

TWILIGHT AMBITIONS

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

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Aldaron the Loremaster has continued to delve into the mysteries of the ancient *Tome of Twilight Boughs*. But some of the book's mysteries seem far from ancient and Aldaron needs the help of adventurers to figure out why. This adventure concludes the Major Quest involving the *Tome of Twilight Boughs* (which began with AGLA1-1 *Lost Temple of the Fey Gods* and continued with AGLA1-4 *Through Twilight Boughs*). A *Living Forgotten Realms* adventure set in Aglarond for characters levels 7-10.

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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OFFICIAL D&D PLAY

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

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

By scheduling 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 scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

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 session tracking sheet. If you're playing this adventure as part of an officially scheduled 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 7 - 10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

PCs that have played the previous two adventures in this series discovered the existence of a ritual book called the *Tome of Twilight Boughs* (AGLA1-1 *Lost Temple of the Fey Gods* and AGLA1-4 *Through Twilight Boughs*). The tome is being used by a cult that is dedicated to bringing back the ancient Yuir gods. However, all is not as it seems. In AGLA1-4 it was discovered that the rituals in the Tome do not work the way the cultists believe. The truth is that the Tome is an elaborate forgery, created by an ambitious Thayan sorceress named Voldini, who has been duping the cultists into serving as her laboratory rats while she experiments with methods of harnessing the power of the plaguelands found throughout Aglarond and sowing the seeds of dissension throughout the realm.

DM'S INTRODUCTION

The adventurers are in the capital city of Veltalar, where Aldaron the Loremaster, who is a familiar figure to anyone who has played AGLA1-4, recruits them. Aldaron's research into the *Tome of Twilight Boughs* indicates that all of the rituals it contains are flawed in various ways, and the writings about the Yuir gods don't even make sense for something supposedly written thousands of years ago. Unfortunately, the cultists of Voldini are continuing their activities in the Yuirwood, and Aldaron is afraid that they are building up energies for a powerful ritual - a ritual that probably won't do what they expect, but that doesn't mean it won't be very bad for Aglarond.

Note: The PCs can fulfill task 2 of the quest card *In Slumber Remains* in Encounter 3. Verify beforehand whether any player has this quest card and is still looking to fulfill its tasks.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Adventure awaits you in Aglarond's capitol Veltalar. The Wizard Aldaron the Loremaster has sent out a call for adventurers to assist him in his research into the Tome of Twilight Boughs. Word has it that his need is immediate and critical. There is an inn, called the Ruffled Griffon, where he'll be meeting with people this very night. For people looking for adventure this could be just what they're looking for.

ENCOUNTER 1: THE HUNT BEGINS

SETUP

Important NPCs:

Aldaron the Loremaster, male middle-aged absent minded half-elf wizard.

Commander Dezar, male human professional soldier.

Captain Catos, male human gruff ship captain.

Zair Castelle the Cartographer, male half-elf cartographer and sage.

The PCs begin their adventure by meeting with Aldaron the Loremaster at the Ruffled Griffon Inn in Veltalar.

Aldaron is a middle-aged, half-elf wizard who prefers scholarly pursuits to adventure. He is well dressed in comfortable, high quality robes. He is gentle, and generally soft spoken and a bit absent minded. When not agitated, one could even describe him as doddering. But when excited, Aldaron can take on a clear, forceful and sometimes intimidating presence.

Captain Dezar is a commander in the Simbarch's Guard. He's a tall, muscular human who worked his way up in the ranks to become the head of the detachments in the Yuir Woods. He is an honest man completely devoted to his work and kingdom.

The Ruffled Griffon Inn is located in one of the nicer sections of Veltalar. Its pleasant hostesses and tranquil, in-door garden and stream give it a feel more of a tea house than an inn. With the Inn being sparsely populated, Aldaron is easy to spot. With him is a taller, heavily muscular man wearing a uniform.

Aldaron motions you towards him and greets you warmly. After some idle banter, he takes on a more serious tone. "As you may have learned," he begins. "I've been doing some investigating into a local cult and the legendary Tome of Twilight Boughs. Recently the cult's activities have drawn the attention of the Simbarch Council. This is Commander Dezar of the Simbarch's Guard. We've been comparing notes and discussing what to do next."

Commander Dezar then takes over the conversation. "The activities of this cult and whoever is behind them have attracted the attention of the council. We've had reports from our patrols of strange happenings all around the kingdom. Recently there has been an increase of activities around the Yuir Woods, especially in Relkath's Foot. We have reason to believe the leader of the cult, a person named Voldini, is in that area and we can capture her if we move fast enough. Since there may be spies among the guard, we'd like you

to make the trip. Bring her back alive, if possible, with any evidence you find of what the cult is up to."

Aldaron imparts the following additional information:

- He has been researching the ancient Yuir text known as the *Tome of Twilight Boughs*, a ritual book dating back at least 2,000 years to the time of the ancient Yuir Kingdom of elves that once ruled this land.
- The Tome is magically encrypted, requiring extensive research to translate. Some of texts don't make sense. In particular, some of the rituals seem to almost be written for the Realms of today, rather than the Realms of 2,000 years ago.
- Aldaron is not the only one interested in the tome. A cult of fey fanatics known as the Cult of Voldini also seek the secrets of the book. Aldaron thinks they may know some things he hasn't been able to make sense of.
- The Cult of Voldini thinks the Tome is a blueprint for bringing back the glory of the ancient Kingdom of Yuir and its gods.
- Aldaron believes the leader of the cult is an eladrin witch named Voldini. He believes her current whereabouts are the city of Relkath's Foot in the Yuirwood.
- Twice before, the cult has attempted to use translated rituals from the Tome to disastrous effect. This does not seem to have curbed the cult's enthusiasm and Aldaron is greatly concerned what their next attempt may result in.
- Voldini is likely meeting with other cult members at Relkath's Foot and may not be there for long, so speed is of the essence.
- Merchants that have passed through the area as well as guard patrols that have returned in the area have obtained the information about the cult's activities in Relkath's Foot. Currently there is no one in the town that Aldaron or Dezar know can be trusted for certain.
- Aldaron mentions that both overland and coastal routes lead to Relkath's foot.
- If the PCs are considering going on their own, Aldaron points out that the journey is long and potentially hazardous and recommends traveling with a caravan or ship.
- Aldaron points out a merchant (Zair Castelle) and a seaman (Catos) talking at one of the other tables at the inn. He overheard them discussing a trip to Relkath's Foot and suggests the party talk to them.

- Aldaron pays 25 gp to each PC for their services. He does so in advance to cover any expenses the PCs might make.

As the party approaches the merchant and the sailor, they overhear them discussing maps and trade routes. If any party member has played *AGLA1-2* they recognize Captain Catos and if they played *AGLA1-5* they also remember the cartographer Zair Castelle. The men greet the party in a friendly manner as they approach, but it's obvious that they are switching the topic of their discussion. The gentlemen ask, "How may we help you?"

Captain Catos recognizes anyone who has completed *AGLA1-2* and warmly greets anyone with **AGLA04 Regard of the Rosy Dawn**. Catos is the human captain of the merchant ship, *Rosy Dawn*. He is a gruff, no-nonsense veteran seafarer. He has no time for tomfoolery or idle chatter. He is nevertheless fair and his word is always good.

Zair Castelle recognizes anyone who has completed *AGLA1-5* and warmly greets anyone with **AGLA08 Befriended by Zair Castelle**. Zair is a half-elven cartographer who has been mapping many of the less traveled areas of Aglarond. He is pleasant and mild-mannered but very intensely focused. He is not a coward, but deplores fighting and killing.

At this point the party can talk with Catos and/or Zair Castelle about traveling to Relkath's Foot.

- Catos has a full ship, but the party can make a DC 20 Diplomacy check to convince him to take them along (if any party member has **AGLA04** they make the check automatically).
- Zair Castelle mentions that he is leaving with a caravan in the morning to investigate a new trade route through the Yuirwood.
- While the overland route is shorter than going around Aglarond by sea, it is through heavy forest with poor trails so both trips are likely to take the same amount of time.

ENDING THE ENCOUNTER

If the players take the sea route with Captain Catos go to Encounter 2a. If they take the overland route with Zair Castelle, go to Encounter 2b. There is no way for the characters to take both routes.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter.

TREASURE

Aldaron gives each PC 25/25 gold to assist Aglarond.

ENCOUNTER 2A: SURPRISE AT SEA

ENCOUNTER LEVEL 7/9 (1500/2000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 dragon shell (level 9) (D)
- 1 drowned ghost (level 11) (G)
- 4 sea wraith warriors (level 10) (S)

This encounter includes the following creatures at the high tier:

- 2 dragon shells (level 9) (D)
- 1 drowned ghost (level 11) (G)
- 4 sea wraith warriors (level 11) (S)

Use this encounter if the PCs chose the sea route to Relkath's Foot.

After several uneventful days at sea on the Rosy Dawn, Captain Catos informs you that you should be making landfall sometime the next morning. The captain bids you a good night and heads to his cabin.

The encounter happens during the predawn hours of the last day of the trip. The party is resting in their cabins after an uneventful day.

You and your companions are below decks, playing games with the crew, eating, resting or just preparing for the new day during the quiet, restfulness of the predawn hours. The rocking motion of the ship seems to have stopped when suddenly you hear cries of "Alarm," the ship's bell clanging and the sounds of battle.

When the PCs get outside they note a thick mist. About the deck are the withered bodies of the night watch. Several ghostly figures move around. Towering over them on the bough is a ghastly creature that appears to be the bloody hide of a great black dragon.

Voldini has learned of the approaching PCs and their mission to capture her. She has sent allies to kill/delay the party while she makes preparations for her escape.

The PCs are all assumed to start this adventure below decks, resting in their cabins. The actual encounter starts when the PCs manage to scramble onto the deck, which is about the same time the attackers finish off the last of the night watch. If a PC has a good

reason for not doing this, the DM should adapt the encounter appropriately.

FEATURES OF THE AREA

Illumination: The time is just before dawn. The sky is still dark. The predawn light start appearing as the battle continues. This gives dim illumination.

Sea Mist: The mist that envelopes the ship is magical in nature (DC 20 Arcana to determine). It gives the undead concealment, and total concealment for anything farther than 10 squares. The undeads' sight is unaffected by the magical mist.

The mist also prevents the ship from moving. The mist stays until the undead are killed or a *dispel magic* utility power is used.

Edge of Ship: The upper decks of the ship are 30 feet above the water; the lower deck is 20 feet. A person knocked over the edge takes falling damage as normal (removing the first 10 feet for damage determination). There are rope riggings on both sides of the ship that can be used to climb back on board (DC 20 Athletics check since they are slippery).

Stairs: There are 2 sets of stairs on each end of the ship. They raise 10 feet to the upper deck.

The Masts: The masts are 80 feet high and require a DC 10 Athletics check to climb. There is a crow's nest 60 feet up each mast with enough space for 1 person to stand, and a platform 30 feet up with enough space for 4 people.

The Wheel: The ship's wheel provides cover but does not hinder movement.

Rigging: Rigging is spread from one mast to another. It takes a DC 10 Athletics check to climb, or a DC 20 Acrobatics check to balance across.

TACTICS

The undead have been sent to prevent the PCs from making it to Relkath's Foot. The dragon shells start with their *breath weapon* then attempt to grab the PCs and dump them off the boat. The ghosts start with *erie transfiguration*, then enter melee to support the wraiths. The wraiths enter melee immediately and coordinate their attacks to gain combat advantage. The monsters continue to fight until they are destroyed.

SCALING THE ENCOUNTER

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

Four PCs:

- Low tier: remove 2 sea wraith warriors.

- High tier: remove 1 dragon shell, add 1 sea wraith warrior

Six PCs:

- Low tier: add 1 drowned ghost, remove 2 sea wraith warriors.
- High tier: add 4 sea wraith warriors

ENDING THE ENCOUNTER

After the battle is over, Captain Catos comes up from below deck. His shirt is torn in several places. He is sweaty from combat and has numerous small cuts. He thanks them for defending the Rosy Dawn. The PC's notice that about one-third of the ship's crew are missing. Captain Catos asks them to stay on watch until the end of the voyage. The ship reaches Relkath's Foot in less than two hours, so the PCs should prepare to disembark. They do not have time for an extended rest.

After the battle, the fog parts and the ship once again begins moving. It continues on following the coast of Aglarond. Around midmorning, Captain Catos orders the anchors dropped.

Captain Catos addresses you, "The ship cannot go any farther. There is no safe harbor at Relkath's Foot and the sunken lands here have many treacherous shoals. Launches take you the rest of the way. I recommend that you stop by the Taproot, one of the two Inns in Relkath's Foot. You can get some food and perhaps some information there."

Once the PCs enter the town, proceed with Encounter 3.

EXPERIENCE POINTS

Each PC gains 300/400 XP each for defeating the undead attackers.

TREASURE

The party finds 25/50 gold pieces each within the dragon shells.

ENCOUNTER 2A: “SURPRISE AT SEA” STATISTICS (LOW LEVEL)

Dragon Shell (level 9)	Level 9 Soldier
Large natural animate (dragon, undead)	XP 400
Initiative +8 Senses Perception +11; darkvision	
HP 100; Bloodied 50	
AC 25; Fortitude 22, Reflex 21, Will 20	
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 10 radiant	
Speed 6; fly 4	
m Bite (standard; at-will) ♦ Acid, Healing	
Reach 2; +16 vs. Armor Class; 1d10 + 5 damage plus 1d6 acid, and the target is grabbed; see also <i>clench</i> . In addition, the target loses a healing surge, and the dragon shell regains 5 hit points.	
M Clench (standard; at-will) ♦ Necrotic	
Targets a creature grabbed by the forsaken shell; the dragon shell shifts up to 3 squares before or after the attack, pulling the target with it; 1d10 + 5 necrotic damage (no attack roll required).	
C Breath Weapon (standard; recharge 5-6) ♦ Acid	
Close blast 5; +14 vs. Reflex; 3d8 + 5 acid damage.	
Flexibility (immediate Interrupt, when the forsaken shell would be immobilized, restrained, pushed, pulled, or slid; at-will)	
The forsaken shell makes saving throw. On a save, the triggering effect is negated.	
Spawn Shell	
When the forsaken shell kills a living dragon creature, the slain creature rises as a free-willed dragon shell at the start of its creator's next turn.	
Alignment Unaligned Languages -	
Str 22 (+10)	Dex 14 (+6) Wis 15 (+6)
Con 20 (+9)	Int 14 (+6) Cha 13 (+5)

Sea Wraith Warrior (level 10)	Level 10 Minion
Medium shadow humanoid (aquatic, undead)	XP 125
Initiative +12 Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.	
AC 24; Fortitude 22, Reflex 21, Will 19	
Immune disease, poison; Resist 5 necrotic, insubstantial;	
Vulnerable 5 radiant	
Speed 6, swim 6; phasing	
m Shadow Touch (standard; at-will) ♦ Necrotic	
+15 vs. Armor Class; 6 necrotic damage.	
Combat Advantage	
The sea wraith warrior deals an extra 1d6 necrotic damage against any target it has combat advantage against and the target is dazed until the end of the next turn of the sea wraith.	
Alignment Chaotic evil Languages Common	
Skills Stealth +14	
Str 14 (+7)	Dex 12 (+6) Wis 11 (+5)
Con 12 (+6)	Int 10 (+5) Cha 14 (+7)

Drowned Ghost	Level 11 Artillery
Large natural animate (dragon, undead)	XP 600
Initiative +10 Senses Perception +7; darkvision	
Ghost Water aura 2; any living creature that starts its turn within the aura is slowed until the start of its next turn.	
HP 60; Bloodied 30	
AC 24; Fortitude 21, Reflex 24, Will 23	
Immune disease, poison; Resist insubstantial	
Speed 6; climb 6 (spider climb); phasing	
m Spirit Touch (standard; at-will) ♦ Necrotic	
+16 vs. Reflex; 2d6 + 4 necrotic damage.	
R Eerie Transfiguration (standard; recharge 5-6) ♦ Psychic	
Targets Ranged 5; +16 vs. Will; 3d6 + 8 psychic damage, and the target's features appear to distort. <i>Secondary Attack (Gaze, Psychic):</i> Close burst 3; targets enemies within 3 squares of the primary target; +14 vs. Will; the target takes ongoing 5 psychic damage and is dazed (save ends both).	
R Vengeful Emanation (standard; at-will) ♦ Psychic	
Ranged 5; +16 vs. Will; 2d6 + 6 psychic damage.	
Alignment Unaligned Languages Common	
Str 15 (+7)	Dex 21 (+10) Wis 14 (+7)
Con 13 (+6)	Int 10 (+5) Cha 18 (+9)

ENCOUNTER 2A: “SURPRISE AT SEA” STATISTICS (HIGH LEVEL)

Dragon Shell (level 9)	Level 9 Soldier
Large natural animate (dragon, undead)	XP 400
Initiative +8 Senses Perception +11; darkvision	
HP 100; Bloodied 50	
AC 25; Fortitude 22, Reflex 21, Will 20	
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 10 radiant	
Speed 6; fly 4	
m Bite (standard; at-will) ♦ Acid, Healing	
Reach 2; +16 vs. Armor Class; 1d10 + 5 damage plus 1d6 acid, and the target is grabbed; see also <i>clench</i> . In addition, the target loses a healing surge, and the dragon shell regains 5 hit points.	
M Clench (standard; at-will) ♦ Necrotic	
Targets a creature grabbed by the forsaken shell; the dragon shell shifts up to 3 squares before or after the attack, pulling the target with it; 1d10 + 5 necrotic damage (no attack roll required).	
C Breath Weapon (standard; recharge 5-6) ♦ Acid	
Close blast 5; +14 vs. Reflex; 3d8 + 5 acid damage.	
Flexibility (immediate Interrupt, when the forsaken shell would be immobilized, restrained, pushed, pulled, or slid; at-will)	
The forsaken shell makes saving throw. On a save, the triggering effect is negated.	
Spawn Shell	
When the forsaken shell kills a living dragon creature, the slain creature rises as a free-willed dragon shell at the start of its creator's next turn.	
Alignment Unaligned	Languages -
Str 22 (+10)	Dex 14 (+6) Wis 15 (+6)
Con 20 (+9)	Int 14 (+6) Cha 13 (+5)

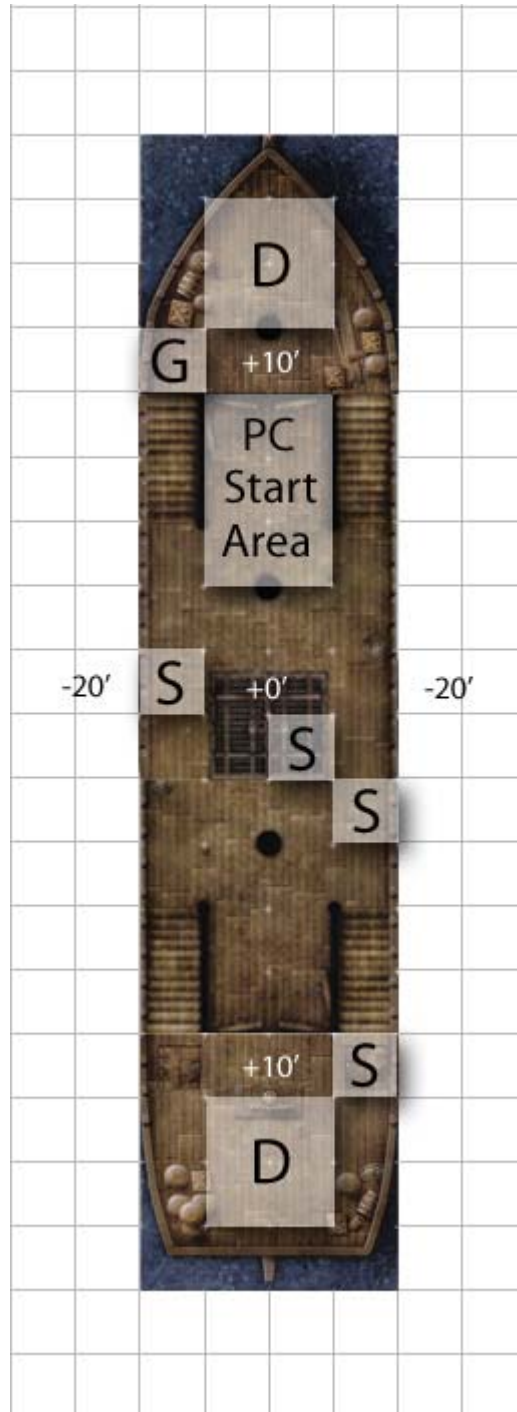
Sea Wraith Warrior (level 11)	Level 11 Minion
Medium shadow humanoid (aquatic, undead)	XP 150
Initiative +12 Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.	
AC 25; Fortitude 23, Reflex 22, Will 20	
Immune disease, poison; Resist 5 necrotic, insubstantial;	
Vulnerable 5 radiant	
Speed 6, swim 6; phasing	
m Shadow Touch (standard; at-will) ♦ Necrotic	
+16 vs. Armor Class; 6 necrotic damage.	
Combat Advantage	
The sea wraith warrior deals an extra 1d6 necrotic damage against any target it has combat advantage against and the target is dazed until the end of the next turn of the sea wraith.	
Alignment Chaotic evil	Languages Common
Skills Stealth +14	
Str 14 (+7)	Dex 12 (+6) Wis 11 (+5)
Con 12 (+6)	Int 10 (+5) Cha 14 (+7)

Drowned Ghost	Level 11 Artillery
Large natural animate (dragon, undead)	XP 600
Initiative +10 Senses Perception +7; darkvision	
Ghost Water aura 2; any living creature that starts its turn within the aura is slowed until the start of its next turn.	
HP 60; Bloodied 30	
AC 24; Fortitude 21, Reflex 24, Will 23	
Immune disease, poison; Resist insubstantial	
Speed 6; climb 6 (spider climb); phasing	
m Spirit Touch (standard; at-will) ♦ Necrotic	
+16 vs. Reflex; 2d6 + 4 necrotic damage.	
R Eerie Transfiguration (standard; recharge 5-6) ♦ Psychic	
Targets Ranged 5; +16 vs. Will; 3d6 + 8 psychic damage, and the target's features appear to distort. <i>Secondary Attack (Gaze, Psychic):</i> Close burst 3; targets enemies within 3 squares of the primary target; +14 vs. Will; the target takes ongoing 5 psychic damage and is dazed (save ends both).	
R Vengeful Emanation (standard; at-will) ♦ Psychic	
Ranged 5; +16 vs. Will; 2d6 + 6 psychic damage.	
Alignment Unaligned	Languages Common
Str 15 (+7)	Dex 21 (+10) Wis 14 (+7)
Con 13 (+6)	Int 10 (+5) Cha 18 (+9)

ENCOUNTER 2A: “SURPRISE AT SEA” MAP

TILE SETS NEEDED

DM Rewards Ship Tile Set x1



ENCOUNTER 2B: ALONG THE TRAIL

ENCOUNTER LEVEL 7/9 (1500/2000 XP)

SETUP

This encounter includes the following creatures at the low tier:

1 bloodkiss beholder (level 7) (B)

This encounter includes the following creatures at the high tier:

1 bloodkiss beholder (B)

Use this encounter if the PCs chose the land route to Relkath's Foot.

The caravan stops at dusk each night and starts off at first light each morning. Zair Castelle asks the PCs to scout ahead along the caravan's trail for a distance about an hour before the caravan leaves each morning.

The trip thus far has been uneventful. Zair said this is the last day of travel and you should arrive at Relkath's Foot by midmorning. The road is clear when the forest goes deathly quiet. Suddenly through the trees, you catch a glimpse of something big floating above and ahead of you. A large withered sphere with a single eye surges from the forest canopy. Tentacles drape from it with extremely sharp teeth at the ends of them.

Voldini has learned of the approaching PCs and their mission to capture her. She has recruited an undead ally to kill/delay the party while she makes preparations for her escape.

FEATURES OF THE AREA

Illumination: It is early morning. The rising sun provides dim illumination.

Large Trees: The large trees provide superior cover for anything hiding in them. The center (trunk) is impassable terrain, the rest is difficult terrain. The trees can be climbed with a DC 15 Athletics check.

Rocks and Bushes: The rocks and bushes in the area are considered difficult terrain.

TACTICS

The bloodkiss beholder is told not to let anyone pass. It usually hovers 2 squares above the ground to keep it within reach of its melee powers and out of reach of most melee attacks. Melee attackers without reach can

still attack the bloodkiss beholder by using a charge in combination with a vertical leap, or by climbing up a nearby tree. The beholder flies to groups of foes and uses *death screams*, targeting as many enemies as possible. It takes advantage of its foes' proximity to gain attacks using *unquenchable thirst* and *eye writhe*. The beholder utilizes *blood call* as soon as a target becomes bloodied, and continues to use the power at each available opportunity. The bloodkiss beholder flees when defeat is obvious.

SCALING THE ENCOUNTER

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

Four PCs: Remove 70/82 hit points from the beholder's total hit point total. Adjust bloodied hit points accordingly.

Six PCs: Add 70/82 hit points from the beholder's total hit point total. Adjust bloodied hit points accordingly.

ENDING THE ENCOUNTER

After the battle is over, Zair Castelle thanks them for defending the caravan. The caravan reaches Relkath's Foot in under two hours, so the PCs should prepare to head into town as soon as they get there. They do not have time for an extended rest. Once the PCs enter town, proceed with Encounter 3.

EXPERIENCE POINTS

The party gains 300/400 XP each for defeating the beholder.

TREASURE

Along the ground in the area the beholder started at, the party finds 25/50 gold per PC.

ENCOUNTER 2B: “ALONG THE TRAIL” STATISTICS (LOW LEVEL)

Bloodkiss Beholder (level 7)		Level 7 Solo Controller	
Large aberrant magical beast (undead)		XP 1,500	
Initiative +5 Senses Perception +11; all-around vision, darkvision			
Unquenchable Thirst aura 2; the bloodkiss beholder makes an eye bite attack as a free action against any enemy within the aura at the start of the enemy's turn.			
HP 348; Bloodied 174			
AC 23; Fortitude 23, Reflex 19, Will 20			
Immune disease, poison; Resist 10 necrotic;			
Vulnerable 5 radiant			
Saving Throws +5			
Speed fly 6 (hover)			
Action Points 2			
m Eye Bite (standard; at-will) ♦ Necrotic			
Reach 2; +11 vs. AC; 1d8 + 2 damage plus 10 necrotic damage.			
M Eye Writhe (standard; at-will) ♦ Necrotic			
The bloodkiss beholder makes three eye bite attacks.			
R Blood Call (minor; recharge 5-6)			
Ranged 5; targets a bloodied enemy; +9 vs. Will; the target is stunned (save ends). After effect: The target is slowed (save ends)			
M Bloodkiss (immediate reaction, when a creature within 2 squares of the bloodkiss beholder becomes bloodied; at will) ♦ Healing			
Reach 2; targets the triggering creature; +9 vs. Fortitude; 4d6 + 5 damage and the target is weakened (save ends). In addition, the bloodkiss beholder spends a healing surge to regain 87 hit points.			
C Death Scream (standard; recharge 5-6) ♦ Psychic			
Close blast 5; +9 vs. Will; 4d6 + 5 psychic damage, and the target is dazed (save ends).			
C Blood Writhe (free, when first bloodied; encounter) ♦ Necrotic			
The bloodkiss beholder's death scream power recharges, and the beholder uses it immediately.			
Alignment Evil		Languages Deep Speech	
Str 21 (+8)	Dex 15 (+5)	Wis 17 (+6)	
Con 23 (+9)	Int 12 (+4)	Cha 8 (+2)	

Note: Remember that Heroic tier monsters have only 1 healing surge.

ENCOUNTER 2B: “ALONG THE TRAIL” STATISTICS (HIGH LEVEL)

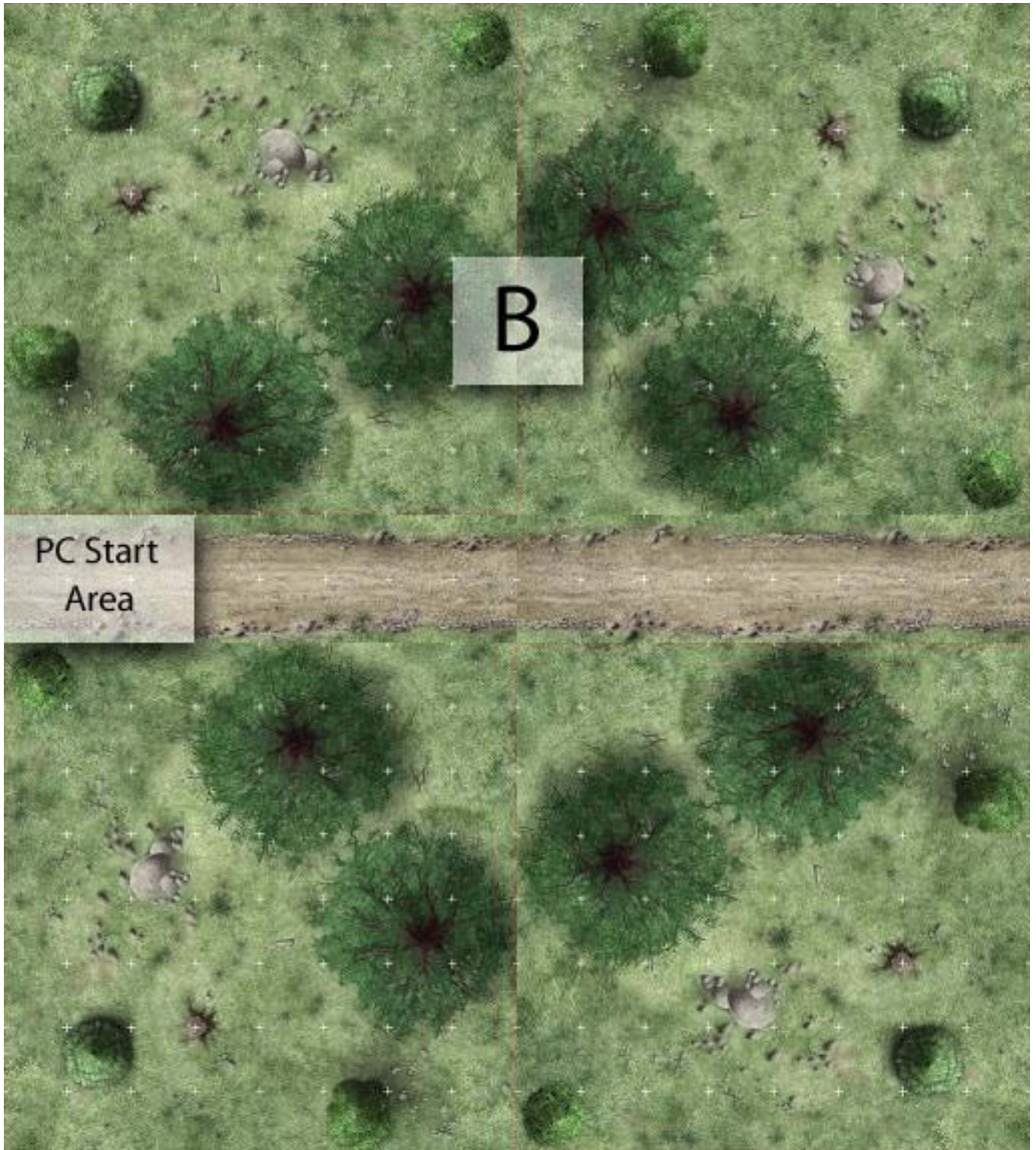
Bloodkiss Beholder		Level 9 Solo Controller
Large aberrant magical beast (undead)		XP 2,000
Initiative +6 Senses Perception +12; all-around vision, darkvision		
Unquenchable Thirst aura 2; the bloodkiss beholder makes an eye bite attack as a free action against any enemy within the aura at the start of the enemy's turn.		
HP 412; Bloodied 206		
AC 25; Fortitude 25, Reflex 21, Will 22		
Immune disease, poison; Resist 10 necrotic;		
Vulnerable 5 radiant		
Saving Throws +5		
Speed fly 6 (hover)		
Action Points 2		
m Eye Bite (standard; at-will) ♦ Necrotic		
Reach 2; +13 vs. AC; 1d8 + 3 damage plus 10 necrotic damage.		
M Eye Writhe (standard; at-will) ♦ Necrotic		
The bloodkiss beholder makes three eye bite attacks.		
R Blood Call (minor; recharge 5-6)		
Ranged 5; targets a bloodied enemy; +11 vs. Will; the target is stunned (save ends). <i>After effect:</i> The target is slowed (save ends)		
M Bloodkiss (immediate reaction, when a creature within 2 squares of the bloodkiss beholder becomes bloodied; at will) ♦ Healing		
Reach 2; targets the triggering creature; +11 vs. Fortitude; 4d6 + 6 damage and the target is weakened (save ends). In addition, the bloodkiss beholder spends a healing surge to regain 87 hit points.		
C Death Scream (standard; recharge 5-6) ♦ Psychic		
Close blast 5; +11 vs. Will; 4d6 + 6 psychic damage, and the target is dazed (save ends).		
C Blood Writhe (free, when first bloodied; encounter) ♦ Necrotic		
The bloodkiss beholder's death scream power recharges, and the beholder uses it immediately.		
Alignment Evil	Languages Deep Speech	
Str 21 (+9)	Dex 15 (+6)	Wis 17 (+7)
Con 23 (+10)	Int 12 (+5)	Cha 8 (+3)

Note: Remember that Heroic tier monsters have only 1 healing surge.

ENCOUNTER 2B: “ALONG THE TRAIL” MAP

TILE SETS NEEDED

Ruins of the Wild x2



ENCOUNTER 3: THE HUNT

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

SETUP

If the party took the sea route they'll get a +2 bonus to Streetwise checks during this encounter. If they took the forest route they get a +2 bonus to Insight checks during this encounter.

Additional information on Relkath's Foot can be found in the appendix. The DM should use this information to flesh out the events in this encounter.

It is easy to see why some of Aglarond's fey citizens think of the city of Relkath's Foot as the nation's capital rather than the bustling metropolis of Veltalar. Relkath's Foot is the only city that can be found in the entire Yuirwood and here it is obvious that the land and the people dwell in harmony with each other. Simple buildings nestle comfortably along wide, earthen thoroughfares; trees, wild flowers and vines seem almost as plentiful in the city as they do in the surrounding woods; and the meandering Greenborn River is crossed via large stepping stones rather than a bridge. But the city's most striking feature is four enormous trees that reach high up into the canopy. Nestled in the trees are some of the city's most important buildings, connect via hanging walkways.

Assuming the PCs immediately go for the Taproot inn: *The Taproot is crowded and full of activity. It is obvious that a celebration is going on. At one end of the bar is a tall man with a tattoo of a flame on his forehead. The bartender, a female half-elf, greets you warmly, "Welcome to the Taproot, can I help you?"*

- Anyone who talks to the man with the flame tattoo can complete task 2 of the *In Slumber Remain* quest card.
- The party has arrived during the annual competition between the two Inns in Relkath's Foot, the Green Man and the Taproot.
- The bartender informs the party that the inn is full, but if they'd be willing to help out on the inn's team for the competition, she'll find rooms for them, on the house.

SKILL CHALLENGE: THE HUNT

Goal: The PCs must locate Voldini's hideout while participating in the contests.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Diplomacy, Streetwise, Athletics, Endurance, Acrobatics.

Secondary Skills: Perception, Intimidation.

Victory: The PCs learn that there is a new tower on one of the islands north of town. They gain a surprise round in the next encounter.

Defeat: If the PCs fail, the entire party loses 1 healing surge from exhausting themselves during their investigation. They still learn about the tower.

Given time, the DM should attempt to create a festive atmosphere for this encounter, mixing investigation with good-natured competitive sports. Note that even if the PCs fail the skill challenge, they should learn about the tower and how to get there, but it takes a lot more time and is extremely tiring.

Athletics or Acrobatics DC 14/15 (1 success; 1 maximum)

The PCs assist one of the Inns in their competition, activities such as greased pole climbing, log rolling. Upon success, the party is cheered by the people who give them more information about strangers in the area. Some even mention an increase in undead attacks outside the city.

Diplomacy DC 14/15 (1 success; 2 maximum)

During the competition the PC talk to some of the competitors as well as people in the audience. From them they learn that there have been a lot of "outsiders" in town; many of them heading to the small islands out in the bay.

Endurance DC 14/15 (1 success; 1 maximum)

The PCs engage in some of the games between the inn such as holding their breaths under water or running. By winning these events the PCs gain the admiration and trust of the teammates who open up, telling them of strange activities around the small islands in the bay.

Intimidate DC 14/15 (1 success; 1 maximum)

The PCs convince some of the street people to remember more details about some of the strange activities/people in town. Some people also talk about ferrying people out to a small island in the bay.

Perception DC 14/15 (1 success; 1 maximum)

The PCs are able to see small things that seem out of place in a town such as this. This includes people whose dress doesn't match with that of the local populous, pieces of conversations about "new" people in town, and such.

Religion DC 14/15 (0 successes)

This can only be attempted once. The PCs remember what kinds of areas are best used for rituals. This gives them a +2 to their next skill check.

Streetwise DC 14/15 (1 success; 1 maximum)

The word on the streets is that some strange people have been seen wandering about. An eladrin woman was seen near the shore talking to some pirates. Some of the people remember hearing Thayan accents.

ENDING THE ENCOUNTER

Success: The PCs learn that there is a new tower on one of the islands north of town. Since the inhabitants have done nothing hostile anyone is aware of, the Guardians of the Yuirwood haven't bothered to check it out yet. The PCs are loaned a small boat and row their way out to the island. They gain a surprise round in the next encounter.

Failure: If the PCs fail, the entire party loses a healing surge from exhausting themselves during their investigation. They find a small boat and row their way out to the island. But they still learn about the tower.

Continue with Encounter 4.

EXPERIENCE POINTS

The party gains 60/80 XP each for completing the skill challenge.

TREASURE

There is no treasure for completing this encounter.

ENCOUNTER 4: GETTING CLOSER

ENCOUNTER LEVEL 8/10 (1600/2400 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 gargoyles (level 8) (G)

1 eladrin twilight incanter (level 10) (E)

1 soulrider devil eladrin arcanist (D)

This encounter includes the following creatures at the high tier:

2 gargoyles (level 10) (G)

1 eladrin twilight incanter (level 12) (E)

1 soulrider devil eladrin arcanist (level 12) (D)

Voldini has set several guards at the entrance of her tower to keep the PCs at bay while she finishes what she came here for. There are two staircases leading up, and the PCs can approach the tower from one or two sides.

If the PCs succeeded in the skill challenge, Voldini and the guards are unaware the PCs made it past the assassins she sent to kill them in Encounter 2. They gain a surprise round. If they failed the skill challenge, Voldini and her guards are ready for them.

The tower itself is a magical construction held together by the raw arcane power of its creator. A DC 27 Arcana check confirms this. Voldini raised the tower here as a gathering place for the Cult. She is finished with the bulk of her research and all that remains is for her to send forth the Cult across Aglarond to sew the seeds of dissent. Afterwards, she plans to return to Thay and put her research to practical use, destroying the tower in the process.

The PCs can start in either area (or both).

Your investigation has led you to a small island off the coast, a short distance north of Relkath's Foot. On the island is a tower that seems to have been created by magic. The tower rises 50 feet up into the sky. The walls are made of a strange, solid substance, shimmering in the sunlight. There are no obvious doors. On either side of the building is a large staircase leading to the roof. All around the building are statues of various shapes and sizes.

FEATURES OF THE AREA

Illumination: It is mid day, the area is brightly illuminated.

Stairs: On either side of the building a large staircase leads 50 feet up to the roof.

Central Tower: The central tower is 50 feet tall. With all the stonework on it, it can be climbed with a DC 15 Athletics check.

Trap Door: In the center of the roof is the only entrance into the building.

TACTICS

The gargoyles stay close to the trap door to prevent anyone without permission entering the building. If necessary, one *stone form* to heal while the others attack. The soulrider attacks the PCs alternating the use of their area and burst attacks on the PCs as they recharge.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 Gargoyle.

Six PCs: Add 1 Gargoyle.

ENDING THE ENCOUNTER

If the party takes more than 1 short rest after this fight, the creatures in Encounter 6 gain a +10 bonus to Stealth. Make sure the players realize that time is of the essence.

The PCs discover a trap door leading down into the tower. Continue to Encounter 5

EXPERIENCE POINTS

The party gains 320/480 XP each for defeating the defenders

TREASURE

If the party searches the twilight enchanter, they find a *belt of sacrifice* (low tier only), a *whistle of warning*, and a *feystrike weapon* +2.

ENCOUNTER 4: "GETTING CLOSER" STATISTICS (LOW LEVEL)

Gargoyle (level 8)		Level 8 Lurker
Medium elemental humanoid (earth)		XP 350
Initiative +11 Senses Perception +12; darkvision		
HP 71; Bloodied 35		
AC 24; Fortitude 20, Reflex 18, Will 18		
Immune petrification		
Speed 6, fly 8		
m Claw (standard; at-will)		
+13 vs. AC; 2d6 + 5 damage.		
M Flyby Attack (standard; encounter, recharges after using stone form)		
The gargoyle flies up to 8 squares and makes a melee basic attack at any point during the movement without provoking an opportunity attack from the target. If the attack hits, the target is knocked prone.		
Stone Form (standard; at-will)		
The gargoyle becomes a statue and gains resist 25 to all damage, regeneration 3, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).		
Alignment Evil	Languages Primordial	
Skills Stealth +12		
Str 21 (+9)	Dex 17 (+7)	Wis 17 (+7)
Con 17 (+7)	Int 5 (+1)	Cha 17 (+7)

Soulrider Devil Eladrin Arcanist		Level 9 Artillery
Medium immortal humanoid (devil)		XP 400
Initiative +9 Senses Perception +7; darkvision		
HP 72; Bloodied 36		
AC 21; Fortitude 20, Reflex 23, Will 22		
Resist 5 fire; Vulnerable while the soulrider devil would be dazed or stunned, it does not suffer the normal effects of that condition. Instead, on its turn it attacks its nearest ally. While in this state, it cannot use soulrider sacrifice.		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+16 vs. AC; 1d8 + 5 damage.		
C Black Chill Blast (standard; encounter) ♦ Cold, Necrotic		
Close blast 5; +14 vs. Reflex; 1d8 + 5 cold damage plus 1d8 + 5 necrotic damage. Miss: 1d8 + 5 necrotic damage.		
A Acid Flame (standard; encounter) ♦ Acid, Fire		
Area burst 2 within 10; +14 vs. Reflex; 1d10 + 6 fire damage, and ongoing 10 acid damage (save ends). Miss: 1d10 + 6 fire damage.		
Soulrider Sacrifice (minor; at-will)		
The soulrider devil takes 10 damage and recharges black chill blast or acid flame. If the soulrider devil would be killed by this damage, it instead kills its host and becomes unattached, and shifts 3 squares as a free action		
Fey Step (move; encounter) ♦ Teleportation		
The soulrider devil teleports 5 squares.		
Alignment Evil	Languages Supernal	
Str 8 (+3)	Dex 20 (+9)	Wis 16 (+7)
Con 12 (+5)	Int 22 (+10)	Cha 17 (+7)
Equipment robes, longsword.		

Eladrin Twilight Incanter (level 10)		Level 10 Controller
Medium fey humanoid, eladrin		XP 500
Initiative +8 Senses Perception +6; Low Light vision		
HP 99; Bloodied 49		
AC 24; Fortitude 21, Reflex 23, Will 23		
Saving Throws +5 against charm effects		
Speed 6		
m Spear (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8 + 2 damage (crit 10 + 2d6), and the target is slowed until the end of the eladrin twilight enchanter's next turn.		
R Binding Bolt (standard; at will)		
Ranged 10; +14 vs. Reflex; 1d8 + 4 damage, and the target is immobilized until the end of the eladrin twilight enchanter's next turn.		
R Teleporting Bolt (standard; at-will) ♦ Teleportation		
Ranged 10; +14 vs. Reflex; 1d8 + 3 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.		
R Fey Strike (standard; daily) ♦ Weapon		
Ranged 20; +12 vs. AC; 1d8 + 2 damage, and the target is slowed until the end of the eladrin twilight enchanter's next turn. In addition the incanter can choose to teleport the target 10 squares to a square adjacent to it.		
C Dazzling Bolt (standard; recharge 5-6) ♦ Radiant		
Close blast 3; +11 vs. Will; 2d6 + 4 radiant damage, and the target is blinded until the end of the twilight enchanter's next turn.		
Fey Step (move; encounter) ♦ Teleportation		
The eladrin twilight enchanter can teleport 5 squares.		
Whistle of Warning (minor; encounter)		
Each ally within 10 squares of the incanter who can hear the whistle can shift 1 square as a free action.		
Alignment Evil		Languages Common, Elven
Skills Arcana +17, History +17, Nature+11		
Str 12 (+6)	Dex 16 (+8)	Wis 12 (+6)
Con 10 (+5)	Int 20 (+10)	Cha 16 (+8)
Equipment: robes, +2 feystrike spear, whistle of warning.		

Note: The item powers due to the feystrike weapon and the whistle of warning have been added to the incanter's powers.

Unattached Soulrider Devil		Level 10 Minion
Small immortal humanoid (devil)		XP -
Initiative +13 Senses Perception +7; darkvision		
HP 1; a missed attack never damages a minion.		
AC 24; Fortitude 19, Reflex 24, Will 22		
Resist 5 fire		
Speed 8, climb 5		
m Claw (standard; at-will)		
+5 vs. AC; 5 damage.		
Alignment Evil	Languages Supernal	
Str 12 (+6)	Dex 22 (+11)	Wis 14 (+7)
Con 7 (+3)	Int 12 (+6)	Cha 17 (+8)

ENCOUNTER 4: “GETTING CLOSER” STATISTICS (HIGH LEVEL)

Gargoyle (level 10)		Level 10 Lurker	
Medium elemental humanoid (earth)		XP 500	
Initiative +12		Senses Perception +13; darkvision	
HP 83; Bloodied 41			
AC 26; Fortitude 22, Reflex 20, Will 20			
Immune petrification			
Speed 6, fly 8			
m Claw (standard; at-will)			
+15 vs. AC; 2d6 + 6 damage.			
M Flyby Attack (standard; encounter, recharges after using stone form)			
The gargoyle flies up to 8 squares and makes a melee basic attack at any point during the movement without provoking an opportunity attack from the target. If the attack hits, the target is knocked prone.			
Stone Form (standard; at-will)			
The gargoyle becomes a statue and gains resist 25 to all damage, regeneration 3, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).			
Alignment Evil		Languages Primordial	
Skills Stealth +13			
Str 21 (+10)		Wis 17 (+8)	
Con 17 (+8)		Cha 17 (+8)	
Dex 17 (+8)		Int 5 (+2)	

Soulrider Devil Eladrin Arcanist (level 12)		Level 12 Artillery
Medium immortal humanoid (devil)		XP 700
Initiative +11 Senses Perception +9; darkvision		
HP 90; Bloodied 45		
AC 24; Fortitude 23, Reflex 26, Will 25		
Resist 5 fire; Vulnerable while the soulrider devil would be dazed or stunned, it does not suffer the normal effects of that condition. Instead, on its turn it attacks its nearest ally. While in this state, it cannot use soulrider sacrifice.		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+19 vs. AC; 1d8 + 7 damage.		
C Black Chill Blast (standard; encounter) ♦ Cold, Necrotic		
Close blast 5; +17 vs. Reflex; 1d8 + 7 cold damage plus 1d8 + 7 necrotic damage. Miss: 1d8 + 7 necrotic damage.		
A Acid Flame (standard; encounter) ♦ Acid, Fire		
Area burst 2 within 10; +17 vs. Reflex; 1d10 + 8 fire damage, and ongoing 10 acid damage (save ends). Miss: 1d10 + 8 fire damage.		
Soulrider Sacrifice (minor; at-will)		
The soulrider devil takes 10 damage and recharges black chill blast or acid flame. If the soulrider devil would be killed by this damage, it instead kills its host and becomes unattached, and shifts 3 squares as a free action		
Fey Step (move; encounter) ♦ Teleportation		
The soulrider devil teleports 5 squares.		
Alignment Evil		Languages Supernal
Str 8 (+5)	Dex 20 (+11)	Wis 16 (+9)
Con 12 (+7)	Int 22 (+12)	Cha 17 (+9)
Equipment robes, longsword.		

Eladrin Twilight Incanter (level 12)		Level 12 Controller	
Medium fey humanoid		XP 700	
Initiative +9 Senses Perception +7; Low Light vision			
HP 115; Bloodied 57			
AC 26; Fortitude 23, Reflex 25, Will 25			
Saving Throws +5 against charm effects			
Speed 6			
m Spear (standard; at-will) ♦ Weapon			
+14 vs. AC; 1d8 + 3 damage (crit 11 + 2d6), and the target is slowed until the end of the eladrin twilight enchanter's next turn.			
R Binding Bolt (standard; at will)			
Ranged 10; +16 vs. Reflex; 1d8 + 5 damage, and the target is immobilized until the end of the eladrin twilight enchanter's next turn.			
R Teleporting Bolt (standard; at-will) ♦ Teleportation			
Ranged 10; +16 vs. Reflex; 1d8 + 4 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.			
R Fey Strike (standard; daily) ♦ Weapon			
Ranged 20; +14 vs. AC; 1d8 + 3 damage, and the target is slowed until the end of the eladrin twilight enchanter's next turn. In addition the incanter can choose to teleport the target 10 squares to a square adjacent to it.			
C Dazzling Bolt (standard; recharge 5-6) ♦ Radiant			
Close blast 3; +13 vs. Will; 2d6 + 5 radiant damage, and the target is blinded until the end of the twilight enchanter's next turn.			
Fey Step (move; encounter) ♦ Teleportation			
The eladrin twilight enchanter can teleport 5 squares.			
Whistle of Warning (minor; encounter)			
Each ally within 10 squares of the incanter who can hear the whistle can shift 1 square as a free action.			
Alignment Evil		Languages Common, Elven	
Skills Arcana +18, History +18, Nature+12			
Str 12 (+7)	Dex 16 (+9)	Wis 12 (+7)	
Con 10 (+6)	Int 20 (+11)	Cha 16 (+9)	
Equipment: robes, +2 feystrike spear, whistle of warning.			

Note: The item powers due to the *feystrike* weapon and the *whistle of warning* have been added to the incanter's powers.

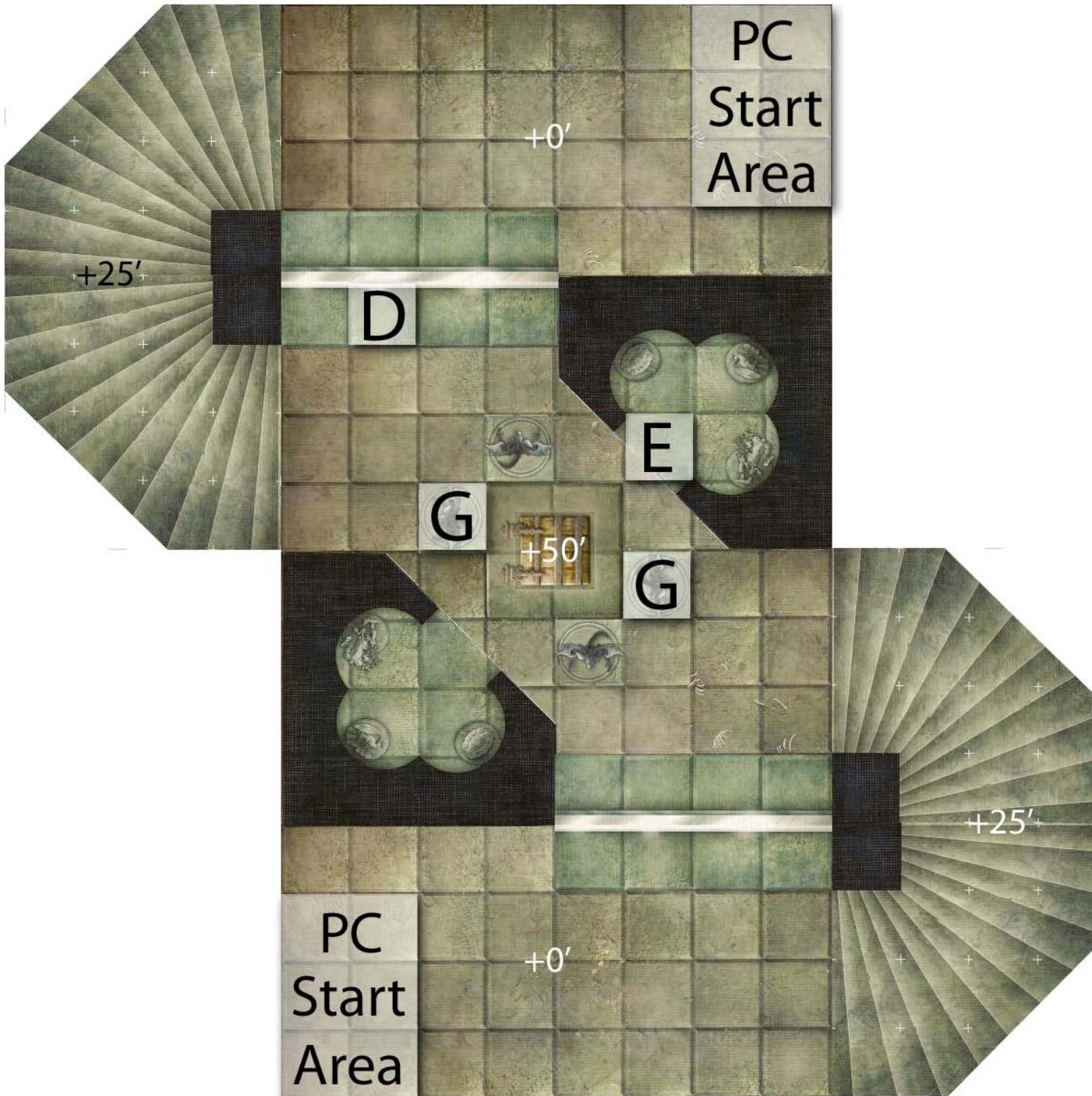
Unattached Soulrider Devil		Level 10 Minion
Small immortal humanoid (devil)		XP -
Initiative +13 Senses Perception +7; darkvision		
HP 1; a missed attack never damages a minion.		
AC 24; Fortitude 19, Reflex 24, Will 22		
Resist 5 fire		
Speed 8, climb 5		
m Claw (standard; at-will)		
+5 vs. AC; 5 damage.		
Alignment Evil		Languages Supernal
Str 12 (+6)	Dex 22 (+11)	Wis 14 (+7)
Con 7 (+3)	Int 12 (+6)	Cha 17 (+8)

ENCOUNTER 4: “GETTING CLOSER” MAP

TILE SETS NEEDED

Fane of the Forgotten Gods x2

Halls of the Giant Kings x2



ENCOUNTER 5: GOING DOWN

SETUP

A trapdoor in the roof reveals a staircase leading down into the tower. There is a trap (an alarm) on the landing halfway down the stairs, so the purpose of this “encounter” is primarily to determine whether or not the PCs set that alarm off. If the PCs trigger the alarm, the NPCs will be ready for them, and will have an advantage in the final battle. If they do not trigger the alarm, the PCs might be able to gain surprise on the cultists, depending on how quickly they move through the tower.

Take note of the following environmental conditions as the PCs descend. Simply describe the staircase, ask them how they want to proceed, and adjudicate accordingly.

- The door is neither trapped nor locked.
- 5 feet down the ladder from the trapdoor is a landing large enough for the entire party.
- Bright light extends down to that landing.
- Stairs can be seen going down from the first landing, but are quickly lost in the dark.
- A set of stairs continues down from that landing.
- The light on this set of stairs is dim (requiring low light vision, darkvision, or a light source).
- The stairs here are wide enough for 2 Medium size creatures to stand abreast. The stairs continue down 40 feet to another landing that is large enough for 8 Medium creatures.
- The platform is trapped with an alarm. A DC 25 Perception check allows a PC to detect the trap while standing on the last stair above the landing (i.e. before triggering the alarm). This can be either an active or a passive Perception check, but remember that characters who cannot see clearly in the dim light suffer a penalty to their Perception checks.
- From the trapped landing another set of stairs doubles back under the original set continuing down another 40 feet.
- The stairs are angled enough that the PCs cannot jump from one set to the other without stepping on the landing.
- A DC 25/30 Thievery check can disable the alarm.
- If triggered, the alarm closes the door above (if it's open) and alerts the NPCs below giving them a surprise round in the next encounter. If the PCs trigger the alarm they hear a loud click.

- To unlock the trapdoor leading back to the roof once the alarm has been triggered requires a DC 20/25 Thievery check.

ENDING THE ENCOUNTER

If the PCs do not trigger the alarm but decide to rest on the staircase or the landing, they lose any surprise they might otherwise have had.

Go on to Encounter 6.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: IT ALL COMES TOGETHER

ENCOUNTER LEVEL 9/11 (2200/3200 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 bone mongrel dracoliches (level 6) (D)

1 Voldini, baelnorn lich (level 11) (V)

This encounter includes the following creatures at the high tier:

2 bone mongrel dracoliches (level 9) (D)

1 Voldini, baelnorn lich (level 13) (V)

If at any point prior to this encounter the party took an extended rest this encounter does not occur. Voldini has finished what she came to do and fled. The PCs do not receive any experience or treasure for this encounter.

If the party disabled the trap and didn't take a short rest after Encounter 4 or 5 then the party gets a surprise round. If the party set off the alarm or took more than one short rest after Encounter 4 or 5, the NPCs are prepared and get +10 (plus any other bonuses) to Stealth.

The room is full of several dozen cultists arranged on the catwalk to hear Voldini. When the PCs confront Voldini, she shows her "true self" which causes the cultists to panic and escape through secret passages on the catwalk.

The door leads to a huge room the edges of which are surrounded by a raised platform. The floor is decorated with glowing circles and littered with scattered bones. At the end of the hall is an altar.

Dozens of robed fey cultists stand atop the platform. At the foot of the altar stands a green robed eladrin female with fierce piercing eyes. She seems to be conducting some kind of ceremony.

When the cultists get a chance to react, read the following:

The woman at the altar cackles and turns to you.

"Your interference has wearied me of this masquerade and my primary purpose here is done. It is time to show you and these fools what power they are truly dealing with. Now see the true face of Voldini and cower."

With her last words, Voldini's body shimmers and seems to age right before your eyes. What's left is something out of a nightmare. Her features become more human, but now she looks like a human who has been in the grave for many years. Gone are her verdant green robes, replaced by blood red ones.

With the change in Voldini's appearance, the cultists react with horror and move towards exits on the upper platform. At the same time, bones scattered about the floor begin to rise into the air. Swiftly, the bones form into a whirling mass that then coalesces into the forms of two great skeletal dragons. These beasts let loose a chilling roar that drowns out the screams of the fleeing cultists.

Any PCs from Thay or succeeding on a DC 15 History check detects a Thayan accent in Voldini's voice.

FEATURES OF THE AREA

Illumination: The room is brightly lit by the glowing altar.

Altar: On the raised ledge there is an altar glowing with power (no effect other than illumination). A DC 15 Religion check identifies this as an altar to the ancient Yuir gods.

Circles of Power: The 3 circles of power on the floor are considered difficult terrain for any living creature. A DC 15 Arcana check made as a minor action (trained only) deactivates a circle for the remainder of the encounter.

Furniture: The furniture is difficult terrain. Close and area effects that would burn, smash, or push the furniture can clear these squares, at your discretion.

Small Statues: The small statues on the landing are medium size with hard corners.

Landing: The landing at the end of the room (where Voldini is standing) is 10 feet above the floor and is accessible by the ladders. (The ladders do not require a Climb check but characters do move at half speed and grant combat advantage while climbing up or down a ladder.)

Catwalk The wooden catwalk is 20 feet above the landing (30 feet above the main floor). Poles spaced every 20 feet on the floor hold it up. At your discretion, characters can target the poles with attacks, causing a section of the catwalk to collapse.

TACTICS

The bone dragons' main priority is to protect Voldini and do so to the best of their ability. The dragons use their *breath weapon* at every opportunity. They wait using their action point until the first time they recharge their

breath weapon, and then use *horrid presence* to push their opponents into an area they can then breathe on using their action point.

Voldini uses *ethereal shift* and *projection* to avoid melee. She uses *fey ire* on groupings of PCs whenever possible, and *voice of solemnity* on the toughest looking meleers every round, using *domination* to turn them against their allies. During the battle she both taunts the PCs that Aglarond is no match for the rising power of Thay and insults the foolish cultists she has been using as pawns all this time. Voldini saves her action point to use with *second wind*.

The cultists flee from the battle and do not attempt to fight. Neither the dragon nor Voldini care if they catch any cultists in their area attacks. Since Voldini's phylactery is back in Thay, she has no fear of dying and fights to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 bone mongrel dracolich and increase the remaining one's level by 1 (increasing its attack rolls and defenses by 1, its hit points by 20 and its damage, skills and initiative by 1 on low and 2 on high).

Six PCs: Increase both bone mongrel dracoliches' level by 2 (increasing their attack rolls and defenses by 2, its hit points by 40 and its damage, skills and initiative by 1).

ENDING THE ENCOUNTER

As she crumbles into dust, a disembodied voice cackles, "Oh dear. It looks like you've killed me. Don't worry. I am sure we will meet again."

The encounter ends when either Voldini or the PCs are defeated. If Voldini wins, she escapes back to Thay. Voldini crumbles to dust upon reaching 0 hit points. Her phylactery is not in the tower so the PCs cannot permanently kill her. The magical tower she created vanishes several hours after Voldini is slain.

If the PCs search the room, they discover a small hidden compartment that contains a book. The book contains Voldini's notes. The PCs can learn the following by studying the notes:

- Voldini is a Thayan agent whose purpose in Aglarond is to research rituals to contain, control or at least temporarily nullify the plaguelands around the many ruins in Aglarond. The exact reason for this is not clear.

- Voldini started the cult to find willing subjects for her dangerous experiments. Sowing strife in Aglarond was a side benefit.
- The *Tome of Twilight Boughs* is nothing but a clever forgery designed as a tool to manipulate the cult.
- Voldini's notes indicate she may have been getting close to her goal.

EXPERIENCE POINTS

The party gains 440/640 XP each for defeating Voldini.

TREASURE

The party finds 50/50 gold per PC in Voldini's secret chamber as well as a *symbol of the holy nimbus*, *feytouched armor* +3 (high tier only) and a ritual scroll of Magic Map.

CONCLUDING THE ADVENTURE

After defeating Voldini the party returns to Aldaron and Dezar in Veltalar to report their findings. Dezar thanks the party for their assistance and pays them an additional 50/75 gold per PC for their efforts.

If the party gives Voldini's notes to either Aldaron or Dezar, they get the story reward **AGLA13 Gratitude of the Simbarchs**. If they defeated Voldini, but do not turn over the notes, they instead get the story reward **AGLA14 A Job Well Done**.

MAJOR QUEST AWARD

Any PC who received both **AGLA02 Tome of Twilight Boughs** from **AGLA1-1 Lost Temple of the Fey Gods**, and **AGLA07 Through Twilight Boughs** from **AGLA1-4 Through Twilight Boughs** has completed the *Tome of Twilight Boughs* major quest. For completing the quest and disrupting Voldini's plans, each PC that completed the quest receives an additional 350/500 XP. In addition to the bonus XP, Aldaron offers PCs that completed the major quest access to his supply of *Keoghtom's ointment*.

A character that doesn't have both of these story objects does not earn the bonus quest XP or magic items, but still gets all the other rewards listed in the adventure.

Major quests must be completed in order, so a 7th-level character that plays this adventure and then goes back and plays **AGLA1-4** before reaching 8th level does not qualify for the award.

This concludes the major quest, so the story objects **AGLA02 Tome of Twilight Boughs** and **AGLA07 Through Twilight Boughs** may now be voided.

ENCOUNTER 6: "IT ALL COMES TOGETHER" STATISTICS (LOW LEVEL)

Voldini, Baelnorn Lich (level 11)	Level 11 Elite Controller
Medium fey humanoid (undead)	XP 1200
Initiative +8 Senses Perception +9; darkvision	
Baelnorn's Will (Fear) aura 5; any enemy within the aura takes a -2 penalty to Will and to saving throws against psychic effects.	
HP 228; Bloodied 114	
Regeneration 5	
AC 27; Fortitude 23, Reflex 26, Will 25	
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2	
Speed 6	
Action Point 1	
m Grasp of Enfeeblement (standard; at-will) ♦ Necrotic	
+15 vs. Fortitude; 1d10 + 5 necrotic damage, and the target is weakened until the end of the baelnorn's next turn.	
r Dream Haunting (standard; at-will) ♦ Psychic	
Ranged 20; +15 vs. Reflex; 2d8 + 4 psychic damage.	
R Voice of Solemnity (minor, 1/round; recharges when no target is affected by this power) ♦ Charm	
+15 vs. Will; the target falls into a sleepy trance. While in this trance state, the target is immobilized and dominated (save ends both). In addition, the target truthfully answers any question the baelnorn asks.	
A Fey Ire (standard; recharge 4-6) ♦ Psychic, Radiant	
Area burst 2 within 10; +13 vs. Will; 2d8 + 7 radiant damage, and the target takes ongoing 5 psychic damage and is dazed (save ends both). <i>Miss</i> : Half damage, and the target is instead slowed (save ends).	
Ethereal Shift (immediate reaction, when an enemy's melee attack misses the baelnorn; at-will)	
The baelnorn shifts up to 3 squares.	
Fey Step (move; encounter)	
The baelnorn teleports up to 5 squares.	
Projection (standard; recharges when first bloodied) ♦ Conjuration, Teleportation	
Ranged 10; the baelnorn creates a conjuration of itself, turns invisible, and teleports up to 5 squares. The conjuration can be attacked and damaged, though it is unaffected by conditions and effects. The conjuration occupies one square and has 1 hit point (a missed attack never damages the conjuration). The baelnorn becomes visible if it attacks or when the conjuration is reduced to 0 hit points. As a move action, the baelnorn can move the conjured illusion up to 6 squares.	
Shapeshift (minor; at-will) ♦ Illusion	
Voldini can change her shape into that of either a female eladrin or Human.	
Second Wind (standard; encounter) ♦ Healing	
The baelnorn spends a healing surge and regains 57 hit points. It gains a +2 bonus to all defenses until the start of its next turn.	
Indestructable	
When a baelnorn is reduced to 0 hit points, its body and possessions crumble into dust, but it is not truly destroyed. It reappears in 1d10 days within 1 square of its phylactery (if it has one), unless the phylactery is also found and destroyed.	
Alignment Evil Languages Common, Elven	
Skills Arcana +18, History +18, Insight +14	
Str 14 (+7)	Dex 16 (+8) Wis 19 (+9)
Con 18 (+9)	Int 23 (+11) Cha 21 (+10)

Bone Mongrel Dracolich (level 6)	Level 6 Elite Brute
Large natural magical beast (dragon, undead)	XP 500
Initiative +6 Senses Perception +8; darkvision	
HP 178; Bloodied 89	
AC 20; Fortitude 19, Reflex 17, Will 16	
Immune disease, fear, poison; Resist 15 necrotic; Vulnerable 10 radiant	
Saving Throws +2	
Speed 6, fly 8 (clumsy)	
Action Point 1	
m Bite (standard; at-will) ♦ Necrotic	
Reach 2; +9 vs. AC; 2d8 + 5 necrotic damage, and the target takes ongoing 5 damage.	
M Flensing Teeth (standard; at-will)	
The dracolich makes a bite attack against each of two different targets.	
C Breath Weapon (standard; recharge 5-6) ♦ Necrotic	
The dracolich unleashes a blast of bone shards: close blast 5; +7 vs. Reflex; 2d10 + 9 necrotic damage, and the target takes ongoing 5 damage (save ends). <i>First Failed Saving Throw</i> : The ongoing damage increases to 10.	
C Horrid Pressence (standard; encounter) ♦ Fear	
Close burst 5; targets enemies; +7 vs. Will; the target is pushed 3 squares and dazed (save ends).	
Alignment Evil Languages Draconic	
Str 22 (+9)	Dex 17 (+6) Wis 11 (+3)
Con 19 (+7)	Int 7 (+1) Cha 12 (+4)

ENCOUNTER 6: "IT ALL COMES TOGETHER" STATISTICS (HIGH LEVEL)

Voldini, Baelnorn Lich (level 13)	Level 13 Elite Controller
Medium fey humanoid (undead)	XP 1600
Initiative +9 Senses Perception +10; darkvision	
Baelnorn's Will (Fear) aura 5; any enemy within the aura takes a -2 penalty to Will and to saving throws against psychic effects.	
HP 260; Bloodied 130	
Regeneration 5	
AC 29; Fortitude 25, Reflex 28, Will 27	
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2	
Speed 6	
Action Point 1	
m Grasp of Enfeeblement (standard; at-will) ♦ Necrotic	
+17 vs. Fortitude; 1d10 + 6 necrotic damage, and the target is weakened until the end of the baelnorn's next turn.	
r Dream Haunting (standard; at-will) ♦ Psychic	
Ranged 20; +17 vs. Reflex; 2d8 + 5 psychic damage.	
R Voice of Solemnity (minor, 1/round; recharges when no target is affected by this power) ♦ Charm	
+17 vs. Will; the target falls into a sleepy trance. While in this trance state, the target is immobilized and dominated (save ends both). In addition, the target truthfully answers any question the baelnorn asks.	
A Fey Ire (standard; recharge 4-6) ♦ Psychic, Radiant	
Area burst 2 within 10; +15 vs. Will; 2d8 + 8 radiant damage, and the target takes ongoing 5 psychic damage and is dazed (save ends both). <i>Miss</i> : Half damage, and the target is instead slowed (save ends).	
Ethereal Shift (immediate reaction, when an enemy's melee attack misses the baelnorn; at-will)	
The baelnorn shifts up to 3 squares.	
Fey Step (move; encounter)	
The baelnorn teleports up to 5 squares.	
Projection (standard; recharges when first bloodied) ♦ Conjuration, Teleportation	
Ranged 10; the baelnorn creates a conjuration of itself, turns invisible, and teleports up to 5 squares. The conjuration can be attacked and damaged, though it is unaffected by conditions and effects. The conjuration occupies one square and has 1 hit point (a missed attack never damages the conjuration). The baelnorn becomes visible if it attacks or when the conjuration is reduced to 0 hit points. As a move action, the baelnorn can move the conjured illusion up to 6 squares.	
Shapeshift (minor; at-will) ♦ Illusion	
Voldini can change her shape into that of either a female eladrin or Human.	
Second Wind (standard; encounter) ♦ Healing	
The baelnorn spends a healing surge and regains 65 hit points. It gains a +2 bonus to all defenses until the start of its next turn.	
Indestructable	
When a baelnorn is reduced to 0 hit points, its body and possessions crumble into dust, but it is not truly destroyed. It reappears in 1d10 days within 1 square of its phylactery (if it has one), unless the phylactery is also found and destroyed.	
Alignment Evil Languages Common, Elven	
Skills Arcana +19, History +19, Insight +15	
Str 14 (+8)	Dex 16 (+9) Wis 19 (+10)
Con 18 (+10)	Int 23 (+12) Cha 21 (+11)

Bone Mongrel Dracolich (level 9)	Level 9 Elite Brute
Large natural magical beast (dragon, undead)	XP 800
Initiative +7 Senses Perception +9; darkvision	
HP 238; Bloodied 119	
AC 23; Fortitude 22, Reflex 20, Will 19	
Immune disease, fear, poison; Resist 15 necrotic; Vulnerable 10 radiant	
Saving Throws +2	
Speed 6, fly 8 (clumsy)	
Action Point 1	
m Bite (standard; at-will) ♦ Necrotic	
Reach 2; +12 vs. AC; 2d8 + 6 necrotic damage, and the target takes ongoing 5 damage.	
M Flensing Teeth (standard; at-will)	
The dracolich makes a bite attack against each of two different targets.	
C Breath Weapon (standard; recharge 5-6) ♦ Necrotic	
The dracolich unleashes a blast of bone shards: close blast 5; +10 vs. Reflex; 2d10 + 10 necrotic damage, and the target takes ongoing 5 damage (save ends). <i>First Failed Saving Throw</i> : The ongoing damage increases to 10.	
C Horrid Pressence (standard; encounter) ♦ Fear	
Close burst 5; targets enemies; +10 vs. Will; the target is pushed 3 squares and dazed (save ends).	
Alignment Evil Languages Draconic	
Str 22 (+10)	Dex 17 (+7) Wis 11 (+4)
Con 19 (+8)	Int 7 (+2) Cha 12 (+5)

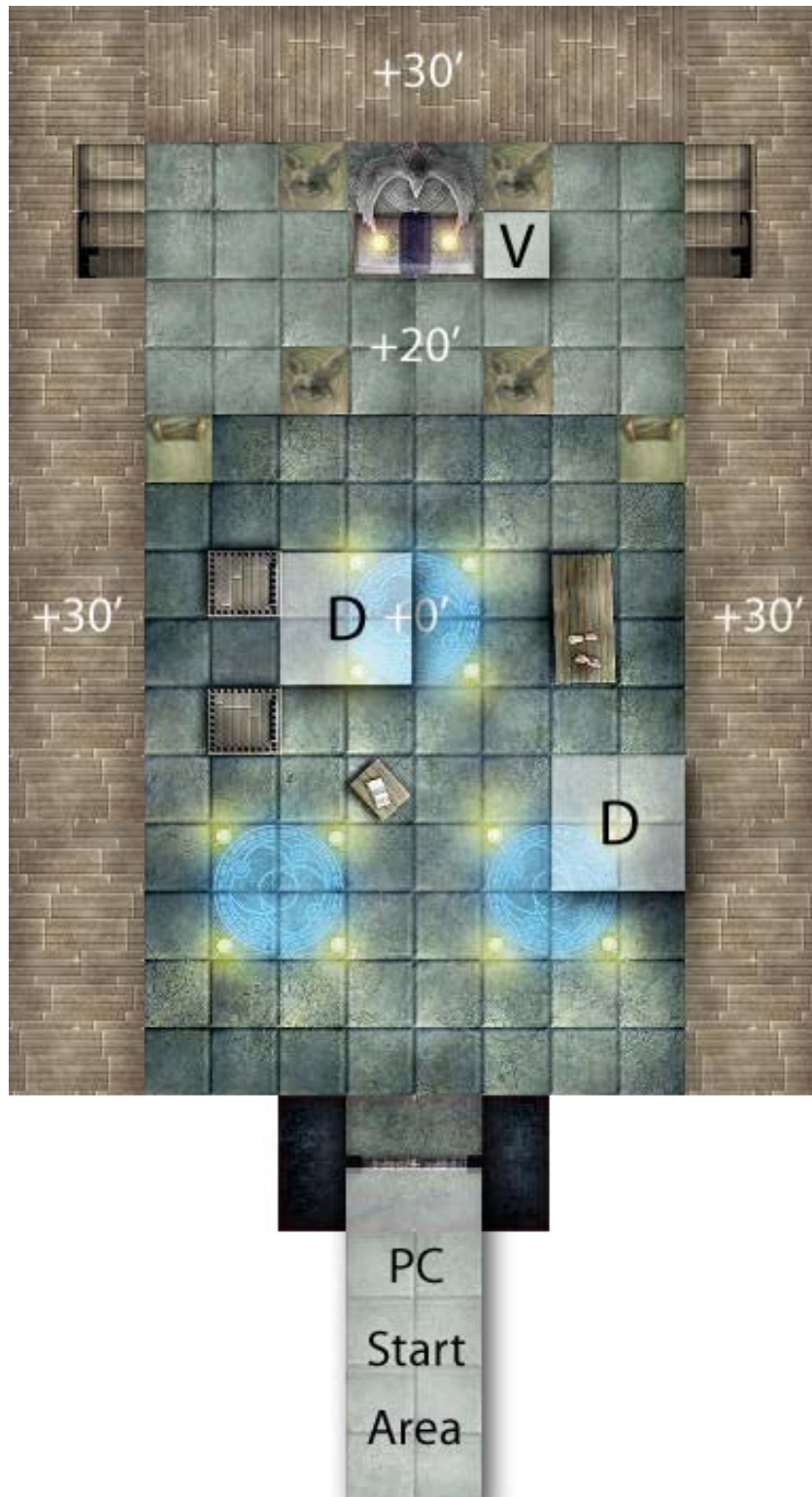
ENCOUNTER 6: “IT ALL COMES TOGETHER” MAP

TILE SETS NEEDED

Arcane Corridors

Hidden Crypts x2

Fane of the Forgotten Gods x2



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 2a/2b: Surprise at Sea / Along the Forest trail

300 / 400 XP

Encounter 3: The Hunt

60 / 80 XP

Encounter 4: Getting Closer

320 / 480 XP

Encounter 6: It comes all Together

440 / 640 XP

Total Possible Experience

1,120 / 1,600 XP

Major Quest: Tome of Twilight Boughs

350 / 500 XP

Total Possible Experience including Major Quest

1,470 / 2,100 XP

Gold per PC

150 / 200 gp

(Encounter 1: 25/25 gp, Encounter 2a or 2b: 25/50 gp; Encounter 6: 50/50 gp; Conclusion: 50/75 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 that 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: *belt of sacrifice* (low-level version only) (level 7; *Player's Handbook*)

Found in Encounter 4

Bundle B: *whistle of warning** (level 8; *Adventurer's Vault* 2)

Found in Encounter 4

Bundle C: *feystrike weapon +2** (level 10; *Dragon Magazine* 381)

Found in Encounter 4

Bundle D: *symbol of the holy nimbus +2** (level 9; *Adventurer's Vault* 2)

Found in Encounter 6

Bundle E: *feytouched armor +3** (high-level version only) (level 12; *Manual of the Planes*)

Found in Encounter 6

Bundle F: *Keoghtom's ointment* (low-level version only) (level 12; *Player's Handbook*)

Major Quest item

Bundle H: *Ritual scroll of Magic Map**

Found in Encounter 6

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 regeneration** (level 9)

plus 190 / 240 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 350 / 500 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. Note that in this adventure, each PC can earn either AGLA13 or AGLA14, but not both. (If they do not defeat Voldini, they receive neither of the two story awards.)

AGLA13 *Gratitude of the Simbarchs*

For your heroic deeds and for delivering valuable information to the leaders of Aglarond, you have earned Aldaron the Loremaster's gratitude. Even the Simbarchs acknowledge what you have done to benefit the region. This concludes the Tome of Twilight Boughs Major Quest.

Word of your actions quickly spreads far and wide among the citizens of Aglarond. Residents of Veltalar and the Yuirwood may recognize you during future Aglarond regional adventures and give you special treatment, and certainly Aldaron will do everything in his power to aid you. What level of recognition you may receive in Aglarond, and the exact benefits, are up to the DM, depending on the circumstances of the particular adventure.

While you prevented Voldini's plan from succeeding, without knowing where her phylactery is, you haven't destroyed the Thayan lich completely. It's certain that if you ever encounter Voldini or her agents again, they won't look favorably on you.

AGLA14 *A Job Well Done*

You have put a stop, at least temporarily, to the machinations of the Thayan lich Voldini in the Yuirwood. All of Aglarond is grateful to you for this heroic deed. This concludes the Tome of Twilight Boughs Major Quest.

Unfortunately, you did not have the opportunity to discover Voldini's phylactery, so you were unable to destroy her permanently. It's certain that if you ever encounter Voldini or her agents again, they won't look favorably upon you.

ADVENTURE QUESTIONS

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

1. **What did the PCs do with Voldini's Notes?**
 - a. They gave her notes to Aldaron.
 - b. They gave the notes to some other authority.
 - c. They kept the notes for themselves.
 - d. They never found them.
2. **Which route did the party take?**
 - a. Sea route.
 - b. Forest route.
3. **Did the party defeat Voldini?**
 - a. Yes.
 - b. No.
 - c. Never made it this far.
4. **How do the players rate this adventure?**
 - a. One star (worst possible rating)
 - b. Two stars (below average)
 - c. Three stars (average)
 - d. Four stars (above average)
 - e. Five stars (best possible rating)
5. **How do you, the DM, rate this adventure?**
 - a. One star (worst possible rating)
 - b. Two stars (below average)
 - c. Three stars (average)
 - d. Four stars (above average)
 - e. Five stars (best possible rating)

NEW RULES

Fey Strike Weapon

Level: 10

Price: 5,000 gp

Weapon: Any melee

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Power (Encounter): Standard Action. Effect: The weapon discharges a shimmering mirror of itself that flies toward your enemy. You make a melee basic attack as a ranged 20 attack with this weapon.

Power (Daily * Teleportation): Free Action. Trigger: You hit an enemy with an attack using this weapon. Effect: Teleport the target 10 squares to a space adjacent to you.

Reference: *Dragon Magazine* 381.

Feytouched Armor

Level: 12

Price: 13,000 gp

Armor: Leather, Hide

Enhancement: +3 AC

Property: Gain an item bonus to initiative checks equal to the armor's enhancement bonus.

Power (Encounter • Illusion): Standard Action. You become invisible until the end of your next turn.

Reference: *Manual of the Planes*, page 152.

Potion of Regeneration

Lvl 9 160 gp

Potion:

Power (Consumable * Healing): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.

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

Symbol of the Holy Nimbus

Level: 9

Price: 4,200 gp

Implement (Holy Symbol)

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, and you or an ally within 5 squares of you can spend a healing surge.

Property: When you use the healing word power during a combat encounter, you and each ally within 5 squares of you also gain temporary hit points equal to your Charisma modifier + the symbol's enhancement bonus.

Reference: *Adventurer's Vault* 2.

Whistle of Warning

Level: 8

Price: 3,400 gp

Wondrous Item

Power (Encounter): Minor. Each ally within 10 squares of you who can hear the whistle can shift 1 square and draw a weapon or retrieve an implement as a free action.

Reference: *Adventurer's Vault* 2.

Magic Map

Level: 5

Category: Divination

Time: 10 Minutes

Duration: special

Component Cost: 325 gp

plus a focus worth 100 gp

Market Price: 800 gp

Key Skill: Arcana

When you perform this ritual, choose a specific creature. You must have an object that is tied to the creature, such as a bit of hair, a favorite scarf, or a personal weapon. You hold the object in one hand and suspend the focus from the other hand, holding it above a map representing a region no larger than 50 by 50 miles. If the creature is in the area, the focus is drawn to the creature's exact location as depicted on the map. As you watch, the focus follows the creature's movement during which you can pinpoint the creature's location. This ritual is only as accurate as the map that is used.

Arcana Check Result

19 or lower

20-29

30-39

40 or higher

Duration

1 round

10 rounds

10 minutes

1 hour

Reference: *Arcane Power*, page 157.

APPENDIX I – RELKATH’S FOOT (SMALL CITY)

Relkath’s Foot is the largest permanent settlement of half-elves in the Yuirwood. To many of the locals – those who believe in such “civilized” things as cities – this is the capital of the Yuirwood, much as Veltalar is the capital of the encompassing nation of Aglarond. The city’s government is simple: ruled over by a prince or princess of fey descent, who is also one of the Simbarchs sitting on the Simbarch Council of Aglarond.

Relkath’s Foot is built around four tall, majestic trees that rise more than 100 feet out of the forest’s thick canopy into the open light. These are said to have sprung from the buried foot of an ancient god, Relkath of the Infinite Branches. Relkath, along with other mysterious powers who predate the elves, is said to be sleeping beneath the forest’s soil, someday to awaken when the people of the Yuirwood need their ancient gods again.

Many inhabitants of Relkath’s Foot live on the ground, constantly on the lookout for invaders or strangers of any kind. The rest make their homes on wooden platforms in the massive trees and the surrounding forest, all strung together by a complex network of ropes and suspension bridges. Outsiders are rarely permitted in the boughs of the trees. A merchant’s square is set up on the ground near the four trees, and a pair of inns flanks the town to the north and south. Travelers are welcome as long as they respect the natives and their way of life.

Relkath’s Foot is more a center of barter, celebrations, and lorekeeping than of commerce and industry. The local hunters bring their game and furs here to sell, usually bartering for needed goods rather than hoarding the realm’s gold. Many skilled woodworkers, including some of the kingdom’s finest bowyers, keep workshops in and around the town. The Masters of the Yuirwood have their headquarters here. Just outside the city stands the ruins of a menhir circle that once lead to the Sunblade before the Spellplague destroyed it. Now few venture near it.

The rangers of Relkath’s Foot – many of whom are Masters of the Yuirwood – are legendary. Human rangers from all over Faerun journey here to learn from these seasoned foresters.

Regular competitions are held between the two main Inns in town, the Green Man and the Taproot. These competitions consist mostly of tests of forester skills such as climbing greased poles and shooting arrows at moving targets through a stand of trees. Of the two Inns, outsiders are more common at the Taproot, which has a first class alehouse and private rooms. The Green Man on the other hand, only has a large common room.

In addition to destroying the local menhir circle portal, the Spellplague brought the Sea of Fallen Stars to Relkath’s Foot. The same waters that drowned the city of Laothkund lap along the shore near the once landlocked city. Despite its new coastal geography, the waters are too shallow and treacherous in the area to support a true port. But some sea travel and trade is occasionally done by use of away boats transporting goods and people back and forth from ships anchored off the coast.