

AKAN1-7

FAINT HOPE

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

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When antipathy prevents an old man from getting an escort southward, you are his last resort. Can you help him reach the jungles and a possible cure for his adopted daughter? A Living Forgotten Realms adventure set in Akanûl for characters levels 1-4.

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

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

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

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. 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

Garacx, an elderly dragonborn from Tymanther, has an adopted elven daughter Varithia who is critically ill. He believes the only ones who can help her are the elves of Wildhome in southern Akanûl. If being a dragonborn from Tymanther in Akanûl wasn't enough of an obstacle to getting her the help she needs, then her own elven

blood might seal her fate. Someone needs to escort them to her people in the jungles near Wildhome, and that kind of help isn't easy to find in Akanûl.

This is why Garacx and Varithia have gone to the docks in search of outlanders and newcomers who might be willing to help. The first obstacle is to get out of a city unfriendly toward both of them without much delay, as Varithia's condition is deteriorating quickly.

Once free of the city, their journey is uneventful, though they find upon their arrival at the jungles that the help may not be forthcoming. The elves have demands of their own, the cure needs to be obtained, and the source of that cure is also a threat to their people.

DM'S INTRODUCTION

The characters, upon their quick introduction to Lower Breen, are pressed into action as they must deal with some unruly citizens being goaded into harassing Garacx and Varithia by an unsavory water genasi and his cohorts.

Once the PCs get out of Lower Breen and escort the pair to the edges of Wildhome in the Chondalwood, their next obstacle is the xenophobic elves of southern Akanûl. The elves can help, but they want something from these outsiders first. The task for the characters shifts to helping to obtain an ingredient for the remedy.

As the PCs head in the direction they were pointed by the elves of Wildhome, they must contend with a strange purple mist, as well as some of the native creatures of the Chondalwood, some of which have been altered by the magic of the mist.

The characters, if they are successful, obtain the ingredient they need. Upon their return to the elven forces that sent them, the leader of the force prepares a treatment for Varithia. Provided the characters have done this in time, she is saved.

PLAYER'S INTRODUCTION

Read or paraphrase the following:

After a relatively uneventful few days aboard a ship, you arrive at your destination: the soaring and dramatic city of Lower Breen. The dockyard where you are to disembark is decorated by a light fog drifting down from the motes above. A city this big and energetic must surely be a good place to find opportunities; hopefully the trip will be both profitable and fulfilling.

A small crowd has gathered to welcome the ship as it docks. Most in the crowd are genasi welcoming home

family members from a voyage, while the rest are dockworkers waiting to unload cargo. However, a Perception DC 15 notices an elderly dragonborn among the crowd, with a slight and hooded figure standing at his side. A Perception DC 20 reveals that it is a young elven female (having not yet reached maturity) who appears to be quite weak or ill. Further, any PC who noticed the dragonborn and makes an Insight check DC 15 is aware that he is specifically watching the PCs as they disembark.

The following text is appropriate whether or not the characters have noted the dragonborn's presence:

An elderly dragonborn moves in your direction and raises a wizened hand by way of greeting you.

"Greetings, strangers. I could not help but note you seem to be cut from adventuring cloth. If you would be willing to help us," the dragonborn begins, "I have a noble task that requires your help. It is urgent, and I can also offer you payment."

Garacx is guardian to Varithia, a young elven girl who was entrusted to him by her mother (and his adventuring companion) upon her death. The two have grown close over the years. Although Garacx realizes he can't provide her everything she needs, and his rapid (to her) aging has confused her, he has raised her well.

Not long ago, she developed a rare disease that affects only elves. He has done everything he could to find a cure, but no magic or alchemy has yet been able to remove or slow the affliction.

In his attempts, he learned that the elves of an area of southern Akanûl called Wildhome possess the knowledge and skill necessary to cure his charge. Unfortunately, when he arrived in Akanûl, he found that the prejudices against dragonborn in this land have meant help is not forthcoming. He has been rebuffed in all his attempts to find transport or escort to Wildhome in the south. The locals are either afraid of the elves or simply unwilling to help a dragonborn from Tymanther and his elven orphan.

Without further recourse, they have sought outland adventurers who might be willing to help (and haven't already been convinced by the locals that this isn't a job they should be taking). Though Garacx admits to the obstacles, he tries to appeal to the PCs about the noble duty to which they have been called. He also is willing to offer them 25/50 gp each upon completion of their journey. If hard-pressed, he provides 5/5 gp up front as part of this arrangement. He also shows the PCs that he has procured water and rations so that they do not have to provide their own on the journey.

The young elf keeps her hood pulled over the head unless Garacx pulls it back for her. She looks gaunt, even for an elf, and her skin shows red and purple splotches. The disease has removed her ability to speak, and she is blind in one eye, which wanders. Although she can walk normally without fatigue, she often falls into a stupor and appears not to understand what is being said to her. When she is not in such a stupor, she is able to smile and nod if PCs are kind to her or ask her questions.

If asked about the disease, the trip to the south, and their destination, Garacx shares the following:

- The disease is a very rare elven disease called "Anivik's Wasting." No magic or alchemy he has tried has worked, and the best healers he has consulted have not even been able to help with the symptoms.
- The disease affects only elves, but it is not contagious.
- It is several days' journey to reach the area called Wildhome, where several clans of elves occupy the northern portion of the jungle called the Chondalwood. Travel by foot is the best alternative due to lack of roads and thick jungle. Varithia should be able to make the trip, even though the disease has come very close to running its course.
- Varithia's mother was a member of Garacx's adventuring company. She died giving birth to the girl, and the father was also a deceased adventurer. Garacx vowed to care for the girl.
- It is rumored that the elves of Wildhome are quite xenophobic, but Garacx does not believe that they would refuse to help one of their own.
- Due to tensions between Akanûl and Tymanther, Garacx has received nothing but spite and threats since arriving in Lower Breen three days ago. At this point, if he does not find others to escort them on the trip, he will be forced to attempt the trip without help.

Proceed to Encounter 1 once the PCs have engaged Garacx in conversation.

ENCOUNTER 1: MOB RULE

SETUP

Important NPCs

Quistrowe (watersoul genasi)

Note: This is a roleplaying encounter. If time is an issue, feel free to skip it. It's only bearing on the adventure occurs if the PCs kill one of the NPCs who confront them. In this case, the PCs are arrested for murder, and by the time the legal issues are concluded, Varithia has succumbed to the disease.

While the PCs and Garacx converse, a watersoul genasi named Quistrowe watches and schemes. Quistrowe, completely lacking morals or scruples, has been watching Garacx and Varithia since their arrival. When he learned their story, he hatched a plan. He began spreading rumors that Garacx was a spy, that the girl's disease was virulent and contagious, and that the pair were really traveling to the xenophobic elves of Wildhome to incite them to attack the genasi of Akanûl.

Quistrowe's motivation is simple: He hopes that the pair is forced to head south on their own, where he and his cohorts can rob and kill them with no witnesses.

At first, two human dockworkers pass the party:

"Aye, you'd do best to avoid these two. Follow them out of town, and you'll either find yourself dead of whatever's ailing her, or their elven friends will run you through."

The two humans do not say much more, although if asked where they heard these things, they claim that everyone knows this.

Moments later, a group of young and rough-looking earthsoul genasi approaches the PCs. The leader growls:

"Unbelievable! Tymanther spies meeting right on our streets. We can't let you just this happen, can we boys?"

The PCs can make a variety of DC 10 skill checks (Intimidate, Diplomacy, Bluff are just a few) to encourage these earthsouls to leave them in peace. If the PCs ask who told them they were spies, they reveal that a local watersoul overheard the dragonborn talking "spy stuff" early today.

At this point, a DC 15 Perception check reveals Quistrowe, the watersoul in question, peering at them from behind some crates on the dock.

If it seems like the PCs are going to accept Garacx's offer, or if the PCs spot him and confront him, Quistrowe speaks directly to the PCs:

"Far be it from me to tell you how to conduct your business. I'm just letting you know now, you'll be very sorry if you trust that one and his little walking deathbringer. As you are suffering your final fate, you just think back and ask yourself if you wouldn't have been better listening to me."

Quistrowe is an accomplished liar, so it takes a DC 20 Insight check to reveal that Quistrowe is just trying to scare the PCs away from the job.

ENDING THE ENCOUNTER

As long as the PCs do not resort to violence, they can leave as soon as they are ready for Wildhome and the jungles of the Chondalwood.

If the PCs attack any citizens, the local constabulary becomes involved. At this stage, the watch immediately intervenes and the characters (along with Garacx and Varithia) are arrested. Be sure to give the PCs every opportunity to talk or bribe their way out of trouble. Let them use story awards that might give them some help or connections.

Only if the PCs handle the situation incredibly poorly and then make no serious attempt to get themselves out of trouble should you automatically have the adventure end in failure when Varithia dies.

ENDING THE ENCOUNTER

Once the PCs are ready, they can proceed to the south. En route, read the following:

Garacx escorts the young elven girl out of a boarding house wearing a long traveling cloak to protect her from the sun. She smiles weakly, but a wracking cough consumes her and she leans on the dragonborn. He grimaces and waves toward to the road south out of Lower Breen.

"We need to start as soon as possible. Varithia has become weaker in the past tenday, and I do not think we can delay any longer." With that, he turns and starts to walk slowly, helping Varithia along.

TREASURE

25/50 gp is offered by Garacx in return for the safe escort of him and his charge to the southern jungles.

ENCOUNTER 2: A LIFE GIVEN

SETUP

Not long after entering the jungles of the Chondalwood and the territory known as Wildhome, the elves make their presence known. Ask for a marching order.

Any PC making a DC 20 Perception check can see and hear movement in the thick jungle canopy but cannot pinpoint or identify anything specific. Finally, if the PCs start to take actions, read:

From seemingly out of nowhere, a form drops from the canopy above you and lands on its feet in front of your group. It is an elf, and although he carries a bow and a longsword, he holds his hands out to show his peaceful intent.

This elf is Santaral, a scout for the elven tribe living in Wildhome. He speaks with intruders into this area, warning them that if they do not turn back they will be forcibly removed, or killed if necessary. He is fluent in Elven, Common, Primordial, Dwarven and Deep Speech and understands a smattering of many other languages. He begins the encounter speaking only Elven, pretending that he cannot understand the PCs, hoping to gain some advantage if they speak to one another while assuming he cannot understand them.

Santaral is medium height for an elf, well-muscled and relatively pale (from extended time under the jungle canopy). Though bound by tribal laws to not allow any intruders past the outer fringes of the Chondalwood jungle, he is polite to the PCs.

When the PCs first see Santaral, he speaks in Elven:

“This area belongs to the elves of Wildhome. The dangers here are many, and you must turn back. We cannot allow you to go any further.”

While Santaral confers with the PCs, they should start to see that at least a dozen elves are visible in the trees and on the ground—and these are just the ones the PCs can see. Another elf in his scouting force approaches cautiously, and she makes denigrating comments every so often, painting the PCs as untrustworthy outsiders (as all outsiders are, by inference) who threaten the peace and safety of Wildhome. This female elf, called Drithquis by the others, goes so far as to suggest the elves kill the PCs right now to avoid trouble later. Santaral occasionally hushes Drithquis.

When communications have been established, Santaral is at first clear that the elves cannot and will not

help the PCs in any way except to help them reverse course and leave the Chondalwood.

After the PCs reveal they are here because an elf they bring is sick and needs healing that only the elves can provide, Santaral seems to hesitate a bit but makes it clear that it is the policy of the elves to avoid outsiders.

At some point Varithia should step forward and pull back her hood to reveal her condition. Seeing this, Santaral pales noticeably and tells the PCs to remain where they are, and to neither move from their current positions nor speak. He retreats several paces and calls for another elf. They have an animated discussion, and with a DC 18 Perception check by an Elven-speaking character, some words can be heard: wasting, outsider, Magedoom, mist, elder, omens.

Santaral seems to win whatever argument the elves have, and he returns to the PCs:

“I am unsure of what to do, so I am having one of my scouts bring an elder to speak with you. Remain here.”

Santaral is willing to make small talk with the PCs, but he does not answer any questions of substance, repeating that it is up to the elder to deal with the PCs.

Finally, after an hour of waiting, an older female elf enters the clearing. Santaral excuses himself and goes to speak to the elder in private. Again, there is an animated discussion, with Drithquis making it clear that she is not happy letting the PCs remain alive after their intrusion into Wildhome.

After the discussion, the elder elf approaches the PCs. Her expression is neither warm nor hostile. She does not provide her name, even if asked. Santaral says the PCs can address her as “Elder.” He gets a disapproving look from the Elder for speaking to the PCs in her presence.

- She can craft a potion to heal Varithia but cannot spare the time to return to the tribe’s main settlement to get the proper ingredients. The PCs must gather the main ingredient for her.
- The main tribal encampment is at least three days travel from here, and the PCs are not permitted to travel any deeper into Wildhome.
- As a substitute for regular ingredients, she needs the fresh blood of an adult oenath. Fresh blood means it can’t be more than 6 hours out of the body. She provides a small container.
- Varithia has very little time left—certainly less than a day.
- If the PCs ask about what an oenath is, the Elder says that Santaral can help them prepare.

The Elder then walks away to let Santaral deal with the outsiders. Santaral provides the following information and supplies:

- The PCs should move directly west to find the oenath. They are a creature that are vaguely insectoid but much larger than normal insects. They have grasping claws and sharp mandibles, and some possess a stinging tail. Larger ones can spit a sticky substance that slows their prey.
- The best way to find the oenath is to find their hunting grounds. Look for a clearing with fallen trees, deep ruts in the ground, and a white substance that marks where the larger ones have spit at prey. Use one creature as bait to draw them out of the jungle while the rest of the party hides in ambush.
- There are other dangerous creatures in the jungle. Many of them have means to grab prey to keep it from escaping into the thick jungle.
- Santaral provides each PC with one vial. He says that it contains a substance that can assist a hunter in extracting itself from the grasp of some of the creatures of the jungle. (As a minor action, a PC can coat herself or an ally with the substance. For the rest of the encounter, the coated creature can roll 2 dice when making an escape attempt and take the higher. This does not work against the abomination in Encounter 5.
- A Wildhome elf hunting party went into that area two days ago, and it has not returned.

If the PCs ask Santaral about any of the words they might have overheard him saying, he says that he cannot elaborate. If the PCs make a DC 15 Diplomacy check, they can convince him to reveal the following:

“The only reason we are assisting the elf girl is because the Elder thinks that her presence here is an omen. We keep strangers away from here because we fear the curse of Magedoom is spreading. The Elder hopes saving the girl will give Corellon reason to bless us.”

If asked for a more detailed explanation, Santaral says that he can reveal no more. He points the PCs in the right direction and wishes them luck.

With a DC 15 History check, the PCs recall that Magedoom is an area deep in the Chondalwood which is supposedly cursed, with particularly deadly consequences to users of arcane magic.

ENDING THE ENCOUNTER

The PCs can move out into the jungle to search for the blood of an oenath.

EXTENDED RESTS

The PCs only have about 7 hours to get the blood and return. At least 2 hours of that time is taken up with traveling to the hunting grounds of the oenath. The PCs may take extended rests, but taking even one means that Varithia perishes before they can return.

EXPERIENCE POINTS

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

TREASURE

The PCs each get one vial of the anti-grab substance. Its effectiveness ends at the end of the adventure.

ENCOUNTER 3: WORM TROUBLE

ENCOUNTER LEVEL 3/5 (800/1000 XP)

SETUP

This encounter includes the following creature at the low tier:

4 ankheg broodlings = 4 kaia broodlings (B)

1 ankheg = 1 kaia anvil (A)

2 hive warriors = 2 kaia warriors (W)

1 hive soldier = 1 kaia soldier (S)

This encounter includes the following creatures at the high tier:

6 ankheg broodlings = 6 kaia broodlings (B)

1 ankheg (level 4) = 1 kaia anvil (level 4) (A)

2 hive warriors (level 3) = 2 kaia warriors (level 3) (W)

1 hive soldier (level 5) = 1 kaia soldier (level 5) (S)

Note: While the stat blocks use creatures as written from other sources, to make them into kaia, they should be modified slightly. The changes for each creature are listed under the Tactics section.

As the PCs trudge through the jungle, they find a small path that leads to a clearing in the thick jungle:

In the clearing ahead, a gristly sight is spread out before you. The ground is covered with dozens of elf corpses. Strange worm-like creatures with sharp mandibles and countless clawed legs feast on the bodies. A barely visible purple mist is rolling in from the southwest.

The only creatures visible when the PCs enter the clearing are the kaia warriors and kaia soldier. The kaia anvil and kaia broodlings start buried beneath the bodies. When it is their turn to act in initiative, they take a move action to burrow up into their starting squares, and then they can act. If those squares are occupied, they burrow up into the nearest adjacent square.

FEATURES OF THE JUNGLE

Illumination: Brightly lit.

Starting Locations: The PCs may start anywhere on the map although they are traveling in from the path on the right.

Path: The path is clear terrain and not subject to any impediments.

Jungle: The entirety of the jungle is very difficult terrain. It costs 3 squares of movement to enter a jungle square, and creatures within the jungle squares both give and receive cover and concealment.

Bodies: Any square on the map containing a letter has a pile of elf corpses. These squares are difficult terrain.

Purple Mist: At this point, the purple mist does not affect combat. A DC 10 Nature check reveals that the mist is not natural. A DC 25 Arcana check reveals that the mist, if present in greater quantities, might have some affect on arcane magic.

TACTICS

The kaia broodlings' *brood swarm* effect creatures grabbed by the kaia anvil or kaia soldier.

The kaia anvil does not burrow with grabbed foes, although it might move away from the rest of combat.

The *frenzy* ability of the kaia soldier and kaia warrior works when any of the kaia drops to 0 hit points.

All of the kaia fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one kaia warrior.

Six PCs: Add one kaia soldier.

ENDING THE ENCOUNTER

The encounter ends with the defeat of the kaia. The PCs can see that these bodies are the remains of the Wildhome elf hunting party that Santaral spoke of.

EXPERIENCE POINTS

Each character gets 160/200 experience point for defeating the kaia.

TREASURE

The PCs can retrieve the following from the bodies of the elven hunting party: *acrobat boots* at both tiers, a +1 *vicious weapon* and an *amulet of protection* +1 at low tier, and an *amulet of protection* +2 and a +2 *vicious weapon* at high tier.

ENCOUNTER 3: WORM TROUBLE (LOW LEVEL)

Ankheg Broodling	Level 1 Minion Brute
Small natural beast	XP 25
Initiative +3 Senses Perception +1; tremorsense	
HP 1; a missed attack never damages a minion	
AC 15; Fortitude 12, Reflex 14, Will 12	
Speed 6, burrow 2 (tunneling)	
m Claw (standard; at-will)	
+5 vs. AC; 4 damage.	
M Mandible Rip (standard; at-will)	
+4 vs. AC; 6 damage. If the ankheg broodling makes a critical hit against a target, each creature adjacent to that target takes 3 acid damage.	
Brood Swarm	
An ankheg broodling gains a +4 bonus to attack rolls against targets that are grabbed by any ankheg.	
Alignment Unaligned Languages --	
Str 10 (+0)	Dex 16 (+3) Wis 12 (+1)
Con 13 (+1)	Int 1 (-5) Cha 2 (-4)

Ankheg	Level 3 Elite Lurker
Large natural beast	XP 300
Initiative +10 Senses Perception +9; tremorsense	
HP 100; Bloodied 50	
AC 17; Fortitude 14, Reflex 16, Will 14	
Resist 5 acid	
Saving Throws +2	
Speed 6, burrow 2 (tunneling)	
Actions Points 1	
m Claw (standard; at-will)	
+8 vs. AC; 1d8 + 5 damage.	
M Mandible Rip (standard; usable only while the ankheg does not have a creature grabbed; at-will)	
+8 vs. AC; 1d8 + 5 damage, and the target is grabbed.	
M Gnaw and Scuttle (minor; at-will) ♦ Acid	
Targets creature grabbed by the ankheg; +8 vs. AC; 1d8 + 2 damage, and ongoing 5 acid damage (save ends). The ankheg then shifts 2 squares and pulls the target to space adjacent to its new location.	
C Acid Spray (standard; recharges when first bloodied) ♦ Acid	
Close blast 3; +8 vs. Reflex; 1d8 + 5 acid damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).	
Mandible Carry	
An ankheg can move at normal speed while carrying a creature that is Medium or smaller.	
Alignment Unaligned Languages --	
Str 15 (+3)	Dex 20 (+6) Wis 16 (+4)
Con 18 (+5)	Int 13 (+2) Cha 4 (-2)

Hive Soldier	Level 3 Soldier
Medium natural beast	XP 150
Initiative +6 Senses Perception +0; low-light; tremorsense	
HP 46; Bloodied 23	
AC 18; Fortitude 16, Reflex 15, Will 12	
Speed 6, climb 6	
m Grasping Mandibles (standard; usable only while the hive soldier does not have a creature grabbed; at-will)	
+10 vs. AC; 1d8 + 3 damage, and the target is grabbed.	
M Mandible Rip (standard; at-will) ♦ Acid	
Targets a creature grabbed by the hive soldier; +10 vs. AC; 1d6 + 3 acid damage, and ongoing 5 acid damage (save ends).	
C Death Convulsion (when the hive soldier drops to 0 hit points) ♦ Acid	
Close burst 1; targets enemies; +8 vs. Reflex; the target is knocked prone.	
Hive Soldier Frenzy (free, when any giant ant within 10 squares of the hive soldier drops to 0 hit points; at-will)	
The soldier gains a +2 bonus to attack rolls until the end of its next turn.	
Alignment Unaligned Languages --	
Str 17 (+4)	Dex 15 (+3) Wis 9 (+0)
Con 14 (+3)	Int 2 (-3) Cha 4 (-2)

Hive Warrior	Level 2 Skirmisher
Medium natural beast	XP 125
Initiative +6 Senses Perception +0; low-light; tremorsense	
HP 36; Bloodied 18	
AC 16; Fortitude 14, Reflex 15, Will 11	
Speed 8, climb 8	
m Piercing Bite (standard; at-will) ♦ Acid	
+7 vs. AC; 1d8 + 4 damage. The hive warrior's attack deals 1d10 extra acid damage to any target that already has ongoing acid damage.	
Hive Soldier Frenzy (free, when any giant ant within 10 squares of the hive soldier drops to 0 hit points; at-will)	
The warrior is no longer marked or cursed, and it shifts 2 squares.	
Alignment Unaligned Languages --	
Str 14 (+3)	Dex 17 (+4) Wis 9 (+0)
Con 12 (+2)	Int 2 (-3) Cha 4 (-2)

ENCOUNTER 3: WORM TROUBLE (HIGH LEVEL)

Ankheg Broodling	Level 1 Minion Brute
Small natural beast	XP 25
Initiative +3 Senses Perception +1; tremorsense	
HP 1; a missed attack never damages a minion	
AC 15; Fortitude 12, Reflex 14, Will 12	
Speed 6, burrow 2 (tunneling)	
m Claw (standard; at-will)	
+5 vs. AC; 4 damage.	
M Mandible Rip (standard; at-will)	
+4 vs. AC; 6 damage. If the ankheg broodling makes a critical hit against a target, each creature adjacent to that target takes 3 acid damage.	
Brood Swarm	
An ankheg broodling gains a +4 bonus to attack rolls against targets that are grabbed by any ankheg.	
Alignment Unaligned Languages --	
Str 10 (+0)	Dex 16 (+3) Wis 12 (+1)
Con 13 (+1)	Int 1 (-5) Cha 2 (-4)

Ankheg	Level 4 Elite Lurker
Large natural beast	XP 350
Initiative +11 Senses Perception +10; tremorsense	
HP 112; Bloodied 56	
AC 18; Fortitude 15, Reflex 17, Will 15	
Resist 5 acid	
Saving Throws +2	
Speed 6, burrow 2 (tunneling)	
Actions Points 1	
m Claw (standard; at-will)	
+9 vs. AC; 1d8 + 6 damage.	
M Mandible Rip (standard; usable only while the ankheg does not have a creature grabbed; at-will)	
+9 vs. AC; 1d8 + 6 damage, and the target is grabbed.	
M Gnaw and Scuttle (minor; at-will) ♦ Acid	
Targets creature grabbed by the ankheg; +9 vs. AC; 1d8 + 3 damage, and ongoing 5 acid damage (save ends). The ankheg then shifts 2 squares and pulls the target to space adjacent to its new location.	
C Acid Spray (standard; recharges when first bloodied) ♦ Acid	
Close blast 3; +9 vs. Reflex; 1d8 + 6 acid damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).	
Mandible Carry	
An ankheg can move at normal speed while carrying a creature that is Medium or smaller.	
Alignment Unaligned Languages --	
Str 15 (+3)	Dex 20 (+6) Wis 16 (+4)
Con 18 (+5)	Int 13 (+2) Cha 4 (-2)

Hive Soldier	Level 5 Soldier
Medium natural beast	XP 200
Initiative +7 Senses Perception +0; low-light; tremorsense	
HP 52; Bloodied 31	
AC 20; Fortitude 18, Reflex 17, Will 14	
Speed 6, climb 6	
m Grasping Mandibles (standard; usable only while the hive soldier does not have a creature grabbed; at-will)	
+12 vs. AC; 1d8 + 4 damage, and the target is grabbed.	
M Mandible Rip (standard; at-will) ♦ Acid	
Targets a creature grabbed by the hive soldier; +12 vs. AC; 1d6 + 4 acid damage, and ongoing 5 acid damage (save ends).	
C Death Convulsion (when the hive soldier drops to 0 hit points) ♦ Acid	
Close burst 1; targets enemies; +10 vs. Reflex; the target is knocked prone.	
Hive Soldier Frenzy (free, when any giant ant within 10 squares of the hive soldier drops to 0 hit points; at-will)	
The soldier gains a +2 bonus to attack rolls until the end of its next turn.	
Alignment Unaligned Languages --	
Str 17 (+4)	Dex 15 (+3) Wis 9 (+0)
Con 14 (+3)	Int 2 (-3) Cha 4 (-2)

Hive Warrior	Level 3 Skirmisher
Medium natural beast	XP 150
Initiative +6 Senses Perception +0; low-light; tremorsense	
HP 44; Bloodied 22	
AC 17; Fortitude 15, Reflex 16, Will 12	
Speed 8, climb 8	
m Piercing Bite (standard; at-will) ♦ Acid	
+8 vs. AC; 1d8 + 4 damage. The hive warrior's attack deals 1d10 extra acid damage to any target that already has ongoing acid damage.	
Hive Soldier Frenzy (free, when any giant ant within 10 squares of the hive soldier drops to 0 hit points; at-will)	
The warrior is no longer marked or cursed, and it shifts 2 squares.	
Alignment Unaligned Languages --	
Str 14 (+3)	Dex 17 (+4) Wis 9 (+0)
Con 12 (+2)	Int 2 (-3) Cha 4 (-2)

ENCOUNTER 3: WORM TROUBLE MAP

TILE SETS NEEDED

Sinister Woods x1



ENCOUNTER 4: OENATH BLOOD

ENCOUNTER LEVEL 1/3 (550/900 XP)

SETUP

This encounter includes the following creature at the low tier:

1 tangler beetle (level 3) = oenath tangler (T)
4 stormclaw scorpions = oenath stormclaw (S)

This encounter includes the following creatures at the high tier:

1 tangler beetle (level 7) = oenath tangler (T)
4 stormclaw scorpions (level 3) = oenath stormclaw (S)

This area is the hunting ground of the oenath. If the PCs received instruction from Santaral on how best to fight the oenath, they may be able to set up an ambush here. The starting positions on the map show the direction from which the various oenath enter the clearing.

As the adventurers enter the area, read:

All of the signs of the oenath are here: the fallen trees, the white secretions, and the deep burrows. The purple mist that has been moving in seems to be getting thicker.

Give the PCs the opportunity to hide themselves in the jungle trees or any other place they can arrange. If one PC remains in the clearing as bait, that PC cannot act in the surprise round, but the other PCs can. Any PCs making a DC 13 Stealth check gain a surprise round.

The stormclaws do not have tremorsense.

Describe the oenath as looking like giant praying mantis with arms that end in large pincers.

FEATURES OF THE JUNGLE

Illumination: Brightly lit.

Jungle: The entirety of the jungle surrounding the clearing is very difficult terrain. It costs 3 squares of movement to enter a jungle square, and creatures within the jungle squares both give and receive cover and concealment.

Purple Mist: At this point, the mist is thicker. While the mist does not affect vision, it is beginning to gather in enough quantity to affect creatures.

- If a creature does not move on its turn and ends its turn in the square that it started its turn in, that creature must make a saving throw or take 5 points of damage as the mist clings to the creature and absorbs life force. Creatures that use powers with the arcane keyword on their turn take a -2 to the saving throw.
- The purple mist seems to cling to the claws of the oenath stormclaws. This causes the 5 points of lightning damage that grabbed creatures take at the beginning of the stormclaws' turn. With a DC 15/17 Arcana check as a minor action, a PC can perform arcane chants that turn off this extra damage on all the stormclaws until the beginning of the PC's next turn.
- Any creature using an attack power with the arcane keyword must roll a d20 before using the power. On a 5 or less, the creature using the power takes 1d8 fire damage if any target is hit by the attack. On a 16 or higher, the target of the power takes 1d8 fire damage in addition to other effects if it is hit.

TACTICS

The oenath are hungry and fight to the death. A favorite tactic of the tangler is to immobilize an enemy and that bite it from 2 squares away so that the enemy cannot reach it. The stormclaws grab and sting.

SCALING THE ENCOUNTER

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

Four PCs: Remove one oenath stormclaw.

Six PCs: Add two oenath stormclaws.

ENDING THE ENCOUNTER

The encounter ends with the defeat of the oenath. The PCs can take blood from any of the creatures they fought and head back to where they left Varithia.

EXPERIENCE POINTS

Each character gets 110/180 experience point for defeating the bone-moth swarms.

TREASURE

None.

ENCOUNTER 4: OENATH BLOOD (LOW LEVEL)

Tangler Beetle		Level 3 Controller
Large natural beast		XP 150
Initiative +2	Senses Perception +3; darkvision	
HP 46; Bloodied 23		
AC 17; Fortitude 15, Reflex 11, Will 12		
Speed 6		
m Bite (standard; at-will)		
Reach 2; +8 vs. AC; 1d10 + 3 damage.		
R Entangling Spit (standard; recharge 4 5 6)		
Ranged 5; +6 vs. Reflex; the target is immobilized (save ends).		
Alignment Unaligned		Languages --
Str 18 (+6)	Dex 10 (+2)	Wis 12 (+3)
Con 14 (+4)	Int 1 (-3)	Cha 8 (+1)

Stormclaw Scorpion		Level 1 Soldier
Medium natural beast		XP 100
Initiative +3	Senses Perception +0; tremorsense	
HP 32; Bloodied 16		
AC 16; Fortitude 14, Reflex 12, Will 11		
Resist 10 lightning		
Speed 6		
m Claws (standard; at-will) ♦ Lightning		
+8 vs. AC; 1d6 + 3 damage, and a Medium or smaller target is grabbed (until escape). A grabbed target takes 5 lightning damage at the start of the stormclaw scorpion's turn.		
M Sting (standard; at-will) ♦ Poison		
+6 vs. Fortitude; 1d4 + 3 damage, and the target takes ongoing 5 poison damage and is immobilized (save ends both). The stormclaw scorpion can use this attack against a target it has grabbed.		
M Reactive Sting (immediate reaction, when an enemy grabbed by the scorpion escapes; at-will)		
The stormclaw scorpion makes a sting attack against the enemy.		
Alignment Unaligned		Languages --
Str 16 (+3)	Dex 12 (+1)	Wis 11 (+0)
Con 12 (+1)	Int 1 (-5)	Cha 10 (+0)

ENCOUNTER 4 OENATH BLOOD (HIGH LEVEL)

Tangler Beetle		Level 7 Controller
Large natural beast		XP 300
Initiative +4 Senses Perception +5; darkvision		
HP 78; Bloodied 39		
AC 21; Fortitude 19, Reflex 15, Will 16		
Speed 6		
m Bite (standard; at-will)		
Reach 2; +12 vs. AC; 1d10 + 5 damage.		
R Entangling Spit (standard; recharge 4 5 6)		
Ranged 5; +10 vs. Reflex; the target is immobilized (save ends).		
Alignment Unaligned Languages --		
Str 18 (+6)	Dex 10 (+2)	Wis 12 (+3)
Con 14 (+4)	Int 1 (-3)	Cha 8 (+1)

Stormclaw Scorpion		Level 3 Soldier
Medium natural beast		XP 150
Initiative +4 Senses Perception +1; tremorsense		
HP 48; Bloodied 24		
AC 18; Fortitude 16, Reflex 14, Will 13		
Resist 10 lightning		
Speed 6		
m Claws (standard; at-will) ♦ Lightning		
+10 vs. AC; 1d6 + 4 damage, and a Medium or smaller target is grabbed (until escape). A grabbed target takes 5 lightning damage at the start of the stormclaw scorpion's turn.		
M Sting (standard; at-will) ♦ Poison		
+8 vs. Fortitude; 1d4 + 4 damage, and the target takes ongoing 5 poison damage and is immobilized (save ends both). The stormclaw scorpion can use this attack against a target it has grabbed.		
M Reactive Sting (immediate reaction, when an enemy grabbed by the scorpion escapes; at-will)		
The stormclaw scorpion makes a sting attack against the enemy.		
Alignment Unaligned Languages --		
Str 16 (+3)	Dex 12 (+1)	Wis 11 (+0)
Con 12 (+1)	Int 1 (-5)	Cha 10 (+0)

ENCOUNTER 4: OENATH BLOOD MAP

TILE SETS NEEDED

Sinister Woods x1



ENCOUNTER 5: ABOMINATION

ENCOUNTER LEVEL 2/4 (625/875 XP)

SETUP

This encounter includes the following creature at the low tier:

1 zombie abomination (level 2)

This encounter includes the following creatures at the high tier:

1 zombie abomination (level 4)

As the PCs are traveling back toward the spot where Garacx, Varithia, and the Wildhome elves are waiting, the purple mist gets even thicker.

When the PCs return to the area where they fought the kaia, they approach from the left side of the map:

The purple mist is getting more noticeable as you move back toward your destination. At the place where you defeated the strange creatures that were feasting on the elves, the ground cannot be seen because of the mist. Several of the elven bodies rise out of the mist and are melded together, held in place by the mist, becoming one complete nightmarish creature. “Your doom approaches,” says the creature out of several mouths.

FEATURES OF THE JUNGLE CLEARING

Illumination: Brightly lit.

Jungle: The entirety of the jungle around the clearing is very difficult terrain. It costs 3 squares of movement to enter a jungle square, and creatures within the jungle squares both give and receive cover and concealment.

Bodies: The piles of elf bodies are still present as described in Encounter 3. These squares are difficult terrain.

Purple Mist: At this point, the mist is in full force and very dangerous. However, the mist can be manipulated to help defeat the abomination. It has these effects:

- As a standard action, a PC can make a DC 15/17 Arcana check if adjacent to the abomination. If

successful, the abomination is dazed until the end of that PC's next turn.

- View the result of any attack roll by a PC using an arcane power and apply the following result after resolving the attack. On a natural 1, the PC using the power bursts into flames, taking ongoing 5 fire damage. If the die shows 4, 5, or 6, the PC using the power is blinded until the end of its next turn. If the die shows 14, 15, or 16, the target of the power can be slid 3 squares in addition to other power effects if the attack hits.
- When the abomination is first reduced to 0 hit points, before its *rise again* power is activated, PCs can attempt a DC 19/21 Arcana check. If successful, the PC counters the effects of the mist and the abomination cannot rise again.

TACTICS

The abomination is a mindless construct brought into existence by the power of the purple mist. It attacks the closest life force and tries to grab it and crush. Note that the *bastard sword* attacks are simply slam attacks with long arms, and the *grasping coils* are the internal organs of the elves that form the abomination.

SCALING THE ENCOUNTER

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

Four PCs: No change.

Six PCs: Increase the abomination's level by 1: increase hit points by 32, increase defenses by 1, and increase attack rolls by 1.

ENDING THE ENCOUNTER

The abomination fights to the death. When the creature is defeated, the PCs are free to finish their journey back to the waiting elves, Garacx, and Varithia.

EXPERIENCE POINTS

Each character gets 125/175 experience point for defeating the zombie abomination.

TREASURE

None.

ENCOUNTER 5: ABOMINATION (LOW LEVEL)

Zombie Abomination		Level 2 Solo Brute
Large natural animate (undead)		XP 625
Initiative +3		Senses Perception +3
HP 196; Bloodied 98		
AC 16; Fortitude 20, Reflex 16, Will 18		
Resist 10 necrotic; Vulnerable 5 radiant		
Saving Throws +5		
Speed 7, climb 7		
Action Points 2		
m Bastard Sword (standard; at-will) ♦ Weapon		
Reach 2; +5 vs. AC; 1d12 + 4 damage and the target is marked until the end of the abomination's next turn.		
M Double Attack (standard; at-will) ♦ Weapon		
The zombie abomination makes two bastard sword attacks; 1d10+4 damage.		
M Grasping Coils (minor; at-will)		
+3 vs. Reflex; the target is pulled 1 square and grabbed (until escape). The abomination can grab only one creature at time. Checks made to escape the abomination's grab take a -5 penalty.		
M Crush (minor 1/round; at-will)		
Grabbed target only; +3 vs. Fortitude; 2d8 + 3 damage.		
Rise Again (the first time the abomination drops to 0 hit points)		
Make a new initiative check for the abomination. On its next turn, the abomination rises (as a move action) with 98 hit points.		
Alignment Unaligned		Languages --
Str 18 (+6)	Dex 6 (+0)	Wis 10 (+2)
Con 18 (+6)	Int 3 (-2)	Cha 3 (-2)

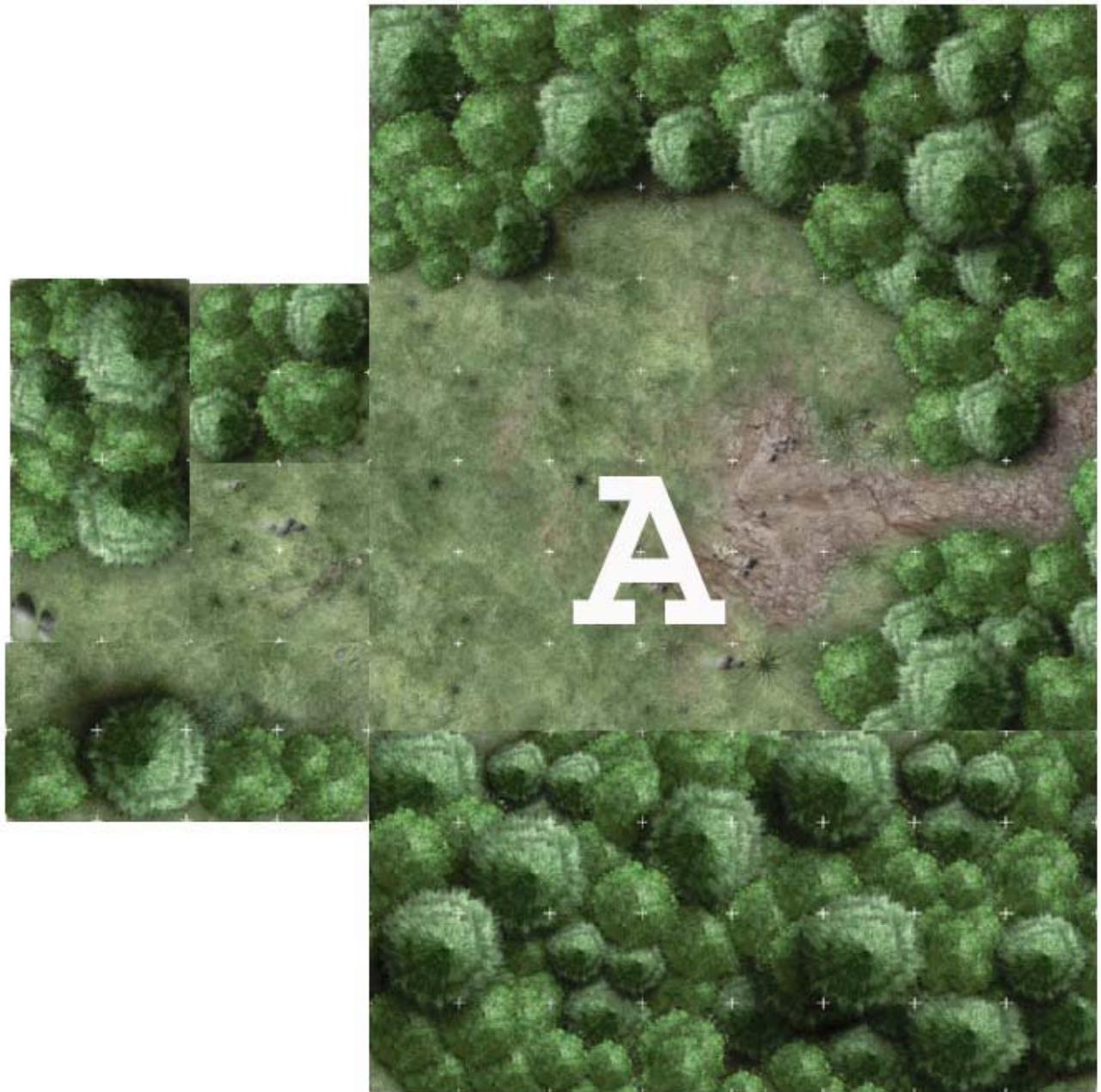
ENCOUNTER 5: ABOMINATION (HIGH LEVEL)

Zombie Abomination		Level 4 Solo Brute
Large natural animate (undead)		XP 875
Initiative +4	Senses Perception +4	
HP 232; Bloodied 116		
AC 18; Fortitude 22, Reflex 18, Will 20		
Resist 10 necrotic; Vulnerable 5 radiant		
Saving Throws +5		
Speed 7, climb 7		
Action Points 2		
m Bastard Sword (standard; at-will) ♦ Weapon		
Reach 2; +7 vs. AC; 1d12 + 5 damage and the target is marked until the end of the abomination's next turn.		
M Double Attack (standard; at-will) ♦ Weapon		
The zombie abomination makes two bastard sword attacks; 1d10 + 4 damage.		
M Grasping Coils (minor; at-will)		
+5 vs. Reflex; the target is pulled 1 square and grabbed (until escape). The abomination can grab only one creature at a time. Checks made to escape the abomination's grab take a -5 penalty.		
M Crush (minor 1/round; at-will)		
Grabbed target only; +5 vs. Fortitude; 2d8 + 4 damage.		
Rise Again (the first time the abomination drops to 0 hit points)		
Make a new initiative check for the abomination. On its next turn, the abomination rises (as a move action) with 116 hit points.		
Alignment Unaligned		Languages --
Str 18 (+6)	Dex 6 (+0)	Wis 10 (+2)
Con 18 (+6)	Int 3 (-2)	Cha 3 (-2)

ENCOUNTER 5: ABOMINATION MAP

TILE SETS NEEDED

Sinister Woods x1



ENCOUNTER 6: IN THE BALANCE

SETUP

When the PCs get close to the area where they left Varithia and Garacx with the Wildhome elves, read:

The elf Santaral steps out from the jungle, moving silently from the thick foliage. He smiles very briefly at you and signals to his companions, who immediately array themselves in a protective formation.

“I trust you were successful?” he starts, as he puts out his right hand, expecting to receive the container.

At this point, Santaral takes the oenath blood to the Elder, who commences the necessary alchemical mixing to produce a vial of antidote for Varithia.

Varithia smiles at you as she breathes in deeply, without a cough wracking her as it has these past few days. The Elder nods and says, “We request that the young one stay with us. She will be cared for and taught well the ways of our people.”

Garacx immediately shakes his head, but then stops and looks at Varithia. The girl looks at her protector, then at the gathered elves, and speaks clearly for the first time since you have met her. “I need to stay. I promise I will visit you.”

A single tear drops from the eye of Garacx, and he gestures to the north.

PCs FAIL TO RETURN IN TIME

Santaral emerges from the jungle as you approach, and his face is sad. “The girl has died. I suggest you leave immediately and escort the dragonborn away from here. The Elder is not pleased, and I cannot promise your safety if you do not leave quickly.”

He takes you to a place where Varithia lies peacefully, no coughing wracking her further, as Garacx gently wraps a blanket about her.

“It was a fool’s hope that she might be saved,” the dragonborn says with a cracking voice. “Thank you for your efforts. I will bury her just north of her, and her spirit will doubtlessly find its way to be with her parents.”

BEFORE THE PCs LEAVE

Before the PCs leave, Santaral speaks with them once more, assuming the PCs defeated all of the challenges. If

they failed to return in time to save Varithia, adjust the following as needed:

“One moment,” says Santaral. “One of the members of the hunting party that you came across was my sister. You have avenged her death in a way that I could not, and I wanted to offer you this.”

At low tier, Santaral offers the PCs a magic item. This item can be a magic item of level 2 or lower from *Adventurer’s Vault 2*. He also offers each PC a gem worth 50gp.

At high tier, Santaral offers the PCs a magic item. This item can be a magic item of level 4 or lower from *Adventurer’s Vault 2*. He also offers each PC a gem worth 50gp. The PCs is also able to take the *potion of healing* option at either tier.

EXPERIENCE POINTS

The PCs gain 5/5 xp if Varithia is alive at the end of this encounter as completion of a minor quest. If they obtain this xp, they are also awarded the story award AKA18 A Life Granted.

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.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players can and should track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

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 3: Worm Trouble

160/200 XP

Encounter 4: Oenath Blood

110/180 XP

Encounter 5: Abomination

125/175 XP

Minor Quest: Did Varithia survive?

5/5 XP

Total Possible Experience

400/560 XP

Gold per PC

75/100 gp (Encounter 1: Mob Rule 25/50 gp; Encounter 6: In the Balance 50/50 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. Mark the one-letter bundle ID on the tracking form next to any character that selects a 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, and ensure you enter the total amount of gold gained (minus any expenditures) online. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *acrobat boots* (lvl 2; PH) Found in Encounter 3

Bundle B: *+1 vicious weapon* (low-level version only) (lvl 2; *Player's Handbook*) Found in Encounter 3

Bundle C: *amulet of protection +1* (low-level version only) (lvl 1; PH) Found in Encounter 3

Bundle D: *any level 2 item or lower from the Adventurer's Vault 2* (low-level version only) Found in Encounter 6

Bundle E: *any level 4 item or lower from the Adventurer's Vault 2* (high-level version only) Found in Encounter 6

Bundle F: *amulet of protection +2* (high-level version only) (lvl 6; PH) Found in Encounter 3

Bundle G: *+2 vicious weapon* (high-level version only) (lvl 7; PH) Found in Encounter 3

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0/25 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 50/75 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. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text). Make sure to mark the story award codes next to each character that earned them on the tracking form.

AKAN18 A Life Granted

You saved the life of the young elven woman called Varithia, and she is now in the care of the elves of Wildhome. This may have future implications.

ADVENTURE QUESTIONS

1. Did Varithia survive?

- a. Yes
- b. No