

EAST1-5

MOLE HUNT

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

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You have been tasked to travel through the Chondalwood in an attempt to retrieve a doppelganger spy working for the dwarves of Eartheart. However, any task involving a doppelganger is sure to have its complications... A *Living Forgotten Realms* adventure set in the East Rift for characters levels 4-7.

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4-7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

Xandra Nostre'san, a doppelganger hired by the dwarves of Eartheart to infiltrate a nearby drow enclave in the Underdark, is in desperate need of aid. Her cover was blown, forcing her to flee the drow, and she now wanders the wilds of the Chondalwood lost and confused after suddenly manifesting a spellscar.

As Xandra fled the drow, she encountered a plaguechanged gibberling, which bit her. She developed a spellscar, infusing her with new and unpredictable magic, rendering her incapable of using her innate shapeshifting power and thereby leaving her stuck in drow form. The sudden onset of the spellscar and the stress caused by the loss of her natural ability caused her to suffer a psychotic break. Realizing that she was losing her grip on reality, Xandra quickly performed a Sending ritual to contact a wizard friend of hers in Turmish, seeking his aid. She also wrote a note detailing what happened and tucked it in her clothing while still of sound mind, hoping that if she could make her way back to Eartheart, the dwarves would be able to help her.

When she attempted to report to the dwarves, she was attacked due to her drow form. In the fight, she dropped the letter describing what befell her. Xandra fled the area of Eartheart for Turmish, but was captured by jungle elves in Chondalwood. Prolonged exposure to Xandra and her spellscar caused the elves to descend into madness, letting Xandra escape and ensuring that the elves will try to hunt her down. Meanwhile, the drow enclave she had infiltrated is still trying to find her.

As if all that wasn't bad enough, Xandra's supposed "friend" in Turmish has decided to betray her. After receiving Xandra's Sending ritual, the wizard became excited at the chance to study someone newly spellscarred and hired a band of mercenaries led by a well-known bounty hunter, Bien'Dar, to bring her to him. He prefers she be alive, but if she proves too dangerous, her body will do for the wizard's experiments.

The dwarves, after finding Xandra's letter, realized what had happened. They wish to get her safely back to Eartheart, both for the information she gathered and to help her control her spellscar.

DM'S INTRODUCTION

In this adventure, the PCs search for and hopefully return Xandra to the dwarves. The adventure occurs primarily in the vast Chondalwood jungle, along the northern side of the Underchasm. In addition to the natural perils of the jungle, there should be a sense of mounting danger as the effects of Xandra's spellscar continue to worsen the longer it takes to find her. Also urging the players forward is the discovery of a number of unfriendly groups hunting her.

Encounter 1 is a role-playing scene in which the PCs learn important information about Xandra and her condition. Check whether any players have the EAST01 story reward, "Divhon's a Talker," before starting this

encounter—this will determine how Marrok reacts to the PCs.

Encounter 2 is a skill challenge involving the extremely suspicious and distrustful Chondalwood elves. Be prepared to allow the players ample opportunity to roleplay and try out various skills in an attempt to convince the elves the party should be allowed into the jungle. The elves captured Xandra, but they are also afraid of the Spellplague, so the PCs might be able to persuade the elves that turning the spellscarred “drow” over to them is the best choice.

Encounter 3 involves a run-in with the real drow hunting Xandra. The PCs have the choice of engaging the drow, or moving on after discerning the drow are attempting to lure the party into a trap. If the players decide to ignore the drow, the party may be ambushed by them at a most inconvenient time: after recovering Xandra in the battle with the bounty hunters. This can greatly increase the difficulty of the final combat, so make sure you take into account the players’ skill levels and personalities before allowing them to skip the drow in this encounter.

Encounter 4 is a fight with elves who have been driven insane by contact with Xandra’s spellscar. Running into these elves lets the PCs know they are closing in on Xandra.

Encounter 5 has the PCs finally catching up to Xandra. In a short negotiation, they try to convince her to return with them. Bounty hunter Bien’Dar and his hired men arrive and attempt the same. Xandra chooses a side, and a fight inevitably ensues. There are different outcomes possible in this encounter, so make sure to familiarize yourself with the various endings. Also, if the players opted to bypass the drow in Encounter 3, these drow will ambush the PCs once they have Xandra in their custody. (See Encounter 5A.)

Encounter 5A is an optional fight that may take place if the PCs did not engage the drow in Encounter 3. If Xandra is with the PCs after they defeat Bien’Dar and his men, the group will be ambushed by the drow they ignored earlier. The PCs do get a short rest before the drow attack, however.

Encounter 6 describes the return trip to the dwarves, where the PCs make their report and receive their reward (if any).

PLAYER’S INTRODUCTION

Read or paraphrase the following to the players:

Several days ago, you received an urgently worded message asking you to travel to a dwarven outpost on the edge of the Underchasm. It appears that the dwarves of the East Rift have need of your skills.

It is just past midday when you reach the dwarven camp. Commander Marrok Stonestrike greets you at the gate and briskly escorts you to his office, rushing past his own guards, who stare in silent curiosity. As soon as you enter the privacy of his headquarters, Marrok hastily seals the door and begins to speak in a hushed and excited tone.

“Thank Moradin you’ve finally arrived! I had hoped to see you sooner. I pray we are not too late.

“We’ve had a bit of ... difficulty ... with a valuable member of our operations here, and we need help sorting things out.”

He motions for you to take a seat and waits for you to get comfortable before continuing.

This is a good opportunity for character introductions. When everyone is ready, proceed to Encounter 1.

ENCOUNTER 1: TAKIN' CARE OF BUSINESS

SETUP

Important NPC: Marrok Stonestrike (Bluff +4, Diplomacy +6, Insight +4)

In this non-challenge encounter, the PCs have the opportunity to gather information about the job and haggle over the terms of taking on this dangerous mission.

Despite being a dwarf, Marrok's presence fills the room as he paces back and forth. He eyes each of you in turn, stroking his braided red beard, as if considering exactly what to say.

Any character with a passive Insight score of 14 or higher can tell that Marrok seems to be trying to decide how much to tell the PCs. He is unsure whether or not to hold back some details. In particular, if there are any drow PCs in the party, Marrok is obviously eyeing those characters very nervously. The characters might want to take this opportunity to reinforce their bona fides, particularly if they have succeeded on missions for the East Rift in the past (represented by story objects such as EAST01 Divhon's a Talker). Marrok will admit that PCs with such story objects do come highly recommended and have an excellent reputation.

Finally, Marrok seems to come to a decision. With a slight nod and a sigh, he says:

"I've never been one to mince words, and now is not the time to start. Orders be damned—you came all this way we when asked, and you have a right to know what you're getting into. I'll make this as plain as I can: we've lost contact with a spy who was sent to infiltrate the drow, and we want her back as soon as possible. Are you willing to help us out here?"

Marrok is an imposing dwarf with red hair and beard. His skin has been darkened by the sun. He is all business, but he is also a man of strong emotions. He has more information to divulge, but he wants assurances from the PCs that they will be discreet and keep the details of the situation to themselves before he continues.

Once the PCs have given their word to keep what they learn a secret, Marrok tells the PCs:

"I have little choice but to trust you with this sensitive information. The local drow enclaves are always up to something, so we hired a doppelganger, Xandra Nostre'san, to spy on them for us. We've learned she was recently discovered, and during her escape, she somehow became infected with Spellplague and it's driven her a little bit crazy. We think she's roaming the Chondalwood, lost and confused, and we want your help to get her back."

Marrok tells the PCs that Xandra is stuck in the form of a drow and has a spellscar visible above her left eye. Marrok also knows the following details:

- During her escape from the drow, Xandra was bitten by a plaguechanged gibberling, which infected her with Spellplague magic, rendering her unable to switch forms. She is currently stuck in the shape of a drow noblewoman.
- In addition to losing her natural ability to shapeshift, Xandra is slowly losing her mind, being driven mad by the unpredictable effects of the Spellplague.
- The only reason the dwarves know what happened is that Xandra stumbled into this camp five days ago. Unfortunately, she was attacked by the guards due to her drow form. During the fight, Xandra dropped a letter she had written detailing all that had happened to her. This letter and eyewitness descriptions of her when she entered the camp provide the bulk of the information the dwarves have on Xandra and her condition. The dwarves gathered more details through a Consult Mystic Sages ritual, which corroborated the account in her letter.
- Xandra's spellscar manifests as a jagged blue mark on her forehead over her left eye, as well as on her left arm, where she was bitten.
- The letter indicated that Xandra also contacted a friend of hers, a Turmian wizard, via a Sending ritual seeking aid. After being turned away from the camp, the dwarves think she is heading for Turmish now.
- The dwarves were able to track Xandra to the edge of the Chondalwood but have not tried to pursue her into the jungle.
- If asked why the dwarves do not attempt to rescue Xandra on their own, Marrok will claim secrecy and security as the reasons: they do not want to be directly linked to the spy.
- If pressed, Marrok will admit his men are not well suited to traveling through the jungle wilderness of the Chondalwood, which is another reason why he has sought outside help in recovering her.

Marrok will dryly comment, “*Dwarves are best underground, not under brush.*”

- Xandra is also quite powerful; she easily defeated the camp’s perimeter guards on her own. She is not in her right mind and is unlikely to come along willingly, even though the dwarves can help her. This is another reason to use seasoned adventurers to try and bring her back alive.
- Marrok hides the fact that the Chondalwood elves are fiercely territorial. Outsiders, including the dwarves, are not exactly welcome. A successful Insight check against Marrok’s Bluff will simply get Marrok to tell them “*The natives are restless*” in the Chondalwood and he doesn’t want to aggravate the situation and add to their problems by entering the jungle with a small army of dwarves.
- Marrok will not let the PCs read or handle Xandra’s letter, citing security reasons again. The letter is written in a code that was established for the use of various spies operating on behalf of Earthheart, and the PCs don’t need to know the details of that code in order to complete their mission. He may take the letter from his desk, hold it up, then quickly put it back if the PCs question its existence.
- The dwarves want Xandra back not only for the information she has gathered, but also to help her with her spellscar. She’s fed them a lot of valuable information during her employment and they feel an obligation to help her. (Marrok also feels particularly guilty about the run-in with the camp guards.)

Once the PCs are finished asking questions, Marrok urges them to leave at once. He has a dwarven escort waiting to take them to the spot at the edge of the Chondalwood where they tracked Xandra before losing her trail. The dwarves have been ordered not to accompany the PCs into the jungle; instead they are to make camp and wait for the PCs to return, hopefully with Xandra.

Marrok also offers a small advance of gold as payment, and hints that if they succeed, there could be a bonus waiting when they return. Marrok calls on the reputation of the PCs as noble heroes in an effort to get them to take on the mission if they should balk. If the PCs readily agree, Marrok will continue to praise them, saying the stories about their bravery and valor do not do them justice.

The PCs can haggle over price, but Marrok will not budge, appealing to the PCs’ heroic nature. Feel free to

improvise here, using Marrok’s Bluff and Diplomacy to tell the PCs of financial difficulties or possibly another group of adventurers willing to work for less if the PCs demand more gold. He offers roughly half the amount up front and again hints that something special awaits upon their return, but he will not go into detail as to what that might be.

ENDING THE ENCOUNTER

Once the players are satisfied with their questioning of Marrok, proceed to Encounter 2.

EXPERIENCE POINTS

There is no XP for this encounter. This encounter does not count towards a milestone.

TREASURE

The PCs each receive 20 / 30 gold pieces as an advance payment for accepting the mission to rescue Xandra. (If the PCs decline the advance payment, offering to complete the mission gratis out of a sense of duty to the East Rift or for some other reason, simply add this amount to their rewards in Encounter 6.)

ENCOUNTER 2: WELCOME TO THE JUNGLE

**SKILL CHALLENGE LEVEL 5/8,
COMPLEXITY 2 (500/700 XP)**

SETUP

After the PCs accept Marrok's request for aid, they are guided to the Chondalwood by the dwarves who had tracked Xandra to the jungle's edge. The PCs are searching for Xandra, so they are presumed to be actively examining their environment.

A TRAPPED CUB

Due to the fact that the PCs are actively searching, they will hear the sounds of a trapped fey panther cub shortly after entering Chondalwood. The PCs may choose to ignore the cub in favor of continuing their search.

Read the following:

After accepting the mission to track and return Xandra to the dwarves, you travel to the far side of the Underchasm, where the great roots of the vast Chondalwood jungle reach down into the deeps. The sounds of exotic birds and strange creatures fill the air.

As you begin your search, you hear the plaintive mewling of a baby animal nearby. After a short look around, you find a fey panther cub trapped on a small ledge a short way down a ravine.

This is preliminary to the actual skill challenge. The players have two options, which will affect how the skill challenge begins.

- The PCs choose to rescue the fey panther cub. If they do so, they automatically succeed, and the rescue of the fey panther cub will count as one success for the skill challenge. Elves arrive as the PCs crest the edge of the ravine.
- The PCs choose to ignore the crying of the cub as it does not pertain to their mission. There is no penalty incurred, and the PCs encounter the elves further into the Chondalwood.

THE ELVES OF CHONDALWOOD

Number of Successes: 6

Number of Failures: 3

Primary Skills: Acrobatics, Athletics, Diplomacy, Heal, Insight, Nature, Perception, Stealth.

Secondary Skills: Arcana, Bluff, History.

If the PCs rescued the fey panther cub, read this aloud:

With the fey panther cub safely in hand, you crest the edge of the ravine. You hardly have time to catch your breath before a group of fierce elves, bows drawn and arrows nocked, approach.

The elven leader, a lithe but powerful woman, declares, "It is good to see outsiders with some respect for nature. However, we will not allow you to travel further into our wood. There have been far too many outsiders here as of late. Go back the way you came."

At the sound of a birdcall, the fey panther bounds towards an elf, who smiles down at the cub.

If the PCs did not rescue the fey panther cub, read this instead:

A short distance into the Chondalwood you suddenly find yourselves surrounded by a group of fierce elves, their drawn bows trained on you.

The elven leader, a lithe but powerful woman, declares, "We have had quite enough of outsiders causing trouble for us! Go back the way you came!"

The primary goal of this encounter is to convince the elves that the party should be allowed to continue their search for Xandra. This will not be easy, as the elves do not know that Xandra is anything other than a spellscarred drow who they've already captured.

In this free-form encounter, feel free to improvise the elves' reactions to what the PCs say and do. If a player comes up with a good use of a skill not listed, you may allow it at the hard DC (17/19). If a player decides to use a skill listed in a particularly clever way that you believe would impress the elves, you may allow it at the moderate DC (12/14). PCs may use utility powers to increase their chances (such as *beguiling tongue*).

The elves are very wary of outsiders, do not tolerate nonsense, and are fiercely protective of the Chondalwood. Essa Wildwind, their leader, is tall with red hair and tan skin. She is distrustful and skeptical of outsiders on the best of days, and this is not the best of days. She and the rest of the elves are very wary and constantly scrutinize the PCs for any possibility of hostile action..

A diplomatic approach to convincing the elves will only go so far, as they believe all outsiders incapable of surviving the jungle and require proof of the physical abilities of the PCs. The PCs would also help their cause if they can convince the elves that Xandra is a dangerous threat which the PCs are willing and able to remove from their jungle.

- If the PCs rescued the cub, they start the challenge with a success, requiring only 5 skill successes before 3 failures to pass the challenge.
- After introducing herself, Essa tells the PCs that the elves have seen drow hunting parties and have heard rumors of mercenaries in the jungle. She also speaks of a spellscarred drow female who some of the elves recently captured and took to an abandoned temple that the elves often use to hold prisoners. That party of elves has not reported back yet, and Essa is very worried. There have been other drow sighted in the forest, too.
- At your discretion, you may impose a -2 circumstance penalty to all social skill checks made by drow PCs. The jungle elves are unlikely to be impressed by anything a drow does. Likewise, you may allow a +2 circumstance bonus for elven PCs (not eladrin) who might share a deeper kinship with these wild elves.
- All skills have a limited number of times they count as a success for the challenge. Players should be encouraged to try various skills to cover the required number of successes.
- The DCs for this challenge are high; as outsiders, the party will not easily sway the elves. An attempt to Aid Another is limited to one +2 bonus from a party member per skill roll.
- Some skills invoke penalties and if attempted too many times, will generate a failure or immediately end the challenge. These skills have warnings to alert the players.
- Identify the background regions of the PCs. If any are from Akanûl or Vihon Wilds, encourage them specifically to make a History check. Succeeding on a History check will not generate a challenge success, but grant bonuses to make some rolls easier.

SKILL CHALLENGE

Insight (DC 12/14, 1 success maximum): The PCs learn that the elves are unusually aggravated, extra caution is needed, and that the elves must be persuaded that the PCs' story about Xandra is true, as well as that the PCs are capable of actually doing something about the problem without falling prey to the hazards of the jungle.

A second Insight roll that meets the DC gives clues that Athletics and Stealth may be worth trying, and Intimidate should be avoided.

Further successful use of Insight merely provides a sense of how well the PCs are doing in convincing the elves.

Diplomacy (DC 17/19, 2 successes maximum):

The elves are listening to the PCs. Coupled with a successful Arcana check, the elves are convinced by the PCs' contention that the spellscar is very dangerous and the PCs are better-equipped than the elves to deal with Xandra. This skill uses a hard DC because the elves are very suspicious of outsiders.

Nature (DC 12/14, 2 successes maximum): The use of this skill demonstrates that the PCs are capable of identifying dangerous native flora and fauna and how to avoid them.

If the PCs rescued the fey panther cub, this skill can be used to demonstrate they are able to handle the cub without being attacked.

The first successful use of this skill unlocks the ability to use Heal.

Perception (DC 17/19, 1 success maximum):

The PCs spot hidden trails through the jungle or more elves hiding in the trees around them. The elves are impressed by the PCs' ability to detect their scouts. This skill uses a hard DC because the elves are excellent at concealing themselves and their trails in the jungle.

Athletics (DC 12/14, 1 success maximum): The PCs demonstrate that they can traverse the difficulties presented by the jungle, such as tree climbing.

Acrobatics (DC 12/14, 1 success maximum):

The PCs impress the elves with their ability to stay on their feet through the sometimes dense tree roots and vines that make up the undergrowth.

Stealth (DC 17/19, 1 success maximum): A party member manages to sneak away from under the watchful eye of the elves and appear elsewhere in the immediate area. If done in a diplomatic fashion, this impresses the elves. This skill uses the hard DC because the elves are wary and watchful.

If this skill is used to deliberately startle or frighten an elf, it agitates the elves and does not result in a success or failure.

Arcana (DC 12/14, 1 success maximum): The PCs show that they understand the dangers of lingering Spellplague magic and the unpredictable nature of spellscars. The elves are frightened by Xandra's spellscar and just want the "drow" out of their jungle, so this argument is persuasive.

Heal (DC 12/14, 1 success maximum): This skill may be used after a successful Nature check only. The PCs demonstrate that they know what to do if poisoned by native plants or animals. Alternatively, the PCs might use this skill to convince the elves that they can help any of their kin who might have been injured by the magic of Xandra's spellscar.

Bluff (DC 12/14, not a success or failure): Grants a +2 bonus to the next roll due to fast-talking the elves. A

-2 penalty is levied against the next roll on a failure. Unlimited attempts are allowed.

History (DC 12/14, not a success or failure): Grants a +2 to Nature, Diplomacy, and Insight rolls for the rest of the encounter. Knowledge of the area and the elves helps the PCs in their negotiations. Provide the players clues that Perception and Acrobatics may help and that Thievery should be avoided. Limited to one attempt (resolve as a group check if multiple PCs wish to attempt the use of this skill).

Intimidate (special): The elves will not be cowed into submission. The first and second Intimidate attempts create a -2 penalty applied to the next roll, but are not automatic failures.

On a third attempt, the elves threaten the PCs. ***“We will not be frightened by the likes of you!” The elves around you draw their bowstrings back just a little further.*** This third attempt counts as a failure.

If the PCs attempt Intimidate a fourth time, they automatically fail the skill challenge.

Thievery (special): The elves do not appreciate any attempt to steal from them or any demonstration that the PCs can disarm traps the elves have set to defend their home. The first two attempts apply a -2 penalty to the next roll, but do not count as failures.

Upon a third attempt, the elves are sufficiently angered to threaten the PCs. ***“We tire of these foolish games, outsiders.” The elves around you draw their bowstrings back just a little further.*** This third roll counts as a failure.

If Thievery is attempted a fourth time, the skill challenge ends instantly in failure.

ENDING THE ENCOUNTER

Regardless of how the encounter ends, the PCs are able to continue their search for Xandra.

SUCCESS

Successfully convincing the elves that they speak true regarding Xandra, that they are talented enough to survive the dangers of Chondalwood, and that they are willing to help the elves, the elves grant them passage as well as give them general directions to the temple where Xandra was taken by their kinsmen. Essa Wildwind also gifts the PCs with a specially-crafted ranged weapon: a *distance weapon* +2. (You can let the players choose what type of weapon this is for the duration of the adventure; if no one has a preference, Essa offers them a longbow.)

FAILURE

If the PCs fail to convince the elves to allow them to continue their hunt for Xandra, the elves attack,

believing the PCs to be just one more problem they have to deal with. The PCs barely escape, and each loses two healing surges. They continue on to Encounter 3, knowing that they have at their backs a group of angry elves.

Regardless of success or failure at the skill challenge, if the PCs rescued the fey panther cub, they are given the “Friend of Nature” story award.

When the PCs are ready, continue to Encounter 3.

EXPERIENCE POINTS

The PCs gain 100 / 140 XP for successfully completing this encounter, or half XP if the challenge is a failure.

TREASURE

If the party successfully completes this encounter, the elves present the PCs with a +2 *distance weapon* as a token of friendship.

ENCOUNTER 3: BLACK MAGIC WOMAN

ENCOUNTER LEVEL 3/5 (780/1150 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 drow cleric of Lolth (C)
- 1 drow shadowblade (B)
- 2 drow shadowhunters (H)
- 5 drow scavengers (S)

This encounter includes the following creatures at the high tier:

- 1 drow cleric of Lolth (Level 7) (C)
- 1 drow shadowblade (Level 5) (B)
- 2 drow shadowhunters (Level 5) (H)
- 5 drow scavengers (Level 5) (S)

A couple hours after making it past the elves, the PCs catch sight of two drow dragging what looks like an unconscious drow female prisoner through the jungle. The dark elves are not their usual stealthy selves and actually cross the path of the PCs some fifty feet ahead. This lucky break is too good to be true: it is a trap. The drow are aware of the PCs and their rescue mission. They want to capture the PCs for interrogation—and eliminate the competition. The drow are attempting to lure the PCs into a nearby cave for an ambush by appearing in front of them and making it seem Xandra has been captured.

As the PCs enter the area, read:

As you move deeper into the dense jungle, the relative calm is shattered by birds squawking in alarm. Up ahead you hear heavy footfalls in the underbrush. Suddenly, a pair of drow break across the path. The two are dragging between them a prisoner—a limp female drow in beautiful clothing. This trio vanishes into the thick tropical foliage as quickly as they appeared.

The PCs are able to make out the following in the brief glimpse they got of the drow:

- The drow were not stealthy in the least, appearing to concentrate more on speed.
- They did not acknowledge the PCs, or even seem to have noticed them.
- The prisoner had her head lowered, making it impossible to see if there was a scar on her forehead.

- The captured drow seemed to be unconscious, and her captors were not handling her gently.

The PCs have the option of ignoring the drow and continuing on. An Insight check of DC 19/21 will let them know the drow were being a bit too obvious and this was most likely a stunt to derail the PCs from their search and lure them into a trap.

If the players decide to ignore the drow at this time after making a successful Insight check, read the following:

Not falling for the drow's tricks, you decide to keep searching for Xandra, knowing time is not on your side.

Continue to Encounter 4. Note: If the PCs do not fight the drow now, they will be ambushed by the drow once they have Xandra in custody after Encounter 5.

If the PCs decide to ignore the drow and did not make an Insight check or did not succeed on it, read the following:

You decide to leave these drow to their own devices; searching for Xandra is your priority and time is not on your side.

If the PCs decide to chase after the drow, regardless of any Insight check, read the following:

In their haste, the drow have left a clear and easy path that leads directly to a cave hidden by vines and broad leaves.

When the PCs enter the cave, read or paraphrase the following:

Darkness envelops you as you enter the cave. The eerie silence is broken only by the occasional drip of water and the beating of leathery bat wings.

Once the PCs can see (either by using darkvision or producing a light source), they can make out a pair of footprints with drag marks between them disappearing behind a wall to the left. There are no signs of other drow.

FEATURES OF THE AREA

Illumination: The cave interior is under total darkness conditions. For PCs without darkvision, a light source will be needed to be able to see.

Cave Walls and Pillars: Black areas represent walls and columns of stone. These squares are blocking terrain.

Pit: The pit is roughly 10 feet deep. A character that falls into the pit takes 1d10 falling damage and requires a DC 15 Athletics check to climb out.

Rubble/Uneven Floor: Squares of difficult terrain are marked with a triangle. They cost 2 movement to cross.

TACTICS

The drow are hidden and hope to lure the PCs deeper into the cave before attacking. Try to hold off any movement by the drow until at least one of the PCs has made it past a wall the drow are hiding behind. If the PCs do not immediately start to move further into the cave or detect and follow the tracks that lead them to the left, read or paraphrase the following:

From somewhere in the darkness you hear the sounds of a scuffle, followed by a shriek. A frightened female voice then pleads “Please, stop! No, please, no!”

The drow are experienced hunters and use the terrain features to their advantage. They fight in coordinated efforts and adapt quickly when battle conditions change.

The drow hope to surround the PCs and have positioned themselves to flank the characters no matter which direction is chosen. If the PCs split up, the drow abandon the plan to surround and simply engage the PCs as seems best.

The cleric of Lolth cannot target drow PCs with *spider link*. When the cleric of Lolth is in trouble, the drow shadowblade moves to protect her with *cloud of darkness*. Be sure to use the *darkfire* ability of the cleric and shadowhunters as many of the drow deal extra damage when they have combat advantage.

SCALING THE ENCOUNTER

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

Four PCs: Remove one drow shadowhunter.

Six PCs: Add one drow shadowblade.

ENDING THE ENCOUNTER

Regardless of how this encounter ends, the PCs will be able to continue their search for Xandra.

SUCCESS

If the PCs defeat the drow hunting party and choose to question the cleric, the drow will only admit to hunting for the spy. The cleric has no other information and answers to any intimidation with threats of her own. She curses the PCs who dared speak to her with Lolth's wrath and vows revenge.

Award “The Ire of Lolth” story award to the PCs who question the cleric.

FAILURE

If the PCs are defeated by the drow, they will awaken some time later bound and gagged in the dark cave. They've been left there unguarded for future questioning, if needed. Allow the players to roleplay how they untie themselves and escape.

Proceed to Encounter 4 when the players are ready.

EXPERIENCE POINTS

The characters receive 155 / 230 experience for defeating the drow. They receive no XP if they avoid the drow in this encounter, but they will make up the missing XP in Encounter 5A when the drow ambush them later.

TREASURE

If the PCs defeat the drow, they may search the cave and find an equipment pack stashed by one of the drow. The pack contains an *ornament of alertness* +2. If the PCs are defeated by the drow, they do not find the pack. The drow shadowblade is wearing a suit of *bold victory armor* +1 (low tier) or *bold victory armor* +2 (high tier).

ENCOUNTER 3: “BLACK MAGIC WOMAN” STATISTICS (LOW LEVEL)

Drow Cleric of Lolth	Level 4 Controller
Medium fey humanoid	XP 175
Initiative +3 Senses Perception +5; darkvision	
HP 57; Bloodied 28; see also <i>spider link</i>	
AC 18; Fortitude 17, Reflex 15, Will 18	
Speed 5	
m Mace (standard; at-will)	
+9 vs. AC; 1d8 + 4 damage.	
r Lolth's Sting (standard, at-will) ♦ Poison	
Ranged 5; +8 vs. Fortitude; 1d6 + 2 poison damage, and ongoing 5 poison damage (save ends).	
C Surge of Terror (standard, recharge 5 6) ♦ Fear, Psychic	
Close burst 2; +8 vs. Will; 1d6 + 2 psychic damage, push 3, and dazed (save ends).	
R Devoured by Spiders (standard, encounter)	
Ranged 10; +8 vs. Reflex; 2d6 + 3 damage, and the target is immobilized (save ends). Each time the target fails its save against this effect, it takes 1d6 damage.	
R Darkfire (minor; encounter)	
Ranged 10; +8 vs. Reflex; until the end of the drow cleric of Lolth's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Spider Link (minor; at-will) ♦ Healing	
The drow cleric of Lolth can transfer up to 8 points of damage she has taken to a spider or drow ally within 5 squares of her. She cannot transfer more hit points than the creature has remaining.	
Alignment Evil	Languages Abyssal, Common, Elven
Skills Bluff +9, Insight +10, Intimidate +9, Religion +9, Stealth +8	
Str 14 (+4)	Dex 13 (+3) Wis 17 (+5)
Con 17 (+5)	Int 14 (+4) Cha 16 (+4)
Equipment chainmail, mace, holy symbol	

Drow Scavenger	Level 2 Minion
Medium fey humanoid	XP 31
Initiative +3 Senses Perception +0; darkvision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 16, Reflex 15, Will 13	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+7 vs. AC; 3 damage (5 with combat advantage).	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +6 vs. AC; 3 damage (5 with combat advantage).	
Dirty Tactics	
A drow scavenger gains combat advantage against a target adjacent to one or more creatures.	
Alignment Evil	Languages Common, Elven
Skills Stealth +9	
Str 16 (+4)	Dex 14 (+3) Wis 9 (+0)
Con 12 (+3)	Int 10 (+1) Cha 8 (+0)
Equipment leather armor, longsword, light shield, 4 javelins in sheaf	

Drow Shadowblade	Level 3 Lurker
Medium fey humanoid	XP 150
Initiative +8 Senses Perception +1; darkvision	
HP 37; Bloodied 18	
AC 18; Fortitude 14, Reflex 16, Will 13	
Speed 6	
m Short sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 3 damage.	
r Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +7 vs. AC; 1d6 + 3 damage.	
C Cloud of Darkness (minor; encounter)	
Close burst 1; the burst creates a cloud of darkness that remains in place until the end of the drow shadowblade's next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. The drow shadowblade is immune to these effects.	
Combat Advantage	
The drow shadowblade deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Evil	Languages Common, Elven
Skills Stealth +9, Thievery +9	
Str 14 (+3)	Dex 17 (+4) Wis 12 (+2)
Con 13 (+2)	Int 8 (+0) Cha 8 (+0)
Equipment leather armor, short sword, hand crossbow, 20 bolts	

Drow Shadowhunter	Level 3 Skirmisher
Medium fey humanoid	XP 150
Initiative +7 Senses Perception +3 ; darkvision	
HP 46; Bloodied 23	
AC 17; Fortitude 14, Reflex 16, Will 14	
Speed 6	
m Drow Long Knife (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d6 + 5 damage.	
M Double Attack (standard; at-will) ♦ Weapon	
Requires two weapons; +8 vs. AC; two attacks; 1d6 damage per attack.	
R Drow Long Knife (standard; at-will) ♦ Weapon	
Ranged 5/10; +8 vs. AC; 1d6 + 3 damage.	
R Darkfire (minor; encounter)	
Ranged 10; +6 vs. Reflex; until the end of the drow shadowhunter's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Shadow Step (move, at-will)	
The drow shadowhunter moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Combat Advantage	
The drow shadowhunter deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Evil	Languages Common, Elven
Skills Stealth +10	
Str 14 (+3)	Dex 18 (+5) Wis 14 (+3)
Con 14 (+3)	Int 13 (+2) Cha 13 (+2)
Equipment leather armor, 2 drow long knives	

ENCOUNTER 3: “BLACK MAGIC WOMAN” STATISTICS (HIGH LEVEL)

Drow Cleric of Lolth (Level 7)	Level 7 Controller
Medium fey humanoid	XP 300
Initiative +4 Senses Perception +6; darkvision	
HP 81; Bloodied 40; see also <i>spider link</i>	
AC 21; Fortitude 20, Reflex 18, Will 21	
Speed 5	
m Mace (standard; at-will)	
+12 vs. AC; 1d8 + 5 damage.	
r Lolth's Sting (standard, at-will) ♦ Poison	
Ranged 5; +11 vs. Fortitude; 1d6 + 3 poison damage, and ongoing 5 poison damage (save ends).	
C Surge of Terror (standard, recharge 5 6) ♦ Fear, Psychic	
Close burst 2; +11 vs. Will; 1d6 + 3 psychic damage, push 3, and dazed (save ends).	
R Devoured by Spiders (standard, encounter)	
Ranged 10; +12 vs. Reflex; 2d6 + 4 damage, and the target is immobilized (save ends). Each time the target fails its save against this effect, it takes 1d6 damage.	
R Darkfire (minor; encounter)	
Ranged 10; +12 vs. Reflex; until the end of the drow cleric of Lolth's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Spider Link (minor; at-will) ♦ Healing	
The drow cleric of Lolth can transfer up to 11 points of damage she has taken to a spider or drow ally within 5 squares of her. She cannot transfer more hit points than the creature has remaining.	
Alignment Evil	Languages Abyssal, Common, Elven
Skills Bluff +10, Insight +11, Intimidate +10, Religion +10, Stealth +9	
Str 14 (+5)	Dex 13 (+4) Wis 17 (+6)
Con 17 (+6)	Int 14 (+5) Cha 16 (+5)
Equipment chainmail, mace, holy symbol	

Drow Scavenger (Level 5)	Level 5 Minion
Medium fey humanoid	XP 50
Initiative +4 Senses Perception +1; darkvision	
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 19, Reflex 18, Will 16	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+10 vs. AC; 4 damage (6 with combat advantage).	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +9 vs. AC; 4 damage (6 with combat advantage).	
Dirty Tactics	
A drow scavenger gains combat advantage against a target adjacent to one or more creatures.	
Alignment Evil	Languages Common, Elven
Skills Stealth +10	
Str 16 (+5)	Dex 14 (+4) Wis 9 (+1)
Con 12 (+4)	Int 10 (+2) Cha 8 (+1)
Equipment leather armor, longsword, light shield, 4 javelins in sheaf	

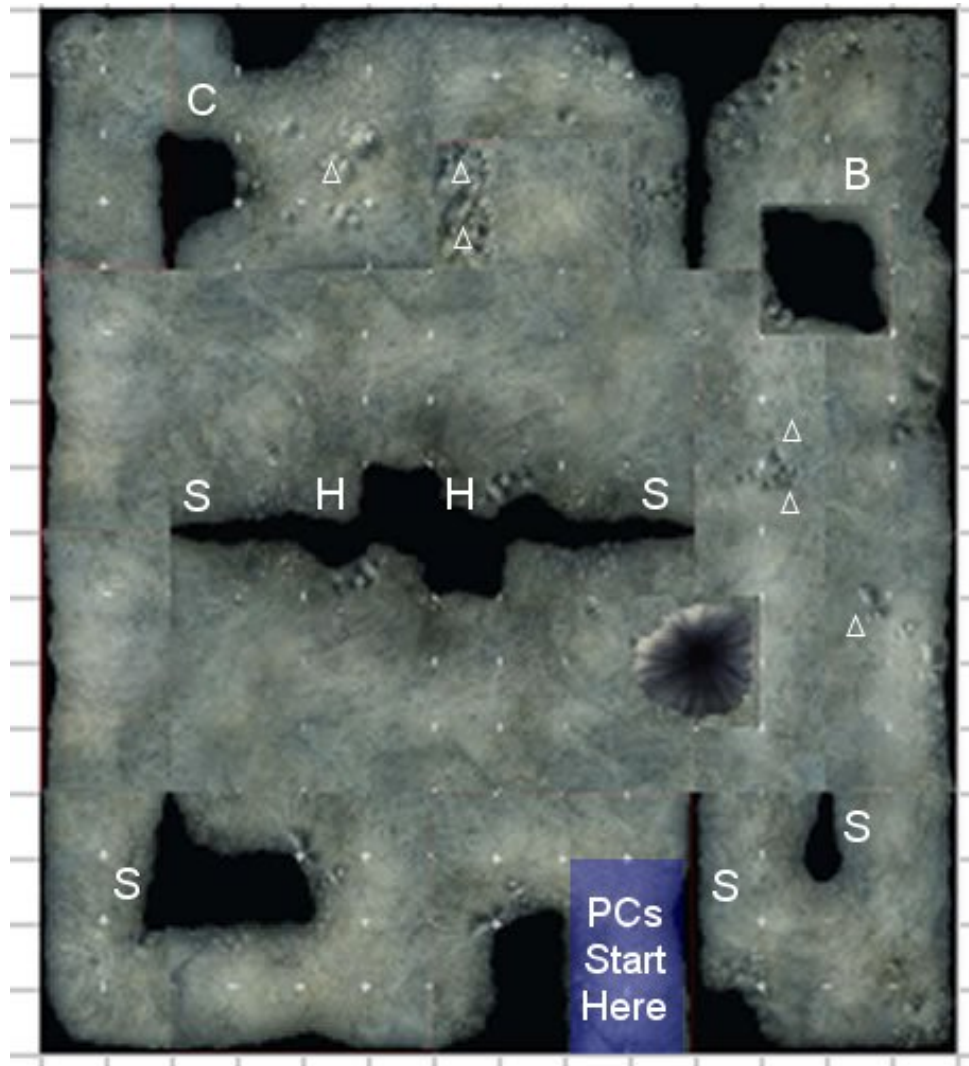
Drow Shadowblade (Level 5)	Level 5 Lurker
Medium fey humanoid	XP 200
Initiative +9 Senses Perception +2; darkvision	
HP 49; Bloodied 24	
AC 20; Fortitude 16, Reflex 18, Will 15	
Speed 6	
m Short sword (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d6 + 4 damage.	
r Hand Crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +9 vs. AC; 1d6 + 4 damage.	
C Cloud of Darkness (minor; encounter)	
Close burst 1; the burst creates a cloud of darkness that remains in place until the end of the drow shadowblade's next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. The drow shadowblade is immune to these effects.	
Combat Advantage	
The drow shadowblade deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Evil	Languages Common, Elven
Skills Stealth +10, Thievery +10	
Str 14 (+4)	Dex 17 (+5) Wis 12 (+3)
Con 13 (+3)	Int 8 (+1) Cha 8 (+1)
Equipment leather armor, short sword, hand crossbow, 20 bolts	

Drow Shadowhunter (Level 5)	Level 5 Skirmisher
Medium fey humanoid	XP 200
Initiative +8 Senses Perception +4 ; darkvision	
HP 62; Bloodied 31	
AC 19; Fortitude 16, Reflex 18, Will 16	
Speed 6	
m Drow Long Knife (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d6 + 6 damage.	
M Double Attack (standard; at-will) ♦ Weapon	
Requires two weapons; +10 vs. AC; two attacks; 1d6 damage per attack.	
R Drow Long Knife (standard; at-will) ♦ Weapon	
Ranged 5/10; +10 vs. AC; 1d6 + 4 damage.	
R Darkfire (minor; encounter)	
Ranged 10; +8 vs. Reflex; until the end of the drow shadowhunter's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Shadow Step (move, at-will)	
The drow shadowhunter moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Combat Advantage	
The drow shadowhunter deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Evil	Languages Common, Elven
Skills Stealth +11	
Str 14 (+4)	Dex 18 (+6) Wis 14 (+4)
Con 14 (+4)	Int 13 (+3) Cha 13 (+3)
Equipment leather armor, 2 drow long knives	

ENCOUNTER 3: "BLACK MAGIC WOMAN" MAP

TILE SETS NEEDED

Lost Caverns of the Underdark x2



ENCOUNTER 4: CRAZY ON YOU

ENCOUNTER LEVEL 3 / 5 (825 / 1200 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 deranged elf berserker (D)**
- 4 insane elf scouts (S)**
- 2 mad elf journeymen (M)**

This encounter includes the following creatures at the high tier:

- 1 deranged elf berserker (Level 5) (D)**
- 4 insane elf scouts (Level 5) (S)**
- 4 mad elf journeymen (Level 5) (M)**

After traveling farther into the Chondalwood jungle, the PCs stumble upon an abandoned temple. The structure is in ruins: little more than the walls remain, and the jungle has almost completely reclaimed this place. Esse Wildwind told the PCs that Xandra was held in a ruined temple; this looks like the right place.

As the PCs enter the area, read:

Overgrown by the jungle and collapsing in on itself, this temple seems to have appeared from nowhere. From beyond the stone door in front of you, the distinct sound of weeping can be heard.

If the PCs decide not to investigate, go to Encounter 5. Otherwise, read:

As you open the door, the stench of death fills the air. Slick with the blood of the fallen, the ornate floor is littered with bodies: several butchered and grotesquely mangled elves fill the hall. The source of the mournful crying is now revealed—an elf impaled on a sword whimpers with his last breath. His attacker, another elf soaked in blood, yanks the sword from the body and begins to stab his fallen brother, over and over and over. This is not a house of worship you have entered; it is a slaughterhouse.

A Stealth check of DC 17/19 or higher before entering the room grants any approaching PCs a surprise round; otherwise as soon as the PCs enter, some of the elves run toward them (see tactics for further information). If the PCs fail to make the Stealth check or do not use

Stealth at all, as soon as the door is opened, the elves immediately notice the PCs and attack.

A Religion check (DC 12/14) reveals the temple is dedicated to Corellon, while an Arcana check (DC 15) allows the character to sense the lingering presence of arcane magic; spellscarred characters do not sense the active presence of Spellplague, though this does not mean that Xandra isn't here.

Once inside, the players have an opportunity to spot a door (Perception DC 15) sealing off an alcove that is ideal for use as a holding cell, but it is not readily apparent if Xandra is still being held prisoner or if she has left the temple; any tracks are obscured by the carnage. The only clear observation to be made is that the temple is in an advanced state of disrepair. It is no longer used for its original purpose, as the cobwebs, rubble, and missing ceiling attest.

The elves are obviously insane and appear very similar. They are all covered in gore and have wild, detached expressions. They all use similar tactics, but a successful Insight check (DC 12/14) will identify the deranged elf scout as being somewhat more crazed and dangerous than the rest and that his clothing is bloodier.

Unfortunately, the elven hunting party that captured Xandra was unable to contend with the power of her spellscar. Upon reaching the temple, Xandra saw the altar, and in her fevered mind, decided that the jungle elves were actually drow in disguise and she was about to be sacrificed to Lolth. This intense stress caused her temporary insanity to flare up. The spellscar has also granted her a form of hostile telepathy, periodically projecting Xandra's poisoned thoughts outward. Her insanity overwhelmed the elves, creating an effect similar to the *rabid chain of steel* power (FRPG 44). This caused the elven party to turn on itself, and Xandra escaped in the chaos, fleeing deeper into the jungle.

FEATURES OF THE AREA

Illumination: The alcove behind the closed doors on the left side of the map is in total darkness. Otherwise the temple is brightly lit by sunlight.

Pillars: Each black space represents a column; they are blocking terrain.

Urns / Cisterns / Altar: These squares are difficult terrain and cost 2 squares to move through.

Dead Elves: Squares with a body count as difficult terrain and cost 2 squares of movement.

Rubble / Broken Columns: Piles of rubble are difficult terrain and cost 2 squares of movement.

Stone Doors: The doors are blocking terrain when closed. Opening or closing each door is a minor action.

Magic Circle: The blue runes constitute a source of magic dedicated to Corellon. Anyone standing in one of the four squares where the circle is inscribed gains +2 to damage from all powers with the arcane keyword.

TACTICS

Exposure to Xandra's uncontrolled spellscar has rendered these elves insane. The elves attack with virtually no regard for personal safety and fight to the death. Their fighting is senseless and unpredictable; here are some suggested tactics they may use.

- The elves swarm the PCs to engage in melee. They take the most direct route possible, avoiding objects while entering difficult terrain—the effect is they are clambering over rubble and ignoring bodies to get to the PCs. The elf scouts use ranged attacks if they cannot reach their target in melee.
- The elves disregard marks, challenges, and potential opportunity attacks against them. They are too crazed to understand the consequences of these effects.
- The elves still try to avoid obvious sources of damage. They avoid zones of fire, flying daggers, etc., as well as zones that block line of sight.
- The elves have no sense of group cooperation and do not make intelligent moves to help each other; they do take advantage of a flank when one occurs, however.
- They use their encounter powers as soon as possible. Use *elven accuracy* the first time they miss with any attack.
- The elves generally, though not always, target the last creature that hit them in melee. They use *wild step* to shift through difficult terrain when switching melee targets.
- The elves may ignore a PC that landed a melee hit in favor of going after any PC in line of sight that has moved. An elf distracted by movement moves full speed to reach the new target. This tactic introduces more chaos into the fight, as the elves do not always attack a PC that moved.
- The elves always take the first opportunity attack available to them.
- The deranged elf scouts always continue to attack a fallen creature until that creature is dead. A melee attack that hits will force the deranged elf to target his attacker. Movement does not distract the deranged elf from his coup de grace.

SCALING THE ENCOUNTER

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

Four PCs: Remove one mad elf scout.

Six PCs: Add another deranged elf berserker.

ENDING THE ENCOUNTER

No matter how this encounter ends, the PCs discover that Xandra is not here and are able to continue forward.

SUCCESS

The PCs defeat the mad elves. If the PCs attempt to question any of them, all they will get is crazed ranting in Elven. The only concept the elves are able to convey is that the drow had “blue fire pouring out of her head” and it went into the elves. They are still trying to get it out, scratching and clawing at their own skin as they gibber madly.

FAILURE

If the PCs are unable to defeat the insane elves and the deranged elf berserker is still active, he will kill the last PC he was engaged with. After that, the elves attack each other until they are all dead. The surviving PCs wake up a few hours later and can then tend to their fallen.

Go to Encounter 5 when the PCs are ready.

EXPERIENCE POINTS

The characters receive 165 / 240 experience points each for defeating the mad elves.

TREASURE

If the PCs search the ruined temple, they find a *doss lute* on the altar of Corellon, along with a ritual book containing the Speak with Nature ritual. The PCs do not find these items if they are defeated by the insane elves in the temple.

ENCOUNTER 4: “CRAZY ON YOU” STATISTICS (LOW LEVEL)

Deranged Elf Berserker	Level 3 Brute
Medium fey humanoid	XP 150
Initiative +2 Senses Perception +1; low-light vision	
HP 56; Bloodied 28	
AC 14; Fortitude 14, Reflex 13, Will 13	
Speed 7	
m Greataxe (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d12 + 3 damage (crit 1d12 + 15)	
M Battle Fury (free, when first bloodied; encounter)	
The deranged elf scout makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.	
r Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +4 vs. AC; 1d6 + 2 damage.	
Elven Accuracy (free; encounter)	
An elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Wild Step	
An elf ignores difficult terrain when it shifts.	
Alignment Unaligned	Languages Common, Elven
Skills Athletics +9, Endurance +9	
Str 17 (+4)	Dex 12 (+2) Wis 11 (+1)
Con 16 (+4)	Int 10 (+1) Cha 12 (+2)
Equipment leather armor, greataxe, 2 handaxes	

Mad Elf Journeyman	Level 3 Minion
Medium fey humanoid	XP 38
Initiative +4 Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 17; Fortitude 15, Reflex 13, Will 12	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+6 vs. AC; 5 damage.	
Elven Accuracy (free; encounter)	
An elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Wild Step	
An elf ignores difficult terrain when it shifts.	
Alignment Unaligned	Languages Common, Elven
Skills Athletics +6	
Str 18 (+4)	Dex 14 (+3) Wis 13 (+2)
Con 15 (+3)	Int 10 (+1) Cha 9 (+0)
Equipment leather armor, light shield, longsword	

Insane Elf Scout	Level 3 Skirmisher
Medium fey humanoid	XP 150
Initiative +7 Senses Perception +10; low-light vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 47; Bloodied 23	
AC 17; Fortitude 14, Reflex 16, Will 13	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d8 + 4 damage.	
m Short Sword (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d6 + 4 damage.	
M Two-Weapon Rend (standard; encounter) ♦ Weapon	
The elf scout makes a longsword attack and a shortsword attack against the same target. If both attacks hit, the elf scout deals an additional 4 damage.	
Elven Accuracy (free; encounter)	
An elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Combat Advantage	
An elf scout that has combat advantage deals an extra 1d6 damage on its attacks.	
Wild Step	
An elf ignores difficult terrain when it shifts.	
Alignment Unaligned	Languages Common, Elven
Skills Nature +10, Stealth +9	
Str 12 (+2)	Dex 18 (+5) Wis 14 (+3)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)
Equipment chainmail, longsword, shortsword	

ENCOUNTER 4: “CRAZY ON YOU” STATISTICS (HIGH LEVEL)

Deranged Elf Berserker (Level 5)	Level 5 Brute
Medium fey humanoid	XP 200
Initiative +3 Senses Perception +2; low-light vision	
HP 76; Bloodied 38	
AC 16; Fortitude 16, Reflex 15, Will 15	
Speed 7	
m Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 4 damage (crit 1d12 + 16)	
M Battle Fury (free, when first bloodied; encounter)	
The deranged elf scout makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.	
r Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +6 vs. AC; 1d6 + 3 damage.	
Elven Accuracy (free; encounter)	
An elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Wild Step	
An elf ignores difficult terrain when it shifts.	
Alignment Unaligned	Languages Common, Elven
Skills Athletics +10, Endurance +10	
Str 17 (+5)	Dex 12 (+3) Wis 11 (+2)
Con 16 (+5)	Int 10 (+2) Cha 12 (+3)
Equipment leather armor, greataxe, 2 handaxes	

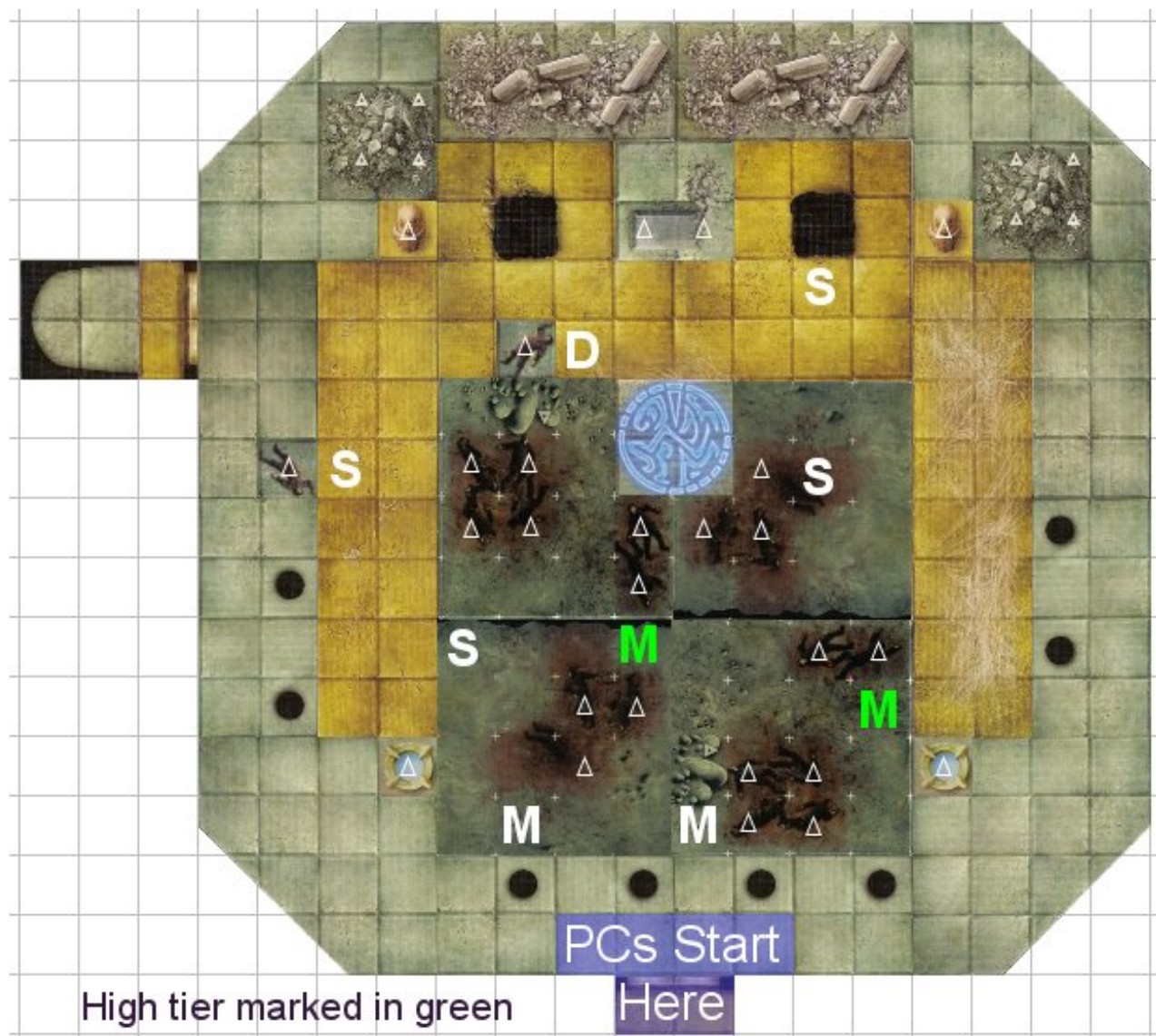
Mad Elf Journeyman (Level 5)	Level 5 Minion
Medium fey humanoid	XP 50
Initiative +5 Senses Perception +2; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 17, Reflex 15, Will 14	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+8 vs. AC; 6 damage.	
Elven Accuracy (free; encounter)	
An elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Wild Step	
An elf ignores difficult terrain when it shifts.	
Alignment Unaligned	Languages Common, Elven
Skills Athletics +7	
Str 18 (+5)	Dex 14 (+4) Wis 13 (+3)
Con 15 (+4)	Int 10 (+2) Cha 9 (+1)
Equipment leather armor, light shield, longsword	

Insane Elf Scout (Level 5)	Level 5 Skirmisher
Medium fey humanoid	XP 200
Initiative +8 Senses Perception +11; low-light vision	
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.	
HP 63; Bloodied 31	
AC 19; Fortitude 16, Reflex 18, Will 15	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 5 damage.	
m Short Sword (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d6 + 5 damage.	
M Two-Weapon Rend (standard; encounter) ♦ Weapon	
The elf scout makes a longsword attack and a shortsword attack against the same target. If both attacks hit, the elf scout deals an additional 5 damage.	
Elven Accuracy (free; encounter)	
An elf can reroll an attack roll. It must use the second roll, even if it's lower.	
Combat Advantage	
An elf scout that has combat advantage deals an extra 1d6 damage on its attacks.	
Wild Step	
An elf ignores difficult terrain when it shifts.	
Alignment Unaligned	Languages Common, Elven
Skills Nature +11, Stealth +10	
Str 12 (+2)	Dex 18 (+5) Wis 14 (+3)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)
Equipment chainmail, longsword, shortsword	

ENCOUNTER 4: “CRAZY ON YOU” MAP

TILE SETS NEEDED

Dire Tombs x1, Halls of the Giant Kings x1, Caves of Carnage x1, Fane of the Forgotten Gods x1



ENCOUNTER 5: SHOULD I STAY OR SHOULD I GO?

ENCOUNTER LEVEL 5 / 7 (1000 / 1650 XP)

SETUP

Important NPC: **Xandra (Insight +6, Perception +6) (X)**

This encounter includes the following creatures at the low tier:

- 1 Bien'Dar, bounty hunter (B)**
- 1 human mage (level 3) (M)**
- 2 human mercenaries (H)**
- 2 human thugs (N)**

This encounter includes the following creatures at the high tier:

- 1 Bien'Dar, bounty hunter (level 9) (B)**
- 1 human mage (level 6) (M)**
- 2 human mercenaries (level 6) (H)**
- 2 human thugs (level 5) (N)**

TRUST ME!

The PCs arrive at the edge of the Chondalwood and finally catch up to Xandra just past the tree line. She is scared and somewhat befuddled, and very skeptical of the PCs' intent. The PCs must persuade Xandra to return with them to the dwarven camp where she will get the help she needs.

As the PCs enter the area, read:

The trees give way to an open plain that stretches to the horizon. You look towards the nearby stream and see her—an elegant drow kneeling at the water's edge. She finishes drinking and stands as you approach her, wild eyes studying you closely, a jagged blue scar glowing on her forehead. At last, you've found Xandra.

This scene is a preliminary to the combat with bounty hunters hired by the wizard who Xandra contacted when she realized that the dwarves weren't going to help her. The PCs must engage in a short negotiation in an effort to calm Xandra and talk her into trusting them. If the PCs cannot convince her to return to the dwarves, Xandra will side with Bien'Dar, who arrives at the conclusion of the negotiation. Note: do not reveal the outcome of the negotiation to the players until after

Bien'Dar arrives and attempts to persuade Xandra to his side.

Xandra is skittish and distrustful, and her ability to reason properly has been hampered by her temporary Spellplague-induced insanity. However, she is lucid enough to carry on a conversation. Portray her as having great difficulty concentrating and as being only intermittently coherent; one moment she is paying attention to the PCs and listening, the next moment she is babbling to herself. Her spellscar periodically flashes with blue light and projects her thoughts, allowing all within 5 squares of her to hear what she is thinking, but at these moments, her thoughts are incomprehensible, little more than a cacophonous jumble of random noise.

This negotiation can be run as a Complexity 1 skill challenge. The PCs must succeed on 4 social skill checks (Bluff, Diplomacy, or Intimidate) before failing 3 times in order to convince her to side with them. The DCs for these checks are hard (17/19) because of Xandra's condition. If the PCs reach 3 failures before 4 successes, Xandra does not believe them, even if they are telling the truth. If the PCs reach 4 successes before 3 failures, she begins to calm down and trust them. (This skill challenge isn't part of the XP budget for the encounter, so you can resolve it as a pure roleplaying scene if you prefer. Or, if you think the players would enjoy the extra challenge, you could even work the skill challenge into the fight, with Xandra starting out on the side of the bounty hunters and the PCs taking minor actions to make skill checks to try and persuade her to change sides and come with them.)

Bien'Dar arrives before Xandra can tell the PCs her decision. Any PC with a passive Perception score of 20 or higher immediately notices that he is not alone; they detect Bien'Dar's men hiding amongst the trees and thus may act during the surprise round. If anyone actively states that they are looking out for additional threats then those characters may make a Perception check (DC 20) to notice the same thing.

Bien'Dar makes his case to Xandra to go with him back to Turmish. Read the following:

From somewhere behind you there is a rustling in the trees, and a large man steps forth from the jungle. Smiling, he introduces himself as Bien'Dar, and says that he has been hired by Xandra's friend to escort her safely to Turmish to be cured.

Feel free to improvise Bien'Dar's argument in his attempt to persuade Xandra. Bien'Dar is a very tall, very burly human with brown hair and a full beard. He is friendly outside of battle, but once engaged in combat he is a smart, capable fighter. Any PC with a passive

Insight score of 18/19 or higher realizes that the story he tells Xandra is untruthful. The PCs can try to inform Xandra of the deception and possible danger, but her mind has already been made up based on the outcome of the previous negotiation.

If the PCs were successful, Xandra refuses Bien'Dar and remains with the PCs. Read or paraphrase the following:

Xandra thanks Bien'Dar for his efforts on her behalf, and then steps closer to you, letting the man know that she will be returning to the dwarves.

If the PCs failed, Xandra readily agrees to join Bien'Dar. Read or paraphrase the following:

Xandra gratefully moves to stand at Bien'Dar's side, thanking him for coming to her rescue.

Once Xandra's choice is known and the players are ready, proceed to the combat portion of the encounter.

COMBAT

Shortly after Xandra has announced her decision, a fight breaks out. If Xandra is with the PCs, Bien'Dar shouts **"Oh no you don't, she's my bounty!"** and signals his men to attack from their hiding spots in the trees. Xandra offers no help to the PCs in the fight and makes poor attempts to hide and stay out of harm's way.

If Xandra is with Bien'Dar, he says **"We had best deal with these troublemakers now before they follow us."** His men, and Xandra, attack the PCs.

Keep close track of both Bien'Dar and Xandra: once either is bloodied, the bounty hunters turn on her and target her with their next available attack. If Bien'Dar is bloodied first, as an immediate reaction, he will say, **"That's enough—let's take her back dead!"** If Xandra is bloodied, as an immediate reaction, she will shout, **"I've made a terrible mistake!"** and run her full speed to a hiding place near the PCs. She attempts to stay safe from the bounty hunters' attacks for the remainder of the fight, offering no help to the PCs.

The PCs should be mindful of Xandra's condition during the fight—the bounty hunters don't care about her health, but the dwarves would like her returned in one piece. If Xandra is reduced to 0 hit points or less in the fight, the person who struck the final blow decides whether to knock her unconscious or kill her. The bounty hunters kill her; the PCs probably choose to knock her out. If she is killed, Xandra does not respond to the Raise Dead ritual. Note that the PCs can use their healing abilities (such as *healing word*) on Xandra; she has one healing surge available.

FEATURES OF THE AREA

Trees: Squares that depict tree trunks count as blocking terrain. Squares filled with thick branches and foliage provide cover, as do smaller trees and shrubs.

Stream: The swift-moving stream is 4 feet deep and counts as difficult terrain. If a PC falls in, a DC 15 Athletics check is required to climb out. If a PC wants to leap over the stream, a DC 20 Athletics check (DC 10 with a running start) is required.

Pond: The pond is shallow and mostly muddy silt. All pond squares count as difficult terrain.

Boulders: Squares with large rocks in them count as blocking terrain. They may be climbed with a DC 15 Athletics check.

Rocks: Rocky areas count as difficult terrain. These are marked with a triangle.

Mound: The grassy mound is 15 feet high and can provide cover. A DC 30 Athletics check (or DC 15 Athletics check with a running start) allows a character to jump on top of the mound and occupy that square. Any character that is knocked off the top of the mound falls to the ground below, suffering 1d10 damage and landing prone. (Those trained in Acrobatics can mitigate this fall as described on page 181 of the PH.)

Xandra Nostre'san,		
Spellscarred Doppelganger		Level 5 Skirmisher
Medium natural humanoid (shapechanger)		XP 200
Initiative +6	Senses Perception +4	
HP 61; Bloodied 30		
AC 19; Fortitude 16, Reflex 17, Will 17		
Speed 6		
m Dagger (standard; at-will) ♦ Weapon		
Move 2 squares, then attack; +10 vs. AC; 1d4 + 6 damage.		
r Thread the Needle (standard; at-will) ♦ Weapon		
Ranged 5/10; +10 vs. AC; 1d4 + 2 damage.		
M Tumbling Attack (standard; recharge 4 5 6) ♦ Weapon		
Xandra shifts 3 squares before or after the attack; +10 vs. AC; 1d4 + 6 damage.		
Flamespeed (minor; encounter) ♦ Spellscar		
Xandra gains a +1 bonus to speed, or a +2 bonus to speed if she charges or runs. The bonus lasts until the end of her next turn.		
Combat Advantage		
Xandra deals an extra 1d6 damage against every target she has combat advantage against.		
Alignment Unaligned	Languages Common, Elven, Deep Speech	
Skills Athletics +8, Bluff +12, Insight +4, Stealth +11, Streetwise +10		
Str 12 (+3)	Dex 18 (+6)	Wis 11 (+2)
Con 13 (+3)	Int 13 (+3)	Cha 16 (+5)
Equipment leather armor, dagger (4)		
Description Xandra lost her ability to change shape after being spellscarred and now remains in appearance identical to a drow except for the bright blue scar over her left eye.		

TACTICS

Bien'Dar and his men are professionals. They fight smart, using terrain features to their advantage and maneuvering to aid one another during combat. They also avoid clustering close together when possible so as to lessen the impact of an area attack. They all make judicious use of encounter and special abilities to maximize their effect.

When combat begins, the novice bounty hunters (human thugs) rush forward to assist Bien'Dar. The more seasoned bounty hunters (human mercenaries) begin by using crossbows for ranged attacks, then switch to longswords for melee as soon as it seems best.

The mage is positioned in range of the PCs' starting area to take advantage of *thunder burst* at the start of combat. This should be the mage's first attack, especially in the case of a surprise round.

The bounty hunters randomly target Xandra if she is not on their side, but concentrate most of their efforts on the PCs., who are clearly the primary threat.

Xandra will fight on behalf of the bounty hunters if she sides with them. If she is allied with the PCs (either from the start of combat or after she joins them mid-fight) Xandra scurries around trying to find cover from attacks. Xandra runs from any attempted attack, whether it hits or not. Try to target her every so often to force her to move around so the PCs need to actively protect her during the battle.

Note that the PCs are likely to be very wary of getting too close to Xandra, since they have seen the effects that her spellscar can cause (back at the elven temple). Fortunately, although her spellscar pulses with an angry blue light (flashing each time she takes damage), it does not manifest the insanity-inducing effects that it did earlier. Nevertheless, feel free to put a bit of fear into the players by pretending to roll attacks against the Will defense of anybody who gets within 5 squares of her.

SCALING THE ENCOUNTER

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

Four PCs: Remove one seasoned bounty hunter and one novice bounty hunter.

Six PCs: Add one seasoned bounty hunter and one novice bounty hunter.

ENDING THE ENCOUNTER

There are three possible outcomes to this encounter.

SUCCESS

The PCs defeat Bien'Dar and his men and Xandra is safely in their care.

PARTIAL SUCCESS

The PCs defeat the bounty hunters, but Xandra died during the fight.

FAILURE

The PCs were defeated by Bien'Dar, who either killed Xandra or took her to the wizard in Turmish.

If the PCs avoided the drow in Encounter 2, they will need to deal with them at the end of the fight with the bounty hunters, but only if Xandra is still alive. Go to Encounter 5A if the PCs defeat Bien'Dar and Xandra survived.

For all other outcomes, go directly to Encounter 6.

EXPERIENCE POINTS

The PCs receive 200 / 350 XP for defeating Bien'Dar and his men.

TREASURE

After defeating the bounty hunters, the PCs find 50 / 75 gp each and a suit of *thunderhead armor* +2 in Bien'Dar's pack. If the bounty hunters defeat the PCs, then the adventurers do not find the gold or the armor.

ENCOUNTER 5: “SHOULD I STAY OR SHOULD I GO?” STATISTICS (LOW LEVEL)

Human Mage (Level 3)		Level 3 Artillery (Leader)	
Medium natural humanoid		XP 150	
Initiative +3		Senses Perception +4	
HP 36; Bloodied 18			
AC 16; Fortitude 12, Reflex 13, Will 14			
Speed 6			
m Quarterstaff (standard; at-will) ♦ Weapon			
+3 vs. AC; 1d8 damage.			
r Magic Missile (standard; at-will) ♦ Force			
Ranged 20; +6 vs. Reflex; 2d4 + 3 force damage.			
R Dancing Lightning (standard; encounter) ♦ Lightning			
The mage makes a separate attack against 3 different targets: ranged 10; +6 vs. Reflex; 1d6 + 3 lightning damage.			
A Thunder Burst (standard; encounter) ♦ Thunder			
Area burst 1 within 10; +6 vs. Fortitude; 1d8 + 3 thunder damage, and the target is dazed (save ends).			
Alignment Unaligned		Languages Common	
Skills Arcana +10			
Str 10 (+1)	Dex 14 (+3)	Wis 17 (+4)	
Con 12 (+2)	Int 18 (+5)	Cha 12 (+2)	
Equipment robes, quarterstaff, wand			

Human Thug		Level 1 Minion	
Medium natural humanoid		XP 25	
Initiative +0		Senses Perception +0	
HP 1; a missed attack never damages a minion.			
AC 14; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>			
Speed 6			
m Club (standard; at-will) ♦ Weapon			
+5 vs. AC; 2 damage.			
Mob Rule			
The novice bounty hunter gains a +2 bonus to all defenses while at least two other novice bounty hunters are within 5 squares of it.			
Alignment Unaligned		Languages Common	
Str 14 (+2)	Dex 10 (+0)	Wis 10 (+0)	
Con 12 (+1)	Int 9 (-1)	Cha 11 (+0)	
Equipment club			

Human Mercenary		Level 3 Soldier	
Medium natural humanoid		XP 150	
Initiative +5		Senses Perception +6	
HP 47; Bloodied 23			
AC 18; Fortitude 16, Reflex 15, Will 14			
Speed 5			
m Longsword (standard; at-will) ♦ Weapon			
+10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human mercenary's next turn.			
M Press the Advantage (standard; recharge 5 6) ♦ Weapon			
Requires longsword; +10 vs. AC; 1d10 + 7 damage, and the target is pushed 1 square and dazed (save ends).			
R Crossbow (standard; at-will) ♦ Weapon			
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.			
Alignment Unaligned		Languages Common	
Skills Streetwise +7			
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Equipment chainmail, crossbow, crossbow bolts (20), longsword			

Bien'Dar, Bounty Hunter		Level 6 Elite Soldier	
Medium natural humanoid		XP 500	
Initiative +7		Senses Perception +9	
HP 140; Bloodied 70			
AC 24; Fortitude 22, Reflex 20, Will 17			
Saving Throws +2			
Speed 5			
Action Points 1			
m Tratnyr (standard; at-will) ♦ Weapon			
+13 vs. AC; 1d8 + 5 damage, and the target is marked until the end of Bien'Dar's next turn.			
R Tratnyr (standard; at-will) ♦ Weapon			
Ranged 10/20; +13 vs. AC; 1d8 + 5 damage.			
M Veteran's Rebuke (immediate interrupt; when an adjacent enemy marked by Bien'Dar shifts or makes an attack that does not include him; at-will) ♦ Weapon			
Bien'Dar makes a basic melee attack against the triggering enemy.			
M Entangling Net (standard; encounter) ♦ Weapon			
Reach 2; +11 vs. Reflex; 1d6 + 2 damage, and the target is grabbed (until escape).			
M Pinning Strike (standard; encounter; recharges when first bloodied) ♦ Weapon			
+13 vs. AC; 1d8 + 4 damage, and the target is marked, dazed, and takes ongoing 5 damage (save ends all). Bien'Dar cannot make attacks with the same tratnyr while the target remains immobilized.			
Alignment Unaligned		Languages Common	
Skills Bluff +8, Diplomacy +8, Intimidate +8			
Str 19 (+7)	Dex 15 (+5)	Wis 12 (+4)	
Con 14 (+5)	Int 11 (+3)	Cha 10 (+3)	
Equipment scale armor, net, tratnyr (4)			

ENCOUNTER 5: “SHOULD I STAY OR SHOULD I GO?” STATISTICS (HIGH LEVEL)

Human Mage (Level 6)		Level 6 Artillery (Leader)	
Medium natural humanoid		XP 250	
Initiative +5		Senses Perception +6	
HP 54; Bloodied 17			
AC 19; Fortitude 15, Reflex 16, Will 17			
Speed 6			
m Quarterstaff (standard; at-will) ♦ Weapon			
+6 vs. AC; 1d8 + 1 damage.			
r Magic Missile (standard; at-will) ♦ Force			
Ranged 20; +9 vs. Reflex; 2d4 + 5 force damage.			
R Dancing Lightning (standard; encounter) ♦ Lightning			
The mage makes a separate attack against 3 different targets: ranged 10; +9 vs. Reflex; 1d6 + 5 lightning damage.			
A Thunder Burst (standard; encounter) ♦ Thunder			
Area burst 1 within 10; +9 vs Fortitude; 1d8 + 5 thunder damage, and the target is dazed (save ends).			
Alignment Unaligned		Languages Common	
Skills Arcana +12			
Str 10 (+3)	Dex 14 (+5)	Wis 17 (+6)	
Con 12 (+4)	Int 18 (+7)	Cha 12 (+4)	
Equipment robes, quarterstaff, wand			

Human Thug (Level 5)		Level 5 Minion
Medium natural humanoid		XP 50
Initiative +2	Senses Perception +2	
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 17, Reflex 15, Will 15; see also <i>mob rule</i>		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+9 vs. AC; 4 damage.		
Mob Rule		
The novice bounty hunter gains a +2 bonus to all defenses while at least two other novice bounty hunters are within 5 squares of it.		
Alignment Unaligned		Languages Common
Str 14 (+4)	Dex 10 (+2)	Wis 10 (+2)
Con 12 (+3)	Int 9 (+1)	Cha 11 (+2)
Equipment club		

Human Mercenary (Level 6)		Level 6 Soldier
Medium natural humanoid		XP 250
Initiative +7		Senses Perception +8
HP 71; Bloodied 35		
AC 21; Fortitude 19, Reflex 18, Will 17		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the human mercenary's next turn.		
M Press the Advantage (standard; recharge 5 6) ♦ Weapon		
Requires longsword; +13 vs. AC; 1d10 + 9 damage, and the target is pushed 1 square and dazed (save ends).		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +12 vs. AC; 1d8 + 4 damage.		
Alignment Unaligned		Languages Common
Skills Streetwise +9		
Str 16 (+6)	Dex 14 (+5)	Wis 11 (+3)
Con 15 (+5)	Int 10 (+3)	Cha 12 (+4)
Equipment chainmail, crossbow, crossbow bolts (20), longsword		

Bien'Dar, Bounty Hunter (Level 9)		Level 9 Elite Soldier	
Medium natural humanoid		XP 800	
Initiative +8		Senses Perception +10	
HP 188; Bloodied 94			
AC 27; Fortitude 24, Reflex 23, Will 20			
Saving Throws +2			
Speed 5			
Action Points 1			
m Tratnyr (standard; at-will) ♦ Weapon			
+16 vs. AC; 1d8 + 6 damage, and the target is marked until the end of Bien'Dar's next turn.			
R Tratnyr (standard; at-will) ♦ Weapon			
Ranged 10/20; +16 vs. AC; 1d8 + 6 damage.			
M Veteran's Rebuke (immediate interrupt; when an adjacent enemy marked by Bien'Dar shifts or makes an attack that does not include him; at-will) ♦ Weapon			
Bien'Dar makes a basic melee attack against the triggering enemy.			
M Entangling Net (standard; encounter) ♦ Weapon			
Reach 2; +14 vs. Reflex; 1d6 + 3 damage, and the target is grabbed (until escape).			
M Pinning Strike (standard; encounter; recharges when first bloodied) ♦ Weapon			
+16 vs. AC; 1d8 + 5 damage, and the target is marked, dazed, and takes ongoing 5 damage (save ends all). Bien'Dar cannot make attacks with the same tratnyr while the target remains immobilized.			
Alignment Unaligned		Languages Common	
Skills Bluff +9, Diplomacy +9, Intimidate +9			
Str 19 (+8)	Dex 15 (+6)	Wis 12 (+5)	
Con 14 (+6)	Int 11 (+4)	Cha 10 (+4)	
Equipment scale armor, net, tratnyr (4)			

ENCOUNTER 5: “SHOULD I STAY OR SHOULD I GO?” MAP

TILE SETS NEEDED

Ruins of the Wild x2



ENCOUNTER 5A: WICKED GAME

ENCOUNTER LEVEL 3/5 (780/1150 XP)

SETUP

Important NPC: **Xandra (Insight +6, Perception +6) (X)**

This encounter includes the following creatures at the low tier:

- 1 drow cleric of Lolth (C)**
- 1 drow shadowblade (B)**
- 2 drow shadowhunters (H)**
- 5 drow scavengers (S)**

This encounter includes the following creatures at the high tier:

- 1 drow cleric of Lolth (Level 7) (C)**
- 1 drow shadowblade (Level 5) (B)**
- 2 drow shadowhunter (Level 5) (H)**
- 5 drow scavenger (Level 5) (S)**

Important Note: The PCs should not fight the drow twice, because it is the same group of drow. If they defeated the drow in Encounter 3, then they do not have this encounter!

The stat blocks for the drow are the same as Encounter 3. The stat block for Xandra can be found as part of Encounter 5. Therefore, these stat blocks are not repeated in this encounter.

If Xandra is still alive at the end of Encounter 5, and the PCs chose not to engage the drow in Encounter 3, they will be ambushed by the drow shortly after concluding Encounter 5. If Xandra died during Encounter 5 or if the PCs have already engaged in combat with the drow in Encounter 3, skip this and proceed to Encounter 6.

The PCs do have time to take one or more short rests before beginning this encounter. However, the players might feel obligated not to do this because of the time element. You can hint that it's OK by having Xandra ask for a brief rest. Nevertheless, if the PCs insist on moving forward immediately, so be it, but this encounter could prove quite difficult in that case. The PCs may not take an extended rest; Xandra is only occasionally lucid, but in those moments she is quite persistent in her desire to get out of the jungle as soon as possible.

When the PCs are ready to move, read:

As you make your final preparations for your return journey to the dwarven encampment, you realize that the jungle has grown quiet—too quiet. A quick glance reveals that you are surrounded by drow. Cruel, mocking sneers curl on their lips as they attack.

The drow attempt to ambush the PCs. Use your best judgment in determining how tactical to be with the approach of the drow, since a full surprise round can be quite devastating. Either roll a Stealth check for the drow with the lowest score (+8 at low tier and +9 at high tier), or assume that they take 10 (which would make the lowest result 18 at low tier and 19 at high tier). Check this result against the PCs' passive Perception scores to determine who gets to act in the surprise round. (For more suggestions about determining readiness and surprise in combat encounters, refer to pages 36-37 of the *Dungeon Master's Guide*.)

FEATURES OF THE AREA

This is the same area as the combat in Encounter 5.

Trees: Squares that depict tree trunks count as blocking terrain. Squares filled with thick branches and foliage provide cover, as do smaller trees and shrubs.

Stream: The swift-moving stream is 4 feet deep and counts as difficult terrain. If a PC falls in, a DC 15 Athletics check is required to climb out. If a PC wants to leap over the stream, a DC 20 Athletics check (DC 10 with a running start) is required.

Pond: The pond is shallow and mostly muddy silt. All pond squares count as difficult terrain.

Boulders: Squares with large rocks in them count as blocking terrain. They may be climbed with a DC 15 Athletics check.

Rocks: Rocky areas count as difficult terrain. These are marked with a triangle.

Mound: The grassy mound is 15 feet high and can provide cover. A DC 30 Athletics check (or DC 15 Athletics check with a running start) allows a character to jump on top of the mound and occupy that square. Any character that is knocked off the top of the mound falls to the ground below, suffering 1d10 damage and landing prone. (Those trained in Acrobatics can mitigate this fall as described on page 181 of the PH.)

TACTICS

The drow are experienced fighters and use both terrain and group tactics to their greatest advantage. The drow are not interested in killing Xandra; they want her alive, so they do not target her in their attacks, but she might accidentally be involved in area effects.

Xandra does not contribute to the fight on behalf of the PCs. She spends most of the fight hiding or attempting to hide. She remains in the same spot away from the battle until hit by an attack. This forces her to run to a safer location. Xandra has one healing surge available, if she didn't use it during Encounter 5.

The cleric of Lolth cannot target drow PCs with *spider link*. When the cleric of Lolth is in trouble, the drow shadowblade moves to protect her with *cloud of darkness*. Be sure to use the *darkfire* ability of the cleric and shadowhunters as many of the drow deal extra damage when they have combat advantage.

All the drow fight to the death. If any are captured and questioned, they will give no answer other than insults.

(high tier). If the PCs are defeated by the drow, they do not find this treasure.

SCALING THE ENCOUNTER

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

Four PCs: Remove one drow shadowhunter.

Six PCs: Add one drow shadowblade.

ENDING THE ENCOUNTER

No matter how the encounter ends, the PCs may continue on to Encounter 6, though the result of this encounter affects the rest of the adventure.

SUCCESS

The PCs have defeated the drow. If any chose to question the cleric of Lolth, she will have nothing to say to them, responding to threats with threats of her own.

The cleric curses any PC who dares question her, earning them the story award "Ire of Lolth."

FAILURE

The drow knock the PCs unconscious rather than killing them. If the entire party is defeated, when they regain consciousness, they find the drow have vanished with Xandra. There is no way to get her back at this point, and the PCs must return to the dwarven outpost without her, if they choose to return at all.

EXPERIENCE POINTS

The characters receive 155 / 230 XP each for defeating the drow.

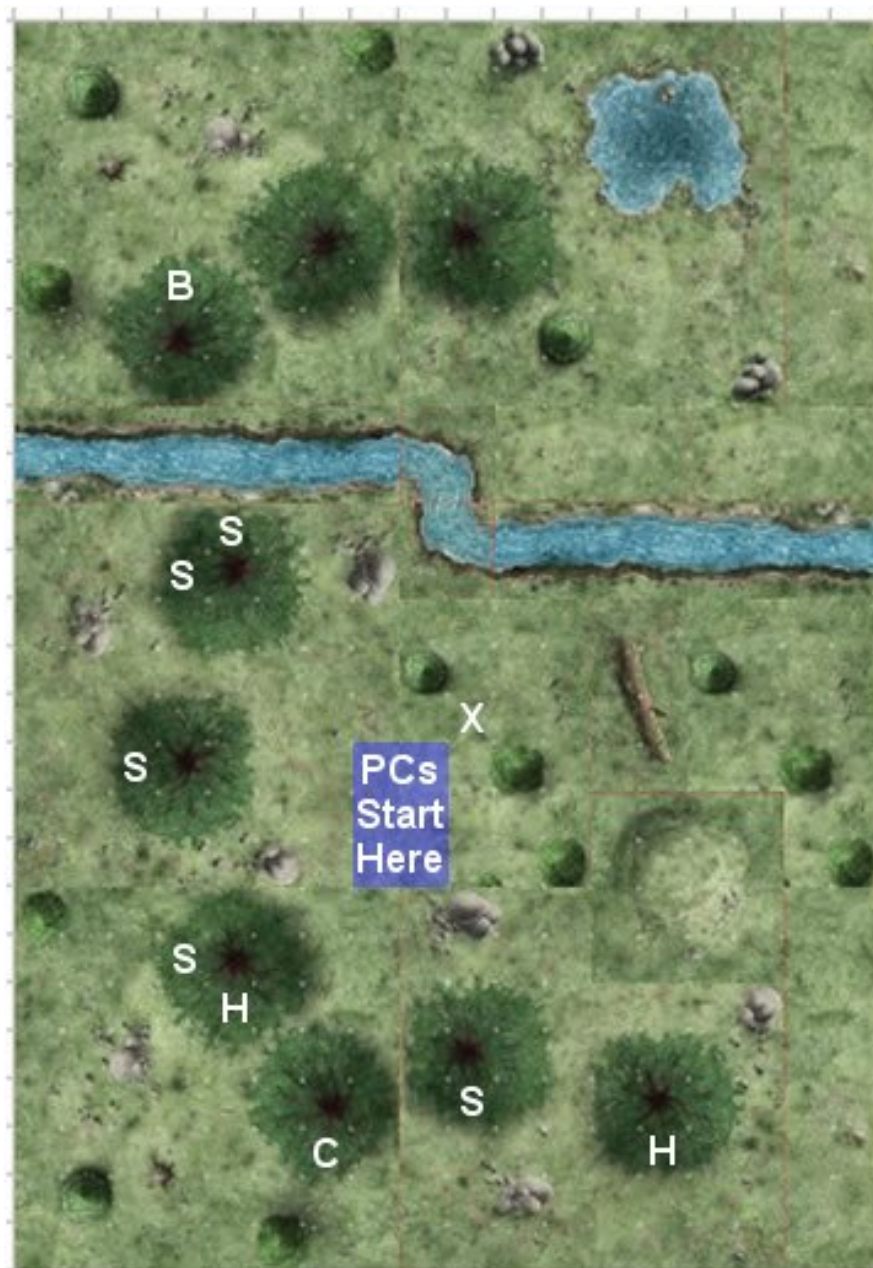
TREASURE

If the PCs defeat the drow, they may search their equipment. One of their packs contains an *ornament of alertness* +2. The drow shadowblade is wearing a suit of *bold victory armor* +1 (low tier) or *bold victory armor* +2

ENCOUNTER 5A: “WICKED GAME” MAP

TILE SETS NEEDED

Ruins of the Wild x2



ENCOUNTER 6: GET BACK

SETUP

Important NPC: Marrok Stonestrike (Bluff +4, Diplomacy +6, Insight +4)

Once the PCs rescue Xandra, they may return to the dwarves camped at the edge of Chondalwood. The trip back through the jungle is uneventful. If the PCs wish to stop back off and talk to the jungle elves to let them know about the fate of their kin, the elves are grateful for the information. Any items that the PCs took from the ruined temple of Corellon are theirs to keep. The elves will not accept these items if the PCs try to return them; the items are “cursed” by their contact with Xandra as far as the elves are concerned.

If the PCs did not succeed, they have the option of returning to the dwarves or continuing on their way. If the PCs failed and do not wish to meet with the dwarves, go to the conclusion.

When the PCs arrive at the dwarven outpost with Xandra, read or paraphrase the following:

Just inside the gate, Marrok rushes forth to welcome you, delight and relief in his eyes. After seeing to Xandra, he invites you back into his office. Once inside, he exclaims “Praise Moradin you have returned safe and sound! I cannot thank you enough for your services, but I hope this will demonstrate my gratitude.”

Marrok presents the PCs with a suit of armor of cleansing +2. He then pays them the remainder of the agreed upon sum (30/45 gp per PC) for a job well done and asks the details of their adventure.

If the PCs failed to rescue Xandra but returned to the dwarves, they arrive to a less than enthusiastic welcome. Read or paraphrase the following:

Marrok greets you just inside the gate, his hopeful expression turning to sadness and disappointment when he does not see Xandra. He orders you to his office, where he insists on the details of the adventure, and an explanation of how you managed to let him down.

Marrok neither pays the rest of the gold for the job nor offers the special bonus item. The PCs may argue for the rest of the payment, but Marrok refuses, voicing his extreme displeasure. Xandra was a valuable spy and now the dwarves will never know what secrets she was able to learn from the drow enclaves of the Underdark.

CONCLUDING THE ADVENTURE

If the PCs were successful, Marrok will ask for the story of their adventure. In the middle of this stirring account, a dwarven mage enters Marrok’s office to report that Xandra is responding well to treatment and beginning to recall some of the information about the drow. (If the PCs brought Xandra back dead, the dwarves are able to raise her by first making contact with her spirit and persuading her to respond to the Raise Dead ritual.)

A happy Marrok exclaims: *“This calls for a celebration! Come, we’ll have some of the best ale this side of the Rift, and a hearty meal to go with the rest of your tale!”*

For rescuing and returning Xandra to the dwarves, the PCs receive the story award “Marrok’s Praise.”

If the PCs did not rescue Xandra, they might try to haggle for the rest of their pay even though they failed. Allow them to present their case. When they are finished, read or paraphrase the following:

Marrok has heard enough. He summons guards to escort you out of his office and directly to the gate. As you are tossed out, Marrok shouts “If I never see any of the likes of you again, it will be too soon!” and stomps away, grumbling and muttering under his breath.

If the PCs did not rescue Xandra and opted to continue on their way instead of returning to the dwarves, read or paraphrase the following:

After failing at your mission, you saw no reason to return to the dwarven outpost and made for Eartheart, hoping to put this incident as far behind you as possible.

Either circumstance signals the end of the adventure.

EXPERIENCE POINTS

The PCs receive a minor quest award of 20 XP each for successfully completing the mission and returning Xandra to the dwarves. The characters do not receive this bonus if they return without Xandra.

TREASURE

For successfully rescuing Xandra, the PCs each receive 30 / 45 gp, and Marrok gives them a suit of armor of cleansing +2. The dwarven mages also offer to create a +2 magic implement for any PC who wants one (this counts as a treasure bundle). If the PCs failed to return Xandra, they do not receive the gold or armor.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 2: Welcome to the Jungle
100 / 140 XP

Encounter 3: Black Magic Woman
155 / 230 XP (and the PCs do not fight Encounter 5A)

Encounter 4: Crazy on You
165 / 240 XP

Encounter 5: Should I Stay or Should I Go?
200 / 330 XP

Encounter 5A: Wicked Game
155 / 230 XP (if the PCs did not fight Encounter 3)

Minor Quest Award: Encounter 6: Get Back
20 / 20 XP

Total Possible Experience
640 / 960 XP

Gold per PC
100 / 150 gp
(Encounter 1: 20 / 30 gp, Encounter 5: 50 / 75 gp, Encounter 6: 30 / 45 gp)

TREASURE

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

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives

at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *bold victory armor* +1 (low-level version only) (4th level; PH2) or *bold victory armor* +2 (high-level version only) (9th level; PH2)
Found in Encounter 3 or Encounter 5A

Bundle B: *distance weapon* +2 (6th level; AV)
Found in Encounter 2

Bundle C: *magic implement* +2 (6th level; any legal source)
Found in Encounter 6 (successful conclusion only)

Bundle D: *doss lute* (7th level; PH2)
Found in Encounter 4

Bundle E: *ornament of alertness* +2 (8th level; AV)
Found in Encounter 3 or Encounter 5A

Bundle F: *armor of cleansing* +2 (8th level; AV)
Found in Encounter 6 (successful conclusion only)

Bundle G: *thunderhead armor* +2 (high-level version only) (9th level; AV)
Found in Encounter 5

Bundle H: *ritual book of Speak with Nature* (level 5 ritual; PH2)
Found in Encounter 4

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 75 / 200 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. In this adventure, it is possible for the PCs to earn all three story awards.

EAST09 *Friend of Nature*

The Chondalwood elves were most impressed to see you go out of your way to rescue one of their lost fey panther cubs, and have declared you a true friend of nature. Winning the favor of the notoriously reclusive and xenophobic jungle elves speaks well of you and your trustworthiness and may help you earn their trust should you ever return to their territory.

EAST10 *Ire of Lolth*

Lolth's cleric cursed you with her patron's wrath as you attempted to question her. Although many adventurers would consider it an honor to be reviled by the Spider Queen, she is nevertheless a powerful enemy, and the Underdark is filled with her faithful followers.

EAST11 *Marrok's Praise*

Dwarven commander Marrok Stonestrike has a well-deserved reputation for being difficult to impress. However, he has not stopped praising the day you walked into his office and agreed to take on the perilous task of recovering his lost spy. Marrok's glowing account of your bravery and heroism has found its way to almost every ear in Eartheart. With such a recommendation from a highly respected source, don't be surprised when requests for your services begin to accumulate in the East Rift.

ADVENTURE QUESTIONS

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

1. Did the PCs succeed at the mission?

- a. Yes, they rescued Xandra and returned her to the dwarves.
- b. No, the bounty hunters either defeated the PCs or killed Xandra.
- c. No, the PCs were defeated by the drow, who took Xandra.
- d. No, the mission failed for some other reason.

2. What happened to Xandra?

- a. Xandra is recovering with the dwarves and learning how to handle her spellscar.
- b. Xandra was captured by Bien'Dar and taken to Turmish.
- c. Xandra was captured by the drow.
- d. Xandra died in battle and her body vanished.

3. How did the PCs get past the elves in Chondalwood?

- a. The PCs successfully won the friendship of the elves.
- b. The PCs could not convince the elves of their good intentions, and ended up slipping past them after a brief scuffle.

4. Were the PCs fooled by the drow?

- a. No, and the PCs somehow managed to avoid fighting the drow entirely.
- b. No, but the PCs fought the drow in the cave anyway.
- c. The PCs were fooled and taken by surprise in the cave.
- d. The PCs saw the trick and avoided the drow, but were ambushed later.

NEW RULES

Distance Weapon +2

Level 6

This weapon flashes brightly as it hurtles forth, moving with enough force to carry it much farther than normal.

Lvl 6 +2 1,800 gp

Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: None

Property: Increase the weapon's normal range by 5 squares and the long range by 10 squares.

Reference: *Adventurer's Vault*, page 68.

Bold Victory Armor +1 / +2

Level 4 / 9

The magic that flows through this impressive armor bolsters you or your friend as you turn a battle toward victory.

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

Armor: Leather, chain

Enhancement: AC

Power (Encounter): Free Action. *Trigger:* You or an ally within 5 squares of you bloodies an enemy. *Effect:* The attacker gains a +2 power bonus to AC until the end of his or her next turn.

Reference: *Player's Handbook 2*, page 200.

Ornament of Alertness +2

Level 8

This small amulet or token is etched with an eye and sharpens your senses.

Lvl 8 +2 3,400 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.

Power (Daily): Minor Action. Until the end of the encounter, enemies don't gain the normal +2 bonus to attack rolls when you grant them combat advantage. They still gain any other benefit of combat advantage.

Reference: *Adventurer's Vault*, page 153.

Thunderhead Armor +2

Level 9

The metal of this armor seems to roil with various shades of purple and gray, as though it's filled with storm clouds. The wearer feels resistant to the powers of the storm.

Lvl 9 +2 4,200 gp

Armor: Chain, Scale, Plate

Enhancement: AC

Power (Daily ♦ Lightning or Thunder): Immediate Reaction. When you take lightning or thunder damage, all enemies within 2 squares of you take 5 damage of the same type.

Reference: *Adventurer's Vault*, page 54.

Armor of Cleansing +2

Level 8

The exterior of this armor is covered with symbols of healing, while the interior has many silken bands that cradle you comfortably and move to ease your suffering.

Lvl 8 +2 3,400 gp

Armor: Any

Enhancement: AC

Property: Add a +2 item bonus to your saving throws against ongoing damage.

Reference: *Adventurer's Vault*, page 40.

Doss Lute

Level 7

The dulcet music of this lute imbues its listeners with resilience and quiet resolve.

Wondrous Item 2,600 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +2 enhancement bonus to attack rolls and damage rolls, and it deals 2d6 extra damage on a critical hit.

Power (Daily): Standard Action. Use this power during a short rest. At the end of the short rest, choose yourself or an ally who remained within 20 squares of you during the rest. Until the end of that character's next short rest or extended rest, he or she gains a +1 power bonus to saving throws.

Song of Rest: The power bonus equals +2.

Reference: *Player's Handbook 2*, page 210.

SPEAK WITH NATURE

Animals and plants respond to your queries, revealing what they have seen and what they know.

Level: 5

Component Cost: 80 gp

Category: Divination

Market Price: 250 gp

Time: 10 minutes

Key Skill: Nature

Duration: 10 minutes

For the ritual's duration, you can communicate with natural beasts and mundane plants (but not plant creatures). The ritual does not make animals friendly, and the animals or plants are limited in their knowledge by their experiences and mobility. For example, a plant knows only about its immediate surroundings, and a fish can describe only what it has seen or experienced underwater.

Your Nature check result determines the number of questions you can ask.

9 or lower	Zero
10—19	One
20—29	Two
30 or higher	Three

Reference: *Player's Handbook 2*, page 217.