

Curse of the Gray Hag

A DUNGEONS & DRAGONS[®] Adventure For Characters of 9th Level

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The mists roll in at the village of Nightshade Hollows, where fearful residents are falling prey to a wicked denizen with a terrible secret. Can you unravel the mystery of the town's curse before you succumb to it as well? A 9th-level D&D adventure with characters provided.

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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Introduction

When an empire dies, its far-flung communities are the first casualties. Raiders advance on homesteads, devour villages, and put countless souls to the sword or within the yoke of servitude. Some communities hold out. Often it is the luck of geography. Settlements clinging to hidden vales or atop defensible positions are able to evade or push back the onslaught. Other times a settlement will align itself with a powerful creature, making a deal that keeps the wolves at bay. Usually they must pay a terrible price for this patronage.

When the Empire fell, the village of Hollows made a deal with a monster.

To save themselves from the giant armies marauding from the Hellfurnaces the people of the Hollows gained aid from a creature of the Shadowfell. According to the Chronicles of Nimbus the Fallen, the Gray Hag was once a shaman to the primal spirits of the Hollows, but she grew greedy for power, and devoured the very spirits that she once served. Absorbing that power was almost her undoing. Her soul fled her body and entered the Shadowfell. But the power of her animus was strong and after five days the shaman summoned the strength to call the soul back, but now tainted by the darkness of the Shadowfell. She became the Gray Hag, a creature of both life and death. For centuries she haunted the deep mountainous woodland of the Hollows. When people went missing there, her hunger was supposed the cause, and rightly so.

A creature of the shadows, and occasional cannibal, the Gray Hag kept to her woods. This made for an uneasy truce between herself and the people of the Hollows.

When the giants came and razed the towns and watchtowers of the lowland, the people of the Hollows, desperate to survive, pleaded with the hag for aid. Surprisingly the hag agreed, but at a cost. At the start of every winter, the people of the Hollows would sacrifice one of their own to the Gray Hag, and those who entered the woods lives would be forfeit.

The people of Hollows acquiesced. It was either that or death at the hands of the giants.

On the next full moon the Gray Hag entered the Hollows to perform the ritual that would ward the vale. As she voiced her terrible incantations the mists of the Shadowfell drifted through the entire

Hollows, and where it touched, giant and deadly nightshade grew. These terrible plants could kill with a single touch and emitted a pollen that confused the senses, causing those not of the vale to become hopelessly lost. But just as the Gray Hag finish casting her wards, she was betrayed. The wizard Ringlerun—a guild wizard who had escaped the carnage of the low lands—banished the Gray Hag to her own Domain of Dread, a prison made especially for her in the Shadowfell. But the hag was more powerful than Ringlerun realized. While successful, the wizard's ritual was fatal to its caster. The hag was able to use its magic as a conduit to steal Ringlerun's soul, and use it to empower one last curse before she was taken by the Shadowfell's mists. Her curse rang out through the Hollows like a terrible thunderclap.

“Listen to me and despair. The heroes of Celestian's Zenith will be my servants and saviors. And when I return I will take my payment. Every soul in this Nightshade Hollow will be mine.”

And that is how Nightshade Hollows got its name.

Celestian's Zenith

Every wizard knows the movements of the stars have power. Sometimes that power is ordained by the gods. Other times that power is the meddling of Far Realm terrors. Other times mortal spellcasters harvest the magical effects created by rare celestial events. One of the rarest events, and the most powerful, is Celestian's Zenith. Occurring once every 777 years, its power has fueled many of the great arcane achievements of empires past, and even the lowliest of hedge wizards can harness its power. But Celestian's Zenith is a phenomenon of power, not one of good. It can also power some of the most powerful curses.

This month, just shy of a century after the people of the Hollows betrayed the Gray Hag, her curse took shape. A trio of local heroes—known as the Guardians of Nightshade Hollows ventured too far into the hag's old haunts. For a brief moment the Hag was able to escape her Shadowfell prison and project her animus through Jag Ravenwing, leader of the Guardians of Nightshade Hollows, and in doing so infected all of the guardians with a *geas* curse. By this curse they were compelled to undo Ringlerun's ritual or suffer terrible consequences.

Since then, the Guardians of Nightshade Hollow have done terrible things in order to fulfill the *geas* curse.

Celestian's Zenith Effects

Throughout this adventure, whether the characters are in the world or the Shadowfell, they are under the effect of the Celestian's Zenith. While under its effect, when a character reaches a milestone he or she can regain a spent arcane or magic item daily power.

Auspicious Adventurers

On the eve of what would be Nightshade Hollow's fall, fate has intervened. Maybe it's just blind luck. Maybe Pelor and the Raven Queen are manifesting some small portion of their divine power to foil a Shadowfell monstrosity. Maybe, somehow, the primal spirits devoured by the Gray Hag are mustering the last remnants of their power from oblivion. Whatever the reason a group of adventurers have entered Nightshade Hollow, and these outsiders may have the power to stop the Gray Hag's machinations, but it won't be easy.

At the start of the adventure, the characters have been in Nightshade Hollow just a few hours. Investigating the stories of a village in the midst of an enchanted and poisonous vale, the characters pushed their way through the enchantments of the area. There they found a village being preyed upon by a ritualistic murder...or murders. Though at first they did not realize this, the Guardians of Nightshade Hollow were committing the murders as part of their *geas* curse. By the time the characters approach the village, the truth has been revealed, the Guardians are in the midst of a finishing the rituals in the old ruins and the villagers are desperate for help. Time being the essence, the characters race up the nightshade choked hill.

Only Four or Five Players?

If you are running this at an event and using the provided characters, and there are only four players at the table, leave out Gie-Gaz and Elkred. If you have five players, leave out only Gie-Gaz.

Important NPCs

There are a number of named NPCs that you, the DM, will portray during the course of this

adventure. The following is a brief description of each to help you roleplay the NPC or understand their motivations.

The NPCs appear roughly in order of appearance, with the Gray Hag and Ringlerun appearing first.

The Gray Hag

In the distant past, long before the rise of the known empires, the Gray Hag was a shaman. She devoured her primal spirits, and became the Gray Hag a creature of both life and death. For millennia she's haunted the area that is now Nightshade Hollow, hunting those who happened too near her hut in the woods.

When the giant army swept into the low lands the people of the area made a deal with the Gray Hag but in the end betrayed her. The current calamities in Nightshade Hollow are a result of that treachery. Even from her Shadowfell prison, the Gray Hag has found a way to enact her revenge.

Ringlerun

A powerful guild wizard who fled the lowlands when the giants attacked, Ringlerun escaped to what would become Nightshade Hollow. He sacrificed himself to bind the Gray Hag within her Shadowfell prison, and in doing so protected the people of the Hollows from both the giant marauders and the bloodlust of the Gray Hag. His binding was not foolproof, however, and now the Gray Hag works to gain her freedom and enact her revenge.

Ringlerun has been dead for almost a century, but the last fragment of his consciousness will try to give the characters some help as they approach the Gray Hag's prison.

Velgor Gratz

Plump, with a pockmarked face, and a constant smile constructed of crooked teeth, Velgor Gratz is the Burgomaster of Nightshade Hollow. He is elected every year, because no one wants the job. That and his grandfather was the man who made the deal with Ringlerun to betray the Gray Hag. Only Velgor and a few of the old timers even know about the betrayal of the Gray Hag.

Toren Dav

A member of the trio known as the Guardians of Nightshade Hollow, Toren is a ranger. An imposing

man with a powerful build, Toren is known to go into a murderous rage when in the heat of battle.

Once the Guardians were trusted adventures that worked for the good of the people of the hidden vale, but now they forward the will of the Gray Hag.

Orano Olvensired

Member of the Guardians of Nightshade Hollow, When Orano was a baby, he was found abandoned near a dryad's tree near the boundaries of the poisoned vale. Pinned to the child's blanket was a piece of parchment with the word "Orano" written in Rellanic. Raised by a woodsman and his wife, they took the word as his name, It is actually the elven word for "bastard."

Orano has always been somewhat of an outsider. The people of Nightshade Hollow didn't trust fey side of him. Some even wondered if he were the child of the Gray Hag. He is chiefly blamed for the calamity fallen over the vale, but more of the blame lies with Jag Ravenwing.

Not an evil man, Orano is tormented by the terrible things he has done under the *geas curse*, and is the Guardian most likely to defy the curse.

Jag Ravenwing

The leader of the Guardians of Nightshade Hollow, Jag Ravenwing is a powerful witch. Since her powers first manifested, she used them from the good of Nightshade Hollow. She never questioned, though, where those powers came from.

What Jag doesn't know is that she is the granddaughter of the wizard Ringlerun. And it is through that bloodline that the Gray Hag was able enhance the incredible arcane potential Jag already had. It was though Jag that the Gray Hag was able to strike, bringing the *geas curse* into the world.

Jag has gone insane in the process. Not only has Jag entirely given herself over to the will of the Gray Hag. She believes she is the Gray Hag.

Greda

A Vistani child the characters first meet in the Darkwood. Even at the young age of 8 winters, Greda possesses some of the haughty pride the women of her tribe are renowned for. All in all, she is a sweet and sharp young girl, who will be curious about the characters.

Talse

This 11- year-old boy is booth high spirited and cruel. He faces a threat with bravado that seems downright comical to a group of seasoned adventurers, but he has been raised to never back down from a challenge.

Vrance Wolfbane

Vrance is the leader of the Vistani warriors of Baba Ilya's band. The characters only tangle with him and his warriors if the characters deal with Greda and Talse poorly.

Baba Ilya

The great and ancient woman of the caravan, Baba Ilya is very interested in the characters and their mission. Her family has used the Darkwood as a place to hide and as a short cut for nearly a century. She is afraid that if the Gray Hag is ever able to escape her tower, she could cut off access to her domain. At the same time, once the Gray Hag escapes, she may do worse to the people who aided her would-be assassins. She helps the characters in an indirect way—she reads their fate with the Angelbones.

Toifil

The Darkwood has always been a place where the Shadowfell overlaps with the Feywild. Toifil, a quickling from that latter plane, came to the Darkwood not long after Ringlerun imprisoned the Gray Hag there. He visited the Gray Hag and became enamored by her. Now he watches over the Snarlbach Morass for the Gray Hag.

Gerovit, the Last Spirit

One of the spirits that the Gray Hag devoured refuses to die. It's an undead, but rather weak. Gerovit was once the Stone Warrior Who Looked to the West. Now, he is a vestige who serves Gray Hag because he loves survival more than he loves hate or justice.

Gerovit guards the Cavern Path along with the dead Vistani who ventured too near.

Zeroth the Skull Lord

When the Gray Hag first came here, she attracted the attention of the domain's current master, the skull lord Zeroth. Zeroth came to see what the

strange power was that landed in the Darkwood, and vanquish any threat that came with it. He came across the Gray Hag, weakened and almost defeated. The skull lord was going to finish her off, when the Gray Hag asked for a contest of riddles to determine her faith. The skull lord, intrigued, agreed.

Zeroth lost the contest, and the next one, and the next one. He lost so many of them to the Gray Hag, that he is now her subordinate. He has been ordered to watch over Deception Pass until the Gray Hag is free. He defends the pass from all those who would dare approach his mistress.

Running this Cold? Read This!

This adventure is designed primarily for conventions play, specifically for Gen Con 2010. There will be at least one DM (but often more) that will have to run this adventure a half an hour after receiving it. This section's for you!

There is an old and evil hag who is taking her revenge on the people who betrayed her—the folks of Nightshade Hollow. Through a long-hatched curse she has enchanted a trio of the town's guardians to help hatch the last actions of her plans. The characters—a pair of dragonborn siblings, a genasi monk, a human seeker native to Nightshade Hollow, and an eladrin cleric of Lolth, and a dwarf sell-sword—all have their own reasons for being in Nightshade Hollow, but each moves to aid the village.

In the first encounter, they confront the town's former heroes, now the target of a curse placed on them by the evil witch. They are attempting to open a sucking portal between Nightshade Hollow, and the hag's domain on the Shadowfell. If the characters stop the ritual, the transporting mists come calling. No matter what, the characters are going to the hag's domain—the Darkwood.

While there, either to escape, or fulfill their oath to the people of Nightshade Hollow, the characters quest to find the Gray Hag. They meet Vistani—the colorful wanderers of the world, Feywild, and Shadowfell—who can help but can also hinder the ungrateful or rude.

Once the PCs learn what they are up against, they have three paths to choose. Eventually, they overcome the challenges presented by the Domain itself, and confront the Gray Hag in her tower and prison. Defeating the Gray Hag is crucial to salvation

and escape. Those who fail become servants of the Gray Hag forever.

There is a lot of information in here, but most of it is meant to help DMs ad-lib if the players want to sandbox a bit. The really important parts of the adventure are the tactical encounters, the main meeting with the Vistani, and the rules of the infectious geas curse.

Adventure Start

Depending on how you're running this adventure, it can start with the campaign or dramatic introduction. The campaign introduction allows you to add hooks early, and weave it into your campaign's storylines. The dramatic introduction is primarily for convention play, as it starts quickly, briefly, and in the middle of the action. It also supposes the players are running the characters provided with this adventure.

Dramatic Introduction

You have been travelling through the strange maze of giant poison nightshade for almost a week, but finally Erus Arneson, the strange mystic Bowman from these lands, has led you through the poison forest to a town along a river—the fabled town of Hollow, long lost since the fall of the empire.

But this town is no oasis among the mountain passes and deadly nightshade. At least one of its buildings is ablaze. Its people are in a panic, and atop a knoll overlooking the town and surrounded by a forest of giant nightshade, arcane purple lighting crackles.

As the character move forward to investigate a limping man moves as fast as he can toward the party. A small group of young men—no more than a small mob of boys actually—follow him. He calls out to the Erus Arneson

“Our heroes have gone crazy, Erus!” He calls out to the seeker. “They’ve murdered the miller and his family, and Railon, and the Haris Clan. Now they’re on the hill doing gods know what.” Then he points to the hill, in what has to be coincidence, when he does, the strange lightning flares even brighter atop the hill.

The limping man, who wears a chain of office, silently implores all of you to do something with frighten and pleading eyes.

The limping man is Velgor Gratz, the Burgomaster of Nightshade Hollow. The boys behind him are scared to death, but trying desperately to cover it up with bravado.

Tell the player playing Erus that the seeker knows that the heroes the burgomaster is referring to is the Guardians of Nightshade Hollow. Held as paragons of good in Nightshade Hollow, it's shocking to Erus

that they could have murdered so many of the people they were sworn to protect.

The burgomaster promises anything within his power to the characters to gain their aid, and the boys may even call the characters cowards if they seem hesitant to help the burgomaster. Once they agree, the burgomaster says:

May all the gods bless you with speed and grace. The Guardians are at the Old Town Ruins. You must navigate the nightshade maze to get there.

With that, the PCs must decide on their approach. Proceed to “Navigating the Nightshade Maze,” below.

Campaign Introduction

If you are playing *Curse of the Gray Hag* as part of a long running campaign, use the following hooks and treasure parcels. The convention version of this adventure has very little treasure, because it is a one-shot, but parcel system will give you a better idea of what to place.

You can still use much of the information and events presented in the Dramatic Introduction, or you can use the background information in the Overview of Nightshade Hollow to weave your own introduction. Eventually, the Guardians strike, and start the ritual in the Old Town Ruins, and the characters are be enlisted to help.

Hooks

The following are some hooks you can use to get the characters to Nightshade Hollow.

Poor Erus Arneson: The seeker makes it to civilization to find adventures to aid in the plight of Nightshade Hollow, but contracts a withering disease along the way. On his deathbed he makes the characters swear to find the hidden village and help them find their missing heroes.

Very Toxic Plant: And eladrin noblewoman from a far-off land is searching for a powerful plant-based poison, supposedly located in some lost valley. The eladrin, named Istra, will pay handsomely for the retrieval of the most powerful poison specimen.

Search for Orano: The characters are sent by an elven lord to search for signs of his bastard son, left abandoned in the woods around Nightshade Hollow. Due to a series of murders, this half-elf may

be the only other adult of elven blood left in the line. Orano is the elven word for bastard.

Treasure Parcels

Encounter C1: One of the Guardian's of Nighshade hollow has a Level 10 magic item. Layer the item on to the guardian of your choice or just assume that it is already in the stat block, whichever you prefer.

Encounter C2: Toifil has a small cache of coins. It contains 47 gp and 300 sp.

Encounter C3: The bone carved totems hanging on the tree become inert when Gerovit is destroyed, but are fine pieces of art and artifact. Each is worth 10 gp.

Encounter C4: In a small niche on the platform is a single *potion of healing*.

Encounter C5: Among the hag's treasure stuffed in the bed is a level 12 magic item, a level 10 magic item, and a level 5 magic item of your choice. They could have belonged to the hag or Ringlerun. There is also 200 gold pieces of gold, gems, are art pieces anywhere in the tower.

C1. Old Town Ruins

Encounter Level 12 (3,600 XP)

When the characters decide to pursue the Guardians, they must choose the speed of their approach.

The only accessible path to the Old Town Ruins is through a maze of the giant nightshade plants. The path is perilous, and can only be navigated safely if a person takes their time to avoid the poison plants. Creatures that navigate the path quickly take a great deal of poison damage.

- Characters taking their time to reach the ruins take no poison damage, but arrive three rounds before the guardians can possibly complete the ritual, or 4 rounds after characters moving quickly arrived at the ruins, or 2 rounds after characters moving at normal speed arrived at the ruins.
- Characters moving at normal speed take 20 poison damage, and arrive five rounds before the guardians can possibly complete the ritual, or on the second round after characters moving quickly arrived at the ruins.
- Characters moving quickly take 40 poison damage, and arrive seven rounds before the guardians can possibly complete the ritual.

The characters can move as a group, or individual characters can move at their own speed if they wish to. Some players may want to try to use skills or powers to mitigate the effect of poison. Use your best judgment, with the following guidelines, when allowing this.

- Use of a standard action power increases their travel time by one round.
- If the characters want to use Acrobatics to weave through the nightshade maze, a DC 19 check, reduces the poison damage by 10, or in the case of careful movement, they arrive four rounds before the guardians can possibly complete the ritual.
- At best, the characters should not gain more than a round or reduce the damage by more than 10 with the use of skills and powers.

Setup

When the characters reach the Old Town Ruin they arrive at the far southeast corner of the clearing where the trail breaks through the Nightshade Maze (see the encounter map for the start area). Jag Ravenwing is in the midst of performing the ritual, needing only a few more moments of incantation to rip a hole between the world and the Shadowfell. The ritual utilized ancient dolmens, once objects of power for the primal spirits the Gray Hag devoured centuries ago, Jag, following her mistress's *geas curse* focuses her power on these and their horrifying new use. Purple lightning flashes between the two, and onto a broken altar—also an artifact of those devoured primal spirits—standing in the southernmost section of the ruins. The other Guardians, Toren and Orano stand at the ready, moving to defend Jag and her activities once characters enter the clearing.

Tactics

Jag's main goal is to finish her ritual. She must spend a standard action each round to do so, but can skip rounds if she is stunned, or feels that she is threatened and must attack. If she is ever knocked unconscious or stunned the ritual is disrupted. The standard action to finish the ritual provokes opportunity attacks. But attacks don't normally disrupt the ritual. She attempts to stay out of reach from the characters whenever possible, making use of blocking terrain whenever she can.

Toren and Orano work as a team to run interference and protect Jag. If possible, they lock down ranged attackers.

Triggered Events

There are a number of triggered events in this encounter. Read them carefully, and apply their effect whenever their trigger occurs.

Purple Lightning Burst: Each time Jag Ravenwing performs the standard action to progress the ritual, the strange purple lightning bursts around the dolmens and the altar. It makes the following attack on all creatures in the burst radius show on the tactical map.

↩ **Purple Lightning Burst** (free when Jag Ravenwing spends a standard action to progress the ritual) ♦

Lightning, Necrotic

Close burst 2; +13 vs. Reflex; 2d10 + 4 lightning.

Jag Ravenwing Finishes the Ritual: If the ritual is finished, Jag Ravenwing opens a howling chasm (see Area Features)—a giant conduit that begins to slowly expand and suck in the ruins, and eventually all of Nightshade Hollows. The creation of the howling chasm is immediate. The chasm expands at the pace of two squares an hour.

The Characters Disrupt the Ritual: They stop the ritual, but transporting mists come calling. After the character takes a short rest, strange mists roil toward them. Those mists, once they reach all the character, magically transport them to the Darkwood.

A Character Reduces a Guardian to 0 or Fewer Hit Points: When this happens, the character become subject to the *geas curse* (see Missions and Curses, below). This occurs even if the character knocks out the Guardian.

Roleplaying the Guardians

Just because you're in the middle of a battle, doesn't mean you stop roleplaying. Each of the Guardians of Nightshade Hollow interacts with the character—especially Erus Arneson—in their own way.

Toren Dav

With the exception of Jag—who now believes she is the Gray Hag herself return to wreak vengeance—Toren Dav is the most dedicated of the Guardians. Still, there is part of him that realizes that he's on the wrong side. At some point he apologizes to Erus Arneson for the battle.

Orano Olvensired

Orano struggles against the curse. He uses his cruel taunt power, and stabs with his rapier, and will often not apply the sneak attack damage. When he does, he takes 25 psychic damage from the curse, and when this happens he screams and writhes in pain. He also does not use his dagger attack when he has combat advantage, but suffers no adverse effect for this suboptimal tactic.

Orano avoids attacking Erus, and before the half-elf is defeated calls the Erus to take care of the Burgomaster's daughter.

Jag Ravenwing

For all intents and purposes, Jag Ravenwing is gone. She now acts as the Gray Hag. The curse has made her conduit of the hag's will. The hag sees through

Jag's eyes, and speaks through her lips. For the most part, Jag is concerned with finishing the ritual. She avoids the characters and hides behind ruin walls for as long as she can. Only when she is done with the ritual, does she say anything to the characters.

I am here for my revenge. And if you get in my way, I will show you no mercy. I am the Gray Hag of the Hollows, and my curse will be fulfilled!

Area Features

This encounter has the following features.

Broken Altar: Difficult terrain but not covering terrain.

Dolmens: Covering terrain and difficult terrain

Fallen Tree: The fallen tree is both difficult and covering terrain.

Gray Lady Nightshade: The trees on the tactical map are actually the huge and dangerously poisonous nightshade that chokes many areas of Nightshade Hollow. A single touch can be deadly. A creature starting or ending its turn in a square of nightshade takes 15 poison damage. Nightshade trees are difficult terrain the provide cover

Rubble: Squares of rubble are difficult terrain.

Ruined Walls: The walls are 10 feet high, and their tops are crumbling and unstable. Without rope it takes a **DC 15 Athletics** check to climb up on the walls. Each round, it takes a **DC 12 Acrobatics** check taken at the start of a creatures turn to stay upon the wall. On a failed check, the character falls down a side of the DM's choice.

Screaming Chasm: The screaming chasm is a 2-by-2-square area that comes into existence once the ritual is completed. It comes into existence over the broken altar, and the squares directly behind that area. If a creature is on one of those squares when the screaming chasm comes into existence, it must succeed a saving throw or it is sucked into the chasm and to the Darkwood. On a successful saving throw, the character grabs onto the lip, and can pull themselves up with a move action.

Development

Once the guardians are defeated, the characters are free to examine the ritual book that Jag was casting from. Written by the Gray Hag through the possessed Jag Ravenwing, the book contains more than the powerful ritual, which is castable by the Gray Hag or a creature she is manifesting through.

Within the margins of the strange ritual, The Gray Hag tells her side of the story—that she was betrayed and trapped by Ringlerun, and now she seeks her revenge.

Jag Ravenwing (J) Level 11 Elite Controller

Medium natural humanoid, human XP 1,200

Initiative +10 Senses Perception +15; truesight 1

HP 160; Bloodied 80

AC 24; Fortitude 23, Reflex 24, Will 24

Resist insubstantial

Saving Throws +2

Speed fly 6 (hover; alt 1 square only); phasing

Action Points 1

⊕ **Disincarnate Touch** (standard, at-will) ♦ **Psychic, Radiant**
+15 vs. Reflex; 2d4 + 5 psychic and radiant damage, and the target cannot make opportunity attacks against Jag Ravenwing until the end of her next turn.

⊕ **Spirit Roots** (standard, at-will) ♦ **Lightning, Radiant**
Ranged 10; +15 vs. Will; 1d8 + 5 lightning and radiant damage, and the target is slowed until the end of the Jag Ravenwing's next turn.

⊕ **Disincarnate Fury** (standard, at-will)
The Jag Ravenwing makes two basic attacks, or she shifts 3 squares and makes one basic attack before or after shifting.

⊕ **Psychic Wave** (standard, recharge ⓂⓂⓂ) ♦ **Psychic**
Close burst 3; targets enemies; +14 vs. Fortitude; 3d6 + 5 psychic damage, and the target is pushed 3 squares and knocked prone.

Salient Memory (when Jag Ravenwing would fail an attack roll, saving throw, or check; recharges when first bloodied)
Add 1d6 to the triggering roll.

Alignment Unaligned Languages Common

Skills History +17, Insight +15

Str 8 (+4) Dex 14 (+7) Wis 21 (+10)

Con 18 (+9) Int 20 (+10) Cha 16 (+8)

Equipment: Leather armor, ritual book

Toren Dav (T) Level 10 Elite Soldier

Medium natural humanoid, human XP 1,000

Initiative +9 Senses Perception +6

HP 210; Bloodied 105

AC 26; Fortitude 25, Reflex 22, Will 21

Saving Throws +2

Speed 5

Action Points 1

⊕ **Scimitar** (standard, at-will) ♦ **Weapon**
+17 vs. AC; 1d8 + 5 damage (crit 1d8 +13), and the target is marked until the end of Toren Dav's next turn.

⊕ **Longbow** (standard, at-will) ♦ **Weapon**
Ranged 20/40; +16 vs. AC; 1d10 + 7 damage, and the target is marked until the end of Toren Dav's next turn.

⊕ **Eviscerate** (standard, encounter) ♦ **Weapon**
Toren Dav makes a basic attack. If the attack hits, he scores an automatic critical hit.

⊕ **Throat Clutch** (immediate reaction, when an enemy misses Toren Dav with a melee attack, at-will)
Targets the triggering enemy; +15 vs. Fortitude; 1d4 + 4 damage, and the target is grabbed. While the target is grabbed by Toren Dav, it takes 5 damage at the start of its turn. Toren Dav can only have one creature grabbed at a time.

⊕ **Sweeping Blade** (standard, at-will) ♦ **Weapon**
Close burst 1; +16 vs. AC; 1d8 + 5 damage (crit 1d8 + 13), and the target is marked until the end of Toren Dav's next turn.

Murderous Frenzy
Toren Dav gains 1 action point the first time he reduces a foe to 0 or fewer hit points during an encounter. He must immediately spend the action point as a free action, even if it interrupts another creature's turn.

Alignment Unaligned Languages Common

Skills Athletics +15, Intimidate +10

Str 21 (+10) Dex 14 (+7) Wis 13 (+6)

Con 17 (+8) Int 12 (+6) Cha 11 (+5)

Equipment scale armor, heavy shield, scimitar, longbow, 20 arrows, holy symbol of Melora.

Orano Olvensired (O) Level 12 Elite Skirmisher

Medium natural humanoid, half-elf XP 1,400

Initiative +14 Senses Perception +14; low-light vision

HP 232; Bloodied 116

AC 26; Fortitude 23, Reflex 27, Will 26

Saving Throws +2

Speed 6

Action Points 1

Rapier (standard, at-will) ♦ **Weapon**

⊕ +17 vs. AC; 1d8 + 6 damage, and Orano can shift 1 square.
Miss: No damage, but Orano can still shift 1 square.

⊕ **Dagger** (minor 1/round, at-will) ♦ **Weapon**
+15 vs. AC; 1d4 + 6 damage.

⊕ **Cruel Taunt** (minor 1/round, at-will) ♦ **Fear**
Close blast 5; one enemy in blast; +15 vs. Will; Orano pulls the target 1 square. The target grants Orano combat advantage until the start of Orano's next turn.

Combat Advantage
Orano's melee attacks deal 3d6 extra damage to targets he has combat advantage against.

Acrobatic Retreat (move; encounter)
If Orano is marked, end this condition. Joaquin shifts 1 square and then moves up to his speed.

Alignment Unaligned Languages Common, Dwarven, Elven

Skills Acrobatics +17, Bluff +16, Diplomacy +18, History +16, Insight +11

Str 15 (+8) Dex 23 (+12) Wis 16 (+9)

Con 12 (+7) Int 20 (+11) Cha 20 (+11)

Equipment: fine clothing, parrying dagger, rapier

Missions and Curses

During the course of the battle at the Old Town Ruins, some characters could be cursed and their reason and method of entering the Darkwood—the Gray Hag’s prison and Domain of Dread—becomes apparent. The reason and method for entering the Darkwood determines the ending of this adventure. There is also a good chance that at least one, probably more, characters have been infected with the *geas curse* that afflicted the Guardians of Nightshade Hollow. That curse could make the getting to the end of this adventure more challenging.

Missions

If the characters were able to stop Jag Ravenwing’s ritual and were dragged into the Darkwood by the strange mists, the mission is to escape the Darkwood. To do this, the characters must defeat the Gray Hag. Only her destruction can free them from the Darkwood. The characters don’t know this at first. They learn this from Baba Ilya when they find the Vistani camp. If for some reason the group doesn’t find the Vistani camp, a talking raven—a manifestation of the Raven Queen lands on a tree above the characters, gets their attention with loud cawing, and tells them the following before flying off.

“Quite the forlorn prison you’ve found yourself in. You are too soon for the Shadowfell—especially a nasty corner like this. Find the towering prison in the highlands. Defeat its prisoner—a hag of some power—and when you set her wicked soul free for my lady to judge, you’ll also be sprung.

If Guardians completed the ritual, and opened the howling chasm, the characters can leap into the chasm and end up in the Darkwood. By examining the ritual Jag Ravenwing was using, they find out that the chasm is a rift that slowly expands, sucking all of Nightshade Hollow into a section of the Shadowfell.

If the characters seem hesitant, Velgor Gratz, the burgomaster pleads with the characters to save the town. He knows the story of Ringlerun and the Gray Hag, and spills his guts to the character. He’ll draw the correct conclusion that this is all part of the Gray Hag’s plan for revenge on those who tricked

her, and tearfully explains that the people of Nightshade Hollow are doomed if the characters do not help. If nothing else works, he offers the entire vale to the character people and all as reward. The people become serfs to the heroes and give tribute in crops, iron ore from the surrounding hills, and even men-at-arms from among the best of their young men and woman. He is more willing to serve those who can stop the Gray Hag’s plans than to suffer under the hag’s vengeance; even those as strange as the characters. The people of Nightshade Hollow are so scared, most of them readily agree with their burgomaster.

Like the escape mission, the key to this mission is defeating the Gray Hag, but the characters likely know this from the start. They can discern that much from reading the ritual.

The Geas Curse

When a character reduces one of the Guardians of Nightshade Hollow to 0 hit points, the *geas curse* leaps from the dying Guardian to that character. The *geas curse* ends when the character dies or the Gray Hag is defeated, and a chance meeting with the last bit of Ringlerun’s spirit can also release one character from the curse (see The Tower of the Gray Hag).

The *geas curse* manifests itself differently with each character. If you are not running this adventure with the provided characters, use their manifestations or use them as a baseline to design your own. The idea is that each curse should attack a vanity or weakness.

A character affected by the *geas curse* must work each day toward the Gray Hag’s freedom or trigger the curse’s primary attack at the start of each extended rest. You, the DM, get to decide if the cursed characters sufficiently worked toward the Gray Hag’s freedom, but the magic of the curse has a hard time judging motive, only action. It’s easy to trick it by merely progressing closer to the Gray Hag’s prison—the Tower of Ringlerun.

The curse has another effect. If the characters attack the Gray Hag or her minions (Gerovit, Toifil, or Zeroth), they suffer from their curse’s secondary attack, as an immediate reaction.

Moldvay Warflame, Dragonborn Paladin

The Gray Hag’s curse knows that Moldvay is virtuous and self-sacrificing. His weakness is his

love for his sister. He will not watch her suffer for long.

Primary Attack: No attack roll necessary; Je'olm loses a healing surge. This healing surge cannot be regained until the *geas* curse is over. If Je'olm has no healing surges, she loses her healing surge value in hit points.

Secondary Attack: Targets Je'olm (no line of sight or line of effect is needed); +17 vs. Will; Je'olm takes 10 psychic damage and is dazed (save ends).

Je'olm Warflame, Dragonborn Sorcerer

Je'olm gains both wisdom and power from her ancient dragons. Slowly the curse can cut her off from this arcane font of power.

Primary Attack: +17 vs. Will; Je'olm is cut off from the ancient dragons. She loses her highest level arcane daily attack until the end of the curse. When her daily attacks are gone, she loses her highest level arcane encounter power. When she has no more arcane encounter powers, she loses her arcane at-wills at random. When she has no more arcane powers, the attack deals 1d4 healing surges. If she has no healing surge it deals 2 times healing surge value damage.

Secondary Attack: +17 vs. Fortitude; Je'olm is knocked prone, takes 10 force damage and she cannot use arcane spells (save ends).

Gie-Gaz, Genasi Monk

When the curse enters Gie-Gaz, the monk's desire to kill the Warflames is so strong, so focused that the curse could easily read it. It knows the way to get the monk to do the Gray Hag's bidding is by threatening to ruin the act he has prepared for the last 11 years.

Primary Attack: No attack roll necessary; until Gie-Gaz's next extended rest, whenever there is the opportunity to aid one of the Warflames (such as by way of, but not limited to, aid action, use the heal skill to grant a healing surge or a saving throw, or teleport the Warflames with his *reinforcement tattoo*) or follow their orders, Gie-Gaz must abstain or take 2d10 + 3 psychic damage.

Secondary Attack: +17 vs. Will; Gie-Gaz must tell one of the Warflames that he plans on killing them, or take 4d10 + 3 psychic damage.

Erus Arneson, Human Seeker

Because he is a native to Nightshade Hollow, the curse acts on Erus the most aggressively. In some ways the curse doesn't care if Erus lives or dies on the course of this adventure. His pain and misery (or even death) is just a small step in the direction of the Gray Hag's ultimate revenge.

Primary Attack: +17 vs. Fortitude; until Erus's next extended rest, he has -d4 healing surges. Miss: Until his next extended rest, Erus has -1 healing surges.

Secondary Attack: +17 vs. Fortitude; Erus takes 3d10 + 4 necrotic damage and is dazed until the end of his next turn.

Istra the Fallen, Eladrin Cleric

The curse senses that Istra responds better to carrots than sticks, and feels a kinship and comfort in the cold treachery the eladrin has learned from the drow.

Instead of a primary attack, Istra has a primary boon. If she is able to further the goal of the *geas* curse and the Gray Hag, she gains the benefit of her boon—an extra action point.

Primary Boon: No attack roll; Istra gains an extra action point. She can still only use one action point an encounter.

Secondary Attack: +17 vs. Fortitude; Istra is blinded (save ends). *Aftereffect:* Istra cannot target her allies with divine powers until the end of her next turn.

Elkred, Dwarf Fighter

The curse senses that the dwarf is simple creature, and thus affects him simply.

Primary Attack: No attack roll; Elkred takes 20 damage.

Secondary Attack: +17 vs. Will; Elkred cannot mark creatures until the end of his next extended rest. He also suffers a profound lack of confidence.

The Darkwood

No matter how they enter, the characters eventually find themselves in the Gray Hag's domain—The Darkwood. Read:

Though you left from Nightshade Hollow at night, it seems like it is day here—a gloomy overcast day. You find yourself within a large and primeval forest. Ancient and gnarled oaks and elms create a canopy overhead that, along with thick cloying mists, block out most of the sun's light. The forest floor is a morass of detritus and brambles. Every so often you see a dark furred rabbit or squirrel scamper through the underbrush. Everything is dark here—the trunks, branches, and dried leaves. And like Nightshade Hollow, this place is also choked with the giant and oh so poisonous nightshade plants.

After arriving here, the characters wander the endless track of dark and gloomy forest for the better part of the day. Investigation and the use of some skills can uncover the following information about the Darkwood

Arcana (Detect Magic) (DC 19): *The land itself seems to be magical, it is a strange mix of fey, shadow, and primal magic bound together by a powerful ritual.*

Athletics or Acrobatics (DC 14): *Climbing the highest tree, you see that the forest seems to go on for miles, if not dozens of miles in all directions. Your vision is obscured by the persistent mists that cloy even to the treetops, but the land become higher and rockier to the east*

Insight (DC 21): *The forest itself exudes a strange malevolence, as if it has a personality or is controlled by a personality.*

Nature (DC 14): *This is no natural forest. Everything here is slightly darker. The shadows are deeper, and the strange animals that dwell here are dark and wane. Like in Nightshade Hollow, sections of this forest are choked with the giant deadly nightshade plants.*

Perception (DC 14): *You notice that the mists act strangely here. They don't move with the wind, instead they seem to have a mind of their own.*

Perception (DC 20 after climbing the highest tree): *Straining your eyes you see that in the distant the forest gives way to wooded highlands. Within those highlands, miles away, an ivy-covered tower rises over the tree line. It must be over 100 feet tall.*

Laughter in the Woods

Near twilight, they come across two children in a clearing.

You hear laughter in the distance, it's light and lithe. At first you thought it might be fey. These mist-shrouded woods have a fey quality. But as you venture closer, you realize it is coming from human children--or some fey imitation of children's laughter.

If the characters decide to approach the laughter, read the following. If they decide to bypass the laughing children, skip this section and see "Vistani Camp" below.

As you get closer, you realize that the children are laughing and talking. You see a flicker of movement in the distance, some reds and yellows amid the dark wood of the evergreen forest, and one of the voices becomes discernable.

"Talse, just kill it. Don't make it suffer." The voice is that of a young girl, speaking strangely accented Common.

The characters have stumbled upon Vistani brother and sister Greda and Talse. At 8 years, Greda is the younger. Talse is 11. The pair has ventured forth from the Vistani wagon circle that lies over a hillock, about a quarter mile away.

Talse has set snares for the black hares of the woods, but this is the first time he has successfully caught one. The rabbit is wounded, and bound for the Vistani stewpot. Greda is pleading with her brother to kill the poor creature, but Talse is transfixed like a cat on its prey. He can be a dark and brooding boy.

Talse	Vistani human boy
Int 14, Wis 13; Cha 8;	
Bluff +0, Insight +1, Nature +4, Perception +6;	
Description A tall and wiry boy, Talse has jet black hair, and a smile full of crooked teeth. He wears green trousers and an off-white linen shirt. He carries a knapsack full of parts for his hare traps and his ornate knife.	
Personality Full of bravado and sarcasm, he has a hard time taking orders from anyone...except for dragonborn. They scare him. He treats those who defer to him with a semblance of courtesy.	
Mannerisms Talse's dark eyes constantly dart here and there like he is nervous. When bored he fidgets.	

Greda

Vistanin human girl

Int 12, Wis 14, Cha 12

Bluff +2, Insight +7, Perception +2;

Description Greda is the opposite of her brother. She has auburn hair and a lighter complexion. Her eyes are light green, and her smile is perfect—except for the fact that she has lost her two front baby teeth and they have not grown back yet. She wears a blue dress with gold trim.

Personality Curious, insightful, a little shy, and sweet. She chides her brother when he is being mean.

Mannerisms Greda tends to hold her hands to her back and look away when questioned, especially when questioned by Erus or another human male. She is very curious about dragonborn.

When the characters first approach, the children do not flee. Talse draws his blade—an ornate dagger given to him by his grandfather—and hovers over his kill. Greda stays behind and questions the characters. She seems ready to bolt at any moment. They attempt to run if the characters make any threats or make any attacks against them.

What if they do the Unthinkable?

Sometimes players can do the damnedest things. Controllers may try to capture the children with an attack power, or paranoia may get the best of the party, and they decide the kids are fair target.

The characters don't even need to succeed an Insight check to determine the children are terrified of them. The boy suffers from bravado and the girl, curiosity.

The children are extremely lucky. On the first attack roll that hits them, they take the minimal damage (each child has defense of 10 and 15 hp). Furthermore, any character attacking the children is attacked with the secondary attack of the *geas* curse, whether or not they actually are under the effect of the *geas* curse. The same is true if the characters attack the Vistani. Characters not under the *geas* curse that are so attacked sense a malevolent presence lashing out at them for their transgression. Though trapped in her tower, the Gray Hag does have some control over her Domain of Dread, and looks favorably on the Vistani—at least for now.

After the first attack, the children dart into some small caves and briars. Unless you, the DM, deem it necessary to play out the chase, the children make it to the Vistani camp and warn their family about the “crazy people in the woods.”

If the characters are able to settle the children (Diplomacy DC 14) and treat them well, they'll not only lead the characters to the Vistani camp and introduce them to Baba Ilya, they'll answer some questions on the way there.

Where are we?

“You're in the Darkwood, the lands of the Gray Hag. She is trapped her tower, far to the east, but still has some control over who comes in and out of her domain.”

Who are you?

“We are Vistani, wanderers between the worlds. We come and go as we please, thank you.”

Tell us about the mists?

“The mists snatch mortals and bring them here. Some say they work for the Gray Hag. Others think the mists are agents of some higher power, like Vecna or the Raven Queen. Others think the mists have their own reasons for snatching mortals from other realms.”

How do we get back to Nightshade Hollow?

“Baba Ilya might know. She is the Raunie of our band.”

What is a Raunie?

“A Raunie is a wise woman who has the sight. She can look into the future and the strands of fate. She can help you find your true path.”

Vistani Camp

Whether Talse and Greda led them there, the characters decided to avoid the laughter in the wilderness, or the characters decided to chase down the fleeing children, they find the Long Road—a dirt path that winds its way through the center of the Darkwood. The Vistani, especially Baba Ilya's band, use the road to get from one section of the Shadowfell to another; so many parts of it have been rutted by their wagon wheels. Baba Ilya's band also uses the Darkwood as a semi-permanent base of operations. Over the years they've learned what to do to gain the Gray Hag's favor...or at least avoid her ire.

The camp is just off the Long Road. It is a group of 12 Vistani wagons, forming a circle, with a large fire at the center. Horses, goats, and ox are tethered here and there, and a few dogs guard the perimeter.

When the characters approach, a group of six colorfully dressed men and woman—obviously the

tribe's warriors— move to intercept the character's progress. They are armed with daggers. When they get close enough, the leader calls out.

“You are not welcome here, stranger. Unless you have coin to spend, gamble away, or give us outright because you find our faces pleasing.” The words come from the group's leader, a tall man with long black hair held back by an ornate scarf. Tall, muscular, and handsome, he wears the scars of numerous battles.

The man's name is Vrance Wolfbane. He is the leader of the tribe's warriors, and uncle to both Talse and Greda.

If the children are with the characters, and they have been well-treated, Talse and Greda vouch for the characters. From there the characters are escorted to Baba Ilya's wagon.

If the characters don't have the children to vouch for them, they can gain entrance into the camp by way of the following skill challenge.

Impressing the Vistani

Level: 9 (800 XP)

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Bluff, Thievery

Acrobatics or Athletics (DC 14): The character impresses the Vistani with a bit of acrobatics or athletics. A character can attempt a truly daring feat of acrobatics or athletics. When they do so, with a DC 21 success they gain two successes toward the skill challenge, but on a failed check, the group accrues a failure toward the skill challenge.

Bluff (DC 19): The character making this check tells a joke or a tall tale that makes the Vistani laugh or leaves them rapt in amazement of the character's storytelling; the characters also gain one success toward the skill challenge.

Thievery (DC 19): The Vistani are expert cut-purses, prestidigitators, and thieves. They make little secret of these skills, except in their use. They are impressed if the characters commit a successful feat of slight-of-hand or theft. But, if they fail by 5 or more, they are caught, which is something the Vistani do not respect. The character accrues one failure toward the challenge, and a taunting or maybe a threat. A failure within 4 of the DC is lucky. Whatever the character bungled the Vistani didn't

even notice the attempt. No failure or success gained toward the skill challenge.

Secondary Skills: Diplomacy, Intimidate, Insight

Diplomacy (DC 15): Diplomacy can be used to diffuse a situation after a character fails a Thievery check toward this challenge. A success negates the failure gained, but does not count toward the skill challenge's success.

Intimidate (DC 22): Though the Vistani put up a good front, they are survivors and cower to strong authority. A success reduces the DCs of this skill challenge by 2 until the end of the skill challenge. The characters can only gain this benefit one time.

Insight (DC 15): A successful insight check allows the succeeding character to grant a +2 bonus to any check associated with this skill challenge. The succeeding character can grant the bonus after a check is made (as if it were an immediate interrupt on the check). A character can only gain the ability to grant this bonus once in the duration of this skill challenge.

Success: The characters impress the Vistani, and they are welcome into the camp for food, drink, stories, and a meeting with Baba Ilya.

Failure: Vrance Wolfbane is not impressed with the characters, and tells them to run off. If the characters attempt to enter the camp, the Vistani defend themselves.

If the characters have mistreated the children, the leader, Vrance Wolfbane's response is sterner.

You run now, and I will let you live. But if I see you again, I swear I will gut all of you, and let the Raven Queen's vassals feed on your entrails.

If the characters fight the Vistani, use the human knife fighter stats, presented below. Vrance's stats are the same as the rest of the group, but he has an extra action point. Keep in mind, that every time the characters attack one of the Vistani, it triggers their character's particular *geas curse* secondary attack, even if they are not carrying the *geas curse* (see the “What if they do the Unthinkable” sidebar).

If the characters defeat the Vistani, Baba Ilya becomes involved. See “Baba Ilya Knows All,” below.

6 Human Knife Fighter	Level 7 Elite Skirmisher
Medium natural humanoid	XP 600
Initiative +8	Senses Perception +14

HP 162; **Bloodied** 81
AC 23; **Fortitude** 21, **Reflex** 21, **Will** 21
Saving Throws +2
Speed 7

Action Points 1 (2 for Vrance Wolfbane)

⊕ **Wounding Dagger** (standard; at-will) F **Weapon**
+12 vs. AC (crit 19-20); 1d6 + 6 damage (crit 1d6 + 12)
and ongoing 5 damage (save ends).

‡ **Dance of the Knife** (standard; at-will) F **Weapon**
+12 vs. AC (crit 19-20); 1d6 + 6 damage (crit 1d6 + 12).
Effect: The human knife fighter shifts 2 squares after the
attack and makes one more attack against the same
target or a different one. The knife fighter then shifts 2
squares.

Peerless Tumbler (move; recharge ☼ ☼)
The human knife fighter shifts 4 squares, ignoring
difficult terrain.

Combat Advantage
A human knife fighter deals 2d6 extra damage against
any target granting combat advantage to it.

Alignment Unaligned **Languages** Common
Skills Stealth +11
Str 15 (+5) **Dex** 17 (+6) **Wis** 16 (+6)
Con 17 (+6) **Int** 13 (+4) **Cha** 12 (+4)
Equipment dagger, net

Baba Ilya Knows All

If the characters are invited into the Vistani camp, they meet Baba Ilya.

The success or failure of the characters could hinge upon the portents of this Vistani Raunie. While she will not outright aid the characters in their actions against the Gray Hag—she tries to keep on the Dark Lord’s good side—she can show the characters their most perfect fate by way of her choice of divination—Angelbones

Once in the good graces of the Vistani, they waste no time presenting the group to Baba Ilya.

The baba’s wagon is larger than the others, but still cramped. The walls are insulated with wool stuffed scarlet cloth, adorned with cheap gems. A small, shrunken ancient woman sits in the shadows, on the far side of the wagon. She sits on a padded stool, hunched over a small table. She motions for you to approach.

As the characters sit around the cramped table, read the following read-aloud text. If you are using provided characters, Moldvay can’t even fit into the wagon, but can interact from the doorway.

“Strange guest, we get so few out here.”

Baba Ilya’s voice is raspy and soft, but still holds some authority. You see that she is blind, or nearly so. Her eyes are milky with cataracts.

“My guess is that the Gray Hag either wants you here, or doesn’t want you here. I care not, but I will not move against her. We like our camp. She is an absentee landlord. Those are the best kind.”

Though Baba Ilya insists she cannot move against the Gray Hag, she can still aid the characters...for a price. For 50 gp worth of coin or equipment, she will read the curses on each of the characters, and explain to them how they work. She also tells the characters the following.

“You are carrying more than a curse. You are a vessel of her power. She can use you to escape. You must defeat her to be free.”

While the baba is happy to describe the general layout of the Darkwood to the characters, for an additional 50 gp of coin or equipment, she gives the characters a map of the area.

If the characters ask about the locations on the map, this is what Baba Ilya says:

Snarlbach Morass

Stinking. Poison. Horrible. It’s a place best avoided by the sane.

The Haunted Glade

There was a battle there some years ago. The vanquishing hero dwells there still, waiting for more souls to feed upon.

Deception Pass

The bastion of the old lord Zeroth. He serves her now and rides on black wings.

The Long Road

It travels across the Long Road and to other domains, but the mists decide which domain they lead to. The mists have a mind of their own.

The Highlands

They are higher than we are now. Have you never heard of highlands before?

The Hag’s Tower

It’s her home. I stay away. I am a good subject who enjoys her light rule. If you go there, please let her know that.

For 200 gp she reads the group's fate with the Angelbones.

Unlike many Raunie, Baba Ilya does not use the Tarokka—a deck typically used by the Vistani for divining. Instead she uses Angelbones—8-sided made from the bones of angels. Their sides emblazoned with a Supernal hieroglyph.

Whether or not the characters allow Baba Ilya read their fate with Angelbones, roll 2d8.

Roll	Path
Even sum, but not doubles	Snarlback Morass
Odd sum	Deception Pass
Doubles	Haunted Glade

The result is the characters fated path. If they follow the fated path, and choose the appropriate encounter, nothing occurs. All is as it should be. If they go against the path, the non-minion monsters of that path gain a +1 bonus to defenses and attack rolls. The characters have to struggle harder against fate.

If the characters pay Baba Ilya, she reveals the character's fated path and warns them that to go against one's fated path is very dangerous.

Characters may have a hard time negotiating with Baba Ilya. Intimidate is useless. She warns the intimidating character once, and then throws them out of her wagon. A DC 16 Bluff check shorts the old woman coin by 10%. A DC 20 Diplomacy check can bring down the price of the readings or the map by 10%.

Spending the Night

Whether or not the characters know it, time is of the essence. The longer the characters take to reach the Gray Hag, the more time she has to prepare. Each extended rest the characters take, make the last encounter harder (see C4. Tower of the Gray Hag).

There are also other dangers to spending the night with the Vistani. Characters who take an extended rest at the camp lose one of their items. The item taken is listed below for the provided characters. If you are not using the provided characters, the DM should pick or determine randomly.

Moldvay Warflame (male dragonborn paladin of Bahamut): *luckbender gloves (heroic tier)*

Je'olm Warflame (female dragonborn sorcerer): *dice of auspicious fortune (paragon tier)*

Gie-Gaz (male flameborn genasi monk): climbing kit

Erus Arneson (male human seeker): *phantom soldier*

Istra the Fallen (female eladrin cleric of Lolth): Whatever is left of her residuum.

No Rest

It is nearly night time by the time the characters make it to the Vistani camp. They can push on to the next encounter, and get there before the next extended rest, but if they do so they suffer a -1 penalty to all attack rolls, skill checks, and ability checks. Instead of taking an extended rest at encounters C2, C3, or C4, they can push on again, but suffer an addition -1 penalty to attack rolls, skill checks, and ability checks. They could battle the Gray Hag without benefit of some or all of her minions (see C5. The Tower of the Gray Hag).

Development

If the characters bypass or avoid the Vistani encounters, you should still roll for their fated path (see above), and determine the path they take to the hag's tower. The Long Road leads to C3. Deception Pass, and if they wander around in the wilderness, they could wind up in either C1. Snarlback Morass or C2. Haunted Glade.

C2. The Snarlbach Morass

Encounter Level 10 (2,600 XP)

The lowland path to the Gray Hag's Tower leads the characters through this horrible bog. Throughout their journey they are tracked by the quickling, Toifil. He subtly pushes the character to a specific area—a makeshift shrine to the Gray Hag, which he can use to summon a projection of her to spy on and combat the characters.

Setup

Traveling to the hag's tower via the Snarlbach Morass takes a day of slogging through the putrid-smelling bog. A toxic tangle of stagnant pools and stinking mud, the bog is hedged in everywhere by the giant nightshade.

Baba Ilya's words did not do the Snarlbach Morass justice. You've been traveling through its putrid morass for most the day. The entire bog is home to large stands of giant nightshade, and you feel its poison's sting with each soggy step you take.

This place doesn't just poison the body; it plays tricks on the mind. You could swear something has been following you ever since you entered this hellish swamp. You can hear it slosh just beyond the veil of darkness. Every so often you catch a grayish flutter in corner of your eye, but you've not been able to capture even a clear glimpse of the stalker, though it hasn't been for any lack of trying.

The quick and stealthy stalker is Toifil, a quickling agent of the Gray Hag. He typically haunts a small shrine toward the far edge of the morass. His lair is on the site of a failed attempt to create a mystical conduit—a sort of localized portal—between the hag's tower and some other part of the domain. While the shrine lacks the magical power to allow the Gray Hag to escape, she can manifest a portion of her power through it.

The quickling's stalking has been for a purpose—to subtly corral the characters to the shrine.

At the end of the day spent traversing the morass, read:

You can't tell if there is a sun in this place of poison and mist, but there is night and day. Soon the dark gray mist will blacken, and then a single misstep can mean death.

At least the ground is becoming firmer here, and you think you can glimpse a clearing ahead.

Once the characters reach the clearing, read:

Through a tangle of thick filament, which looks like spider webs, you can see a trio of wooden warriors, each carrying a wooden cudgel and a shield amble their way toward you.

You can hear a tiny fey voice incanting some kind of spell in the distance.

Using his superior speed and knowledge of the morass, Toifil reaches the shrine first and prepares his trap. First he has called for the aid of wood woads—strange fey warriors typically lying dormant at the bottom of pools near the shrine. By the time the characters arrive in this clearing, three wood woads have answered Toifil's call.

Next the quickling calls forth a projection of the Gray Hag (represented by the bog hag). He can do this as a standard action as long as there is not already a projection of the Gray Hag on the battlefield and the shrine has not been destroyed. It takes a **DC 20 Arcana** check to determine the connection between the bog hag and the shrine.

Toifil can also call two more wood woads to the battle. To do this he has to be adjacent to the far pool (the one labeled on the map) and spend a standard action. The newly called wood woads crawl out of the slime as a move action on the next wood woad turn.

Tactics

The wood woads march forward for a direct assault on the characters. They are not affected by the strange plant filaments that choke this clearing (neither are the hag and Toifil; see below). Toifil calls more allies and then joins the battle himself. He will not let his lady down, and would rather lay down his life than fail her.

The bog hag fights the characters, but also looks for weaknesses. She knows if the characters win, she must fight them, and uses this battle to reconnoiter their tactics.

The Curse

Toifil the quickling is one of the Gray Hag's primary agents. The secondary attack of the curse occurs when a character under the effect of the *geas* curse attacks the quickling.

Area Features

Gray Lady Nightshade: The trees on the tactical map are actually the huge and dangerously poisonous nightshade. A single touch can be deadly. A creature starting or ending its turn in a square of nightshade takes 15 poison damage. The nightshade is difficult terrain that provides cover.

Sticky Plant Filaments: Represented by the webbing on the tiles, these stringy and sticky plant filaments look almost like spider webs (a Nature DC 12 notices the difference). A character that starts its turn or enters a square of these filaments is slowed (save ends). When a creature slowed by this effect fails a saving throw while within a square of the filament, it becomes restrained (save ends). The wood woads, Toifil, and the bog hag projections of the Gray Hag are immune to the plant filaments.

Pools: While shallow, the bottoms are made of soft mud. Pools are difficult terrain, but cost 4 squares instead of 2 to enter. Characters within the pools gain cover.

Shrine: The shrine is difficult terrain. It has defense of 20 and 60 hit points. Once destroyed, the projection of the Gray Hag cannot return.

Fallen Tree: These squares are difficult terrain that provides cover.

Dead Tree and Vines: Both are difficult terrain that provide cover.

Development

Once they've completed this encounter, the characters can travel on to the Gray Hag's tower.

3-5 Wood Woads (W) Level 8 Soldier

Medium fey humanoid (plant) XP 350

Initiative +5 Senses Perception +12

HP 92; Bloodied 46

AC 23; Fortitude 21, Reflex 18, Will 21

Speed 5

⊕ **Club** (standard, at-will) ♦ **Weapon**

+16 vs. AC; 1d8 + 6 damage.

‡ **Nature's Judgment** (standard, recharge 6) ♦ **Healing, Reliable, Weapon**

+16 vs. AC; 2d8 + 6 damage, and the target is immobilized and takes ongoing 5 damage (save ends both). When the target takes the ongoing damage, the fey enemy or plant enemy nearest to the target regains an equal number of hit points.

↔ **Nature's Mystery** (minor, encounter) ♦ **Charm**

Close burst 2; targets one creature; no attack roll; the target takes a -2 penalty to attack rolls, all defenses, and

saving throws (save ends). In addition, the target takes a -5 penalty to saving throws against this effect unless it succeeds on a DC 20 Nature check (as a minor action on the target's turn).

Alignment Unaligned **Languages** Common, Elven

Skills Intimidate +11

Str 18 (+8) **Dex** 9 (+3) **Wis** 16 (+7)

Con 20 (+9) **Int** 10 (+4) **Cha** 10 (+4)

Equipment: small wooden shield, club.

Toifil, Quickling Runner (T) Level 9 Skirmisher

Small fey humanoid XP 400

Initiative +13 Senses Perception +7; low-light vision

HP 96; Bloodied 48

AC 24 (28 against opportunity attacks);

Fortitude 20, Reflex 24, Will 20

Speed 12, climb 6

⊕ **Short Sword** (standard, at-will) ♦ **Weapon**

+14 vs. AC; 1d6 + 7 damage.

‡ **Quick Cuts** (standard, at-will) ♦ **Weapon**

The quickling moves its speed. At any two points during its move, the quickling makes a melee basic attack at a -2 penalty. The quickling cannot use this power while immobilized or slowed.

Fey Shift (standard; encounter)

The quickling runner shifts 10 squares.

Maintain Mobility (minor; recharge 4 5 6)

An immobilized quickling runner is no longer immobilized.

Alignment Evil **Languages** Elven

Skills Acrobatics +21, Bluff +9, Stealth +16

Str 9 (+3) **Dex** 24 (+11) **Wis** 17 (+7)

Con 16 (+7) **Int** 14 (+6) **Cha** 10 (+4)

Equipment: short sword

Bog Hag (B) Level 10 Skirmisher

Medium fey humanoid (aquatic) XP 500

Initiative +11 Senses Perception +7; low-light vision

Unwholesome Presence aura 3; enemies in the aura gain only half the normal hit points from spending healing surges.

HP 107; Bloodied 53

AC 24; Fortitude 23, Reflex 21, Will 19

Speed 8 (swamp walk), swim 8

⊕ **Claw** (standard, at-will)

Reach 2; +15 vs. AC; 1d8+6 damage.

‡ **Rending Claws** (standard, encounter; recharges when first bloodied)

The bog hag makes two claw attacks against the same target; if both claws hit, the hag deals an extra 5 damage to the target.

Change Shape (minor; at-will) ♦ **Polymorph**

A bog hag can alter its physical form to appear as a beautiful young female elf, half-elf, eladrin, or human.

Evasive Charge

The bog hag shifts 2 squares after charging.

Alignment Evil **Languages** Common, Elven

Skills Intimidate +12, Nature +12, Stealth +14

Str 22 (+11) **Dex** 18 (+9) **Wis** 15 (+7)

Con 19 (+9) **Int** 12 (+6) **Cha** 14 (+7)

C3. Haunted Glade

Encounter Level 12 (3,650 XP)

The middle path has the characters looking for a cave that leads up to the Gray Hag's Tower. In the area in front of the cave there is a hunted glade—haunted by the last vestige of one of the primal spirits the Gray Hag devoured. The vestige is served by the undead remains of those it has bested in battle.

Setup

Everything looks clear as the characters approach the glade.

The ground is covered with bones. A fearsome battle, more likely a slaughter, occurred here some time ago. Two dead trees are black with crows. The murders fly off as they spot your approach. The closest tree has fallen, its insides rotting. The far one still stands. As the black birds retreat, you notice seven totems, all in the vague shape of a standing bear hang from leather straps from the dead tree's branches. Each totem is carved of bone.

Don't start this encounter with the monster on the map, but roll their initiative normally. Even the characters get the feeling something is dangerous here.

The purple zones on the map are the trigger areas for each group of shattergloom skeletons. They animate, drawing disperse bones together with invisible force on their initiative after a character enters a zone.

On the round after shatterglooms animate, Gerovit, a lich vestige manifest in front of tree. These are all that remains of the soldiers who killed the Seven Paladins of Pelor when they attempted to purge the Darkwood of Evil. Gerovit is also the last vestige of the only primal spirit that the Gray Hag devoured to win her immortality. He now serves the Hag until oblivion.

Tactics

The shatterglooms push forth to harry the characters approach on the totem tree. At the same time they will take strategic retreats, attempting to be near the totem tree when they become bloodied. Even if the characters get past them, they can stymie any attempt to destroy the totems.

Gerovit the lich vestige hangs back, peppering the characters with shadow rays. Its high defenses make it difficult to score even the single hit point of damage need to kill it. Luckily there is a way to weaken Gerovit by destroying the totems on the far tree.

The Curse

Gerovit is one of the Gray Hag's primary agents. The secondary attack of the curse occurs when a character under the effect of the *geas curse* attacks the vestige.

Area Features

Gray Lady Nightshade: The trees on the tactical map are actually the huge and dangerously poisonous nightshade. A single touch can be deadly. A creature starting or ending its turn in a square of nightshade takes 15 poison damage. The nightshade is difficult terrain that provides cover.

Downed Tree: The tree both difficult and covering terrain.

Totem Tree: The totem tree is both difficult terrain and covering terrain. Each of the totems on the tree can be attacked and torn down. Doing so is a standard action, and automatically succeeds as the character attempting to tear down the totem is in a totem tree square. Each totem that is torn down reduces the defenses of Gerovit by 2. The reduction is cumulative.

Development

Once they've completed this encounter, the characters can travel on to the Gray Hag's tower.

4 Shattergloom Skeleton (S) Level 8 Soldier

Medium shadow animate (undead) XP 350

Initiative +11 Senses Perception +6; darkvision

HP 86; Bloodied 43

AC 24; Fortitude 22, Reflex 23, Will 18

Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant

Speed 6

⊕ **Shadowy Claws** (standard, at-will) ♦ **Necrotic** +15 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 necrotic damage and is slowed (save ends both). After the shattergloom skeleton uses shadowy rejuvenation, on a hit, the target takes ongoing 10 necrotic damage and is immobilized (save ends both) instead of slowed.

↩ **Shadowy Rejuvenation** (when first bloodied, encounter) ♦ **Necrotic, Zone**

Close burst 2; 2d6 + 4 necrotic damage (no attack roll required); the power creates a zone of darkness that lasts until the end of the encounter. The zone blocks line of sight (creatures that have darkvision ignore this effect). All effects on the shattergloom skeleton end, and the skeleton's shadowy claws attack deals ongoing 10 necrotic damage instead of ongoing 5 necrotic damage, and the attack renders a target immobilized instead of slowed.

Alignment Unaligned **Languages** -
Str 18 (+8) **Dex** 21 (+9) **Wis** 15 (+6)
Con 14 (+6) **Int** 4 (+1) **Cha** 6 (+2)

Gerovit, Lich Vestige (G) Level 26 Minion

Medium natural humanoid (undead) XP 2250

Initiative +14 **Senses** Perception +19; darkvision

HP 1; a missed attack never damages a minion.

AC 40; **Fortitude** 36, **Reflex** 40, **Will** 38

Immune disease, poison; **Resist** 20 necrotic

Speed 6

m **Death's Touch** (standard, at-will) ♦ **Necrotic**
+30 vs. AC; 10 necrotic damage, and the target is weakened (save ends).

☞ **Shadow Ray** (standard, at-will) ♦ **Necrotic**
Ranged 20; +30 vs. Reflex; 10 necrotic damage, or 15 necrotic damage if the target is an arcane power user (such as a wizard).

Alignment Evil **Languages** Abyssal, Common

Skills Arcana +24

Str 11 (+13) **Dex** 12 (+14) **Wis** 13 (+14)

Con 14 (+15) **Int** 22 (+19) **Cha** 18 (+17)

C4. Deception Pass

Encounter Level 10 (2,650 XP)

The Long Road leads to this place, once a fortified pass in a rugged part of the Darkwood's highlands, now it is a ruin, haunted by the former lord of this domain—Zeroth the skull lord.

After losing a wager with the Gray Hag, not long after she was confined to the Darkwood by Ringlerun's magic, Zeroth serves his mistress and will protect the pass until victory or his destruction. He is aided in this by his mount, a vulture drake, and small group of galeb duhr earthbreakers.

Setup

The characters get to this area by navigating a treacherous pass. To their right, the mountain rises steeply another 100 feet. To their left, it drops 100 feet to the forest below.

In the distance you see a structure. A constructed overhang fortified and ivy covered. A stairs leads up to the fortification.

As they move forward, the characters find that the old fortifications are not abandoned. Five galeb duhr guard the inner battlements, and rain down rocks on those who dare to enter. Also roll initiative for Zeroth, the skull lord. On the second round of the battle, he flies up atop his vulture drake to join the fray.

Tactics

From cover, the galeb duhr rain down rocks on the characters. They use their *shockwave* attack when characters tarry too close.

After an initial daring assault atop his vulture drake (Zeroth brings the vulture drake close to take advantage of his mount's *death shriek*), the skull lord pulls back, taking to the air to deliver his ranged attacks. When either the vulture drake is bloodied, or the skull lord loses his first skull, Zeroth dismounts, using the drake as a shield as he continues his onslaught on the characters.

The Curse

Zeroth the skull lord is one of the Gray Hag's primary agents. The secondary attack of the curse occurs

when a character under the effect of the *geas curse* attacks the undead former lord of the Darkwood.

Area Features

Stairs: it is difficult terrain to move up the stairs. Creatures move at normal speed going down the stairs.

Platform: The platform is 10 feet up. Its battlements provide cover to those behind it shooting down on the lower path.

Destroyed Statue: This was once a statue of Zeroth, as this place was his fortress before the coming of the Gray Hag. Now it is nearly unrecognizable and difficult terrain that provides cover.

Gray Lady Nightshade: The trees on the tactical map are actually the huge and dangerously poisonous nightshade. A single touch can be deadly. A creature starting or ending its turn in a square of nightshade takes 15 poison damage. The nightshade is difficult terrain that provides cover.

Rubble: The rubble is difficult terrain.

Rock Piles: The rock piles are difficult terrain that provides cover.

Development

Once they've completed this encounter, the characters can travel on to the Gray Hag's tower.

Vulture Drake Level 9 Brute

Large natural beast (mount, reptile) XP 400

Initiative +7 Senses Perception +12

HP 119; Bloodied 59

AC 21; Fortitude 22, Reflex 21, Will 21

Resist 10 necrotic

Speed 6, fly 8 (clumsy)

⊕ **Bite** (standard, at-will) ♦ **Necrotic**
+12 vs. AC; 1d8 + 5 damage, and ongoing 5 necrotic damage (save ends).

⊕ **Claw** (standard, at-will)
+12 vs. AC; 1d6 + 5 damage.

‡ **Swooping Charge** (standard, at-will)

The vulture drake makes a charge attack, starting in the air and ending on the ground. It can make two claw attacks against the target it charges, instead of making one melee basic attack. If both attacks hit, the target is knocked prone.

↩ **Death Shriek** (immediate reaction, when first damaged, encounter) ♦ **Fear, Necrotic, Thunder**
Close blast 5; +10 vs. Will; 2d8 + 5 thunder damage, and the target takes ongoing 5 necrotic damage and a -2

penalty to attack rolls and saving throws (save ends both).

Death Scent

Creatures taking ongoing necrotic damage gain no benefit from concealment or total concealment when they are attacked by a vulture drake.

Shadow Mount (when mounted by a friendly rider of 7th level or higher; at-will)

The vulture drake grants its rider resist 10 necrotic and a +4 bonus to saving throws against fear effects.

Alignment Unaligned **Languages** -

Str 18 (+8) **Dex** 16 (+7) **Wis** 16 (+7)

Con 19 (+8) **Int** 3 (+0) **Cha** 10 (+4)

5 Galeb Duhr Earthbreaker Level 8 Artillery

Medium elemental humanoid (earth) **XP** 350

Initiative +4 **Senses** Perception +12; tremorsense 10

HP 73; **Bloodied** 36

AC 22; **Fortitude** 23, **Reflex** 18, **Will** 20

Immune petrification, poison

Speed 4 (earth walk), burrow 6

⊕ **Slam** (standard, at-will)

+13 vs. AC; 1d8+6 damage.

✦ **Hurl Stones** (standard, at-will)

Area burst 1 within 10; +13 vs. AC; 1d10 + 6 damage.

All squares in the area become difficult terrain. The earthbreaker can create stones to throw when none are present.

↔ **Shock Wave** (standard, recharge 5/6)

Close burst 2; +12 vs. Fortitude; 1d6+6 damage, and the target is pushed 1 square and knocked prone.

Alignment Unaligned **Languages** Dwarven, Giant

Skills Stealth +9

Str 23 (+10) **Dex** 10 (+4) **Wis** 16 (+7)

Con 19 (+8) **Int** 12 (+5) **Cha** 12 (+5)

Zeroth, Skull Lord Level 10 Artillery (Leader)

Medium natural humanoid (undead) **XP** 500

Initiative +8 **Senses** Perception +7; darkvision

Master of the Grave (Healing) aura 2; undead allies in the aura gain regeneration 5 and a +2 bonus to saving throws. This aura ends when the skull of death's command (see below) is destroyed.

HP 40; **Bloodied** 20

AC 24; **Fortitude** 21, **Reflex** 22, **Will** 23

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 6

⊕ **Bone Staff** (standard, at-will) ♦ **Necrotic, Weapon**

+13 vs. AC; 1d8 + 2 damage plus 1d6 necrotic damage.

R **Skull of Bonechilling Fear** (minor 1/round, at-will) ♦

Cold, Fear

Ranged 10; +15 vs. Will; 1d6 + 3 cold damage, and the target is pushed 5 squares.

✦ **Skull of Death's Command** (minor 1/round, at-will) ♦ **Necrotic**

Ranged 10; the skull lord restores a destroyed undead minion within range. The restored undead minion's level must be no higher than the skull lord's level +2. The restored minion stands in the space where it fell (or in any adjacent space, if that space is occupied) as a free action, has full normal hit points, and can take actions (as normal) on its next turn.

✦ **Skull of Withering Flame** (minor 1/round, at-will) ♦ **Fire, Necrotic**

Ranged 10; +15 vs. Fortitude; 2d6+3 fire and necrotic damage.

Triple Skulls ♦ **Healing**

When a skull lord is reduced to 0 hit points, one of its skulls (determined randomly) is destroyed. If the creature has any skulls remaining, it instantly heals to full hit points (40 hit points). When all three skulls are destroyed, the skull lord is destroyed as well.

Alignment Evil **Languages** Common

Skills Bluff +15, Insight +12, Intimidate +15

Str 14 (+7) **Dex** 16 (+8) **Wis** 15 (+7)

Con 17 (+8) **Int** 16 (+8) **Cha** 21 (+10)

Equipment: 3 iron crowns, staff

C5. Tower of the Gray Hag

Encounter Level variable

No matter what path the characters take, they end up at the highest point of the Darkwood's highlands—the Tower of the Gray Hag. While the focal point of her power in the Darkwood, the tower is also her prison. Not built by the hag, the edifice that towers over 100 feet over the Darkwood was Ringlerun's private demiplane sanctuary. Ringlerun used it as a focus of the ritual that trapped the hag, but she's a canny old bat. She's been able to use its residual magic to manifest herself out of into the Darkwood, but now uses it as a beacon to draw those affected by the *geas* curse to her.

Approaching the Tower

As the characters make it way into the Darkwood Highlands, they first catch sight of the tower.

Like a finger of stone, the tower rises over the Darkwood. As the terrain gets rockier, and the trees less dense, the forest loses its bulk of its canopy, a gunmetal sky has not a single bird, just a stone edifice, topped with a cone-shaped tiled roof. Even though the tower is caked with grime, and strangler's cover stone and tile alike, even from this distance you see glimpses of white and lapis-lazuli. The towers stones are unpolished marble. The architecture and brilliance of the roof tiles are surprising. If a hag built this tower, it was no ordinary one. It looks arcane rather than primal.

As you crest the next hillock, you see that it sits atop a large crag still some ways away. Around it is a tangle of giant nightshade.

The path leading to the tower winds more than a mile into a nightshade tangle. Unlike the maze outside Nightshade Hollow, this path is easy to navigate. The characters can race to its terminus without taking poison damage but doing so is not without danger. If they race to the tower they must take a short rest immediately upon reaching the area of the tactical map C4 or lose 1d4 healing surges. The entire air is a slight poison from the pollen of the nightshade, and in exertion speeds the effect of the toxin. More on this and other effects of past traveling decisions while the characters were

traversing the Darkwood are found in “Customizing the Encounter” section below.

Ringlerun's Last Gasp

Just before the character reach the area, about some 100 feet down the trail to that opening, the last spiritual remnant of Ringlerun appears before them.

A ghostly image appears before you, materializing from the ether in the middle of the path. He is a human male, ancient, bald on top, but with a long white beard and hair at the sides. He wears long, once-grand wizard's robes, now tattered and stained. Hunched, almost broken, and looking forlorn he holds both hands out, palms forward. He is mumbling something, but you are too far to hear it.

The visage of Ringlerun is holding his hands outward in an ancient form of calling for parley—a way of showing enemies no spells or rituals are being cast. A **History DC 24** recognizes this, though any arcane spellcaster or a ritual caster will know it is impossible to conceal casting when the hands are out like Ringlerun's. Characters trying to identify the wizard, on an **Arcana DC 16** or a **History DC 24** recognize the robes as the guild wizards of the last human empire. Erus immediately recognizes him as Ringlerun, the savior of Nightshade Hollow.

Even with this information, the characters will likely be nervous of Ringlerun's visage. But they have to approach him to hear his speech and further interact with Ringlerun. They have little to worry about from the wizard; this last fragment of Ringlerun's existence is weak. This is Ringlerun's desperate attempt to warn anyone of the Gray Hag's plans, and to give advice to those who would defeat her. But the curse that is probably within at least one of the characters will try to fight the wizard's final effort.

As the characters get within earshot of the wizard, read.

You can make out the wizard's mumbling. He is saying “The mirror and the circle. Only after the mirror and the circle can she be stopped. If she kills the cursed all is lost. Only then can she escape.

At this point, the curse makes the following attack against each character under the *geas* curse.

Geas Curse Domination (free action when a creature or its allies come within ear shot of Ringlerun; encounter) ♦ **Charm**
+17 vs. Will; targets all creatures under the *geas* curse; the target is dominated (save ends). Miss: the target is dominated until the end of its next turn.

The *geas* curse's domination compels the affected characters to attack Ringlerun. Here are his stats:

Ringlerun
Medium shadow humanoid XP -
Initiative +2 **Senses** Perception +10; low-light, truesight 5
HP 30; **Bloodied** 15
AC 24; **Fortitude** 18, **Reflex** 22, **Will** 24
Resist incorporeal
Speed 4 (phasing)
Ghostly Escape (immediate interrupt when hit with an attack; at-will) ♦ **Teleportation**
Ringlerun teleports 8 squares
Alignment Good **Languages** Common, Elven, Primordial, Supernal

If characters become dominated, roll initiative and play out the skirmish. Each round, Ringlerun will give the characters another useful bit of information during his turn. He has four more bits of information.

Round 1: *The hag is crafty. She has done terrible things the magical equipment once there—which believed could not be salvaged after I bound her there. She has invested power into both the magic circle and the magic mirror. She is using it to gain power from the Darkwood. You must disable them.*

Round 2: *The magic circle is complicated one with mazes and backtracks that make it hard to break. There is only one place that you can break the circle. I left a diagram of where to break the circle. A wizard can never be too careful. It is hidden in plain sight among by books in upper story. The Libir Faius, a book on Fey magic, has a gnome knot pattern on its cover. That pattern is the diagram of the circle, and where to break it. You can find rust monster gizzard on the workbench. Use it to erase the section of the circle.*

Round 3: *The rust monster gizzard can also be used to erase the runes in the upper level of the tower. But those runes are made with the Iorkharic script, and are much more powerful. It will take more time to erase them. Those runes are powering the magic mirror.*

Round 4: *If you do not disrupt the magic of the circle and the mirror the Gray Hag is not truly defeated. You could even destroy her body, but she would come back in a matter of minutes. Even killing her after they have been disrupted doesn't truly destroy her. It will take her years, but she will manifest again. Only delivering her heart to the Council of the Four Winds—a group of powerful primal spirits—and let them judge her will truly destroy her.*

If a character, cursed or otherwise, reduces Ringlerun to 0 hit points, or if Ringlerun is able to impart all of his information, that's it for the old wizard. His last bit of essence finds its final rest in oblivion. But if the character that reduced him to 0 hit points was subject to the *geas* curse, the old guild wizard is able to rally enough strength to end that curse, with his final bit of life force.

No Need for the Grid

For the encounter with Ringlerun, there is really no need to use a grid. A fast and simple descriptive combat will do. You have decision control on both the wizard and any dominated characters, which makes this even easier.

The Tower

After conversing with Ringlerun, and now hopefully armed with some good information, all that's left is for the characters to confront the Gray Hag.

The tower is not entirely hollow. Most of it is a solid mass of piled stone, basalt on the inside and marble on the out. Only the last 30 feet or so of the 100-foot-tall tower is inhabitable. Once Ringlerun's study and arcane workshop, it consists of two stories. The lower level contains the workshop and a magic circle, and is accessible by way of an open balcony. The upper level is the top of the stone tower, covered by a cone tile roof. The upper level contains a magic mirror, a group of arcane-charged runes that store magical energy, a small library, a bed and a large cabinet.

The tower is definitely something not of the Darkwood. Once gleaming white marble, the tower walls are now stained by the growth of the forest. You see hints of radiant blue struggle forth from the grime covering the roof tiles. The tower and the land around it seem to have been thrust here, as if from the heavens. The tower leans just a little, and its lower bottom looks a slightly compacted.

Thick ivy grows up to a balcony, sitting just under the cone roof of the tower. All is quiet.

Customizing the Encounter

The difficulty of this encounter is determined by how long the characters take to reach the tower. If the characters take only a single extended rest before reaching the tower, add the shambling mounds to the encounter. If they take two or more extended rests, add the flesh golem to the encounter. If they didn't rush to get to the tower, treat the group as if they took an additional extended rest.

This is a large encounter that features some complicated area features, some skill challenges, and a few different monsters—including the Gray Hag who is a formidable solo creature. Take your time and become familiar with the various encounter assets.

The intended flow of the encounter is something like this (modified by the monsters that are in the encounter based on the characters' decisions to take extended rests). The characters approach the tower, and start to climb up. At that point the shambling mounds move forward, attempting to impede the process of characters not under the *geas curse*.

Once the characters reach the inhabited sections of the tower, the Gray Hag attacks those under the *geas curse*. She tends to ignore those not cursed, until they become too troublesome to ignore.

The flesh golem appears once the characters attempt to disrupt the Iokharic runes on the second story, and canny characters who reconnoiter the area, can also find other ways to deal with that threat.

The Hag

The Gray Hag looks like such an ordinary creature. She doesn't look any different than her bog hag reflection in the Snarlbach Morass. But she is a creature imprisoned and waiting to regain her full power.

But though she may not look like much, she is a frightful creature and very hard to defeat. The characters must break the magic circle, and sever the connection between the Iokharic runes and the magic mirror before the characters can even attempt it. If one or more of these items are still active when the hag is reduced to 0 hit points, she comes back to life (or even existence if the characters find a way to destroy her body) after the

characters take a short rest. If one has been destroyed, but the other is still functioning he comes back with her bloodied total hit points and all powers recharged, but no action points. If both items are still functional, she comes back with full hit points, all powers recharged, but no action points.

If the hag is able to kill all the characters under the effect of the *geas curse*, the adventure is over. Go to the conclusion. If there are no characters afflicted with the *geas curse*, she must fight on to the bitter end, which may make her attacks and strategies more desperate and more malicious.

Area Features

The following terrain features are given in order the characters are likely to come into contact with it.

Gray Lady Nightshade: The trees on the tactical map are actually the huge and dangerously poisonous nightshade. A single touch can be deadly. A creature starting or ending its turn in a square of nightshade takes 15 poison damage. The nightshade is difficult terrain that provides cover.

Rubble: The rubble at the base of the tower is difficult terrain.

Tower Walls: The tower walls are made of uncut marble and covered with vines, which makes it easier to climb. It is 70 feet from the bottom of the tower to the balcony. It is a **DC 15 Athletics** to climb. **DC 10 Athletics** if the climber is using a rope.

Balcony: The raised and slotted edge of the balcony gives creatures a +4 bonus to saving throws made when a creature attempts to force them off the balcony.

If there is a grappling hook on the balcony, a creature can make an **Athletics DC 15** skill check as a standard action to pull the grapple off. No check is required, and it only takes a minor action if there is no creature climbing the rope, or it is not somehow otherwise secured.

Area of Strewn Books: This area is difficult terrain. Within these strewn books is the copy of *Libris Faius* that was once on Ringlerun's bookshelf. Finding the book requires a **DC 20 Perception Check**.

Workbench: The workbench is an area of difficult terrain that is also movable. With a standard action, a creature standing adjacent to it can spend a standard action to push the workbench

d4 squares in the direction of their choosing. They could also spend the standard action to flip the table. This takes an Athletics DC 15 check. On a success, the table is flipped, and any creature standing in a table's space is knocked prone.

On the workbench, in a small drawer at its bottom is the rust monster gizzard. It takes a minor action to open the drawer and another to retrieve the gizzard.

Magic Circle: The magic circle is active, but the Gray Hag is now using it as a focused conduit for power. This conduit needs to be shut down, before the hag can be defeated. See the Fixing the Magic Circle skill challenge, below.

Spiral Stairs: Going up the stairs is difficult terrain. Going down the stairs is not. The stairs is 14 squares long. The railing of the stairs is wide enough that a creature could attempt to slide down its entire length as a move action. The sliding creature must start in one of the stair squares or one of the three squares adjacent to the stairs' topmost square to slide down the stairs. That creature must succeed an **Acrobatic DC 13** to slide down the stairs; failure wastes the move action.

Rune Floor: Are glowing and can be readily seen. A **DC 10 Arcana** check identifies them as Iokharic—the script of dragons. Usually such script is reserved powerful and explosive arcane power. An **Arcana (detect magic DC 20)** recognizes them as the power source of the arcane mirror in the room, a **DC 24** success on that check sees that there is a minor contingency spell connecting the ruins and the cabinet.

Using the rust monster gizzard to erase a tile's Iokharic rune is a standard action. It can be tried as a minor action, but only succeeds if accompanied by a successful **DC 14 Arcana** check.

Cabinet: The cabinet is large, made of iron-bound oak, if the characters spent two or more extended rests before reaching this place, the cabinet is not empty. Inside is a flesh golem constructed from the parts of a group of Vistani thieves that tried to sack the tower. It squeezes in the cabinet inert until a creature erases one of the runes on the floor or they open the cabinet, whichever occurs first. If the characters find out about the flesh golem before they fiddle with the runes, they can lock the cabinet door (not check necessary) trapping the golem inside for a period of time. If they do this, the golem struggles to get out.

At the start of its turn, roll a d6. If the roll is a 6, the golem bursts out and begins his assault.

Bed: Once this was a fine and ornate bed worthy of a guild wizard. Now it is stuffed with needles and rags, and hair. Searching the bedding may turn up treasure. If you are using the treasure parcel system, you can pick the treasure in here. If you are running this with the prepared characters, they find 4 *potions of healing* in here and a Keoghtom's ointment, in the stuffing with a **Perception DC 14** check which they can take as a minor action. There is also a ritual that will close the howling chasm and transport the characters back to Nightshade Hollow, along with enough alchemical reagents to cast it.

Bookcase: The bookcase is empty. All of the books that once occupied it as strewn across the floor on the second story.

3 Poisonous Shambling Mound (S)		Level 9 Brute
Large natural animate (plant)		XP 400
Initiative +5	Senses Perception +4; darkvision	
HP 120; Bloodied 60		
Regeneration 5		
AC 21; Fortitude 23, Reflex 18, Will 17		
Immune poison; see also <i>poison affinity</i>		
Speed 4 (forest walk), Climb 4		
⊕ Tendrils (standard; at-will)		
Reach 2; +12 vs. AC; 1d8 + 6 damage.		
‡ Enveloping Double Attack (standard; at-will) ◆ Healing		
The shambling mound makes two basic attacks. If both attacks hit the same Medium or smaller target, the shambling mound makes a secondary attack against the target. <i>Secondary Attack:</i> +12 vs. Fortitude; the target is pulled into the shambling mound's space and restrained (save ends). While the target is restrained, no creature has line of sight or line of effect to it. At the start of the shambling mound's turn each round, the enveloped target takes 10 damage and the shambling mound regains 10 hit points. The shambling mound can envelop up to 2 creatures at a time. When the target makes its save, it reappears in a square of its choice adjacent to the shambling mound.		
Poison Affinity (immediate reaction, when hit by a poison attack; at-will) ◆ Healing		
The shambling mound regains 10 hit points.		
Alignment Unaligned		Languages –
Skills Stealth +10		
Str 22 (+10)	Dex 12 (+5)	Wis 10 (+4)
Con 20 (+9)	Int 5 (+1)	Cha 10 (+4)

Shambling Mound Tactics

The shambling mounds can sense *geas cursed* characters, and stay away from them. Instead they seek to harry characters who are not cursed.

They will follow the characters up the sides of the tower, and even into it. Their main goal is to drag characters into the nightshade (the forest squares of the encounter area) where they will take damage even if enveloped by the mounds.

Decrepit Flesh Golem (G) Level 8 Elite Brute

Large natural animate (construct) XP 700

Initiative +4 Senses Perception +5; darkvision

HP 210; Bloodied 105

AC 20; Fortitude 23, Reflex 18, Will 19

Saving Throws +2

Speed 5 can't shift

Action Points 1

⊕ **Slam** (standard, at-will)

Reach 2; +11 vs. AC; 2d8 + 5 damage, and the target is pushed 2 squares.

‡ **Berserk Attack** (immediate reaction, when damaged by an attack, at-will)

The flesh golem makes a slam attack against a random enemy within its reach.

‡ **Golem Rampage** (standard, recharge 6)

The decrepit flesh golem moves its speed and can move through enemies' spaces. When it enters a creature's space, the golem makes a slam attack against that creature.

Alignment Unaligned

Languages -

Str 20 (+9)

Dex 7 (+2)

Wis 8 (+3)

Con 15 (+6)

Int 3 (0)

Cha 3 (0)

Flesh Golem Tactics

The golem's tactics are simple: pound all enemies until they are dead. He has no sense of the geas curse and does not change tactics unless the Gray Hag tells him to. He always follows the verbal orders of the Gray Hag.

The Gray Hag (H) Level 9 Solo Lurker

Medium shadow humanoid XP 2,000

Initiative +13 Senses Perception +7; low-light vision,

HP 380; Bloodied 190

AC 23; Fortitude 21, Reflex 23, Will 21

Saving Throws +5

Immune necrotic, daze; Vulnerable 5 radiant

Speed 6, teleport 2

Action Points 2

⊕ **Claws** (standard, at-will) ♦ **Necrotic**

+14 vs. AC; 2d6 + 5 necrotic damage.

r **Forceful Hand** (minor; at-will)

Ranged 10; +12 vs. Fortitude; the target is pushed 1 square. On a critical, the target is pushed 3 squares.

↘ **Blinding Spit** (standard; recharge when first bloodied) ♦ **Necrotic**

Ranged 1; +14 vs. Reflex; the target takes ongoing 20 necrotic damage and is blinded (save ends both).

Aftereffect: the target takes ongoing 10 necrotic damage.

↔ **Shocking Blast** (standard; recharge ☼ ☼ ☼) ♦

Lightning

Close blast 5; +13 vs. Reflex; 2d8 + 5 lightning damage, or 2d8 + 5 lightning damage and the target is dazed (save ends) this attack is augmented by the use of Gray Hag's Step. Also, if the Gray Hag hits at least two creatures with this power, it recharges *Gray Hag's Step* (see below).

↘ **Dominate the Cursed** (standard; recharge ☼) ♦ **Charm, Psychic**

Ranged 5; +14 vs. Will; targets a creature affected by the geas curse; the target is dominated (save ends). The Gray Hag can have more than one creature dominated at a time.

Gray Hag's Step (move action; recharges when two creatures are hit with a shocking blast attack) ♦

Teleportation

The Gray Hag teleports to any unoccupied square on either story of the tower that she wishes. Unlike normal teleportation movement, she does not need line of sight or line of effect to the destination point, but it must be within the tower or the lower level's balcony.

If the Gray Hag starts this teleport while out of line of sight or successfully hidden from all enemies, the next time before the end of her next turn she uses either shocking blast or forceful hand, that attack is augmented. See the appropriate

Alignment Evil Languages Common, Elven

Skills Arcana +13, Bluff +9, Stealth +14

Str 17(+7)

Dex 20 (+9)

Wis 17 (+7)

Con 15 (+6)

Int 18 (+8)

Cha 11 (+4)

Gray Hag Tactics

The hag tries to focus her attacks on the characters afflicted with the geas curse. That is her key to freedom. She will use her maneuverability to strike at the foes, though she is just as happy if her powers force the characters to split up between the two stories of the tower.

If the Gray Hag defeats all the character afflicted with the geas curse (kills them), the combat ends, as the hag makes her final escape (see Conclusion).

Conclusion

This adventure can end a variety of ways. Hopefully it ended with the characters making it to Ringlerun's Tower, breaking the magic circle and disrupting the magic mirror, and then defeating the Gray Hag. If that occurs, read:

With a howling scream that makes your skulls vibrate and your ears bleed, the Grey Hag begins to fold into herself; bones breaks, but elastic skin keeps in the gore. Still, it's a disgusting sight. As the hag is reduces to nothing more than a violently contorting pile of misshaped flesh, she begins to burn with a greenish flame. Within moments all that is left of the Gray Hag is fist-sized lump of coal that smells strongly of sulfur.

The characters can leave the blackened stone, or take it with them, but they may have to deal with it in a future adventure. In a year that rock will spawn the Gray Hag once more, unless the characters can get the Four Winds to pass judgment on her. But that's another story for another time.

The characters can find the ritual that allows them to escape the Darkwood and also close and reverse the howling chasm, along with enough alchemical reagents to cast it. They are hidden in Ringlerun's old torn-up bed.

If the Gray Hag was able to kill all the characters affected with the geas curse, she wins. Read:

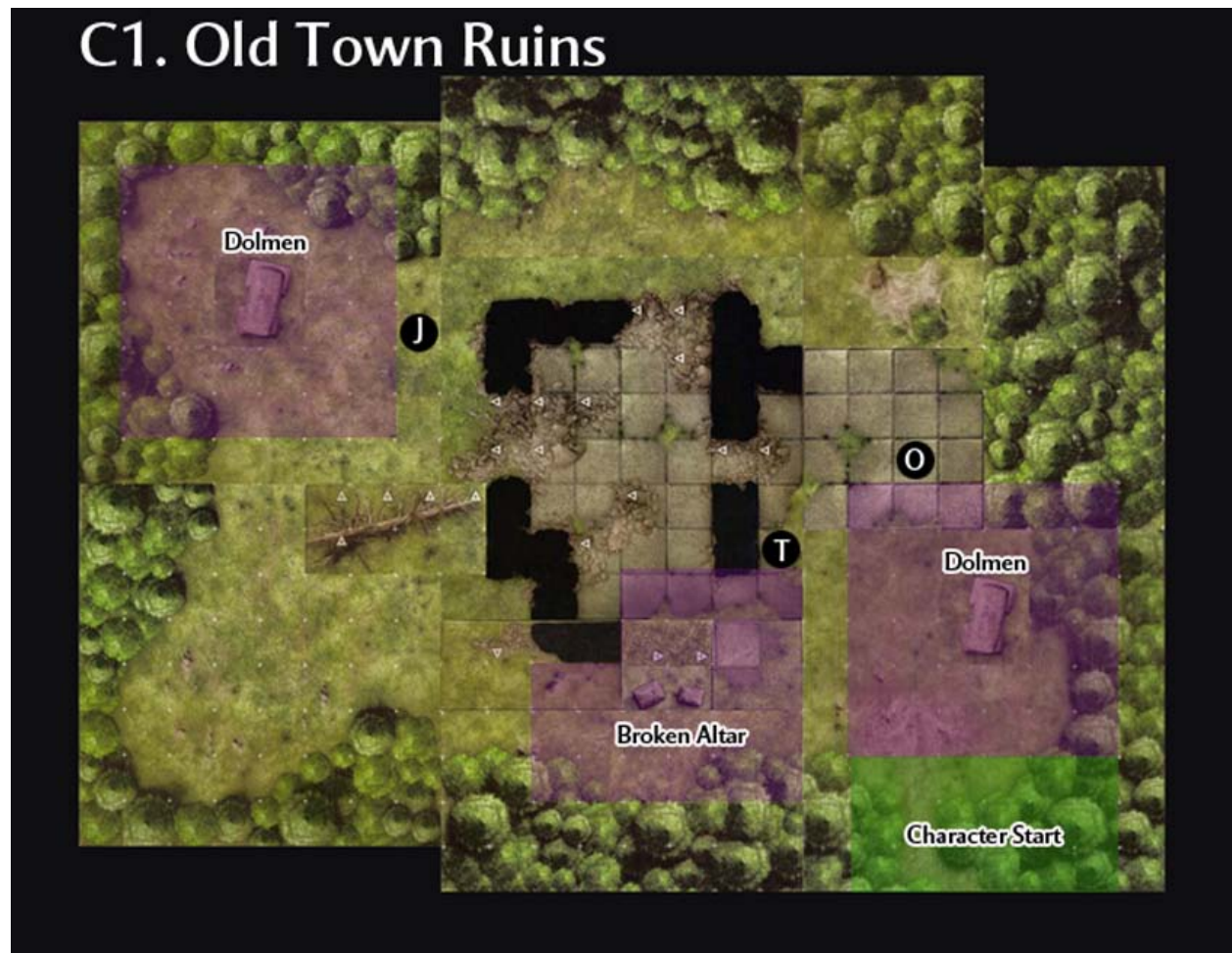
Watching your ally expire was hard enough, but a black inky stream of darkness gushes forth of your companion's body and slams into the Gray Hag. This unleashed power makes the Gray Hag something truly frightening. Something truly epic.

You can feel her newfound power crackle tangible around the room. With a blink she is gone. She laughs horribly.

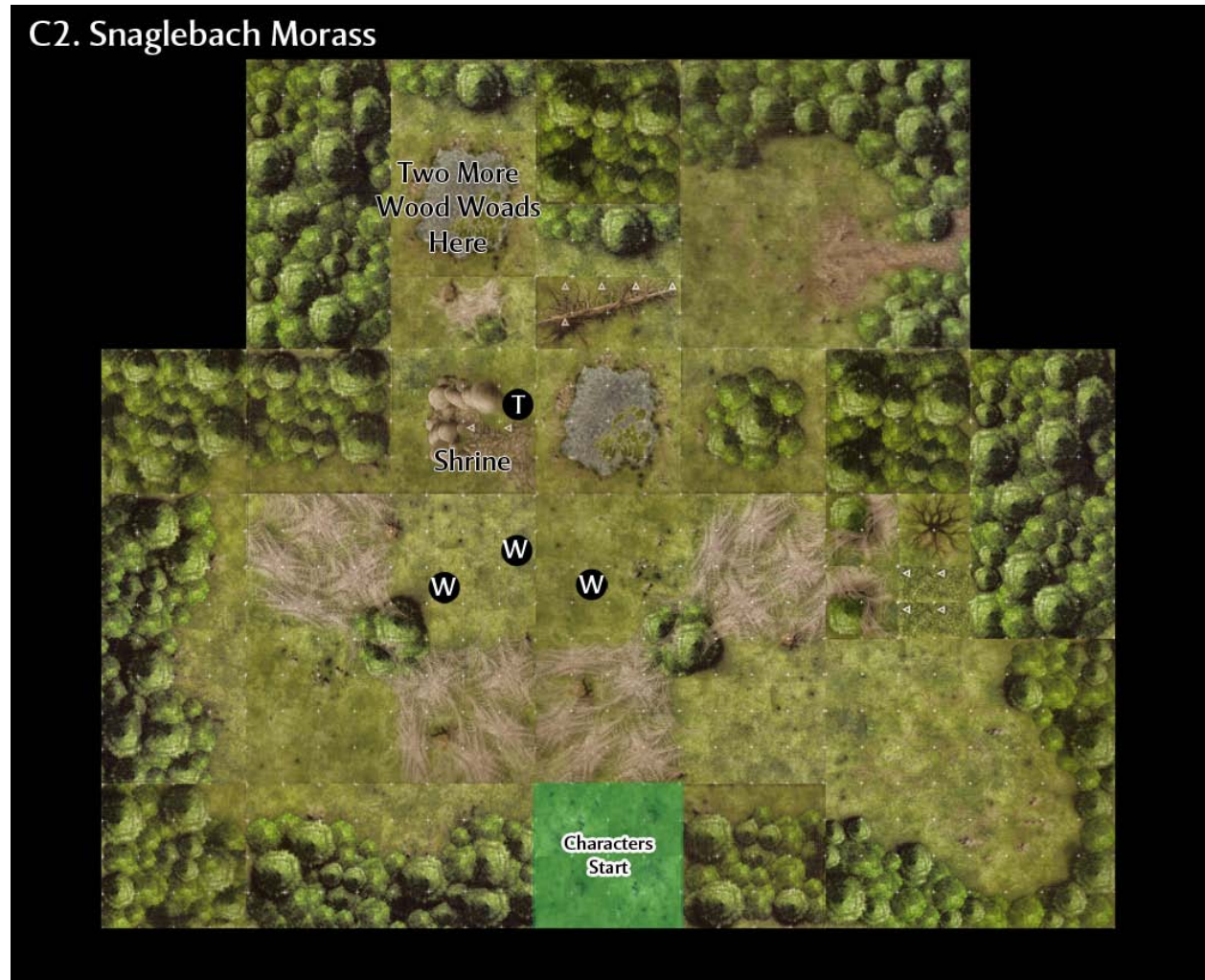
"Thank you fools. I'll let you live in gratitude of the sacrifices you've made in my cause. Don't make me hunt you down and destroy you."

Maybe someday the characters and the Gray Hag will come into conflict again.

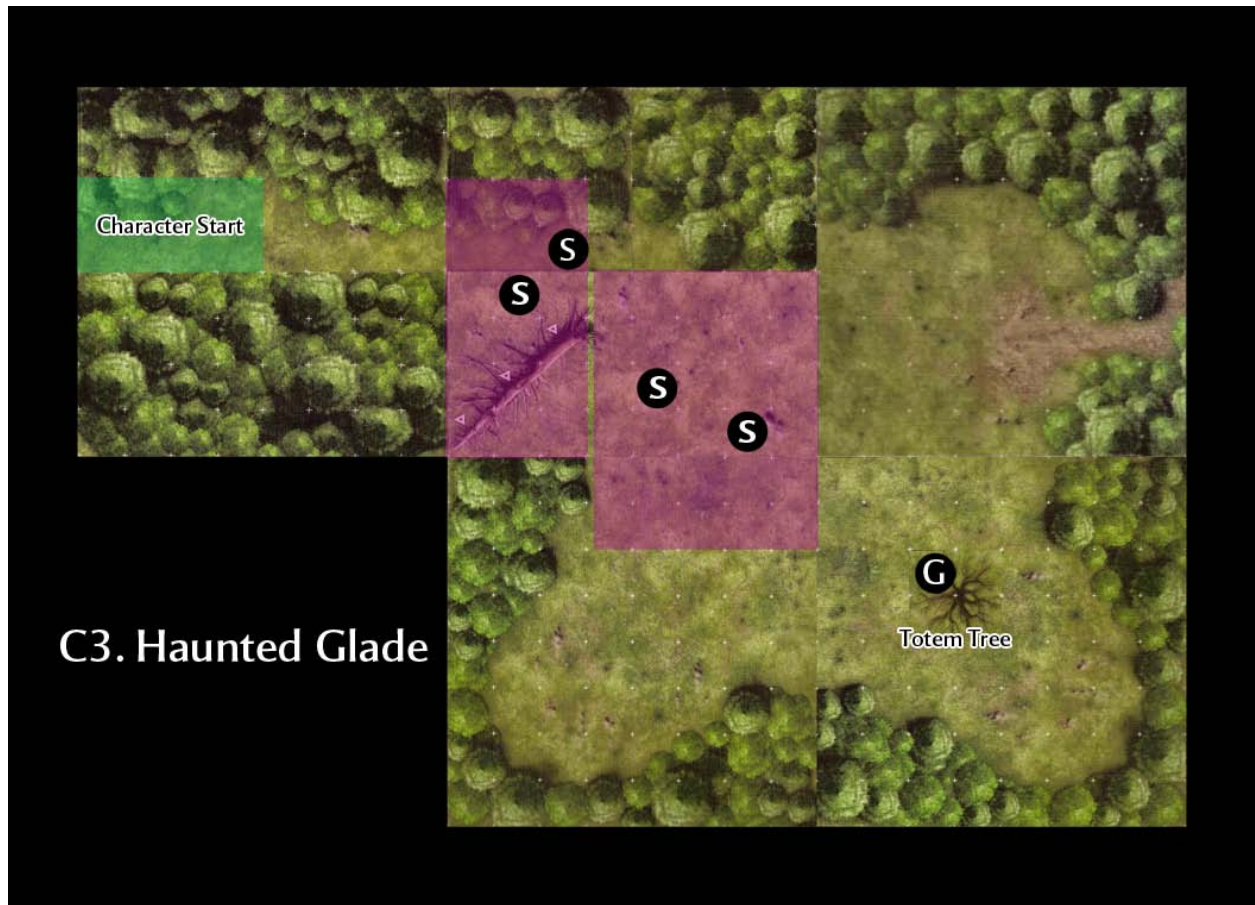
Encounter C1 Map



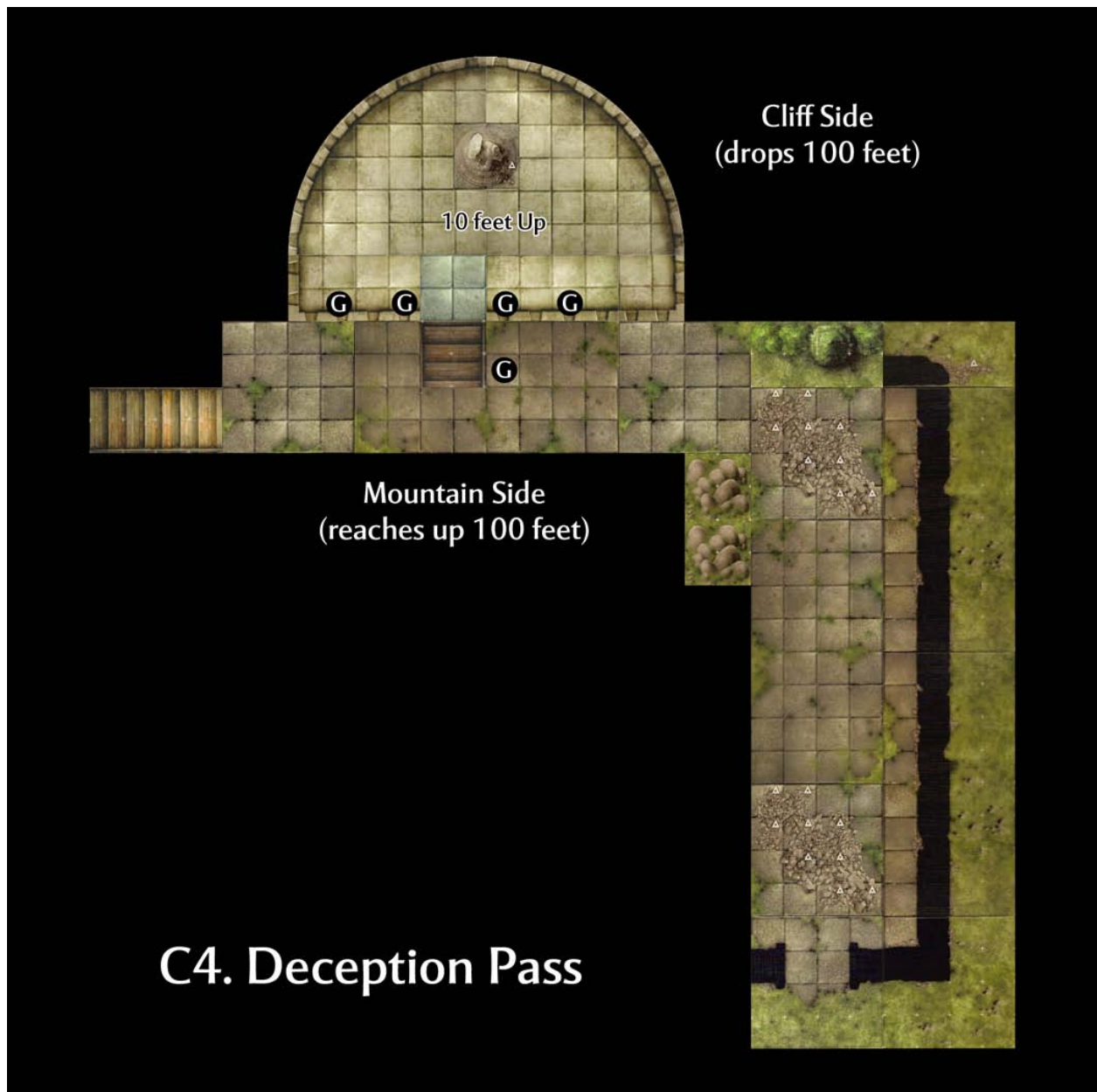
Encounter C2 Map



Encounter C3 Map



Encounter C4 Map



Encounter C5 Map



C5. Tower of the Gray Hag

Moldvay Warflame

Male Dragonborn Paladin of Bahamut
Level 9 Lawful Good

ABILITY	SCORE	MOD	+ 1/2 LEVEL
STRENGTH <i>Athletics</i> +8	22	+6	+10
CONSTITUTION <i>Endurance</i> +7	10	+0	+4
DEXTERITY <i>Acrobatics</i> +2, <i>Stealth</i> +2, <i>Thievery</i> +2	10	+0	+4
INTELLIGENCE <i>Arcana</i> +3, <i>History</i> +5, <i>Religion</i> +8	8	-1	+3
WISDOM <i>Dungeoneering</i> +4, <i>Heal</i> +11, <i>Insight</i> +4, <i>Nature</i> +4, <i>Perception</i> +4 Passive Insight 14, Passive Perception 14	11	+0	+4
CHARISMA <i>Bluff</i> +8, <i>Diplomacy</i> +13, <i>Intimidate</i> +10, <i>Streetwise</i> +8	18	+4	+8
AC 25		FORTITUDE 23	
REFLEX 17		WILL 21	
HIT POINTS 73		BLOODIED 36	
SURGES 11		HP HEALED 18	
SECOND WIND <input type="checkbox"/>		ACTION POINT <input type="checkbox"/>	
INITIATIVE +4		SPEED 5	
VISION NORMAL			
LANGUAGES COMMON, DRACONIC			

OTHER ABILITIES (Abilities included in stats not listed)

Dragonborn Fury: You gain a +1 bonus to attack rolls while bloodied.

Combat Medic: You can stabilize the dying as a minor action.



BACKGROUND

Why are you in this strange and poisonous backwater? It's because of your sister, **Je'olm Warflame (female dragonborn sorcerer)**, of course. In these hard times so many need Bahamut's blessing and the aid of his paladins is in short supply, but Je'olm insisted that the two of you and your family's genasi servant, **Gie-Gaz (male fireborn genasi monk)**, aid some stray human, named **Erus Arneson (male human seeker)**. The human seeker is native to Nightshade Hollow, some near mythical hidden valley in the mountains, and explained that a group of protectors—the Guardians of the Hollow—have gone missing. He needs the aid of heroes to locate them. It seems like a fool's errand, but Je'olm was insistent on helping Erus. You knew he had already picked up the sellsword **Elkred (male dwarf fighter)**, but by the time you found out that Erus's companion was an eladrin cleric of Lolth—the Demon Queen of Spiders—you had already made the oath to go. And an oath broken portends disaster.

It took days to find Nightshade Hollow, even with Erus leading the way. You are sure the entire place is enchanted with fey wickedness, clouding your senses and trying to lead you into the place's deadly nightshade plants. They grow to the size of elms, and are everywhere. All you can hope to do is keep Je'olm out of trouble, stay vigilant against any machinations of the Lolth-loving fey, **Istra the Fallen (female eladrin cleric of Lolth)**, and be honorable in Bahamut's name. Obviously the Platinum Dragon is testing you.

APPEARANCE

You would be a handsome if it weren't for the horrible shoulder wound you suffered as a youth. It was a freak accident. You're sure that Je'olm didn't mean to drop those rocks on you. The shoulder never healed correctly, and left you hunchback. You walk normally, but run with a struggled gait. Otherwise our scales are steel gray, and your eyes are the color of amber in sunlight. Both are sure signs that the Platinum Dragon favors you. As for your deformity, you're sure that's Bahamut's way of teaching you humility.

You keep your weapons, armor, and clothing impeccably clean and you are meticulous in both hygiene and action.

PERSONALITY

You are honorable, devout, sometimes haughty, only rarely temperamental, overly protective of Je'olm, and suspicious of Istra. You hate it when Je'olm or anyone else calls you Thunderhead, your childhood name. You have a childish tendency to pout when someone uses it. You try never to say anything bad about anyone, preferring glaring silence instead of words of rebuke.

EQUIPMENT

+3 *challenge-seeking greatsword*, +2 *verve layered plate armor*, *steadfast amulet* +2, *belt of lucky strikes* (heroic tier), *luckbender gloves* (heroic tier), holy symbol, standard adventurer's kit, grappling hook, crowbar, 80 gp.

+3 Challenge Seeking Greatsword **Melee Basic Attack**

At-Will **Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: +17 vs. AC

Hit: 1d10 + 9 damage (crit 19 damage)

POWERS

Divine Challenge

Paladin Feature

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

At-Will

Divine, Radiant

Minor Action

Close burst 5

Effect: You mark the target. The target remains marked until you use this power against another target or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant 7 damage the first time it makes an attack that doesn't include you as a target before the start of the next turn.

On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn.

You can use divine challenge once per turn.

Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another creature's divine challenge.

Lay on Hands

Paladin Feature

Your divine touch instantly heals wounds.

At-Will

Divine, Healing

Minor Action

Melee touch

Target: One creature

Effect: You spend a healing surge but regain no hit points. Instead the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

Special: You can use this power once per day, and then only once per round.

Ardent Strike

Paladin Attack 1

You attack your enemy and make it the focus of your god's anger.

At-Will

Divine, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: +17 vs. AC

Hit: 1d10 + 9 damage, and the target is subject to your divine sanction (see sidebar) until the end of your next turn.

Special: When charging, you can use this power in place of a melee basic attack.

Challenging Strike

Paladin Attack 1

Your powerful attack challenges your foe to face you.

At-Will

Divine, Weapon

Standard Action

Melee touch or Ranged 10

Target: One creature

Attack: +17 vs. AC

Hit: 1d10 + 9 damage, and the target is marked until the end of your next turn or until you move into a square not adjacent to the target.

Special: If you are bloodied, this attack is Strength vs. the lower of the target's AC or Will.

Dragon Breath

Dragonborn Feature

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Encounter

Fire

Minor Action

Close blast 3

Target: All enemies in area

Attack: +15 vs. Reflex

Hit: 1d6 +3 fire damage.

Effect: All allies in the area gain a +1 bonus to attack rolls until the end of your next turn.

Armor of Bahamut

Paladin Channel Divinity Power

Bahamut protects you or a friend from devastating harm.

Encounter (Special)

Divine

Immediate Interrupt

Ranged 5

Trigger: An enemy scores a critical on you or an ally within range.

Effect: You turn the critical into a normal hit.

Channel Divinity: You can use only one channel divinity power per encounter.

Divine Mettle

Paladin Channel Divinity Power

Your unwavering faith to your deity empowers a nearby creature to resist a debilitating affliction.

Encounter (Special)

Divine

Minor Action **Close burst 10**

Target: One creature in burst

Effect: The target makes a saving throw with a +4 bonus.

Channel Divinity: You can use only one channel divinity power per encounter.

Divine Strength

Paladin Channel Divinity Power

You petition your deity for the divine strength to lay low your enemies.

Encounter (Special)

Divine

Minor Action

Personal

Effect: You deal +6 damage on your next attack this turn.

Channel Divinity: You can use only one channel divinity power per encounter.

Heedless Fury

Paladin Attack 1

You lay into your foe without regard for your own safety.

Encounter

Divine, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: +17 vs. AC

Hit: 3d10 + 9 damage, and you take a -5 penalty to all defenses until the end of your next turn.

Healer's Gift

Heal Skill Utility 2

You tend to a fallen comrade and stave off death's touch.

Encounter

Healing

Standard Action

Melee 1

Target: One dying creature

Effect: The target can spend a healing surge.

Arcing Smite **Paladin Attack 3**

You swing your weapon in a wide arch that strikes not one but two creatures within your reach.

Encounter **Divine, Weapon**

Standard Action **Melee** weapon

Target: One or two creatures

Attack: +17 vs. AC

Hit: 1d10 + 9 damage, and the target is marked until the end of your next turn.

Valiant Rush **Paladin Utility 7**

You plunge into battle with divine speed.

Encounter **Divine**

Move Action **Personal**

Effect: You move twice your speed to a square adjacent to an enemy that is within your line of sight at the start of this movement.

Thunder Smite **Paladin Attack 7**

Your weapon flashes as it strikes, and moments later, a peal of thunder slams into your foe.

Encounter **Divine, Thunder, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: +17 vs. AC. If the target is marked by you, the attack scores a critical hit on a roll of 19-20.

Hit: 2d10 + 9 damage, and the target is knocked prone.

Glorious Charge **Paladin Attack 1**

You wade into battle and urge your allies to greater heights.

Daily **Divine, Healing, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: +15 vs. AC

Hit: 2d10 + 4 damage.

Effect: After the attack, each ally within 2 squares of you regains 4 hit points.

Special: When charging, you can use this power in place of a melee basic attack.

Unyielding Faith **Paladin Attack 5**

You let faith alone guide your weapon. No enemy can distract you from your sacred task.

Daily **Divine, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: +15 vs. AC

Hit: 3d10 + 4 damage, and the target is subject to your divine sanction (see sidebar) until the end of the encounter.

Miss: Half damage.

Effect: You gain a +5 power bonus to all defenses against charm effects until the end of the encounter.

Knightly Intercession **Paladin Attack 9**

You command a foe to attack you instead of your companions.

Daily **Divine, Weapon**

Immediate Interrupt **Close burst** 10

Target: The triggering enemy

Trigger: An enemy within 10 squares of you hits your ally with a melee or a ranged weapon.

Attack: +17 vs. AC

Effect: The triggering attack hits you instead of your ally. You pull the target to a square adjacent to you and then make the following attack against it.

Attack: Strength vs. AC

Hit: 2d10 + 6 damage, and the target is subject to your divine sanction until the end of the encounter.

+3 Challenge-Seeking Greatsword **Level 11**

Critical: None

Enhancement: +2 attack rolls and damage rolls.

Property: You deal 2d6 extra damage when you hit an enemy that has maximum hit points with this weapon.

+2 Verve Layered Plate Armor **Level 9**

Enhancement: +2 AC

Property: You gain a +2 bonus to death saving throws.

Power (Daily): No action. Use this power when you fail a saving throw. The result of that saving throw is a 20 instead.

Steadfast Amulet **Level 8**

Enhancement: +2 Fortitude, Reflex, Will

Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Belt of Lucky Strikes **Level 8**

Power (Daily): Free Action. Use this power when you miss with a melee attack. Make a melee basic attack against the same target as the one you selected for the attack that missed.

Luckbender Gloves **Level 6**

Power (Encounter): Free Action. Use this power after you make a damage roll for a melee weapon attack. Reroll one damage die, using the second result even if it's lower.

DIVINE SANCTION

When a target is subject to your divine sanction, it is marked by you for a duration specified in the description of the power. Unless otherwise noted, the mark ends before the specified duration if someone else marks the target.

Until the mark ends, the target takes 7 radiant damage the first time each round it makes an attack that doesn't include you as a target.

Divine sanction is meant to complement divine challenge. You can use divine challenge to mark one creature and use divine sanction to mark others. Divine sanction has fewer restrictions than divine challenge so that you can easily use the two in concert.

Je'olm Warflame

Female Dragonborn Dragon Magic Sorcerer

Level 9

Unaligned

ABILITY	SCORE	MOD	+ 1/2 LEVEL
STRENGTH <i>Athletics</i> +7	17	+3	+7
CONSTITUTION <i>Endurance</i> +4	10	+0	+4
DEXTERITY <i>Acrobatics</i> +5, <i>Stealth</i> +5, <i>Thievery</i> +5	12	+1	+5
INTELLIGENCE <i>Arcana</i> +9, <i>History</i> +6, <i>Religion</i> +4	10	+0	+4
WISDOM <i>Dungeoneering</i> +3, <i>Heal</i> +3, <i>Insight</i> +8, <i>Nature</i> +3, <i>Perception</i> +3 <i>Passive Insight</i> 18, <i>Passive Perception</i> 13	8	-1	+3
CHARISMA <i>Bluff</i> +15, <i>Diplomacy</i> +10, <i>Intimidate</i> +17, <i>Streetwise</i> +10	22	+6	+10
AC 19		FORTITUDE 19	
REFLEX 17		WILL 24	
HIT POINTS 62		BLOODIED 31	
SURGES 6		HP HEALED 15	
SECOND WIND <input type="checkbox"/>		ACTION POINT <input type="checkbox"/>	
INITIATIVE +5		SPEED 6	
VISION NORMAL			
LANGUAGES COMMON, DRACONIC			

OTHER ABILITIES (Abilities included in stats not listed)

Dragonborn Fury: You gain a +1 bonus to attack rolls while bloodied.

Dragon Soul: You have resist 5 lightning.

Scales of the Dragon: The first time you become bloodied during an encounter you gain a +2 bonus to AC until the end of the encounter.

Sorcerous Blade Channeling: When you use any ranged sorcerer attack power through a dagger, you can use the power as a melee attack. If you do so, the power's range equal your melee reach.

BACKGROUND

Sometimes the great dragons of old tell you things. Well their spirits do, anyhow. Sometimes they whisper to you as you cast your spells. Other times they scream while you rain down thunder and lightning upon your foe. They tell you secrets. They tell you truths.

When you were young, it was the dragons who told you to throw the rocks on your brother's shoulder, but you must never tell



Thunderhead...you, mean **Moldvay Warflame (male dragonborn paladin of Bhamut)**. He hates it when you call him Thunderhead. The rocks almost crippled Moldvay, and they made him a hunchback, but you know it is for the best. The dragons said it was for the best. The dragons told you to follow **Erus Arneson (male human seeker)**. You don't know why, but you know it is for the best.

It took you a long time to convince Moldvay to follow the human seeker, but you made him take the oath, before he found out about **Istra the Fallen (female eladrin cleric of Lolth)**. You don't think she is the one to worry about. You're more concerned with that stupid **Elkred (male dwarf fighter)**. You knew he would not break his oath, even if it meant traveling with a cleric of Lolth. But the dragons say she is important too. As for **Gie-Gaz (male fireborn genasi monk)**, he follows you everywhere. Bound to the House of Warflame by an oath of honor, you can trust him to never leave your side.

After many weeks of travel, you have finally reached the village of Nightshade Hollow. Surrounded by an enchanted wood of poisonous plants, you get the feeling that you are not leaving this place anytime soon. The trip through the toxic woods was hard and grueling. And your dragons have stopped talking, which concerns you. But sometimes the ancient dragons ask you to do hard things. There has to be a reason, best not fight it.

APPEARANCE

You are small for a dragonborn; just over 5 feet tall, and very slight. Dressed in multicolored robes adorn with the gaudy patterns favored during the third age of Arkhosia, you are whirl of pattern and a riot of color when you move. You are often disheveled and clumsy. In many ways you are your brother's physical opposite.

PERSONALITY

You follow the voices of the ancient dragons no matter what, but at other times you are fun-loving, spritely, and sometimes even capricious. When you want to scold or make fun of Moldvay, you call him Thunderhead. He hates it, and often pouts when you call him it, so you save it for truly special occasions.

EQUIPMENT

+3 vicious dagger, +2 shimmering cloth armor, cloak of distortion +2, dice of auspicious fortune (paragon tier), lens of discernment, vagabond's die (heroic tier), standard adventurer's kit, Three-Dragon Ante deck, a small iron cage with a latched door, which dangles around your neck by way of an iron chain. The cage is large enough to carry all your dice.

+3 Vicious Dagger Melee Basic Attack

At-Will **Weapon**
Standard Action Melee weapon
Target: One creature
Attack: +13 vs. AC
Hit: 1d4 + 6 damage (crit 10 + 3d12)

+3 Vicious Dagger Ranged Basic Attack

At-Will **Weapon**
Standard Action Ranged 5/10
Target: One creature
Attack: +11 vs. AC
Hit: 1d4 + 4 damage (crit 8 + 3d12)

POWERS

Lightning Strike Sorcerer Attack 1

Lightning strikes your foe and then ricochets to another enemy.

At-Will Arcane, Implement, Lightning

Standard Action Ranged 10

Target: One creature

Attack: +15 vs. Reflex

Hit: 1d8 + 15 lightning damage. An enemy of your choice other than the target and within 10 squares of the target takes 1 lightning damage.

Energy Strobe Sorcerer Attack 1

As a beam of energy lances from your hand or eyes, part of it swirls around you as a temporary flickering shield.

At-Will Arcane, Implement, Varies

Standard Action Ranged 10

Target: One creature

Attack: 13 (or +15*) vs. Reflex

Hit: 1d10 + 13 (or 1d10 + 15*) damage. Roll a d6 to determine the attack's damage type. You gain resist 5 against the type of damage your attack deals until the end of your next turn.

1. Cold 4. Lightning

2. Fire 5. Radiant

3. Force 6. Thunder

Special: You can use this power as a ranged basic attack.

*If the damage type is lightning, use both the higher attack roll bonus and damage.

Dragon Breath Dragonborn Feature

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Encounter Lightning

Minor Action Close blast 3 or Area burst 2 within 10

Target: All creatures in area

Attack: +12 vs. Reflex

Hit: 1d6 + 3 lightning damage.

Pinning Bolt Sorcerer Attack 1

You launch tendrils of blue, crackling energy that knock your enemy to the ground and inhibit its movement.

Encounter Arcane, Implement, Lightning

Standard Action Ranged 10

Target: One creature

Attack: +15 vs. Reflex

Hit: 2d6 + 15 lightning damage, you knock the target prone, and the target is slowed until the end of your next turn.

Sorcerous Sirocco Sorcerer Utility 2

You exhale a magic-enhanced breath that briefly sends you and an ally flying through the air.

Encounter Arcane

Standard Action Close burst 10

Target: You and one ally in burst.

Effect: Each target moves a number of squares equal to his or her speed +2. Each target can fly during this movement but falls if he or she does not land by the end of the movement.

Dancing Lightning Sorcerer Attack 3

As lightning strikes your foe, thunder batters creatures around it.

Encounter Arcane, Implement, Lightning, Thunder

Standard Action Ranged 10

Target: One creature

Attack: +15 vs. Reflex

Hit: 2d10 + 15 lightning damage, and each creature adjacent to the target takes 6 thunder damage.

Sudden Scales Sorcerer Utility 7

Dragon scales cover your form in reaction to an assault, as arcane power shields your mind and body from harm.

Encounter Arcane

Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: You gain a +6 bonus to all defenses against the triggering attack.

Spark Form Sorcerer Attack 7

Your body briefly becomes a shower of dancing sparks that zip among foes, shocking them as you go.

Encounter Arcane, Implement, Lightning

Standard Action Melee 1

Effect: You shift your speed +2. During the shift you can move through enemies' spaces. When you leave any creature's space, make the following attack against the creature. Whenever you use this power, you can make the attack against a creature only once.

Target: One creature

Attack: +15 vs. AC.

Hit: 1d6 + 15 lightning damage.

Lightning Breath Sorcerer Attack 1

You exhale a blast of lightning at your foes. The lightning then forms a ring around you, repelling nearby attackers.

Daily Arcane, Implement, Lightning

Standard Action Close blast 3

Target: Each creature in blast

Attack: +15 vs. Reflex

Hit: 3d8 + 15 lightning damage

Miss: Half damage.

Effect: Until the end of your next turn, whenever an enemy hits you with a melee attack, you push that enemy 1 square and it takes 5 lightning damage.

Sustain Minor: The effect persists.

Serpentine Blast Sorcerer Attack 5

A bolt of lightning leaps from your fingers to strike at your foe, twisting past obstacles.

Daily Arcane, Implement, Lightning

Standard Action Ranged 10

Target: One creature

Attack: +15 vs. Reflex. The attack ignores cover and concealment.

Hit: 3d10 + 15 lightning damage.

Miss: Half damage.

Bounding Bolt **Sorcerer Attack 9**

Your sparking flourish produces a bolt of lightning that strike your foe and then flies to a nearby creature.

Daily **Arcane, Implement, Lightning**

Standard Action **Ranged 10**

Target: Once creature

Attack: +15 vs. Reflex

Hit: 2d8 + 15 lightning damage, and ongoing 5 lightning damage (save ends).

First Failed Saving Throw: Choose a secondary target.

Secondary Target: One creature within 5 squares of you

Effect: The secondary target takes ongoing 5 lightning damage (save ends).

First Failed Saving Throw: Choose a tertiary target.

Tertiary Target: One creature within 5 squares of the secondary target.

Effect: The tertiary target takes ongoing 5 lightning damage (save ends).

Miss: 2d8 + 15 lightning damage.

+3 Vicious Dagger **Level 12**

Critical: 3d12

Enhancement: +3 attack rolls and damage rolls.

+2 Shimmering Cloth Armor **Level 9**

Enhancement: +2 AC

Property: You do not provoke opportunity attacks when you make ranged or area attacks.

Cloak of Distortion +2 **Level 9**

Enhancement: +2 Fortitude, Reflex, Will

Property: You gain a +2 bonus to all defenses against ranged attacks from more than 5 squares away.

Vagabond's Die **Level 8**

Power (Daily): Minor action. You target a creature of your choice within 10 squares and roll a d6.

1: *Drunkard's Mug* - The target takes a -2 penalty to attack rolls until the end of its next turn.

2: *Gambler's Dice* - Roll d20. If the result is even, the target takes damage equal to the result. If the result is odd, the target regains hit points equal to the result.

3: *Jester's Chair* - The target falls prone.

4 - 5: *Soldier's Fist* - The first attack that hits the target before the end of your next turn deals 2d6 extra damage.

6: *Storm's Fury* - The target and all creatures adjacent to it take 1d10 lightning damage.

Lens of Discernment **Level 10**

Power (Encounter): Minor Action. Hold the lens up to a creature that you can see. You gain a +10 power bonus to monster knowledge checks made to identify the creature until the start of your next turn.

Dice of Auspicious Fortune **Level 10**

Power (Daily): Standard Action. Roll 3 d20s. The result are "stored" in these dice until the end of your next extended rest or until you use this power again. Using this power removes any result previously stored in the dice.

Power (Encounter): No action. When you make an attack, instead of making an attack roll, you can use a result stored in the dice. Using the result removes the stored result from the dice.

Elkred

Male Dwarf Fighter

Level 9

Unaligned

ABILITY	SCORE	MOD	+ 1/2 LEVEL
STRENGTH	22	+6	+10
<i>Athletics +15</i>			
CONSTITUTION	16	+3	+7
<i>Endurance +14</i>			
DEXTERITY	11	+0	+4
<i>Acrobatics +4, Stealth +4, Thievery +4</i>			
INTELLIGENCE	6	-2	+2
<i>Arcana +2, History +2, Religion +2</i>			
WISDOM	14	+2	+6
<i>Dungeoneering +8, Heal +11, Insight +8, Nature +6, Perception +6</i> <i>Passive Insight 18, Passive Perception 16</i>			
CHARISMA	8	-1	+3
<i>Bluff +3, Diplomacy +3, Intimidate +3, Streetwise +3</i>			
AC	21	FORTITUDE	24
REFLEX	16	WILL	18
HIT POINTS	84	BLOODIED	42
SURGES	12	HP HEALED	21
SECOND WIND	<input type="checkbox"/>	ACTION POINT	<input type="checkbox"/>
INITIATIVE	+6	SPEED	5
VISION	NORMAL		
LANGUAGES	COMMON, DWARVEN		

OTHER ABILITIES (Abilities included in stats not listed)

Cast Iron Stomach: You gain a +5 saving throw bonus against poison effects.

Dwarven Resilience: You can use *second wind* as a minor action.

Stand Your Ground: You can move 1 square less when forced to move. When knocked prone, you get a saving throw. On a save, you can choose to stay up.

Combat Challenge: You mark foes you attack. They gain a -2 penalty to attacks not including you while they are marked. See also, *combat challenge* fighter feature power.

Combat Superiority: You gain a +2 bonus to attack rolls when making opportunity attacks. When you hit an enemy with an opportunity attack, you end their movement (if any).



BACKGROUND

You were down a few coins and deep in your cups when **Erus Arneson (male human seeker)** entered the tavern looking for adventurers to help him with some rescue mission. You had nothing better to do, and the other patrons cheered you on, so you decided to take the job. Now that you think on it, those other tavern goers may have just been trying to get rid of you. They sure didn't like your jokes. Bah! They wouldn't know funny if it bit them in the butt.

The rest of your companions are a tad strange, but good in a fight. There are the dragonborn siblings **Moldvay Warflame (male dragonborn paladin of Bahamut)** and **Je'olm Warflame (female dragonborn sorcerer)**. They are like fire and ice. The paladin is all business, and annoyingly stern and a neat freak. The sorcerer, you like. She laughs at your jokes and can she bring the firepower.

Their servant, **Gei-Gaz (male genasi monk)** is quiet, subservient, and very quiet, and far too rigid for your tastes, but has surprising talents. He's better at lock picking than some rogues you've known.

But stranger than that entire trio combined is **Istra the Fallen (female eladrin cleric of Lolth)**. An eladrin cleric of the Demon Queen of Spiders, who would've thought! She acts more like a drow than an eladrin, which is creepy.

So far the whole expedition has been strange. You've made your way through a strange fey-touched wilderness filled with trees so poisonous that they can kill a normal dwarf. But you're no normal dwarf. You're tough, you can take it. But you can't wait to get to that village and have a pint. Your ale ran out three days ago, and you just don't feel like yourself without a pint at least once a day.

APPEARANCE

With the exception of your meticulously braided red beard and your shiny mithral drakescale armor, you're a bit disheveled. Some would call it sloppy. What do they know?

PERSONALITY

Some people say you're stupid. You like to think you're just not very subtle. Some people can't handle that, but you know that your good in a fight, and that's all that matters. You solve problems with your axe. You don't get involved with augments. All the fancy word in world will not down a giant.

You do enjoy jokes and puns. Some people say you like bad jokes and the worse kind of puns, but they just don't know what's funny.

EQUIPMENT

+3 *greataxe*, +2 *mithral drakescale armor*, +2 *brooch of shielding*, standard adventurer's kit.

+3 Greataxe **Melee Basic Attack**

At-Will

Standard Action **Melee weapon**

Target: One creature

Attack: +17 vs. AC

Hit: 1d12 + 11 damage (crit 23 + 1d12 + 3d6)

POWERS

Combat Challenge Fighter Feature

At-Will **Martial, Weapon**
Immediate Interrupt **Melee weapon**
Trigger: A creature marked by you shifts or makes an attack that does not include you
Target: The triggering creature
Effect: You make a melee basic attack against the target.

Brash Strike Fighter Attack 1

With a battle cry, you throw your whole body behind your attack.
At-Will **Martial, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: +19 vs. AC
Hit: 1d12 +14 damage.
Effect: You grant combat advantage to the target until the start of your next turn.

Knockdown Assault Fighter Attack 1

You smash your weapon into your foe so hard that enemy loses its footing.
At-Will **Martial, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: +17 vs. Fortitude
Hit: 6 damage, and you knock the target prone.
Special: When charging, you can use this power in place of a melee basic attack.

Covering Attack Fighter Attack 1

You launch a dizzying barrage of thrusts at your enemy, compelling him to give you all his attention. Under the cover of your ferocious attack, one of your allies can safely retreat from the same foe.
Encounter **Martial, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: +17 vs. AC
Hit: 2d12 + 11 damage, and an ally adjacent to the target can shift 2 squares.

Who's Next? Fighter Utility 2

When the foe crumples, you move forward to find your next opponent.
Encounter **Martial**
Move **Personal**
Requirement: You must have reduced a nonminion enemy to 0 hit points during this turn.
Effect: You shift up to your speed and gain a bonus to your next damage roll made before the end of your next turn equal to the number of squares you moved from your starting position.

Rhino Strike Fighter Attack 3

Rushing into the thick of battle, you smash your foes with your eager attack.
Encounter **Martial, Weapon**
Standard Action **Melee weapon**
Special: You must charge and use this power in place of a melee basic attack.
Target: One creature
Attack: +18 vs. AC
Hit: 2d12 + 7 damage.

Bodyguard's Stance Monk Utility 6

You stand poised, ready to block attacks made against allies with your shield, or failing that, your body.
Encounter **Martial, Stance**
Minor **Personal**
Effect: Whenever an ally adjacent to you takes damage, as a free action reduce that damage by 5. You must use this ability anytime you are able. When you do so, you take 5 damage; this damage cannot be reduced in any way.
Special: You can end this stance as a free action during your turn.

Reckless Strike Fighter Attack 7

You trade precision for power.
Encounter **Martial, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: +15 vs. AC
Hit: 3d12 + 11 damage.

Brute Strike Fighter Attack 1

You shatter armor and bone with a ringing blow.
Daily **Martial, Reliable, Weapon**
Standard Action **Melee weapon**
Attack: +17 vs. AC
Hit: 3d12 + 11 damage.

Agonizing Assault Fighter Attack 5

Your attack hits you're adversary in a sensitive area, causing it to reel in pain.
Daily **Martial, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: +17 vs. AC
Hit: 2d12 + 11 damage, and the target is dazed and immobilized (save ends both).
Miss: Half damage.

Thicket of Blades Fighter Attack 9

You sting and hinder nearby foes with a savage flurry of strikes aimed at their legs.
Daily **Martial, Reliable, Weapon**
Standard Action **Close burst 1**
Target: Each enemy in burst you can see
Attack: +17 vs. AC
Hit: 3d12 + 11 damage and the target is slowed (save ends).

+2 Mithral Drakescale Armor Level 9

Critical: 2d8 damage
Enhancement: +2 AC
Power (Daily): Immediate Reaction. Use this power when a melee or ranged attack hits you. Take half damage.

Brooch of Shielding +2 Level 8

Enhancement: +2 Fortitude, Reflex, Will
Property: Gain resist 10 force.
Power (Daily): Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist 10 damage against the attack.

Istra the Fallen

Female Eladrin Cleric of Lolth

Level 9 Evil

ABILITY	SCORE	MOD	+ 1/2 LEVEL
STRENGTH	16	+3	+7
<i>Athletics +7</i>			
CONSTITUTION	10	+0	+4
<i>Endurance +4</i>			
DEXTERITY	12	+1	+5
<i>Acrobatics +5, Stealth +5, Thievery +5</i>			
INTELLIGENCE	10	+0	+4
<i>Arcana +11, History +6, Religion +9</i>			
WISDOM	20	+5	+9
<i>Dungeoneering +9, Heal +9, Insight +14, Nature +9, Perception +9</i> <i>Passive Insight 24, Passive Perception 19</i>			
CHARISMA	11	+0	+4
<i>Bluff +9, Diplomacy +9, Intimidate +4, Streetwise +4</i>			
AC	23	FORTITUDE	20
REFLEX	18	WILL	25
HIT POINTS	62	BLOODIED	31
SURGES	7	HP HEALED	15
SECOND WIND	<input type="checkbox"/>	ACTION POINT	<input type="checkbox"/>
INITIATIVE	+5	SPEED	6
VISION	Low-light		
LANGUAGES	COMMON, PRIMORDIAL		

OTHER ABILITIES (Abilities included in stats not listed)

Trance: You meditate in an aware state for 4 hours instead of sleeping when you take an extended rest.

Eladrin Will: You have a +5 bonus to saving throws against charm effects.

Fey Origin: You are fey, not natural

BACKGROUND

It was only mere chance that has brought you into this company. You come from far off Istivin. There, and against all odds, you became the favorite priestess of the drow Matron Mother. She believes that the Demon Queen of



Spiders sent you as a test. She is right. One day you will be the Matron Mother of Funnelweb Fane, but first you must find the right poison.

The Matron Mother has built up immunity to the most powerful poisons know to the drow, but she has weaknesses. She is tolerant to the toxins of the Underdark, and the venoms of spiders, scorpions, and snakes. But she has little tolerance for the toxins of sun-drinking plants. You have wanted to come to Nightshade Hollow since you first heard stories of a poisonous vale hidden from the giant marauders that pounded the Lost Lands into submission. When you only happened upon the human seeker Erus, you readily leaped at his pathetic rescue mission. You'll even find these Guardians of Whatever, if it is a way of securing the poisons of Nightshade Hollow.

Since you've entered the vale, you have been amazed at the deadliness of the massive tangles of giant nightshade. The deeper you go into the vale, the more poisonous the plants become. If you can find its source, you may be able to find a poison that will kill Matron Mother before any of her many arcane and divine contingencies are triggered. Then you will truly be Lolth's chosen.

In Istivin there is no need to hide your faith, but in these lands people are taken aback by your deity. They are ignorant of the reality of existence. All are duplicitous. Only the few who heed the spider goddess's call are enlightened enough to embrace it. **Je'olm Warflame (female dragonborn sorcerer)** does not seem bothered by your faith. She may be trouble, or she may be a foolish child, you have not decided which. **Erus Arneson (male human seeker)** has never even heard of Lolth, and he is easy to manipulate, and easy on the eyes for a human, and has an earthiness you find strangely appealing. Plus, he worships you. He could be a fine distraction. **Elkred (male dwarf fighter)** says he doesn't trust you, but he thinks you worship the demon queen of fungus. How ridiculous. **Gie-Gaz (male fireborn genasi monk)** says nothing, but somehow you don't think he's a problem. He is focused on something else. There is darkness in him. As for **Moldvay Warflame (male dragonborn paladin of Bahamut)**, that dragonborn hates you and the goddess. Let him mouth prayers to his shiny big dragon; it's obvious his sister is the true object of his worship. If this strange alliance sours, that's his weak spot.

APPEARANCE

Tall, lean, and poised, you are a beauty even among the Eladrin. Your pale skin is in sharp contrast to the spider webbed motif ebony robes you wear over your chainmail. Your hair is as fair as any drow's and is worn up, imitating the severe bun of the Matron Mother of Funnelweb Fane.

PERSONALITY

There is no need to be unpleasant to other people, unless it is time to kill them.

EQUIPMENT

+2 *blackshroud longsword*, +2 *eladrin finemail*, +2 *symbol of vengeance*, *brooch of no regrets* +3, *elixir of fire breath (heroic tier)*, *lesser elixir of invisibility (heroic tier)*, 5 *potions of healing (heroic tier)*, standard adventurer's kit, crystal ball (ritual focus for Wizard Sight), 800 gp of residuum, and a ritual book with the following rituals: Raise Dead, Wizard Sight, Magic Circle, 40 gp

+2 Blackshroud Longsword	Melee Basic Attack
At-Will	Weapon
Standard Action	Melee weapon
Target:	One creature
Attack:	+13 vs. AC
Hit:	1d8 + 6 damage (crit you gain 2d8 temporary hit points)

POWERS

Gaze of Defiance Cleric Attack 1

With a fearless glare, you mark your foe as a target for allied attacks.

At-Will **Divine, Implement, Psychic**
Standard **Ranged 5**

Target: One creature

Attack: +11 vs. Will

Hit: 1d8 + 7 psychic damage, and your allies gain a +1 power bonus to attack rolls against the target until the end of your next turn. If the target attacks you before the end of your next turn, the bonus increases to +3.

Lance of Faith Cleric Attack 1

A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.

At-Will **Divine, Implement, Radiant**
Standard Action **Ranged 5**

Target: One creature

Attack: +11 vs. Reflex

Hit: 1d8 + 7 radiant damage, and one ally you can see gains a +2 power bonus to his or her attack roll against the target.

Fey Step Eladrin Feature

With a step, you vanish from one place and appear in another.

Encounter **Teleportation**

Move Action

Effect: Teleport up to 6 squares.

Healing Word Cleric Feature

Your whisper a brief prayer as divine light washes over your target, helping to mend its wounds.

Encounter **Divine, Healing**
Minor Action **Close burst 5**

Target: You or one ally

Special: You can use this power twice per encounter, but only once per round.

Effect: The target can spend a healing surge and regain an additional 1d6 + 5 hit points.

Divine Fortune Cleric Channel Divinity

In the face of peril, you hold true to your faith and receive a special boon.

Encounter **Divine**

Free Action **Personal**

Channel Divinity: You can use only one channel divinity power per encounter.

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

Healer's Mercy Cleric Channel Divinity

Strength flows out from you to your injured comrades, rekindling their resolve to see the battle to its end.

Encounter **Divine, Healing**

Standard **Close burst 5**

Target: Each bloodied ally in burst

Channel Divinity: You can use only one channel divinity power per encounter.

Effect: Each target can spend a healing surge. You are weakened until the end of your next turn.

Trickster's Fortune Cleric Channel Divinity

You slyly twist your foe's fate and try to turn its misfortune into your fortune.

Encounter **Divine**

Immediate Interrupt **Close burst 5**

Target: The triggering enemy in burst

Channel Divinity: You can use only one channel divinity power per encounter.

Trigger: An enemy with 5 squares of you makes a saving throw.

Effect: The target takes a -2 penalty to the saving throw. If the saving throw fails, you or an ally in the burst can make a saving throw.

Cause Fear Cleric Attack 1

Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing him to instantly recoil.

Encounter **Divine, Fear, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: +11 vs. Will

Hit: The target moves its speed away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Command Cleric Attack 3

You utter a single word to your foe, a word that demands obedience. You can choose to drive the foe back, order it closer, or cause the foe to throw itself to the ground.

Encounter **Charm, Divine, Implement**

Standard **Ranged 10**

Attack: +11 vs. Will

Hit: The target is dazed until the end of your next turn. In addition, you can choose to knock the target prone or slide the target 3 squares.

Price of Violence Cleric Attack 7

Your enemy claws its sightless eyes after daring to attack.

Encounter **Divine, Implement**

Immediate Reaction **Ranged 5**

Trigger: An enemy with 5 squares of you hits you or your ally.

Attack: +11 vs. Fortitude

Hit: The target is blinded until the end of your next turn.

Inflict Light Wounds Cleric Attack 1

Calling upon the wrath of your deity, you wrack your enemy with pain.

Daily **Divine, Weapon**

Standard Action **Melee weapon**

Attack: +13 vs. AC

Hit: 1d8 + 6 damage, and the target is weakened (save ends).

Miss: Half damage, and the target is weakened until the end of your next turn.

Cure Light Wounds Cleric Utility 2

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.

Daily **Divine, Healing**

Standard Action **Melee touch**

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge + 5.

Iron to Glass **Cleric Attack 5**

Tracing runes of denial in the air, you cause your foe's weapon to become as brittle as glass.

Daily **Divine, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: +11 vs. Reflex

Hit: Until the end of the encounter, the target takes a -4 penalty to melee damage rolls. Whenever the target hits with a melee attack, the penalty worsens by 2 to a maximum of -10.

Miss: Until the end of the encounter, the target takes a -2 penalty to melee damage rolls. Whenever the target hits with a melee attack, the penalty worsens by 1 to a maximum of -5.

Blades of Holy Fire **Cleric Utility 6**

You're allies' implements and weapons blaze with white-hot, consecrated flames.

Daily **Divine, Fire, Radiant**

Minor Action **Close burst 5**

Target: Each ally in burst.

Effect: The next time the target hits before the end of the encounter, that attack deals 1d6 extra fire and radiant damage.

Dismissal **Cleric Attack 9**

You utter a mighty shout and cast your enemy out of the world.

Daily **Divine, Implement, Teleportation**

Standard Action **Ranged 10**

Target: Once creature

Attack: +11 vs. Will

Hit: The target disappears into an extraplanar prison (save ends). The target takes a -2 penalty to saving throws against this effect, a -5 penalty if it is an aberrant, elemental, fey, immortal, or shadow creature. When the target saves against this effect, it reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space.

Aftereffect: The target is dazed until the end of its next turn.

Miss: The target disappears into an extraplanar prison until the end of its next turn. The target then reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space.

+2 Symbol of Vengeance **Level 9**

Critical: 2d6 damage

Enhancement: +2 attack rolls and damage rolls.

Power (Daily): Free action. Use this power when you hit with an attack using this holy symbol. If the target of your attack dealt damage to you or your ally since the end of your last turn, you deal an extra 1d8 damage. If the target of your attack reduces you or an ally to 0 or fewer hit points since the end of your last turn, you instead deal an extra 2d8 damage.

+2 Blackshroud Longsword **Level 10**

Critical: You gain 2d8 temporary hit points

Enhancement: +2 attack rolls and damage rolls.

Property: Whenever an attack with this weapon reduces a target to 0 hit points or fewer, you gain concealment until the end of your next turn.

Brooch of No Regrets +3 **Level 13**

Enhancement: +3 Fortitude, Reflex, Will

Power (Daily): Free action. Use this power when an ally within 20 squares of you fails a saving throw. That ally rerolls that saving throw with a +2 power bonus and must use the second result, even if it's lower.

Elixir of Dragonbreath (heroic tier; Poison) **Level 7**

Special: Consuming this elixir counts as a use of a magic item daily power.

Power (Consumable ♦ Poison): Minor action. Use this power after you drink the elixir. Until the end of the encounter, you gain an at-will power that require a standard action to use: Close blast 3; +10 vs. Reflex; on a hit deal 2d6 poison damage.

5 Potions of Healing (heroic tier) **Level 5**

Power (Consumable ♦ Healing): Minor action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Gie-Gaz

Male Fireborn Genasi Monk
Level 9 Good

ABILITY	SCORE	MOD	+ 1/2 LEVEL
STRENGTH	13	+1	+5
<i>Athletics +10 (+12 climbing)</i>			
CONSTITUTION	10	+0	+4
<i>Endurance +6</i>			
DEXTERITY	20	+5	+9
<i>Acrobatics +14, Stealth +14, Thievery +14 (+16 open locks and disarm traps)</i>			
INTELLIGENCE	12	+1	+5
<i>Arcana +5, History +5, Religion +5</i>			
WISDOM	16	-3	+7
<i>Dungeoneering +7, Heal +7, Insight +7, Nature +9, Perception +7 Passive Insight 17, Passive Perception 17</i>			
CHARISMA	8	-1	+3
<i>Bluff +3, Diplomacy +3, Intimidate +3, Streetwise +3</i>			
AC	24	FORTITUDE	19
REFLEX	23	WILL	21
HIT POINTS	62	BLOODIED	31
SURGES	7	HP HEALED	15
SECOND WIND	<input type="checkbox"/>	ACTION POINT	<input type="checkbox"/>
INITIATIVE	+13	SPEED	6
VISION	NORMAL		
LANGUAGES	COMMON, PRIMORDIAL		

OTHER ABILITIES (Abilities included in stats not listed)

Elemental Origin: You are elemental, not natural.

Elemental Manifestation: You have resist 5 fire.

Versatile Resistance: You have resist 5 cold and resist 5 thunder.



BACKGROUND

You are the long-time servant of **Moldvay Warflame (male dragonborn paladin of Bahamut)** and **Je'olm Warflame (female dragonborn sorcerer)**. Eleven years ago, you approached the siblings and told them that their father, **Talut Warflame**, had saved your life. That was a lie.

The Warflames are the last two hatchlings of the dragonborn who killed your family. You have talked to the Four Winds. You have studied with the Cold Old Man on Winter's Mountain. You bargained with the devils of Dis. And what you have learned is that revenge is wrong, but sometimes unavoidable. You have become the viper—the thing that hides and strikes. You do this because you must. You do this terrible thing is to bring harmony back to the universe in some small way.

The kill must be clean and precise. The two dragonborn together are too powerful, and they must not know who killed them—that would be pride, and this is not about pride. It's about harmony. That is why the dragonborns can never know it was you, even when their life blood goes cold.

The Warflames were suspicious of you at first. The questioned your motives and tested you severely, but you never broke. Now they believe that you are some boon sent by Bahamut or some such nonsense. You actually think they might care for you. How unfortunate.

As for **Istra the Fallen (female eladrin cleric of Lolth)**, **Elkred (male dwarf fighter)** and **Erus Arneson (male human seeker)** you wish them no ill will. You do feel uneasy traveling with a cleric of Lolth. But then, you have also whispered prayers to her ask her to speed the time to your vengeance. Maybe Istra's presence is a good sign.

APPEARANCE

You once wore silk robes, now you wear linen lined with leather. Though you try to keep them nice, you are a servant who does what dragonborn deign not to do. The only other thing you carry is your tool sack. Even the flame red of your skin has become dull, dirtied by the constant toil. Still you keep your dignity. You stand tall, and when you speak you do so clearly and concisely in a grumbling baritone.

PERSONALITY

You never let your true purpose be known. You are controlled, and strict in your discipline. You only speak when spoken to, and only volunteer the most pertinent information. You never show emotion.

Note on Alignment: Gie-Gaz is good, at least for the time being. He maybe delusional, sure, he harbors evil thoughts, definitely, but he has not yet committed an evil act. This, of course, could change.

EQUIPMENT

+2 *blurred strike ki focus*, +3 *githweave cloth armor*, *safewing amulet* +2, *dragon sorcery tattoo* (paragon tier), standard adventurer's kit, climbing kit, thieves' tools.

+3 Blurred Strike Ki Focus	Melee Basic Attack
At-Will	Psionic
Standard Action	Melee weapon
Target: One creature	
Attack: +10 vs. AC	
Hit: 1d10 + 3 damage (crit 13 + 2d8)	

POWERS

Centered Flurry of Blows Monk Feature

Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage.

At-Will Psionic

Free Action Melee 1

Trigger: You hit with an attack during your turn.

Target: One creature

Effect: The target takes 5 damage, and you slide it 1 square to a square adjacent to you, or 1 square in any direction if the target wasn't targeted by the triggering attack.

Special: You can use *centered flurry of blows* twice during your turn, but the two uses of that power must be triggered by two different attacks you make with your +2 *blurred strike ki focus*. If not, then you may only use *centered flurry of blows* once a turn.

Dancing Cobra Monk Attack 1

You dodge and weave like a cobra, confounding your enemy and turning its attacks back against you.

At-Will Full Discipline, Implement, Psionic

Standard Action Melee weapon

Target: One creature

Attack: +11 vs. Reflex

Hit: 1d10 + 7 damage. If the target has made an opportunity attack against you during this turn, the target takes 3 extra damage.

Movement Technique

Move Action Personal

Effect: You move your speed +2.

Dragon's Tail Monk Attack 1

Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.

At-Will Full Discipline, Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: +11 vs. Fortitude

Hit: 1d6 + 7 damage, and you knock the target prone.

Movement Technique

Move Action Melee 1

Effect: You swap places with the target.

Firepulse Genasi Feature

As an enemy lands a blow, retributive fire ignites from your arms and fists.

Encounter Fire, Reliable

Immediate Reaction Melee 1

Trigger: An enemy hits you with a melee attack.

Target: The triggering enemy

Attack: +11 vs. Reflex

Hit: 2d6 + 5 fire damage, and you gain 10 temporary hit points.

Open the Gates of Battle Monk Attack 1

Your sudden movement catches your foe unprepared, and you launch into your attack.

Encounter Full Discipline, Implement, Psionic

Standard Action Melee weapon

Target: One creature

Attack: +11 vs. Reflex

Hit: 2d10 + 7 damage. The target takes 1d10 extra damage if it was a full hit points when you hit it with this attack.

Movement Technique

Move Action Personal

Effect: You move your speed +2. During this movement, you don't provoke opportunity attacks from the first enemy you move away from.

Grasp the Wind Monk Utility 2

You exhale a magic-enhanced breath that briefly sends you and an ally flying through the air.

Encounter Psionic

Immediate Interrupt Personal

Trigger: You are pulled, pushed, or slid

Effect: Instead of being affected by the forced movement, you shift the number of squares it would have moved you.

Enduring Champion Monk Attack 3

As lightning strikes your foe, thunder batters creatures around it.

Encounter Full Discipline, Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: +11 vs. Reflex

Hit: 2d10 + 5 damage. You can make a saving throw against one effect that a save can end, with a +3 bonus. If you save, not only does the effect end, but the target takes 3 damage.

Movement Technique

Move Action Personal

Effect: You move your speed +2. Each time you are attacked during this movement, you gain a +1 bonus to speed until the end of your next turn.

Echoing Thunder Monk Utility 6

As your blurring fists wreak havoc around you, the thunderous echoes of your flurries slam into other foes.

Encounter Psionic

Free Personal

Trigger: You use your *flurry of blows* power

Effect: Each enemy within 2 squares of you that was not damaged by your *flurry of blows* power is pushed 1 square.

Strike the Avalanche Monk Attack 7

As your blow falls, you send your foe flying across the battlefield to slam into your enemies like an avalanche.

Encounter Full Discipline, Implement, Psionic

Standard Action Melee touch

Primary Target: One creature

Primary Attack: +11 vs. Fortitude

Primary Hit: 2d10 + 7 damage, and you slide the primary target 3 squares. Make a secondary attack that is a close burst 1 centered on the primary target.

Secondary Target: Each creature in burst other than primary target.

Secondary Attack: +11 vs. Fortitude

Secondary Hit: The secondary target falls prone.

Movement Technique

Move Action Personal

Effect: You move your speed +2. During this movement, you don't provoke opportunity attacks from prone enemies.

Whirling Mantis Step **Monk Attack 1**

With swift steps and overwhelming leverage, you shove aside your foes and cripple them with vicious kicks.

Daily **Implement, Psionic**

Standard Action **Melee touch**

Effect: You shift your speed. If you enter a square adjacent to an enemy during this shift, you slide the enemy 1 square. You can slide each enemy only once during a shift. After the shift, make the following attack.

Target: One, two, or three creatures.

Attack: +11 vs. Fortitude

Hit: 2d10 + 7 damage and the target is slowed (save ends).

Miss: Half damage, and the target is slowed until the end of your next turn.

Deadly Cobra Strike **Monk Attack 5**

You weave from side to side and lash your hand forth like a striking cobra, leaving behind psionically poisoned wounds.

Daily **Implement, Poison, Psionic**

Standard Action **Melee touch**

Target: One creature

Attack: +11 vs. Fortitude.

Hit: 2d10 + 7 damage, and ongoing 5 poison damage (save ends).

Miss: Half damage.

Strength to Weakness **Monk Attack 9**

You psionically perceive what your eyes cannot see: your foe's inner weakness. You lightly touch that foe. A moment later, the agony of your attack falls upon it.

Daily **Implement, Psionic**

Standard Action **Melee touch**

Target: Once creature

Attack: +11 vs. Fortitude

Hit: Ongoing 20 damage (save ends).

Miss: Ongoing 10 damage (save ends).

+2 Blurred Strike Ki Focus **Level 10**

Critical: 2d8 damage

Enhancement: +2 attack rolls and damage rolls.

Requirement: You must be able to use ki focus as an implement.

Power (At-Will): Free action. Use this power when you move at least half your speed during this turn. When you use this power you gain a +2 bonus to all defenses until the end of your next turn.

+3 Magic Githweave Armor **Level 11**

Enhancement: +3 AC

Special: +1 Will.

Safewing Amulet +2 **Level 8**

Enhancement: +2 Fortitude, Reflex, Will

Property: When falling, reduce the distance by 20 feet (4 squares) for the purposes of calculating damage. You always land on your feet after a fall.

Boots of Eagerness **Level 9**

Power (Encounter): Minor action. Use this power during your turn to take a move action.

Reinforcement Tattoo **Level 9**

Property: When a non-minion enemy scores a critical hit against you and deals damage, you can teleport each ally you can see to a space within 3 squares of you as a free action.

Full Discipline

You use these rules when you use a full discipline power.

- **Once Per Round:** You can use only one full discipline power per round, unless you spend an action point. If you spend an action point to take an extra action, you can switch to a different full discipline power.
- **Separate Action:** Each of the techniques in a full discipline power requires a separate action to use. The action types are specified in the power. You can use the techniques in whatever order you like during a round, and you can use one of the techniques and not the other during a particular round.

The number of times you can use a technique during a round is determined by the power's type—at-will or encounter—and by the actions you have available in that round. For example, you can use the technique of an at-will full discipline power as many times during a round as you like, provided you have enough of the required actions. If you use an encounter full discipline power, you can use both techniques, but can use each technique only once during the round.

Erus Arneson

Male Human Seeker

Level 9

Good

ABILITY	SCORE	MOD	+ 1/2 LEVEL
STRENGTH <i>Athletics</i> +9	11	+0	+4
CONSTITUTION <i>Endurance</i> +4	10	+0	+4
DEXTERITY <i>Acrobatics</i> +12, <i>Stealth</i> +12, <i>Thievery</i> +7	16	+3	+7
INTELLIGENCE <i>Arcana</i> +4, <i>History</i> +4, <i>Religion</i> +4	10	+0	+4
WISDOM <i>Dungeoneering</i> +10, <i>Heal</i> +10, <i>Insight</i> +10, <i>Nature</i> +15, <i>Perception</i> +15 <i>Passive Insight</i> 20, <i>Passive Perception</i> 25	22	+6	+10
CHARISMA <i>Bluff</i> +3, <i>Diplomacy</i> +3, <i>Intimidate</i> +3, <i>Streetwise</i> +3	8	-1	+4
AC 21		FORTITUDE 18	
REFLEX 22		WILL 25	
HIT POINTS 62		BLOODIED 31	
SURGES 7		HP HEALED 15	
SECOND WIND <input type="checkbox"/>		ACTION POINT <input type="checkbox"/>	
INITIATIVE +11		SPEED 6	
VISION Normal			
LANGUAGES COMMON			

OTHER ABILITIES (Abilities included in stats not listed)

Bloodbond: You can shift 1 square as a minor action.

Human Perseverance: You have a +1 bonus to saving throws.

Don't Count Me Out: You gain a +2 saving throw against effects with the immobilized, dazed, stunned, or weakened conditions; +3 with Human Perseverance.

BACKGROUND

You left Nightshade Hollow months ago. You were sent by Velgor Gratz, the burgomaster of the town, to find help. The heroes of the town, a trio of adventurers called the Guardians of Nightshade Hollow, have gone missing. They are more than just the heroes of the town. They are your friends. Though typically you stalk the woods around Nightshade Hollow alone, you've fought by their side. You have mended wounds together and celebrated victory against the derro horde that ventured forth from Underdark tunnels two summers ago.



Jag Ravenwing is a powerful witch, a harvester of both primal and arcane power. She is the group's leader. Dark, mysterious, and quiet, she is also wise and deadly. If darkness has fallen upon the Guardians, she may have called it. Toran Dav is the warrior of the band. He is simple and honest, honorable and deadly. He has sworn his life to Jag, though she will not return his affections. Many believe she has bewitched him. The last of the Guardians is Orano Olvensired. Abandoned near a dryad's tree by fey, he is half-elf and was never trusted by the people of Nightshade Hollow, and his mischievous nature only compounded that distrust. The two of you vie for the affections of the Burgomaster Gratz's daughter. Or at least you did until you met **Istra the Fallen** (female eladrin cleric of Lolth).

You are sure the eladrin has bewitched you, but you do not care. She is the most beautiful creature you've ever laid your eye on. She is exotic and exhilarating. **Moldvay Warflame** (male dragonborn paladin of Bahamut) says you should not trust her. He says she worships a demon, but if anyone seems a demon, it's him; all taciturn, scaly, and hunchback. The paladin's sister, **Je'olm Warflame** (female dragonborn sorcerer), doesn't seem troubled by the cleric of Lolth, but she doesn't seem troubled by anything. If something does trouble her, she sends her servant—**Gie-Gaz** (male flameborn genasi monk)—to fix it.

Oh, and then there is Elkred (male dwarf fighter). He was the first one to agree to help the people of Nightshade Hollow but maybe he only did so because he didn't understand. He is very stupid. Almost comically so, but he is just as tough.

It's a motley band, filled with strange creatures that haven't been heard of since the Empire fell, but it was all the help you were able to raise. The world outside Nightshade Hollow has changed a lot since the wizard Ringlerun saved the vale from intrusion all those years ago.

APPEARANCE

Tall and well built, you keep your brown hair tied back in a long and braided ponytail. You dress in browns and greens, to better fit into the surroundings, and often you don't bathe for days, for the same reason. Since you've met Istra, you've started bathing more.

PERSONALITY

You don't get along well in the city. That's one of the reasons why this mission was hard. You are not particularly inquisitive. And you have an uncanny knack for intuiting other's ill will. That said, you are entirely lost when trying to gage the intent of non-humans. You are honest, but not above a bit of embellishment to get your point across. You are smitten with Istra.

EQUIPMENT

+2 supreme skirmisher's greatbow, +2 cold iron mace, +2 darkleaf leather armor, amulet of protection +3, sure shot gloves (heroic tier), phantom soldier (heroic tier), standard adventurer's kit.

+2 Cold Iron Mace Melee Basic Attack

At-Will Weapon

Standard Action Melee weapon

Target: One creature

Attack: +8 vs. AC

Hit: 1d8 + 2 damage (crit +2d6 or +2d10 vs. fey creatures)

+2 Supreme Skirmisher's Greatbow Melee Basic Attack

At-Will Weapon

Standard Action Melee weapon

Target: One creature

Attack: +12 vs. AC

Hit: 1d12 + 5 damage (crit +2d6 damage)

POWERS

Biting Swarm Seeker Attack 1

Stinging spirit insects swarm around your enemy.

At-Will **Primal, Weapon**
Standard **Ranged weapon**

Target: One creature

Attack: +15 vs. AC

Hit: 1d12 + 8 damage, and the target and each enemy adjacent to it takes a -2 penalty to attack rolls until the start of your next turn.

Special: You can use this power as a ranged basic attack.

Elemental Spirits Seeker Attack 1

Whether taking the form of blazing flame, crackling ice, sizzling lightning, or thunderous storm, elemental spirits shoot forth to do your enemy harm.

At-Will **Primal, Varies, Weapon**
Standard Action **Ranged weapon**

Target: One creature

Special: Choose cold, fire, lightning, or thunder whenever you use this power. Your choice determines the power's damage type.

Attack: +15 vs. AC

Hit: 1d12 + 8 damage of the chosen type. Until the end of your next turn, any creature that starts its turn adjacent to the target takes 3 chosen damage.

Thorn Cloud Shot Seeker Attack 1

Thorn-covered vines sprout up from the ground around the enemy you strike.

At-Will **Poison, Primal, Weapon, Zone**
Standard Action **Ranged weapon**

Target: One creature

Attack: +15 vs. AC

Hit: 1d12 + 8 damage. The attack creates a zone in a burst 1 centered on the target. The zone lasts until the start of your next turn. Any creature that ends its turn within the zone takes 6 poison damage.

Inevitable Shot Seeker Feature

Even as your target ducks under your shot, the projectile moves on its own to find another enemy.

Encounter **Primal**
Free Action **Personal**

Trigger: You miss a creature with a ranged attack

Effect: You make a ranged basic attack against an enemy within 5 squares of the creature you missed, using that creature's space as the attack's origin square. This attack ignores cover and concealment.

Encaging Spirits Seeker Feature

You call on protecting spirits to harry your foes.

Encounter **Primal**
Standard Action **Close burst 1**

Target: Each enemy in burst

Effect: You push each target 1 square, and each target is slowed until the end of your next turn.

Serpent Arrow Seeker Attack 1

Your projectile takes the form of a constrictor serpent. Where it strikes, it binds with menacing strength. When it releases, it scatters your foes.

Encounter **Primal, Weapon**
Standard **Melee or Ranged weapon**

Attack: +15 vs. AC

Hit: 1d12 + 1d6 + 8 damage. At the end of the target's next turn, you slide the target and each enemy to it 1 square.

Stag's Grace Seeker Utility 2

With spirit-granted grace, you move and attack in a way that prevents your foe from taking advantage of your attention being elsewhere.

Encounter **Primal**

Minor **Personal**

Effect: Choose one enemy you can see. Until the end of your next turn, you do not provoke opportunity attacks from that enemy.

Winter Spirit Seeker Attack 3

Winter spirits swirl and dance in eddies of snow that appear where you attack falls.

Encounter **Cold, Primal, Weapon**
Standard **Ranged weapon**

Attack: +15 vs. Fort

Hit: 1d12 + 8 cold damage, and the target is immobilized until the end of its next turn.

Special: You can use this power as a ranged basic attack.

Thunder Spirit Seeker Attack 7

A distant rumble sounds, portending what will happen when you missile finds its mark.

Encounter **Primal, Thunder, Weapon**
Standard Action **Ranged weapon**

Attack: +15 vs. AC

Hit: 1d12 + 8 thunder damage, and the target falls prone and is deafened until the end of your next turn. Each enemy adjacent to the target takes 3 thunder damage and is deafened until the end of your next turn.

Storm Spirit Shards Seeker Attack 1

Your projectile becomes a burst of spirit shards, with rain down on your foes.

Daily **Primal, Weapon**
Standard Action **Area burst 1 with weapon range**

Attack: +15 vs. AC

Hit: 1d12 + 2d6 + 8 damage.

Miss: Half damage.

Ensnaring Shot Seeker Attack 5

Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.

Daily **Primal, Weapon, Zone**
Standard Action **Ranged weapon**

Target: One creature

Attack: +15 vs. Reflex

Hit: 1d12 + 8 damage, and the primary target is restrained (save ends).

Effect: The attack creates a zone of difficult terrain in a burst 1 centered on the primary target. The zone lasts until the end of your next turn. Until the zone ends, you can use the *ensnaring shot attack* power, using a square within the zone as the origin square.

Sustain Minor: The zone persists

Ensnaring Shot Attack

At-Will **Primal, Weapon**
Opportunity Action **Close burst 1**

Target: The triggering enemy in the burst

Trigger: An enemy enters the zone or starts its turn there.

Attack: +15 vs. Reflex

Hit: The target is immobilized (save ends).

Special: The *ensnaring shot* power must be active in order to use this power.

Blurring Stride **Seeker Utility 6**

When you move across the battlefield, you become less and less distinct.

Daily **Illusion, Primal**

Minor Action **Personal**

Effect: You assume a blurry form until the end of your next turn. Until this form ends, if you end a move action at least 3 square from where you started, you gain concealment until the end of your next turn.

Sustain Minor: The form persists.

Binding Shot **Seeker Attack 9**

Two shots leap towards your foes, and when the shots strike, tendrils spread out to bind the foes together.

Daily **Primal, Weapon**

Standard Action **Ranged weapon**

Target: Two creatures within 5 squares of each other

Attack: +15 vs. AC

Hit: 1d12 + 1d8 + 8 damage.

Miss: Half damage.

Effect: If both attacks hit, you slide one of the targets 5 squares to a square adjacent to the other target, and each target is bound by vines (save ends). Until this effect ends on a target, the target can't move by any means to a square that isn't adjacent to the other target. When a target makes a saving throw against this effect, the target can take 10 damage to gain a +5 bonus to the saving throw.

+2 Supreme Skirmisher's Greatbow **Level 10**

Critical: 2d6 damage

Enhancement: +2 attack rolls and damage rolls.

Power (Encounter): Free action. *Trigger:* You make a ranged basic attack using this weapon. *Effect:* You make a ranged at-will attack using this weapon instead.

+2 Cold Iron Mace **Level 8**

Critical: +2d6 damage, or +2d10 if the target is fey

Enhancement: +2 attack rolls and damage rolls.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is immobilized (save ends). If the target is a creature that has the fey origin, it also takes 1d10 damage.

+2 Darkleaf Armor **Level 9**

Enhancement: +2 AC

Property: Gain a +2 item bonus to AC against the first attack made against you each encounter.

Sure Shot Gloves (heroic tier) **Level 9**

Properties: Your ranged weapon attacks ignore cover (but not superior cover).

Phantom Soldier (heroic tier) **Level 7**

Power (Daily ♦ Illusion): Minor Action. You must have the figure in your hand to use this power. An illusory soldier appears in an unoccupied square adjacent to you or an enemy within 5 squares of you. The soldier is treated as one of your allies and can be used to flank enemies, but it does not make attacks.

The illusory soldier has the same defenses as you and 1 hit point. It never takes damage on a miss. Once per round, you can use a minor action to move the soldier up to your speed. The illusory soldier remains until the end of the encounter or for 5 minutes.

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	RPGA/DCI Number
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DUNGEON MASTER

DM Name: _____

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DUNGEON MASTER

DM Name: _____

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