

FLOAT LIKE A DRAGONFLY

A DUNGEONS & DRAGONS[®] ADVENTURE

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The cunning and ruthless Empire of the Crimson Light, under the brazen leadership of The Eternal Emperor, has crossed the Soulless Sea and conquered the quaint kingdom of Aeris. The emperor's heavy-handedness has seeded a growing rebellion, but the rebels do not stand a chance against the robust forces from across the sea in pitched battle. Instead, they look to a small band of local heroes to rise with them and cut off the head of the squeezing imperial serpent before it is too late. An adventure for 10th level adventurers.

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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This adventure retires from RPGA-sanctioned play on December 31, 2009.

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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 (Nadventurers) 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 Senior GM 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 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

Keep in mind the following and note that some of these rules only apply to the D&D Championship Series:

- **Unlike normal RPGA adventures, you are not empowered to make adjustments to the adventure. You may, however, make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters. However, since this is a tournament, DO NOT adjust combat encounters for groups that are having too easy or too hard of a time in an adventure. It is important that you follow the tactics as written to provide a consistent experience between tables during the tournament.
- **While following the combats as outlined, try to give everyone a fun experience.** Try to feel out what the players 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.** Do not allow the round to stall due to your pacing. RPGA adventures are normally designed to be played within 3.5 - 4 hours; try to be very aware of running long or short but DO NOT adjust the pacing accordingly if the slowness or quickness of play is due to the actions of the players. The tournament scoring varies with how much of the adventure a team completes and as such you should NOT prompt a team to keep moving or give them hints the adventure does not tell you to give. Unlike a normal adventure where you might prompt the players to remain focused if they were to get off track, let the players dictate the speed of play. Because this is a tournament, it is possible that all of the

characters may be dead before the end of the adventure. In this event, you may be forced to end prematurely or if you desire, you may score the event and then continue play as if the PCs were all still alive. This is particularly appropriate if all of the characters die in the first hour of play.

- **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. When directed to by the adventure, you should be given clues about how to interact with the PCs surroundings so the players 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. Since this is a tournament, however, you are not allowed to give any clues to the party unless specifically instructed to do so by the adventure.
- **The adventure happens all in one day.** Unless specifically told otherwise in the adventure, the adventure happens all in one day and teams MAY NOT take an extended rest without ending the portion of the event that is scored. If your team discusses the possibility of resting, you MUST inform them that doing so will automatically end their round. If they agree, stop and score the event. If time remains and your team desires, you may to continue play for fun.
- **Unexpected difficulties and damage.** If the PCs do something that requires you to invent a DC or assign some damage that is not covered by the adventure, use the chart on page 42 of the DMG.

The following mechanical rules are important to ensure an equal play experience between tables during the tournament:

- **Enemies always roll an 11 for initiative.** Assume that each enemy rolls an 11 for their initiative and acts on 11 + their initiative modifier.
- **Do not roll for recharge.** Instead of rolling for the recharge of an opponent’s power, they occur as follows: 6 - recharges every six rounds, 5-6 - recharges every three rounds; 4-

6 - recharges every two rounds; 3-6 - recharges every two rounds; and 2-6 recharges every round.

- **Unexpected difficulties and damage.** If the PCs do something that requires you to invent a DC or assign some damage that is not covered by the adventure, use the chart on page 42 of the DMG.
- **Enemies who use four or more dice when doing damage do average damage.** If an enemy has an attack that does four or more dice of damage, they do average damage. This value is listed in brackets after the damage expression, such as “4d6+2 [16].”

A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second combat or trap encounter they’ve had since the start of the adventure or their last extended rest. Make certain to mention this information to the players when applicable, as it gives each adventurer another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

The kingdom of Aeris has come under the rule of a cruel and oppressive imperial regime headed by the Eternal Emperor. Though the realm has prospered economically under his rule, those in need have suffered greatly. A resistance has risen in shadows of the Emperor's view. Much care and foresight has been given to protect the rebellion from the imperial eye. Its leaders try their best to help the disadvantaged and weak, but they cannot succeed on their own. The Emperor has learned of the resistance through his network of spies tracking more and more brazen moves of the rebellion. He plots methodically to locate its hidden network and destroy it. He has captured a rebel spy, imprisoned him, and used torture to extract information, but the spy is strong and stubborn.

A group of heroes, the adventurers, known as the Band of the Broken Tower in honor of a previous adventuring company with the same name, has also joined the side of the rebellion, seeking fame, glory, and treasure. Through a series of events, they have located the whereabouts of the political prisoner, Welridch, and seek to free him from the torturous

dungeon of the Emperor. But there is more to the story that the Band does not yet know...

PLAYER'S INTRODUCTION

Before the round begins, explain that this adventure picks up right where the previous round left off. The adventurers are here to meet with a man named Welridch, a prisoner in the Emperor's jail.

As the PCs will shortly find out, he's not ready to be rescued quite yet. Instead, he plans to set a trap for the Emperor, and the adventurers can help by finding an ancient artifact called Dragonfly Cutter, and using it against the Emperor. Time is of the essence, though, as he can only assure the adventurers up to three days remain before the Emperor loses patience and decides to execute the prisoner.

Once you are seated but before handing out characters, read the following to the players:

You've made your way safely to the door of the prisoner you are trying to free. The air is damp and has a coppery taste to it. A mild rotten stench permeates the air in these shadowy, poorly lit passages. The eerie quiet is periodically broken by low moans coming from other prison cells. A single pillar candle illuminates the prisoner's cell in front of you.

You may now hand out the characters to the players. Once the start time is announced, begin play with the PCs interviewing Welridch.

INTERVIEWING WELRIDCH

The adventurers speak with a political prisoner named Welridch. He gives them the following information through roleplaying:

- Welridch is being held as a political prisoner. The Emperor has systematically been searching for his sworn enemy, the leader of the rebellion. Welridch knows the Emperor is capable of great evil and must be stopped. He therefore has devised a plan to mislead the Emperor and set a trap for him, with the adventurers help. Welridch has been feeding misinformation to the Emperor about the whereabouts of the rebel leader.
- Welridch was captured when he was scouting a labyrinth that leads to the palace. The labyrinth was unguarded, but for one of the Master of Beasts' hounds. He was not able to decipher the riddle to navigate the entire labyrinth before being caught. DM Note: This is a clue useful in Round 3.

- The Emperor plans to travel back to his eastern realm to recruit reinforcements. He is scheduled to leave at midnight the following day on a ship called the Red Horizon, so the adventurers have a short window of opportunity to catch him by surprise.
- Welridch knows that the Emperor fears an artifact of great power more than anything else. The artifact is called Dragonfly Cutter. He does not know where to find it or what exactly it is, but the retired adventurer, Ryndl One-Eye, proprietor of the Inn at the Mist's Edge, may have the information they need. If the adventurers can find the artifact, intercept the Emperor between the palace and the dock, and use the artifact to defeat him, Aeris will be saved.
- Guards patrol the jail from time to time, accessing it through a portal in the main room.
- Welridch has heard of an escape route from the jail accessible without magical means. In the lower chamber, beneath the beast master's pet, there is a small drainage tunnel. The adventurers should be able to escape through it. Welridch knows nothing of this pet other than its horrific roar.

Before the adventurers can question Welridch in more detail, their conversation is cut short as guards teleport into the prison and attack. Proceed directly to Encounter 1.

DM'S INTRODUCTION

The adventurers begin the adventure at the door of a political prisoner's cell. The brief conversation is interrupted by a contingent of prison guards who enter the underground dungeon. The adventurers must fight their way past the guards and make their escape through a small tunnel beneath the lower chamber of the prison. Once free, they emerge on a small cliff near the Inn at the Mist's Edge.

Ryndl One-Eye, the keeper of the Inn at the Mist's Edge, is able to help the adventurers in their quest to help Welridch. He sings a brief song about the elven champion and relates his wisdom to the adventurers, giving them enough information to journey forth.

Navigating the trails of the Spiral Forest, the adventurers arrive at a glade where the trees have been rent from the earth and lay uprooted. Fixxelscotch, guardian of these woods, makes them a deal: retrieve the sacred soul seeds from the Underdark and he will grant them the artifact known as Dragonfly Cutter.

In the Underdark, the adventurers fight their way past some Kuo-toa and find the soul seeds are held by a foul Aboleth and its minions. Once they retrieve the

seeds, the adventurers return to the surface and complete the deal with the gnome.

Once they've obtained Dragonfly Cutter, the adventurers must quickly make the journey to Aerithmas and intercept the Emperor before his ship sets sail. If they have done everything properly, they will be able to set an ambush on the Emperor, otherwise he will be prepared for them, as he has a vast network of spies throughout the kingdom.

Once defeated, the adventurers retire to their humble home at the Broken Tower. There they receive a letter thanking them for their brave deeds and asking for the return of Dragonfly Cutter to Llytyll's descendant, the rebel leader Yovann Kargel.

ENCOUNTER 1: IMPERIAL TRAPPINGS

ENCOUNTER LEVEL 10

DM NOTES

It is important to be explicit with the players that their goal is to escape the prison as quickly as possible. Do not tell them exactly what they need to do, but make sure to keep them on track, otherwise they can easily be distracted by fighting the guards. The primary objective is to access the escape route and get everyone out quickly.

SETUP

This encounter includes the following creatures arriving at location 'P' on the map.

Round 1 (adventurers are surprised):

1 Human Wretched Acolyte (Level 11 Controller)

1 Foulspawn Berserker (Level 9 Soldier)

Round 2:

2 Foulspawn Manglers (Level 8 Skirmisher)

Round 4, and every 5 rounds after:

1 Foulspawn Berserker (Level 9 Soldier)

1 Foulspawn Manglers (Level 8 Skirmisher)

Note: Foulspawn are used by the Emperor as jailers. In this case, the look like slightly corrupted, physically mutilated humans.

The player characters are talking with the prisoner in the jail cell marked with an 'X'. The adventurers teleported into the prison as part of a previous adventure.

- Some of the adventurers might wish to stand guard outside of the cell area. Allow them to set up on the map as desired in the main cell area where the prisoner is located.
- The adventurers do not yet have access to the secondary cell area, where they can escape. They will gain access to that as part of the skill challenge.
- Two of the Emperor's jailers emerge from portal (marked on the map with a 'P') and catch the adventurers by surprise.
- At the beginning of the second round, two more guards appear.

- Make sure to track turns and add new foulspawn when necessary.

READ ALOUD TEXT

As the adventurers conclude their discussion with Welridch, read:

Suddenly, a bright red light flashes from the large central room and a loud crack sounds throughout the prison. You hear footsteps on the stone floor and some mumbling you can't quite make out. 'Guards are here, friends,' Welridch whispers. 'You better flee quickly before more arrive.'

DM NOTE

This encounter combines a two-part skill challenge with a combat between the adventurers and a number of the Emperor's guards. See below for details on playing the skill challenge. For information on running skill challenges within combat encounters, see DMG pp 72-80.

FEATURES OF THE AREA

This area has several important features.

Illumination: Torchlight provides adequate (bright) lighting in the common area. A single torch in each hall provides all the light for the prisoners, except for one candle lit daily on a table just outside of each cell.

Cells (large; upper level): The large holding area off of the upper level is currently empty, but contains the skeletal remains of many prisoners. Inside the cell, the walls have deep scratches on all sides. This area was formerly used by the beast master (from the previous round) to hold creatures he was training for his dark tasks.

Cells (lower level): The two viewing cells in the lower jail are used for psychological torture of prisoners. Some would be chained to the walls and forced to watch the beast feed. One of the cells contains a prisoner with his tongue removed. He mumbles and points at the Dire Bear's chain as a clue for the adventurers to release the bear (see below).

Cells (small; upper level): Each of the small cells has a prisoner chained to the wall. None of the prisoners are in any condition to survive an escape through the tunnel.

Drainage tunnel: The only way out for the adventurers is a narrow sewer tunnel (marked 'B' on the map) that serves as a source of ventilation and drainage, but it is underneath the chained dire bear in

the lower section of the jail. The stench in this area is horrible. Adventurers entering the area are **Weakened** (attacks deal half damage) until they make a saving throw. The guards are used to the smell.

Pit: The pit is 15 feet deep and the walls are covered with slimy mold, making climbing difficult. Climbing out of the pit is a DC 25 **Athletics** check. Hidden underneath the platform (**Perception** check DC 20 to spot) is a ladder that the adventurers can use to help retrieve fallen comrades from the pit. Anyone falling into the pit takes 1d10 points of damage.

Platform: The 10 ft. tall platform is made of solid wood and is used for viewing the pit below, where new prisoners are kept while waiting for a permanent holding cell.

Teleportation: Powers and abilities with the teleportation keyword do not function anywhere in this dungeon.

TACTICS

The foulspawn will attempt to confine the adventurers to the upper section of the prison (the room with the pit) by getting between them and the sets of double doors. They attempt to bull rush adventurers into the large pit.

The acolyte will climb to the top of the platform and use that position to target adventurers at range, trying to force the adventurers into the pit.

As more guards arrive, they will team up to use tactics to force the adventurers into the pit.

DISABLING THE PORTAL SKILL CHALLENGE

The adventurers may disable the portal to prevent more guards from entering the jail. This skill challenge isn't necessary to complete the encounter, but stops more foes from entering.

Level: 10

Complexity: 1 (requires 4 successes before 2 failures).

Primary Skills: Arcana, Dungeoneering, Insight, Perception

The adventurers were told the way out by the Welridch, the prisoner, and also that the passage is guarded by a terrible beast. They were warned that the guards arrive through magical means, the same way the adventurers got in.

The goal of the encounter is to escape from the prison before the guards are able to capture the adventurers or inform the Emperor. The players

should be made aware of this goal in clear terms through roleplaying with Welridch in the introduction. The goal can be accomplished in two parts, though only the latter part is absolutely necessary.

Arcana (DC 26): You perform magical countermeasures to distort the magical runes and other aspects of the open portal. A failed check means that you've been struck by a backlash of negative arcane energies from the portal and lose one healing surge in addition to counting as a failure for the challenge.

Dungeoneering (DC 30): You use your experiences in studying the intricate layouts of dungeons to manipulate energy projected by the portal and collapse it into itself.

Insight or Perception (DC 22): You notice a detail that helps you better understand how the portal works. Using these skills do not count as successes or failures for the challenge, but instead provide a +2 bonus or -2 penalty to the next character's **Arcana** or **Dungeoneering** check.

Success: The portal no longer functions and the guards stop entering the jail for 10 minutes (until they can open another portal).

Failure: The portal remains open indefinitely and no further attempts to disable it have any effect.

ACCESSING THE ESCAPE ROUTE SKILL CHALLENGE

The adventurers must open the locked door and then the escape passage beneath the dire bear. Both the gate and the drainage pipe are protected by arcane magic locks that make them difficult, but not impossible, to open without the intended rituals.

Level: 10

Complexity: 1 (requires 2 successes on each door—4 total—before 2 total failures)

Primary Skills: Athletics, Perception, Thievery

The adventurers were told the way out by the Welridch, the prisoner, and also that the passage is guarded by a terrible beast. They were warned that the guards arrive through magical means, the same way the adventurers got in.

The goal of the encounter is to escape from the prison before the guards are able to capture the adventurers or inform the Emperor. The players should be made aware of this goal in clear terms through roleplaying with Welridch in the introduction. The goal can be accomplished in two

parts, though only the latter part is absolutely necessary.

Athletics (DC 30): You bash the door with all your might.

Perception (DC 22): The first successful use of this skill allows you to use Thievery to circumvent the arcane enhancement on the lock. On subsequent attempts, you notice a weakness in the construction of the door and attempt to exploit it. Using this skill doesn't count as success or failure for the challenge, but instead provides a +2 bonus or -2 penalty to the next character's **Athletics** or **Thievery** check.

Thievery (DC 26): After a successful perception check, you quickly manipulate some crude implements to circumvent the magically-enhanced locking mechanism. A failed check increases subsequent Thievery DCs to hard.

Success: The adventurers have accessed the escape route and must now move into the tunnel to escape.

Failure: Does not mean that the adventurers are captured. If they accumulate 2 failures before the 4 successes, they will still escape, but the Emperor learns who they are and bolsters the final encounter (see Encounter 4). In addition, more guards appear (another portal opens if it was already sealed).

READ ALOUD TEXT

Read the following once the adventurers open the door to the lower passage:

A loud, guttural roar echoes through the passageway. The stench of death is strong here. At the bottom of the stairs, you're confronted by a 10 foot black bear chained to the wall. Though its movement is hampered, it is clearly hungry and abused. Two chambers open in plain view of the bear's feeding area. Several skeletons litter the floor of these cells, but one man whimpers while frantically pointing at the chain holding the bear at bay.

In the lower section of the jail, there is an enraged, abused dire bear chained to the wall. The adventurers only escape is located underneath the dire bear—a small drainage pipe barely large enough to fit one person at a time.

1 Dire Bear (Level 11 Elite Brute)

The whimpering man has had his tongue removed and can only communicate by pointing at the chain.

TACTICS

The dire bear in the lower section of the prison is chained to the wall and effectively restrained (grants combat advantage; immobilized; can't be forced to move by a pull, push, or slide; takes -2 penalty to attack rolls; no melee reach). The creature has clearly been badly abused by its keepers. If freed from its chains, it will move to attack any available guards before attacking the adventurers. Note: the dire bear is not affected by the stench in this area (see "drainage tunnel" below).

ENDING THE ENCOUNTER

Just because the adventurers succeed at two skill challenges doesn't mean the encounter ends. They must still be able to get everyone into the tunnel before they can escape. That might mean rescuing adventurers that have been pushed into the pit.

WHAT'S NEXT

The adventurers have escaped out a drainage sewer to the bluffs overlooking the Soulless Sea. Nearby, they find the Inn at the Mist's Edge on the coast of the Soulless Sea somewhere to the northeast of the City of Waves.

The adventurers have made a deal with the prisoner. They must find the Dragonfly Cutter, a legendary artifact that the Emperor fears more than anything else known to Aerisians. Unfortunately, the adventurers don't know where to find this artifact, but the prisoner recommended they seek information from the tavern owner of the Inn at the Mist's Edge near the capital city. It is there that they will likely rendezvous.

DM NOTE

The adventurers should have the following information at this stage: There is an artifact once possessed by an ancient adventurer that the Emperor covets. If the adventurers can obtain it, they might be able to use it against the Emperor in some way. The Emperor will be leaving on a boat called the Red Horizon around midnight the following evening.

ENCOUNTER 1: IMPERIAL TRAPPINGS COMBAT STATISTICS

Human Wretched Acolyte Medium humanoid (human)	Level 11 Controller XP 600
Initiative +10 Senses Perception +11	
HP 99; Bloodied 49	
AC 25; Fortitude 25, Reflex 24, Will 23	
Speed 5	
r Painful Memory (standard; at-will) ♦ Psychic, Implement	
Range 10; +15 vs. Will; 1d10 + 5 damage, and the target is dazed until the end of the wretched acolyte's next turn.	
R Mind Control (standard; recharge 5 or 6) ♦ Psychic	
Range 5; +15 vs. Will; 3d8 + 5 damage, and make a secondary attack against target. Secondary attack: +15 vs. Will; slide target up to 5 squares.	
R Anguishing Memory (immediate reaction; when bloodied) ♦ Psychic	
Close burst 3; +13 vs. Will; 4d6 + 5 [19], and the target is pushed 2 squares.	
Alignment Chaotic evil	Languages Common
Skills Arcana +12, Insight +13	
Str 10 (+5)	Dex 14 (+7) Wis 11 (+5)
Con 16 (+8)	Int 20 (+10) Cha 17 (+8)
Equipment great cloak, wand	

Foulspawn Berserker Medium aberrant humanoid	Level 9 Soldier XP 400
Initiative +7 Senses Perception +0; low-light vision	
HP 102; Bloodied 51	
AC 25; Fortitude 26 (28 while bloodied), Reflex 21, Will 21	
Immune fear	
Speed 7	
m Greatsword (standard; at-will) ♦ Weapon	
+14 vs. AC (+16 while bloodied); 1d10 + 4 damage, or 1d10 + 6 damage while bloodied.	
Berserker Charge (standard; at-will)	
The foulspawn berserker charges and deals an extra 5 damage when its melee basic attack hits.	
Mental Feedback ♦ Psychic	
If the foulspawn berserker is attacked by a charm effect, the foulspawn berserker and its attacker take 10 psychic damage.	
Alignment Chaotic evil	Languages Deep Speech, telepathy 10
Str 18 (+8)	Dex 12 (+5) Wis 3 (+0)
Con 22 (+10)	Int 8 (+3) Cha 12 (+5)
Equipment greatsword, scale armor	

Foulspawn Mangler Medium aberrant humanoid	Level 8 Skirmisher XP 350
Initiative +9 Senses Perception +7; low-light vision	
HP 86; Bloodied 43; see also dagger dance	
AC 22 (24 while bloodied); Fortitude 19, Reflex 20 (22 while bloodied), Will 19; see also mangler's mobility	
Speed 7 (9 while bloodied)	
m Bone Dagger (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d4 + 3 damage.	
m Dagger Dance (standard; recharges when first bloodied) ♦ Weapon	
The foulspawn mangler makes four bone dagger attacks and shifts 1 square after each attack.	
R Bone Daggers (standard; at-will) ♦ Weapon	
The foulspawn mangler makes two bone dagger attacks. Ranged 5/10; +13 vs. AC; 1d4 + 3 damage with each hit.	
Combat Advantage	
The foulspawn mangler deals an extra 2d6 damage against any target it has combat advantage against.	
Mangler's Mobility	
The foulspawn mangler gains a +5 racial bonus to AC against opportunity attacks provoked by movement.	
Alignment Evil	Languages Deep Speech, telepathy 10
Skills Athletics +10, Stealth +12	
Str 13 (+5)	Dex 17 (+7) Wis 6 (+2)
Con 14 (+6)	Int 10 (+4) Cha 14 (+6)
Equipment 8 daggers	

Dire Bear Large natural beast	Level 11 Elite Brute XP 1,200
Initiative +8 Senses Perception +9	
HP 276; Bloodied 138	
AC 25; Fortitude 25, Reflex 22, Will 23	
Speed 8	
Action Points 1	
m Claw (standard; at-will)	
Reach 2; +15 vs. AC; 2d8 + 6 damage.	
M Maul (standard; at-will)	
The dire bear makes two claw attacks. If both claw attacks hit the same target, the dire bear makes a secondary attack against the target. Secondary Attack: +13 vs. AC; the target is grabbed (until escape).	
M Ursine Crush (standard; at-will)	
The dire bear deals 4d8 + 6 [24] damage to a grabbed creature (no attack roll required).	
Alignment Unaligned	Languages -
Str 23 (+11)	Dex 16 (+8) Wis 18 (+9)
Con 18 (+9)	Int 2 (+1) Cha 16 (+8)

ENCOUNTER 1: IMPERIAL TRAPPINGS MAP

Dungeon Tiles

Cave / Floor	4x8	x1
Crevasse / Floor	4x2	x2
Double Doors / Rubble	2x1	x2
Pit / Floor	2x2	x1
Pit / Floor	4x4	x1
Pool / Floor	4x4	x2
Rune / Floor	2x2	x2
Spiral Stairs / Floor	2x2	x2
Stairs / Floor	4x2	x1
Single Door / Floor	2x1	x2
Tavern / Floor	8x10	x1
Wall / Floor	4x2	x1

Arcane Corridors

Blood Mist / Floor	4x4	x1
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Arcane Corridors

Cage / Floor	2x2	x2
Wooden Door / Coffin	1x2	x1
Wooden Floor / Floor	4x2	x1
Wooden Platform / Floor	4x2	x1



INTERLUDE 1: INN AT THE MIST'S EDGE

After escaping through the narrow passage, the adventurers seek out the nearby tavern for some much need rest and information gathering. By now, it is evening and the Inn has several locals drinking and being merry. The culture nearby is strongly coastal, mostly made up with fishers and subsistence farmers. Two important NPCs are present at the tavern: Ryndl One-Eye, the Innkeeper and Oren, the local elder. Both willing speak with the PCs without any skill check needed. Proceed to the appropriate section when the PCs speak with them.

READ ALOUD TEXT

You arrive at the small but inviting tavern atop a cliff overlooking the sea. The hour grows late, you think, as the light from the lanterns is diffused by a heavy fog that has settled for the evening.

Once the adventurers enter, continue:

Inside, the smell of baked bread and savory meats quickly affects your empty stomachs. The bar is packed, but a few tables are empty near the low-burning fireplace.

RYNDL ONE-EYE, INNKEEPER

"My great-grandpapy was an adventurer during the reign of the first of three great kings of Aeris. He told my father stories of a traveling companion he once had. A pointy-eared elf, I believe he said, able to leap over full grown trees and walk on water. Legend has it he met his demise at the hands of his own shadow. A demon shadow seeking revenge for past deeds the elf committed. It is said his remains lay in the Spiral Forest to the east, but I don't know the truth of such tales. That does remind me though. I know a rhyme about that old elf..."

Give the players Llytyll's Elegy, Handout 1. Please note that the DM notes on the Handout involve some History, Insight, and Religion skill checks the PCs may make to understand or confirm the story IF the players specifically ask for them. After speaking with Ryndl, he points out Oren as a village elder might be able to tell the PCs more about elves and tales of old heroes. Before the PCs leave him at the bar, Ryndl informs the adventurers that he stables some riding horses, which

the adventurers can purchase from him for a premium price of 100 gp each, just in case they are interested.

OREN, THE ELDER

"Elves! They are born from the seeds of the forest, taken by the elves and nurtured into human-like forms. Each elf is forever linked to its life-giving tree, and when they die, it is said their soul returns to inhabit the tree once again. This warrior you speak of, Llytyll, resides beneath the most magnificent spiraling tree in the entire wood! Or so I have been told. Alas, I am not an adventurer and have never laid my eyes upon it."

GATHERING INFORMATION SKILL CHALLENGE

The adventurers can gain some more information from other loose-tongued patrons besides Ryndl and Oren. The NPCs are a little wary of getting into trouble helping adventurer's who might bring down the wrath of the occupying army, so it takes more than simply asking a few questions.

Have the player describe how his PC is approaching the tavern patrons, and choose the appropriate skill from the list below. If any PC shouts out who they are and what they are doing, the crowd disperses quickly and the party automatically fail the skill challenge.

Level: 8

Complexity: 2 (requires 6 success before 3 failures).

Primary Skills: Bluff, Diplomacy, History, Insight, Streetwise, Thievery

Bluff (DC 26): You can fool some of the patrons into thinking you're not adventurers at all.

Diplomacy (DC 22): You are able to mimic the local dialect and jargon enough to win the good graces of the patrons. Using this skill doesn't count as success or failure for the challenge, but instead provide a +2 bonus or -2 penalty to the next character's Streetwise check.

History (DC 22): The locals tell you a brief history of Aerithmas, the City of Waves. It was built during the reign of the Three Benevolent Kings era from a small port into a thriving capital. Since the Emperor came, the city has become more cosmopolitan, increasing trade with the East, but many of its citizens have fallen on hard times as well.

Insight (DC 30): You think it might not be a good idea advertising your presence to too many people, in case the Emperor might have spies around. Succeeding with this check means the adventurers can end the skill challenge immediately without failure.

Streetwise (DC 22) A pair of merchant travelers working together at the inn have Ritual tomes for sale

up to 5th level. The adventurers have some gold on them to purchase rituals, if they'd like.

Streetwise (DC 26) The Emperor has forbidden unregistered travelers on the roads between here and the City of Waves. Only farmers and merchants with the proper signet can pass.

Streetwise (DC 30) A pair of sailors who used to work at the docks in Aerithmas can provide more detail about the port area. The Emperor's ship, the Red Horizon, is docked at Pier 4. Draw a rough sketch for the players from the Encounter 4 Dungeon Tiles detailing the layout of the piers and nearby buildings. The adventurers can use this to plan tactics ahead of time.

Thievery (DC 26) You can pickpocket a merchant signet from one of the more inebriated merchants.

Success: The adventurers gather the information listed above using the Streetwise skill.

Failure: If the adventurers fail too many checks, the Emperor's spies are able to inform him of their plot (see Setup for Encounter 4).

LEAVING THE INN

As you leave the inn, a familiar looking half-elven man pass you on the street and nods before walking towards an alleyway. He turns just before entering and looks warily at the street before motioning you to join him.

When the adventurers depart the inn, they are approached by a half-elf named Illien who was in the inn when the PCs questioned the innkeeper. He is a traveling tradesman and is willing to trade the adventurers a map of the Spiral Forest for one of their magic items. He verifies the item is magical by using the Arcana skill (assume he succeeds in the skill check), and if the party attempted to cheat him, he threatens to leave if they do not make good on the offer. If they refuse, he leaves.

They can steal the map (through violent or covert means). If they choose to attack him Illien is no match for them but he calls for the guards. **Deduct one healing surge** from each character to account for the resources it takes to cover their tracks.

Illien, Half-elf tradesman (Level 9)

Skills Arcana +11, Bluff +14, Diplomacy +11, Insight +12

TREASURE

The PCs can acquire a map of the Spiral Forest showing significant trails and, most importantly, the location of Great Spiral Glade, where Lllytyll rests.

DM NOTE

The adventurers have just one day to complete their mission. If they decide to take an extended rest, they will arrive at Encounter 4 late. Be sure to stress to them the importance of completing this adventure in a single day both in game and out of game. If they take an extended rest, the adventure ends and the DM should score the round with those encounters they have completed.

Once they are ready to depart, ask the players which path they choose: the road, which is more direct or the old hunting trail, which bypasses Interlude A.

WHAT'S NEXT

If the adventurers decide to take the road, proceed to Interlude A (listed after Encounter 4). If they take the hunting trail, proceed to Interlude 2.

Upon leaving the Inn at the Mist's Edge, the adventurers should at minimum have an idea of the location of the artifact—the Spiral Forest—and where to expect to find it—at the bottom of a large tree. They should also know that the elf warrior once wielded the artifact known as Dragonfly Cutter before he died in battle.

INTERLUDE 2: FEY DEAL

SUMMARY

The hero who had the spear (Dragonfly Cutter) was an elf. In Aeris, elves are not immortal, rather when they are born, a tree is planted. When they die, they are buried in the root structure of the tree and their soul seed grants the tree exceptionally long life. When the adventurers arrive at the tree, they see the ground all throughout the area has been cracked and torn as if a great earthquake had opened. Several trees, including the one the adventurers are after, have been toppled, their roots now exposed. Restless and angry fey in the area approach the adventurers. After a brief, tense moment, the fey strike a deal with the adventurers: return the soul seeds to the fey in exchange for the spear.

DM NOTE

If they did not agree to the deal with Illien, the traveling merchant, you should very briefly describe the party's wanderings through the forest as time consuming, to keep the players anxious about their schedule. The DM should not use the team's valuable time by role-playing out these wanderings.

READ ALOUD TEXT

You've entered a large glade in the woods. Where once many great trees towered, now dozens of them have been uprooted; tipped over as if a giant had pushed them out of the way to get a better view. The ground here is also rent as if a violent earthquake had cracked the surface to expel something unwanted from within.

As the adventurers begin to examine the area, one of the nearby trees animates and bends a branch down to the ground, where a gnome leaps off and approaches the adventurers cautiously.

Fixxelscotch, Gnome Arcanist (Level 10 Controller)

Skills Diplomacy + 11, Insight +7, Perception +12, Stealth +20

Fixxelscotch and his friends are protectors of this forest. Though his initial demeanor cautious, if the adventurers are honest, he quickly warms to them becoming quite friendly. He can tell the party the following points while roleplaying.

- Fixxelscotch possesses Dragonfly Cutter, but before he will give it to the adventurers, he has a problem he wishes them to solve.
- The once-great wielder of Dragonfly Cutter, Llytyll Whisperstep, has since passed on, leaving behind his soul seed. Soul seeds are replanted and quickly grow into mature trees. Eventually, a new elf is germinated from these trees and the soul seed passes on to them.
- Unfortunately, the soul seed of Llytyll and many others have been taken by unknown assailants from beneath the earth.
- Neither Fixxelscotch, nor any of his friends, were immediately present when the theft occurred, so they didn't see what burrowed up to claim the soul seeds.
- Fixxelscotch will make the adventurers a deal: descend into the crevasse and return the stolen soul seeds to him and he will reward them with the mighty Dragonfly Cutter.
- Fixxelscotch does not have the Dragonfly Cutter, but has rather left it in the care of other forest protectors, so no matter how the PCs might threaten him or try to rob him, he doesn't actually have the weapon with him for them to get.

WHAT'S NEXT

Once the adventurers make the deal with Fixxelscotch, they should descend into the open crevasse in search of the soul seeds.

ENCOUNTER 2: A RIVER RUNS THROUGH IT

ENCOUNTER LEVEL 11

SUMMARY

After a short time traversing the rocky underground maze, the adventurers find a tunnel that is more accommodating to walking rather than climbing. A group of kuo-toa hunt lurkers in this passage and the adventurers just happen to catch them setting up their traps.

Be sure to clarify the party's light source, what is it and who carries it, before beginning this encounter.

READ ALOUD TEXT

As you carefully round the corner of this earthy passage, you hear the murmur of flowing water. Up ahead, your light shimmers off the rocks and the air turns musty and damp. It looks like this passage might be blocked by an underground stream. The acrid scent of fish fills the air.

SETUP

Since the kuo-toa know the adventurers are coming (given away by their need for a light source), they've had time to hide. Use the adventurers passive **Perception** versus the kuo-toa's **Stealth** (roll against the lowest at +9; see DMG pp 36-7). Those PCs who do not see the kuo-toa are surprised.

The Blackspawn Gloomweb is hidden in the room further down, not to be revealed until the adventurers get within range of it.

The passageway is blocked by a narrow underground river. The kuo-toa can swim down the river to the next room without hindrance.

The adventurers start at the far end of the narrow passage and can only see using their light sources. Set up only the narrow passage up to the rubble at the start. Add the larger room section once the adventurers pass the rubble, but remember to account for their limited vision based on whatever light sources they are using.

3 Kuo-toa Marauders (Level 10 Marauder) (M)
1 Kuo-toa Whip (Level 13 Controller) (W)
1 Blackspawn Gloomweb (Level 12 Lurker) (G)

TACTICS

The kuo-toa use this place to trap food. They have trained a blackspawn gloomweb to restrain creatures with its acidic web. When the adventurers approach and their light source can detect the positions of the kuo-toa the players should roll initiative (whether they actually detect the kuo-toa or not). In the surprise round, the kuo-toa marauders at the edge of the PCs' light flee to the main room and take cover, seeing the PCs are more than just a single traveler easily ambushed by two kuo-toa.

At the end of the second round, the kuo-toa realize they are outnumbered and try to send one of the marauders down the north tunnel to warn the aboleth in Encounter 3.

The kuo-toa whip targets as many adventurers as possible once they get into the main room with its slime vortex and then tries to pick them off individually, from weakest to strongest. The marauders take offensive positions to engage adventurers on the move, while the gloomweb uses its mobility to target enemies on the edges with its acidic web.

FEATURES OF THE AREA

Illumination: There is no natural light in this area, so the adventurers will have to rely on their own light sources.

Dragon skull: This skull still exudes an aura of power from the once great dragon. Anyone standing on the four squares containing the skull gains a +1 bonus to all defenses. Moving through the skull counts as difficult terrain.

Large Pool: A pool of water has built up from an underground river. The water is 8 feet deep, so adventurers will have to jump (DC 20 **Athletics**) or swim (DC 10 **Athletics**) across.

Small Pool: This is linked to the river in the corridor. Aquatic creatures can swim freely between the two rooms.

Stalagmites: These rock formations provide cover for creatures immediately behind them. They are also difficult terrain and count as three squares of movement.

Treasure: A pile of gems and jewels worth 1200 gp has been collected in the corridor. The metal gleams in the PCs light and is easily seen.

Webbing: The walls of the main cavern are covered in webs from the gloomweb. Dozens of medium-sized bundles are stuck to the wall; the remains previous victims. These old webs are no longer acidic and are not sticky enough to catch anyone brushing past them.

WHAT'S NEXT

There are no sign of the soul seeds here, but the adventurers can continue on deeper into the Underdark. Proceed to Encounter 3.

If the kuo-toa marauder escaped down the tunnel, add it to Encounter 3 (see below).

TREASURE

If the PCs specifically search through the sticky webs of the blackspawn gloomweb and cut open the web sacks to inspect its previous victims, there are the following items of value, which the adventurers can use for the remainder of the adventure:

- *Horned helm* (**Level 6**)
- *Rod of dark reward* (**Level 7**)
- *Guardian shield* (**Level 10**)
- *Potion of healing* (2) (**Level 5**)

ENCOUNTER 2: A RIVER RUNS THROUGH IT COMBAT STATISTICS

Kuo-toa Marauder	Level 10 Skirmisher
Medium natural humanoid (aquatic)	XP 500
Initiative +10 Senses Perception +10; darkvision	
HP 110; Bloodied 55	
AC 23; Fortitude 20, Reflex 21, Will 19 (23 when bloodied)	
Speed 6, swim 6	
m Skewering Spear (standard; at-will) ♦ Weapon	
+15 vs. AC (+18 while bloodied); 1d8 + 3 damage, and ongoing 5 damage (save ends).	
M Sticky Shield (immediate reaction, when missed by a melee attack; at-will)	
The kuo-toa marauder makes an attack against the attacker: +13 vs. Reflex; a weapon wielded by the target drops in the target's space.	
Quick Step (minor, usable only while bloodied; at-will)	
The kuo-toa marauder shifts 1 square.	
Slick Maneuver (move; at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil	Languages Deep Speech
Str 15 (+7)	Dex 16 (+8) Wis 11 (+5)
Con 15 (+7)	Int 11 (+5) Cha 13 (+6)
Equipment leather armor, slimy light shield, spear	

Kuo-toa Whip	Level 13 Controller
Medium natural humanoid (aquatic)	XP 800
Initiative +10 Senses Perception +13; darkvision	
HP 132; Bloodied 66	
AC 27; Fortitude 25, Reflex 24, Will 24	
Speed 6, swim 6	
m Pincer Staff (standard; sustain standard; at-will) ♦ Weapon	
Reach 2; +16 vs. AC; 1d8 + 2 damage, and the target is grabbed (until escape). While the target is grabbed, the kuo-toa whip cannot make attacks with its pincer staff. When the kuo-toa whip sustains the grab, it deals 1d10 damage to the target. The kuo-toa whip can release the target as a minor action, sliding the target to any other square within its reach.	
R Lightning Strike (standard; at-will) ♦ Lightning	
Ranged 10; +15 vs. Reflex; 2d8 + 4 lightning damage, and the target is blinded until the end of the kuo-toa whip's next turn.	
A Slime Vortex (standard; encounter)	
Area burst 4 within 20; targets enemies; +15 vs. Fortitude; 1d10 + 4 damage, the target takes a -2 penalty to attack rolls (save ends), and the target slides 3 squares and is knocked prone. Miss: Half damage, and the target slides 1 square.	
Slick Maneuver (move; at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil	Languages Deep Speech
Skills Dungeoneering +14, Religion +13	
Str 17 (+9)	Dex 18 (+10) Wis 17 (+9)
Con 20 (+11)	Int 15 (+8) Cha 18 (+10)
Equipment coat, pincer staff, headdress	

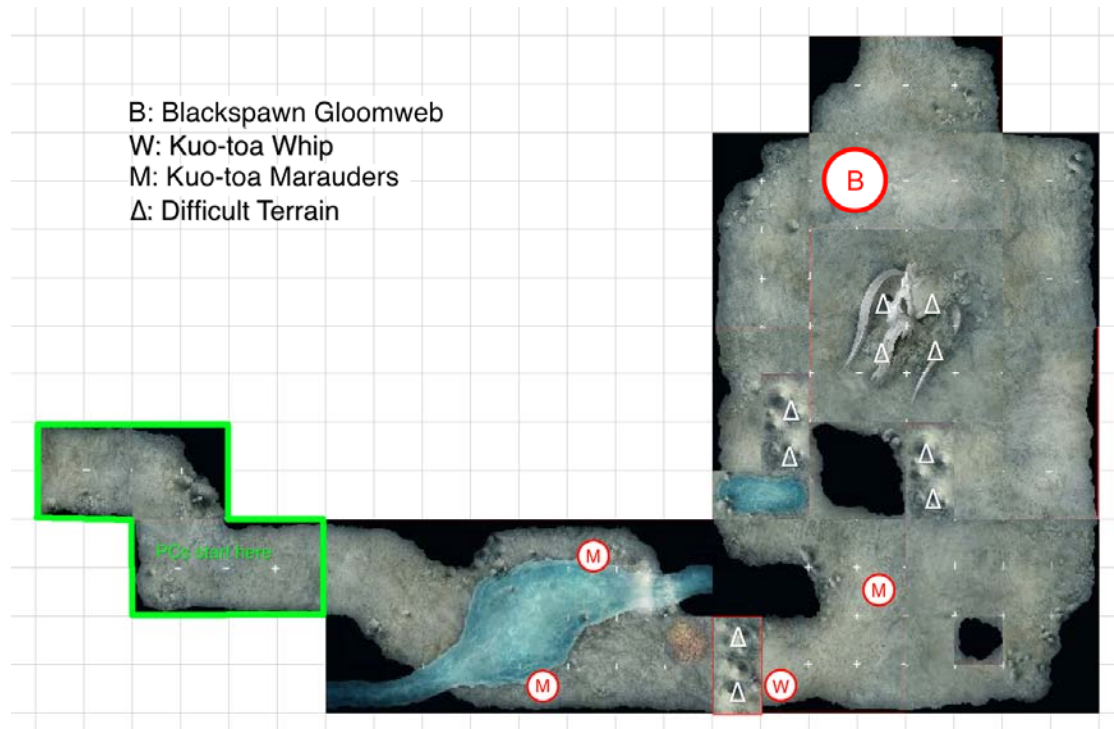
Initiative +17			Senses Perception +6; darkvision		
HP 96; Bloodied 47					
AC 26; Fortitude 22, Reflex 23, Will 17; see also gloom					
Resist 15 acid					
Speed 8, climb 8 (spider climb); see also mobile melee attack					
m Bite (standard; at-will) ♦ Acid					
+17 vs. AC; 2d10 + 4 damage, and ongoing 5 acid damage (save ends).					
M Goring Charge (standard; at-will)					
The blackspawn gloomweb makes a charge attack; +17 vs. Fortitude; 2d8 + 5 damage, the target is knocked prone, and the blackspawn gloomweb makes a bite attack against the same target.					
M Mobile Melee Attack (standard; at-will)					
The blackspawn gloomweb can move up to half its speed and make one melee basic attack at any point during that movement. The creature doesn't provoke opportunity attacks when moving away from the target of its attack.					
R Acidic Web (standard; at-will) ♦ Acid					
Ranged 10; +16 vs. Reflex; the target takes ongoing 10 acid damage and is restrained (save end both).					
Gloom					
If the blackspawn gloomweb does not move on its turn, the shadows that constantly swirl around its form settle into a cloudlike mass that grants concealment until the beginning of its next turn.					
Alignment Unaligned			Languages -		
Skills Stealth +18					
Str 22 (+12)		Dex 24 (+13)		Wis 10 (+6)	
Con 18 (+10)		Int 2 (+2)		Cha 8 (+5)	

Blackspawn Gloomweb	Level 12 Lurker
Large natural beast (reptile)	XP 700

ENCOUNTER 2: A RIVER RUNS THROUGH IT MAP

Lost Caverns of the Underdark

Cave Offshoot / Tunnel End	4x4	x1
Tunnel / Tunnel	4x2	x1
Cave Wall / Stalagmites	2x1	x1
Floor / Stalagmites	2x1	x2
Floor w/ Debris / Cave Pillar	2x2	x1
Cave Wall / T-Tunnel	4x2	x1
Floor / Cave Pillar	4x2	x1
Floor / Tunnel w/Stream	4x8	x1
Dragon Skull / Tunnel Bend	4x4	x1
Cave Corner / Tunnel Bend	4x4	x1
Tunnel / L-Tunnel	4x2	x1
Cave Pillar / Sand	1x1	x2
Cave Corner / Pool	2x1	x1
Cave Corner / Tunnel	2x2	x2
Floor / Tunnel	2x2	x1
Cave Wall / Tunnel	4x2	x1
Cave Corner / Gorge	4x2	x1
Cave Corner / Tunnel Intersection	4x2	x1



ENCOUNTER 3: WANTED: SOUL SEEDS

ENCOUNTER LEVEL 13

SUMMARY

The Aboleth has used his slave, an aquatic war troll, to steal the soul seeds. After casting a powerful ritual to topple the forest trees on the surface, it sent the troll to gather the seeds and return to the Underdark, where it plans to use them in another foul ritual. The adventurers must defeat the Aboleth or steal the seeds and return to the surface where it is safe.

DM NOTE

Though there is no need to tell the players that if the adventurers manage to grab the soul seeds and run before defeating all the creatures, they can escape. The Underdark creatures will not pursue the adventurers to the surface, and stop chasing the PCs once they leave the area defined by the tactical map as long as the PCs continue to flee.

READ ALOUD TEXT

You enter this dimly glowing chamber and hear an echoing, low-pitched growl. As your eyes focus in, you can see a hulking creature feasting on phosphorescent fungus. Its bulging muscles grow visibly larger with every swallow. As your eyes pass to a small, glowing pool of water in the far corner of the room, two fish-like creatures splash from the slough in front of you.

SETUP

The troll finishes eating a handful of mushrooms, which make him visibly tougher (more HPs in game terms).

4 Kuo-toa Guards (Level 11 Minion) (G)
1 Aboleth Slime Mage (Level 13 Artillery) (A)
2 Kuo-toa Harpooners (Level 10 Soldier) (H)
1 Deep Troll (Level 11 Soldier) (T)

If the kuo-toa marauder escaped Encounter 2, add:
1 Kuo-toa Marauder (Level 11 Skirmisher)

And, if the kuo-toa escaped Encounter 2, add after round 3 of combat ends from the tunnel the adventurers arrived at:

1 Kuo-toa Marauder (Level 11 Skirmisher)
2 Kuo-toa Guards (Level 11 Minion)

TACTICS

The adventurers enter on a ledge overlooking the area above the Aboleth and its allies. Unless the adventurers take specific measures, neither side is surprised.

The Aboleth prefers to have its underlings fight for it. When pressed into combat, it relies on its mucus haze to keep opponents away while it blasts them with ranged attacks. It will target fast adventurers to slow them with slime orbs and is smart enough to distinguish which adventurers pose the greatest threat.

The harpooners have set a trap on the ledge. They've tied a sticky, acidic darkweed net to the ceiling of the cave. They can use their Reeling Weapon power to pull adventurers under the net and spring it. They will try to wait until two adventurers are under the net before dropping it on them.

The War Troll will try to stay between the Aboleth and the adventurers, engaging the strongest melee characters first.

All of these creatures are aquatic and can move freely through the underwater passages to engage or escape from the adventurers as needed.

FEATURES OF THE AREA

Illumination: Dim light from the shining pool and fungus in this room give those with low light vision necessary amounts of light to see. Those without low light vision must have their own light source or suffer with dim illumination (enemies have concealment).

Cliff: The cliff stands 10 feet above the lower level of this cave. Adventurers can jump or climb down (**Athletics** DC 15).

Darkweed Poison Net: The kuo-toa have suspended a net above the upper portion of this cavern. See Darkweed Poison Net statistics below.

Mushrooms: A potent variety of stimulant. **Nature** or **Dungeoneering** skill check (DC 25; to be made after the PCs witness the troll eating them) reveals that they have short term benefits. They can be eaten immediately to gain +1d10 temporary hit points until the end of the encounter. They cannot be used in later encounters because they lose their potency when harvested. Each adventurer can only gain this benefit only once.

Shining pool: The pool in the far corner of the room contains the soul seeds. The adventurers do not need to kill all the creatures in the room. They could discover the treasure, steal it, and flee. The underdark creatures will not pursue to the surface, stopping at the

edge of the tactical map as long as the PCs continue to run.

Stalagmites: These provide cover and are difficult terrain.

Water pools: All the water pools (including the five black "wall" markers inside the cavern that represent water) are linked underground. Under the cavern is a large pool of water, so Aquatic creatures can move freely from one to the other, past enemies without provoking opportunity attacks (because they are essentially under the rock floor). Count movement from one pool to the next in a straight line.

WHAT'S NEXT

Once the adventurers have the soul seeds, they can return to the surface by retracing their steps through the Underdark passages. They must then complete the deal with Fixxelscotch, who is waiting for them.

TREASURE

In addition to the soul seeds, the adventurers find the following in the shining pool:

- *Iron ring of the dwarflords* (**Level 14**)
- *Potion of healing* (1) (**Level 5**)

ENCOUNTER 3: WANTED: SOUL SEEDS COMBAT STATISTICS

Kuo-toa Guard	Level 11 Minion
Medium natural humanoid (aquatic)	XP 175
Initiative +8 Senses Perception +7; darkvision	
HP 1; a missed attack never damages a minion	
AC 24; Fortitude 19, Reflex 20, Will 18	
Speed 6, swim 6	
m Spear (standard; at-will) ♦ Weapon	
+16 vs. AC; 5 damage.	
Slick Maneuver (move; at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Str 15 (+7) Dex 16 (+8) Wis 9 (+4)	
Con 15 (+7) Int 11 (+5) Cha 13 (+6)	
Equipment leather armor, light shield, spear	

Kuo-toa Harpooner	Level 11 Soldier
Medium natural humanoid (aquatic)	XP 600
Initiative +10 Senses Perception +11; darkvision	
HP 105; Bloodied 52	
AC 24; Fortitude 22, Reflex 22, Will 20	
Speed 6, swim 6	
m Harpoon (standard; at-will) ♦ Weapon	
+17 vs. AC; 1d8 + 2 damage, and the target is grabbed and takes ongoing 5 damage (until escape). While the target is grabbed, the kuo-toa harpooner cannot use the harpoon to make attacks.	
R Reeling Harpoon (standard; at-will) ♦ Weapon	
Ranged 5/10; +17 vs. AC; 1d8 + 2 damage, and the kuo-toa harpooner makes a secondary attack against the same target. Secondary Attack: +15 vs. Fortitude; 1d8 + 2 damage, and the target is pulled 3 squares.	
M Sticky Shield (immediate reaction, when missed by a melee attack; at-will)	
The kuo-toa harpooner makes an attack against the attacker: +15 vs. Reflex; a weapon wielded by the target drops in the target's space.	
Slick Maneuver (move; at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Str 17 (+8) Dex 17 (+8) Wis 13 (+6)	
Con 17 (+8) Int 13 (+6) Cha 15 (+7)	
Equipment leather armor, slimy light shield, 4 harpoons	

Deep Troll	Level 11 Brute
Large natural humanoid (aquatic)	XP 600
Initiative +8 Senses Perception +12; darkvision	
HP 120 plus 5 temporary; Bloodied 60; see also troll healing	
Regeneration 10 (if the war troll takes acid or fire damage, regeneration does not function until the end of its next turn)	
AC 22; Fortitude 23, Reflex 20, Will 19	
Speed 8, swim 8	
m Claw (standard; at-will)	
Reach 2; +15 vs. AC; 2d6 + 7 damage; see also frenzied strike.	
M Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)	
The troll makes a claw attack.	
Troll Healing ♦ Healing	

If the war troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 15 hit points.

Alignment Chaotic Evil	Languages Deep Speech, Giant
Skills Athletics +16, Endurance +15	
Str 22 (+11)	Dex 16 (+8) Wis 14 (+7)
Con 20 (+10)	Int 5 (+2) Cha 10 (+5)
Equipment plate armor, greatsword	

Kuo-toa Marauder	Level 11 Skirmisher
Medium natural humanoid (aquatic)	XP 600
Initiative +9 Senses Perception +9; darkvision	
HP 118; Bloodied 59	
AC 24; Fortitude 21, Reflex 22, Will 20 (24 when bloodied)	
Speed 6, swim 6	
m Skewering Spear (standard; at-will) ♦ Weapon	
+16 vs. AC (+18 while bloodied); 1d8 + 4 damage, and ongoing 5 damage (save ends).	
M Sticky Shield (immediate reaction, when missed by a melee attack; at-will)	
The kuo-toa marauder makes an attack against the attacker: +14 vs. Reflex; a weapon wielded by the target drops in the target's space.	
Quick Step (minor, usable only while bloodied; at-will)	
The kuo-toa marauder shifts 1 square.	
Slick Maneuver (move; at-will)	
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.	
Alignment Evil Languages Deep Speech	
Str 15 (+7) Dex 16 (+8) Wis 11 (+5)	
Con 15 (+7) Int 11 (+5) Cha 13 (+6)	
Equipment leather armor, slimy light shield, spear	

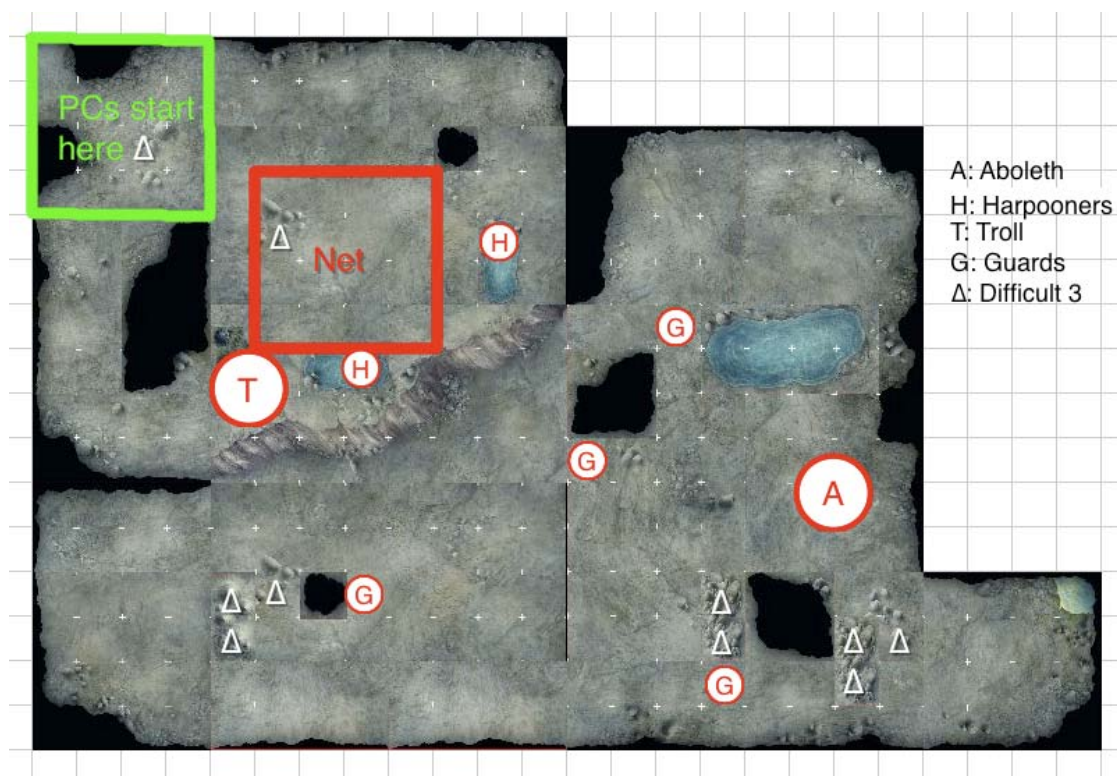
Aboleth Slime Mage	Level 13 Artillery (Leader)
Large aberrant magical beast (aquatic)	XP 800
Initiative +10 Senses Perception +13; darkvision	
Mucus Haze aura 5; enemies treat the area within the aura as difficult terrain.	
HP 104; Bloodied 52	
AC 27; Fortitude 24, Reflex 24, Will 26	
Speed 5, swim 10	
m Tentacle (standard; at-will)	
Reach 2; +15 vs. AC; 1d8 + 4 damage (3d8 + 4 damage against a dazed target), and the target is dazed (save ends).	
R Slime Orb (standard; at-will) ♦ Psychic	
Ranged 10; +18 vs. Reflex; 2d8 + 5 psychic damage, and the target is slowed (save ends).	
R Dominate (standard; at-will) ♦ Charm	
Ranged 10; targets a dazed humanoid; +16 vs. Will; the target is dominated (save ends). An aboleth slime mage can dominate only one creature at a time.	
A Slime Burst (standard; encounter) ♦ Psychic	
Area burst 4 within 10; targets enemies; +13 vs. Reflex; 2d8 + 5 psychic damage, and the target is immobilized (save ends). Aftereffect: The target is slowed (save ends).	
Alignment Evil Languages Deep Speech, telepathy 20	
Skills Arcana +17, Dungeoneering +18, Insight +18	
Str 23 (+12) Dex 16 (+9) Wis 25 (+13)	
Con 20 (+11) Int 23 (+12) Cha 20 (+11)	

Darkweed Poison Net	Level 13 Blaster
Trap	XP 800
Trap: An organic net made of Underdark weeds hangs from the ceiling of a four by four square area that is dropped when triggered.	
Perception	
♦DC 31: The character notices the suspicious Darkweed on the ceiling, but may not realize it is a net.	
Dungeoneering	
♦DC 26: Same as Perception, above.	
Trigger	
One of the kuo-toa harpooners can spend a minor action to trigger the net.	
Attack	
Immediate Reaction	Melee
Target: All creatures on trigger squares when the trap activates.	
Attack: +16 vs. Reflex	
Hit: 3d6 + 6 damage ♦ Poison	
Aftereffect: Restrained until successful save.	
Effect: Area becomes difficult terrain 2	
Countermeasures	
♦An adjacent character with a torch can burn away one square of the net with a standard action.	
♦A character who notices the trap before it is triggered can attempt to disable it from anywhere on the ledge with a DC 26 Thievery check.	

ENCOUNTER 3: WANTED: SOUL SEEDS MAP

Lost Caverns of the Underdark

Cave Offshoot / Tunnel End	4x4	x1
Tunnel / Tunnel	4x2	x1
Cave Wall / Stalagmites	2x1	x1
Floor / Tunnel	4x4	x1
Floor / Pool	4x2	x1
Floor w/Ridge / Tunnel w/Lava Gorge	4x8	x1
Cave Corner / Tunnel Corner	4x4	x2
Cave Wall / Tunnel Bend	4x8	x1
Tunnel End w/Water / U-Tunnel	4x4	x1
Tunnel End / Tunnel	4x4	x1
Cave Pillar / Sand	1x1	x1
Cave Wall / Mushrooms	2x1	x1
Cave Corner / Rubble	2x1	x1
Cave Corner / Pool	2x1	x2
Cave Wall / Floor w/Rubble	1x2	x1
Floor / Tunnel	2x2	x1
Cave Corner / Gorge	4x2	x1
Cave Corner / Tunnel Intersection	4x2	x1



INTERLUDE 3: COMPLETING THE FEY DEAL

SETUP

When the adventurers return from the Underdark, Fixxelscotch meets them with a sigh of relief. He brings forth the spear known as Dragonfly Cutter and exchanges for it with the adventurers.

READ ALOUD TEXT

This great artifact has traveled through the hands of many heroes, knights, and kings. It's destiny lies in the bonds it creates between our fey peoples and the human folk. It may be of use to you, but ultimately it seeks the descendant of Llytyll to further its purpose of unifying fey and man. Keep it safe until such time comes.

TREASURE

Dragonfly Cutter - see New Rules appendix. You may had the appendix to the PCs.

WHAT'S NEXT

The adventurers must quickly travel back to Aerithmas to fulfill their promise to the prisoner and confront the Emperor before he leaves to gather reinforcements.

If the adventurers decide to travel back to town on the road, go to Interlude A (see below).

ENCOUNTER 4: IMPERIAL DECAPITATION

ENCOUNTER LEVEL 13

SUMMARY

The adventurers arrive at the docks in the middle of the night, just in time to catch the Emperor. Depending on their success in previous encounters, they may even have a chance to set up an ambush (see Setup below). The Emperor arrives with a small entourage to escort him onto the ship. Combat ensues.

READ ALOUD TEXT

If the adventurers managed to return in time to set an ambush (see Setup below), read the following:

The tall, gaunt emperor emerges from his carriage and steps onto the wooden pier. To his left is a heavily armed and armored soldier, to his right is a well-groomed and dressed advisor. They briefly pause to give instructions to the carriage hands and then begin walking to the nearby lodge to await the imminent arrival of the Red Horizon."

Otherwise, if the adventurers arrive just in time to catch the Emperor, read:

As you rush to the docks, you see a **tall, gaunt man** emerge from the nearby lodge. To his left is a heavily armed and armored soldier, to his right is a well-groomed and dressed advisor. He briefly pauses to give instructions to the deck hands and then the three turn to face you as if they knew you were coming. The crimson setting sun on the sail of a docking ship is barely visible in the shadows just off the long dock.

When the adventurers engage, read the following:

The Emperor sheds his deep crimson cloak revealing a thick black mass of black scarab beetles swarming his lower torso. As he directs his minions, his outstretched arm melts into a chittering mass of insect creatures while he grins deviously. The long shadows of his two advisors leap from the surface of the pier and close quickly on you, their vitreous eyes glaring menacing your way.

SETUP

If the adventurers managed to retrieve the spear with haste, they have a chance to set an ambush and get a surprise round. They may set up wherever they wish and the Emperor (the lamia) arrives at the bottom of the map on the road leading to the docks. If not, they have to fight from a position of weakness. The adventurers then set up at the bottom of map on the road leading to the docks. The Emperor and his men start near the door to the right-hand building.

If ANY of the following is TRUE, the adventurers do not get a surprise and there are **four extra guards**.

- The adventurers failed the skill challenge in Encounter 1.
- The adventurers failed their **Streetwise** check in Interlude 1, informing a spy of their presence.
- The adventurers did not trade for the map of the Spiral Forest, slowing their location of the elf's tomb.
- The adventurers travelled by road and did not effectively negotiate with the Emperor's patrol.

1 Lamia (Level 14 Elite Controller)

4 or 8 Privateer Deck Hands (Level 10 Minions)

2 Shadow Demons (Level 10 Skirmishers)

1 Dark Shogun (Level 11 Soldier)

1 Eldritch Wu Jen (Level 11 Artillery)

TACTICS

The guards protect the Emperor by staying between him and the adventurers. The Dark Shogun wades into melee, engaging the most tactically weak opponent available. The Wu Jen stays back, but away from the Emperor to direct ranged attacks against the adventurers. The shadow demons work in tandem against spellcasters or ranged strikers.

The lamia begins with its pacifying burst and then immediately follows with its devouring swarm against a stunned foe within range. It heals itself using cursed touch attacks.

FEATURES OF THE AREA

Illumination: Full moonlight and lanterns illuminate the area adequately for full vision by adventurers and enemies alike.

Crates: There are crates scattered around the pier, marked with 'C's. Wooden crates can be used as cover and count as difficult terrain. They can be slid up to half a creature's movement with a standard action. If the adventurers have surprise, they can rearrange the crates however they want.

Piers: Constructed of wood and raised 10 ft above the water. The last few sections of the pier are wet and slippery, counting as difficult terrain for movement. These are represented by the wooden Dungeon Tiles. Wooden planks are available on the docks for crossing over to the ship.

Stairs: The stairs lead down to the water level.

Water: If a creature gets pushed into the water, it must swim to one of the stairs, where it can climb back onto the pier. The water area is anything between or under the piers.

CONCLUSION

Two days after the adventurers defeat the Emperor, they are approached by a messenger from the rebel leader. She delivers a note that reads:

To the Band of the Broken Tower:

I am forever grateful for your heroic deed in ridding our proud kingdom of a hateful tyrant. Let it be forever known that these five brave adventurers overcame enormous odds to restore peace and tolerance to Aeris, once the hallmark of the realm under the Three Benevolent Kings.

My father, Llytyll the Wanderer, once paid the ultimate price for attempting the same task for another people. His legend lives in the great relic, Dragonfly Cutter, an heirloom like no other, which can unite our kingdom with the Old Fey of the Spiral Forest for a new beginning together.

ENCOUNTER 4: IMPERIAL DECAPITATION COMBAT STATISTICS

Lamia	Level 14 Elite Controller (Leader)	
Medium fey magical beast (shapechanger)	XP 2000	
Initiative +9	Senses Perception +14	
Swarm's Embrace aura 1; an enemy that starts its turn in the aura takes 10 damage.		
HP 276; Bloodied 138		
AC 30; Fortitude 27, Reflex 26, Will 28		
Resist takes half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks.		
Saving Throws +2		
Speed 6, climb 6		
Action Points 1		
m Cursed Touch (standard; at-will) ♦ Healing		
+18 vs. Fortitude; 1d6 + 5 damage, and the target is dazed (save ends). In addition, the lamia regains a number of hit points equal to the amount of damage dealt.		
M Devouring Swarm (standard; sustained minor; at-will)		
Reach 5; +18 vs. Fortitude; 3d6 + 5 damage. When the lamia sustains this power, the devouring swarm deals 3d6 + 5 damage to the target (no attack roll required). The target must be within this power's range for the lamia to sustain the power.		
C Pacifying Burst (standard; recharge 5 or 6) ♦ Psychic		
Close burst 5; +18 vs. Will; the target is stunned (save ends).		
Change Shape (minor; at-will) ♦ Polymorph		
A lamia can alter its physical form to appear as an attractive Medium humanoid of any race or gender (see Change Shape, page 280).		
Squeezing Swarm		
By altering its shape, a lamia can squeeze through small openings as if it were a Tiny creature (see "Squeeze", Player's Handbook 292).		
Alignment Evil	Languages Common, Elven	
Skills Arcana +15, Bluff +17, Insight +14		
Str 13 (+8)	Dex 14 (+9)	Wis 14 (+9)
Con 18 (+11)	Int 17 (+10)	Cha 21 (+12)

Dark Shogun	Level 11 Soldier
Medium natural humanoid (human)	XP 600
Initiative +10	Senses Perception +9
HP 97; Bloodied 48; see bloodied retribution	
AC 27; Fortitude 24, Reflex 21, Will 23	
Speed 5	
m Unholy Strike (standard; at-will) ♦ Divine, Necrotic, Weapon	
+18 vs. AC; 1d8 + 5 necrotic damage. If the target is marked, deal an additional 5 necrotic damage.	
M Whirlwind Smite (standard; recharge 4, 5 or 6) ♦ Divine, Weapon	
Close burst 1; +18 vs. AC; 2d8 + 5 damage, and the target is marked until the end of dark knight's next turn.	
M Bloodied Retribution (standard; usable when bloodied; encounter)	
+18 vs. AC; 3d8 + 5 damage, and heal 5 damage. Miss: deal half damage.	
Alignment Evil	Languages Common
Skills Athletics +19, Intimidate +17	
Str 19 (+9)	Dex 11 (+5) Wis 17 (+8)
Con 13 (+5)	Int 14 (+7) Cha 12 (+6)
Equipment plate armor, longsword, large shield	

Deck Hands	Level 10 Minion	
Medium natural humanoid (human)	XP 175	
Initiative +6	Senses Perception +5	
HP 1; a missed attack never damages a minion		
AC 25; Fortitude 24, Reflex 22, Will 23		
Speed 5		
m Club (standard; at-will) ♦ Weapon		
+16 vs. AC; 6 damage		
Mob Rule		
A deck hand gains a +2 power bonus to all defenses while at least two other deck hands are within 5 squares of it. (This bonus is NOT included in the statistics above.)		
Alignment Unaligned	Languages Common	
Str 18 (+9)	Dex 13 (+6)	Wis 10 (+5)
Con 15 (+7)	Int 11 (+5)	Cha 10 (+5)
Equipment hide, club, shield		

Eldritch Wu Jen	Level 11 Artillery	
Medium natural humanoid (human)	XP 600	
Initiative +8	Senses Perception +6	
HP 75; Bloodied 37		
AC 23; Fortitude 23, Reflex 23, Will 24		
Speed 5		
r Ray of Frost (standard; at-will) ♦ Arcane, Implement, Cold		
Range 10; +16 vs. Fortitude; 1d6 + 4 cold damage, and the target is slowed until the end of eldritch magus's next turn.		
R Coldfire Vortex (standard; recharge 6) ♦ Arcane, Implement, Cold		
Ranged 10; +16 vs. Fortitude; 2d10 + 3 cold damage, and if this attack hits, make a secondary attack. Secondary Attack: Each creature adjacent to primary target; +16 vs. Reflex; 1d10 + 3 cold damage.		
A Frostburn (standard; encounter) ♦ Arcane, Implement, Cold		
Area burst 2 within 20 squares; +16 vs. Fortitude; 3d6 + 4 cold and fire damage, and this power's area is difficult terrain until the end of the eldritch magus's next turn. Any creature that starts its turn in the area takes 5 cold and fire damage.		
Alignment Evil	Languages Common	
Skills Arcana +17, Insight +14		
Str 11 (+5)	Dex 13 (+6)	Wis 14 (+7)
Con 17 (+8)	Int 19 (+9)	Cha 12 (+6)
Equipment robes, orb		

Shadow Demon		Level 10 Skirmisher	
Medium elemental humanoid (demon)		XP 500	
Initiative +8		Senses Perception +9	
HP 90; Bloodied 45; see devouring shadow			
AC 24; Fortitude 22, Reflex 23, Will 21			
Speed 2; fly 8 (hover)			
m Claw (standard; at-will) ♦ Necrotic			
+13 vs. Reflex; 2d6 + 5, and ongoing 5 necrotic damage (save ends).			
M Devouring Shadow (immediate reaction; when first bloodied; at-will) ♦ Necrotic, Teleportation			
Teleport adjacent to enemy within 10 squares; +13 vs. Reflex; 2d6 + 5 necrotic damage.			
Deathport (immediate reaction; when enemy within 10 is at 0 or fewer hit points; at-will) ♦ Teleportation			
Teleport to enemy's square.			
Alignment Chaotic evil		Languages -	
Skills Stealth +13			
Str 11 (+5)		Dex 19 (+9)	
		Wis 12 (+6)	
Con 14 (+7)		Int 8 (+4)	
		Cha 15 (+7)	

ENCOUNTER 4: IMPERIAL DECAPITATION MAP

Arcane Corridors

Fog / Floor	4x8	x2
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Hidden Crypts

Wall / Floor	4x2	x2
Wooden Floor / Floor	4x2	x2
Wooden Door / Floor	1x1	x1
Wooden Platform / Floor	4x2	x1
Wooden Platform 2 / Floor	4x2	x2

Fane of the Forgotten Gods

Semi Circle / Table & Chair	1x2	x1
Bed / Semi-Circle	1x2	x1
Table & Chairs / Alcove	2x2	x1
Floor w/Columns / Darkness	1x4	x1
Floor / Floor with hole	2x2d	x2
Gong / Closed Wood Trapdoor	1x1	x1
Floor / Statue Alcoves	4x4d	x2
Floor / Hidden Shrine	4x4d	x2
Floor / Semi-circle	2x2d	x2
Floor w/Divider / Floor w/Columns	2x4	x1
Arcane Energy / Floor	4x2	x2
Plank Floor / Floor	4x2	x1
Ladder / Flaming Cauldron	1x1	x1



INTERLUDE A: ROADSIDE ROUGH-UP

This scene only occurs if the adventurers decide to take the main roads on either their journey to or from the Spiral Forest. This scene only occurs once.

READ ALOUD TEXT

Your hasty travel along the road has been a lonely one. A few merchants and farmers have passed by, but none would respond to your hails or welcomes. Approaching a small bridge, the Emperor's guard hails you and instructs you to halt for inspection.

NEGOTIATING PASSAGE ON IMPERIAL ROADS

This is a diplomatic encounter between the adventurers and the Emperor's Guardian Patrol. Four (4) guards have been posted at a small bridge to enforce the Emperor's decree that no unauthorized movement may take place along the roads.

In order to avoid delay, the adventurers must quickly convince the guard that they are not adventurers, rather something else entirely. This is up to them to accomplish through roleplaying and Diplomacy skill checks.

The adventurers can choose to use force, but the Emperor will be warned. There is no need to play out the combat if they choose that option. Instead, narrate the results and move on, applying the results of failure below (each PC loses a healing surge before defeating the guards).

Level: 8

Complexity: 1 (requires 4 success before 2 failures).

Primary Skills: Bluff (DC 24), Diplomacy (DC 22), Insight (DC 24), Intimidate (DC 26)

Success: The guards are convinced to let the adventurers go quickly enough that they remain on schedule.

Failure: The adventurers have to escape detention by the guards through force and are delayed. They suffer the consequences (see Encounter 4) and each loses a healing surge for the day.

NEW RULES

DRAGONFLY CUTTER

Dragonfly Cutter is appropriate for high heroic-level characters or low paragon-level characters.

Dragonfly Cutter	Heroic Level
This spear was found centuries ago in the eastern realm of Tomji, where the Eternal Emperor has ruled for over 100 years. It is said that the blade is so sharp, that once a dragonfly landed upon it and was instantly severed in two. The spear has been content to remain hidden, awaiting its chance at glory by building bonds between fey and humans.	

Dragonfly Cutter is a +3 vicious spear with the following properties and powers.

Enhancement: Attack and damage rolls.

Critical: +3d12 damage; reroll any 1s on critical dice.

Property: Miss. Deal Dex modifier + 3 damage.

Property: You can throw Dragonfly Cutter as a heavy thrown weapon (range 5/10). It returns to your hand after being thrown as normal for a magic thrown weapon.

Property: Wielder temporarily gains Distant Shot feat when using this weapon.

Property: This weapon deals an additional 1d10 damage when thrown.

Power (At-Will): Minor Action. Mark an opponent.

Power (Daily): Free Action. You can use this power when you hit an opponent. Select one fey or human ally, or yourself. That character gains combat advantage and +2 to damage against the opponent until the end of your next turn.

Goals of Dragonfly Cutter

- Defend Tomji from outside threats to its sovereignty.
- Seek out young warriors to mold into great heroes.
- Build lasting bonds between humans and fey.

Concordance

Starting score	5
Owner gains a level:	+1d10
Owner or ally casts Enchant Item ritual on spear:	+2
Owner kills humanoid other than human or fey (max. 1/day):	+1
Owner kills human or fey (max. 1/day):	-2
Owner wields weapon other than Dragonfly Cutter in combat:	-2

Pleased (16-20)

The spear is clearly in tune with its wielder at this point, and the bonds between human and fey are being positively affected.

Float Like A Dragonfly

The spear's enhancement bonus increases to +4.

Critical: +4d12 damage; reroll any 1s on critical dice.

Property: This weapon deals an additional 2d10 damage when thrown.

Power (Daily): Temporarily gain Ultimate Parry Kensei Utility Exploit (PH pg. 87).

Satisfied (12-15)

The wielder has forged a friendship between humans and fey, and Dragonfly Cutter approves of his or her actions.

Power (Daily): 2[W] + Dex modifier. On a successful hit, the victim is slowed. If this attack bloodied the target, it is instead immobilized. A single save negates either effect.

Normal (5-11)

"Dragonfly Cutter favors those that forge lasting bonds between fey and humans."

The spear is reserved and caution with a new wielder until the character proves her worth.

Unsatisfied (1-4)

The wielder is fighting fey or humans and disgracing the name of Dragonfly Cutter. If the wielder doesn't soon change her ways, the spear leaves.

Special: You lose the Power to mark an opponent using this weapon. You also suffer a -2 to all damage rolls with this weapon.

Angered (0 or lower)

The wielder is not meeting the spear's expectations, and it will not remain in her possession long.

The spear's enhancement bonus drops to +2.

Critical: +2d12 damage; reroll any 1s on critical dice.

Property: This weapon deals no additional damage when thrown.

Special: You lose both Powers while using this weapon. You also suffer a -4 to all damage rolls with this weapon.

MOVING ON

The spear does not usually like to travel far from its place of origin. When the character next gains a level, a dragonfly emerges from the spear's tip and flies away in search of another worthy spear, landing on its blade,

splitting its body and imbuing its enchantments upon this new weapon. The remaining spear is left behind as a normal +3 vicious spear.

APPENDIX

LLYTYLL'S ELEGY

Sing praise of Llytyll, son of Aeris's soil!
He sailed across Soulless, to lands controlled
By cruel princes. The shrewd elf sought to foil
Their plot, and destroyed the demon prince bold.¹

To this shore he returned, victorious
And strong. For years he did roam, far and near,
Seeking fame, finding it with the glorious
Spear called Dragonfly Cutter, bringer of fear.²

When the gods called him home, Llytyll lay down
At the King among trees, high on the crest.³
Come dawn, ride from the wall to the Spiral Crown.⁴
Find the fae's bed when sun dies in the west.⁵

The warrior sleeps there, Dragonfly by his side.⁶
The bane of cruel tyrants, Aeris's pride.

LLYTYLL'S LIMERICK⁷

(contains spoilers!)

There once was a hero called Llytyll,
He's buried in a tree on the hill.
He stabbed a guy in the eye,
But that cat had nine lives.
And now he's come to Aeris to kill.

DM NOTES

CLIP HERE AND SAVE THE INFORMATION BELOW FOR AFTER THE ADVENTURE ENDS

¹ Llytyll the elf went across the sea to adventure in the place that is now The Empire of the Crimson Light. He killed an evil noble there. (The PCs may make a DC 35 History check to confirm this.)

² He traveled many realms, and eventually found the great magical weapon Dragonfly Cutter, a powerful artifact feared by many agents of evil. (The PCs may make a DC 35 History check to confirm this.)

³ He's now buried, elf-style, inside the tallest tree on the highest hill in the forest. (The PCs may make a DC 20 Religion check to understand this.)

⁴ That's the city wall. The adventurers should have heard of the Spiral Forest and know that's their destination. (The PCs may make a DC 30 Insight check to understand this.)

⁵ It's one day's ride away, i.e. if you ride past sundown, you've gone too far. (The PCs may make a DC 30 Insight check to understand this.)

⁶ The spear is in the grave, which is not exactly accurate. See Interlude 2.

⁷ To be recited only for amusement.