly flat cushions that offer no comfort and burnt acorns that taste of ashes.

PREMONITION

Cristin staggers upon seeing Vuhl, slumping to the ground. She does not remember what she saw, but thinks perhaps the fey song is making her weak.



The heroes may ask about Vuhl's involvement in the events at the fort-bridge. He adamantly denies being involved in Tiljann's attack and has remanded any other 'misguided' rebels to Papuvin's custody, saying that he does not want to cause anyone pain or suffering and is shocked over the progression of the inevitable madness that the seela are acquiring.

If Tiljann is present, she balks at this explanation, but Vuhl quiets her with a gesture and summons her to him. He whispers into her ear, and she visibly stiffens a moment but then relaxes and rejoins the heroes with no more objections. If asked in secret, a DC 12 Streetwise check gets Tiljann to whisper back that Vuhl told Papuvin of the rebels' intentions as soon as they left to follow her. He has been as concerned for her as anyone else.

When questioned about his morbid views, Vuhl asks, "Which is more merciful to a horse with a broken back? To let it suffer a slow death or give it a peaceful and quick end?" Vuhl explains his position, and says that the heroes might be able to help him and his fellow seela finally be released. He needs them to disrupt the Song of Forms by doing something dramatic that will

shatter the seelas' last hope for good. The song needs to cease for several seconds, and he is sure that presenting the dead body of the dryad Timbre before the entire village will succeed in doing that. After the shock of what he says wears off, he continues:

"For my people to continue suffering endless torment goes against all the forest spirits hold sacred. Timbre herself suffers and burns these two-score years, and now she is hopelessly mad. To free her would be to grant her mercy — even the most callous would understand." Vuhl visibly slumps and he releases a long sigh, "The weary no longer can fight. The song of life now sustains unlife and endless torment. So too have I been broken. I no longer have the will to continue and Timbre's will is unreadable. Your fate and ours seem to be enmeshed, for we both see the end of the forest as our best hope of freedom. I know how the end can come."

Any hero making a DC 27 Insight check realizes that Vuhl is telling the truth but holding something back as well. (He is a master in the art of bluffing.) If the heroes seem interested, Vuhl lays out a plan. Otherwise, he makes one last request:

Vuhl sighs a bone-weary groan filled with regret and sorrow and replies, "If I had the strength, I would not need your help. Now you condemn us all to unending torment. For the sake of my people, please reconsider."

Any hero making a DC 22 Insight check sees the whole display a bit over-dramatic and the hero realizes that some insincerity lurks behind the acting display. If the party still refuses, Vuhl points to the door and shuts his eyes.

THE PLAN

If the heroes do not refuse to help outright, Vuhl explains that reaching Timbre is nearly impossible. She continues to grieve for Anyariel, probably because of the continual pain of the forest fire, and she is constantly guarded by indomitable creatures. Vuhl believes she can be shaken out of her lament by something that can compel her to respond — something like presenting her with a lock of hair she dedicated at Anyariel's shrine. Vuhl knows that Gwenvere

the nymph took the lock forty years ago and brought it to her pool on the far side of the lake. If the heroes could recover the lock, they could show it to Timbre to get close to her. Then they simply need to kill her and bring back her body to the village.

If the heroes are still interested in helping, almost meekly Vuhl adds a request that they try not to sully her body. However they kill her, he asks that they not make it gruesome or disfiguring.

If Tiljann is there, when she hears the plan, she flies up to the cave's ceiling and then flies right towards Vuhl's face till she is eye to eye. Her anger over the idea spills out in a wave of curses in Elven. Vuhl, surprisingly calm, sings a small melody that calms the enraged Tiljann. Once again, he whispers to her and she becomes quiet and accepting. If asked, Tiljann can only reply "It is the beautiful thing. I now understand." Vuhl's persuasion has convinced Tiljann that Timbre is actually testing the heroes to be sure they are worthy of the plan she has to save the forest. She will not be killed, he says, and Tiljann must keep this secret so the heroes can be properly tested.

If the heroes agree to retrieve Timbre, they receive information regarding where Gwenvere lives and they are allowed to go their way. Before they leave, Vuhl says he has enough strength to give a few his "blessing" as they go on their way (up to five of his choice that are using light blades). If they accept, he explains that the "blessed" heroes will be more effective in combat and able to gain an advantage. He does not mention the extra Bluff check bonus. See "Deception's Boon" on page 86.

If the heroes refuse to help Vuhl, he attempts to sway them one last time with his "last request" (see above).

THE LEGEND OF ANYARIEL (TILJANN'S PATH)

When Tiljann returns from her duty of song, she is eager to talk to the heroes as long as they did not scare her off during the rescue. She tells them about the history of the village and the fire spirit, hoping they might figure out a way to help. She puts on an old festival dress she inherited from a seela who died (Derefl the wise), hoping to look nice, and if given the chance will show the heroes around the village, introducing them to the seela who are still loyal to maintaining the Song of Forms.

She tries to introduce them to the other seela, but most of them are not interested in talking in her presence claiming that it is pointless to speak with outsiders, since there is no hope for escape except by death. If the heroes gathered information, some of the seela that talk this way were more open earlier.

Tiljann wants to be free from the forest. Though it is her home, it is a prison. However, the fire spirit prevents any from leaving as long as it is bound, and Papuvin is confident that the spirit's essence is all that is keeping the forest from being destroyed by the fire. If the forest is destroyed, the seela whose lives are bound to the fores, would die. So it seems that they cannot escape.

If asked, she can teach the Song of Forms to any hero who speaks Elven, which takes several hours. To those who do not speak Elven, she translates and explains the song's nature, and tells them some of the stories she likes best from the song. As the heroes listen during their training or her explanation, they hear an intriguing verse which they might have heard while gathering information:

"So as we were born from the First Tree, so as from our homeland's breast was cut a living blade, as this our lives are bound to thee, the forest's heart in Timbre's glade."

Tiljann explains that the seela's lives are bound to the forest itself and that Timbre is a dryad who lives in the oldest tree in the forest. The blade Anyariel wielded was cut from the wood of that tree. Tiljann isn't certain how it would work, but there is a chance that the sword might hold a way for the seela to survive, even if the whole forest burned down. To find out how that might be accomplished, however, the heroes would need to talk to Timbre, and her grove is inaccessible. The agonized dryad wants no visitors, and fiery beasts protect her while walls of flame block all approach to her tree, the First Tree.

If asked about Vuhl's reaction to the verse, Tiljann is saddened at the news. That passage used to be one of his favorite sections and she does not understand how he could have changed so much over the past few months.

If the heroes ask about Gwenvere and her odd cackling statement, Tiljann explains that the nymph has been saying that for forty years. Maybe she knows something that the seela just attributed to madness. Finding her is easy, she

lives in the southern part of the lake. There is an old boat the heroes can use if they wish, rickety and somewhat charred; the seela found it as the lake water began to dry, and one of the seela repaired it decades ago.

SHRINE OF LOVE (BOTH PATHS)

This encounter is a combined encounter challenge and quest. If the heroes are successful in retrieving Anyariel's lock of hair, the whole encounter is worth 1,500 XP, regardless of any combat XP.

Read the following:

About four miles from the village, the most beautiful sight is seen. A pool filled with patches of burning reeds that pop out of the water sway to a slight breeze. An island at the pool's center crackles with flaming flowers arranged tastefully amidst small animal skulls and rocks. The water is ashen grey from the embers and soot created from the surrounding fire. Tree branches overhead sway lazily back and forth as the heat washes over them, a hypnotic display of peace amidst the fiery violence. Along the south wall of the pool is the entrance to a cave.

The cave is where Gwenvere keeps a love shrine devoted to Anyariel. Gwenvere's true home is under the island in the center of the pool, accessible by a narrow tunnel under the surface of the water. She senses the intruders in her pool automatically, and swims out, hiding and observing.

Gwenvere is very protective of her shrine, though she feels slightly guilty for keeping it. She knows that there were many (like Timbre) who have more claim to Anyariel's memory than her, but Gwenvere can't allow the last remains of her one true love to leave her forever.

TACTICAL ENCOUNTER

3-1: Shrine of Love (page 78)



AFTERMATH

If the heroes win Gwenvere's audience, continue with "Gwenvere Talks," below. If Gwenvere is captured or she surrenders, continue with "Gwenvere Defeated." If Gwenvere escapes, she will return to fight against the party in "Lake Diving" or "Silencing the Song." If the heroes granted Gwenvere mercy, continue with "Gwenvere Released."

GWENVERE TALKS

If the heroes win Gwenvere's audience during the tactical encounter, she listens to their words while moving the water with her hands. Mentioning Timbre causes her to stiffen and frown and any talk of Anyariel is met with a gasp. After the heroes plan is recounted, the hag begins to cry. Tears flood down her face and drop into the pool with splashes that ring out in a clear bell tone. The water clears to crystal around her and Gwenvere begins to sway. She cries out with a wail that shakes the area around her (Close Burst 10; +20 vs. Fortitude; 1d10+5 thunder damage), and then she slumps and speaks in a sorrowed tone:

"Am I so blind? Anyariel is gone and though my grief is pure, my actions are not. What have I done? How could this have happened?"

With that, she softens her voice and demeanor and beckons the heroes to follow her to the shrine. She silently swims to back wall and the idol where Anyariel's lock is found. With pure tears and a regal countenance, the hag/nymph places the sacred object into one of the heroes' hands. Her voice is soft when she speaks again.

"Tell Timbre I have been a fool. The troubles of this forest have gone on too long and I am eternally sorry for abandoning my duty. I am weak now and cannot help you as I desire, but I know of a shrine at the mouth of the river where my powers can be restored. If your quest fails, I shall try to continue it. In my shrine there are items that may help you. Use them with honor and go now with my last blessing."

Gwenvere places a glistening fingertip to each hero's forehead and gives her blessing. After everyone is blessed, she meekly waves goodbye and slips under the water, leaving behind a crystal-clear path as she swims north. If the heroes search further inside the shrine, they find four 6th-level treasure parcels.

Gwenvere's Blessing Level 8

The waters refresh your body and you no longer feel confined to its slippery embrace.

Gift Power (ignores level restrictions)

Effect The target is refreshed as if he had taken



an extended rest. The target gains a swim speed equal to his speed +2 and gains a +2 power bonus to attack rolls when fighting in water until the end of the next extended rest

GWENVERE DEFEATED

If Gwenvere is defeated, she alternates between sobbing and laughing and talks to her imaginary love:

"Timbre cannot see anyone but you my love! Or me! My head would be so exciting to own! But she will want your hair, my love, my dear sweet Anyariel." She pauses for a moment, as if listening. "What? You want to give her your hair? No! It's mine! It's safe in the cave — it will burn, it will burn if she takes it! I don't want to lose it! Please don't take it away!"

At that last utterance, her defeat is complete and she slumps heavily, heaving sobs of grief that have been stored for over forty years. The uncontrolled wailing continues for a short rest period and then the exhausted hag reduces her lament to whimpers. An astute hero making a DC 12 Perception check notices the water around her tears is no longer ashen and the ground has small shoots of green.

Her outburst should make clear to the heroes that the heroes can find Anyariel's lock in the cave. See "Anyariel's Lock," below. Also inside the cave are four 6th-level treasure parcels.

If the party kills Gwenvere, the lake gradually drains away over the next two days, seeping down through cracks in the earth. If they return to Vuhl with a living Gwenvere, he talks to her privately in his cave, and then emerges, weeping, claiming he convinced her of the futility of it all, and that she has taken her own life. She asked, he says, that they take her head to the dryad, hoping that her sacrifice might release them all from their suffering.

GWENVERE RELEASED

If the heroes fight Gwenvere and then grant her mercy when she begs for it, she is noticeably changed in her attitude and remorseful of her neglect of the forest and its troubles. Still conflicted, she thanks the heroes:

"My duty is clear and I thank you for breaking me of my selfishness. I must go now to the shrine at the river's mouth that my powers might be revived. I wish you the gods' favor on your quest, which is mine as well. In my shrine there are items that may help you. I feel my destiny calling."

She then meekly waves goodbye swims to the north, leaving a crystal clear trail of water behind. If the heroes search inside the shrine, they find four 6th-level treasure parcels and Anyariel's lock. See "Anyariel's Lock," below.

ANYARIEL'S LOCK

Inside Gwenvere's shrine, an old full-length mirror is held up by a frame of bones and mud, and a simple stone idol sits on a podium beside it. The position of the mirror reflects the idol on its surface and onto the water before it. Around the idol is wrapped a two-foot length of blonde hair, held together by a copper clip. A pile of old, moldy blankets lie on the floor nearby. If a hero touches the lock of hair on the idol or breaks the mirror, a curse is triggered.

Bestow Curse Trap

Level 6 Blaster • XP 350

Trap

The reflection of the idol wavers a moment and you see the warping mirror distort your reflection. A moment later, you feel your body suffering a similar disfigurement.

Trap The hag's magical mirror reaches out to distort a hero's appearance.

► **Perception**

Characters cannot use Perception to detect this trap.

► **Arcana**

DC 12 A hero remembers that hags sometimes curse mirrors.

► **Insight**

DC 17 An insightful person wonders why a mirror is needed by a hag.

Initiative +3

► **Trigger**

The trap triggers whenever someone touches the lock of hair and his reflection can be seen in the mirror, or the mirror is broken.

► **Attack**

Immediate Reaction; Close Burst 1

Target Creature touching the lock of hair
Attack +14 vs. Will

Effect The target is cursed with a disfigured face and body and suffers a –2 penalty to Charisma-based powers and –2 penalty to all Charisma-based skill checks for the duration of the curse. The curse lasts until the target makes 10 successful Charisma-based rolls or until it is removed with a Remove Affliction ritual.

► **Countermeasures**

- ♦ The mirror can be turned around or covered.
- ♦ A hero can deactivate the trap. Thievery DC 20 (failure by 5 or more triggers the trap).

DRYAD BURNING BRIGHT (BOTH PATHS)

This encounter is a combined encounter challenge and quest. If the heroes are successful in bringing Timbre back to the seela village or to Indomitability's location, the whole encounter is worth 1,750 XP, regardless of any combat XP.

The dryad Timbre holds the secret to saving the seela, and her death can spell their death. Her grove is about a mile north of the seela village, along the path of a dry riverbed in a gorge.

Read the following:

You traverse the burning brush of the gorge. At the end of the cleft, a stone staircase with inlaid silver sigils on the risers leads upward to a ledge. A path at the top is flanked by willows that dance and flare with the thermals and along its length burning rose bushes spread cinder and ash. At the end is a blazing hilltop circle with massive willow at its center. Two boars and two stags stand guard to block



the way, burning with the forest's fire. The creatures stand guard but make no move until you are nearly at the rise's widening, and only then do the boars grunt and move to block your way. Curtains of fire ring the knoll and it appears the path is the only accessible entrance. The willow tree is almost identical to the Shrine in the village and you can make out the form of a woman curled around its trunk whose wooden flesh flares with horrible fire.

TACTICAL ENCOUNTER

3–2: Timbre (page 80)



DEVELOPMENT

If the heroes succeed in attracting Timbre's attention, she is wary of their intentions, but is willing to hear the heroes' story because of their boldness.

Timbre's Ear

Level 6 Skill Challenge • XP 250

Complexity 1 (4 successes before 3 failures)

Timbre's full attention seems to be on your words, but as you speak, she interrupts "Enough! Tell me what you know of the forest and the fire which burns through me."

Setup The heroes must restore Timbre's dedication to the forest. The most effective topics relate to her connection to the First Tree and the origin of the fire.

Primary Skills Diplomacy, History, Insight, Nature

Other Skills Bluff, Intimidate

Victory If the heroes tell Timbre that the Shahalesti are responsible for the fire, award four successes for an automatic victory. Timbre realizes her duty to the forest. She willingly helps the party learn of Innenotdar's history and the secret of the seela. See the sidebar "What Timbre Reveals" on the next page. She will then decide to go with them and help restore the forest's natural order by either bringing them to Indomitability or following them to the seela village.

Defeat Timbre's mind is not swayed. She rails against the heroes saying at one point, "I have lived for centuries, and the more I live, the more I see of joy and peace as a cruel illusion and suffering as the only reality. Even the willow's flesh which imprisons the abomination dooms those whom the willow created, my beloved seela! What cruelty the gods have to torture those with the very thing that creates and preserves them! Do not dare to call my duty in question. You are nothing!" She then uses her *root runners* power to escape.

Bluff (DC –) An Bluff check is always an automatic failure and the hero loses one healing surge.

Diplomacy (DC 12) Timbre is respectfully entreated to remember her duty to the spirit and life of the forest.

History (DC 12) The hero recalls important facts about the forest, Bhurisrava, Anyariel, Nelle and others.

Insight (DC 12) The hero gains insight that moves him to ask questions and receive answers related to duty and protection. It also reveals that Bluff and Intimidate will not work on the dryad. In addition to counting as a success, the hero gains a +2 bonus to his next History or Diplomacy check. Maximum 2 successes.

Intimidate (DC –) An Intimidate check is an automatic failure and costs the bullying hero one healing surge.

Nature (DC 12) The hero appeals to Timbre's protector role of the forest and how it cries for help.

SILENCING THE SONG (VUHL'S PATH)

The heroes bring Timbre, living or dead, to Vuhl back at the village and Vuhl's deception is revealed.

TACTICAL ENCOUNTER

3–3: Vuhl (page 82)



CONSEQUENCES (VUHL'S PATH)

The fey song disrupted, a victorious roar bursts from the forest in every direction, and a burst of flame rises from the surface of the lake, which begins to boil at an amazing rate, the water vanishing before their eyes, until a few moments later the group spots through the steam the corpse of a stag, pinned to the bottom of the now dry lake about a hundred feet away. The stag is lifeless.

The seela, confused, concerned, afraid, gather around the party, staring at them. Those who sided with Vuhl use their last few moments to offer thanks to the party before all the seela drop to the ground en masse, dead. At this moment, every one of the heroes hears the fey song echoing across the lake, and it feels like their soul lurches as it truly ends. Mournful and forlorn, the song will always remain in their memories, allowing them to gain access to the Song of Forms later should any of them learn Elven.

A laugh gets the group's attention, and they see that Vuhl has not fallen. He nods thanks to the heroes, then vanishes, his appearance momentarily shifting into that of his natural, black-tentacled form. The party can try to pursue the invisible, insubstantial, flying Deception, but it is likely a lost cause.

Then light pierces through the smoke above the lake as a mighty wind sweeps across them. The forest fire roars, and then the flames sputter and die. A moment later, the trees begin to crack, decades of burning finally taking their toll. They crumble like rotted paper, turning to thick black ash that drifts over the party and the bodies of the seela. Then the seela too turn to ash. The entire forest is dead, eerily quiet for as far they can see, and lit by dim light filtering through the thick clouds of smoke. A rain of ash begins to fall, obscuring vision beyond 60 feet (12 squares).

Give the heroes a moment to take in the devastation they have caused, and then,

WHAT TIMBRE REVEALS

Timbre's knowledge of the forest is vast, and though in pain, she is helpful in explaining its history.

- ♦ The First Tree of Innenotdar was planted by a gold dragon named Syana and blessed by a deity of life at the forest's founding. In this mountain pass, the Feywild and the material world met and the willow grew with its wood in both worlds. Its first seeds were the seela, fey children of the forest and caretakers of it but also imbued with the radiance of the dragon that planted their mother.
- ♦ The oldest stories of the seela tell how they learned the Song of Forms from the rumbling of the earth from caves deep under the forest, and how their dragon magic gave the song power to protect and preserve nature. Timbre herself is a product of the Song, an awakened spirit born from the subconscious of the forest when it needed protection in the bitter winter months of a long forgotten time.
- ♦ The Song's beauty and power drew elves from the Feywild and they settled in its verdant glades and under its trees cool shade. They lived peacefully and became emissaries and diplomats with the seela when other races began trade and travel through the pass.
- ♦ The elf warrior Anyariel came to rest in the willow's glade during the first crisis of the forest, the assault of the Innenotdar elves by the Shahalesti. Timbre cared for the elf and came to love her. She gave the elf warrior a gift — a branch from the Tree, a part of herself — and with that blade, Anyariel led the crusade against the Shahalesti, and drove them back. Anyariel came back to the grove and became a protector-champion to the dryad and the rest of the forest.
- ♦ When the vile creature of indomitable life came years later and death was refused to the forest's inhabitants, Anyariel fought it, but suffered a mortal wound while using the sword to imprison it. A shrine was erected to her to her memory, hoping that her spirit might be as resilient as that of the beast she defeated. When the Shahalesti came forty years ago, there was no hero to save them.
- ♦ The seela are so connected with the First Tree that their very lives depend on its survival. The ancient willow is probably lost to the flame, but Anyariel's sword is still a living branch and untouched by the fire that consumes the rest of the forest. The sword however only lives when it is bonded to a living creature. The *Living Sword* is currently pinning Indomitability to the bottom of Lake Seela, and it is still bound to Timbre.
- ♦ Timbre will release the sword's bond if the heroes intend to retrieve it to save the seela. If someone pulls the sword out it will bond to him or her, but this will unleash Indomitability again. The beast will be weak from its long imprisonment, but will still be formidable. The forest will burn down, but as long as the bearer of the *Living Sword* survives, so will the seela. Eventually the forest will take root again, and the seela will be able to bond to a new First Tree. Timbre knows she will die when the forest burns down, but she accepts this fate, and looks forward to the chance to be with her lover in the afterlife.
- ♦ Timbre does not know why the Song of Forms keeps the creature from becoming insubstantial, but she suspects that the link is a combination of powerful primal magic and an as-yet unknown connection between the seela and the creature.
- ♦ Timbre mourns over the loss of Gwenvere's friendship and brightens with hope if the heroes did not kill her. The shrine was originally built by the god that blessed this place, so her madness should be cured and her strength restored.

perhaps when they are deciding what to do next, they notice the ash of the seela bodies being drawn together, coalescing into a figure in the center of the village.

TACTICAL ENCOUNTER

3–4: Tragedy (page 84)



LAKE DIVING (TILJANN'S PATH)

This section is actually two encounters; 3–5: The Stag and 3–6: Rampage. They follow each other in order.

The heroes most likely come here to retrieve the *Living Sword* and save the seela. If Timbre is with them, read aloud the following:

At the shore's edge, Timbre points to a glowing area about a hundred yards out. "This used to be so far from the shore, but now the beast has come too close. Too close to my shame." She then turns to you and says, "The beast is only about a mainbranch's depth down. Remember the blade must be held by one willing to bear the burden of the seela's lives. Anyariel placed guardians nearby, water ogres that surrounded the beast to keep it from being disturbed and possibly freed. They may all be dead now, but I can't be sure."

If instead the heroes are exploring the area alone, read the following:

About a hundred yards out from the shore's edge, you see a strange red glow in the water.

TACTICAL ENCOUNTER

3–5: The Stag (page 85)



DEVELOPMENT

Encounter 3–5 becomes Encounter 3–6.

TACTICAL ENCOUNTER

3–6: Rampage (page 86)



AFTERMATH

After Indomitability is killed, or once he is out of reach of the song if the heroes negotiate a peaceful resolution, the forest fire ends, but as long as someone has bonded to the *Living Blade*, the result is not as desolate as described in the "Consequences" encounter.

THE SONG REMAINS THE SAME

The seela, nervous about what happens next, gather around the party, looking to them for guidance, particularly whoever holds the *Living Sword*. One by one, the fey begin to sing the Song of Forms, the sound swelling and echoing across the lake like light piercing the horizon at

sunrise. At this moment, every one of the heroes feels the fey song uplift their souls. Though once mournful and forlorn, the new song of hope will always remain in their memories. This allows them to gain access to the Song of Forms later should any of them learn Elven.

Then light pierces through the smoke above the lake as a mighty wind sweeps across them. The forest fire roars, and then the flames sputter and die. For a moment the trees threaten to crack and fall, but the fey song swells, and ever so faintly, life returns to them. Though injured and weak, none fall. It is possible to believe that, given time, the forest will heal. The constant thrum of the raging inferno is gone, replaced by the dim sound of leaves rustling in the wind.

The fey song falters as laughs and gasps of amazement come up from the villagers. Like the forest itself, the seela look ever so slightly more alive, their skin no longer ashen, their eyes less sunken. The song the fey have maintained for forty years finally ends as the voices of the seela turn to cheers.

CONCLUSION

Once Indomitability is dealt with and the fire is extinguished, the major issues in the fire forest are resolved, for better or for worse. The party should have acquired the Song of Forms, Indomitability's boon, and the *Living Blade*, and they are now left with a largely clear shot toward Seaquen. In the seela village, two 6th-level treasure parcels are found in Papuvin's cave. They are given as gifts to the heroes if the seela survive, or they can be retrieved if they don't.

If the heroes caused the doom of the seela, no animals or plants survive in the forest. The unicorn Nelle has witnessed the death of all his charges and if Gwenvere is dead, he gallops away, assuming the heroes have failed. Otherwise, the unicorn works with Gwenvere to begin the process of rebuilding the forest. He leaves to find new seeds to plant while Gwenvere refills the lake with clear water in anticipation of Nelle's return.

In a few weeks, the Ragesian army will send scouts to explore the vast valley of ash, and will realize that it gives them an easy path to Dassen's borders. The heroes may have escaped, but the fight will be harder for them in the future.

If the heroes saved the seela, the forest is not whole, as any tragedy of this scope takes more time to heal than most men have to wait. Most animals with indomitable fire have died. If the heroes visit the Mouth of the White River, they learn that only a few of the despairing survived, and their minds will still take a long time to heal. If Gwenvere is still alive, she works with Nelle to help those still living, empathetic to their horrors and eager to help them heal, using her life as an example. Her former beauty restored, Gwenvere is eternally grateful to the heroes.

If heroes explain why they're fleeing, the grateful seela agree to do their best to slow the progress of the Ragesian military through their homeland. There are only a few of them left, but they will fight all the stronger to protect their homeland now that they have a second chance.

Tiljann asks to accompany the heroes unless they have been particularly unfriendly to her. She wants to see the world, and she dreams of finding Etinifi the Longwalker and bringing him home.

Ahead lies safety, perhaps, but the war still rages. The heroes must hurry if they want to bring aid to Gate Pass before it falls to the Ragesians. The campaign continues in Adventure Three, *Shelter from the Storm*. ☞

PREMONITION

During the celebration, Crystin walks away and sits down. She is not weak or overwhelmed by this vision, but instead seems to have come to terms with something that was bothering her. If a hero speaks with her, she says that she saw Indomitability again, and that she learned Vuhl's true name: Deception. They will meet him again too, she says, when the bones of his grandmother watch them, and weep for their fate.

APPENDIX A: THE FIRE FOREST

WEAKLY ENHANCED FIRE MAGIC

While the forest burns, spells with the fire descriptor cast within a mile of the fire forest add one extra die of the die type specified in the spell when determining damage.

Fire-based breath powers increase in blast size by one square.

ENVIRONMENTAL HAZARDS

THE EFFECTS OF HEAT

The Stand the Heat ritual and cooling draughts protect the character from heat, but not from fire (see pages 37 and 38). Otherwise, the stifling heat and pervasive smoke and ash of the fire forest is a test of endurance. If not magically protected or immune to fire, a character will perish. Every 8 hours spent in the forest requires a successful DC 26 Endurance check or the target loses one healing surge. If a character has no surges left, he loses hp equal to his level. In addition, at the end of any encounter, the same check must be made. A character with fire resistance may add +1 to his Endurance roll for every 5 points resisted.

THE DANGER OF FIRE

The forest does not pose a threat on wide paths and walkways, but brush and debris found on the smaller paths and trails can ignite the characters' gear and body. Once a character starts burning, measure combat rounds to extinguish the flames, taking damage as normal. Moving at more than half speed through these narrowed spaces requires a DC 12 Acrobatics roll every minute to avoid taking 1d6 hp of fire damage and ongoing 5 fire damage (save ends). Characters running through the brush take a -5 penalty to their roll and suffer 3d6 hp of fire damage and ongoing 5 fire damage (save ends).

LIMITED VISION

The smoke and ash flying around in the forest makes all terrain at 15 squares and beyond lightly obscured. Pockets of heavy smoke travel like tumbleweeds and are heavily obscuring. In any outdoor combat encounter, a heavy smoke cloud may appear and waft across the battlefield.

TERRAIN HAZARDS

The forest is filled with clouds of smoke and cinders, flaming brush, and bizarre curtains of flame. Smoke and cinder clouds sometimes appear in a combat, generally traveling from southwest to northeast, but may move in any direction on the battlemat. A cloud's zone can split into multiple zones if the DM desires. Flaming brush is commonly encountered, especially on narrow paths, and flaming curtains are rare. Both are depicted on maps when they appear.

Flaming Brush

Level 1 Obstacle • XP 100

Hazard

The flames from the burning brush ignite upon you.

Hazard A flaming brush fills a square (the square is difficult terrain). When triggered, its flames flare and threaten to ignite.

► Perception

No check is necessary to notice the flaming brush.

► Trigger

When a creature enters the flaming brush's square, or disturbs it from an adjacent square.

► Attack

Opportunity Action; Melee

Target The character disturbing the flaming brush

Attack +4 vs. Reflex

Hit 1d6 fire damage and ongoing 5 fire damage (save ends).

► Countermeasures

- ♦ A character can successfully avoid triggering the fire with a successful DC 17 Acrobatics check.

Smoke Cloud

Level 3 Hazard • XP 150

Hazard

A thick, cloying smoke cloud filled with swirling ash washes over you.

Hazard A single nauseating smoke cloud fills 2d6 contiguous squares and has speed 5. Each square is heavily obscured.

► Perception

No check is necessary to notice the smoke cloud.

► Trigger

When a creature begins its turn in or enters one of the smoke cloud's squares.

► Attack

Opportunity Action; Melee

Attack +5 vs. Fortitude

Hit Target is weakened (save ends).

► Countermeasures

- ♦ Targets wearing cloth over their nose gain a +2 defense bonus.
- ♦ Targets immune to fire, having the fire subtype or that do not breathe are immune.

Cinder Cloud

Level 6 Hazard • XP 250

Hazard

Burning embers and ash fill the air around you.

Hazard A single nauseating cinder cloud fills 1d6 contiguous squares and has speed 5. Each square is heavily obscured.

► Perception

No check is needed to notice the cinder cloud.

► Trigger

When a creature begins its turn in or enters one of the cinder cloud's squares.

► Attack

Opportunity Action; Melee

Attack +10 vs. AC

Hit 2d6+2 fire damage, ongoing 5 fire damage, and the target is weakened (save ends).

► Countermeasures

- ♦ Targets wearing cloth over their nose gain a +2 defense bonus.
- ♦ Targets immune to fire, having the fire subtype or that do not breathe are immune.

Upgrade to Elite (XP 500)

- ♦ Increase number of squares to 2d6.
- ♦ Increase damage to 4d6, ongoing 10, and the target is dazed (save ends).

Fire Curtain**Level 8 Hazard • XP 350****Hazard**

A bright transparent curtain flame that wavers with incredible heat bars your way.

Hazard: A wall of flame of 8 contiguous squares blasts heat and flame. It has a speed 2.

▶ Perception

No check is necessary to notice the fire curtain.

▶ Trigger

When a creature begins its turn in or enters one of the fire curtain's squares.

▶ Attack

Opportunity Action; Melee

Attack +10 vs. Fortitude

Hit 2d10+5 fire damage and ongoing 5 fire damage and the target is weakened (save ends).

Miss half damage and the target is not weakened and there is no ongoing damage.

▶ Countermeasures

♦ None

Upgrade to Elite (XP 700)

♦ Increase number of squares to 12.

♦ The hazard deals 4d10+5 fire damage and ongoing 10 fire damage and the target is dazed (save ends).

**THE EFFECTS OF INDOMITABILITY**

Most of the forest creatures have “died” and been kept from permanent death by Indomitability’s essence infusing them. In many cases, the creature constantly smolders beneath its own skin but otherwise continues to act as it had done in life.

The information in this section is based on Nelle’s extensive research into Indomitability, and if the party is friendly with the unicorn, he will reveal this information.

Indomitability’s essence is expressed in powers and effects that are added to a normal creature’s powers when the creature dies. Because Indomitability is in continual pain and struggling to free itself, few of the creatures receive all of Indomitability’s effects.

Intelligent creatures that Indomitability judges have the ability to release it are given commensurately more power, as they may stumble upon a way to free it. In general, only humanoids gain all or nearly all of Indomitability’s fire powers.

- ♦ **Property:** Undead. All creatures infused with Indomitability gain the “undead” keyword. As they are abominations to the natural order, the gods’ divine powers work against them.
- ♦ **Property:** Immune fire.
- ♦ **Property:** Vulnerable 10 cold, 10 acid. Because Indomitability’s creatures are burning, they are vulnerable to cold and acid effects (treat water like acid).
- ♦ **Property:** Resist 5 or 10 radiant: Creatures with an Intelligence score above 5 are often (but not always) resistant to radiant energy. Since a mixture of elemental and radiant power makes Indomitability’s fire, the radiant energy thwarts even the gods’ wrath.
- ♦ **Property:** All indomitable creatures are permanently killed if submerged underwater for 2 combat rounds.

- ♦ **Property:** +2 Saving Throws. Indomitability’s willpower acts to preserve those it empowers. Many of its creations are given an extra measure of indomitable spirit in order to shake off debilitating effects. This also increases their ability to *rekindle* quickly.
- ♦ **Aura:** Indomitable Glow: Aura 1 (fire). Creatures entering or starting a turn in the aura take 5 fire damage. Some creatures revel in Indomitability’s power and their spirits blend with Indomitability’s; their fire burns hotter and damages all that get close to them.
- ♦ **Power:** Rekindle (when the creature is reduced to 0 hp or less): Roll death saving throws for the indomitable creature. It revives with 1 healing surge worth of hp on a 20 or higher. If it fails three saves, it rekindles with its bloodied value in hp one hour after the end of the encounter. Most intelligent creatures and some beasts that interest Indomitability are able to Rekindle.

HERO DEATH

If a hero dies, it takes time for Indomitability to overcome the hero’s will and begin the changes. Upon death, regardless of the hero’s current hp total, he is automatically brought to 0 hp. One hour later, Indomitability attempts to overcome the hero’s mind (+12 vs. Will; the hero *rekindles* and obtains all of Indomitability’s properties, powers, and auras). If Indomitability fails this attempt, the hero remains “dead” until he is rescued.

RESCUING A BURNING CREATURE

When Indomitability’s essence is removed from a creature, it burns until the fire is extinguished or it dies. It starts its first round after the release at 0 hp and takes ongoing 5 fire damage until it fails three saving throws or loses its bloodied value in hp.

APPENDIX B: SEELA AND THE SONG OF FORMS

SEELA

The Seela are a fey race born from the seeds of an ancient willow in the Innenotdar Forest. Imbued with ancient dragon magic and attached to the lifeblood of the First Tree, the seela preserve the forest's lifesong and communicate the peace and life of the forest on the wind. Their communication skills are prized by the other races and kingdoms of the Lands and they were once messengers for diplomats and kings. Their songs are expressions of life in all its vitality and passion and those who traveled beyond the forest frequently became bards. Since the tragedy of the forest fire, the seela are only found in the forest of Innenotdar.

SEELA STAT BLOCKS

Seela Caretaker

Level 5 Minion • XP 50

Medium fey humanoid (undead)

Initiative +4; **Senses** Perception +3; darkvision
HP 1; a missed attack never damages a minion.

AC 19; **Fortitude** 20, **Reflex** 19, **Will** 18

Immune fire

Speed 6; fly 6 (hover)

☞ **Sickle** (std; at-will) ♦ Weapon

+10 vs. AC; 1d8+1 damage.

☞ **Sling** (std; at-will) ♦ Weapon

Ranged 10/20; +10 vs. AC; 1d6+2 damage.
Load Free.

► **Combat Advantage**

The seela caretaker deals 1d6 extra damage on melee attacks against targets that grant it combat advantage.

Alignment Unaligned; **Languages** Elven

Skills Athletics +8, Endurance +10, Nature +8

Str 12 (+3) **Dex** 14 (+4) **Wis** 13 (+3)

Con 16 (+5) **Int** 6 (+0) **Cha** 10 (+2)

Equipment sickle, sling

Seela Guard

Level 4 Soldier • XP 175

Medium fey humanoid (undead)

Initiative +6; **Senses** Perception +3; darkvision

HP 54; **Bloodied** 27

AC 20; **Fortitude** 18, **Reflex** 20, **Will** 17

Immune fire; **Resist** 5 radiant; **Vulnerable** 10
acid, 10 cold

Saving Throws +2

Speed 6; fly 8 (hover)

☞ **Spear** (std; at-will) ♦ Weapon

+11 vs. AC; 1d8+1 fire damage, and the target is marked until the end of the seela guard's next turn. Add +1 damage when used 2H.

► **Combat Advantage**

The seela guard deals 1d6 extra damage on melee attacks against targets that grant it combat advantage.

► **Dragonfly Flit** (move; at-will)

The seela guard moves up to 4 squares in an unpredictable manner. It gains a +4 bonus to AC against opportunity attacks and gains combat advantage against any target adjacent to it at the end of its movement.

► **Rekindle** (when the the seela guard is reduced to 0 hp or less)

Roll death saving throws for the seela guard. It revives with 13 hp on a 20 or higher. If it fails three saves, it rekindles with 27 hp one hour after the end of the encounter. The seela guard is permanently killed if submerged underwater for two combat rounds.

Alignment Unaligned; **Languages** Elven

Skills Athletics +8, Bluff +7, Intimidate +7

Str 12 (+3) **Dex** 18 (+6) **Wis** 13 (+3)

Con 14 (+4) **Int** 8 (+1) **Cha** 10 (+2)

Equipment spear

Seela Skirmisher

Level 5 Skirmisher • XP 200

Medium fey humanoid (undead)

Initiative +6; **Senses** Perception +3; darkvision

HP 62; **Bloodied** 31

AC 19; **Fortitude** 19, **Reflex** 21, **Will** 18

Immune fire; **Resist** 5 radiant; **Vulnerable** 10
acid, 10 cold

Saving Throws +2

Speed 6; fly 8 (hover)

☞ **Dagger** (std; at-will) ♦ Weapon

+10 vs. AC; 1d4+1 damage.

☞ **Throwing Dagger** (std; at-will) ♦ Weapon

Thrown 5/10; +10 vs. AC; 1d4+4 damage.

✓ **Mobile Strike** (std; at-will)

The seela skirmisher moves up to 6 squares and makes a melee basic attack during that movement. The target is not granted an opportunity attack when the seela skirmisher moves away.

► **Combat Advantage**

The seela skirmisher deals 1d6 extra damage on melee attacks against targets that grant it combat advantage.

► **Dragonfly Flit** (move; at-will)

The seela skirmisher moves up to 4 squares in an unpredictable manner. It gains a +4 bonus to AC against opportunity attacks and gains combat advantage against any target adjacent to it at the end of its movement.

► **Invisibility** (std; enc) ♦ Illusion

The seela skirmisher becomes invisible until it attacks or is hit by an attack.

► **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the seela skirmisher. It revives with 15 hp on a 20 or higher. If it fails three saves, it rekindles with 31 hp one hour after the end of the encounter. The seela skirmisher is permanently killed if submerged underwater for two combat rounds.

Alignment Unaligned; **Languages** Elven

Skills Athletics +8, Bluff +7, Thievery +11

Str 12 (+3) **Dex** 18 (+6) **Wis** 13 (+3)

Con 14 (+4) **Int** 8 (+1) **Cha** 10 (+2)

Equipment 6 throwing daggers, dagger

Seela Hunter

Level 5 Artillery • XP 200

Medium fey humanoid (undead)

Initiative +6; **Senses** Perception +8; darkvision

HP 50; **Bloodied** 25

AC 17; **Fortitude** 19, **Reflex** 21, **Will** 18

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 acid, 10 cold

Saving Throws +2

Speed 6; fly 8 (hover)

☞ **Spear** (std; at-will) ◆ Weapon

+12 vs. AC; 1d8+1 fire damage. Add +1 damage when used 2H.

☞ **Shortbow** (std; at-will) ◆ Weapon

Ranged 15/30; +12 vs. AC; 1d8+4 damage. 2H, Load Free

✓ **Flyby Attack** (std; at-will)

The seela hunter flies up to 8 squares and makes a spear attack during that movement. The target is not granted an opportunity attack when the seela hunter moves away.

► **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the seela hunter. It revives with 12 hp on a 20 or higher. If it fails three saves, it rekindles with 25 hp one hour after the end of the encounter. The seela hunter is permanently killed if submerged underwater for two combat rounds.

Alignment Unaligned; **Languages** Elven

Skills Acrobatics +11, Nature +8, Stealth +11

Str 12 (+3) **Dex** 18 (+6) **Wis** 13 (+3)

Con 14 (+4) **Int** 8 (+1) **Cha** 10 (+2)

Equipment shortbow, spear

Papuvin

Level 8 Elite Soldier (Leader) • XP 700

Medium fey humanoid (undead)

Initiative +5; **Senses** Perception +5; darkvision

HP 166; **Bloodied** 83

AC 24; **Fortitude** 23, **Reflex** 21, **Will** 23

Immune charm, fire; **Resist** 10 radiant; **Vulnerable** 10 acid, 10 cold

Saving Throws +2

Speed 6; fly 8 (hover)

Action Points 1

☞ **Punch** (std; at-will)

+15 vs. AC; 1d6+3 damage.

✓ **Flyby Attack** (std; at-will)

Papuvin flies up to 8 squares and makes a melee basic attack during that movement. The target is not granted an opportunity attack when Papuvin moves away.

✓ **Jab and Cross** (std; at-will)

Papuvin can make 2 melee basic attacks in a round.

✓ **Fallow Touch** (std; rchg ☞☞) ◆ Healing

+13 vs. Reflex; 1d6+3 damage and the target is grabbed, and takes ongoing 5 damage while remaining grabbed. Papuvin recovers hp equal to the damage delivered. This cannot be used against other seela.

✓ **Fascination** (minor; enc) ◆ Charm

Ranged 10; +13 vs. Will; the target is immobilized until the end of Papuvin's next turn.

☞ **Courage Song** (std, sustain minor; enc) ◆

Arcane

Close Burst 5; targets allies; All allies within the burst gain a +1 power bonus to attack and

damage rolls until the end of Papuvin's next turn. Allies subject to effects with the fear keyword make an immediate saving throw.

☞ **Countersong** (imm int, when an ally is targeted by a power; rchg ☞☞) ◆ Arcane

Close Burst 5; targets the ally; the ally gains resist 5 damage until the end of Papuvin's next turn, and the target may make an immediate saving throw.

☞ **Take Your Licks** (std; rchg ☞☞)

Close Burst 3; targets enemies; the target is pulled 2 squares. Papuvin then makes a melee basic attack against each enemy adjacent to him.

► **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for Papuvin. He revives with 41 hp on a 20 or higher. If he fails three saves, he rekindles with 83 hp one hour after the end of the encounter. Papuvin is permanently killed if submerged underwater for two combat rounds.

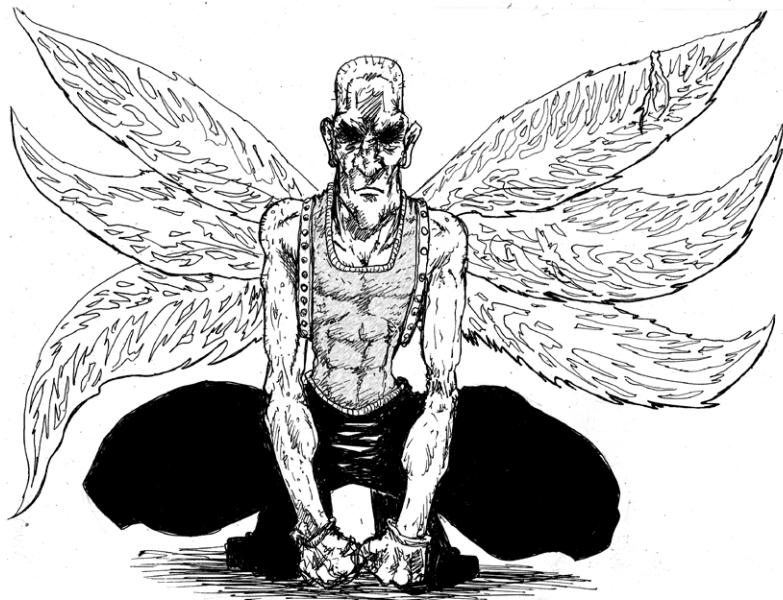
Alignment Unaligned; **Languages** Common, Elven

Skills Athletics +12, Diplomacy +12

Str 17 (+7) **Dex** 13 (+5) **Wis** 13 (+5)

Con 11 (+4) **Int** 11 (+4) **Cha** 17 (+7)

Description This fey man, though wiry and emaciated, wears a commanding expression in his angular face. Studded leather arm covers his chest and legs, but not his arms, which are muscular like a warrior's. Wings like splayed, withered leaves fan behind him, one of them scarred and damaged from an old battle.



ROLEPLAYING SEELA

The seela the heroes encounter in this adventure have been trapped in the Fire Forest of Innenotdar for forty years, during which time the forest fire has been continuously raging. Be sure to consider how this might affect their outlook.

Just as important, though, is the seela belief that music permeates and defines the universe. Song and melody are not mere metaphors to a seela; they are tools critical to understanding and coping with their environment. The seela turned to music to save themselves when their forest caught fire, and the Song of Forms has long been an integral part of the small settlement the heroes encounter in this adventure. The role music plays in seela beliefs makes the seela more than just small people with wings, and it has roleplaying implications whenever you need to extemporize seela dialogue.

First, all seela are musicians — most sing, because musical instruments are hard to come by in the middle of a forest fire.

Second, a seela tends to sprinkle musical terms in conversation as though existence can be defined by a symphony of infinite complexity, one with individual parts that may be understood by a careful listener. To a seela, every object has a tone, every being has a melody, and every event can be set to music.

Third, a seela believes that even the music of mortals has power. The right song can resonate within the universal symphony and cause change, a fact the seela depend on when singing the Song of Forms.

Finally, as explained in this adventure, the seela believe that if their song ever stops, they are doomed.

THE SONG OF FORMS

In this adventure the heroes encounter the seela, who sing a magical song, the Song of Forms. The seela originally used this song in prayers to the spirit of their forest, believing that they could give the forest a body so they could see its physically-embodied majesty. When the ruler of Shahalesti put their forest to the torch, the seela called out to the forest spirit for help, but their song conjured something they did not expect. This song and the Elemental Voice feat that allows it can only be learned from the seela.

ELEMENTAL VOICE

You have the elemental ability to sing across the planes.

Prerequisite: Trained in Arcana and Insight, CHA 13+, speak Elven

Benefit: You are able to sing *song of forms* feat powers.

Special: You can gain this feat as a bonus feat at any level when it is taught by the fey of the Fire Forest of Innenotdar.

Song of Forms: Corporeal Cantata

A haunting song fills the astral sea around you and the thrum of its power draws the insubstantial into the material.

Feat Power ◆ Elemental, Implement (orb, instrument, or weapon)

Standard Action; Encounter

Close Burst 10

At 11th Level Burst 15

At 21st Level Burst 20

Target Each insubstantial creature in burst

Attack CHA vs. Fortitude

Hit For each creature made substantial, the caster takes a number of hit points of damage equal to the creature's level as he uses his own

life energy to create the change. The creature becomes substantial for as long as the song is sung. A creature with "resist insubstantial" currently possessing another creature cannot leave its host.

Creatures that have a shape in their insubstantial form assume that shape in material form. If the shape permits certain move actions, like flying, it can use those actions. For creatures with no defined form, some form of locomotion is created to allow it to move. The base speed is 6 squares. The creature retains all its attacks except for those that allow it to become insubstantial again. If the creature has no standard melee attack, treat it as using an unarmed weapon (or a slam attack).

If the creature is possessing a target and the target dies, the possessing creature immediately becomes corporeal, is bloodied and dazed (save ends); it is also weakened for the duration of the encounter.

Sustain Minor The song persists. The caster must make a saving throw or take 1 hp of damage for each remaining creature made substantial.

Special After using the song, the caster is exposed to astral ripple sickness.

Astral Ripple Sickness Level 3 Disease

Your life energy is disrupted by ripples in the Astral Sea.

Attack +5 vs. Fortitude

Endurance improve DC 20, maintain DC 15, worsen DC 14 or lower

▲ The target is cured.

▲▼ **Initial** The target loses one healing surge that it cannot regain until cured.

▲▼ The target is weakened.

▼ **Final** The target permanently loses a Constitution point.

APPENDIX C: ITEMS AND MAGIC

ALCHEMICAL EQUIPMENT

COOLING DRAUGHT

Level 2

Category Other

Time 1 hour

Component Cost see below

Market Price 25 gp

Key Skill Arcana

A cooling draught is a combination of two liquids that cool the body down when imbibed. One cooling draught can protect a character from the dangers of heat up to 500 degrees Fahrenheit.

Cooling Draught Level 2+

The two liquids mix together and fog spills over from the top.

Lvl 2 25 gp Lvl 7 100 gp

Lvl 12 500 gp

Alchemical Item

Power (Consumable, Potion) Standard

Action. You can stand heat up to 500 degrees Fahrenheit for a number of hours.

Lvl 2: 12 hours

Lvl 7: 24 hours

Lvl 12: 48 hours

ARTIFACT

The *Living Blade* is appropriate for heroic level characters.

Living Blade Heroic Level

This wooden blade shaped from the branch of a willow tree holds the passion and vigor of a living forest. Imbued with the life song and vitality of the woodland inhabitants, the Living Blade is a protector and defender of nature.

The *Living Blade* first appears as a +2 greatsword with the following properties and powers:

Enhancement Attack rolls and damage rolls.

Critical +2d6 damage.

Property As a free action, you teleport the *Living Blade* into your hands from up to one mile away. It flares with a green nimbus and white flame when it teleports.

Property Once per day, the *Living Blade's* form can change to any type of sword (standard action) and acquires that weapon's category, group, proficiency bonus, damage die, and properties. Its weight is always 4 lb.

Property You can speak Elven and read the Rellanic script.

Property You gain a +2 bonus to all Nature checks.

Property (At-Will ♦ Fire) Free Action. All damage dealt by this weapon is fire damage. Normal damage can be returned with another free action.

Property (At-Will) Minor Action. The *Living Blade* is bound to you and is free to be bound to another, but must be done within 1 minute

or the blade's construct (wood) dies and the artifact moves on immediately. The *Living Blade* becomes unbound upon your death.

GOALS OF THE LIVING BLADE

- ♦ Defend the normal cycle of death and rebirth of nature.
- ♦ Give trillith the deaths they so richly deserve.
- ♦ Become an inspiration and beacon of hope to woodland races.

ROLEPLAYING THE LIVING BLADE

The blade continually sings songs that only you can hear. They evoke images of growth and birth and death with complex harmonies and beautiful melodies. The songs are not distracting in normal activity, but crescendo when actions will affect its concordance with you. It speaks with a female voice when it is pleased with you.

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner or an ally attacks a trillith (max. 1/enc)	+2
Protects a fey creature (max. 1/enc)	+1
Owner is a fey creature	+2
Owner completes a quest for a fey or primal powered guardian (like a druid)	+2
Remain away from a forest for more than two weeks	-1
Fell or burn a tree	-2

PLEASED (16–20)

"The blood of Anyariel flows within. I am the champion-protector of the forest."

The Living Blade sings soothing songs of its pleasure to you. It glows with pride, shedding a constant dim green light in a 2-square radius.

Property: Your healing surges increase their effectiveness. Add your Wisdom modifier in hp to your surge value.

Property: You gain resist 10 fire.

Property: Your sword's enhancement bonus increases to +3.

Power (Daily): Free action, when you hit with a melee attack using this weapon. You do 3[W] + Strength modifier damage. If the target shifts before the start of your next turn, you shift a number of squares equal to 1 + your Wisdom modifier.

SATISFIED (12–15)

"Nature's song gives me strength to defeat its enemies."

You are a worthy successor to Anyariel, and the blade adds verses to its song that will remain with it forever.

Power (Daily): Free Action, when you hit with a melee attack using this weapon. You pin the target to the ground. Your target is knocked prone and you and your target are both immobilized until the start of your next turn.

NORMAL (5–11)

"I see the life of the forest needs my help."

The song of the blade conjures images of the forest needing to be tended. Its tone is insistent but not overly annoying.

UNSATISFIED (1–4)

"I am losing touch with the power of nature."

The blade's song is urgent and dark and distracts you with its jarring melody.

Special: You take a –2 penalty to Nature checks and take a –1 penalty to attack rolls and damage rolls unless advancing the blade's interests.

ANGERED (0 OR LOWER)

"I have failed to keep the legacy of Anyariel."

The blade sings in off keys and screeches during conversation, making it difficult to hear.

The bearer is not meeting the blade's expectations and will soon leave.

Special: The blade's enhancement bonus is eliminated and you lose its fire property.

Special: You take a –2 penalty to all Perception checks.

MOVING ON

"The song is lost to me..."

The Living Blade sees a need to pick a new champion-protector. When the character next gains a level, the blade disappears.

If the blade is at least Pleased when it moves on, it leaves behind a wooden +2 flameburst

sword of the type last used by the owner. Additionally, the owner gains a permanent +1 bonus to Nature checks.

RITUAL**STAND THE HEAT**

Level 8

Component Cost 135 gp

Market Price 3,400 gp

Category Warding

Key Skill Arcana or Nature

Time 10 minutes

Duration Special

When you perform this ritual, you can select up to eight recipients to receive the spell's benefits. Each recipient creature and all the equipment it carries suffers no harm from even extreme heat. Each can exist comfortably in temperatures as high as 500 degrees Fahrenheit. This protection is sufficient to endure the oven-like heat of a forest fire, but damage from actual fire, whether natural or magical, is treated normally.

A ritually affected creature that has ongoing fire damage (save ends) may use a move action to automatically save at the end of its turn.

Arcana Check	Effect Duration
14 or lower	2 hours
15–19	4 hours
20–24	8 hours
25–29	24 hours
30 or higher	72 hours

APPENDIX D: DREAM SEEDS

This encounter can happen at any time during this adventure or any subsequent time. If the characters bring the elf-cleric Bhurisrava's journal and the pouch of dream seeds from the Bridge-fort in the Innenotdar forest with them, they may be examined at Lyceum or on the way there.

DREAM SEEDS

When the characters examine the leather pouch found in the bridge-fort tower, anyone reading Bhurisrava's journal will realize the seeds are called dream seeds and that they were taken from the corpses of goblins who helped set the forest fires of Innenotdar. According to a Speak with Dead ritual that Bhurisrava performed, he learned the seeds are supposed to create prophetic visions of a "dream realm". The cleric felt no effect when he tried one, and he dared not risk taking another. He filed them away, figuring they were useless. The ritual also revealed the goblins were hired by an eladrin member of the Solei Palancis, but Bhurisrava could find out no better information from them. Some of the goblin tribe (the Razortooth tribe)

became cursed and now live in the northwest part of the forest. The unaffected goblins live in the subterranean spaces beneath the forest.

The seeds are a sleep-inducing hallucinogen that, when taken in areas of strong psychic energy, induce incredibly vivid dreams. Unfortunately Bhurisrava's elf blood kept him from experiencing these visions.

Additionally, using the seeds draws nearby telepathic creatures to them. Whenever a creature falls asleep under a seed's power, it begins to dream and have visions, and every telepathic creature within several miles feels a mild draw toward the sleeper. When the Shahalesti wanted to set fire to Innenotdar, Lord Shaaladel was aware of the presence and nature of Indomitability, and so his agents recruited goblin agents to set multiple fires, telling them each to take one of the seeds. This would attract Indomitability, encouraging the trillith's essence to infuse the burning forest and keep the flames from being put out.

Because of Crystin's trillith connection, if she handles the seeds, she will have a premonition (see the sidebar).

CUSTOM PREMONITIONS AND VISIONS

When the dream seeds are used, they provide visions and premonitions that could be used to convey information about the activities of the Ragesian war, develop new adventure seeds, or add insight or corrections to misunderstood elements of an adventure plot. The level of detail is usually visual and not aural, so conversations may sound muddled or confused but images of the participants are not distorted. If two or more characters both sleep because of these seeds, they see the same dreams, which may provide unwanted insight into each other's secrets.

PREMONITION

If Crystin handles the seeds, she starts to get very sleepy, and almost falls asleep standing up. If allowed to sleep, she quickly slumps to the ground, and starts rumbling in deep roars in her sleep. Most of the words are incomprehensible, but those who speak Draconic can make out: "Return to the Mother ... Captive in Freedom ... Wake up. Wake up!"

USING THE DREAM SEEDS

Encounter Level 4 (875 XP)

The seeds act like a mild poison (+13 vs. Fortitude; the target falls asleep; elves are immune). A non-elf character can choose to voluntarily fail the save and fall asleep. Any character who falls asleep from a seed experiences wild dreams, seeing a highly impressionistic version of the surrounding area for a moment, before his perception begins to fly to places of interest, seeing visions of family members or old friends, or sweeping and horrifying flashes of blood and swords in Gate Pass. All throughout he hears a distant song in distorted Elven, and feels a persistent sense of someone hiding in shadows at the edge of his vision.

If allowed to take a normal course, the sleep wears off after ten minutes, after which the eater still experiences a faint sense of foresight, gaining a +1 insight bonus to AC for one hour. However, a few moments after falling asleep a dream elemental appears. The character sees a silvery blue serpent appear in the dream realm. It flies toward the character and lashes with a whip-like tail, delivering an ego whip attack. The target cries out in the waking world, though he remains asleep. The coiled, draconic serpent — the physical manifestation of the dream elemental — appears in the real world and takes on a solid form, drawn to the psychic energy of the dream seeds. It begins to attack non-sleeping characters.

Dream Elemental

Level 7 Elite Skirmisher • XP 600

Medium elemental magical beast

Initiative +6; **Senses** Perception +5

HP 166; **Bloodied** 83

AC 19; **Fortitude** 21, **Reflex** 20, **Will** 20

Immune sleep; **Vulnerable** 10 fire, 10 necrotic

Saving Throws +2

Speed fly 12

Action Points 1

☑ **Icy Slam** (std; at-will) ♦ Cold

+12 vs. AC; 1d8+5 cold damage.

✓ **Ego Whip** (std; at-will) ♦ Cold

Range 3; +10 vs. Will; target is dazed (save ends).

⚡ **Freezing Ray** (std; rchg ☑☑) ♦ Cold

Close Blast 3; +10 vs. Fortitude; 3d10+5 cold damage, and the target is slowed (save ends).

⚡ **Sleep** (std; rchg ☑) ♦ Sleep

Close Burst 2; +10 vs. Will; and the target is dazed (save ends). First failed save: the target falls unconscious (no save).

▶ **Warp Reality** (imm int, when the dream elemental is hit by an attack that does damage; enc)

+10 vs. the attacker's Fortitude, damage applied by the triggering attack affects the attacker instead.

Alignment Unaligned; **Languages** telepathy 20

Skills Arcana +11

Str 17 (+6) **Dex** 17 (+6) **Wis** 14 (+5)

Con 19 (+7) **Int** 16 (+6) **Cha** 16 (+6)

Description A silvery dragon, antlered like a stag, appears in the center of the room, whirling and spinning like a demented wind.

Tactics The dream elemental starts by blasting waking heroes with *freezing ray*. If mind-affecting powers are used on it, it retaliates with *ego whip*. It then engages in melee, trying to render waking characters unconscious, liberally using *warp reality*. If no enemy is sleeping, the dream elemental becomes frantic, then vanishes one round later, banished back to the realm of dreams. The elemental is not aware of the dangers of teleporting, and so will still use teleport one time and then use it again only if it needs to flee. It suffers damage when it teleports.

Lore A hero knows the following information with a successful Arcana check.

♦ **DC 20** A dream elemental can warp reality to prevent it from being damaged. It transfers the damage back to the attacker.

♦ **DC 25** Dream elementals are vulnerable to necrotic and fire spells.

TAKING MULTIPLE SEEDS

If a character has two or more seeds within an hour, the poison becomes far worse and acts as a systemic disease.

Dreaming Sickness

Level 6 Disease

Your spirit desires to remain within a pleasing dreamworld.

Attack +15 vs. Will

Endurance Improve DC 15, maintain DC 10, worsen DC 5 or lower

▲ The target is cured

▲▼ **Initial** The target falls unconscious and cannot be awakened.

▲▼ The target suffers 10 psychic damage per day.

▼ **Final** The target dies.

APPENDIX E: ALLIES

The following stat blocks represent allies that may travel with the heroes while in the Fire Forest. Because they may be used as player characters upon the loss of a hero, their stats are more detailed than standard monsters. Experience is not given to any of these characters. If they become bloodied in an encounter, their presence does count as a person when dividing experience. Thus, if a five-person party defeats a level 7 encounter (1,500 XP) and Torrent is bloodied in the fight, each hero receives 250 XP (1,500 ÷ 6) and not the expected 300 XP.

TORRENT

GAMEMASTERING TORRENT

Description: As tall and strong as the typical warrior, Torrent is a distinctive looking woman with tanned skin and short white hair. Under a dark winter coat she wears a breastplate decorated with blue wave-like etchings, and a holy symbol to a sea god is tied to her wrist with a leather cord. Her demeanor is smooth but forceful, like an ocean wave.

Tactics: Torrent's motivations are detailed in the *War of the Burning Sky Campaign Guide* from EN Publishing. The most important aspect of her personality will be her growing anxiety over the dwindling cooling draught supply. The heroes should begin to run out in about five days and will be increasingly pressured to take Indomitability's offer. Torrent opposes using the trillith's gifts and will become angry when the potion supply runs low, but will receive its boon if no other choice exists. She will always push for the seela's salvation above Indomitability's release, and never trusts Kazyk.

Torrent (Act One)

Level 5 Controller (Leader) • XP 200

Medium natural humanoid (human)

Initiative +6; **Senses** Perception +5

HP 45; **Bloodied** 22

AC 19; **Fortitude** 16, **Reflex** 13, **Will** 16

Speed 5

☞ **Battleaxe** (std; at-will) ♦ Weapon

+13 vs. AC; 1d10+4 damage. Add +1 damage when used 2H.

✗ **Watermark** (std; at-will) ♦ Divine

+13 vs. AC; 1d10+4 damage (+1 damage when used 2H), and one ally within 5 squares of Torrent gains a one-time +3 power bonus on an attack roll against the target until the end of Torrent's next turn.

✗ **Crashing Wave** (std; enc) ♦ Divine, Force

+13 vs. AC; 1d10+4 damage (+1 damage when used 2H), and the target is dazed until the end of Torrent's next turn.

✓ **Tidal Force** (std; at-will) ♦ Divine, Force, Implement

Ranged 10; +8 vs. Reflex; 1d8+4 force damage (crit 12), and one ally Torrent can see may shift one square as a free action.

✓ **Healing Word** (minor; 2/enc [1/rd]) ♦

Divine, Healing

Ranged 5; targets Torrent or one ally; the target spends a healing surge and adds another 1d6 hp.

☞ **Ocean Shield** (std; daily) ♦ Divine

Close Burst 5; all allies in burst gain a +2 power bonus to AC until the end of the encounter.

☞ **Refreshing Wave** (std; daily) ♦ Divine, Healing, Implement

Close Burst 3; targets enemies; +8 vs. Will; 1d6+5 damage (crit 11), and the target is weakened until the end of its next turn. *Effect:* All allies in the burst regain 5 hp and Torrent adds +5 hp to all her healing powers until the end of the encounter.

☞ **Sand Sylph** (std; enc) ♦ Divine, Force, Implement

Close Blast 5; targets each enemy in blast; +10 vs. Fortitude; 1d6+4 force damage (crit 10), and the target is blinded until the end of Torrent's next turn.

▶ **Healing Surge Reserve** (8/day) ♦ Divine

Torrent may expend 8 healing surges, each healing 11 hp.

▶ **Melora's Tide** (minor; enc) ♦ Divine, Healing

Ranged 5; targets a bloodied ally or a bloodied Torrent. *Effect:* The target gains regeneration 2 until no longer bloodied or the end of the encounter.

▶ **Power Melee**

Take a –2 attack penalty and add +2 points of damage (+3 damage if weapon is used 2H).

▶ **Pummeling Surf** (minor; daily) ♦ Divine, Radiant, Weapon

One held weapon gains +1d6 radiant damage until the end of the encounter and each hit with the affected weapon inflicts a –2 penalty to AC until the end of Torrent's next turn.

Alignment Good; **Languages** Common

Skills Athletics +9, Diplomacy +9, Heal +10, Religion +7

Str 16 (+5) **Dex** 10 (+2) **Wis** 16 (+5)

Con 13 (+3) **Int** 11 (+2) **Cha** 14 (+4)

Equipment battleaxe, chainmail armor, +2 holy symbol

Torrent (Act Two)**Level 6 Controller (Leader) • XP 250**

Medium natural humanoid (human)

Initiative +6; **Senses** Perception +6**HP** 53; **Bloodied** 26**AC** 22; **Fortitude** 19, **Reflex** 16, **Will** 19**Speed** 5☞ **Battleaxe** (std; at-will) ◆ Weapon

+14 vs. AC; 1d10+6 damage. Add +1 damage when used 2H.

☞ **Watermark** (std; at-will) ◆ Divine

+14 vs. AC; 1d10+6 damage (+1 damage when used 2H), and one ally within 5 squares of Torrent gains a one-time +3 power bonus on an attack roll against the target until the end of Torrent's next turn.

☞ **Crashing Wave** (std; enc) ◆ Divine, Force

+14 vs. AC; 1d10+6 damage (+1 damage when used 2H), and the target is dazed until the end of Torrent's next turn.

☞ **Tidal Force** (std; at-will) ◆ Divine, Force, Implement

Ranged 10; +10 vs. Reflex; 1d8+6 force damage (crit 14), and one ally Torrent can see may shift one square as a free action.

☞ **Healing Word** (minor; 2/enc [1/rd]) ◆ Divine, Healing

Ranged 5; targets Torrent or one ally; the target spends a healing surge and adds another 2d6 hp.

☞ **Ocean Shield** (std; daily) ◆ Divine

Close Burst 5; all allies in burst gain a +2 power bonus to AC until the end of the encounter.

☞ **Refreshing Wave** (std; daily) ◆ Divine, Healing, ImplementClose Burst 3; targets enemies; +10 vs. Will; 1d6+7 damage (crit 13), and the target is weakened until the end of its next turn. *Effect:* All allies in the burst regain 5 hp and Torrent adds +5 hp to all her healing powers until the end of the encounter.☞ **Sand Sylph** (std; enc) ◆ Divine, Force, Implement

Close Blast 5; targets each enemy in blast; +12 vs. Fortitude; 1d6+6 force damage (crit 12), and the target is blinded until the end of Torrent's next turn.

▶ **Healing Surge Reserve (8/day)** ◆ Divine

Torrent may expend 8 healing surges, each healing 13 hp.

▶ **Melora's Tide** (minor; enc) ◆ Divine, HealingRanged 5; targets a bloodied ally or a bloodied Torrent. *Effect:* The target gains regeneration 2 until no longer bloodied or the end of the encounter.▶ **Ocean's Breeze** (move; enc) ◆ Divine

Torrent moves up to her speed. Any ally adjacent to her at any point during her move gains a +1 power bonus to AC (+2 if the ally is bloodied) until the end of Torrent's next turn.

▶ **Power Melee**

Take a –2 attack penalty and add +2 points of damage (+3 damage if weapon is used 2H).

▶ **Pummeling Surf** (minor; daily) ◆ Divine, Radiant, Weapon

One held weapon gains +1d6 radiant damage until the end of the encounter and each hit with the affected weapon inflicts a –2 penalty to AC until the end of Torrent's next turn.

▶ **Radiant Fervor**Torrent gains a +2 bonus to Diplomacy checks. If Torrent hits an undead creature with *watermark*, the ally also gains +2 radiant damage on his successful attack.**Alignment** Good; **Languages** Common**Skills** Athletics +10, Diplomacy +12, Heal +11, Religion +8**Str** 16 (+6) **Dex** 10 (+3) **Wis** 16 (+6)**Con** 13 (+4) **Int** 11 (+3) **Cha** 14 (+5)**Equipment** battleaxe, chainmail armor, +2 *holy symbol*

Torrent (Act Three)

Level 7 Controller (Leader) • XP 300

Medium natural humanoid (human)

Initiative +6; **Senses** Perception +6

HP 61; **Bloodied** 30

AC 22; **Fortitude** 19, **Reflex** 16, **Will** 19

Speed 5

☞ **Battleaxe** (std; at-will) ◆ Weapon

+15 vs. AC; 1d10+6 damage. Add +1 damage when used 2H.

☞ **Watermark** (std; at-will) ◆ Divine

+15 vs. AC; 1d10+6 damage (+1 damage when used 2H), and one ally within 5 squares of Torrent gains a one-time +3 power bonus on an attack roll against the target until the end of Torrent's next turn.

☞ **Crashing Wave** (std; enc) ◆ Divine, Force

+15 vs. AC; 1d10+6 damage (+1 damage when used 2H), and the target is dazed until the end of Torrent's next turn.

☞ **Strengthen the Faithful** (std; enc) ◆ Divine, Healing, Weapon

+15 vs. AC; 2d10+6 damage, and Torrent and each ally adjacent to the target can spend a healing surge. Add +2 hp to the hp regained. Add +1 damage when used 2H.

☞ **Tidal Force** (std; at-will) ◆ Divine, Force, Implement

Ranged 10; +10 vs. Reflex; 1d8+6 force damage (crit 14), and one ally Torrent can see may shift one square as a free action.

☞ **Healing Word** (minor; 2/enc [1/rd]) ◆

Divine, Healing

Ranged 5; targets Torrent or one ally; the target spends a healing surge and adds another 2d6 hp.

☞ **Ocean Shield** (std; daily) ◆ Divine

Close Burst 5; all allies in burst gain a +2 power bonus to AC until the end of the encounter.

☞ **Refreshing Wave** (std; daily) ◆ Divine,

Healing, Implement

Close Burst 3; targets enemies; +10 vs. Will; 1d8+8 damage (crit 16), and the target is weakened until the end of its next turn. *Effect:* All allies in the burst regain 5 hp and Torrent adds +5 hp to all her healing powers until the end of the encounter.

☞ **Sand Sylph** (std; enc) ◆ Divine, Force,

Implement

Close Blast 5; targets each enemy in blast; +13 vs. Fortitude; 1d6+6 force damage (crit 12), and the target is blinded until the end of Torrent's next turn.

▶ **Healing Surge Reserve (8/day)** ◆ Divine

Torrent may expend 8 healing surges, each healing 15 hp.

▶ **Melora's Tide** (minor; enc) ◆ Divine,

Healing

Ranged 5; targets a bloodied ally or a bloodied Torrent. *Effect:* The target gains regeneration 2 until no longer bloodied or the end of the encounter.

▶ **Ocean's Breeze** (move; enc) ◆ Divine

Torrent moves up to her speed. Any ally adjacent to her at any point during her move gains a +1 power bonus to AC (+2 if the ally is bloodied) until the end of Torrent's next turn.

▶ **Power Melee**

Take a -2 attack penalty and add +2 points of damage (+3 damage if weapon is wielded 2-handed).

▶ **Pummeling Surf** (minor; daily) ◆ Divine,

Radiant, Weapon

One held weapon gains +1d6 radiant damage until the end of the encounter and each hit with the affected weapon inflicts a -2 penalty to AC until the end of Torrent's next turn.

▶ **Radiant Fervor**

Torrent gains a +2 bonus to Diplomacy checks. If Torrent hits an undead creature with *watermark*, the ally also gains +2 radiant damage on his successful attack.

Alignment Good; **Languages** Common

Skills Athletics +10, Diplomacy +12, Heal +11, Religion +8

Str 16 (+6) **Dex** 10 (+3) **Wis** 16 (+6)

Con 13 (+4) **Int** 11 (+3) **Cha** 14 (+5)

Equipment battleaxe, chainmail armor, +2 *holy symbol*

CRYSTIN JA-NAFEEL

GAMEMASTERING CRYSTIN

Description: Slender and docile, wavy dark hair frames this young woman's haunted face, dominated by wide blue eyes that seem to see beyond the material world. She cradles a thin black staff close to her, like it is precious to her.

Tactics: Crystin realizes her relative inexperience in combat, but will go into harm's way if someone looks to be in danger. Her visions are confusing and she will choose to react more than be proactive in a fight.



Crystin Ja-Nafeel (Act One)

Level 2 Artillery (Leader) • XP 125

Medium natural humanoid (human)

Initiative +5; **Senses** Perception +8

HP 16; **Bloodied** 8

AC 18; **Fortitude** 14, **Reflex** 14, **Will** 14; +2 AC vs. opportunity attacks

Speed 5

☒ **Quarterstaff** (std; at-will) ◆ Weapon

+10 vs. AC; 1d8 damage.

✓ **Magic Missile** (std; at-will) ◆ Arcane, Force, Implement

Ranged 20; +8 vs. Reflex; 2d4+3 force damage.

✓ **Force Orb** (std; enc) ◆ Arcane, Force, Implement

Ranged 20; +8 vs. Reflex; 2d8+3 force damage.

Hit: Make a secondary attack on each enemy adjacent to the target; +6 vs. Reflex; 1d10+3 force damage.

⚡ **Thunderwave** (std; at-will) ◆ Arcane, Implement, Thunder

Close Blast 3; +6 vs. Fortitude; 1d6+3 thunder damage, and the target is pushed 2 squares.

✦ **Cloud of Daggers** (std; at-will) ◆ Arcane, Force, Implement

Area Burst; 1 within 10; +6 vs. Reflex; 1d6+3 force damage. *Effect:* A zone is created until the end of Crystin's next turn. Creatures entering or starting their turn in the zone take 3 damage.

✦ **Sleep** (std; daily) ◆ Arcane, Implement, Sleep

Area Burst; 2 within 20; +6 vs. Reflex; target is slowed (save ends). A failed saving throw against this power renders the target unconscious.

▶ **Shield** (imm int, when hit by an attack; enc) ◆ Arcane, Force

Crystin receives a +4 power bonus to AC and Reflex defense until the end of Crystin's next turn.

▶ **Trillith Resilience**

Crystin gains a +4 bonus to defenses while bloodied.

▶ **Trillith Spirit**

If Crystin dies, for a moment everyone experiences déjà vu, and then something barely visible drifts out of Crystin's body and vanishes, flying away into the sky. This is the trillith spirit that has occupied Crystin, granting her wizard abilities, but its identity remains a mystery for now.

Alignment Good; **Languages** Common, Elven, Giant

Skills Athletics +4, Diplomacy +8, Heal +8, Religion +8

Str 8 (+0) **Dex** 10 (+1) **Wis** 15 (+3)
Con 14 (+3) **Int** 15 (+3) **Cha** 14 (+3)

Equipment basic clothes, cloth armor, cold weather outfit, quarterstaff

Crystin Ja-Nafeel (Act Two)

Level 4 Artillery • XP 175

Medium natural humanoid (human)

Initiative +10; **Senses** Perception +9

HP 28; **Bloodied** 14

AC 19; **Fortitude** 15, **Reflex** 16, **Will** 15; +2 AC vs. opportunity attacks

Speed 5

☞ **Quarterstaff** (std; at-will) ✦ Weapon
+10 vs. AC; 1d8 damage.

✓ **Magic Missile** (std; at-will) ✦ Arcane, Force, Implement
Ranged 20; +10 vs. Reflex; 2d4+4 force damage.

✓ **Force Orb** (std; enc) ✦ Arcane, Force, Implement
Ranged 20; +10 vs. Reflex; 2d8+4 force damage.
Hit: Make a secondary attack on each enemy adjacent to the target; +8 vs. Reflex; 1d10+4 force damage.

✓ **Icy Rays** (std; enc) ✦ Arcane, Cold, Implement
Ranged 10; +10 vs. Reflex; 1d10+4 cold damage, and the target is immobilized until the end of Crystin's next turn.

☞ **Thunderwave** (std; at-will) ✦ Arcane, Implement, Thunder
Close Blast 3; +8 vs. Fortitude; 1d6+4 thunder damage, and the target is pushed 2 squares.

✦ **Cloud of Daggers** (std; at-will) ✦ Arcane, Force, Implement
Area Burst 1 within 10; +8 vs. Reflex; 1d6+4 force damage. *Effect:* A zone is created until the end of Crystin's next turn. Creatures entering or starting their turn in the zone take 4 damage.

✦ **Sleep** (std; daily) ✦ Arcane, Implement, Sleep
Area Burst 2 within 20; +8 vs. Will; target is slowed (save ends). A failed saving throw against this power renders the target unconscious. *Miss:* The target is slowed until the end of Crystin's next turn.

▶ **Shield** (imm int, when hit by an attack; enc) ✦ Arcane, Force
Crystin receives a +4 power bonus to AC and Reflex defense until the end of Crystin's next turn.

▶ **Trillith Resilience**

Crystin gains a +4 bonus to defenses while bloodied.

▶ **Trillith Spirit**

If Crystin dies, for a moment everyone experiences déjà vu, and then something barely visible drifts out of Crystin's body and vanishes, flying away into the sky. This is the trillith spirit that has occupied Crystin, granting her wizard abilities, but its identity remains a mystery for now.

Alignment Good; **Languages** Common, Elven, Giant

Skills Athletics +5, Diplomacy +9, Heal +9, Religion +10

Str 9 (+1) **Dex** 10 (+2) **Wis** 15 (+4)
Con 14 (+4) **Int** 16 (+5) **Cha** 14 (+4)

Equipment Basic clothes, cloth armor, cold weather outfit, quarterstaff

Crystin Ja-Nafeel (Act Three)

Level 6 Artillery • XP 250

Medium natural humanoid (human)

Initiative +10; **Senses** Perception +10

HP 40; **Bloodied** 20

AC 22; **Fortitude** 18, **Reflex** 19, **Will** 18; +2 AC vs. opportunity attacks

Speed 5

☞ **Quarterstaff** (std; at-will) * Weapon
+14 vs. AC; 1d8+2 damage.

✓ **Magic Missile** (std; at-will) ✦ Arcane, Force, Implement
Ranged 20; +14 vs. Reflex; 2d4+6 force damage.

✓ **Force Orb** (std; enc) ✦ Arcane, Force, Implement
Ranged 20; +14 vs. Reflex; 2d8+6 force damage.
Hit: Make a secondary attack on each enemy adjacent to the target; +12 vs. Reflex; 1d10+6 force damage.

✓ **Icy Rays** (std; enc) ✦ Arcane, Cold, Implement
Ranged 10; +14 vs. Reflex; 1d10+6 cold damage, and the target is immobilized until the end of Crystin's next turn.

☞ **Thunderwave** (std; at-will) ✦ Arcane, Implement, Thunder
Close Blast 3; +12 vs. Fortitude; 1d6+6 thunder damage, and the target is pushed 2 squares.

☞ **Icy Armor** (std; daily) ✦ Arcane, Cold, Implement
Close Burst 1; each creature in burst; +12 vs. Fortitude; 2d8+6 cold damage; *Miss:* half damage; *Effect:* until the encounter ends, Crystin gains a +2 power bonus to AC and Fortitude, and each creature that hits Crystin with a melee attack takes 3 cold damage.

✦ **Cloud of Daggers** (std; at-will) ✦ Arcane, Force, Implement
Area Burst 1 within 10; +12 vs. Reflex; 1d6+6 force damage. *Effect:* A zone is created until the end of Crystin's next turn. Creatures entering or starting their turn in the zone take 3 damage.

✦ **Sleep** (std; daily) ✦ Arcane, Implement, Sleep
Area Burst 2 within 20; +12 vs. Will; target is slowed (save ends). A failed saving throw against this power renders the target unconscious. *Miss:* The target is slowed until the end of Crystin's next turn.

▶ **Dragonfly's Flight** (minor) ✦ Arcane

Crystin gains a fly speed of 6 (hover) until the end of Crystin's next turn.

▶ **Shield** (imm int, when hit by an attack; enc) ✦ Arcane, Force

Crystin receives a +4 power bonus to AC and Reflex defense until the end of Crystin's next turn.

▶ **Trillith Resilience**

Crystin gains a +4 bonus to defenses while bloodied.

▶ **Trillith Spirit**

If Crystin dies, for a moment everyone experiences déjà vu, and then something barely visible drifts out of Crystin's body and vanishes, flying away into the sky. This is the trillith spirit that has occupied Crystin, granting her wizard abilities, but its identity remains a mystery for now.

Alignment Good; **Languages** Common, Elven, Giant

Skills Athletics +6, Diplomacy +10, Heal +10, Religion +11

Str 9 (+2) **Dex** 10 (+3) **Wis** 15 (+5)
Con 14 (+5) **Int** 16 (+6) **Cha** 14 (+5)

Equipment basic clothes, cloth armor, cold weather outfit, quarterstaff

HADDIN JA-LAFFA

GAMEMASTERING HADDIN

Description: Once strong and handsome, this man is now old and feeble, his brown hair stringy, his voice ragged from constant coughing. He dresses like a common merchant, but he clutches an aged book to his chest. The book is a sketchbook containing various well-executed works; it is a keepsake from a time when Haddin was still a good man, in love with his wife and daughter.

Tactics: Haddin tries to use his *dominating seal* to avoid combat. He will not go out of his way to help the party in any fight and spends much of his time attempting to recapture control of his daughter, Crystin. If attacked, he will mutter darkly and use *chaos ray* against the attacker and then *chaos bolt* until the attacker dies. If truly threatened, Haddin will also use *reeling torment* to move the target away.

Haddin Ja-Laffa (All Acts)

Level 11 Artillery • XP 600

Medium natural humanoid

Initiative +4; **Senses** Perception +6

HP 79; **Bloodied** 39

AC 25; **Fortitude** 20, **Reflex** 25, **Will** 23

Speed 6

☞ **Dagger** (std; at-will) ◆ Weapon

+21 vs. AC; 1d4+7 damage (crit 11 + 1d6).

✓ **Chaos Bolt** (std; at-will) ◆ Arcane, Implement, Psychic

Ranged 10; +21 vs. Will; Hit: 1d10+8 psychic damage. An even number on the attack roll allows Haddin to make a secondary attack.

Secondary Attack: +21 vs. Will; 1d6+5 psychic damage, and if the attack roll is even, Haddin may roll another secondary attack. Each creature can only be attacked once in a round by this power.

✓ **Mystic Hold** (std; at-will) ◆ Arcane, Charm, Implement, Psychic

Ranged 10; +21 vs. Will; 1d4+8 psychic damage, and the target is immobilized until the end of Haddin's next turn.

✓ **Reeling Torment** (std; daily) ◆ Arcane, Charm, Implement, Psychic

Ranged 10; +21 vs. Will; 4d8+10 psychic damage, and at the start of the target's turn, Haddin can freely slide the target 3 squares.

✓ **Enslave** (std; rchg ☞☞☞) ◆ Charm

Ranged 10; +21 vs. Will; the target is dominated (save ends). Haddin can enslave only one creature at a time.

↵ **Chaos Ray** (std; enc) ◆ Arcane, Implement, Psychic, Teleportation

+21 vs. Will; 2d8+8 psychic damage, and the target swaps positions with a creature within 3 squares of it.

↵ **Invert Resistance** (minor; daily) ◆ Arcane

Close Burst 5; targets enemies; each of the target's resistances changes to vulnerable 5 of that resistance (save ends).

▶ **Dominating Seal** (std; enc) ◆ Charm

+21 vs. Will; a dominated target stays dominated until the end of the encounter (no saving throw allowed).

Alignment Evil; **Languages** Common, Deep Speech, Dwarven, Elven, Giant, Goblin

Skills Arcana +15, Intimidate +13, Religion +15

Str 10 (+5) **Dex** 9 (+4) **Wis** 12 (+6)

Con 7 (+3) **Int** 20 (+10) **Cha** 17 (+8)

Equipment 30 gp, aged sketchbook, basic clothes, cold weather outfit, +1 dagger

APPENDIX F: TACTICAL ENCOUNTERS

ENCOUNTER 1-1: UNNATURAL HUNT

Encounter Level 2 (700 XP)

PAGE 7

SETUP

A small group of fiery creatures attacks the party looking for food.

- ◆ 2 indomitable dire bats (B)
- ◆ 1 elemental goblin (G)

Indomitable Dire Bat (B)

Level 6 Skirmisher • XP 250

Medium natural beast (fire, undead)

Initiative +6; **Senses** Perception +9; darkvision

Aura of Fire (Fire) aura 1; Creatures entering or starting a turn in the aura take 5 fire damage.

HP 68; **Bloodied** 34; see also *rekindle*

AC 17; **Fortitude** 16, **Reflex** 22, **Will** 16

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 acid, 10 cold

Saving Throws +2

Speed 2, fly 8 (clumsy); see also *flyby attack*

☉ **Bite** (std; at-will) ◆ fire

+11 vs. AC; 1d6+4 fire damage

☉ **Claw** (std; at-will) ◆ fire

+9 vs. AC; 1d10+4 fire damage.

✓ **Flyby Attack** (std; at-will)

The indomitable dire bat flies up to 8 squares and makes a claw attack at any point during that movement. The target is not granted an opportunity attack when the indomitable dire bat moves away.

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the indomitable dire bat. It revives with 17 hp on a 20 or higher. If it fails three saves, it rekindles with 34 hp one hour after the end of the encounter. The indomitable dire bat is permanently killed if submerged underwater for 2 combat rounds.

Alignment Unaligned; **Languages** —

Str 8 (+2) **Dex** 19 (+7) **Wis** 12 (+4)

Con 12 (+4) **Int** 2 (-1) **Cha** 7 (+1)

Elemental Goblin (G)

Level 5 Skirmisher • XP 200

Small elemental humanoid (fire)

Initiative +10; **Senses** Perception +3; darkvision

HP 61; **Bloodied** 30

Regeneration see *flame renewal*

AC 16; **Fortitude** 18, **Reflex** 21, **Will** 15

Immune fire; **Resist** half damage from arcane attacks; **Vulnerable** 5 cold

Speed 6, fly 8

☉ **Fire Claw** (std; at-will) ◆ Fire

+10 vs. AC; 1d10+4 fire damage.

✓ **Flyby Attack** (std; at-will)

The elemental goblin flies up to 8 squares and makes a melee basic attack during that movement. The target is not granted an opportunity attack when the elemental goblin moves away.

✓ **Flaming Spit** (std; enc) ◆ Fire

Ranged 10; +8 vs. Reflex; 3d6+4 fire damage, and ongoing 5 fire damage (save ends)

▶ **Elemental Goblin Summons** (std; enc)

The elemental goblin attempts to summon another elemental goblin. Make a Charisma check vs. DC 15. If successful, a second elemental goblin appears in a square adjacent to the summoner. The summoned elemental goblin cannot use its summons power during the encounter.

▶ **Flame Renewal**

The elemental goblin gains 5 temporary hp if it is touching a flaming object at the start of its turn.

▶ **Goblin's Switch** (imm int; enc)

+8 vs. Reflex; when attacked by a foe, the elemental goblin switches places with an adjacent foe other than the attacker. If *goblin's switch* is successful, the triggering attack occurs to the moved foe instead of the elemental goblin.

Alignment Unaligned; **Languages** Common, Goblin

Skills Arcana +5, Stealth +11, Thievery +11

Str 10 (+2) **Dex** 18 (+6) **Wis** 12 (+3)

Con 13 (+3) **Int** 6 (+0) **Cha** 11 (+2)

Description A small, winged creature with vaguely goblinoid features but a misshapen face approaches. Its skin flickers and sizzles beneath the surface, revealing its elemental origin.

Lore A hero knows the following information with a successful Arcana check.

DC 10 Elemental goblins take on the characteristics of one of the elements, fire, earth, air or water. They are created from goblin shamans who are killed with chaos magic, though no one is sure why.

DC 15 Elemental goblins attack while flying and have a powerful spitting attack. They gain strength from the element that spawned them and can call others like themselves to their aid.

DC 25 Elemental goblins are easily swayed by leadership and forceful personality, probably because they are separated from the elemental forces that exist in the Elemental Chaos.

TACTICS

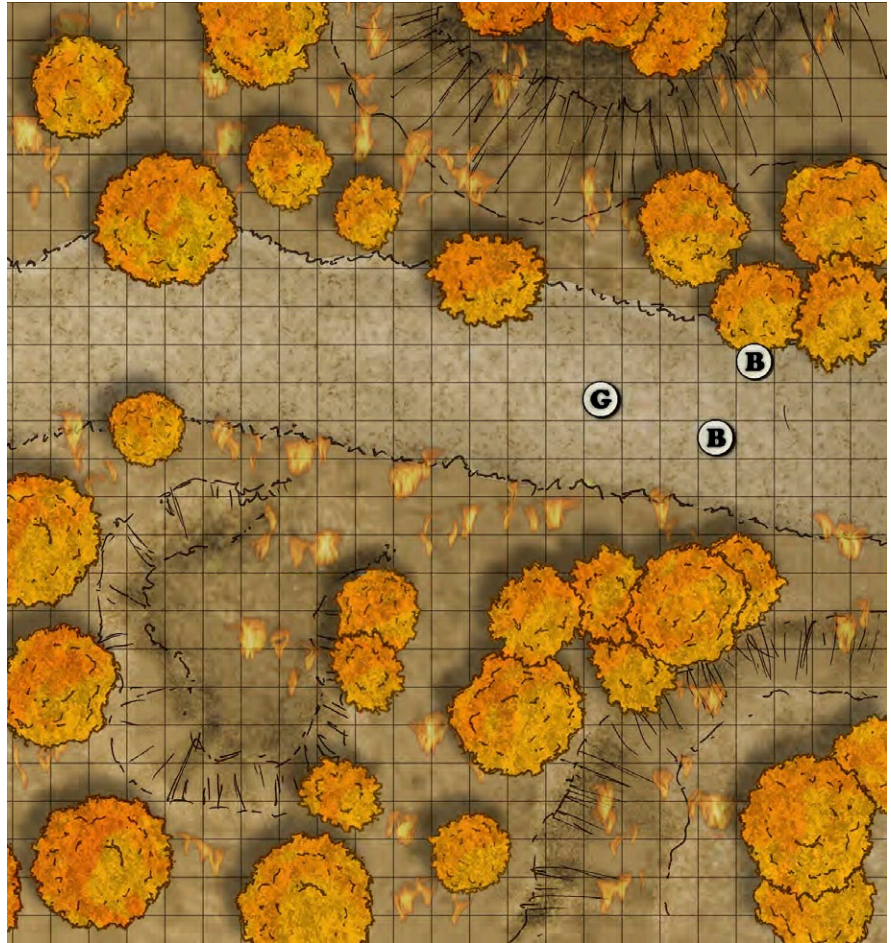
The bats are kept alive despite horrible burns by the power of Indomitability, and though driven mad by pain they still try to hunt and survive normally. The bats attack for several rounds, and if one misses by 4 or less it strikes the hero closest to it. The elemental goblin uses its movement to stay near the heroes and will *goblin's switch* with a hero if possible.

The bats fight to the death, and then return one more time because of their rekindle ability. The elemental goblin retaliates if attacked by the heroes, feeling confident in its invulnerability and curious that outsiders have made it this far, though if seriously harmed it will flee. It will thank its “saviors” if the heroes kill the bats. It does not want to hang around long, but it will warn the heroes against angering the forest and against other burning animals.

FEATURES OF THE AREA

Flaming Brush: The small licks of flame are flaming brush (page 32). The hazard counts as XP only if a hero is pushed or maneuvered into it by an enemy.

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.



ENCOUNTER 1-2: DANGEROUS CROSSING

Encounter Level 5 (1,225 XP)

SETUP

Read the following when the encounter starts:

The Elfroad traverses a ledge along a hill and the flames seem weaker here than earlier. Amidst the dull roar of the flames you sense an eerie sound, just barely at the edge of your hearing. It rises and falls in a measured cadence like a song, and the trees seem to dance in time with its rhythm. As you climb further, the hill loops around and a deep gorge begins. You soon come to a bridge that crosses to a hill on the other side.

The bridge is 60 feet above the gorge floor. Flaming brush is seen at the bottom which is about 6 squares wide and runs the full length of the chasm. Wreckage of a wagon can be seen below and a few chests of goods are spread about the ground. The walls are craggy stone requiring a DC 12 Athletics (climb) check to scale them. Traveling around the gorge requires walking 200 feet (40 squares) through flaming brush (see Appendix A).

Any hero climbing down the side of the gorge will notice odd, tiny flames flickering on the underside of the bridge arch. A DC 12 Dungeoneering or Nature check suggests they may be bats.

- ♦ 2 indomitable bat swarms (B)
- ♦ 1 crumbling bridge hazard

Indomitable Bat Swarm (B)

Level 4 Soldier • XP 175

Medium natural beast (fire, swarm, undead)

Initiative +6; **Senses** Perception +8; darkvision

Swarm Attack aura 1; The indomitable bat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

Aura of Fire (Fire) aura 1; Creatures entering or starting a turn in the aura take 5 fire damage

HP 54; **Bloodied** 27

AC 20; **Fortitude** 20, **Reflex** 18, **Will** 15

Immune fear, fire; **Resist** 5 radiant, half damage from melee and ranged attacks; **Vulnerable** 10 acid, 10 cold, +5 damage from close and area attacks

Saving Throws +2

Speed 7

☞ **Bites and Claws** (std; at-will) ♦ Fire

+11 vs. AC; 1d10+4 fire damage, or 3d6+4 fire damage against a prone target.

✓ **Dazing Swarm** (minor; at-will)

+9 vs. Fortitude; the target is dazed until the start of the indomitable bat swarm's next turn.

Alignment Unaligned; **Languages** —

Str 14 (+4) **Dex** 18 (+6) **Wis** 12 (+3)

Con 14 (+4) **Int** 2 (-2) **Cha** 10 (+2)

Description Flickering like dozens of torches, these bats swarm over their victims, biting and clawing as they fly by.

Crumbling Bridge

Level 4 Lurker • 875 XP

Hazard

The stone bridge crosses a deep gorge. Its arched design is blackened by forty years of heat and flame and it is starting to crumble in places.

Hazard The stones beneath the heroes' feet cracks and pops for a moment before shattering and falling to the ground below.

► Perception

DC 17 The hero realizes the next square of stone has longer and larger cracks in it.

► Dungeoneering or Nature

DC 22 The hero identifies 8 squares that will give way if entered.

DC 12 At the beginning of the hero's move action, the hero identifies a square just before he enters it. The DC is reduced to 7 if the hero moves at half speed.

► Special

Each move action by a hero requires a Stealth DC 11 check to avoid alerting the indomitable bat swarms on the bridge's underside.

► Trigger

The hazard is triggered when the square is entered.

► Attack

Immediate Reaction; Melee

Target The creature that triggered the hazard
Attack +8 vs. Reflex

Hit The target falls through, takes 6d10 damage, and falls prone.

Miss The target returns to its last occupied square, ending its turn immediately.

Effect The square opens and is no longer hidden. Adjacent squares to the hole become difficult terrain and any adjacent untriggered crumbling bridge stones gain a +4 enhancement bonus to their attack for the duration of the encounter. The indomitable bat swarms are alerted and move to attack.

► Countermeasures

- ♦ An adjacent hero can stabilize the square on a successful DC 17 Dungeoneering check (standard action).
- ♦ A hero making an DC 17 Athletics check can jump over the square. Failing the roll means the hero falls short and triggers the hazard, giving it a +4 enhancement bonus to its attack.
- ♦ The railings of the bridge could be traversed. This requires a DC 17 Acrobatics check (standard action)

TACTICS

The swarm flies upward from the middle of the bridge area and targets the first hero it encounters with its *bites and claws* and *dazing swarm* attacks. It continues to strike the same hero until it misses all its attacks on a single turn. It then moves on to the next closest target.

FEATURES OF THE AREA

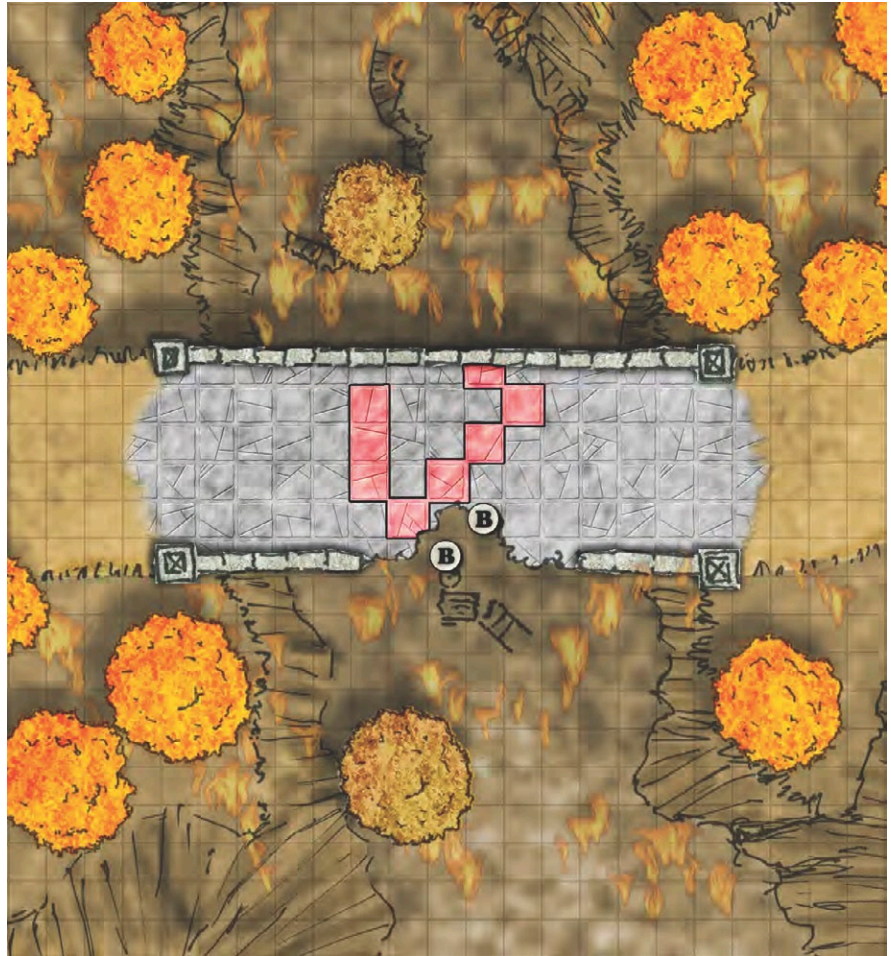
The Gorge: Each square at the bottom of the gorge has flaming brush that can ignite a character. At the beginning of each turn roll a DC 12 Dexterity check to prevent taking 1d6 damage.

Flaming Brush: The small licks of flame are flaming brush (page 32). The hazard counts as XP only if a hero is pushed or maneuvered into it by an enemy.

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.

TREASURE

Should the heroes explore the wreckage of the old gnomish wagon at the bottom of the gorge, they find a cache of a two dozen cooling draught (level 12) flasks and three 4th-level treasure parcels (all the treasure is nonflammable).



ENCOUNTER 1-3: FIERY HOWL

Encounter Level 4 (900 XP)

SETUP:

While the heroes are crossing an arching bridge over a ravine, they are spotted by a group of fiery canines. The lesser hell hound is hidden by the side of the road (Perception DC 17).

- ◆ 1 lesser hell hound (H)
- ◆ 2 indomitable dire wolves (D)
- ◆ 4 indomitable wolflings (W)

Lesser Hell Hound (H)

Level 5 Brute • XP 200

Medium elemental beast (fire)

Initiative +5; **Senses** Perception +10

Fire Shield (Fire) aura 1; A creature beginning its turn in or enter the aura takes 1d6 fire damage.

HP 76; **Bloodied** 38

AC 18; **Fortitude** 16, **Reflex** 14, **Will** 16

Resist 20 fire

Speed 7

☑ **Bite** (std; at-will)

+8 vs. AC; 1d8+2 damage plus 1d8 fire damage.

↩ **Fiery Breath** (std; rchg ☑☑☑) ◆ Fire

Close Blast 3; +6 vs. Reflex; 2d6+3 fire damage

Alignment Unaligned; **Languages** —

Str 14 (+4) **Dex** 14 (+4) **Wis** 17 (+5)

Con 16 (+5) **Int** 2 (-2) **Cha** 10 (+2)

TACTICS

Initial Rounds: Once the group is within 6 squares of the hound, or whenever it is noticed, it pads onto their trail with an air of cordial ferocity. It carries what appears to be a human thigh bone in its mouth, and if given a chance it drops the bone and backs up.

If the heroes are not hostile to the hound, it will gladly take some time to see if some of them might be worth stalking and eating later. If it is attacked, the indomitable dire wolves join the fray and fight back, confident in their strength, though the hound and wolves will flee if any of the non-minions are felled.

FEATURES OF THE AREA

The Gorge: The gorge is 30 feet below the bridge. Each square at the bottom of the gorge has flaming brush that can ignite a character. At the beginning of each turn roll a DC 12 Dexterity check to prevent taking 1d6 damage.

The Boulder: The boulder can be climbed. It is 5 feet high, requires a DC 15 Athletics check to climb, and costs 4 squares of movement.

Indomitable Dire Wolf (D)

Level 6 Skirmisher • XP 250

Medium natural beast (fire,mount,undead)

Initiative +7; **Senses** Perception +10; low-light vision

Aura of Fire (Fire) aura 1; Creatures entering or starting a turn in the aura take 5 fire damage

HP 75; **Bloodied** 37

AC 22; **Fortitude** 23, **Reflex** 18, **Will** 15

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid

Speed 8

☑ **Bite** (std; at-will)

+11 vs. AC; 1d8+4 fire damage, or 2d8+4 fire damage against a prone target.

► Combat Advantage

The indomitable dire wolf gains combat advantage if any of its allies are adjacent to the target. The target is also knocked prone on a hit if the indomitable dire wolf has combat advantage against the target.

► Rekindle (when is reduced to 0 hp or less)

Roll death saving throws; the indomitable dire wolf revives with 18 hp on a 20 or higher. If it fails three saves, it rekindles with 37 hp one hour after the end of the encounter. The

creature is permanently killed if submerged underwater for 2 combat rounds.

Alignment Unaligned; **Languages** —

Str 19 (+7) **Dex** 16 (+6) **Wis** 14 (+5)

Con 19 (+7) **Int** 5 (+0) **Cha** 11 (+3)

Indomitable Wolfling (W)

Level 5 Minion Soldier • XP 50

Small natural beast (fire,undead)

Initiative +2; **Senses** Perception +7; low-light vision

HP 1; a missed attack never damages a minion.

AC 19; **Fortitude** 20, **Reflex** 19, **Will** 18

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid

Speed 8

☑ **Bite** (std; at-will)

+10 vs. AC; 5 fire damage

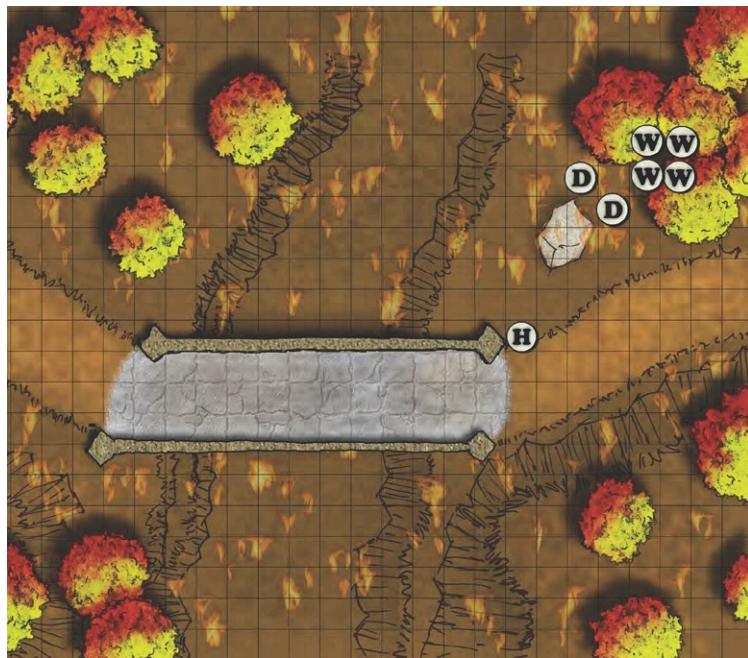
↩ **Ash Burst** (when reduced to 0 hp or less)

Close Burst 1; targets creatures in burst; +8 vs. Fortitude; 5 fire damage, and the target is pushed 1 square and blinded until the end of the target's next turn.

Alignment Unaligned; **Languages** —

Str 17 (+5) **Dex** 14 (+4) **Wis** 10 (+2)

Con 14 (+4) **Int** 4 (-1) **Cha** 12 (+3)



Flaming Brush: The small licks of flame are flaming brush (page 32). The hazard counts as XP only if a hero is pushed or maneuvered into it by an enemy.

Smoke or Cinder Cloud: At the start of

each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.

ENCOUNTER 1-4: INFERNAL HARRIER

Encounter Level 3 (750 XP)

PAGE 9

SETUP

Read the following when the encounter starts:

The strange devil snaps his fingers and then sweeps the blade of his glaive low to the ground, touching the earth in five places. Each time the blade hits, the ground rumbles and churns and a strange faceless humanoid-type creature rises.

- ♦ 5 lemore devil grunts (L)
- ♦ Kazyk, perfidious devil (K)

Lemure Devil Grunt (L)**Level 5 Minion Soldier • XP 50**

Medium immortal humanoid (devil)

Initiative +2; **Senses** Perception +2; darkvision **HP** 1; a missed attack never damages a minion. **AC** 19; **Fortitude** 19, **Reflex** 17, **Will** 17

Immune fire, poison

Speed 5

☞ **Claws** (std; at-will)

+10 vs. AC; 5 damage.

Alignment Evil; **Languages** —

Str 14 (+4) **Dex** 10 (+2) **Wis** 10 (+2)

Con 10 (+2) **Int** 2 (-2) **Cha** 4 (-1)

Lore A hero knows the following information with a successful Religion check.

DC 15 Lemures are creatures created in the nine hells to act as servants for the greater devils. They are often used as fodder to slow down an advancing army.

Kazyk, Perfidious Devil (K)**Level 6 Elite Skirmisher • XP 500**

Medium immortal humanoid (devil)

Initiative +6; **Senses** Perception +11; darkvision

Licking Flames (Fire) aura 1; enemies starting their turn in the aura take 5 fire damage.

HP 150; **Bloodied** 75

AC 20; **Fortitude** 21, **Reflex** 16, **Will** 19

Immune poison; **Resist** 10 fire

Speed 6, see also *greater teleport*

Action Points 1

☞ **Claw** (std; at-will)

+11 vs. AC; 1d6+5 damage.

✂ **Wounding Glaive** (std; at-will) ♦ **Weapon**

Reach 2; +11 vs. AC; 2d4+5 damage, and ongoing 5 damage (save ends) and Kazyk can teleport up to 8 squares as a free action.

☞ **Fiery Utterance** (std; rchg 56) ♦ **Fire**

Close Blast 3; targets enemies; +7 vs. Fortitude; 2d6+4 fire damage, and the target is dazed until the end of Kazyk's next turn.

✂ **Ragesian Shatterspell** (std; enc)

Area Burst 1 within 10; A magic zone or area intersecting the burst must make an unmodified saving throw or end immediately. The burst lasts until the end of Kazyk's next turn. Only the portion of the magical zone or area in the burst is affected. Outside the burst area, the magical zone or area is unaffected.

▶ **Greater Teleport** (move; enc) ♦

Teleportation

Kazyk can teleport out of an encounter to a distance of one mile and can carry up to fifty pounds of objects. Kazyk cannot teleport again for ten minutes.

▶ **Infernal Summons** (std; enc)

Kazyk summons a group of 2d4 lemures. They remain until they are killed, dismissed by Kazyk as a free action, or the encounter ends.

Alignment Evil; **Languages** Common, Supernal
Skills Bluff +11, Diplomacy +11

Str 21 (+8) **Dex** 15 (+5) **Wis** 17 (+6)

Con 19 (+7) **Int** 13 (+4) **Cha** 17 (+6)

Equipment glaive, 1 dose shatterspell, *phantom finger*

Description A tattered brown cloak whips about this man-sized creature's scaled body. It has the face of a commanding, honest man, but its flesh is green, its eyes glow with infernal fire, and its thick beard is more flame than hair. Barely visible under its beard is a thick metal collar attached to a length of limply dangling chain. The powerful being stands tall, and wields a blood-stained saw-bladed glaive. It only has four fingers on its left hand, and a scaled, dessicated pinky finger hangs on a cord around its neck.

Lore A hero knows the following information with a successful Religion check.

DC 15 Perfidious devils act as emissaries for their overseers, delivering messages and making bargains in their stead.

DC 20 Though capable of fighting on their own, perfidious devils often summon lemures to distract their enemies.

DC 25 Strong and hardy, perfidious devils rely on their strength to handle enemies. Their excessive pride keeps them in a fight until it is almost too late to teleport out.

TACTICS

Kazyk begins by summoning five lemure devil grunts (standard action), which rise up from the ash on the road, flickering briefly with fire. He then points his glaive towards the weakest hero and orders the lemures to kill that person. Kazyk attacks a single hero until his wounding glaive hits. He then teleports to another hero until all the heroes are hit. If mobbed by the heroes, he will use his fiery utterance and move out of harm's way. When all his enemies are hit, Kazyk teleports away, saying with a smile, "Good fight."

If the heroes manage to incapacitate or reduce Kazyk to 20 hp or less, and he is unable to escape, he pleads for mercy. He then offers his deal early (page 19). This does not disrupt the adventure, though it may simplify things if the party kills him before he can cause any more confusion.

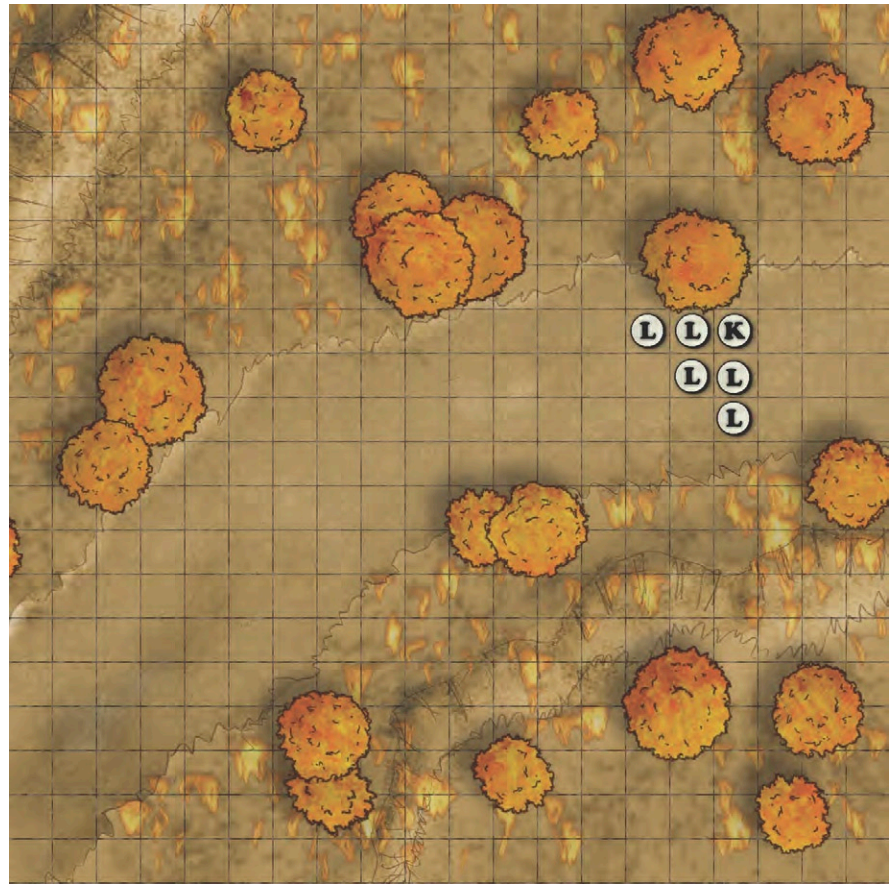
FEATURES OF THE AREA

Road: The road is free from flames.

Grassy Area: All the grass squares are burning. Any character starting its turn in a grass square takes 1d6 of fire damage.

Flaming Brush: The small licks of flame are flaming brush (page 32). The hazard counts as XP only if a hero is pushed or maneuvered into it by an enemy.

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.

**TREASURE**

Kazyk carries a minor magic item crafted from a mummified finger.

Phantom Finger Level 6

A magical mummified finger provides an extra hand.

Wondrous Item 1,800 gp

Power (Encounter) Minor Action. Conjure a ghostly hand in an unoccupied square within

5 squares of you. The hand can act upon any adjacent object weighing 20 pounds or less as follows: an object held by you can be moved into a carried container and another carried object can be placed in your hand.

Moving the hand up to 5 squares is a move action; dropping a carried object is a free action and acting on another object is a minor action. The ghostly hand can neither attack nor be attacked.

ENCOUNTER 1–5: REAGENTS

Encounter Level 4 (875 XP)

SETUP

Read the following as the encounter starts:

As you search for the right mushrooms, an unusual squelching can be heard from the passage. Within seconds, strange humanoid creatures with mushroom heads and impossibly designed arms and legs rush towards you. With a silent look from the tallest one and a few strange wavings of its gills, a single mushroom beast moves directly into your midst while the others close in from the periphery.

- ◆ 3 fungal stalwarts (S)
- ◆ 1 fungal spore crown (C)
- ◆ 1 fungal rot horror (H)

Fungal Spore Crown (C)**Level 5 Controller (Leader) • XP 200**

Large fey humanoid (plant)

Initiative +2; **Senses** Perception +1; tremorsense 10**HP** 66; **Bloodied** 33**AC** 19; **Fortitude** 19, **Reflex** 15, **Will** 16**Speed** 6☞ **Slam** (std; at-will)

+10 vs. AC; 1d6+4 damage.

☞ **Spore Blast** (std; rchg ☞☞☞) ◆ Poison

Close Blast 3; targets nonplants; +9 vs. Will; 1d6+4 damage and one of the following:

- ◆ **Stench**: The target takes a –2 penalty to attack rolls until the end of the fungal spore crown's next turn.
- ◆ **Debilitating**: The target is dazed (save ends).
- ◆ **Purple Haze**: the target takes a –2 penalty to all defenses until the start of its next turn.

▶ **Colony Life Force** (free, when the fungal spore crown is within 5 squares of a fungal ally and is hit by an attack; at-will)

The fungal spore crown takes half of the damage from the attack, and the ally takes the same amount.

▶ **Telepathic Command** (std; at-will)

Close Burst 5; targets one plant ally in burst; the target shifts 1 square.

Alignment Unaligned; **Languages** telepathy 5**Str** 7 (+0) **Dex** 11 (+2) **Wis** 8 (+1)**Con** 18 (+6) **Int** 7 (+0) **Cha** 12 (+3)**Fungal Rot Horror (H)****Level 3 Brute (Leader) • XP 150**

Medium fey humanoid (plant)

Initiative +2; **Senses** Perception +3; tremorsense 10**HP** 58; **Bloodied** 29; see also *healing cloud***Regeneration** 5**AC** 15; **Fortitude** 16, **Reflex** 13, **Will** 15

Vulnerable radiant special (any radiant damage to the fungal rot horror stops its regeneration until the end of its next turn)

Speed 5☞ **Gilled Blade** (std; at-will) ◆ Weapon

+6 vs. AC; 2d10+3 damage.

☞ **Wet Rot** (std; at-will) ◆ Necrotic

Close Burst 3; +6 vs. Fortitude; 1d10+3 necrotic damage.

☞ **Healing Cloud** (when reduced to 0 hp) ◆ Healing

Close Burst 1; targets living creatures; the target regains 10 hp.

▶ **Colony Life Force** (free, when the fungal rot horror is within 5 squares of a fungal ally and is hit by an attack; at-will)

The fungal rot horror takes half of the damage from the attack, and the ally takes the same amount.

▶ **Life Force Sacrifice** (free, when the fungal rot horror is damaged by an ally's use of colony life force; at-will)

The fungal rot horror takes the damage dealt to the ally, and the ally takes none.

Alignment Unaligned; **Languages** —**Str** 10 (+1) **Dex** 12 (+2) **Wis** 15 (+3)**Con** 18 (+5) **Int** 10 (+1) **Cha** 16 (+4)**Equipment** gilled blade**Fungal Stalwart (S)****Level 4 Soldier • XP 175**

Medium natural humanoid (plant)

Initiative +5; **Senses** Perception +3; tremorsense 10**HP** 56; **Bloodied** 28**AC** 18; **Fortitude** 17, **Reflex** 16, **Will** 14**Speed** 6☞ **Unarmed Strike** (std; at-will)

+11 vs. AC; 2d6+4 damage.

☞ **Confusion Spores** (std; enc) ◆ Poison

Close Burst 1; +9 vs. Will; 1d6+4 damage, and the target cannot take a standard action until the end of the fungal stalwart's next turn.

▶ **Colony Life Force** (free, when the fungal stalwart is within 5 squares of a fungal ally and is hit by an attack; at-will)

The fungal stalwart takes half of the damage from the attack, and the ally takes the same amount.

Alignment Unaligned; **Languages** —**Str** 18 (+6) **Dex** 16 (+5) **Wis** 12 (+3)**Con** 16 (+5) **Int** 8 (+1) **Cha** 10 (+2)

TACTICS

The fungal rot horror strides into battle and attacks with *wet rot*. It will move to maximize its damage potential while staying within 5 squares of one of its allies to make use of *colony life force*. The fungal stalwarts stay close to the rot horror, but seek to gain combat advantage against or to flank weaker-looking foes. They concentrate on downing dangerous foes quickly, using *confusion spores* to debilitate the enemy. The fungal spore crown makes every attempt to maximize its *spore blast* power.

DEVELOPMENT

When all the fungal enemies are bloodied or dead, the survivors attempt to escape through the dark tunnel underneath the ledge. If the heroes pursue, they run into an oily, heavily obscuring mist that flows towards them from deeper within. Before the mist rises above their heads, those heroes with darkvision discern two floating sphere-shaped objects bobbing up and down: the mist originates from the spheres, concealing them within seconds. The party is totally concealed in the next round.

Pursuing the fleeing fungals any farther is a terrible idea. If the heroes persist, dissuade them with the following actions.

First round: Each hero in the front rank must roll a DC 22 Athletics check or fall 10 feet into a heavily obscured pit. Climbing out requires a DC 12 Athletics check.

Second round: Two fungal stalwarts use *unarmed stike* against targets in the pit or climb out of the pit and attack those in front.

Third round: Two fungal gatherers attack with *moss toss* while standing behind the stalwarts. Two fungal spore crowns unleash their debilitating *spore blasts* from one square out of reach of the frontmost heroes.

Fourth round: A fungal colony mother (see below) attacks dazed heroes with its *dominate* power (see below). Other heroes are pelted with moss while the fungal spore crowns move to maximize their *spore blasts* when they recharge.

It should be clear that a huge colony of fungals lives beneath the cave, and trying to attack them is neither necessary nor the wisest choice. The fungals' main goal is to keep their colony safe. If the heroes choose to withdraw, be sure to give them an opportunity to retreat by only attacking those who press forward.

Fungal Colony Mother (M)
Level 7 Controller (Leader) • XP 300
 Large fey humanoid (plant)

Initiative +2; **Senses** Perception +9; blindsight
HP 83; **Bloodied** 41

AC 21; **Fortitude** 21, **Reflex** 18, **Will** 19
Speed fly 8

☞ **Slam** (std; at-will)
 +12 vs. AC; 1d8+5 damage.

✓ **Dominate** (std; at-will) ♦ Charm
 Ranged 10; targets a dazed humanoid; +11 vs. Will; the target is dominated (save ends). A fungal colony mother can dominate only one creature at a time.

FEATURES OF THE AREA

Illumination: Dim light from a hole in the cavern ceiling over the outcrop. The light flickers and seems to originate from the fires above.

Stream: A non-plant creature stepping into a stream square requires a DC 12 Athletics check to avoid slipping on the algae-covered rocks. If the hero cautiously enters it by doubling the movement cost, the DC drops to 5.

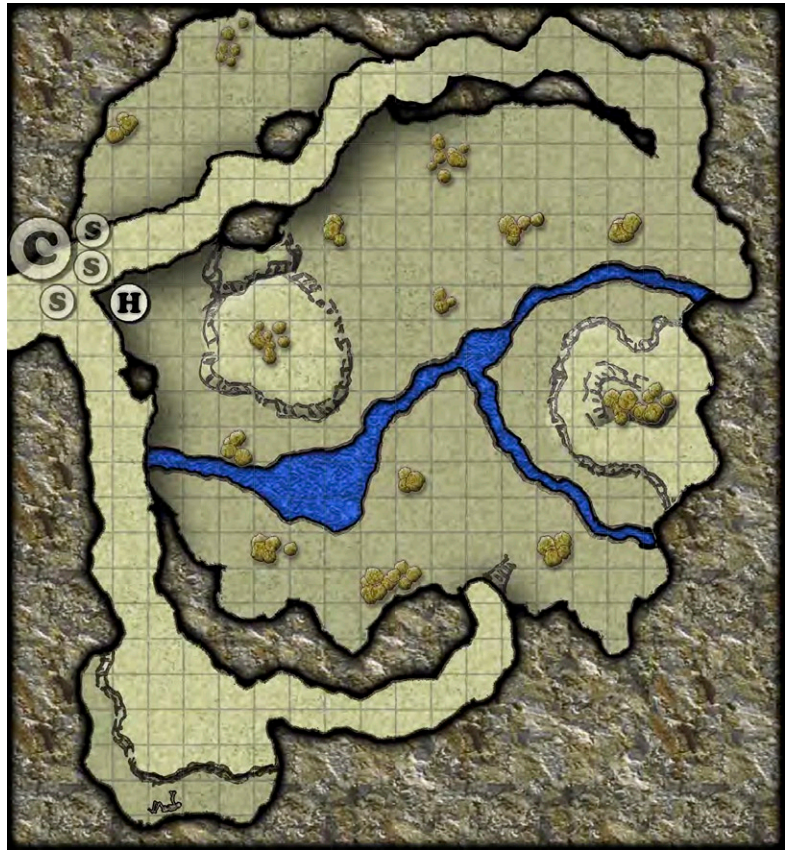
Pool: Unlike the stream, the pool is 10 feet deep and extremely cold. A hero entering the marked squares is submerged and must make a DC 12 Endurance check each round or suffer 5 cold damage per round and be slowed. It takes 2 standard actions to climb out onto an adjacent square and the hero is shivering enough to remain slowed (save ends). If the

hero is attacked while climbing out, he spends the next standard action doing nothing.

Mushrooms: Each mushroom square can cause a non-plant creature to slip and fall. Roll a DC 12 Athletics check to avoid falling prone. If the creature pays 2 squares of movement to go through, the check is automatically successful.

Ladder: Climbing the ladder can only be done by one hero before it falls apart. It must be climbed at half-speed and requires a DC 17 Athletics check to avoid falling from the top when the ladder breaks.

Natural Bridge and Ledge: Provides excellent line of sight and effect over nearly all the cavern. The fungal creatures will not pursue through the upward passage and will seek to move under the bridge and towards the deeper passage entrance if attacked from above.



✓ **Spore Implant** (std; at-will)
 Ranged 5; +11 vs. Fortitude; 2d8+5 poison damage, and the target is slowed (save ends).

▶ **Colony Life Force** (free, when the fungal colony mother is within 5 squares of a fungal ally and is hit by an attack; at-will)
 The fungal colony mother takes half of the damage from the attack, and the ally takes the same amount.

▶ **Telepathic Command** (std; at-will)
 Close Burst 5; targets one plant ally in burst; the target shifts 1 square.

Alignment Unaligned; **Languages** telepathy 15
Str 9 (+2) **Dex** 9 (+2) **Wis** 13 (+4)
Con 19 (+7) **Int** 12 (+4) **Cha** 14 (+5)

ENCOUNTER 1–6: INTERRUPTED RITUAL

Encounter Level 5 (1,000 XP)

PART 1: THE ASH DRYAD

SETUP

Read the following when the encounter starts:

Well into the first few minutes of the ritual, all seems to be working. Suddenly over at the grove's edge, Begnira screams in pain, quickly accompanied by a number of smaller childlike screams from the bushes around her. Begnira moves towards you, screeching as she approaches and with pain — or perhaps murder — in her eyes. Khadral is still entranced as the ritual proceeds, but those aiding him are suddenly aware of the threat.

- ♦ Begnira, ash dryad (D)
- ♦ 1 desecration response trap (R)

Begnira, Ash Dryad (B)

Level 7 Skirmisher • XP 300

Medium fey humanoid (plant)

Initiative +9; **Senses** Perception +11

HP 76; **Bloodied** 38

AC 21; **Fortitude** 20, **Reflex** 19, **Will** 19

Speed 8 (forest walk)

☑ **Claws** (std; at-will)

+12 vs. AC; 1d8+4 damage, or 1d8+9 damage if the target is the only enemy adjacent to the ash dryad.

▶ **Deceptive Veil** (minor; at-will) ♦ Illusion

The ash dryad can assume the appearance of any medium humanoid. A successful Insight vs. the ash dryad's Bluff bypasses the disguise.

▶ **Treestride** (move; at-will) ♦ Teleportation

The ash dryad can teleport 8 squares if it starts and ends adjacent to a Large size or greater plant or plant creature.

Alignment Unaligned; **Languages** Elven

Skills Bluff +9, Insight +11, Stealth +11

Str 19 (+7) **Dex** 17 (+6) **Wis** 17 (+6)

Con 12 (+4) **Int** 10 (+3) **Cha** 13 (+4)

TACTICS

The clash of powers has begun to free Begnira and her children of Indomitability's essence and she is instinctively responding to the pain. Begnira approaches the heroes, intending to parlay, but if the heroes react hostilely, the dryad shrieks and backs away, crying for mercy and babbling in Elven about pain and death and her children. If the heroes press an attack, she wails loudly and declares them to be fools and runs towards the pool, drawing opportunity attacks along the way. She keeps running until she returns to the pond; if the heroes continue attacking, she then retaliates.

If the heroes say they'll help, Begnira begs them to let her children come to the pool and be freed from the fire. Just a few seconds after that request, the ground shakes violently, requiring a DC 17 Acrobatics check to keep from being knocked prone. Khadral and the altar have disappeared into a huge hole and anyone aiding him must make a second DC 7 Athletics check to keep from falling into the hole as well. The treelike pillars in the grove

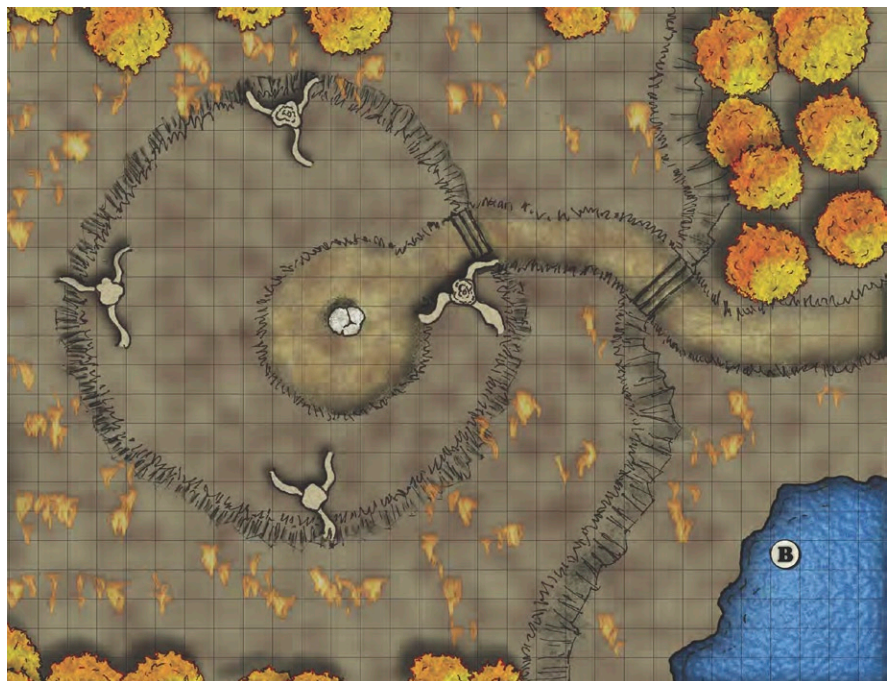
thrum with a low tone and wild lines of force suddenly appear, blocking the aiding heroes and keeping any others from coming in. As the pillars begin to glow, a wide fissure opens between the pool and the children. The dryad screams again, this time, pleading with the heroes to save her children.

FEATURES OF THE AREA

Assuming they wish to save Begnira's children, the heroes face a skill challenge (Part 2, below). They also may run afoul of a trap that responds to perceived desecration (Part 3, below).

Flaming Brush: The small licks of flame are flaming brush (page 32). The hazard counts as XP only if a hero is pushed or maneuvered into it by an enemy.

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.



PART 2: SAVE THE CHILDREN

SETUP

The elemental forces powering the ritual have created a minor earthquake. The ground has split and the dryad Begnira's children are separated from her by a fissure. Three children must be rescued before they fall into the opening. Beyond the physical obstacles and the children's fear, time is running out. The challenge must be completed within 8 rounds or the children are not saved.

The skill challenge is resolved in a series of steps. Each step completes after a minimum amount of time. If a check is successful, the step is moved one increment closer to completion. A failed check stalls the progress and the round passes with no forward progress.

Save the Children

Level 6 Skill Challenge • XP 500

Complexity 2 (6 successes before 3 failures)

Avoiding fire and treacherous ground, you race to save Begnira's frightened children.

Setup The heroes must cross the fissure, calm the frightened children, and successfully return with them during this skill challenge.

Primary Skills See each step in the skill challenge.

Success The children are rescued even as the earth shivers behind them, the fissure widens and the earth fills the caverns below. At the water's edge, they slip into the pool and their burning bodies are extinguished. As they cling to their mother, they begin to heal and the heroes see her life essence slip away. Begnira's last words are a blessing and thanks, and then she lovingly caresses each child as she slips below the surface to her final rest. The little dryads are silent a moment before they begin to splash and frolic in the warm water, apparently unaware of their mother's sacrifice.

Failure An agonized wail erupts from Begnira as her children slip into the maw of earth and fire. With a fury of loss and anger, she emerges from the pool and strides towards the heroes. She fights until the death.

Step One Reach the children. If the heroes achieve one success, they advance to the next step. Each failure costs a healing surge and the heroes must retry this step.

Primary Skills Acrobatics, Athletics, Dungeoneering, Insight

Acrobatics (DC 7) The heroes deftly avoid the opening cracks or balance on the shifting earth, moving ever closer to the distressed children.

Athletics (DC 7) Jumping and climbing over the ledge, the heroes gain valuable ground to reach the children

Dungeoneering (DC 10) Finding a stable part of the fissure's edge, the heroes avoid the shifting earth and jump across a narrow section to land on the other side.

Insight (DC 12) The heroes anticipate shifts in the earth and find a way to cross without falling in.

Step Two Calm the children. If the heroes achieve three successes, they advance to the next step.

Primary Skills Bluff, Diplomacy, Heal, Insight

Bluff (DC 10) The frightened children are misdirected and they begin to see the danger as a challenge to defeat. Maximum 1 success.

Diplomacy (DC 12) Soothing words and gentle persuasion calm the frightened children in the midst of the chaos. Maximum 2 successes.

Heal (DC 7) The heroes' careful ministrations calm the children and they begin to trust their rescuers. Maximum 2 successes.

Insight (DC 7) The heroes' empathy helps the children see beyond their immediate fear, giving them courage to continue. Maximum 2 successes.

Intimidate (DC –) The first use of this skill automatically fails, revealing to the heroes that the children cannot be intimidated. The next skill check suffers a –2 penalty. Each word the heroes utter further horrifies the frightened children and negates a.

Step Three Return to safety. If the heroes achieve two successes, they complete the rescue. Each failure costs a healing surge and the heroes must retry this step.

Primary Skills Acrobatics, Athletics, Dungeoneering, Endurance, Insight

Acrobatics (DC 10) The heroes make traversing the fissure a game of tricks and stunts to help the children across.

Athletics (DC 10) With the children on their backs or held tightly, the heroes climb and jump to solid places.

Dungeoneering (DC 12) A safe path is discovered allowing easier travel across the fissure.

Endurance (DC 12) Sheer willpower prevents the heroes from falling prey to the fissure's depths.

Insight (DC 15) The heroes find a clever way to pass the children across the fissure.



PART 3: THE TRAP

SETUP

Khadrals's use of arcane arts in a dryad's grove has triggered a trap that responds to desecration with lashing vines. The appearance of the hole is a surprising twist. An elemental part of Khadrals's ritual blasted the altar and it sunk into the depths below (see map inset).

Desecration Response
Elite Level 6 Hazard • XP 500
Trap

Walls of force rise between the trees and the encircling vines snake out, punishing the desecrator with swift and powerful swipes.

Trap The heroes are confined and lashed with vines.

▶ Perception

No check is necessary to notice the lashing vines.

DC 17 After the first attack, a hero can determine that 2 squares inside the area are beyond the reach of the vines.

Initiative +7

▶ Trigger

When an arcane or divine power is used within 1 square of the altar.

▶ Attack

Vines around the trees lash out with a powerful slap against a target within the barrier.

Standard Action; Ranged 5

Targets up to two targets in range of any one of the trees.

Attack +10 vs. Reflex

Hit 2d6+5 damage, and the target is pushed 5 squares.

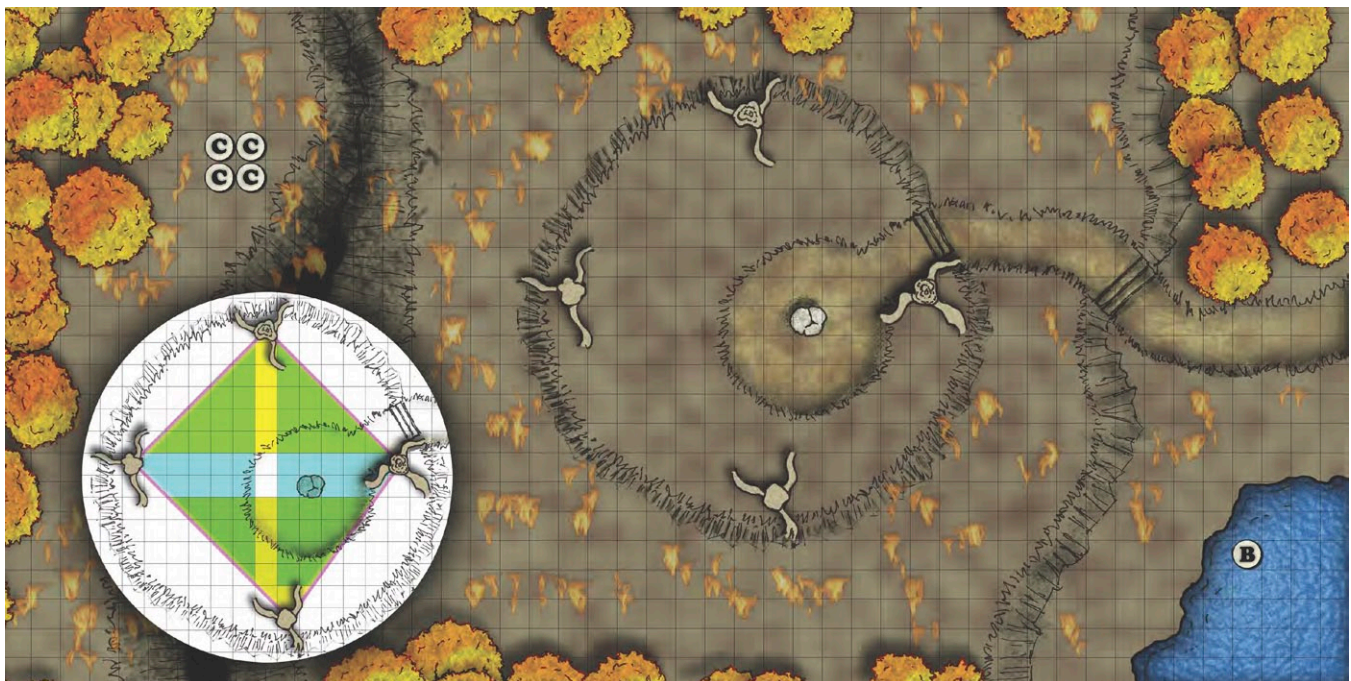
▶ Special

- ♦ A creature with the plant subtype is not affected by the barrier nor attacked by the vines.
- ♦ The vine has the following defenses AC 20, Fortitude 19, Reflex 17, Will (cannot be targeted by attacks vs. Will)
- ♦ A creature provokes an opportunity attack when moving into or within a vine's current range. A shift action does not provoke an opportunity attack.
- ♦ Attacks vs. Will automatically miss.
- ♦ The four trees have an overlapping attack structure. The green colored squares are capable of being hit by 2 vines. The blue and yellow squares can only be hit by one vine. Trace the color towards the tree to determine

which tree has the striking vine. As pieces of vine are snipped away, a numbered counter can be placed over the tree trunk to indicate its range. The zone of untouchable squares will increase as pieces of the vines are destroyed.

▶ Countermeasures

- ♦ A hero who moves or shifts no more than 1 square on a turn gains a +5 bonus to Reflex until the start of the character's next turn.
- ♦ A successful melee attack reduces a vine's range by 1 square, regardless of damage. A melee attack can only be made if the attacker is within the current attack range of the vine.
- ♦ A grab attempt can be made if the attacker is within the current attack range of the vine. Heroes successfully grabbing a vine may move freely within the vine's current range.
- ♦ A vine can be destroyed by pulling it from its tree. It must be grabbed and requires a DC 22 Strength check to succeed (standard action). Bracing a foot against the vine's tree provides a +5 bonus to the check.
- ♦ Blast and burst attacks against a vine reduce the vine's attack range by 1d4 squares.
- ♦ Destroying two vines from neighboring trees brings down the force wall between them.



ENCOUNTER 1-7: THE RESCUE

Encounter Level 5 (1,196 XP)

SETUP

Read this when the encounter starts:

Amidst the rubble lies Khadril, bloodied and battered. Surrounding the scene are a number of small fungal creatures that move rapidly in and out of the light. From a deeper darkness, a hollow scraping sound becomes ominously louder. The small creatures then begin to move towards the sound's source.

- ♦ 2 fungal spore crowns (C)
- ♦ 2 fungal protectors (P)
- ♦ 8 fungal gatherers (G)

Fungal Spore Crown (C)

Level 5 Controller (Leader) • XP 200

Large fey humanoid (plant)

Initiative +2; **Senses** Perception +1; tremorsense 10

HP 66; **Bloodied** 33

AC 19; **Fortitude** 19, **Reflex** 15, **Will** 16

Speed 6

☞ **Slam** (std; at-will)

+10 vs. AC; 1d6+4 damage.

☞ **Spore Blast** (std; rchg ☞☞☞) ♦ Poison

Close Blast 3; targets nonplants; +9 vs. Will; 1d6+4 damage and one of the following:
Stench: The target takes a -2 penalty to attack rolls until the end of the fungal spore crown's next turn.

Debilitating: The target is dazed (save ends).

Purple Haze: The target takes a -2 penalty to all defenses until the start of its next turn.

► **Colony Life Force** (free, when the fungal spore crown is within 5 squares of a fungal ally and is hit by an attack; at-will)

The fungal spore crown takes half of the damage from the attack, and the ally takes the same amount.

► **Telepathic Command** (std; at-will)

Close Burst 5; targets one plant ally; the target shifts 1 square.

Alignment Unaligned; **Languages** telepathy 5

Str 7 (+0) **Dex** 11 (+2) **Wis** 8 (+1)

Con 18 (+6) **Int** 7 (+0) **Cha** 12 (+3)

FEATURES OF THE AREA

Illumination: Dim light from a hole in the cavern ceiling and from the phosphorescent mushrooms farmed here.

Fungal Protector (P)

Level 6 Brute • XP 250

Medium natural humanoid (plant)

Initiative +3; **Senses** Perception +8; tremorsense 10

HP 83; **Bloodied** 41

AC 21; **Fortitude** 19, **Reflex** 15, **Will** 16

Speed 6

☞ **Slashing Gill** (std; at-will) ♦ Weapon

+9 vs. AC; 3d8+4 damage.

☞ **Fungal Sprout** (std; rchg ☞☞)

Close Burst 2; +7 vs. Reflex; 1d10+4 damage, and the target is knocked prone. The fungal protector shifts 1 square and the square where it stood becomes difficult terrain until the end of the encounter.

► **Colony Life Force** (free, when fungal protector is within 5 squares of a fungal ally and is hit by an attack; at-will)

The fungal protector takes half of the damage from the attack, and the ally takes the same amount.

Alignment Unaligned; **Languages** —

Str 19 (+7) **Dex** 11 (+3) **Wis** 10 (+3)

Con 13 (+4) **Int** 10 (+3) **Cha** 12 (+4)

Equipment fungal gill axe

Fungal Gatherer (G)

Level 3 Minion Artillery • XP 37

Small natural humanoid (plant)

Initiative +3; **Senses** Perception +7; tremorsense 10

HP 1; a missed attack never damages a minion.

AC 17; **Fortitude** 16, **Reflex** 17, **Will** 16

Speed 8

☞ **Moss Toss** (std; at-will)

Ranged 5; +8 vs. AC; 5 damage.

► **Mushroom Burst** (when the fungal gatherer is killed) ♦ Healing

Close Burst 3; targets fungal allies; each target in the burst gains 3 hp.

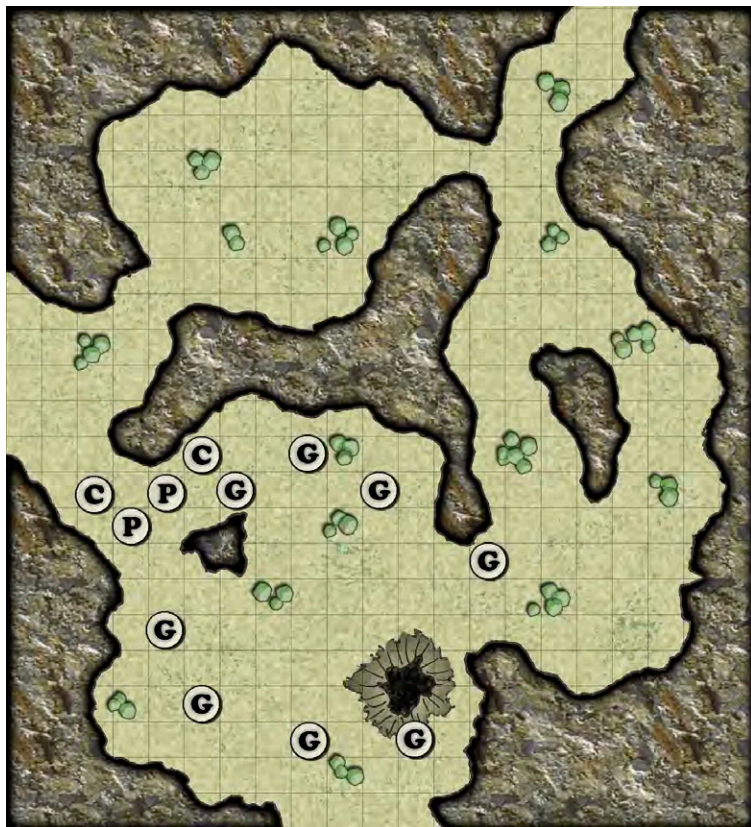
Alignment Unaligned; **Languages** —

Str 10 (+1) **Dex** 15 (+3) **Wis** 12 (+2)

Con 12 (+2) **Int** 7 (-1) **Cha** 10 (+1)

TACTICS

The fungal gatherers stand behind the two fungal protectors (making the noise by dragging their gill axes) and throw clods of dirt and mushrooms at the party while the protectors use their fungal sprout powers to slow the heroes. The fungal spore crowns make every attempt to maximize their *spore blast* powers.



ENCOUNTER 1–8: TRIAL BY FIRE

Encounter Level 6 (1,300 XP)

SETUP

Indomitability tests the heroes for their fitness to help release the trillith. Read aloud the following:

The curtains of flame licking weakly at the nearby trees suddenly flare upwards with cinders bursting outward across you. Behind you a sudden roaring is heard, and looking back you see the road cut off by a furious wall of fire. Live flames at the Elfroad's side reach out at you, and overhead the ash and cinders swirl and coalesce into a searing spear. Then, with a thundercrack, the spear drives into the ground amidst you and explodes. Within the smoke appears a trio of stags whose bodies burn like the inferno, with racks of antlers composed entirely of dancing fire. They paw at the ground, swing their fiery antlers, and prepare to charge. Behind you, the wall of fire moves closer.

Crystin's premonition (see page 12) tells her which square will be attacked. A hero who refuses to heed her warnings and stays in that square as a flaming lance appears overhead is attacked by the falling spear of fire, which deals 4d10 points of fire damage (instead of rolling to hit, call for a DC 17 Acrobatics or Athletics check to avoid the spear — this should alert the players that something unusual is going on).

- ♦ 1 moving fire curtain hazard
- ♦ 1 elemental stag (S)
- ♦ 2 elemental bucks (B)

Moving Fire Curtain

Elite Level 6 Obstacle • XP 500

Hazard

A bright transparent curtain of flame moves along the Elfroad, its flames consuming everything it passes.

Hazard A fiery curtain bears down on the heroes.

▶ Perception

No check is necessary to notice the moving wall.

Initiative +7

▶ Trigger

The curtain attacks when a creature is adjacent to or in a square of the curtain.

▶ Attack

The flames lick greedily over your body and a blast of heat sears your skin.

Opportunity Action; Melee

Target One creature adjacent to or in the fire curtain's wall.

Attack +12 vs. Reflex

Hit 1d8+5 fire damage and ongoing 10 fire damage (save ends).

Miss half damage and no ongoing damage.

▶ Special

The curtain moves 4 squares as a move action each round unless an elemental stag or buck is destroyed in the current round. It always moves toward the river, stopping when it reaches the fallen trees.

▶ Countermeasures

- ♦ A hero running through the fire escapes. Running through the fire grants the fire a free attack.

Elemental Stag (S)

Level 7 Brute • XP 300

Large elemental beast (fire)

Initiative +9; **Senses** Perception +2; low-light vision

HP 94; **Bloodied** 47

AC 19; **Fortitude** 22, **Reflex** 17, **Will** 16

Immune fire; **Vulnerable** 10 cold, 10 acid

Speed 8; see also *fiery teleport*

☑ Hooves (std; at-will)

+10 vs. AC; 2d6+3 damage.

✓ Charging Slam (std; at-will)

The elemental stag makes a charge attack: +10 vs. AC; 4d6+5 fire damage and the target is pushed 1 square and knocked prone.

✓ Hoof and Antler (std; rchg ☑☑☑)

Reach 2; +10 vs. AC; 2d8+5 fire damage, or 4d8+5 fire damage if the elemental stag is bloodied.

▶ Fiery Teleport (move; enc) ♦ Teleportation

The elemental stag can teleport 5 squares.

Alignment Unaligned; **Languages** —

Str 17 (+6) **Dex** 13 (+4) **Wis** 9 (+2)

Con 14 (+5) **Int** 11 (+3) **Cha** 11 (+3)

Elemental Buck (B)

Level 6 Soldier • XP 250

Large elemental beast (fire)

Initiative +5; **Senses** Perception +3; low-light vision

HP 66; **Bloodied** 33

AC 22; **Fortitude** 18, **Reflex** 18, **Will** 15

Immune fire; **Vulnerable** 10 cold, 10 acid

Speed 8; see also *fiery teleport*

☑ Antler Swipe (std; at-will)

+13 vs. AC; 1d10+4 damage.

☑ Hooves (std; at-will)

+13 vs. AC; 1d6+4 damage, and the elemental buck may shift 1 square.

✓ Raking Antlers (std; at-will)

The elemental buck moves up to 8 squares and attacks with *antler swipe* during movement.

The target is not granted an opportunity attack when the elemental buck moves away.

▶ Fiery Teleport (move; enc) ♦ Teleportation

The elemental buck can teleport 5 squares.

Alignment Unaligned; **Languages** —

Str 10 (+3) **Dex** 10 (+3) **Wis** 10 (+3)

Con 10 (+3) **Int** 10 (+3) **Cha** 10 (+3)

TACTICS

The space available for the party to fight in

is 30 squares long, with the party about 20 squares from the far side when Crystin has her vision, and 10 squares from the moving fire curtain behind them.

The road is 6 squares wide, though the 5-foot squares nearest to the edges on either side are bathed in fire: treat these squares as an Aura 1 (Fire); +0 vs. Reflex; hit: target suffers 5 fire damage.

The curtain of fire appears 10 squares behind the party and over the course of eight rounds, moves forward until it strikes the trees that block the far end of the road.

If the party runs through the curtain to its rear, the elementals will follow.

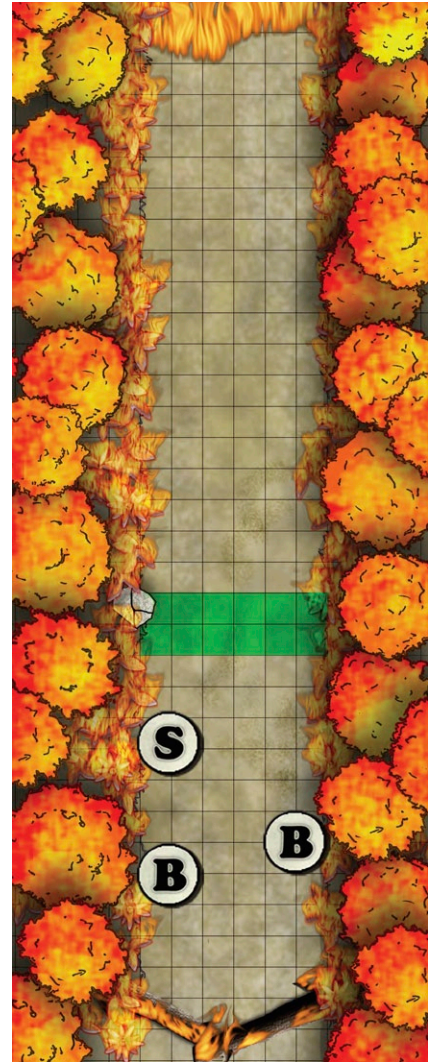
Once the last of the elementals is defeated, the curtain vanishes, and Indomitability contacts the heroes directly.

FEATURES OF THE AREA

Fallen Trees: These trees form a barricade 4 squares deep. They are difficult terrain and require an DC 10 Athletics (climb) check to cross. A hero entering or starting his turn in contact with the trees takes 1d6 points of fire damage and ongoing 5 fire damage (save ends). In addition, a vaguely draconic face appears in the flames, roaring at any hero trying to flee. It does not attack.

Flaming Brush: The small licks of flame are flaming brush (page 32). The hazard counts as XP only if a hero is pushed or maneuvered into it by an enemy.

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.



ENCOUNTER 2-1: ENTERING THE FORT

Encounter Level 1 (550 XP)

SETUP

- ♦ 1 stonewood mace trap (M)
- ♦ 1 explosive rune trap (R)

The entry door to the tower is barred and locked (DC 20 Strength (break), DC 20 Thievery). It is protected by a magical ward as is the doorway. If the heroes barge in blindly, they risk triggering two traps at once.

Stonewood Mace

Level 6 Lurker • XP 250

Trap

Stepping on a plate before the door triggers a hidden glyph which glows blue around the frame.

Trap A magical glyph creates a mace of force that attacks a hero.

► Perception

- ♦ **DC 22** The character notices a faint magical outline of a mace on the door.
- ♦ **DC 17** The character sees a slight difference in the pressure plate's color from the rest of the stone.

► Arcana

- ♦ **DC 17** The character spots the glyph's outline and can provide a +2 bonus to Thievery checks made to disable it.

Initiative +7

► Trigger

If the door is approached head-on, or a Thievery check to disarm the trap fails by more than 5, the mace forms and attacks the nearest character.

► Attack

The light moves from the frame, coalescing into a blue mace that sideswipes with a furious force.

Standard Action; Melee

Target The creature that stepped on the plate

Attack +10 vs. AC

Hit 3d6+3 damage

► Special

- ♦ The mace moves with speed 6 and cannot be attacked by any means except through a form of dispelling magic. Shatterspell potions will work against it.
- ♦ At the start of its turn, the mace rolls a 1d8 to continue being activated. On a roll of 1, it disappears. The mace disappears if all possible targets move 15 or more squares away from the door.
- ♦ The stonewood mace acts as a daily power and resets itself after 24 hours unless the trap

is disabled.

- ♦ Rushing the door and battering it down automatically triggers the explosive rune trap on the other side of the door..

► Countermeasures

- ♦ The glyph can be disabled by a character adjacent to the plate with a DC 25 Thievery check.
- ♦ After 3 rounds of attacks, a successful DC 12 Perception check detects that the mace never drops below two feet above the ground.
- ♦ A character who falls prone can avoid being attacked by the mace.

Once the door is open, an odd sight greets the party. On the floor right in front of the door is a one-foot stone that is burning with a heatless flame, equivalent to a torch's brightness (see the Continual Flame ritual in the D&D 4E PLAYER'S HANDBOOK). Painted on the stone in black is a message in Elven: "Say 'friend' and enter."

Explosive Rune

Level 7 Warder • XP 300

Trap

A magical rune wards an entryway, exploding with arcane force if the disabling phrase is not spoken.

► Perception

- ♦ **DC 19** The character notices a rune tracing beneath the layer of soot and ash that covers the floor.

► Trigger

Passing over the square to gain entrance without first speaking the word "friend" in Elven causes the rune to explode.

► Attack

Immediate Reaction; Close Burst 3

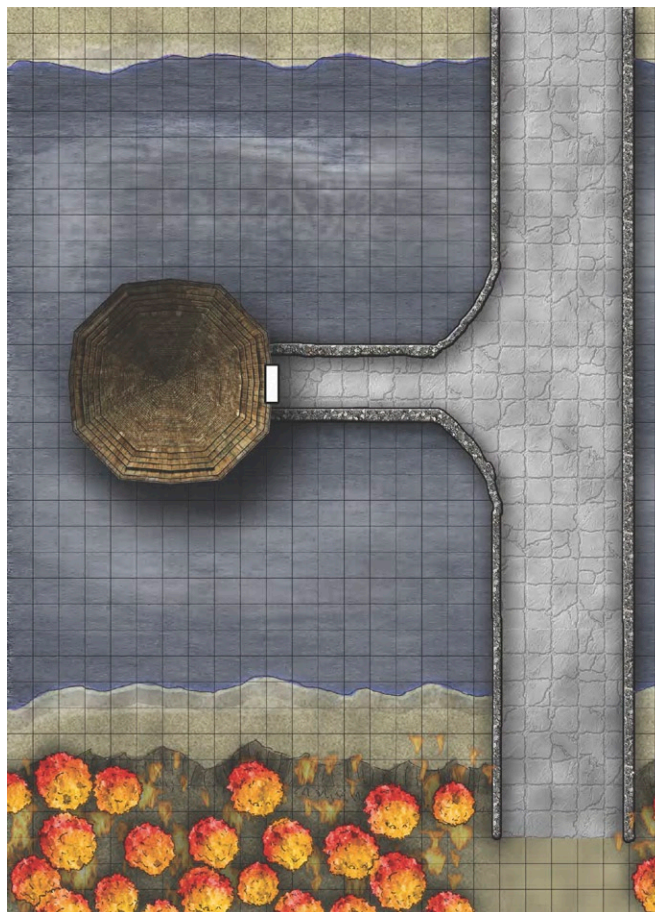
Targets Creatures in burst

Attack +10 vs. Reflex

Hit 4d4+4 radiant damage, and the target is blinded (save ends)

► Countermeasures

- ♦ A character adjacent to the rune can disable it with a DC 25 Thievery check.



ENCOUNTER 2-2: VILLAGE WANDERERS

Encounter Level 5 (1,000 XP)

PAGE 15

SETUP

A group of wandering monsters happens upon the heroes and attacks, seeking food.

- ♦ 3 indomitable rat swarms (R)
- ♦ 2 indomitable dire rats (D)
- ♦ 1 indomitable bat swarm (B)

Indomitable Rat Swarm (R)

Level 4 Skirmisher • XP 175

Medium natural beast (fire,swarm,undead)

Initiative +6; **Senses** Perception +7; low-light vision

Swarm Attack aura 1; the indomitable rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

Aura of Fire (Fire) aura 1; creatures entering or starting a turn in the aura take 5 fire damage

HP 52; **Bloodied** 26

AC 17; **Fortitude** 14, **Reflex** 16, **Will** 13

Immune fire; **Resist** 5 radiant, half damage from melee and ranged attacks; **Vulnerable** 10 cold, 10 acid

Speed 4, climb 2

☑ **Swarm of Teeth** (std; at-will)

+9 vs. AC; 1d6+4 fire damage, and ongoing 3 fire damage (save ends).

Alignment Unaligned; **Languages** —

Str 12 (+3) **Dex** 17 (+5) **Wis** 10 (+2)

Con 12 (+3) **Int** 2 (-2) **Cha** 9 (+1)

Indomitable Dire Rat (D)

Level 3 Brute • XP 150

Medium natural beast (fire, undead)

Initiative +2; **Senses** Perception +6; low-light vision

Aura of Fire (Fire) aura 1; creatures entering or starting a turn in the aura take 5 fire damage

HP 58; **Bloodied** 29

AC 17; **Fortitude** 17, **Reflex** 15, **Will** 13

Immune filth fever, fire; **Resist** 5 radiant;

Vulnerable 10 cold, 10 acid

Speed 6, climb 3

☑ **Bites and Claws** (std; at-will)

+6 vs. AC; 1d6+3 fire damage, and the target is infected with fiery filth fever (see below).

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the indomitable dire rat. It revives with 14 hp on a 20 or higher.

if it fails three saves, it rekindles with 29 hp one hour after the end of the encounter. The indomitable dire rat is permanently killed

if submerged underwater for two combat rounds.

Alignment Unaligned; **Languages** —

Skills Stealth +8

Str 14 (+3) **Dex** 15 (+3) **Wis** 10 (+1)

Con 18 (+5) **Int** 3 (-3) **Cha** 6 (-1)

Indomitable Bat Swarm (B)

Level 4 Soldier • XP 175

Medium natural beast (fire,swarm,undead)

Initiative +6; **Senses** Perception +8; darkvision

Swarm Attack aura 1; The indomitable bat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

Aura of Fire (Fire) aura 1; Creatures entering or starting a turn in the aura take 5 fire damage

HP 54; **Bloodied** 27

AC 20; **Fortitude** 20, **Reflex** 18, **Will** 15

Immune fear, fire; **Resist** 5 radiant, half damage from melee and ranged attacks; **Vulnerable** 10 acid, 10 cold, +5 damage from close and area attacks

Saving Throws +2

Speed 7

☑ **Bites and Claws** (std; at-will) ♦ Fire

+11 vs. AC; 1d10+4 fire damage, or 3d6+4 fire damage against a prone target.

✓ **Dazing Swarm** (minor; at-will)

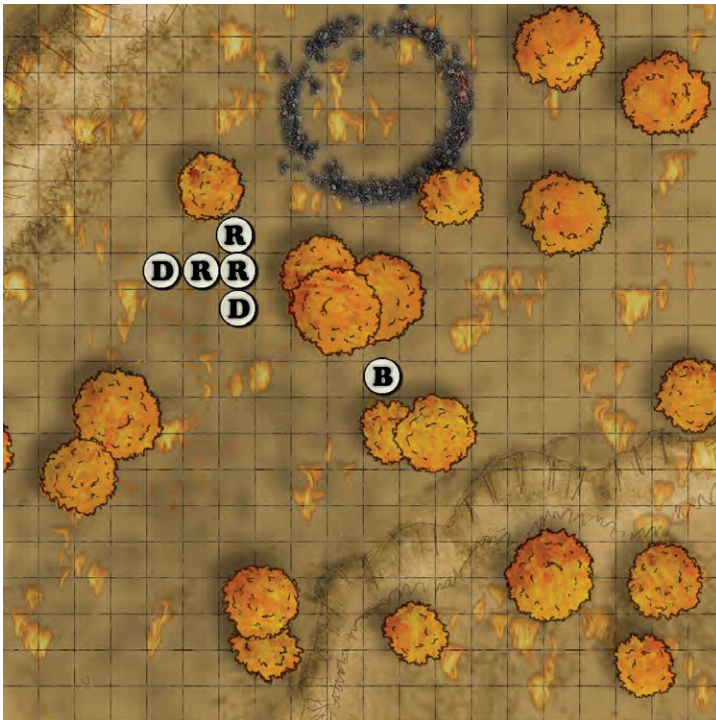
+9 vs. Fortitude; the target is dazed until the start of the indomitable bat swarm's next turn.

Alignment Unaligned; **Languages** —

Str 14 (+4) **Dex** 18 (+6) **Wis** 12 (+3)

Con 14 (+4) **Int** 2 (-2) **Cha** 10 (+2)

Description Flickering like dozens of torches, these bats swarm over their victims, biting and clawing as they fly by.



TACTICS

The monsters are generally searching for food and are starving, but can't permanently die. Crazed from the hunger of forty years, they fight until the "death." If the fight becomes disastrous for the party, have the creatures begin to attack anything that is bloodied, choosing each other first.

FEATURES OF THE AREA

Flaming Brush: The small licks of flame are flaming brush (page 32). The hazard counts as XP only if a hero is pushed or maneuvered into it by an enemy.

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.

ENCOUNTER 2-3: A GHASTLY SHRINE

Encounter Level 6 (1,467 XP)

SETUP

- ◆ 1 ghost (G)
- ◆ 1 indomitable fey panther (P)
- ◆ 9 elven decrepit skeletons (D)
- ◆ 3 elven warrior skeletons (S)

Ghast (G)

Level 8 Controller • XP 350

Medium natural humanoid (undead)

Initiative +8; **Senses** Perception +6

Stench aura 1; living enemies in the aura take a –2 penalty to all defenses.

HP 84; **Bloodied** 42

AC 18; **Fortitude** 17, **Reflex** 24, **Will** 18

Immune disease, poison; **Resist** 10 necrotic;

Vulnerable 10 radiant

Speed 8, climb 4

☞ **Claws** (std; at-will)

+11 vs. AC; 1d8+5 damage, and the target is immobilized until the end of the ghost's next turn.

✦ **Ghastly Bite** (std, when the target is immobilized, stunned, or unconscious; at-will)

+13 vs. AC; 3d10+5 damage, and the target is stunned until the end of the ghost's next turn.

✦ **Grasping Souls** (std; rchg ☞☞) ◆ Zone

Area Burst 1 within 10; targets living creatures; +12 vs. Fortitude; 1d8+5 damage, and the target is slowed (save ends). Effect: the burst creates a zone of difficult terrain that lasts until the end of the encounter.

► **Stonemeld** (move; at-will)

The ghast can meld into a single block of stone at least its size. The stone grants resist 20 against all damage and blocks line of sight and line of effect to the ghast. The ghast can use powers while within the stone, but cannot see what is happening outside, though it can hear. The ghast can stay in the stone indefinitely and can shift 3 squares inside the stone each round as a move action. Leaving the stone is a free action.

Alignment Chaotic Evil; **Languages** Common, Elven

Skills Stealth +13

Str 13 (+5) **Dex** 19 (+8) **Wis** 15 (+6)

Con 12 (+5) **Int** 12 (+5) **Cha** 11 (+4)

Lore A hero knows the following information with a successful Religion check.

DC 15 Ghosts are undead humanoids created when one dies during the act of cannibalism.

DC 20 A ghost's touch immobilizes its victim, allowing it to easily feed upon its target's flesh. It knows how to call upon the spirits of the dead to claw and paw from the ground below and its stench is debilitating.

DC 25 Though quick and cunning, a ghost's stamina is lacking. Because of its repulsive origin, it is especially vulnerable to divine wrath.

Indomitable Fey Panther (P)

Level 6 Skirmisher • XP 250

Medium natural beast (fire, undead)

Initiative +8; **Senses** Perception +9; low-light vision

HP 71; **Bloodied** 35

AC 20; **Fortitude** 17, **Reflex** 19, **Will** 16

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid

Speed 8, climb 6

☞ **Bite** (std; at-will)

+11 vs. AC; 1d6+4 fire damage, and the indomitable fey panther shifts 1 square.

► **Fey Step** (move; enc) ◆ Teleportation

The indomitable fey panther can teleport up to 5 squares, and gains a +5 damage bonus until the end of the indomitable fey panther's next turn.

► **Fiery Pounce**

A charging indomitable fey panther deals an extra 1d6 fire damage and knocks the target prone.

► **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the indomitable fey panther. It revives with 17 hp on a 20 or higher. If it fails three saves, it rekindles with 35 hp one hour after the end of the encounter. The indomitable fey panther is permanently killed if submerged underwater for 2 combat rounds.

Alignment Unaligned; **Languages** —

Skills Stealth +12

Str 15 (+5) **Dex** 18 (+7) **Wis** 13 (+4)

Con 15 (+5) **Int** 2 (–1) **Cha** 11 (+3)

PAGE 15

Elven Decrepit Skeleton (D)

Level 3 Minion • XP 38

Medium fey animate (undead)

Initiative +4; **Senses** Perception +4; darkvision **HP** 1; a missed attack never damages a minion.

AC 17; **Fortitude** 14, **Reflex** 19, **Will** 16

Immune disease, poison

Speed 6

☞ **Longsword** (std; at-will) ◆ Weapon

+8 vs. AC; 5 damage.

► **Combat Tactics** (imm reac, when missed by a melee attack; at-will)

The elven decrepit skeleton shifts 1 square.

Alignment Chaotic Evil; **Languages** —

Str 13 (+2) **Dex** 18 (+5) **Wis** 16 (+4)

Con 11 (+1) **Int** 3 (–3) **Cha** 3 (–3)

Equipment light shield, longsword

Elven Warrior Skeleton (S)

Level 4 Controller • XP 175

Medium fey animate (undead)

Initiative +4; **Senses** Perception +5; darkvision **HP** 51; **Bloodied** 25

AC 20; **Fortitude** 15, **Reflex** 18, **Will** 17

Immune disease, poison; **Resist** 10 necrotic;

Vulnerable 5 radiant

Speed 6

☞ **Longsword** (std; at-will) ◆ Weapon

+9 vs. AC; 1d8+1 damage. Add +1 damage when used 2H.

☞ **Phantom Longbow** (std; at-will) ◆ Psychic, Weapon

Ranged 20/40; +8 vs. Will; 1d10+4 psychic damage, and the target takes a –2 penalty on attack rolls until the end of the elven warrior skeleton's next turn. (2H, Load Free)

► **Combat Tactics** (imm reac, when missed by a melee attack; at-will)

The elven warrior skeleton shifts 1 square.

Alignment Chaotic Evil; **Languages** —

Str 13 (+3) **Dex** 18 (+6) **Wis** 16 (+5)

Con 11 (+2) **Int** 3 (–2) **Cha** 3 (–2)

Equipment longsword

Description This elven skeleton's longsword is sheathed and it holds a ghostly image of a longbow, ready to fire.

TACTICS

The ghost hides in the branches of the stone willow tree fountain, 15 feet up, requiring a Stealth +13 vs. Perception check for a character to notice. At first glance it appears to be a dried, cracked corpse, its limbs eerily drifting in the ashen wind like actual willow branches. If any creature comes within 2 squares of the base of the tree, the ghost leaps down and attacks.

Round 2: 12 skeletons rise from the trees around the fountain and move to attack, leaving behind empty graves. The ghost uses *grasping souls* and moves towards the stone willow's trunk. The ghost's indomitable fey panther enters from behind the tree, seeking to fiery pounce on the toughest character in the group.

Round 3: The ghost stays close to the stone willow, using *grasping souls* when it can and fighting with its claws and bite until bloodied, then melds into the fountain. The panther strikes against those attacking its undead master, flanking or using *fiery pounce* whenever possible. The skeletons take advantage of numbers to overwhelm one or two characters at a time, with those able to strike with *phantom longbow* staying behind to allow the minions to swarm.

FEATURES OF THE AREA

The Secret Door: If a cleric performs a turning and the doorway is within the turning range, the door will open. If this occurs, the



guardian of the tree will be able to help the characters defeat the enemies.

Empty Graves: Each square becomes difficult terrain. Pushing a creature into the square causes it to fall prone unless it makes a DC 12 Acrobatics or Dexterity check.

Stepping Stones: The stones count as difficult terrain. If standing on one and attacking a skeleton, the attacker gains a +1 bonus to hit and adds +2 damage. If a hero standing on a stone is hit, he must make a DC 10 Acrobatics

or Athletics check to keep from falling prone.

Flaming Brush: The small licks of flame are flaming brush (page 32). The hazard counts as XP only if a hero is pushed or maneuvered into it by an enemy.

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.

ENCOUNTER 2-4: ELADRIN PROTECTOR

Encounter Level 9 (2,400 XP)

PAGE 16

SETUP:

This encounter is not intended to be a combat; the heroes are sure to lose. Rather, it is designed to impress upon the heroes that they must seek out a different approach to the problem. Read the following:

Before you stands an eladrin, armored in gold and wielding a delicate-looking longsword. A badge similar to the one you found earlier rests over his right breast, its pearl star brightly glowing. With a light but authoritative voice he demands, "Stand down or face the righteous might of Solei Palancis!".

- ◆ 1 eladrin protector (E)

Eladrin Protector (E)

Level 19 Controller • XP 2,400

Medium fey humanoid

Initiative +17; **Senses** Perception +13; low-light vision

HP 180; **Bloodied** 90

AC 33; **Fortitude** 28, **Reflex** 31, **Will** 31

Resist 20 radiant; **Vulnerable** necrotic (slowed until the next turn)

Saving Throws +5 against charm effects

Speed 6, fly 9 (hover)

⊗ **Longsword** (std; at-will) ◆ Weapon

+24 vs. AC; 1d8+8 damage. Add +1 damage when used 2H.

✓ **Lightning Strike** (std; enc) ◆ Lightning

Ranged 5; +23 vs. Reflex; 3d8+8 lightning damage, and the target is weakened until the end of the encounter.

↶ **Voice of Authority** (std; at-will) ◆ Thunder

Close Blast 5; +23 vs. Fortitude; 2d8+8 thunder damage, and the target is pushed 2 squares (crit: 3 squares and knocked prone). *Miss*: half damage, and the target is not pushed.

▶ **Fiery Fey Step** (move; enc)

The eladrin protector can teleport up to 5

squares, taking 1 point of fire damage for each square teleported. The eladrin protector is granted a +5 fire damage bonus on melee attacks until the start of its next turn.

Alignment Good; **Languages** Common, Elven

Str 15 (+11) **Dex** 26 (+17) **Wis** 19 (+13)

Con 20 (+14) **Int** 16 (+12) **Cha** 27 (+17)

Equipment leather armor, longsword

TACTICS

The eladrin uses *fiery fey step* to teleport into the the best place to maximize his *voice of authority*, and tells the heroes to surrender. He will use *voice of authority* to ask for surrender each round, resorting to his longsword and *lightning strike* if needed. The eladrin always chooses to knock a character unconscious.

When all the heroes are defeated, the eladrin protector deposits them outside the grove, repairs the door with a *Make Whole* ritual, and returns to the heart of the tree. The eladrin cannot go beyond the ring of trees surrounding the shrine.

ENCOUNTER 2-5: INDOMITABLE GOBLINS

Encounter Level 7 (1,550 XP)

PAGE 17

SETUP

Read the following when the encounter starts:

The cave entrance has drastically changed from when you last left it. Dessicated pieces of mushroom creature flesh are strewn across the floor; hacked apart arms, legs, and heads show signs of small bite marks. Just inside, a rock outcrop is stained dark green and dried chunks of what appears to be brain matter are clustered around a sharp point. Small footprints lead in to the darkness. Unlike the first time you came here, the entrance is silent, but a slight, flickering glow emanates from behind rocks at the bend.

A DC 7 Nature check identifies the tracks as goblin feet. The tracks are at least a day old and a DC 17 Nature check indicates at least a dozen unique prints. The flickering glow comes from two indomitable goblin warriors, who are on sentry duty. If the heroes can surprise the sentries and eliminate them within 2 rounds, they will not sound an alarm. Otherwise, the sentries sound an alarm during the third round of combat.

If the sentries sound an alarm, Groups A and B appear 2 rounds later. Then, 3 rounds after Groups A and B, Group C appears.

If there is no alarm, and the heroes make it to Torfendar's room, they encounter Groups B and C throwing things around the room as they search for leftover treasure. If one of the grunts escapes the room during the combat, Group A bursts in 3 rounds later.

If there is no alarm, and the heroes go directly to the lower cavern, they encounter Group A. Groups B and C enter 3 rounds later and attempt to climb the ladder.

- ◆ Sentries (entrance)
 - » 2 indomitable goblin warriors (W)
- ◆ Group A (lower cavern)
 - » 5 indomitable goblin grunts (G)
 - » 1 indomitable goblin warrior (W)
- ◆ Group B (Torfendar's room)
 - » 5 indomitable goblin grunts (G)
- ◆ Group C (Torfendar's room)
 - » 1 indomitable goblin skullbreaker (B)
 - » 1 indomitable goblin shaman (S)

Indomitable Goblin Warrior (W)

Level 5 Skirmisher • XP 200

Small natural humanoid (fire)

Initiative +3; **Senses** Perception +3; low-light vision

HP 61; **Bloodied** 30

AC 19; **Fortitude** 17, **Reflex** 18, **Will** 16

Immune fire

Speed 6; see also *moving attack* and *goblin tactics*

☑ **Spear** (std; at-will) ◆ Weapon

+10 vs. AC; 1d8+2 damage. Add +1 damage when used 2H.

✦ **Moving Attack** (std; at-will)

The indomitable goblin warrior can move up to half its speed, attacking with a ranged attack at any point in the movement without provoking an opportunity attack.

✦ **Javelin** (std; at-will) ◆ Weapon

Ranged 10/20; +10 vs. AC; 1d6+2 damage

▶ **Goblin Tactics** (imm reac, when missed by a melee attack; at-will)

The indomitable goblin warrior shifts 1 square.

▶ **Great Position**

If the indomitable goblin warrior ends its move at least 4 squares from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of the indomitable goblin warrior's next turn.

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the indomitable goblin warrior. It revives with 15 hp on a 20 or higher. After three failed saves, it rekindles with 30 hp one hour after the end of the encounter. The indomitable goblin warrior is permanently killed if submerged underwater for two combat rounds.

Alignment Evil; **Languages** Common, Goblin

Skills Stealth +10, Thievery +10

Str 14 (+4) **Dex** 17 (+5) **Wis** 12 (+3)

Con 13 (+3) **Int** 8 (+1) **Cha** 8 (+1)

Equipment javelin, mace, spear

Indomitable Goblin Skullbreaker (B)

Level 5 Brute • XP 200

Small natural humanoid (fire, undead)

Initiative +4; **Senses** Perception +3; low-light vision

Indomitable Glow (Fire) aura 1; Creatures

entering or starting a turn in the aura take 5 fire damage

HP 73; **Bloodied** 36

AC 17; **Fortitude** 19, **Reflex** 16, **Will** 15

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid

Speed 5; see also *goblin tactics*

☑ **Greatclub** (std; at-will) ◆ Weapon

+8 vs. AC; 2d4+5 damage, or 4d4+5 damage while damaged.

▶ **Bloodied Rage** (while bloodied)

The indomitable goblin skullbreaker cannot use goblin tactics and does nothing but attack the nearest enemy, charging if possible.

▶ **Goblin Tactics** (imm reac, when missed by a melee attack; at-will)

The indomitable goblin skullbreaker shifts 1 square.

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the indomitable goblin skullbreaker. It revives with 18 hp on a 20 or higher. After three failed saves, it rekindles with 36 hp one hour after the end of the encounter. The indomitable goblin skullbreaker is permanently killed if submerged underwater for two combat rounds.

Alignment Evil; **Languages** Common, Goblin

Skills Stealth +9, Thievery +9

Str 20 (+7) **Dex** 14 (+4) **Wis** 13 (+3)

Con 13 (+3) **Int** 8 (+1) **Cha** 8 (+1)

Equipment chainmail, greatclub

Indomitable Goblin Shaman (S)

Level 6 Controller (Leader) • XP 250

Small natural humanoid

Initiative +6; **Senses** Perception +4; low-light vision

HP 70; **Bloodied** 35

AC 20; **Fortitude** 16, **Reflex** 17, **Will** 18

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid

Speed 6; see also *goblin tactics*

☞ **Totem Rod** (std; at-will) ♦ Weapon

+11 vs. AC; 1d6+2 damage.

✓ **Cinders and Ash** (std; at-will) ♦ Fire

Ranged 10; +10 vs. Will; 1d6+2 fire damage, and the target is blinded (save ends).

✓ **Incite Bravery** (imm reac, when an ally uses *goblin tactics*; at-will)

Ranged 10; the targeted ally shifts 2 more squares and makes an opportunity attack.

✓ **Stinging Hex** (std; rchg ☞☞)

Ranged 10; +10 vs. Will; the target takes 3d6+1 damage if moving during its turn (save ends).

✦ **Vexing Cloud** (std, sustain minor; enc) ♦ Zone

Area Burst 3 within 10; automatic hit; enemies in the zone take a –2 penalty to attack rolls. Allies in the zone are granted concealment.

▶ **Goblin Tactics** (imm reac, when missed by a melee attack; at-will)

The indomitable goblin shaman shifts 1 square.

▶ **Indomitable Flame** (imm reac, when an enemy within 5 squares takes fire damage; at-will) ♦ Fire

The enemy takes ongoing 5 fire damage.

▶ **Lead from the Rear** (imm int, when targeted by a ranged attack; at-will)

The indomitable goblin shaman changes the attack's target to an adjacent ally of its level or lower.

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the indomitable goblin shaman. It revives with 17 hp on a 20 or higher. If it fails three saves, it rekindles with 35 hp one hour after the end of the encounter. The indomitable goblin shaman is permanently killed if submerged underwater for two combat rounds.

Alignment Evil; **Languages** Common, Goblin

Skills Stealth +11, Thievery +11

Str 10 (+3) **Dex** 17 (+6) **Wis** 13 (+4)

Con 14 (+5) **Int** 9 (+2) **Cha** 18 (+7)

Equipment totem rod

Indomitable Goblin Grunt (G)

Level 5 Minion • XP 50

Small natural humanoid (fire)

Initiative +3; **Senses** Perception +3; low-light vision

HP 1; a missed attack never damages a minion.

AC 19; **Fortitude** 15, **Reflex** 16, **Will** 14

Immune fire

Speed 6; see also *goblin tactics*

☞ **Mace** (std; at-will) ♦ Weapon

+10 vs. AC; 5 damage (6 damage if the target grants combat advantage to the indomitable goblin grunt).

▶ **Goblin Tactics** (imm reac, when missed by a melee attack; at-will)

The indomitable goblin grunt shifts 1 square.

Alignment Evil; **Languages** Common, Goblin

Str 14 (+4) **Dex** 17 (+5) **Wis** 12 (+3)

Con 13 (+3) **Int** 8 (+1) **Cha** 8 (+1)

Equipment mace

TACTICS

The goblins fight to the death, using every trick and shift they can. Many realize they will rekindle, so their actions are more suicidal than normal. They will foolishly bunch together in the tight quarters to attempt to drop a character quickly. If a weakness is spotted in a hero's tactics, a non-minion will take an opportunity attack if it helps him reach his target.

During each round of combat, have the current character roll a DC 17 Perception check to notice the goblins' markings identify them as Razortooth tribe.

FEATURES OF THE AREA

Illumination: Dim light from a hole in the cavern ceiling over the outcrop. The light flickers and seems to originate from the fires above.

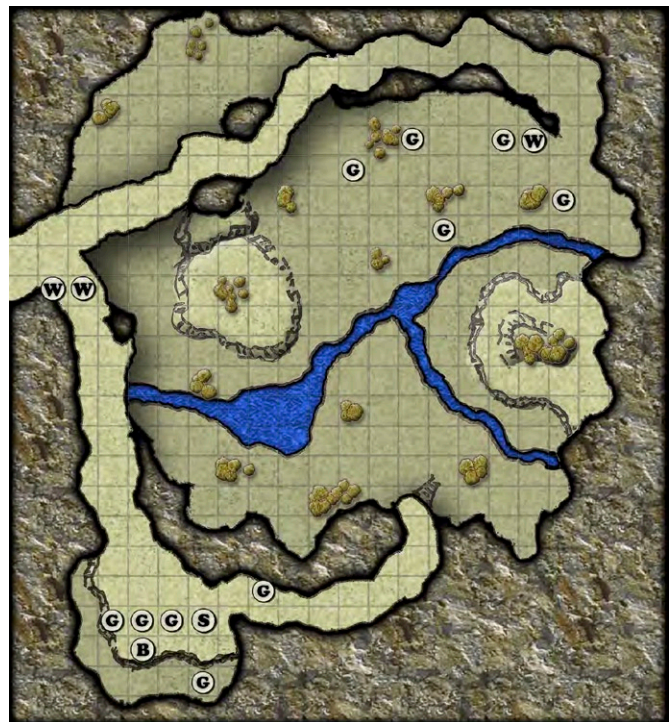
Stream: A non-plant creature stepping into a stream square requires a DC 12 Athletics check to avoid slipping on the algae-covered rocks. If the character cautiously enters it by doubling the movement cost, the DC drops to 5.

Pool: Unlike the stream, the pool is 10 feet deep and extremely cold. A character entering the marked squares is submerged and must make a DC 12 Endurance check each round or suffer 5 cold damage per round and be slowed. It takes 2 standard actions to climb out onto an adjacent square and the character is shivering enough to remain slowed (save ends). If the character is attacked while climbing out, he spends the next standard action doing nothing.

Mushrooms: Each mushroom square can cause a non-plant creature to slip and fall. Roll a DC 12 Athletics check to avoid falling prone. If the creature pays 2 squares of movement to go through, the check is automatically successful.

Ladder: Climbing the ladder can only be done by one character before it falls apart. It must be climbed at half-speed and requires a DC 17 Athletics check to avoid falling from the top when the ladder breaks.

Natural Bridge and Ledge: Provides excellent line of sight and effect over nearly all the cavern.



ENCOUNTER 2–6: REMAINS OF THE DAY

Encounter Level 9 (2,150 XP)

PAGE 17

SETUP

This encounter deals with the attempted rescue of Khadral and the destruction of the Nightmare Trillith Portal. Read the following when the encounter starts:

The room is roughly sixty feet in diameter and is filled with more bodies. On the far wall is a stone and wood circular device about six feet in diameter that appears to be a portal. Mists swirl in its opening and variegated serpent-like creatures swim to its surface and fall back behind, their slender forms slipping in and out of visibility. To the right of the device, four flaming goblins stand around a crude altar. Khadral the dragonborn sorcerer is bound to it with roots that snake out from a large burning taproot that has punched through the ceiling of the cavern. He is covered with wounds, and his bonds flicker and writhe with flame; a slight smell of burned flesh wafts by. Two goblin shamans are chanting a low-droned prayer and dancing around the altar while one of them sharpens a ritual knife. Sparks and embers flick to the ground as he grinds the wicked weapon.

To your left, a ramp leads upward to a ledge that wraps around the whole room, wide enough for two men to walk.

A large pool of water is in the center; a forbidding black surface in the wan light.

- ♦ 1 indomitable goblin king (K)
- ♦ 2 indomitable goblin shamans (S)
- ♦ 1 indomitable goblin skullbreaker (B)
- ♦ 6 indomitable goblin grunts (G)
- ♦ 1 nightmare trillith (T)
- ♦ Khadral [K] (ally)

Indomitable Goblin Skullbreaker (B)

Level 5 Brute • XP 200

Small natural humanoid (fire, undead)

Initiative +4; **Senses** Perception +3; low-light vision

Indomitable Glow (Fire) aura 1; Creatures entering or starting a turn in the aura take 5 fire damage

HP 73; **Bloodied** 36

AC 17; **Fortitude** 19, **Reflex** 16, **Will** 15

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid

Speed 5; see also *goblin tactics*

☑ **Greatclub** (std; at-will) ♦ Weapon

+8 vs. AC; 2d4+5 damage, or 4d4+5 damage while damaged.

▶ **Bloodied Rage** (while bloodied)

The indomitable goblin skullbreaker cannot use goblin tactics and does nothing but attack the nearest enemy, charging if possible.

▶ **Goblin Tactics** (imm reac, when missed by a melee attack; at-will)

The indomitable goblin skullbreaker shifts 1 square.

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the indomitable goblin skullbreaker. It revives with 18 hp on a 20 or higher. After three failed saves, it rekindles with 36 hp one hour after the end of the encounter. The indomitable goblin skullbreaker is permanently killed if submerged underwater for two combat rounds.

Alignment Evil; **Languages** Common, Goblin

Skills Stealth +9, Thievery +9

Str 20 (+7) **Dex** 14 (+4) **Wis** 13 (+3)

Con 13 (+3) **Int** 8 (+1) **Cha** 8 (+1)

Equipment chainmail, greatclub

Indomitable Goblin King (K)

Level 7 Elite Soldier (Leader) • XP 600

Small natural humanoid (fire, undead)

Initiative +6; **Senses** Perception +6; low-light vision

Indomitable Glow (Fire) aura 1; Creatures entering or starting a turn in the aura take 5 fire damage

HP 162; **Bloodied** 81

AC 23; **Fortitude** 21, **Reflex** 19, **Will** 19

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid

Saving Throws +2

Speed 5

Action Points 1

☑ **Morningstar of Misgiving** (std; at-will) ♦

Fear, Weapon

+14 vs. AC; 1d10+6 damage, and the target is marked until the end of the indomitable goblin king's next turn, and the indomitable goblin king makes a secondary attack against the same target. *Secondary Attack*: +12 vs. Will; the target takes a –2 penalty to all defenses until the end of the encounter or the indomitable goblin king's death.

◀ **Goblin King's Bounty** (when first bloodied; enc)

Close Burst 5; each ally in the burst gains a +4 bonus to damage rolls as long as it attacks enemies attacking the king. This effect lasts until the end of the encounter.

◀ **King's Command** (minor; rchg ☑☑)

Close Burst 5; each ally in the burst may shift 3 squares.

▶ **Goblin Tactics** (imm reac, when missed by a melee attack; at-will)

The indomitable goblin king shifts 1 square.

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the indomitable goblin king. It revives with 40 hp on a 20 or higher. If it fails three saves, it rekindles with 81 hp one hour after the end of the encounter. The indomitable goblin king is permanently killed if submerged underwater for two combat rounds.

Alignment Evil; **Languages** Common, Goblin

Skills Athletics +13, Intimidate +11, Stealth +11, Thievery +11

Str 20 (+8) **Dex** 16 (+6) **Wis** 16 (+6)

Con 17 (+6) **Int** 13 (+4) **Cha** 17 (+6)

Equipment leather armor, morningstar

Indomitable Goblin Shaman (S)

Level 6 Controller (Leader) • XP 250

Small natural humanoid

Initiative +6; **Senses** Perception +4; low-light vision

HP 70; **Bloodied** 35

AC 20; **Fortitude** 16, **Reflex** 17, **Will** 18

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid

Speed 6; see also *goblin tactics*

☞ **Totem Rod** (std; at-will) ♦ Weapon
+11 vs. AC; 1d6+2 damage.

✓ **Cinders and Ash** (std; at-will) ♦ Fire
Ranged 10; +10 vs. Will; 1d6+2 fire damage, and the target is blinded (save ends).

✓ **Incite Bravery** (imm reac, when an ally uses *goblin tactics*; at-will)
Ranged 10; the targeted ally shifts 2 more squares and makes an opportunity attack.

✓ **Stinging Hex** (std; rchg ☞☞)
Ranged 10; +10 vs. Will; the target takes 3d6+1 damage if moving during its turn (save ends).

✦ **Vexing Cloud** (std, sustain minor; enc) ♦ Zone
Area Burst 3 within 10; automatic hit; enemies in the zone take a –2 penalty to attack rolls. Allies in the zone are granted concealment.

▶ **Goblin Tactics** (imm reac, when missed by a melee attack; at-will)
The indomitable goblin shaman shifts 1 square.

▶ **Indomitable Flame** (imm reac, when an enemy within 5 squares takes fire damage; at-will) ♦ Fire
The enemy takes ongoing 5 fire damage.

▶ **Lead from the Rear** (imm int, when targeted by a ranged attack; at-will)
The indomitable goblin shaman changes the attack's target to an adjacent ally of its level or lower.

▶ **Rekindle** (when reduced to 0 hp or less)
Roll death saving throws for the indomitable goblin shaman. It revives with 17 hp on a 20 or higher. If it fails three saves, it rekindles with 35 hp one hour after the end of the encounter. The indomitable goblin shaman is permanently killed if submerged underwater for two combat rounds.

Alignment Evil; **Languages** Common, Goblin

Skills Stealth +11, Thievery +11

Str 10 (+3) **Dex** 17 (+6) **Wis** 13 (+4)

Con 14 (+5) **Int** 9 (+2) **Cha** 18 (+7)

Equipment totem rod

Lesser Nightmare Trillith (T)

Level 5 Soldier • XP 200

Medium elemental magical beast

Initiative +3; **Senses** Perception +1; darkvision

HP 60; **Bloodied** 30

AC 21; **Fortitude** 21, **Reflex** 18, **Will** 19

Immune fear;; **Resist** 10 psychic; insubstantial

Speed 6, fly 6, phasing

☞ **Basic Attack** (std; at-will)
Based on the trillith's appearance (claws, slam, weapon, etc.); +12 vs. AC; 1d10+4 damage.

✓ **Crippling Thought** (minor; at-will)
+10 vs. Will; the target is knocked prone.

✓ **Double Attack** (std; at-will) ♦ Weapon
The trillith makes two basic attacks.

✓ **Mind Assault** (std; at-will) ♦ Psychic
Ranged 10; +10 vs. Will; 1d8+2 psychic damage.

☞ **Horrific Dream** (std; rchg ☞☞☞) ♦ Fear
Close Blast 3; +10 vs. Will; 1d6+2 damage, and the target is pushed 3 squares.

▶ **Night Terror** (imm reac; when reduced to 0 hp) ♦ Fear, Psychic
+10 vs. Will; 1d10+4 psychic damage. *Effect:* The target is cursed with nightmares that reduce the benefits of an extended rest: one daily power does not recharge. At the end of each encounter after an extended rest, the target rolls a saving throw to end this effect.

Alignment Unaligned; **Languages** Draconic, telepathy 20

Skills Intimidate +9

Str 18 (+6) **Dex** 13 (+3) **Wis** 9 (+1)

Con 12 (+3) **Int** 7 (+0) **Cha** 14 (+4)

Indomitable Goblin Grunt (G)

Level 5 Minion • XP 50

Small natural humanoid (fire)

Initiative +3; **Senses** Perception +3; low-light vision

HP 1; a missed attack never damages a minion.

AC 19; **Fortitude** 15, **Reflex** 16, **Will** 14

Immune fire

Speed 6; see also *goblin tactics*

☞ **Mace** (std; at-will) ♦ Weapon
+10 vs. AC; 5 damage (6 damage if the target grants combat advantage to the indomitable goblin grunt).

▶ **Goblin Tactics** (imm reac, when missed by a melee attack; at-will)
The indomitable goblin grunt shifts 1 square.

Alignment Evil; **Languages** Common, Goblin

Str 14 (+4) **Dex** 17 (+5) **Wis** 12 (+3)

Con 13 (+3) **Int** 8 (+1) **Cha** 8 (+1)

Equipment mace

Khadral [K]

Level 9 Artillery • XP 400

Medium natural humanoid

Initiative +9; **Senses** Perception +7

HP 76; **Bloodied** 38

AC 21; **Fortitude** 20, **Reflex** 19, **Will** 23

Resist 5 fire

Speed 6

☞ **Dagger** (std; at-will) ♦ Weapon
+16 vs. AC; 1d4+3 damage. Thrown 5/10; +16 vs. AC; 1d4+1 damage.

☞ **Gusting Flame** (std; at-will) ♦ Fire
Ranged 10; +14 vs. Fortitude; 1d8+4 fire damage, and the target is pushed 1 square.

☞ **Dragon Breath** (minor; enc) ♦ Fire
Close Blast 4; targets all creatures; +12 vs. Reflex; 1d6+4 fire damage.

✦ **Chaos Storm** (std; rchg ☞☞) ♦ Lightning, Teleportation
Area Burst 1 within 10; +12 vs. Reflex; 2d6+4 lightning damage. *Effect:* Each target hit by the attack is teleported to any other space within the burst.

▶ **Dragon's Sorcerous Blessing**
While bloodied, Khadral gains a +1 racial bonus to attack rolls. When first bloodied, Khadral gains a +2 bonus to AC until the end of the encounter.

▶ **Whirlwind** (imm int, when Khadral would be hit by a melee or ranged attack; enc)
A whirlwind grants Khadral a +2 bonus to the targeted defense. Khadral shifts 2 squares ignoring difficult terrain, and the attacker is pushed 2 squares.

Alignment Good; **Languages** Common, Draconic, Elven, Goblin

Skills Arcana +11, History +11, Intimidate +13

Str 17 (+7) **Dex** 13 (+5) **Wis** 16 (+7)

Con 16 (+7) **Int** 15 (+6) **Cha** 19 (+8)

Equipment dagger

Indomitable Khadral [K]**Level 10 Artillery • XP 500**

Medium natural humanoid (fire, undead)

Initiative +9; **Senses** Perception +8**Indomitable Glow** (Fire) aura 1; creatures entering or starting a turn in the aura take 5 fire damage**HP** 82; **Bloodied** 41**AC** 22; **Fortitude** 21, **Reflex** 20, **Will** 26**Immune** fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid**Saving Throws** +2**Speed** 6☞ **Ritual Dagger** (std; at-will) ◆ Weapon

+17 vs. AC; 1d4+3 damage. Thrown 5/10; +17 vs. AC; 1d4+1 damage.

☞ **Gusting Flame** (std; at-will) ◆ Fire

Ranged 10; +15 vs. Fortitude; 1d8+4 fire damage, and the target is pushed 1 square.

☞ **Dragon Breath** (minor; enc) ◆ Fire

Close Blast 4; targets all creatures; +13 vs. Reflex; 1d6+4 fire damage.

✦ **Chaos Storm** (std; rchg ☞☞) ◆ Lightning, Teleportation

Area Burst 1 within 10; +13 vs. Reflex; 2d6+4 lightning damage. Effect: Each target hit by the attack is teleported to any other space within the burst.

▶ **Dragon's Sorcerous Blessing**

While bloodied, Khadral gains a +1 racial bonus to attack rolls. When first bloodied, Khadral gains a +2 bonus to AC until the end of the encounter.

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for Khadral. It revives with 20 hp on a 20 or higher. If it fails three saves, it rekindles with 41 hp one hour after the end of the encounter. Khadral is permanently killed if submerged underwater for two combat rounds.

▶ **Whirlwind** (imm int, when Khadral would be hit by a melee or ranged attack; enc)

A whirlwind grants Khadral a +2 bonus to the targeted defense. Khadral shifts 2 squares ignoring difficult terrain, and the attacker is pushed 2 squares.

Alignment Good; **Languages** Common,

Draconic, Elven, Goblin

Skills Arcana +11, History +11, Intimidate +13**Str** 17 (+8) **Dex** 13 (+6) **Wis** 16 (+8)**Con** 16 (+8) **Int** 15 (+7) **Cha** 19 (+9)**Equipment** ritual dagger**TACTICS**

The heroes have five rounds to stop Khadral from being killed by either of the shamans.

Rounds 1–4: The goblins are intent on the ritual and must roll to avoid being surprised. Once the battle is started, the king and the skullbreaker rush forth with the goblin grunts to engage the party. The grunts try stay within 5 squares of the king in order to benefit from his *king's bounty* and *king's command* powers. The skullbreaker targets a weak hero. One shaman stays behind to rebuff attempts to save Khadral, and the other continues the ritual.

The shamans can complete the ritual and sacrifice the dragonborn sorcerer as long as at least one of them spends a standard action each round to maintain the ritual and stays adjacent to the altar. If neither shaman can maintain the ritual during the first four rounds of combat, the portal shudders and groans and the creatures in the mist writhe and cluster towards its center and sink beneath the surface.

If the heroes reach Khadral and unbind him from the burning roots, he helps the combat in any way he can but always stays within 3 squares of the altar. He requests the dagger to use as a weapon if the shamans are defeated or picks it up if it was dropped.

Round 5: If the heroes fail to stop the ritual, one of the shamans takes the ritual blade and plunges it deep into Khadral's heart. Whether or not the heroes stop the ritual, the portal flares up at the end of this round with a blinding light: Close Burst 10; +10 vs Fortitude and the target is blinded (save ends).

IF THE RITUAL SUCCEEDS

Rounds 6+: The first nightmare trillith comes out of the portal and attacks the nearest creature to the entrance. The surviving goblins flee the room at the first sight of the trillith. Khadral becomes infused with Indomitability's fire as a result of his death and breaks the vine bonds that secure him and pulls the knife out of his chest. In the next rounds, Khadral moves towards the nightmare trillith and shouts for the heroes to help grab it. When it is finally grabbed, the sorcerer drags it to the portal and stands poised at its edge, ready to make his sacrifice.

IF THE RITUAL FAILS

Rounds 6+: The portal returns to its original appearance when the heroes first entered the cavern. Each round thereafter, the mists churn with more creatures and their bodies push further out from the surface. The goblins continue the fight to the death. When Khadral is no longer blinded he seeks the the ritual dagger if he doesn't already have it. When he acquires it, he jumps upon the altar and wraps the roots around him and then with a roar and a blast of dragon's breath towards the sky, plunges the dagger into his heart. The next round he becomes infused with Indomitability's fire. After that, he helps defeat any remaining goblins and then runs back to the portal's edge, and turns back to the heroes, ready to make his sacrifice.

KHADRAL'S SACRIFICE

At the portal's edge, the creatures in the mist snap and rake at the burning sorcerer. The heroes are certain to be confused, and if they ask Khadral what is happening, he replies:

"My time is short and even now, the gateway gains strength. The spirit of this forest will destroy us all if this abomination remains. For you to finish your destiny, mine must change here and now or you will never be free. I must enter the flame, for it is the only way to destroy this connection to the dream realm beyond. Remember me in your dreams, my friends, for I shall ever be there! Go, now, or Deception will destroy us all!"

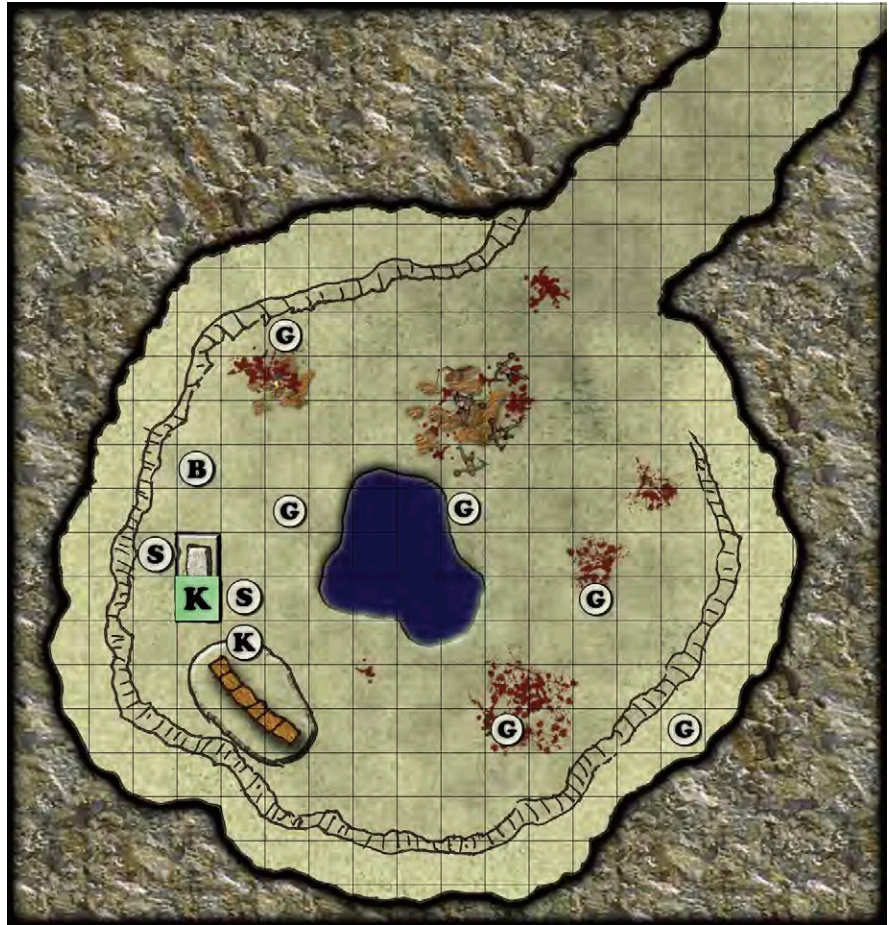
With that, Khadral turns back to the clawing creatures and jumps in. Instantly, the mists swirl towards the center and turn black for a second and then explode out with a thunderous blast (Close Burst 10; +10 versus Fortitude and the target is deafened [save ends]). The portal shudders one last time and falls apart in large chunks of stone and timber that clatter and roll to the floor.

FEATURES OF THE ROOM

Dead Remains: Each square of dead remains is difficult terrain.

The Pool: Three feet deep with 4 squares in its center that the goblins cannot reach in melee. They will not enter the water and if pushed in, will thrash around and die in 2 rounds.

The Ledge: It is 10 feet above the floor but is slippery. Any creature moving at more than half speed must make a DC 12 Acrobatics check or slip and fall to the lower level.



ENCOUNTER 2-7: FIRE CURTAIN

Encounter Level 8 (1,800 XP)

PAGE 17

SETUP

Read the following when the encounter starts:

The Elfroad narrows between two hills. The fire is stronger here on the sides and a shimmering curtain of flame like you encountered before lazily undulates across the path, but does not advance towards you. Beyond the transparent veil you see two bodies lying next to each other.

- ✦ 2 indomitable rat swarms (S)
- ✦ 2 indomitable zombie elf skirmishers (Z)
- ✦ 2 fire curtains (F)
- ✦ 1 cinder cloud (C)
- ✦ 1 flaming brush (B)

Indomitable Rat Swarm (S)

Level 4 Skirmisher • XP 175

Medium natural animate (fire, swarm, undead)

Initiative +8; **Senses** Perception +7; darkvision

Swarm Attack aura 1; The indomitable rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

Aura of Fire (Fire) aura 1; Creatures entering or starting a turn in the aura take 5 fire damage

HP 52; **Bloodied** 26

AC 17; **Fortitude** 14, **Reflex** 17, **Will** 13

Immune fire; **Resist** 5 radiant, half damage from melee and ranged attacks; **Vulnerable** 10 cold, 10 acid

Speed 4, climb 2

☑ **Swarm of Teeth** (std; at-will)

+11 vs. AC; 1d6+4 fire damage, and ongoing 3 fire damage (save ends).

Alignment Unaligned; **Languages** —

Str 13 (+3) **Dex** 18 (+6) **Wis** 11 (+2)

Con 12 (+3) **Int** 2 (–2) **Cha** 9 (+1)

PREMONITION

If the heroes head towards the curtain, Crystin screams, believing herself to be on fire. Her head snaps from side to side as images of the rest of the group transformed into fiery zombies flash before her. She finally collapses into a seizure, nearly choking on her own tongue. As the seizure fades, she deliriously mutters, "This is no sacrifice. It is only death. Nothing will be saved."

Indomitable Zombie Elf Skirmisher (Z)

Level 5 Skirmisher • XP 200

Medium natural animate (fire, undead)

Initiative +7; **Senses** Perception +3; low-light vision

Aura of Fire (Fire) aura 1; Creatures entering or starting a turn in the aura take 5 fire damage

HP 61; **Bloodied** 30

AC 19; **Fortitude** 16, **Reflex** 20, **Will** 17

Immune fire; **Resist** 10 necrotic, 5 radiant, half damage from melee and ranged attacks;

Vulnerable 10 cold, 10 acid

Saving Throws +2, +5 against charm effects

Speed 6

☑ **Spear** (std; at-will) ✦ Weapon

+10 vs. AC; 1d8+2 damage, and the target is slowed until the end of the indomitable zombie elf skirmisher's next turn.

✦ **Mobile Strike** (std; rchg ☑☑☑)

The indomitable zombie elf skirmisher moves up to 8 squares and makes a melee basic attack during that movement. The target is not granted an opportunity attack when the indomitable zombie elf skirmisher moves away.

▶ **Quickened Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the indomitable zombie elf skirmisher. It revives with 15 hp on a 10 or higher. If it fails three saves, it rekindles with 30 hp one hour after the end of the encounter. The indomitable zombie elf skirmisher is permanently killed if submerged underwater for 2 combat rounds.

▶ **Wild Step**

The indomitable zombie elf skirmisher ignores difficult terrain when it shifts.

▶ **Zombie Weakness**

The indomitable zombie elf skirmisher is automatically reduced to 0 hp when an hit by a critical hit.

Alignment Unaligned; **Languages** Elven

Skills Acrobatics +10, Athletics +9

Str 14 (+4) **Dex** 17 (+5) **Wis** 11 (+2)

Con 13 (+3) **Int** 9 (+1) **Cha** 9 (+1)

Equipment spear

Fire Curtain

Level 8 Hazard • XP 350

Hazard

A bright transparent curtain flame that wavers with incredible heat bars your way.

Hazard A wall of flame of 8 contiguous squares blasts heat and flame. It has a speed 2.

▶ **Perception**

No check is necessary to notice the fire curtain.

▶ **Trigger**

When a creature begins its turn in or enters one of the fire curtain's squares.

▶ **Attack**

Opportunity Action; Melee

Attack +10 vs. Fortitude

Hit 2d10+5 fire damage and ongoing 5 fire damage and the target is weakened (save ends).

Miss half damage and the target is not weakened and there is no ongoing damage.

▶ **Countermeasures**

✦ None.

Upgrade to Elite (XP 700)

✦ Increase number of squares to 12.

✦ The hazard deals 4d10+5 fire damage and ongoing 10 fire damage and the target is dazed (save ends).

Cinder Cloud

Level 6 Hazard • XP 250

Hazard

Burning embers and ash fill the air around you.

Hazard A single nauseating cinder cloud fills 1d6 contiguous squares and has speed 5. Each square is heavily obscured.

► **Perception**

No check is necessary to notice the cinder cloud.

► **Trigger**

When a creature begins its turn in or enters one of the cinder cloud's squares.

► **Attack**

Opportunity Action; Melee

Attack +10 vs. AC

Hit 2d6+2 fire damage and ongoing 5 fire damage and the target is weakened (save ends).

► **Countermeasures**

- ♦ Targets wearing cloth over their nose gain a +2 defense bonus.
- ♦ Targets immune to fire, having the fire subtype or that do not breathe are immune.

Upgrade to Elite (XP 500)

- ♦ Increase number of squares to 2d6.
- ♦ The hazard deals 4d6 fire damage and ongoing 10 fire damage and the target is dazed (save ends).

TACTICS

If the heroes go through the curtain and move towards the bodies, roll DC 12 Perception checks to notice movement on the road's edge. Add +4 to the initiative roll for each character that notices the indomitable rat swarms that attack from both sides. One round later the two bodies rise and slam into the heroes, seeking to push them into the fire curtains that bracket the roadway.

Each round, the elves croak Indomitability's demand, their voices identical: "Yield to me! Free me! You shall never escape!"

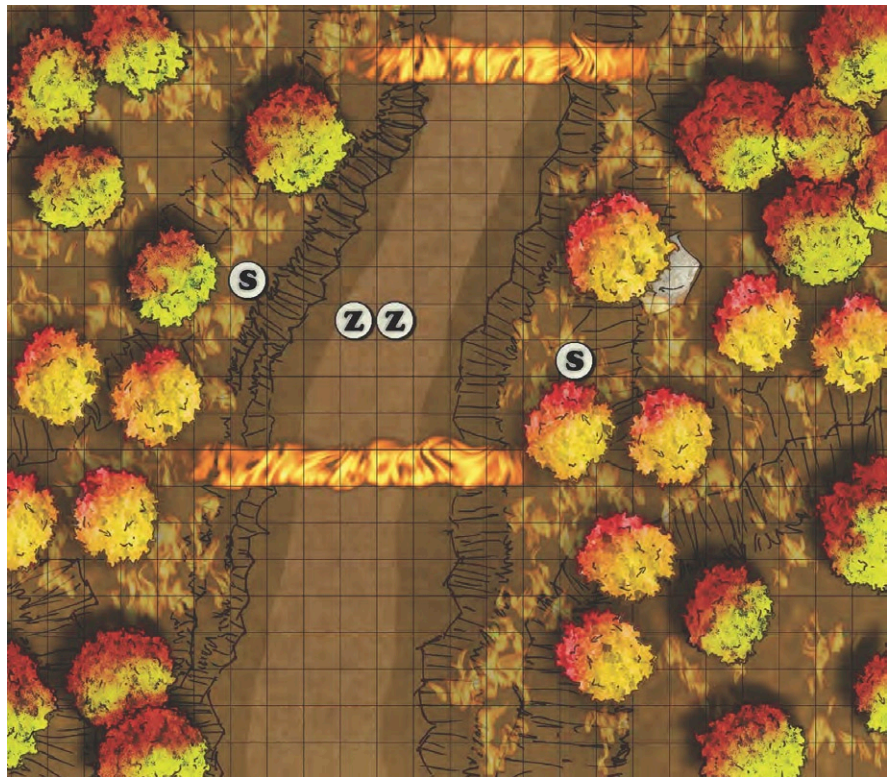
On round 3, a cinder cloud (page 32) moves

onto the battlefield and travels across the roadway to harass the combatants.

If the heroes retreat, the enemies do not follow but will pursue if the party continues its escape. Five more fire curtains spread 10 squares apart must be traversed before the party can escape. Each new encounter area is similar to this one.

FEATURES OF THE AREA

Flaming Brush: The small licks of flame are flaming brush (page 32). The hazard counts as XP only if a hero is pushed or maneuvered into it by an enemy.



ENCOUNTER 2-8: RIVER TRAVEL

Encounter Level 6 (variable XP)

SETUP

Read any or all of the following as the characters near hazardous areas of the river.

Here, the fire seems to burn a little more fiercely. As you round a slightly narrowed bend, you notice three clouds in the distance that swirl in a clockwise direction over an eddy pool against the bank. Just above the pool, a denser grove of burning trees spit and fume, throwing chunks of debris and ash skyward. No sooner than one cloud seems to die, a new one rolls off the upper ledge down to the swirling mass below.

Along the shoreline and flitting across the exposed rocks of a once-rapids section, small fire creatures bar your way.

You see hundreds of burning fish traveling in a school in a deeper part of the river.

Avoid the River Hazards

Level 6 Skill Challenge • XP variable
Complexity variable

Setup The heroes must navigate the river to their destination.

Primary Skills Acrobatics, Arcana, Athletics, Nature, Perception

Secondary Skills Endurance, Heal, Nature, Perception

Success If the heroes make the required successes before 3 failures, they complete their journey with no other consequences.

Failure Failing the challenge stops the heroes' forward progress and they must start the challenge again in order to continue either forward or backward. Each hero loses two healing surges. The new skill challenge stops when the heroes travel the full distance to their destination. In addition, the party attracts the attention of an indomitable dire wolf (see page 51) that shadows them and joins the next combat they have.

Acrobatics (DC 12) The heroes dodge and weave around the many hazards they face. This is a group check. One character leads, while the others aid him with a +2 bonus on each successful aid another check (10 or more Acrobatics check). A failed check costs one healing surge for each party member and counts as a failure for the challenge.

Arcana (DC 12) The first time a character earns a success with this skill, he recognizes the infusion of a dragon's life force with the burning objects. The lines of magical energy are also perceived originating from the southeast. This knowledge helps the hero understand the forest's fire and gives insight into areas that are more dangerous to the heroes as they travel. The first time a hero earns a failure with this skill, no more Arcana checks can be made for this or any Avoid the River Hazards skill challenges.

Athletics (DC 12) The heroes find areas of terrain that are tougher to travel, but less prone to the devastating damage of the fire hazards. This is a group check. One character leads, while the others aid him with a +2 bonus on each successful aid another check (10 or more Athletics check). A failed check costs one healing surge for each party member and counts as a failure for the challenge.

Endurance (DC 17) As an immediate interrupt, when a check fails that causes the loss of a healing surge, the hero may make an Endurance check to negate the failure (no success is scored, however) and avoid losing the healing surge. A hero may only do this two times per Avoid the River Hazards skill challenge.

Heal (DC 17) As an immediate interrupt, when a check fails that causes the loss of a healing surge, the hero may make a Heal check to avoid losing the healing surge. The failure is still counted.

Nature (DC 12) The character's knowledge of the world gives him keen insight into what dangers are lurking around them and beneath the waters, allowing him to find the best path to travel. A failed check forces an immediate Acrobatics or Athletics check to be made as a group check. The result of that check is counted as a success or failure instead.

Perception (DC 17) The character's knowledge of the world gives him keen insight into what dangers are lurking around them and beneath the waters, allowing him to find the best path to travel. A failed check forces an immediate Acrobatics or Athletics check to be made as a group check. The result of that check is counted as a success or failure instead.

Nature or Perception (secondary) (DC 12) The hero detects signs of dangerous ground or underwater rocks or other dangers that are in the forest. On a successful check, the next primary skill check gains a +2 bonus. The use of these skills as secondary skills does not count as a success or failure toward the completion of this challenge.

ENCOUNTER 2-9: FEY SAVE

Encounter Level 8 (1,850 XP)

SETUP

While the heroes are listening to Tiljann's song, she leaves the river's edge where she was standing and flies to the bridge and tower in curiosity. Read the following when the encounter starts:

The song that has been at the back of your mind now crystallizes as you see a small flying girl holding a spear in one hand and a flute in the other. She barely rises over the tower's entry bridge and then lands heavily before the door. The minor strains of her haunting melody are silenced as she crouches down and looks about. She is emaciated, as if she has never had a full meal in her life, and light leather armor clings to her waifish body. Dark gray hair floats around her shoulders, and faintly glistening wings twitch behind her back, withered like a dragonfly that got too close to a flame. She shudders with each gasping breath.

Tiljann is not trying to hide, and is absent-mindedly singing a section of the Song of Forms. She shies away if the heroes attempt to communicate with her, bringing the spear close in a defensive position and opening her mouth slightly.

Unknown to Tiljann, though, Vuhl has sent a number of rebels and instructed them to kill her in the elf village. Before anyone can speak, the hot air shimmers, and two more of the fey creatures suddenly appear next to the frightened girl and attack her.

- ♦ 8 seela rebel skirmishers (S)
- ♦ Kandrvann, seela rebel leader (K)
- ♦ Tiljann (T) (ally)



Seela Rebel Skirmisher (S)

Level 5 Skirmisher • XP 200

Medium fey humanoid

Initiative +6; **Senses** Perception +3; darkvision

HP 62; **Bloodied** 31

AC 19; **Fortitude** 19, **Reflex** 21, **Will** 18

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid

Speed 6; fly 6

☑ **Dagger** (std; at-will) ♦ Weapon

+10 vs. AC; 1d4+1 damage.

☑ **Throwing Dagger** (std; at-will) ♦ Weapon

Thrown 5/10; +10 vs. AC; 1d4+4 damage.

✗ **Mobile Strike** (std; at-will)

The seela skirmisher moves up to 6 squares and makes a melee basic attack during that movement. The target is not granted an opportunity attack when the seela skirmisher moves away.

▶ **Combat Advantage**

The seela skirmisher deals 1d6 extra damage on melee attacks against targets that grant it combat advantage.

▶ **Dragonfly Flit** (move; at-will)

The seela skirmisher moves up to 4 squares in an unpredictable manner. It gains a +4 bonus to AC against opportunity attacks and gains combat advantage against any target adjacent to it at the end of its movement.

▶ **Invisibility** (std; enc) ♦ Illusion

The seela skirmisher becomes invisible until it attacks or is hit by an attack.

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for the seela skirmisher. It revives with 15 hp on a 20 or higher. If it fails three saves, the seela skirmisher rekindles with 31 hp one hour after the end of the encounter. The seela skirmisher is permanently killed if submerged underwater for 2 combat rounds.

Alignment Unaligned; **Languages** Elven

Skills Athletics +8, Bluff +7, Thievery +11

Str 12 (+3) **Dex** 18 (+6) **Wis** 13 (+3)

Con 14 (+4) **Int** 8 (+1) **Cha** 10 (+2)

Equipment 6 throwing daggers, dagger

Kandrvann, Seela Rebel Leader (K)

Level 6 Soldier (Leader) • XP 250

Medium fey humanoid

Initiative +4; **Senses** Perception +5; darkvision

HP 68; **Bloodied** 34

AC 22; **Fortitude** 20, **Reflex** 19, **Will** 20

Immune fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid

Saving Throws +2

Speed 6; fly 6

☑ **Dagger** (std; at-will) ♦ Weapon

+13 vs. AC; 1d4+2 damage.

☑ **Shortbow** (std; at-will) ♦ Weapon

Ranged 15/30; +13 vs. AC; 1d8+1 damage. 2H, Load Free

✗ **Fallow Touch** (std; enc) ♦ Healing

+11 vs. Reflex; 1d6+3 damage and the target is grabbed, and takes ongoing 5 damage while remaining grabbed. The seela rebel leader recovers hp equal to the damage delivered. This cannot be used against other seela.

↩ **Action Command** (std; rchg ☑☑)

Close Burst 5; Allies currently flanking a target may make a basic attack as a free action. The ally must be able to see and hear the seela rebel leader.

↩ **Discordant Song** (minor; enc)

Close Blast 5; +11 vs. Fortitude, and the target is dazed (save ends).

▶ **Dragonfly Flit** (move; at-will)

The seela rebel leader moves up to 4 squares in an unpredictable manner. It gains a +4 bonus to AC against opportunity attacks and gains combat advantage against any target adjacent to it at the end of its movement.

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for Kandrvann. He revives with 17 hp on a 20 or higher. If he fails three saves, Kandrvann rekindles with 34 hp one hour after the end of the encounter. Kandrvann is permanently killed if submerged underwater for 2 combat rounds.

Alignment Unaligned; **Languages** Common, Elven

Skills Acrobatics +9, Athletics +10, Intimidate +8

Str 15 (+5) **Dex** 13 (+4) **Wis** 15 (+5)

Con 12 (+4) **Int** 11 (+3) **Cha** 11 (+3)

Equipment dagger, shortbow with 20 arrows

Tiljann (T)**Level 7 Controller (Leader) • XP 300**

Medium fey humanoid

Initiative +5; **Senses** Perception +5; darkvision**HP** 73; **Bloodied** 36**AC** 21; **Fortitude** 20, **Reflex** 21, **Will** 22**Immune** fire; **Resist** 5 radiant; **Vulnerable** 10 cold, 10 acid**Saving Throws** +2**Speed** 6; fly 6☞ **Spear** (std; at-will) ♦ Weapon

+12 vs. AC; 1d8+1 damage. Add +1 damage when used 2H

☞ **Shortbow** (std; at-will) ♦ Weapon

Ranged 15/30; +12 vs. AC; 1d8+2 damage. 2H, Load Free

✓ **Fallow Touch** (std; at-will) ♦ Healing

+11 vs. Reflex; 1d6+3 damage and the target is grabbed, and takes ongoing 5 damage while remaining grabbed. Tiljann recovers hp equal to the damage delivered. This cannot be used against other seela.

✓ **Hideous Laughter** (std; rchg ☞☞) ♦ Charm

Ranged 5; +11 vs. Will; 1d8+5 psychic damage, and the target falls prone.

☞ **Discordant Song** (minor; enc)

Close Blast 5; +11 vs. Fortitude, and the target is dazed (save ends).

☞ **Sound Burst** (std; enc) ♦ Thunder

Close Blast 5; targets all creatures in blast; +11 vs. Fortitude; 3d8+3 thunder damage, and the target is stunned until the end of Tiljann's next turn.

▶ **Courage Song** (std, sustain minor; enc)

All allies within 5 squares of Tiljann gain a +1 bonus to attack and damage rolls.

▶ **Rekindle** (when reduced to 0 hp or less)

Roll death saving throws for Tiljann. She revives with 18 hp on a 20 or higher. If she fails three saves, Tiljann rekindles with 35 hp one hour after the end of the encounter. Tiljann is permanently killed if submerged underwater for 2 combat rounds.

Alignment Unaligned; **Languages** Common, Elven**Skills** Diplomacy +11, History +9**Str** 12 (+4) **Dex** 15 (+5) **Wis** 14 (+5)**Con** 9 (+2) **Int** 13 (+4) **Cha** 16 (+6)**Equipment** shortbow with 20 arrows, spear, flute**TACTICS**

Primarily trained in driving off or killing animals, the seela rebels fight like a pack of wolves, preferring to surround enemies, using *dragonfly flit* to grant combat advantage, and cut them down from all sides with mobile strikes. They are trained well enough to aid each other if they want to take down an armored foe. Kandrvann takes full advantage of this, using his *action command* power when a number of the rebel seela are in a flanking position. He will move to the best location to maximize the effectiveness of his call, even suffering an opportunity attack.

The seela rebels are so used to fighting off “survivors” who are possessed by indomitable fire that they initially think the heroes are simply monsters to be killed. Each round the party engages them, they chatter in Elven, confused and wondering who these outsiders are. Any character who speaks Elven can understand the conversation, including, “They’re the heralds who are to come,” and “Is the end really near?” Vuhl has convinced the seela rebels that the end of their suffering is near, and so while they might listen to negotiations they are Hostile to the heroes, afraid the foreigners might interfere with Vuhl’s plans.

If the heroes attack the seela rebels, Tiljann uses her *courage song* on the heroes, singing with a voice that carries the beauty of what the forest

must once have looked like. She helps the heroes flank her attackers, or uses *hideous laughter* to hamper the rebels’ actions. She does not want anyone killed, and cries out every round not to kill anyone; she will grab at any character to stop him from finishing off a fallen seela.

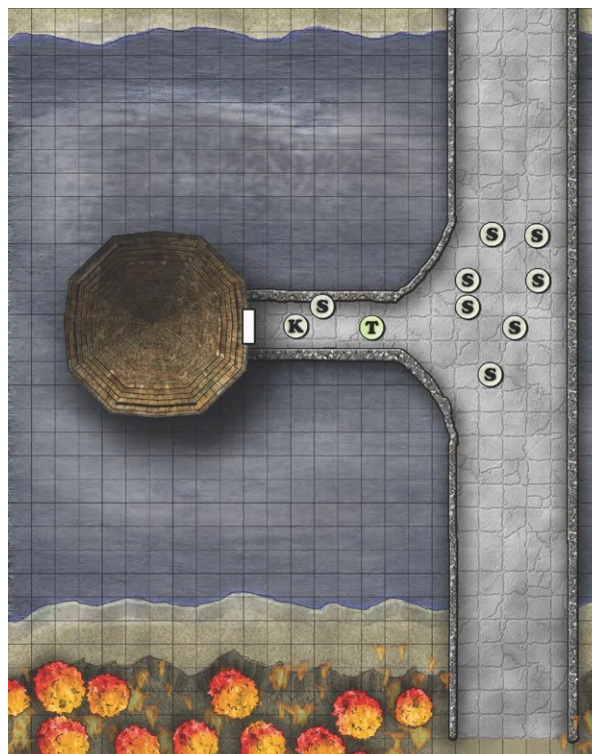
If the rebels are reduced to only two or Kandrvann is killed, the survivors leap off the bridge, glide to the river bank, and run as quickly as they can to Lake Seela.

FEATURES OF THE AREA

Water: Any seela knocked prone, slid, or pushed over a water square must make a +0 vs. Reflex check or fall into the water. The fallen seela wails and screeches for 2 rounds as it dies from the dousing of the indomitable fire.

Bridge Rails: The rails are 3 feet tall and considered difficult terrain when climbing. Non-flying creatures pushed against the rail are stopped by the obstruction. A DC 10 Acrobatics check must be taken each round a character stands on the rail to avoid falling. If a character is hit by an attack while standing on the rail, he must roll a DC 15 Acrobatics check to avoid being pushed one square.

Door: The door’s stonewood mace trap (see page 61) may be triggered if a character is pushed into the door. The character striking the door is targeted by the mace rather than its normal “nearest character” behavior.



ENCOUNTER 3-1: SHRINE OF LOVE

Encounter Level 7 (1,500 XP)

SETUP

Gwenvere starts this encounter underwater. She is heavily obscured because of the murky water and her ability to stay below the surface. If an offering is brought in order to speak to her, Gwenvere is suspicious but the heroes are granted an audience with her. In this case, run the “Audience” skill challenge.

If the heroes blindly enter the pool area, she will consider them to be thieves or worse and attack. The following read-aloud text assumes the heroes brought Gwenvere gifts as suggested:

The hag cackles once and with a full-body sweep, surveys you and your gifts. Then she turns her head and looks toward a spot in space at about her head’s height and with a cracking wispy voice, she says in Elven, “Oh, my love, have the jealous come to to see our beauty?” She looks away toward the gifts and stretches out both arms towards the offering. “They seek to trick us with such tender morsels.” Her address then is directed to the heroes with a threatening hiss, “Do you scheme to rob me and my love? Tell me true or you shall die.”



Audience

Level 6 Skill Challenge • XP 250

Complexity 1 (4 successes before 3 failures)

The hag in the water waits expectantly to hear what you have to say.

Setup The heroes must convince Gwenvere to help them speak to Timbre. The most effective conversation appeals to her vanity and desire to be beautiful again.

Primary Skills Diplomacy, History, Insight

Other Skills Bluff, Intimidate

Victory Gwenvere believes the heroes are trying to help. Her demeanor becomes Friendly to the party and she invites them to sit along the shore to talk. See “Gwenvere Talks” (page 28).

Defeat The inconsolable pond hag refuses to believe the heroes are sincere. Each hero loses a healing surge and she angrily accuses them of being thieves like all the others. She slips beneath the water and attacks.

Diplomacy (DC 12) With great respect towards the nymph, the hero explains the reason for being here.

History (DC 12) The hero recalls the great deeds Gwenvere has done for the forest in the past. Maximum 1 success.

Insight (DC 12) By watching and understanding the motions and gestures of the once-beautiful nymph, the hero finds common emotional ground between them. In addition to counting as a success, the hero gains a +2 bonus to his next Diplomacy check. A failed Insight check results in a –2 penalty to the hero’s next Diplomacy check and closes off future use of this skill. Maximum 2 successes.

Bluff (DC 12) The hero appeals to some vanity or masks his intentions with a lie, deceiving the hag with his silvered tongue. A failed check cancels all earned successes and closes off the future use of this skill for this skill challenge.

Intimidate (DC –) An Intimidate check is always an automatic failure and the hero loses one healing surge.

Gwenvere, Pond Hag (G)

Level 8 Controller • XP 350

Medium fey; humanoid

Initiative +7; **Senses** Perception +12; low-light vision

Unwholesome Presence aura 3; enemies’ healing surges restore only ½ normal hp.

HP 93; **Bloodied** 46

AC 22; **Fortitude** 23, **Reflex** 21, **Will** 21

Speed 8 (swamp walk), **swim** 8

☑ **Claw** (std; at-will)

+13 vs. AC; 1d8+4 damage.

✗ **Slam** (std; at-will)

+13 vs. AC; 1d6+4 damage, and the target is knocked prone.

✗ **Drown Touch** (std; rchg ☹☹☹)

+12 vs. Fortitude; 2d8+5 damage, and ongoing 5 damage (save ends).

✗ **Mud Ball** (std; at-will)

Ranged 10; +12 vs. Reflex; the target is slowed (save ends). Targets already slowed are immobilized (save ends).

☞ **Shriek of Pain** (std, rechg when first bloodied) ♦ Thunder

Close Blast 5; +12 vs. Fortitude; 3d6+4 thunder damage. Miss Half damage.

Alignment Evil; **Languages** Common, Elven

Skills Bluff +12, Insight +12, Nature +12

Str 19 (+8) **Dex** 17 (+7) **Wis** 16 (+7)

Con 21 (+9) **Int** 12 (+5) **Cha** 17 (+7)

TACTICS

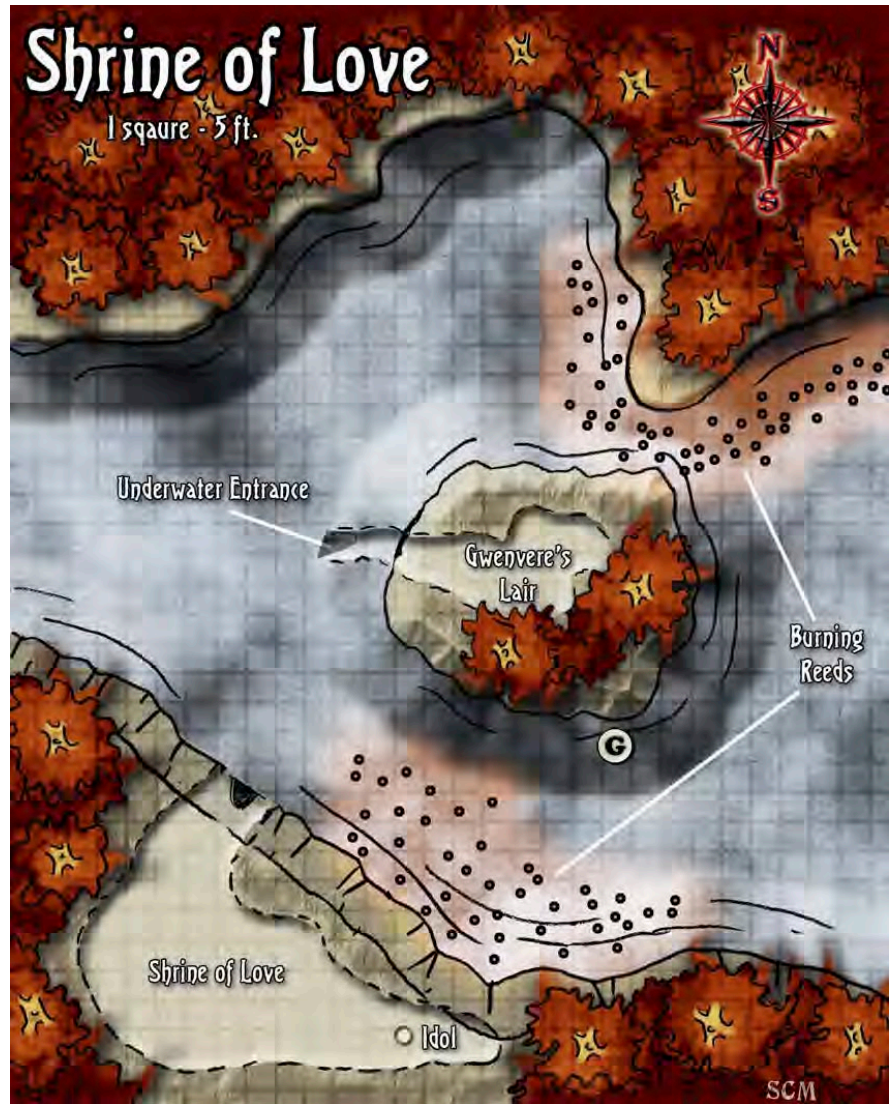
Gwenvere stays underwater when attacking, using the murky water to her advantage. She pops up and out of the water to throw *mud balls* while she has combat advantage. After a few rounds of ranged attacks, she uses her attack to knock a hero prone and then uses *drown touch* to finish the job. She might instead take a particularly weak hero to her cave for later interrogation, torture, and worse. If Gwenvere is reduced to 40 or fewer hp, she flees if she easily can; otherwise, she begs for mercy, offering all her treasures in exchange for her freedom.

FEATURES OF THE AREA

Pool Water: Three feet deep and heavily obscuring due to the murkiness, the floor of the pool is level except where it slopes around the island. Wading through the water is difficult terrain.

Burning Reeds: The reeds can be thrown and are considered improvised weapons that do fire damage.

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.



ENCOUNTER 3-2: TIMBRE

Encounter Level 7 (1,500 XP)

SETUP

- ♦ Timbre (T)
- ♦ 2 indomitable dire boars (D)
- ♦ 2 elemental bucks (B)
- ♦ 2 fire curtain hazards

Timbre (T)

Level 9 Skirmisher • XP 400

Medium fey humanoid (fire, plant, undead)

Initiative +7; Senses Perception +7

Indomitable Glow (Fire) aura 1; creatures entering or starting a turn in the aura take 5 fire damage

HP 92; Bloodied 46

AC 21; Fortitude 23, Reflex 22, Will 22

Immune fire; Resist 5 radiant; Vulnerable 10 cold, 10 acid

Saving Throws +2

Speed 8

☑ Branch Flail (std; at-will)

Reach 2; +14 vs. AC; 2d8+4 damage, or +12 vs. AC; 2d6+4 damage when the target is prone.

✔ Willow Whip (std; at-will)

Timbre makes up to four *branch flail* attacks, no more than twice against a single target. Two or more successful hits against a target in one round knocks the target prone.

✔ Willow Roots (std; at-will) ♦ Fire

Ranged 5; the target is entangled in roots; +12 vs. Reflex; 1d6+7 fire damage, and ongoing 5 fire damage and the target is restrained (save ends both).

▶ Rekindle (when reduced to 0 hp or less)

Roll death saving throws for Timbre. It revives with 46 hp on a 20 or higher. If it fails three saves, it rekindles with 92 hp one hour after the end of the encounter. Timbre is permanently killed if submerged underwater for two combat rounds.

▶ Root Runner (move; at-will) ♦

Teleportation

Timbre can teleport 8 squares. It must start and end its move adjacent to a large or bigger plant.

Alignment Unaligned; Languages Elven

Skills History +9, Nature +12

Str 19 (+8) Dex 17 (+7) Wis 17 (+7)

Con 12 (+5) Int 10 (+4) Cha 13 (+5)

Indomitable Dire Boar (D)

Level 7 Brute • XP 300

Large natural beast ((fire, undead))

Initiative +3; Senses Perception +2

Indomitable Glow (Fire) aura 1; Creatures entering or starting a turn in the aura take 5 fire damage

HP 96; Bloodied 48

AC 17; Fortitude 22, Reflex 17, Will 16

Immune fire; Resist 5 radiant; Vulnerable 10 cold, 10 acid

Saving Throws +2

Speed 8

☑ Gore (std; at-will)

+10 vs. AC; 1d10+5 damage, or 1d10+10 damage against a prone target.

✔ Last Gasp (when reduced to 0 hp)

The indomitable dire boar makes a gore attack.

▶ Protective Charge

When charging, a successful gore attack deals an extra 5 damage, pushes the target 2 squares, and knocks the target prone.

Alignment Unaligned; Languages —

Str 20 (+8) Dex 10 (+3) Wis 8 (+2)

Con 16 (+6) Int 2 (-1) Cha 7 (+1)

Elemental Buck (B)

Level 6 Soldier • XP 250

Large elemental beast (fire)

Initiative +5; Senses Perception +3; low-light vision

HP 66; Bloodied 33

AC 22; Fortitude 18, Reflex 18, Will 15

Immune fire; Vulnerable 10 cold, 10 acid

Speed 8; see also *fiery teleport*

☑ Antler Swipe (std; at-will)

+13 vs. AC; 1d10+4 damage.

☑ Hooves (std; at-will)

+13 vs. AC; 1d6+4 damage, and the elemental buck may shift 1 square.

✔ Raking Antlers (std; at-will)

The elemental buck moves up to 8 squares and attacks with *antler swipe* during movement.

The target is not granted an opportunity attack when the elemental buck moves away.

▶ Fiery Teleport (move; enc) ♦ Teleportation

The elemental buck can teleport 5 squares.

Alignment Unaligned; Languages —

Str 10 (+3) Dex 10 (+3) Wis 10 (+3)

Con 10 (+3) Int 10 (+3) Cha 10 (+3)

Fire Curtain

Level 8 Hazard • XP 350

Hazard

A bright transparent curtain flame that wavers with incredible heat bars your way.

Hazard A wall of flame of 8 contiguous squares blasts heat and flame. It has a speed 2.

▶ Perception

No check is necessary to notice the fire curtain.

▶ Trigger

When a creature begins its turn in or enters one of the fire curtain's squares.

▶ Attack

Opportunity Action Melee

Attack: +10 vs. Fortitude

Hit: 2d10+5 fire damage and ongoing 5 fire damage and the target is weakened (save ends).

Miss: half damage and the target is not weakened and there is no ongoing damage.

▶ Countermeasures

♦ None.

Upgrade to Elite (XP 700)

♦ Increase number of squares to 12.

♦ The hazard deals 4d10+5 fire damage and ongoing 10 fire damage and the target is dazed (save ends).

TACTICS

Normally, the boars use *protective charge* if a character gets within 1 square of the grove's threshold. The bucks leap over the boars and land in the grove to act as a second defense, using *antler swipes* and *hooves*. If the party enters the grove, the boars attempt to push them into the fire curtains while the bucks use *raking antlers* and even *fiery teleport* if it helps them defeat two heroes quickly. Timbre stays out of the fight unless one of the creatures ends its movement within 2 squares of her and a hero attacks it; in that case, Timbre uses *willow whip* to knock the hero down.

If the heroes call out to Timbre, she does not easily respond, choosing to ignore them unless something snaps her out of her near-catatonic state. Presenting the lock of Anyariel's hair, or having Gwenvere (or some part of her) present catches Timbre's attention. She will come to the edge of the burning grove and step out into the clearing, directing her protectors to back

away. This will start the “Timbre’s Ear” skill challenge (page 29).

The boars and bucks attack if Timbre is attacked and they will fight to the death.

If Timbre is bloodied, she will use her *root runner* power to avoid the party and climb up into the willow to avoid them. Her attention will focus on what the party wants to say. She will call off the protector creatures if this happens.

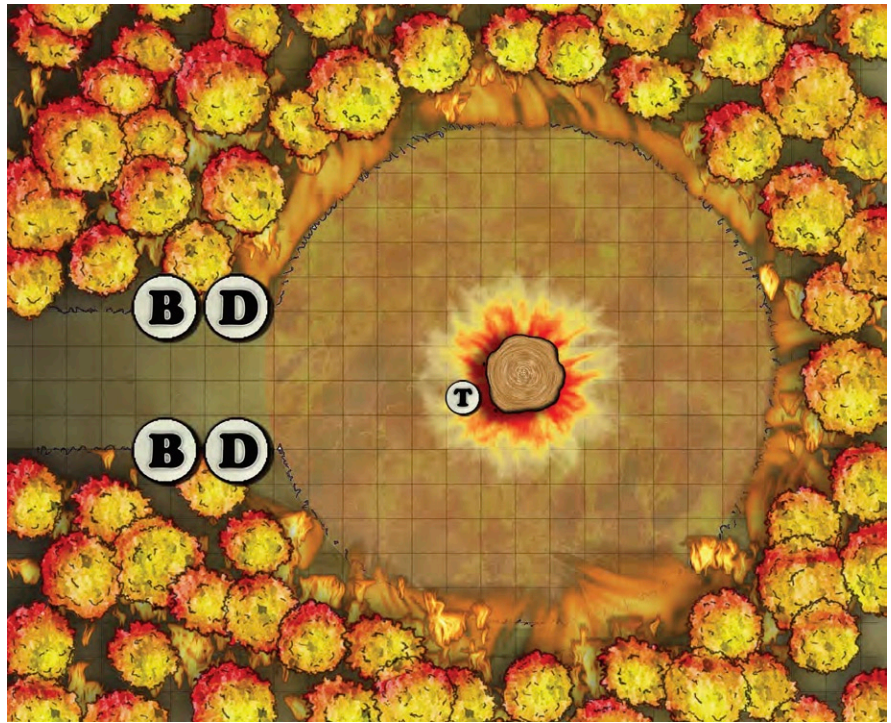
If Timbre is reduced to 0 hp or lower, the party can bind her (3 standard actions required) and return to the seela village. Any remaining protectors will chase the party to the steps and stop pursuit when the heroes are descending.

FEATURES OF THE AREA

Burning Grass: All grass in the circular area is burning and is treated as difficult terrain unless the target chooses to use it as normal terrain. When used as normal terrain, the character takes ongoing 5 fire damage (save ends).

A character starting his turn in the burning grass square suffers 5 fire damage and ongoing 5 fire damage (save ends).

Flaming Brush: The small licks of flame are flaming brush (page 32). The hazard counts as XP only if a hero is pushed or maneuvered into it by an enemy.



Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard’s XP value to the encounter.

TREASURE

Timbre has two 6th-level treasure parcels hidden in the willow. She willingly offers them to the heroes if she trusts them.

ENCOUNTER 3-3: VUHL

Encounter Level 6 (1,250 XP)

SETUP

Read the following:

Vuhl flies out to meet you and Timbre and then a dark cloak he carries is draped over the dryad so as not to spoil the surprise. Together, you travel to the water's edge, near the tower, and Vuhl shouts to get everyone's attention. After a few moments, all the seela are gathered, even the ones who are still singing. Vuhl prepares to lift the cloak and speaks.

"My fellow seela, forty years of pain and suffering are almost at an end. The salvation of our lives is found beneath this cloak. Gaze now upon our freedom!" At this, he pulls the cloak away to reveal the ancient dryad.

If Timbre is alive, also read the following:

Suddenly, from a fold in his clothing, a wicked dagger flashes in Vuhl's hand, and before you can react, he plunges it into Timbre's heart as he screams, "Your death comes now!" With a gasp, Timbre drops to the ground, her scintillating flames tracing lazily over her body. Vuhl then lifts Timbre's lifeless form and strolls into the shallows, casually dropping her into the water. Steam rises and Timbre's immersed form flickers briefly before extinguishing. The seela song is suddenly stilled.

If Timbre is dead, read the following instead:

The seela are shocked to see the limp form of Timbre before them and the song begins to waver. Vuhl exults for a moment and then becomes aware of a stirring as Timbre starts to rekindle. With a casual stroll into the shallows, he lifts her over his head and throws her now thrashing body into the lake. Timbre screams before she sinks and a cloud of steam rises where she fell. The wavering seela song is suddenly silenced.

♦ Vuhl (V)

Vuhl (V)

Level 6 Solo Controller • XP 1,250

Small fey humanoid (trillith)

Initiative +19; **Senses** Perception +6

HP 272; **Bloodied** 136

AC 18; **Fortitude** 20, **Reflex** 23, **Will** 22

Immune psychic; **Vulnerable** 10 dead weapons, Song of Forms (loses insubstantial)

Saving Throws +5

Speed 6, fly 8 (hover)

Action Points 2

☞ **Dagger** (std; at-will) ♦ Weapon

+11 vs. AC; 1d4+4 damage. Thrown 5/10; +11 vs. AC; 1d4+7 damage.

✗ **Double Attack** (std; at-will)

Vuhl makes two melee basic attacks.

✗ **Swooping Strike** (std; at-will)

Vuhl flies up to 8 squares, making a melee basic attack at one point within the movement. The target is not granted an opportunity attack when Vuhl moves away.

✗ **Dark Double** (std; 2/enc) ♦ Illusion

Make a grab; +10 vs. Reflex; 1d10+4 damage, and the target is grabbed. Vuhl uses a minor action and assumes the target's appearance. Onlookers must roll their Perception vs. Vuhl's Stealth to identify the correct target.

✗ **Psychic Symbiosis** (std; at-will) ♦ Disease, Psychic

+20 vs. Will; 1d10+6 psychic damage, and the target contracts Deception's possession (see below). Deception can only possess one target at a time.

✗ **Psychic Blast** (std; rchg ☞☞) ♦ Psychic

Ranged 10; +10 vs. Will; 3d6+4 damage, and the target is immobilized until the end of Vuhl's next turn. Vuhl makes a secondary attack as a free action; +10 vs. Will, and the target contracts Deception's possession.

☞ **Death Boon** (imm reac, when reduced to 0 hp or less)

Close Burst 10 (ignore concealment and cover); targets all creatures; +10 vs. Will; 1d10 psychic damage, and the target gains Deception's boon (see page 86) until it is used or until the end of the next extended rest.

☞ **Rejuvenation** (when Vuhl or its host is reduced to 0 hp or less) ♦ Healing

Vuhl does not die, but reforms 1d6 days later.

✗ **Mirage** (std, sustain minor; enc) ♦ Illusion, Psychic, Zone

Area Burst 6 within 10; +8 vs. Will; 2d6+11 psychic damage, and the target is slowed (save ends). The burst creates a zone that counts as difficult terrain. Creatures that start their turn in the zone or enter it take 10 psychic damage. Vuhl is immune to any effect of the Mirage.

▶ **Displacement** (imm int, when targeted by an attack; 1/rd) ♦ Illusion

The target makes 2 attack rolls, taking the lower roll as the actual attack result.

Alignment Chaotic Evil; **Languages** Common, Draconic, Elven, telepathy 20

Skills Bluff +14, Stealth +15

Str 19 (+7) **Dex** 24 (+10) **Wis** 17 (+6)

Con 12 (+4) **Int** 13 (+4) **Cha** 22 (+9)

Equipment dagger

Description Dark-haired, clad in dark clothes, this black-winged fey man watches you with intense consideration.

Deception's Possession Level 15 Disease

Endurance improve DC 23, maintain DC 18, worsen DC 17 or lower

- ▲ Deception leaves the target's body and the target is cured.
- ▲▼ **Initial** Deception symbiotically attaches to the target, living within his body. The target takes a -2 penalty to Will.
- ▲▼ The target is dominated by Deception at the start of each encounter or skill challenge (save ends). The target suffers a -2 penalty to the saving throw.
- ▼ **Final** The target is fully possessed by Deception and no longer has any free will until Deception leaves the target.

TACTICS

Most of the seela are too shocked to sing for three rounds. However, on Tiljann’s initiative step, she begins to sing, desperate to keep the fire spirit from being released. If she is not silenced within three rounds, other seela join in.

Vuhl’s sole goal is to silence all the singers. He will take opportunity attacks to reach a singer and attack it.

In the first round, Vuhl maneuvers to attack Tiljann with *psychic blast*. He is still under the effect of the Song of Forms, so he will not become insubstantial yet. In subsequent rounds, he attacks other singers.

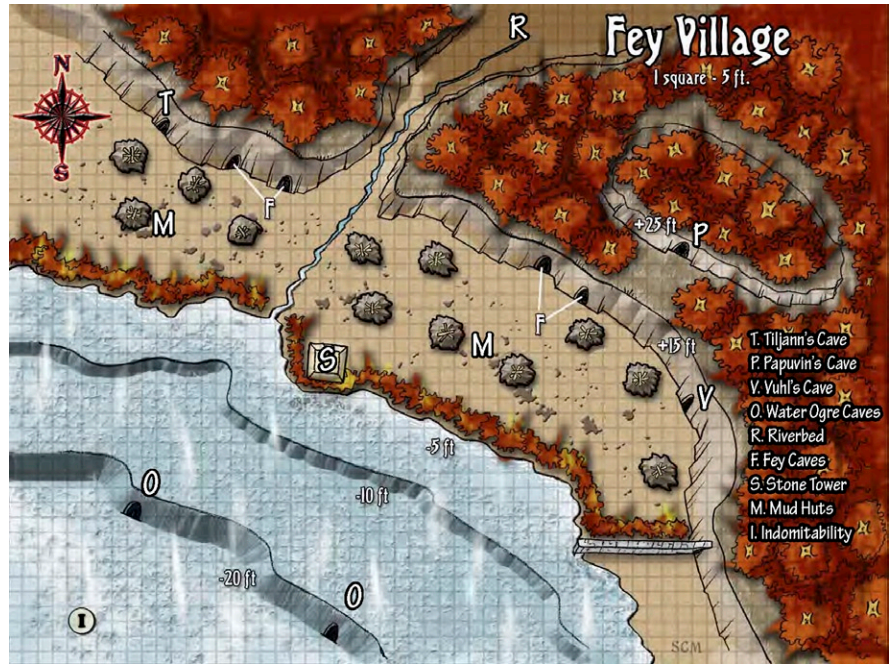
Kazyk will gladly attack the seela and heroes if he does not have an agreement with them.

The villagers do not fight — those who want to continue the song are not warriors, and the warriors want the song to end, so they simply watch in mute guilt.

If no one sings the Song of Forms for one entire round, proceed to the encounter “Consequences” (page 30).

FEATURES OF THE AREA

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard’s XP value to the encounter.



ENCOUNTER 3-4: TRAGEDY

Encounter Level 7 (1,500 XP)

PAGE 30

SETUP

- ♦ Tragedy (T)

Tragedy (T)

Level 7 Solo Soldier • XP 1,500

Medium shadow humanoid (undead)

Initiative +6; **Senses** Perception +4; darkvision
Recriminating Voices (Psychic) aura 2; any enemy in the aura at the start of its turn takes 5 psychic damage and is dazed until the start of its next turn. If the tragedy takes radiant damage, the aura is negated until the end of the tragedy's next turn.

HP 304; **Bloodied** 152

AC 21; **Fortitude** 18, **Reflex** 20, **Will** 19

Immune disease, poison; **Resist** 10 necrotic, insubstantial; **Vulnerable** 5 radiant

Saving Throws +5

Speed 8, fly 12 (hover)

Action Points 2

☑ **Souldraining Touch** (std; at-will) ♦ Necrotic

+14 vs. AC; 1d8+5 necrotic damage, and the target loses 1 healing surge and is immobilized (save ends).

✓ **Soul Steal** (std; rchg ☞☞) ♦ Healing, Necrotic

Ranged 5; against immobilized only; +12 vs. Fortitude; 3d8+5 necrotic damage, and the tragedy regains 10 hp.

☞ **Death's Dark Design** (minor; 1/rd) ♦ Fear

Close Blast 3; +10 vs. Will; 2d6+5 psychic damage, and the target is dazed and immobilized (save ends both).

Alignment Unaligned; **Languages** Common, Elven

Skills Intimidate +10, Nature +9, Stealth +11

Str 12 (+4) **Dex** 16 (+6) **Wis** 13 (+4)

Con 12 (+4) **Int** 14 (+5) **Cha** 15 (+5)

Description A shadowy, insubstantial creature emerges from the cloud, its body composed of the ashes of the fallen seela. Broken fey wings hang from its back, and twisting, roiling faces push up from within its form, faces you recognize as those of the seela, wailing mutely at their tragic end.

Lore A hero knows the following with a successful Religion check.

DC 15 The souls of the dead killed by a great evil that could be stopped sometimes become a tragic creature that seeks revenge against those who could have prevented it.

DC 20 A tragedy's touch can drain the soul and its constant recriminations can drive the guilty insane.

TACTICS

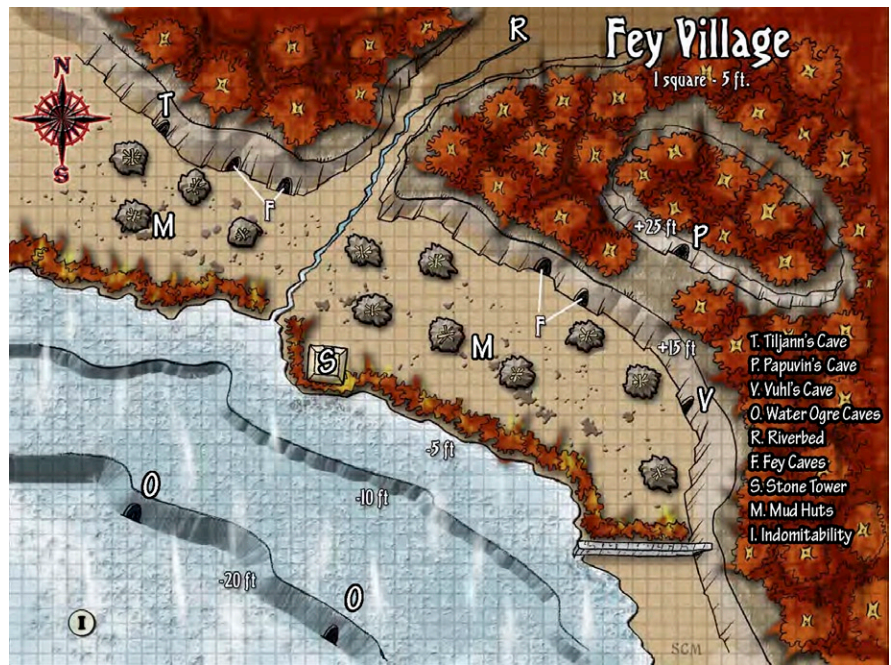
The tragedy pursues any hero who actively supported Vuhl, starting with the most eager. It flies next to its victim to use *soul draining touch*, *death's dark design*, and *soul steal*, intending to kill. If it goes after Kazyk, the devil teleports away. When the last wicked

hero is killed, it twists finally into the shape of Tiljann and whispers "This is no sacrifice. It is only death."

The tragedy dissipates in a cold wind, and the remaining heroes are truly alone. In the crater where the lake once was, the group can take the *Living Blade*, pulling it from what is now just a skeleton of a stag. They can leave the fire forest at their leisure.

FEATURES OF THE AREA

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.



ENCOUNTER 3–5: THE STAG

Encounter Level 5 (1,000 XP)

PAGE 31

SETUP

The water here is ash-covered and lightly obscured throughout. It is also boiling if Gwenvere is dead. When the heroes swim to Indomitability, read the following:

As you have heard and only imagined, a large stag is pinned against a rocky part of the lakebed. Its flesh flickers with fire and small bubbles of steam trickle upward in a steady stream. But even more surprising is how hard the creature struggles against the intricately carved wooden greatsword that pierces its heart. It is hard to understand how it can survive such a mortal wound. You marvel at this even as shadowy forms swim towards you from opposite directions...

The pinned body of Indomitability is about 20 feet below the surface. The heroes must fight Indomitability's guardians before they can retrieve the sword.

- ♦ 2 Water Ogres (O)
- ♦ Indomitability (I)

Feyborn Water Ogre (O)

Level 7 Brute • XP 300

Large fey humanoid

Initiative +3; Senses Perception +3

HP 98; Bloodied 49

AC 19; Fortitude 24, Reflex 19, Will 19

Speed 8, swim 10

☑ **Claw** (std; at-will)

+10 vs. AC; 1d8+5 damage.

☑ **Impaling Claws** (std; at-will)

+10 vs. AC; 1d8+5 damage, and the target is grabbed (escape ends).

▶ **Drowning Touch** (minor, 1/rd; at-will)

Targets a grabbed creature; +8 vs. Fortitude; the target takes ongoing 10 damage (save ends).

▶ **Savage Rage** (when bloodied; when bloodied)

The feyborn water ogre gains a +3 bonus to attack rolls and deals an extra 5 damage per attack.

Alignment Unaligned; **Languages** Giant

Skills Athletics +13

Str 20 (+8) **Dex** 11 (+3) **Wis** 10 (+3)

Con 18 (+7) **Int** 4 (+0) **Cha** 10 (+3)

TACTICS

The feyborn water ogres roam the area near the stag. If the heroes came here with Timbre, the heroes cannot be surprised and start the combat round normally. If the heroes came to investigate the glow on their own, the heroes must make a DC 22 Perception check to keep from being surprised.

FEATURES OF THE AREA

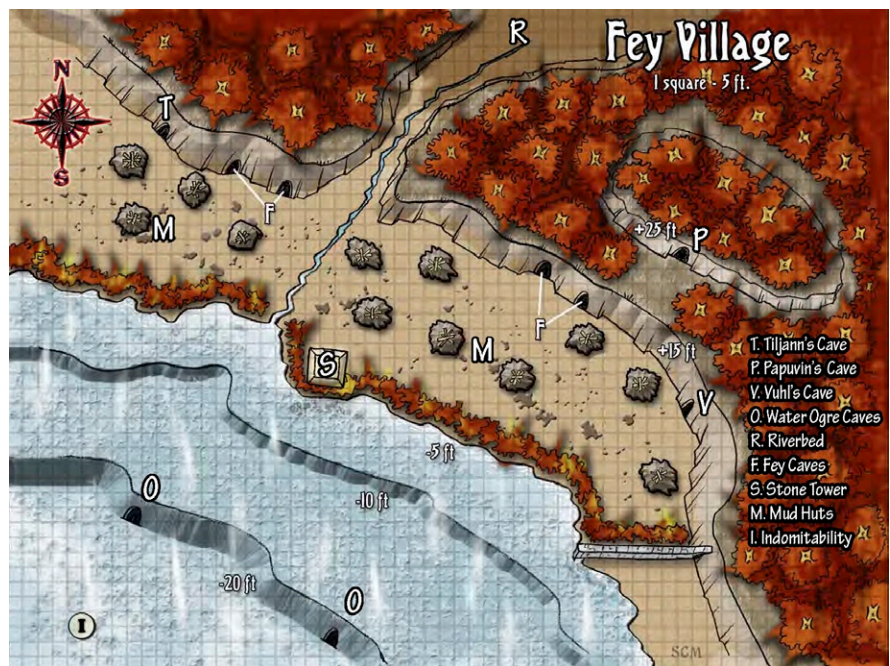
Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.

DEVELOPMENT

Pulling out the *Living Blade* requires a DC 10 Athletics check to get stable as a move action, and then a DC 17 Strength check as a standard action. If the Strength check misses by 5 or less, the blade is pulled out slightly, enough for Indomitability to be able to make opportunity attacks each round with its antlers (+12 vs. AC; 1d10+4 damage).

Once Indomitability is no longer pinned, pulling the sword out becomes much more difficult. On subsequent rounds, a character takes a –5 penalty on each Athletics check.

Once a character pulls the blade free, he becomes bonded to it (see Appendix C). Gaining the sword is a 400 XP Minor Quest award. Immediately after Indomitability is freed, run Encounter 3–6: Rampage (next page).



ENCOUNTER 3–6: RAMPAGE

Encounter Level 7 (1,500 XP)

SETUP

Indomitability surges to the surface of the lake, swimming 5 squares each round, leaving a boiling trail as it heads for shore. Once Indomitability reaches the shallow water near shore, it rears onto its hind legs, then charges into the fey village, trying to kill as many seela as possible in order to stop the Song of Forms.

There are 49 seela to place in the village. Most will be near huts and the Fey Caves, but three singers will be on the stone tower and Tiljann and Papuvin will be on the west side of the hut closest to the tower.

- ◆ Indomitability (I)

Indomitability (I)

Level 7 Solo Skirmisher • XP 1,500

Large fey magical beast (trillith)

Initiative +4; Senses Perception +4

HP 320; Bloodied 160

AC 21; Fortitude 21, Reflex 17, Will 23

Immune fire, knocked prone, forced movement;

Resist insubstantial; Vulnerable 10 radiant, Song of Forms (loses insubstantial)

Saving Throws +5

Speed 10, fly 12 when insubstantial

Action Points 2

☉ **Burning Gore** (std; at-will) ◆ Fire

+12 vs. AC; 1d10+4 fire damage, and the target is pushed 2 squares and knocked prone.

☉ **Fiery Hooves** (std; at-will) ◆ Fire

+12 vs. AC; 1d8+5 damage and ongoing 5 fire damage (save ends).

✓ **Double Attack** (std; at-will)

Indomitability makes two *fiery hooves* attacks.

✓ **Hurl** (std; at-will) ◆ Fire

+10 vs. Reflex; 3d8+5 damage, and the target slides 3 squares and is knocked prone. Indomitability makes a secondary attack as a free action: +10 vs. Will, and the target contracts Indomitability's possession (below).

Indomitability's Possession Level 13 Disease

Endurance improve DC 21, maintain DC 16, worsen DC 15 or lower

▲ Indomitability leaves the target's body and the target is cured.

▲ **Initial** Indomitability symbiotically attaches to the target, living within his body. The target gains a +2 bonus to Will.

▲ The target is dominated by Indomitability at the start of each encounter or skill challenge

✓ **Mobile Melee Attack** (std; at-will) ◆ Fire

Indomitability can move up to half its speed, making one melee basic attack during its move. Moving away from the attacked target does not provoke opportunity attacks.

✓ **Psychic Symbiosis** (std; at-will) ◆ Disease, Psychic

+20 vs. Will; 1d10+6 psychic damage, and the target contracts Indomitability's possession (see below). Indomitability can only possess one target at a time.

✓ **Trample** (std; at-will) ◆ Fire

Indomitability can move up to its speed and enter enemies' spaces (provoking opportunity attacks), finishing its move in an unoccupied space. When it enters an enemy's space, it makes a trample attack: +10 vs. Reflex; 1d10+4 damage, and the target is knocked prone.

☹ **Death Boon** (imm reac; when reduced to 0 hp or less)

Close Burst 10 (ignore concealment and cover); targets all creatures; +10 vs. Will; 1d10 psychic damage, and the target gains Indomitability's boon (below) until it is used or until the end of the next extended rest.

☹ **Rejuvenation** (when Indomitability or its host is reduced to 0 hp or less) ◆ Healing

Indomitability does not die, but reforms 1d6 days later.

▶ **Embodied Composition** (std; at-will) ◆ Polymorph

Create a material form from objects beneath Indomitability equal to its size. The trillith's natural appearance is retained with the objects. The embodied composition loses the insubstantial resistance. Indomitability can spend a standard action to release its embodied form and become insubstantial unless prevented by a power.

▶ **Searing Sprint** (move; rchg ☹☹) ◆ Fire

Indomitability moves up to 10 squares. Each

(save ends). The target suffers a –2 penalty to the saving throw.

▼ **Final** The target is fully possessed by Indomitability and can no longer resist its possession. The target gains *resolute rally* as a bonus power. This power does not count against the target's normal allotment of daily powers, and it is always available while Indomitability possesses the target.

square it leaves is filled with a 10-foot high zone of fire that lasts until the end of its next turn. Any creature enters one of the flaming squares suffer 10 fire damage.

Alignment Unaligned; **Languages** telepathy 20

Skills Athletics +12, Intimidate +14

Str 18 (+7) **Dex** 11 (+3) **Wis** 13 (+4)

Con 16 (+6) **Int** 9 (+2) **Cha** 23 (+9)

INDOMITABILITY'S BOON

While endowed with Indomitability's boon, a creature gains the following abilities.

- ◆ When reduced to 0 hp or below, the creature makes two saving throw rolls and takes the higher roll.
- ◆ The target gains the benefit of the Stand the Heat ritual constantly while endowed.
- ◆ The target cannot be checked, knocked down, or blown away by strong winds.

Indomitability can grant this boon to six creatures at a time, but it suffers a cumulative –1 penalty to all attack and defense rolls for each boon granted. Each endowment is a standard action and Indomitability can revoke a boon as a minor action. The boon can also be removed using Khadrál's Release Indomitable Force ritual (see page 11).

DECEPTION'S BOON

While endowed with Deception's boon, a creature gains the following abilities.

- ◆ A +5 power bonus to Bluff checks.
- ◆ The bonus feat Nimble Blade. If the creature has this feat, increase the feat bonus by +1.

Deception can grant this boon to five creatures at a time, but it suffers a cumulative –1 penalty to all attack and defense rolls for each boon granted. Each endowment is a standard action and Indomitability can revoke a boon as a minor action.

Resolute Rally

Your fighting spirit cannot be suppressed, and you turn a painful situation into victorious resurgence.

Trillith Bonus Utility Power ◆ Healing
Daily; Immediate Reaction

Trigger When you or an ally within 5 squares takes damage

Close Burst 5

Effect You and each ally within the burst can spend a healing surge and add 6 additional hp.

Deception (D)

Level 15 Solo Controller • XP 6,000

Large fey magical beast (trillith)

Initiative +19; **Senses** Perception +10

Writhing Tentacles aura 1; An enemy that enters into or starts its turn in the aura takes 10 damage.

HP 700; **Bloodied** 350

AC 27; **Fortitude** 29, **Reflex** 32, **Will** 31

Immune psychic; **Resist** insubstantial;

Vulnerable 10 dead weapons, Song of Forms (loses insubstantial)

Saving Throws +5

Speed 6, fly 10

Action Points 2

☑ **Tentacle** (std; at-will)

Reach 2; +20 vs. AC; 2d8+6 damage.

✓ **Tentacle Lash** (std; at-will)

Vuhl can make two *tentacle lash* attacks.

✓ **Dark Double** (std; 2/enc) ♦ Illusion

Make a grab with a tentacle; +19 vs. Reflex; 1d10+4 damage, and the target is grabbed. Vuhl assumes the target's appearance as a minor action. Onlookers must roll Perception vs. Stealth to identify the correct target.

✓ **Psychic Blast** (std; rchg ☑☑) ♦ Psychic

Ranged 10; +19 vs. Will; 3d10+6 damage, and the target is immobilized until the end of Vuhl's next turn. Vuhl makes a secondary attack as a free action; +19 vs. Will, and the target contracts Deception's possession.

↩ **Death Boon** (imm reac; when reduced to 0 hp or less)

Close Burst 10 (ignore concealment and cover); targets all creatures; +19 vs. Will; 1d10 psychic damage, and the target gains Deception's boon (see above) until it is used or until the end of the next extended rest.

↩ **Rejuvenation** (when reduced to 0 hp or less) ♦ Healing

Deception does not die, but reforms 1d6 days later.

✦ **Mirage** (std, sustain minor; enc) ♦ Illusion, Psychic, Zone

Area Burst 6 within 10; +17 vs. Will; 2d6+11 psychic damage, and the target is slowed (save ends). The burst creates a zone that counts as difficult terrain. Creatures that start their turn in the zone or enter it take 10 psychic damage. Vuhl is immune to any effect of the Mirage.

▶ **Displacement** (imm int, when targeted by an attack; 1/rd) ♦ Illusion

The target makes 2 attack rolls, taking the lower roll as the actual attack result.

▶ **Embodied Composition** (std; at-will) ♦ Polymorph

Create a material form from objects beneath Vuhl equal to its size. The trillith's natural appearance is retained with the objects. The embodied composition loses the insubstantial resistance. Vuhl can spend a standard action to release its embodied form and become insubstantial unless prevented by a power.

Alignment Chaotic Evil; **Languages** Common, Draconic, Elven, telepathy 20

Skills Bluff +18, Stealth +19

Str 19 (+11) **Dex** 24 (+14) **Wis** 17 (+10)

Con 12 (+8) **Int** 13 (+8) **Cha** 22 (+13)

Description Dozens of squirming tentacles struggle to hide beneath the surface of this creature's oily black body, giving its skin the appearance of a squamous underground sea. Though vaguely humanoid, with its four longest tentacles having the impression of arms and legs, this creature's head is expressionless, its intentions impossible to perceive.

FEATURES OF THE AREA

Smoke or Cinder Cloud: At the start of each round, roll 3d6. A smoke cloud (page 32) appears on a roll of 16 or 17; if the roll is 18, a cinder cloud appears. Only 1 smoke or cinder cloud wafts by at a time. Add the hazard's XP value to the encounter.

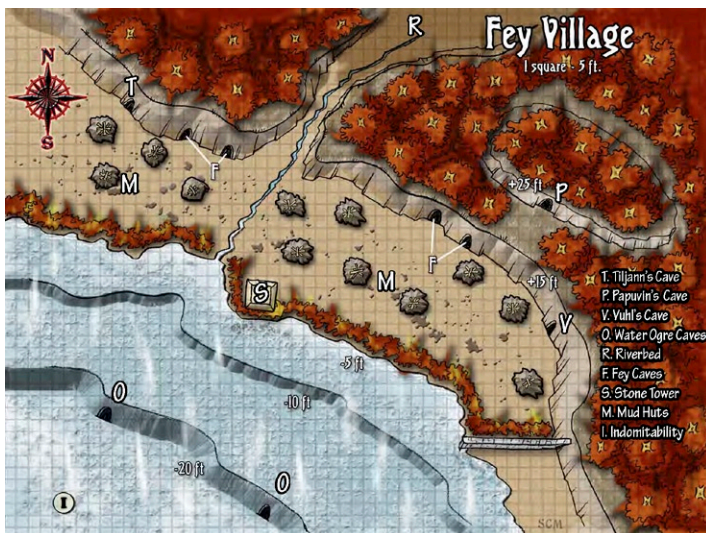
TACTICS

If the heroes have refused Kazyk's offer and have not defeated him, he chooses this moment to finish them off. Once the group emerges from the lake, Kazyk will leap in from the forest and attack (see Kazyk on page 52).

Papuvin (page 35) and Tiljann (page 77) will fight against the trillith, though the rest of the village flees in terror, running for the caves, which unfortunately are still large enough for Indomitability to squeeze into. From the edge of the village, Deception gives telepathic directions to his brother, focusing his might upon the most important targets.

Indomitability goes after the singers first (a mixed group of seela; see pages 34 and 35). He never stays put if he can avoid it, using *searing sprint* to run from foe to foe and using *hurl* against them. If he previously made a deal with the heroes and they betrayed him, he considers them his primary targets. Indomitability will neither surrender nor retreat, though he can be negotiated with (Diplomacy DC 22). The check suffers a -2 penalty if the heroes harmed Indomitability and a -8 penalty if they betrayed him. If the roll succeeds, Indomitability thanks them for his freedom, grants them his boon, and departs.

Deception's main objective is to free his brother, so he does not interfere if the heroes try to end things diplomatically. Otherwise, he mostly only participates by directing Indomitability to prime targets, all while hiding his real identity. If Indomitability is losing, he does not interfere, arrogantly believing that if Indomitability cannot fend for himself he is not worth the trouble of rescuing. If ever dealt damage, or if Indomitability is defeated, Deception flees. Only if he is pursued does he retaliate. Deception's departure does not earn the heroes XP.



For the Dungeon Master: If the heroes discover Kazyk's instructions, feel free to hand out this journal page that they can add to their own journals, or simply provide them with the command alone. If you use the handout, remove this note and pick a martial-oriented hero to receive the page. There are subtle hints that the command is not as iron-clad as it may appear, and your players may pick up on that distinction.

First Month, Seventh Day

That devil Kazyk came back to us again - persistent creature! wanted to make a deal, like making a deal with a devil is worth anything. As luck would have it, we asked the right questions and the rotten creature blurted out his contract! No wonder he's been chasing us - this case is important - or the stuff inside it is.

"You shall learn and reveal to me the history of the fire forest and its secret of continual burning. And too, shall you retrieve and return to me the adamantine case containing the Ragesian secrets. Let not those who held or hold the case, nor their companions leave the burning forest with their lives."

My diplomatically-inclined companions are parsing every sentence. They are excited about the "Letter of the Law" that devils seem to follow. I think it's easier to kill the blasted thing, the command seems iron-clad.

Is it ever hot. First, I freeze my hindquarters off and now I wish I could just walk around with nothing on! Torrent had better be right about these drinks.

six--dáy, sūn sēáson

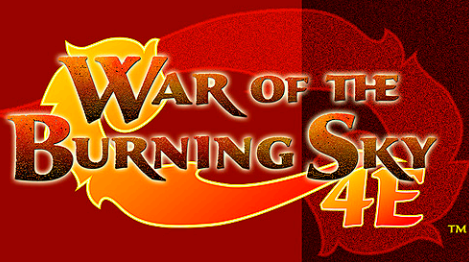
I tirē of spēnding my dāys rēscūing thē bŭrning bodiēs of sŭrvivors ānd tēnding thēm to no ēffēct. Thē lāst sŭrvivor I found wās ā womān who still bēliēvēd thāt thē Living Wood of Innēnotdār could not bē ābāndonēd. Shē āskēd my hēlp looking for hēr bētrothēd. Wē found him in ā hiddēn bāsēmēt undēr thē willow ālong with ā dozēn othēr townsfolk, āll cŭrsing Anyāriēl s nāmē. Thē firē somēhou bŭrnēd in from thē roots of thē trēē, ānd thēy hād bēēn sēt āflāmē. Thē womān sāw hēr bēlovēd ānd flēd into thē woods, sēēking ān impossiblē dēāth. I find mysēlf hoping somēthing ātē hēr. I nēvēr ēvēn lēārnēd hēr nāmē. I'm tāking thē sŭrvivors ūpriver to Nēllē -- āll ēxcēpt thē prisoner. Thōugh not dēād, thēy ārē dēspāiring, ānd thēir cŭrsēs hāūnt mē.

ninē--dáy, sūn sēáson

Thē victims ārē sāfēly in Nēllē s cārē, ēxcēpt poor Sērtērēē. Shē wēnt mād ānd jŭmpēd into thē river. As soon ās hēr hēād wēnt undēr, hēr body briēfly flārēd thēn wēnt dārk ās thē cŭrsēd flāmēs ēxtinguīshēd. "It's ālwāys thē sāmē," thē bārd told mē oncē, "thē wātēr kills thēm āll." I didn't bēliēvē him bēforē hē lēft, bŭt I do now. Thī firē is driving mē mād! Tomorrou, I shall sēēk ānswērs.

tēn--dáy, sūn sēáson

Oh! How I wish I hād nēvēr gonē to thē willow. I cān do thī no longēr -- whāt I hāvē lēārnēd hās shāttērēd my bēliēf in āll goodnēss. To whātēvēr god hēārs thē dōubting, plēāsē givē mē thē strēngth for thē tāsk āhēād. I mŭst find ā cŭrē for thī firē, if only to bring to jŭsticē āgāinst thosē who dēstroyēd my bēāútifŭl homēlānd. Oŭr sŭppliēs ārē rŭnning low, I will lēāvē Rēfārān ānd Tēndil bēhind ānd sēēk morē sŭstēnāncē, ānd, thōugh I hātē thī, I mŭst ālso visit thē shrinē.



The Indomitable Fire Forest of Innenotdar

The journey between Gate Pass and distant Lyceum is dangerous: along the way lies a forest that has burned for decades where a dream monster holds sway.

Before escaping the raging flames, the heroes become caught in a three-way conflict with a fiend, the fierce spirit of the forest itself, and a clan of pernicious fey who possess a powerful weapon for the coming war.

Can the heroes traverse the indomitable Fire Forest of Innenotdar?

For use with the 4th Edition

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For Character Levels 4–6

Original Design by **JACOB DRISCOLL**

Updated and Edited by **STEVE MUCHOW AND KEVIN KULP**

