

THROUGH TWILIGHT BOUGHS

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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The Tome of Twilight Boughs is a legendary book of powerful ancient Yuir rituals protected by cryptic magic. The tome, or a copy of it, has recently been found. A half-elf scholar believes he has decoded a portion of it and now invites adventurers to help verify the contents. But how exactly does one verify the contents of a book over 2,000 years old? This adventure is the second part of the Tome of Twilight Boughs major quest (which began in AGLA1-1 *Lost Temple of the Fey Gods* and will conclude in AGLA1-7 *Twilight Ambitions*). A *Living Forgotten Realms* adventure set in Aglarond for characters levels 4-7.

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

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

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

The *Tome of Twilight Boughs* is a legendary book of powerful ancient Yuir rituals protected by cryptic magic. According to legend, it was created over 2,000 years ago when the ancient elven kingdom of Yuireshanyaar ruled the lands now known as Aglarond. Tales of the tome's

power have sifted down through the ages, but none alive today know of its exact contents.

Recently, copies of the tome (not the original) have appeared. One such copy was found by adventurers in *AGLA1-1 Lost Temple of the Fey Gods*. A second copy has turned up in the hands of a half-elf wizard in Veltalar named Aldaron the Loremaster. Aldaron has been studying the *Tome of Twilight Boughs* and believes he has translated one of the magically encrypted rituals in it. To verify his translation is correct, he has decided to recruit adventurers to look for proof in a set of ancient ruins in the Yuirwood.

But Aldaron's open request for adventurers has brought him to the attention of the Cult of Voldini, a group of evil fey-worshippers dedicated to bringing the Yuir gods back to Aglarond and restoring the Kingdom of Yuireshanyaar. The Cult sees the *Tome of Twilight Boughs* as a blueprint for the restoration of the Kingdom of Yuireshanyaar and will stop at nothing to attain translated copies of it.

Taking advantage of a fortunate celestial alignment and a weak spot between the fabric of Aglarond and the Feywild, the Cult of Voldini has prepared an attack on Aldaron to acquire the translated section of the tome.

DM'S INTRODUCTION

The Cult of Voldini has launched its attack to retrieve the translated text of the *Tome of Twilight Boughs* just prior to the PCs' arrival at the estate of Aldaron the Loremaster. The PCs arrive in time to save Aldaron, but not in time to prevent some of the cult members from obtaining the text and escaping into the Feywild.

After fending off the allies of the Cult, the PCs discover Aldaron buried under a pile of bookshelves. He explains what he knows and asks the PCs to stop the cultists before they can use the power of the translated ritual to further their dark ends.

At this point, the PCs must choose to either pursue the cultists into the Feywild or seek fast transport in Veltalar in hopes of beating the cultists to their goal, an ancient ruin in the Yuirwood.

If the PCs pursue the cultists, they must deal with the possibility of getting lost in the Feywild and negotiating safe passage with some local fey.

If the PCs attempt to intercept the cultists, they must find and negotiate for swift passage to the Yuirwood and avoid getting lost once there.

Depending on how successful they are at reaching the Yuir ruins in a timely fashion, the PCs might arrive before the cultists' ritual, during the ritual, or after the ritual has already been completed. The ritual transforms

some or all of the cultists into plaguechanged creatures, making the battle more difficult the later the PCs arrive.

Assuming they defeat the cultists and recover the translated text, the PCs can return to Aldaron for their reward and some additional insight as to what is going on.

PLAYER'S INTRODUCTION

If the characters have the **Tome of Twilight Boughs** story award from *AGLA1-1 Lost Temple of the Fey Gods*, give them Handout 1. If they do not have this story award, give them Handout 2. (If some characters have the appropriate story object and others do not, then you can distribute both handouts.)

Give the players time to read and discuss the invitation before reading or paraphrasing the following:

Willow Way in Veltalar is obviously one of the city's more opulent areas. Large, richly decorated estates line the noticeably clean street. Well manicured gardens can be seen everywhere from street level to rooftops.

The residence of Aldaron the Loremaster, clearly announced by the illuminated sign above the doorway, is no exception. The building is a large, two-story stone structure with a three-story tower at one corner. There are no windows on the first floor, no doubt for safety reasons, but the ones on the second floor are all decorated with stained-glass pictures of woodland scenes. Each window has its own garden box. A stoop leads to an ornately carved wooden door, flanked by a pair of glowing braziers that give off no heat.

ENCOUNTER 1: JUXTAPOSITION

ENCOUNTER LEVEL 5 / 7 (1,100 / 1,600 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 displacer beast (Level 7) (D)
- 1 howling hag (Level 5) (H)
- 2 korred cudgeleers (Level 5) (K)
- 1 satyr rake (Level 5) (S)

This encounter includes the following creatures at the high tier:

- 1 displacer beast (D)
- 1 howling hag (H)
- 2 korred cudgeleers (Level 7) (K)
- 1 satyr rake (S)

Just prior to the PCs' arrival, the Cult of Voldini launched an attack to retrieve the translated text of the *Tome of Twilight Boughs*. They used a special ritual to form a temporary portal between the world and the Feywild. This allowed them to gain entrance into Aldaron's estate without triggering any wards or traps, and without alerting the guards.

The cultists had already learned about where and when the ritual needs to be performed (an ancient ruin in the Yuirwood) and what it is supposed to do, but they required Aldaron's notes to actually perform the ritual. The cultists attacked Aldaron, knocking him unconscious after a pitched battle and burying him under a pile of bookshelves. They stole the copy of the translation Aldaron had made and quickly retreated to the Feywild. They plan to travel through the Feywild and then return to the world at the ritual site.

The cultists feared the battle had drawn unwanted attention and they did not have time to check on Aldaron and make sure he was dead. So they called upon some fey allies to clean up any loose ends they left behind. These creatures arrive just as the PCs reach the front door of Aldaron's estate.

While this rift the cultists opened was originally only about 10 feet across, as it began to collapse, it also began to temporarily widen and to shift rapidly between the two planes. By the time the PCs reach Aldaron's house, the rift has expanded to encompass all of the estate. As the adventurers enter the area, read:

The ornate doors of Aldaron the Loremaster's house loom before you, but before you can approach any further, the world about you suddenly shimmers and vanishes. Gone is the door, and in fact the entire building it was attached to. Where the city of Veltalar once stood you now see a verdant plain studded with lush trees.

The world itself seems to have changed, as well. The trees have a bark of deep blue and their leaves are silvery. The grass is a rich green with golden trim that shimmers at the caress of a gentle breeze. All your senses seem magnified; colors are richer, shadows are deeper, and the sounds of woodland animals clearer.

A successful Arcana or Nature check (DC 15) recognizes this area as being on the Feywild.

Standing not far from you is a mixed band of creatures. There are two wild looking hairy gnomes with cudgels, a creature with the upper body of a man and the lower body of a goat, and a large cat-like beast with tentacles writhing from its shoulders. They are led by a hideously ugly old woman.

When she sees you, the old woman cackles, "Looks like we've got more of a mess to clean up than just that half-breed wizard. We haven't much time, so kill them quickly."

The creatures attack immediately and do not negotiate.

FEATURES OF THE AREA

Two Worlds: The combat starts on the Feywild Map listed below. However, the nature of the ritual that opened the rift has caused the area to widen and shift back and forth between the material world and the Feywild. As a result, the combat switches from one plane (map) to the other after every third round of combat. (If it looks like the PCs are going to win the battle very quickly, then switch maps once half of the monsters have been defeated, or when all of the monsters are bloodied. You will need to judge the timing yourself for when to make the switches back and forth. If the fight is going to be brief, you might switch at the end of every other round or even every round. This encounter is more fun if the map shifts at least a couple of times, but having it shift too often can really slow the game down.)

Only creatures and their equipment shift between the two worlds. Everything else stays on the map it started on. All creatures' relative positions on the map stay the same with a few exceptions (see **blocking and impassible terrain** below). Non-flying creatures that

are in an elevated position, such as in a tree or on a wall, fall when that tree or wall is no longer there to support them. Keep track of the location of each creature on the map in order to switch them to their new location on the other map with a minimum of fuss. Having pre-drawn maps of each location can also speed up play here. Note that only the areas depicted by the maps switch between the planes. Any creature leaving the battlefield entirely remains in the plane it was last in until it returns to the battlefield.

Blocking and impassible terrain: Any creature that would appear in blocking or impassible terrain when the map switches from one world to the next is not placed in that square. Instead it is placed in the closest legal square to that location. If there is more than one such square, determine randomly which one the creature appears in.

Bushes and rocks: The rocks and bushes on the Feywild map are difficult terrain and provide cover for small creatures.

Trees: The trees on the Feywild map are 80 feet high. The canopy is 20 feet off the ground. The center trunk is blocking terrain. Creatures in the canopy gain cover. A DC 15 Athletics check is required to climb the trunk, but the branches only require a DC 5.

Chasm: The chasm on the Feywild map is 10 feet deep. Any creature falling in, whether pushed or appearing over the chasm during a shift back to the Feywild, falls and takes 1d10 damage. Creatures in the chasm when the terrain switches back to Veltalar are harmlessly pushed back up to the surface. The slopes of the chasm are easy to climb (DC 10).

Walls: The walls of the estate are solid stone and are blocking terrain. They require a DC 20 Athletics check to climb. The walls are enchanted to prevent teleportation. Creatures cannot teleport from outside the building to inside, though they can teleport out.

Doors: The two doors into the estate are heavy, reinforced oak protected by an Arcane Lock ritual. They require a DC 22 Strength check to break down or a DC 25 Thievery check to pick the lock. They can also be destroyed (50 HP, AC/Reflex 5, Fortitude 10, immune to effects that target Will)

Second Story: The second floor is 15 feet above the first. Windows encircle it at 20 foot intervals. They are protected by an Arcane Lock ritual. They require a DC 12 Strength check to break or a DC 20 Thievery check to pick the lock. They can also be destroyed (15 HP, all defenses 8, immune to effects that target Will).

Stairs: The stairs circle up to the second and third floor of the tower and estate. They count as difficult terrain.

Furniture: Squares with large pieces of furniture in them count as difficult terrain. They can be used to provide cover by squatting behind them.

Fireplace: Any creature entering or beginning its turn in a fireplace suffers an attack: +10 vs. Reflex; 1d8 + 2 fire damage plus ongoing 5 fire damage (save ends).

Braziers: The braziers are the equivalent of *everburning torches*. They are considered difficult terrain, but deal no damage to creatures passing through them.

TACTICS

The korred cudgeleers move forward and engage enemy defenders to prevent them from pinning down the skirmishers and hag. They use *cudgeleer's jig* whenever they can use it on multiple targets.

The displacer beast constantly moves about attempting to gain combat advantage so that it can use its *beast fury* power. It uses *shifting tactics* and its reach to avoid remaining adjacent to creatures that may limit its movement. The displacer beast does not coordinate its attacks with its allies, but will take advantage of an opportunity created by them.

The satyr rake avoids ending its turn adjacent to an enemy unless it can provide flank to an ally. It generally stays back, using its shortbow. If it can gain combat advantage by entering melee, it will do so, using *harrying attack* to advance and then retreat.

The howling hag enters combat to make use of her *baleful whispers* aura, and then uses *shriek of pain* on as many PCs as possible. She doesn't mind catching the korreds or satyrs in it, but avoids catching the displacer beast for fear of angering it. She is the only one who understands the planar transition effect and attempts to use it to her advantage. For example, if the battle is currently on the Feywild map, and she sees a PC standing next to where a wall will appear when the map switches to Veltalar, then she uses *howl* to push the PC so that it will be on the other side of the wall.

All of the creatures except for the howling hag fight to the death. The howling hag attempts to retreat if she is bloodied and the only creature left. She drops her sack of treasure during the escape attempt.

SCALING THE ENCOUNTER

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

Four PCs: Remove one korred cudgeleer.

Six PCs: Add another satyr rake.

ENDING THE ENCOUNTER

The encounter ends when all of the fey attackers or all of the PCs have been defeated.

If the PCs are defeated, then regardless of which map is currently active when the encounter ends, everyone (alive, unconscious, and dead) shifts back to the Veltar map and stays there. If T PCs are left for dead and the fey attackers kill Aldaron. The estate's guards arrive a few minutes later and revive all the PCs who are not dead. The PCs can then search through Aldaron's notes to figure out what is going on, but doing so is time consuming and counts as a failed skill challenge. This precludes the Feywild pursuit option, and also has an adverse effect on Encounter 5.

If the PCs defeat all of the fey attackers, proceed to Encounter 2.

EXPERIENCE POINTS

The PCs receive 220 / 320 XP each for defeating the fey and saving Aldaron's life.

TREASURE

If the PCs search the howling hag's bag of treasure they find 50 / 75 gp each. The hag wields a *utility staff* +2, and the satyr rake carries a *flute of the dancing satyr*.

ENCOUNTER 1: “JUXTAPOSITION” STATISTICS (LOW LEVEL)

Displacer Beast (Level 7)	Level 7 Skirmisher
Large fey magical beast	XP 300
Initiative +10 Senses Perception +11; low-light vision	
HP 81; Bloodied 40	
AC 21; Fortitude 19, Reflex 20, Will 18; see also <i>displacement</i>	
Speed 12	
m Tentacle (standard; at-will)	
Reach 2; +11 vs. AC; 1d6 + 3 damage.	
M Bite (standard; at-will)	
+11 vs. AC; 1d10 + 3 damage.	
M Beast's Fury (standard; at-will)	
Requires combat advantage: the displacer beast makes two tentacle attacks and a bite attack against a single target.	
Displacement ♦ Illusion	
All melee and ranged attacks have a 50% chance to miss the displacer beast. The effect ends when the displacer beast is hit by an attack, but it recharges as soon as the displacer beast moves 2 or more squares on its turn. Critical hits ignore displacement. (See also <i>shifting tactics</i> .)	
Shifting Tactics (free, when an attack misses the displacer beast because of its displacement; at-will)	
The displacer beast shifts 1 square.	
Threatening Reach	
The displacer beast can make opportunity attacks against all enemies within its reach (2 squares).	
Alignment Unaligned Languages -	
Skills Stealth +13	
Str 18 (+7)	Dex 20 (+8) Wis 17 (+6)
Con 17 (+6)	Int 4 (+0) Cha 10 (+3)

Howling Hag (Level 5)	Level 5 Controller
Medium fey humanoid	XP 200
Initiative +6 Senses Perception +9; low-light vision	
Baleful Whispers (Psychic) aura 5; an enemy that ends its turn in the aura takes 1d6 psychic damage.	
HP 67; Bloodied 33; see also <i>shriek of pain</i>	
AC 19; Fortitude 18, Reflex 17, Will 16	
Resist 10 thunder	
Speed 6; see also <i>fey step</i>	
m Quarterstaff (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d8 + 3 damage.	
C Howl (standard; at-will) ♦ Thunder	
Close blast 5; +8 vs. Fortitude; 1d6 + 3 thunder damage, and the target is pushed 3 squares.	
C Shriek of Pain (standard; encounter; recharges when first bloodied) ♦ Thunder	
Close blast 5; +6 vs. Fortitude; 3d6 + 3 thunder damage, or 3d6 + 8 thunder damage if the howling hag is bloodied.	
<i>Miss</i> : Half damage.	
Change Shape (minor; at-will) ♦ Polymorph	
A howling hag can alter its physical form to appear as an old crone of any Medium humanoid race (see <i>Change Shape</i> , MM page 280).	
Fey Step (move; encounter) ♦ Teleportation	
The howling hag can teleport 10 squares.	
Alignment Evil Languages Common, Elven	
Skills Bluff +10, Insight +9, Intimidate +10, Nature +9	
Str 18 (+6)	Dex 18 (+6) Wis 15 (+4)
Con 19 (+6)	Int 12 (+3) Cha 16 (+5)
Equipment quarterstaff	

Korred Cudgeleer (Level 5)	Level 5 Soldier
Small fey humanoid	XP 200
Initiative +5 Senses Perception +4; low-light vision	
HP 62; Bloodied 31	
AC 21; Fortitude 18, Reflex 16, Will 17	
Speed 5	
m Cudgel (standard; at-will) ♦ Weapon	
+12 vs. AC; 2d6 + 1 damage, and the target is marked until the end of the encounter or until another creature marks it.	
C Cudgeleer's Jig (standard; recharge 4 5 6) ♦ Weapon	
Close burst 1; the korred makes a melee basic attack against each creature within the burst. The korred cudgeleer shifts a number of squares equal to the number of creatures it hits. It must end the shift adjacent to another creature.	
Cudgeleer's Reel (free, when an adjacent shifts away from the korred cudgeleer; at-will)	
The korred cudgeleer shifts into the vacated square.	
Alignment Unaligned Languages Elven	
Skills Athletics +10, Endurance +9	
Str 16 (+5)	Dex 12 (+3) Wis 14 (+4)
Con 14 (+4)	Int 11 (+2) Cha 13 (+3)
Equipment hide armor, cudgel	

Satyr Rake (Level 5)	Level 5 Skirmisher
Medium fey humanoid	XP 200
Initiative +8 Senses Perception +8; low-light vision	
HP 64; Bloodied 32	
AC 19; Fortitude 16, Reflex 17, Will 17	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d6 + 3 damage.	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +10 vs. AC; 1d8 + 3 damage.	
M Feint (move; at-will)	
+8 vs. Reflex; the satyr rake gains combat advantage against the target.	
M Harrying Attack (standard; recharge 5 6) ♦ Weapon	
The satyr rake makes a basic attack, shifts 3 squares, and makes another basic attack.	
Combat Advantage	
The satyr rake deals an extra 2d6 damage against any target it has combat advantage against.	
Alignment Unaligned Languages Elven	
Skills Bluff +11, Nature +8, Stealth +11	
Str 12 (+3)	Dex 18 (+6) Wis 12 (+3)
Con 16 (+5)	Int 10 (+2) Cha 18 (+6)
Equipment leather armor, short sword, shortbow, 30 arrows.	

ENCOUNTER 1: “JUXTAPOSITION” STATISTICS (HIGH LEVEL)

Displacer Beast	Level 9 Skirmisher
Large fey magical beast	XP 400
Initiative +11 Senses Perception +12; low-light vision	
HP 97; Bloodied 48	
AC 23; Fortitude 21, Reflex 22, Will 20; see also <i>displacement</i>	
Speed 12	
m Tentacle (standard; at-will)	
Reach 2; +13 vs. AC; 1d6 + 4 damage.	
M Bite (standard; at-will)	
+13 vs. AC; 1d10 + 4 damage.	
M Beast's Fury (standard; at-will)	
Requires combat advantage: the displacer beast makes two tentacle attacks and a bite attack against a single target.	
Displacement ♦ Illusion	
All melee and ranged attacks have a 50% chance to miss the displacer beast. The effect ends when the displacer beast is hit by an attack, but it recharges as soon as the displacer beast moves 2 or more squares on its turn. Critical hits ignore displacement. (See also <i>shifting tactics</i> .)	
Shifting Tactics (free, when an attack misses the displacer beast because of its displacement; at-will)	
The displacer beast shifts 1 square.	
Threatening Reach	
The displacer beast can make opportunity attacks against all enemies within its reach (2 squares).	
Alignment Unaligned Languages -	
Skills Stealth +14	
Str 18 (+8)	Dex 20 (+9) Wis 17 (+7)
Con 17 (+7)	Int 4 (+1) Cha 10 (+4)

Howling Hag	Level 7 Controller
Medium fey humanoid	XP 300
Initiative +7 Senses Perception +10; low-light vision	
Baleful Whispers (Psychic) aura 5; an enemy that ends its turn in the aura takes 1d6 psychic damage.	
HP 83; Bloodied 41; see also <i>shriek of pain</i>	
AC 21; Fortitude 20, Reflex 19, Will 18	
Resist 10 thunder	
Speed 6; see also <i>fey step</i>	
m Quarterstaff (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d8 + 4 damage.	
C Howl (standard; at-will) ♦ Thunder	
Close blast 5; +10 vs. Fortitude; 1d6 + 4 thunder damage, and the target is pushed 3 squares.	
C Shriek of Pain (standard; encounter; recharges when first bloodied) ♦ Thunder	
Close blast 5; +8 vs. Fortitude; 3d6 + 4 thunder damage, or 3d6 + 9 thunder damage if the howling hag is bloodied.	
<i>Miss</i> : Half damage.	
Change Shape (minor; at-will) ♦ Polymorph	
A howling hag can alter its physical form to appear as an old crone of any Medium humanoid race (see <i>Change Shape</i> , MM page 280).	
Fey Step (move; encounter) ♦ Teleportation	
The howling hag can teleport 10 squares.	
Alignment Evil Languages Common, Elven	
Skills Bluff +11, Insight +10, Intimidate +11, Nature +10	
Str 18 (+7)	Dex 18 (+7) Wis 15 (+5)
Con 19 (+7)	Int 12 (+4) Cha 16 (+6)
Equipment quarterstaff	

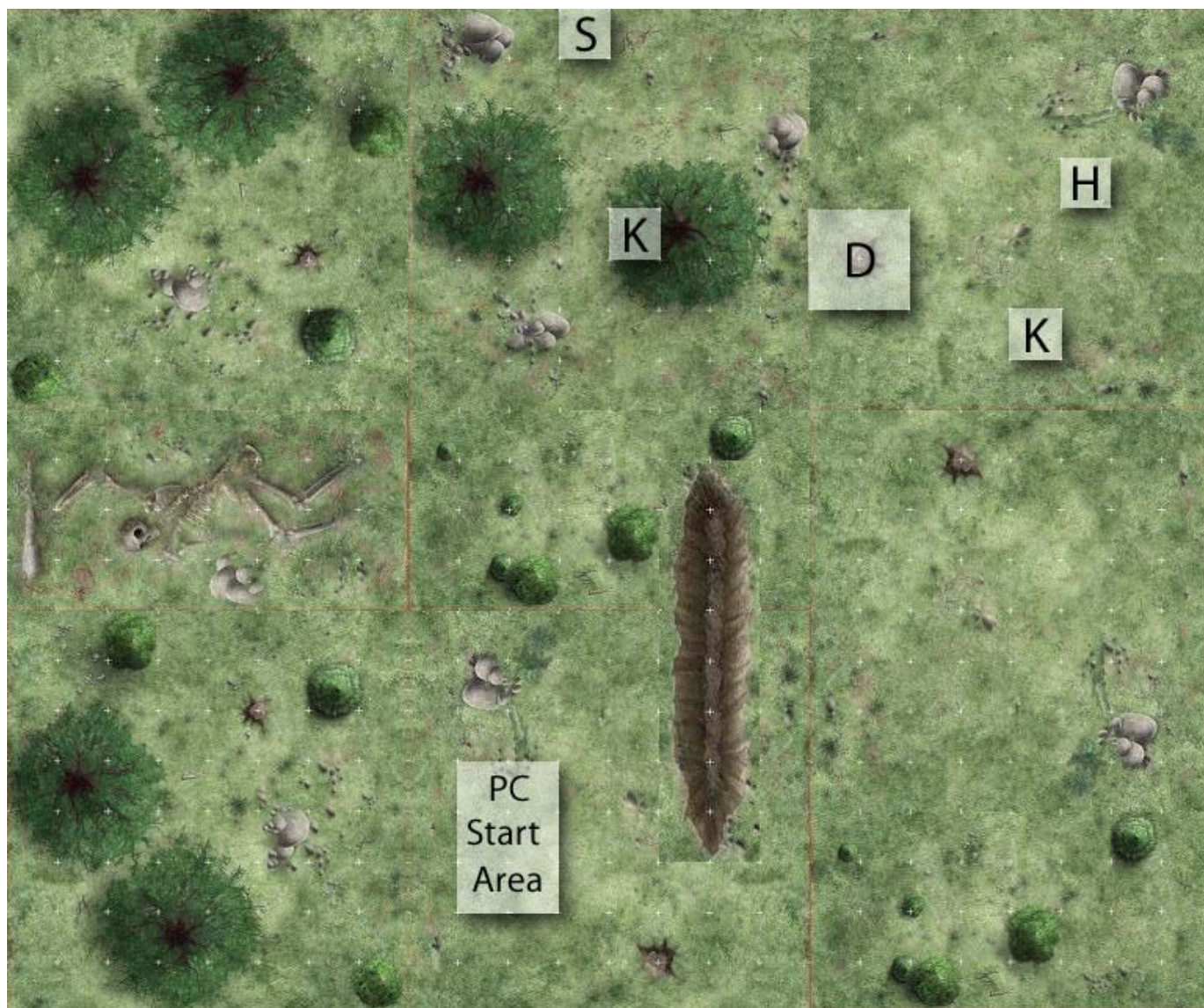
Korred Cudgeleer (Level 7)	Level 7 Soldier
Small fey humanoid	XP 300
Initiative +6 Senses Perception +5; low-light vision	
HP 78; Bloodied 39	
AC 23; Fortitude 20, Reflex 18, Will 19	
Speed 5	
m Cudgel (standard; at-will) ♦ Weapon	
+14 vs. AC; 2d6 + 2 damage, and the target is marked until the end of the encounter or until another creature marks it.	
C Cudgeleer's Jig (standard; recharge 4 5 6) ♦ Weapon	
Close burst 1; the korred makes a melee basic attack against each creature within the burst. The korred cudgeleer shifts a number of squares equal to the number of creatures it hits. It must end the shift adjacent to another creature.	
Cudgeleer's Reel (free, when an adjacent shifts away from the korred cudgeleer; at-will)	
The korred cudgeleer shifts into the vacated square.	
Alignment Unaligned Languages Elven	
Skills Athletics +11, Endurance +10	
Str 16 (+6)	Dex 12 (+4) Wis 14 (+5)
Con 14 (+5)	Int 11 (+3) Cha 13 (+4)
Equipment hide armor, cudgel	

Satyr Rake	Level 7 Skirmisher
Medium fey humanoid	XP 300
Initiative +9 Senses Perception +9; low-light vision	
HP 80; Bloodied 40	
AC 21; Fortitude 18, Reflex 19, Will 19	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d6 + 4 damage.	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +12 vs. AC; 1d8 + 4 damage.	
M Feint (move; at-will)	
+10 vs. Reflex; the satyr rake gains combat advantage against the target.	
M Harrying Attack (standard; recharge 5 6) ♦ Weapon	
The satyr rake makes a basic attack, shifts 3 squares, and makes another basic attack.	
Combat Advantage	
The satyr rake deals an extra 2d6 damage against any target it has combat advantage against.	
Alignment Unaligned Languages Elven	
Skills Bluff +12, Nature +9, Stealth +12	
Str 12 (+4)	Dex 18 (+7) Wis 12 (+4)
Con 16 (+6)	Int 10 (+3) Cha 18 (+7)
Equipment leather armor, short sword, shortbow, 30 arrows.	

ENCOUNTER 1: “JUXTAPOSITION” MAP (FEYWILD)

TILE SETS NEEDED

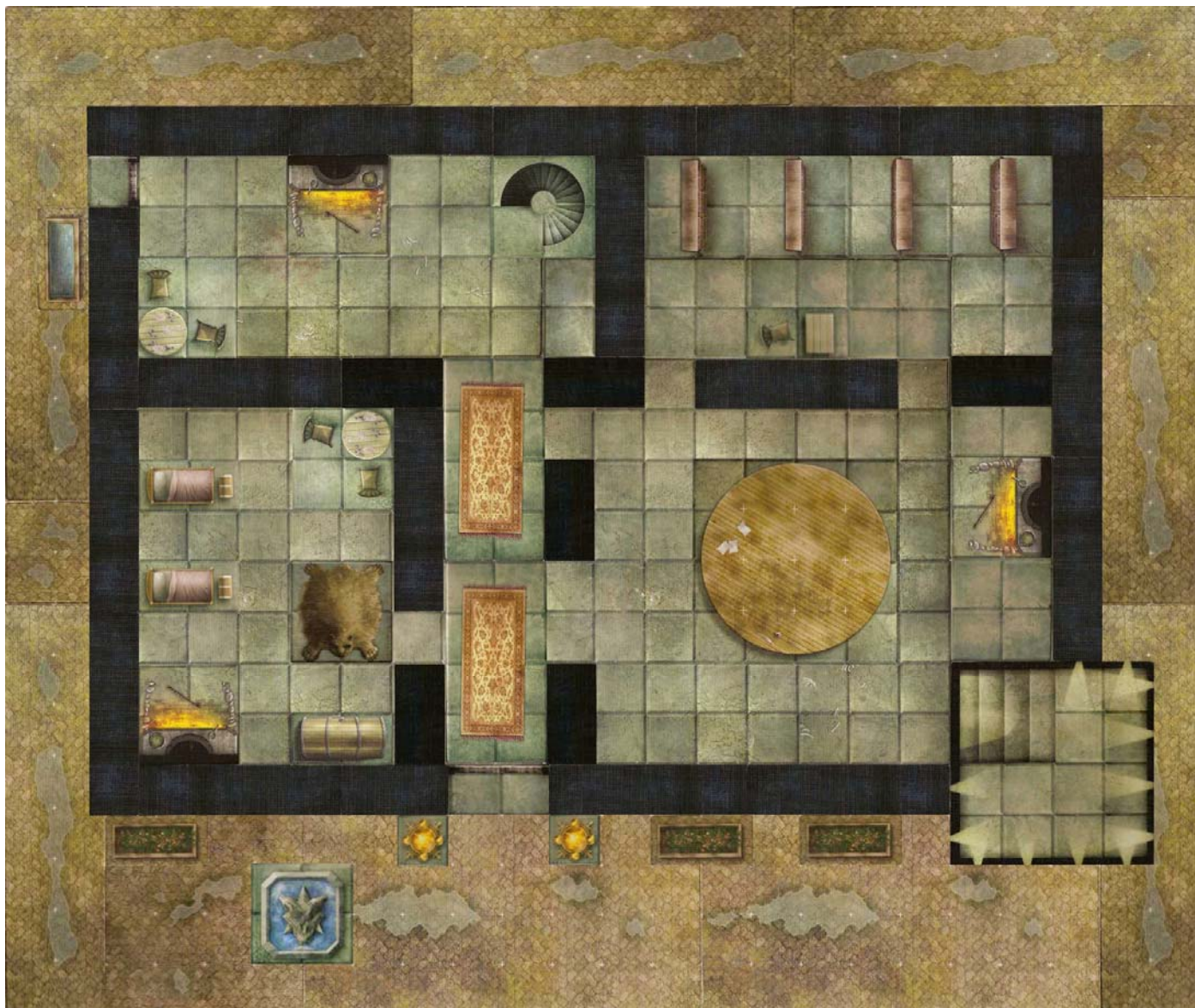
Ruins of the Wild x3 (you can easily approximate this map with the tiles from a single set, however)



ENCOUNTER 1: “JUXTAPOSITION” MAP (VELTALAR)

TILE SETS NEEDED

Fane of the Forgotten Gods x1, Halls of the Giant King x1, Streets of Shadow x1



ENCOUNTER 2: A QUICK DECISION

SETUP

During the battle in Encounter 1, Aldaron has been lying unconscious in the upper right corner of the house under a pile of bookshelves. They collapsed on him during his fight with the Cult of Voldini. Protective magic he had cast on himself kept him from being shifted to the Feywild during the previous encounter. He awakes shortly after the Encounter 1 is finished. Read the following:

The world around you continues to shift from Aldaron's estate to the pastoral realm, but each time it does so, you notice the time you spend in each realm seems to be just a little bit longer.

Without the distraction of battle, you see signs that something occurred here not long before your arrival. Scorched walls, overturned furniture, fresh patches of blood and even a frozen plant are all signs that a magical battle took place.

A groan can be heard coming from a collapsed pile of shelves and books near the corner of Aldaron's house. The pile heaves slightly. Several books tumble off the pile and another groan follows.

Investigating the pile leads the PCs to Aldaron the Loremaster (he eventually frees himself if the PCs fail to do so). Aldaron is injured but not so seriously he needs medical attention. He thanks the PCs for saving him and assumes they are the adventurers he recruited for his experiment.

Aldaron is a middle-aged, half-elf wizard who prefers scholarly pursuits to adventure. He is well-dressed in comfortable, high quality robes (though they are a bit ruffled at the moment). He is gentle, generally soft spoken, and a bit absent minded. One could even describe him as doddering. But when excited, Aldaron can take on a clear, forceful, and intimidating presence.

Aldaron has the following information to impart:

- He had picked up a copy of the *Tome of Twilight Boughs* from an antiquities dealer that said adventurers had sold it to him. Being interested in history, Aldaron could not resist such a find. (If any of the PCs participated in AGLA1-1, then they could have been the adventurers who gave the book to Aldaron. Adjust as needed so that the continuity makes the most sense for the players.)

- He has been working for over a month to get past some of the protective magic encrypting the tome. He has had some success translating the tome's contents and wanted to prove he was correct by sending adventures to verify the facts in the translation.
- Aldaron had translated a ritual from the text that seemed to allow the users to imbue themselves with the power of the Yuir gods.
- The ritual must be held at a certain sacred location in the Yuirwood, which is now an ancient ruin, and only during a certain alignment of the heavens, which will be occurring this very night.
- His translation was not 100% complete and there were a few things that did not make sense to him that he was still trying to figure out. He fears the ritual may not have the desired effect.
- Aldaron was in the midst of his research when he was suddenly interrupted by being shifted into the Feywild and attacked by a group of elves and eladrin.
- The elves called themselves the Cult of Voldini and demanded he turn over the translation. They apparently want to use its power to bring about the return of the ancient Yuir gods.
- Aldaron attempted to fight them off and even tried to warn them that the ritual may be dangerous, but they would not listen and Aldaron was overpowered.
- The cultists likely would have finished him off themselves, but were in a hurry to make sure they made it to the ritual site on time. The other fey that attacked the PCs were likely a group of allies sent to complete the task.
- The shifting between the two planes of the mortal world and the Feywild was likely created using a specialized ritual that took advantage of an alignment of the stars and the weakness in the fabric of the planes that exists between Aglarond and the Feywild.
- The shifting will continue to slow until it ends in about 10 minutes and things return back to normal.

The PCs can learn more about the Cult of Voldini with a successful skill check.

History or Streetwise (DC 20): The Cult of Voldini is a fanatical cult of fey dedicated to returning the ancient elven kingdom of Yuireshanyaar to its former glory. They are not a large cult, but seem to have some influence with prominent members of society and fey dissidents.

After spending a short while talking to the PCs, Aldaron begs them to go after the cultists and stop them. He explains the ruin in question is likely in the plaguelands as such things are common around ancient Yuir ruins. Performing the ritual in such a place is highly dangerous and would have unpredictable results. He offers the PCs 50 / 75 gp each if they accept this mission and gives the party 3 *potions of healing* and a magic item from his collection of objects related to the Feywild. He also gives them a map to the ritual site the cultists are likely heading to.

Aldaron recommends two possible methods of catching the cultists in time.

- The PCs can follow the cultists into the Feywild and attempt to catch up with them before they can start the ritual.
- Or, the PCs can acquire fast mounts (Aldaron suggests finding some of the legendary Griffon Riders of Aglarond to help them) and attempt to beat the cultists to the ritual site by traveling in the mortal world.

Regardless of which choice they make, Aldaron stresses they must hurry. The PCs do not have time to shop for additional equipment, warn the authorities, or do any further investigating if they hope to stop the ritual.

If asked to accompany the PCs, Aldaron insists the best thing he can do to help is continue his work on the translation. He provides the PCs with a letter of recommendation for the Griffon Riders if they ask.

ENDING THE ENCOUNTER

The encounter ends after the PCs make their decision and head out to catch the cultists.

If they choose to follow the cultists into the Feywild, go to Encounter 3A.

If they choose to find fast mounts and beat the cultists to the ritual site, go to Encounter 3B.

EXPERIENCE POINTS

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

TREASURE

Aldaron gives the PCs 3 *potions of healing* and a set of *cold iron bracers* (low-level version only) or a *shield of the barrier sentinels* (high-level version only).

ENCOUNTER 3A: THE GRIFFON RIDERS OF AGLAROND

**SKILL CHALLENGE LEVEL 4 / 7,
COMPLEXITY 1 (175 / 300 XP)**

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, History, Streetwise.

Secondary Skill: Insight

Important NPC: Ephoron Delos, Griffon Rider

“Find the Griffon Riders,” were Aldaron’s last words as he hurried you out the door. “Time is of the essence. I will warn the authorities, but you must hurry.”

The PCs have chosen to try and intercept the Voldini cultists before they can start the ritual. Their best bet is to find one of the legendary Griffon Riders of Aglarond to help them out.

History (DC 12): The griffon riders are an elite squad of Aglarond’s military. All griffon riders hold the rank of *Velskoon*, which is the equivalent of a mid-level officer in the Aglarond army. They are given broad powers to appropriate soldiers, enforce the will of the Simbarchs’ Council, and in general keep the peace. They serve as palace guards, scouts, messengers, or company commanders. Also, due to their loyalty, they are sometimes asked to leave their griffon mounts behind and undertake spying or infiltration missions.

There is a fairly large contingent of Griffon Riders in Veltalar, but they are usually off running important messages, scouting, or conducting personal business. Fortunately there is one in town today: Ephoron Delos, a human Griffon Rider who often trains new members in the riding of aerial mounts. He is unwilling to loan the PCs an actual griffon (few Griffon Riders would be) and does not have time to escort or ferry the PCs, but he does have 6 hippogriffs that he uses for training.

The PCs must participate in a skill challenge to locate Ephoron and convince him to let them borrow the hippogriffs so that they can intercept the cultists.

If, for some reason, the PCs all already have access to flying mounts, then they automatically succeed in this skill challenge.

SKILL CHALLENGE

The PCs start the skill challenge by locating Ephoron Delos as he does not operate out of the Griffon Riders’

main stable area. He has a smaller, private stable on the outskirts of town. To locate Ephoron quickly, they must make a successful group Streetwise check. A failed check counts as a failure against the skill challenge, but the PCs still find the Griffon Rider after a lengthy search.

Streetwise (DC 17 / 19): Locate rumors, talk to contacts, or remember details of the city to locate the Griffon Rider Ephoron Delos.

Once the PCs locate Ephoron, they must convince him to help them intercept the cultists.

Ephoron Delos is a grizzled human veteran of many battles (mostly against Thay). He is around 50, but still well muscled and able to swing a sword with the best of them. Ephoron views most adventurers, especially young ones, with suspicion. He is gruff, honest, and hard working and doesn’t like people who don’t show him proper respect.

Feel free to modify the following skill checks based on how the PCs approach Ephoron. A lack of respect is likely to make the skill checks harder, while things like having a letter of referral from Aldaron or offering to leave a deposit for the hippogriffs is likely to make the skill checks easier.

Bluff (DC 15 / 17): The PC exaggerates the importance of catching the cultists, tells Ephoron some important personage sent them, flatters Ephoron, promises him a great reward or otherwise uses lies and subterfuge to convince him to help. If the check fails by more than 5, Ephoron is suspicious of the PCs’ motives. The next skill check receives a -2 penalty.

Diplomacy (DC 15 / 17): The PC uses both reason and emotion to convince Ephoron of the importance of the mission.

History (DC 15 / 17): The PC remembers some important information about the Griffon Riders or about Ephoron that helps them gain his trust. If the check succeeds by more than 5, the PC remembers something especially important to Ephoron. The next skill check receives a +2 bonus.

Insight (DC 15 / 17): The PC is able to read Ephoron’s mood and gestures well enough to determine what is and what isn’t working. This does not count as a success or failure, but grants a +2 bonus on the next skill check.

ENDING THE ENCOUNTER

Success: The PCs convince Ephoron Delos to help them by loaning them enough hippogriffs to get them to the ruins in the Yuirwood quickly. Ephoron tells the PCs the hippogriffs are training steeds and not trained for battle, so they can not be used in a fight. Once they reach their destination, the PCs can release the hippogriffs. They are trained to return to Ephoron's stable when set loose.

Failure: The PCs did not convince Ephoron Delos to help them by loaning them his hippogriffs. However, he is sympathetic to their cause and loans them several fast horses. This slows them down, keeping them from reaching the ruins before the ritual begins. The effect of this failure is described in Encounter 5.

Regardless of success or failure, the PCs move on to Encounter 4A.

EXPERIENCE POINTS

The PCs receive 35 / 60 XP each for succeeding at the skill challenge.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3B: THROUGH TWILIGHT BOUGHS

**SKILL CHALLENGE LEVEL 4 / 7,
COMPLEXITY 1 (175 / 300 XP)**

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Arcana, Athletics, Endurance, Nature, and Perception.

The PCs have chosen to enter the Feywild and pursue the cultists in hopes of catching them before they start the ritual. The cultists are headed south towards an ancient menhir portal that currently connects the Feywild with the ruins in Aglarond where the ritual must be performed.

To succeed, the PCs must traverse the Feywild while following what tracks the cultists have left behind. The map Aldaron supplied helps, as does knowledge of the geography of Aglarond, but both are limited by the differences between the Feywild and the material world.

The PCs must participate in a skill challenge to get them through the Feywild quickly.

Several miles from where you entered the Feywild looms a great forest of silver-leaved trees. The sky here appears to be a perpetual twilight filled with stars. Beneath the dense canopy colored motes of faerie light dance. It is into this realm that the trail leads.

PCs can make a DC 15 Nature or Arcana check to recognize this forest as the beginning of Sildëyuir. Sildëyuir was once a demiplane connecting to Aglarond's Yuirwood. The eladrin of Yuireshanyaar (sometimes referred to as star elves) created it to escape human intrusions into their realm.

Sildëyuir is located at the same place in the Feywild as the Yuirwood in the material world. Because the Yuirwood is rife with Spellplague, though, few if any portals allow passage between the two. Even so, the Sildëyuir fey do open portals into the Yuirwood from time to time.

SKILL CHALLENGE

Feel free to modify the skill checks based on the PCs' actions and other issues. For example, an eladrin party member might get a small bonus because of familiarity with the Feywild, an elf with the Light Step feat would

give bonuses because it speeds the party along, or the PCs might have a ritual or magic item that may help them find their way. Note that time is a factor in this adventure, so rituals with very long casting times may be counterproductive.

Arcana (DC 15 / 17): The PC uses his or her knowledge of magic, planar travel, and the Feywild to help follow the trail and/or guess where the cultists might be headed.

Athletics (DC 15 / 17): The PC is able to speed the journey by avoiding dangerous obstacles, leaping over streams and crevasses, and helping others in the party do so, as well.

Endurance (DC 15 / 17): The PC is able to avoid taking rests that would slow progress by using his or her great fortitude to keep moving and helping others to keep going, as well.

Nature (DC 15 / 17): The PC uses his or her knowledge of nature and the Feywild to follow tracks and stay on the fastest and safest path.

Perception (DC 15 / 17): The PCs uses his or her keen senses to help find tracks and avoid the more dangerous areas of the Feywild.

ENDING THE ENCOUNTER

Success: The PCs successfully navigate the Feywild while following the trail of the cultists in a timely fashion.

Failure: The PCs succeed in navigating the Feywild while following the trail of the cultists, but they lose time - detours to avoid hazards and difficult terrain, pauses to find the trail after it has been lost, and too many rests to catch their breath. The effect of this failure is described in Encounter 5.

Regardless of success or failure, the PCs move on to Encounter 4B.

EXPERIENCE POINTS

The PCs receive 35 / 60 XP each for succeeding at the skill challenge.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4A: THE RIDE

**SKILL CHALLENGE LEVEL 4 / 7,
COMPLEXITY 1 (175 / 300 XP)**

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Athletics, Endurance, Heal, Nature, Perception.

Getting to the edge of the forest seemed to take little time at all on the fast mounts you acquired. But now the seemingly endless expanse of trees known as the Yuirwood lies before you, and somewhere in there is the ancient ruin that is your destination.

The PCs acquired fast mounts in the previous skill challenge and now must navigate the wilds of the Yuirwood and find the ruins before the ritual starts. Flying mounts sped them along but are not of benefit in navigating the forest, as the tree canopy covers almost all the forest making it hard to find landmarks from high above.

To find their way to the ruins in time, the PCs must participate in a skill challenge.

SKILL CHALLENGE

Feel free to modify the skill checks based on the PCs actions and other issues. For example, an elf with the Light Step feat would give bonuses because it speeds the party along, a PC with the Mounted Combat feat might get bonuses on Athletics checks, or the PCs might have a ritual or magic item that may help them find their way or speed them along. Note that time is a factor in this adventure, so rituals with very long casting times may be counterproductive.

Athletics (DC 15 / 17): The PC is able to speed the journey by avoiding dangerous obstacles, leaping over streams and crevasses, and helping others in the party do so as well.

Endurance (DC 15 / 17): The PC is able to avoid taking rests that would slow progress by using his or her great fortitude to keep moving and helping others to keep going, as well.

Heal (DC 15 / 17): The PC is able to heal minor wounds on the other party members and mounts that they incur during the journey.

Nature (DC 15 / 17): The PC is able to use his or her knowledge of nature to find the right paths, avoid dangerous areas, and keep the party's mounts happy and cooperative.

Perception (DC 15 / 17): The PC is able to spot dangers in time to avoid them and find important landmarks listed on the map.

ENDING THE ENCOUNTER

Success: The PCs succeed in swiftly traversing the Yuirwood as they head towards the ritual site.

Failure: The PCs eventually find the ritual site, but only after many delays caused by getting lost, taking too many rests, and failing to handle their mounts properly. The effect of this failure is described in Encounter 5.

Regardless of success or failure, the PCs move on to Encounter 5.

EXPERIENCE POINTS

The PCs receive 35 / 60 XP each for succeeding at the skill challenge.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4B: SILDEYUIR HORIZONS

**SKILL CHALLENGE LEVEL 4 / 7,
COMPLEXITY 1 (175 / 300 XP)**

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, Insight, Intimidate, Religion.

Important NPCs: Eleus Mornwind.

You have been traveling through the twilight boughs of Sildëyuir for hours. The signs indicate your quarry cannot be much farther ahead. Through a gap in the foliage you spot a tall, delicate looking glass spire hundreds of feet tall and over a mile distant. Its walls shimmer like the surface of a pond on a still spring morning. The cultists' trail seems to be running parallel to the spire.

Characters can make a DC 15 Nature or Arcana check to identify the spire as an eladrin structure.

The cultists are headed to a menhir portal that once connected the Feywild to a similar portal in the Yuirwood. The many plaguelands that often center around ancient Yuir ruins have caused these once common gates to cease functioning. However, the cultists have found a way, too risky for most to try, to temporarily open one.

The eladrin of Sildëyuir are not generally hostile, but they do not welcome intrusions from non-fey in their demesne. A scouting party of eladrin discovers the PCs as they travel near the spire and begins to shadow them. PCs with a passive Perception of 17 / 19 or higher can tell they are being followed. Regardless of whether or not they are discovered, the eladrin soon show themselves.

As if emerging from the very trees and branches, a figure steps out onto the path ahead. She is an elegant eladrin woman clad in silver and blue clothing that makes it easy for her to blend in with the colorful local flora. She is well armed with a bow on her back and a pair of ornate short swords in her hands.

"What business do uninvited mortals have in the realm of Sildëyuir," she demands.

Although they remain hidden, there are at least another dozen eladrin wardens with their bows trained on the PCs. The PCs must enter a skill challenge to negotiate their way past the wardens and get help in locating the portal to the Yuirwood.

SKILL CHALLENGE

The speaker for the eladrin wardens is Eleus Mornwind. She starts the challenge with a distrusting and haughty attitude. If the PCs succeed in the skill challenge she tones down her attitude and becomes more courteous if still somewhat aloof.

If at any time the PCs attack the wardens, they flee into the forest but return to harass the PC with hit and run attacks for the rest of the time they remain in Sildëyuir. Attacking the wardens causes an immediate failure of the skill challenge and the loss of 2 healing surges from each PC to represent the harrying attacks of the eladrin.

Bluff (DC 15 / 17): The PC fools Eleus with an impressive, but false reason for the party's presence and why she should help them with their quest.

Diplomacy (DC 15 / 17): The PC uses both reason and emotion to convince Eleus of the importance of their mission, to let them pass safely, and to help them find their quarry.

Insight (DC 15 / 17): The PC is able to read Eleus's mood and gestures well enough to determine what is and what isn't working. This does not count as a success or failure for the skill challenge, but a successful check grants a +2 bonus on the next speaker's skill check.

Intimidate (DC 15 / 17): The PC is able to convince Eleus the party poses a serious threat - not to the eladrin of Sildëyuir, but perhaps it would be in the warden's best interest to aid them and not to do anything to turn the PCs against her and her allies.

Religion (DC 15 / 17): The PC recognizes the ornate patterns on Eleus's short swords as symbols of Rillifane Rallithil, elven god of forests and nature, and is able to impress Eleus with knowledge of the Seldarine (elven pantheon).

ENDING THE ENCOUNTER

Success: The PCs are able to convince Eleus Mornwind and the Sildëyuir wardens to let them pass peacefully and to help them locate their quarry. They provide no additional aid as they do not wish to involve

themselves in matters of the mortal world. That is why they came to Sildëyuir in the first place.

The cultists succeeded in evading the wardens, but Eleus picked up their trail earlier and followed it to the ancient menhir portal. The eladrin realized the cultists had found some way of temporarily reactivating it, but warn the PCs the portal is highly unstable and could close at any moment.

Failure: The PCs do not convince Eleus Mornwind and the Sildëyuir wardens of their peaceful intentions. The wardens demand they leave this land and do not help the PCs locate the portal. The PCs are able to eventually locate the portal and follow the cultists through it, but they are delayed in doing so. The effect of this failure is described in Encounter 5.

Regardless of success or failure, the PCs move on to Encounter 5.

EXPERIENCE POINTS

The PCs receive 35 / 60 XP each for succeeding at the skill challenge.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: RITUAL OF THE DOOMED

ENCOUNTER LEVEL 8 / 11 (1,550 XP / 2,300 XP)

SETUP

This encounter includes the following creatures at low tier:

- 1 eladrin fey knight (K)
- 2 eladrin guards (Level 5) (G)
- 1 adult faerie dragon flitterwing (Level 7) (D)
- 5 eladrin blades of summer (V)

This encounter includes the following creatures at high tier:

- 1 eladrin fey knight (Level 9) (K)
- 2 eladrin guards (Level 7) (G)
- 1 adult faerie dragon flitterwing (Level 9) (D)
- 5 eladrin blades of summer (Level 9) (V)

The circumstances of this encounter depend on how well the PCs did in Encounters 3 and 4 and what path they took to get here.

If the PCs attempted to intercept the cultists by traveling through the Yuirwood they must first enter the plaguelands around the ruins. Read the following:

Ahead of you is what looks like a thick blue fog bounded by standing liquid. Everything outside the boundary is sharp-edged and clear; everything inside is blurred and wavering, as if seen through blue fire. Shapes writhe within, but from outside their nature is impossible to determine.

An Arcana or Nature check (DC 15) identifies this area as a plagueland; an area in which the Spellplague still rages. While such areas can be traversed, it is dangerous to stay within for extended periods.

If the PCs traveled here on Ephoron's hippogriffs, they refuse to enter this area.

After the PCs enter the plagueland, or if the PCs followed the cultists into the Feywild, read the following:

About you the land seems to move on its own, slowly sliding and flowing like boiling mud. Rivulets of blue fire, foliage, and even the sky itself slowly mix with the land in a great churn whose edges blend into the horizon.

Ancient, overgrown ruins fill the area here. A bolt of blue fiery lightning arcs down from the churning sky and strikes a crumpled column, scorching it.

Take note if there are any spellscarred PCs in the party. From the *Forgotten Realms Player's Guide*:

Spellscarred Susceptibility: A spellscarred creature takes a -2 penalty to all defenses and saving throws against the Spellplague and the same penalty against plaguechanged or spellscarred creatures.

Spellplague Sense: A spellscarred creature knows when an area of Spellplague, or a plaguechanged or spellscarred creature, is within 5 squares of him or her.

IF THE PCs SUCCEEDED ON BOTH SKILL CHALLENGES

The PCs arrive at the ruins before the cultists begin their ritual.

Standing around a small hill surrounded by stone menhirs are several creatures. You see eight eladrin and a small dragon with butterfly wings and iridescent scales that reflect all the colors of the rainbow. One of the eladrin, a well equipped soldier in ornate armor, appears to be the leader. The cultists are about to start a ritual, but nothing seems to have happened yet.

IF THE PCs FAILED ONE SKILL CHALLENGE

The PCs arrive at the ruins in the midst of the cultists' ritual. Some of the cultists have been transformed into plaguechanged creatures. Apply the plaguechanged modifications to the faerie dragon and the blades of summer, but not to the fey knight or the eladrin guards.

Standing around a small hill surrounded by stone menhirs are several creatures. Three are eladrin, and one of them, a well equipped soldier in ornate armor, appears to be their leader.

Three others seem like horribly twisted, barely recognizable versions of eladrin. Their arms have been replaced by tentacles, and their skin is cut with large gashes from which blue fire drips out like blood. The creatures' eyes seem to lack any semblance of sanity or intelligence.

But the most bizarre creature is a large mass of iridescent scaly flesh that reflects light like a twisted rainbow. Its large head, dominated by a fang-filled maw, seems ludicrously supported by a long thin neck that extends from the bulbous mass of its body. From its back sprout delicate-looking butterfly wings of blue fire that flutter rapidly.

The group appears to be in the middle of a ritual. Perhaps that is the source of their horrifying transformation.

IF THE PCs FAILED BOTH SKILL CHALLENGES

The PCs arrive at the ruins following the conclusion of the cultists' ritual. The cultists have already been transformed into plaguechanged creatures. Apply the plaguechanged modifications to all the monsters.

Standing around a small hill surrounded by stone menhirs are several bizarre creatures. Four of the creatures seem like horribly twisted, barely recognizable versions of eladrin. Their arms have been replaced by tentacles, and their skin is cut with large gashes from which blue fire drips out like blood. The creatures' eyes seem to lack any semblance of sanity or intelligence.

Two others appear to have once been eladrin, as well. But their eyes are still bright with intelligence and their bodies bulge with muscle as well as irregular growths. These creatures still have their arms, but instead of the delicate hands of a fey, there are instead large, jagged claws.

A third plaguechanged creature appears similar, but instead of a bulky, muscular body, this one has an unnaturally thin and twisted one. This one appears to be the leader.

The most bizarre creature is a large mass of iridescent scaly flesh that reflects light like a twisted rainbow. Its large head, dominated by a fang-filled maw, seems ludicrously supported by a long thin neck that extends from the bulbous mass of its body. From its back sprout delicate-looking butterfly wings of blue fire that flutter rapidly.

The group appears to have just completed a ritual. Perhaps that is the source of their horrifying transformation.

FEATURES OF THE AREA

If the PCs pursued the cultists into the Feywild, they start the encounter in PC Start Area A, having just passed through the portal from Sildëyuir. If the PCs attempted to intercept the cultists by traveling through the Yuirwood, they begin in PC Start Area B.

Plaguestorm: This area is currently undergoing a magical storm warped by the power of the Spellplague. At the beginning of each round, a bolt of bluefire lightning strikes a random creature on the map.

The bolt has the following effect: Area burst 1; +12 vs. Fortitude; roll 1d10 to determine the effects separately for each creature hit.

1	2d6 + 2 lightning and fire damage
2	Target is healed 2d6 + 2 hit points
3	Target loses a healing surge
4	Target regains a healing surge
5	Target is slowed (save ends)
6	Target gains a +2 bonus to its speed until the end of its next turn
7	Target gains vulnerable 5 fire (save ends)
8	Target gains resist 5 fire until the end of its next turn
9	Target is immobilized (save ends)
10	Target is teleported 1d6 squares in a random direction

Bushes and rocks: The rocks and bushes here are difficult terrain and provide cover.

Trees: The trees are 80 feet high. The canopy is 20 feet off the ground. The center trunk is blocking terrain. Creatures in the canopy gain cover. A DC 15 Athletics check is required to climb the trunk, but the branches only require a DC 5.

Fountain, rubble, and ruins: These are all difficult terrain and require 2 squares of movement to enter.

Chasm: The chasm is 10 feet deep. The amorphous nature of the plaguelands causes anyone ending their turn standing in a square adjacent to the chasm to be attacked: +10 vs. Reflex; target is pulled 1 square towards the chasm. The slopes of the chasm are easy to climb (Athletics DC 10).

Statues: The statue squares provide cover and can only be entered by climbing (Athletics DC 10).

Magic Circle: The magic portal used to transport the cultists (and perhaps the PCs) here from the Feywild becomes non-functional as soon as the PCs enter the area.

TACTICS

Once the cultists become aware of the adventurers, they attack. They have no intentions of allowing anyone to interfere with their plans and are far too fanatical to listen to reason even when warned of the dangers of the ritual. In fact, they don't even realize the ritual isn't working properly if they have gone that far. They simply think it is part of the sacrifice they have to make to become avatars of the Yuir gods.

The eladrin fey knight (whether plaguechanged or not) commands his troops into tactical positions. His first act is to use *Feywild challenge* on the most dangerous looking PC. He then moves up to engage the enemy. He uses *stab of the entangling wild* and *harvest's sorrow* to protect the faerie dragon.

Due to his *eldritch serpent armor*, the fey knight suffers no penalty to his speed (this is why his speed is 6 instead of 5). Due to his +2 *Mithrendain steel longsword*, the eladrin fey knight gets the following abilities:

Critical: +2d6 damage.
Property: Add 1 square to the distance of any teleport you make.
Item Power (free action; daily) ♦ Teleportation
Use this power when you hit with this weapon. You teleport the target 2 squares in any direction.

The eladrin guards (whether plaguechanged or not) use their *fey step* to engage the party's back rank.

The adult faerie dragon flitterwing opens the battle with its breath weapon and then uses *flitter* to make hit and run attacks while using the chasm to block melee attackers. The plaguechanged faerie dragon moves up to engage the PCs, using its breath weapon whenever possible and double attack when it can't do that.

The Voldini fanatics position themselves to give tactical benefit to their allies, such as providing flank and preventing anyone from being surrounded. The plaguechanged fanatics are near mindless. They mob the closest creature to them using *plague grasp* to immobilize it before attacking it with their *tentacle slap*.

All of the cultists fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one eladrin guard.

Six PCs: Add another eladrin guard.

ENDING THE ENCOUNTER

The encounter ends when either the cultists or the PCs are defeated. The plaguestorm ends shortly after the battle, giving the PCs a chance to search the area.

EXPERIENCE POINTS

The PCs receive 310 / 460 XP for defeating the cultists. Note that the actual XP value of the enemies is lower if the PC succeeded on one or both of the skill challenges. The PCs still earn the full amount listed.

TREASURE

If the PCs search the eladrin fey knight they find a note (Handout 3), a *Mithrendain steel longsword* +2, *eldritch serpent armor* +1 (low tier) or +2 (high tier), and a ritual scroll of *Speak with Nature*. Attached to the scroll is a magical totem.

CONCLUDING THE ADVENTURE

Staying in the plaguelands for an extended period is not a good idea, so once the PCs have dispatched the cultists, there is nothing more they can do here.

Once the PCs return to Aldaron, he thanks them and pays them for their services (50 / 75 gp per PC). If the PCs succeeded in stopping the ritual before it even got started, Aldaron is happy they could stop it before something happened. There was no telling what might have occurred.

If the PCs arrived after the ritual was partially or fully completed, Aldaron is very intrigued by what happened to the cultists, but is relieved it wasn't as bad as he feared it might have been. Still, the entire situation speaks of something gone horribly wrong.

Aldaron imparts the following additional information:

- He has been researching the ritual he translated from the *Tome of Twilight Boughs* while the PCs were chasing down the cultists.
- He discovered something odd about the ritual. Most rituals have some basic symbols and actions that prevent the ritual from being corrupted by any potential ambient magical energy of the area. The ritual he translated has none of these, which is very unusual. In fact, several parts of the ritual seem to actually channel this ambient energy.
- The lack of these safeguards combined with the latent energy of the plaguelands is a guaranteed receipt for disaster. It is as if the author of the ritual intended for the Spellplague to pervert it. But how can this be possible when the tome is over 2,000 years old and the Spellplague has only been around for less than a century?
- Aldaron has informed the authorities of what has transpired. They are very interested in anything else he and the PCs can learn.

If the PCs saved Aldaron's life in Encounter 1 and their interactions with him were generally favorable, they receive the *Friend of Aldaron the Loremaster* story award.

Aldaron is intent on getting to the bottom of this mystery and asks the PCs if they would be interested in helping him after he has had more time to study the *Tome of Twilight Boughs*. If the PCs agree, they gain the *Through Twilight Boughs* story award. This continues the Major Quest that began in AGLA1-1 and will conclude in AGLA1-7 *Twilight Ambitions*.

ENCOUNTER 5: “RITUAL OF THE DOOMED” STATISTICS (LOW LEVEL)

Eladrin Fey Knight	Level 7 Soldier (Leader)
Medium fey humanoid, eladrin	XP 300
Initiative +11 Senses Perception +4; low-light vision	
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit however).	
HP 77; Bloodied 38	
AC 23; Fortitude 17, Reflex 19, Will 17	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Longsword (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d8 + 4 damage.	
M Stab of the Entangling Wild (standard or opportunity attack; recharge 5 6) ♦ Weapon	
Requires longsword; +12 vs. AC; 3d8 + 4 damage, and the target is restrained until the end of the eladrin fey knight's next turn. The eladrin fey knight cannot attack with its longsword while the target is restrained.	
R Feywild Challenge (standard; encounter)	
Ranged 10; the target is marked until the end of the encounter or until the eladrin fey knight dies, taking 4 damage each round it does not attack the eladrin fey knight.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin fey knight can teleport 5 squares.	
Harvest's Sorrow (immediate reaction, when an ally within 5 squares of the eladrin fey knight is damaged; at-will)	
Half the attack's damage is negated, and the eladrin fey knight takes the other half.	
Alignment Unaligned Languages Common, Elven	
Skills Arcana +7, Athletics +12, History +7, Nature +9	
Str 18 (+7)	Dex 22 (+9) Wis 13 (+4)
Con 13 (+4)	Int 14 (+5) Cha 16 (+6)
Equipment scale armor, light shield, longsword	

A plaguechanged eladrin fey knight gains the following additional power:

R Frightful Vision (standard, at-will) ♦ Fear, Psychic
Ranged 10; the knight attacks two different targets; +8 vs. Will; 1d8 + 5 psychic damage, and the target is slowed (save ends).

Eladrin Guard (Level 5)	Level 5 Soldier
Medium fey humanoid, eladrin	XP 200
Initiative +7 Senses Perception +9; low-light vision	
HP 62; Bloodied 31	
AC 21; Fortitude 17, Reflex 18, Will 17	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d8 + 3 damage.	
M Protective Swing (standard; recharge 5 6) ♦ Weapon	
+12 vs. AC; 2d8 + 6 damage, and the target is marked until the end of the eladrin guard's next turn.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin guard can teleport 5 squares.	
Alignment Unaligned Languages Common, Elven	
Skills Arcana +5, History +5	
Str 11 (+2)	Dex 17 (+5) Wis 14 (+4)
Con 14 (+4)	Int 12 (+3) Cha 10 (+2)
Equipment scale armor, longsword	

A plaguechanged eladrin guard gains the following additional power:

C Death Burst (when reduced to 0 hit points) ♦ Acid
The guard explodes in a burst of acidic goo; close burst 2; +8 vs. Reflex; 1d10 + 4 acid damage, and the target takes a -1 penalty to attack rolls (save ends).

Adult Faerie Dragon Flitterwing (Level 7)		Level 7 Skirmisher
Small fey magical beast (dragon)		XP 300
Initiative +8 Senses Perception +5; darkvision		
HP 77; Bloodied 38		
AC 21 (see also <i>flitter</i>); Fortitude 17, Reflex 19, Will 18		
Speed 6, fly 6 (hover)		
m Tail Spike (standard; at-will)		
+12 vs. AC; 1d4 + 4 damage.		
C Breath Weapon (standard; encounter) ♦ Radiant, Teleportation		
Close blast 4; +10 vs. Reflex; 3d6 + 4 radiant damage, and the faerie dragon teleports 1 square for each enemy caught in the blast.		
<i>Miss:</i> Half damage, and the faerie dragon does not teleport.		
C Dazzling Departure (when reduced to 0 hit points)		
Close burst 1; targets enemies; each target is blinded (save ends).		
When slain, the faerie dragon dissolves in a burst of rainbow light.		
Flitter (move; at-will)		
The faerie dragon moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.		
Combat Advantage		
The faerie dragon deals 1d6 extra damage on melee attacks against any target it has combat advantage against.		
Alignment Unaligned		Languages Draconic, Elven
Skills Bluff +9, Stealth +11, Thievery +11		
Str 11 (+3)	Dex 17 (+6)	Wis 14 (+5)
Con 13 (+4)	Int 13 (+4)	Cha 13 (+4)

A plaguechanged faerie dragon flitterwing gains the following additional powers:

M Double Attack (standard; at-will)
The faerie dragon flitterwing makes two tail spike attacks. If both attacks hit the same target, it suffers ongoing 5 damage (save ends).
Bloodied Breath (free, when first bloodied, encounter)
The faerie dragon flitterwing's breath weapon recharges, and the faerie dragon uses it immediately.

Eladrin Blade of Summer		Level 7 Minion
Medium fey humanoid, eladrin		XP 75
Initiative +6 Senses Perception +6; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 21; Fortitude 19, Reflex 19, Will 18		
Resist 5 fire		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+12 vs. AC; 4 damage; see also <i>fiery wounding</i>		
Fiery Wounding ♦ Fire		
A blade of summer's melee basic attack deals 1 extra point of fire damage for each blade of summer adjacent to the target.		
Fey Step (move; encounter) ♦ Teleportation		
The blade of summer can teleport 5 squares.		
Alignment Unaligned		Languages Common, Elven
Str 16 (+6)	Dex 16 (+6)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 15 (+5)
Equipment chainmail, longsword		

A plaguechanged blade of summer gains the following additional power:

M Plague Grasp (standard; at-will) ♦ Fire
+10 vs. Reflex; target is grabbed (until escape). At the start of its turn, the blade of summer automatically deals 8 damage to the target plus 1 extra point of fire damage for each blade of summer adjacent to the target.

ENCOUNTER 5: “RITUAL OF THE DOOMED” STATISTICS (HIGH LEVEL)

Eladrin Fey Knight (Level 9)	Level 9 Soldier (Leader)
Medium fey humanoid, eladrin	XP 400
Initiative +12 Senses Perception +5; low-light vision	
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit however).	
HP 93; Bloodied 46	
AC 25; Fortitude 19, Reflex 21, Will 19	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Longsword (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d8 + 5 damage.	
M Stab of the Entangling Wild (standard or opportunity attack; recharge 5 6) ♦ Weapon	
Requires longsword; +14 vs. AC; 3d8 + 5 damage, and the target is restrained until the end of the eladrin fey knight's next turn. The eladrin fey knight cannot attack with its longsword while the target is restrained.	
R Feywild Challenge (standard; encounter)	
Ranged 10; the target is marked until the end of the encounter or until the eladrin fey knight dies, taking 5 damage each round it does not attack the eladrin fey knight.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin fey knight can teleport 5 squares.	
Harvest's Sorrow (immediate reaction, when an ally within 5 squares of the eladrin fey knight is damaged; at-will)	
Half the attack's damage is negated, and the eladrin fey knight takes the other half.	
Alignment Unaligned Languages Common, Elven	
Skills Arcana +8, Athletics +13, History +8, Nature +10	
Str 18 (+8)	Dex 22 (+10) Wis 13 (+5)
Con 13 (+5)	Int 14 (+6) Cha 16 (+7)
Equipment scale armor, light shield, longsword	

A plaguechanged eladrin fey knight gains the following additional power:

R Frightful Vision (standard, at-will) ♦ Fear, Psychic
Ranged 10; the knight attacks two different targets; +10 vs. Will; 1d8 + 5 psychic damage, and the target is slowed (save ends).

Eladrin Guard (Level 7)	Level 7 Soldier
Medium fey humanoid, eladrin	XP 300
Initiative +8 Senses Perception +10; low-light vision	
HP 78; Bloodied 39	
AC 23; Fortitude 19, Reflex 20, Will 19	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d8 + 4 damage.	
M Protective Swing (standard; recharge 5 6) ♦ Weapon	
+14 vs. AC; 2d8 + 7 damage, and the target is marked until the end of the eladrin guard's next turn.	
Fey Step (move; encounter) ♦ Teleportation	
The eladrin guard can teleport 5 squares.	
Alignment Unaligned Languages Common, Elven	
Skills Arcana +6, History +6	
Str 11 (+3)	Dex 17 (+6) Wis 14 (+5)
Con 14 (+5)	Int 12 (+4) Cha 10 (+3)
Equipment scale armor, longsword	

A plaguechanged eladrin guard gains the following additional power:

C Death Burst (when reduced to 0 hit points) ♦ Acid
The guard explodes in a burst of acidic goo; close burst 2; +10 vs. Reflex; 1d10 + 5 acid damage, and the target takes a -1 penalty to attack rolls (save ends).

Adult Faerie Dragon Flitterwing (Level 9)	Level 9 Skirmisher
Small fey magical beast (dragon)	XP 400
Initiative +9 Senses Perception +6; darkvision	
HP 93; Bloodied 46	
AC 23 (see also <i>flitter</i>); Fortitude 19, Reflex 21, Will 20	
Speed 6, fly 6 (hover)	
m Tail Spike (standard; at-will)	
+14 vs. AC; 1d4 + 5 damage.	
C Breath Weapon (standard; encounter) ♦ Radiant, Teleportation	
Close blast 4; +12 vs. Reflex; 3d6 + 5 radiant damage, and the faerie dragon teleports 1 square for each enemy caught in the blast.	
<i>Miss</i> : Half damage, and the faerie dragon does not teleport.	
C Dazzling Departure (when reduced to 0 hit points)	
Close burst 1; targets enemies; each target is blinded (save ends).	
When slain, the faerie dragon dissolves in a burst of rainbow light.	
Flitter (move; at-will)	
The faerie dragon moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Combat Advantage	
The faerie dragon deals 1d6 extra damage on melee attacks against any target it has combat advantage against.	
Alignment Unaligned Languages Draconic, Elven	
Skills Bluff +10, Stealth +12, Thievery +12	
Str 11 (+4)	Dex 17 (+7) Wis 14 (+6)
Con 13 (+5)	Int 13 (+5) Cha 13 (+5)

A plaguechanged faerie dragon flitterwing gains the following additional powers:

M Double Attack (standard; at-will)
The faerie dragon flitterwing makes two tail spike attacks. If both attacks hit the same target, it suffers ongoing 5 damage (save ends).
Bloodied Breath (free, when first bloodied, encounter)
The faerie dragon flitterwing's breath weapon recharges, and the faerie dragon uses it immediately.

Eladrin Blade of Summer (Level 9)	Level 9 Minion
Medium fey humanoid, eladrin	XP 100
Initiative +7 Senses Perception +7; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 21, Reflex 21, Will 20	
Resist 5 fire	
Speed 6	
m Longsword (standard; at-will) ♦ Weapon	
+14 vs. AC; 5 damage; see also <i>fiery wounding</i>	
Fiery Wounding ♦ Fire	
A blade of summer's melee basic attack deals 1 extra point of fire damage for each blade of summer adjacent to the target.	
Fey Step (move; encounter) ♦ Teleportation	
The blade of summer can teleport 5 squares.	
Alignment Unaligned Languages Common, Elven	
Str 16 (+7)	Dex 16 (+7) Wis 12 (+5)
Con 14 (+6)	Int 10 (+4) Cha 15 (+6)
Equipment chainmail, longsword	

A plaguechanged blade of summer gains the following additional power:

M Plague Grasp (standard; at-will) ♦ Fire
+12 vs. Reflex; target is grabbed (until escape). At the start of its turn, the blade of summer automatically deals 10 damage to a grabbed target plus 2 extra points of fire damage for each blade of summer adjacent to the grabbed target.

ENCOUNTER 5: “RITUAL OF THE DOOMED” MAP

TILE SETS NEEDED

Dungeon Tiles x1, *Ruins of the Wild* x1



REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

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

EXPERIENCE POINTS

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

Encounter 1: Juxtaposition
220 / 320 XP

Encounter 3a / 3b: The Griffon Riders of Aglarond / Through Twilight Boughs
35 / 60 XP

Encounter 4a / 4b: The Ride Through Twilight Boughs / Sildëyuir Horizons
35 / 60 XP

Encounter 5: Ritual of the Doomed
310 / 460 XP

Minor Quest: Stopped the Cultists
40 / 60 XP

Total Possible Experience
640 / 960 XP

Gold per PC
100 / 150 gp
(Encounter 1: 50 / 75 gp, Encounter 2: 50 / 75 gp)

TREASURE

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

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award, and ensure you enter the total amount of gold gained (minus any expenditures) online. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *cold iron bracers* (AV, 6th level) (low-level version only)

Found in Encounter #2

Bundle B: *utility staff +2* (AV, 7th level)

Found in Encounter #1

Bundle C: *flute of the dancing satyr* (PH2, 6th level)

Found in Encounter #1

Bundle D: *+2 Mithrendain steel longsword* (Dragon Magazine 366, 8th level)

Found in Encounter #5

Bundle E: *eldritch serpent armor* +1 (low tier only) or *eldritch serpent armor* +2 (high tier only) (*Dragon Magazine* 366, 4th level or 9th level)
Found in Encounter #5

Bundle F: any magic totem of 6th level or less from *Player's Handbook 2* (PH2, 6th level or less)
Found in Encounter #5

Bundle G: *shield of the barrier sentinels* (*Dragon Magazine* 366, 9th level) (high-level version only)
Found in Encounter #2

Bundle H: ritual scroll of *Speak with Nature* (PH2)
Found in Encounter #5

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *brightleaf** (level 8 reagent from *Adventurer's Vault*) plus 0 / 125 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

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

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text). Make sure to mark the story award codes next to each character that earned them on the tracking form.

AGLA06 Friend of Aldaron the Loremaster

You rescued Aldaron the Loremaster from a deadly attack. He is very grateful and has offered to assist you in the future should you need to draw upon his expertise in ancient history and the Feywild. You may contact Aldaron in person any time you are in the city of Veltalar in Aglarond. If you have rituals or other abilities that allow you to communicate across great distances, then you might be able to contact Aldaron from other

locations, if allowed by the DM. The DM will also decide exactly what form Aldaron's assistance might take and what benefits you can gain from this assistance in any given situation.

AGLA07 Through Twilight Boughs

You have learned much about the Tome of Twilight Boughs, an ancient and cryptic Yuir text that seems to hold great significance to the members of the Cult of Voldini in Aglarond. You and your companions have thwarted the Cult's efforts for the moment. However, the rituals contained in the book do not seem to do quite what the cult members were expecting, a mystery that surely requires further investigation.

This story object is the continuation of the Major Quest that began in AGLA1-1 Lost Temple of the Fey Gods and concludes in AGLA1-7 Twilight Ambitions.

ADVENTURE QUESTIONS

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

1. Did the PCs save Aldaron?
 - a. Yes
 - b. No
2. Which path did they take?
 - a. Mortal World
 - b. Feywild
3. When did they reach the ritual area?
 - a. Before the ritual began
 - b. In the middle of the ritual
 - c. At the end of the ritual
4. Did they defeat the cultists?
 - a. Yes
 - b. No

NEW RULES

Brightleaf

Level 8

These leaves, which sprout from old growth forests, never fall even in the deep winter. When used, they explode with stored light and energy.
Lvl 8 (125 gp)

Reagent

Power (Consumable): Free Action. Expend this reagent when you use a power with the radiant keyword of up to 5th level. One target hit by the attack (chosen by you) gains vulnerable 5 radiant until the end of your next turn.

Source: *Adventurer's Vault*, page 193.

Cold Iron Bracers

Level 6

The creatures of the Feywild recoil at the touch of these iron bracers.
Lvl 6 (1,800 gp)

Item Slot: Arms

Property: Gain a +1 item bonus to AC and Reflex defense against fey creatures' attacks.

Source: *Adventurer's Vault*, page 116.

Eldritch Serpent Armor

Level 4 (+1) or 9 (+2)

The slender, overlapping scales of this armor are taken from magical serpents native to the Feywild.

Lvl 4 +1 (840 gp)

Lvl 9 +2 (4,200 gp)

A armor: Scale

Enhancement: AC

Property: Unlike most scale armor, eldritch serpent armor has no speed penalty.

Power (Daily): Minor Action. Until the end of your turn, you gain a bonus to damage rolls equal to this armor's enhancement bonus on attacks with the arcane keyword.

Source: *Dragon Magazine* 366, page 16.

Flute of the Dancing Satyr

Level 6

Carved from wood and inscribed with arcane glyphs, this flute can play a tune of speed and elegance.

Wondrous Item (1,800 gp)

Power (Encounter): Move Action. You shift 2 squares, and each ally within 5 squares of your destination space can shift 1 square as a free action.

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

+2 Mithrendain Steel Longsword

Level 8

This weapon was forged deep in the Feywild and is infused with the plane's inherent arcane energy.

Lvl 8 +2 (3,400 gp)

Weapon: Longsword

Enhancement: Attack rolls and damage rolls

Critical: +2d6 damage

Property: Add 1 square to the distance of any teleport you make.

Power (Daily ♦ Teleport): Free Action. Use this power when you hit with this weapon. You teleport the target 2 squares in any direction.

Source: *Dragon Magazine* 366, page 16.

Shield of the Barrier Sentinels

Level 9

This ornate shield is awarded to members of the Barrier Sentinels as a reward for bravery.

Lvl 9 (4,200 gp)

Item Slot: Arms

Property: You gain a +1 bonus to AC and Reflex while you are flanked.

Source: *Dragon Magazine* 366, page 16.

Speak with Nature

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

Level: 5

Category: Divination

Time: 10 minutes

Duration: 10 minutes

Component Cost: 80 gp

Market Price: 250 gp

Key Skill: Nature

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

Source: *Player's Handbook* 2, page 216.

Utility Staff +2

Level 7

A boon to practical spellcasters, this staff increases the range of one's utility spells.

Lvl 7 +2 2,600 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Increase the range of your arcane utility powers by a number of squares equal to this staff's enhancement bonus.

Source: *Adventurer's Vault*, page 107.

HANDOUT 1 – PERSONAL INVITATION FROM ALDARON THE LOREMASTER

Adventurers,

I, Aldaron the Loremaster, have been made aware of your actions regarding the fey of the Yuirwood and the legendary Tome of Twilight Boughs. I have acquired a copy of this book myself and am currently in the need of skilled adventurers, explorers, and risk takers to aid in my research of the Tome. You seem like just the right sort. Pay is good and you may earn a spot in history, albeit a little one, for discovering more information about the ancient elven kingdom of Yuireshanyaar. I am also interested in learning what you know of this legendary tome.

I humbly invite you to seek me at my home on Willow Way in Veltalar, capitol city of Aglarond.

May the gods favor you,

Aldaron the Loremaster

HANDOUT 2 – ADVERTISED INVITATION FROM ALDARON THE LOREMASTER

Adventurers,

I, Aldaron the Loremaster, am currently in the need of skilled adventurers, explorers, and risk takers to aid in a research experiment involving the legendary Tome of Twilight Boughs. Pay is good and you may earn a spot in history, albeit a little one, for discovering more information about the ancient elfen kingdom of Yuireshanyaar.

Interested parties should seek me at my home on Willow Way in Veltalar, capitol city of Aglarond.

May the gods favor you,

Aldaron the Loremaster

HANDOUT 3 - LETTER FOUND ON THE CULTIST LEADER

True Believers,

Surely the Yuir gods smile upon us. I have discovered that a wizard in Veltalar named Aldaron the Loremaster has translated a ritual from the Tome of Twilight Boughs. This ritual, when used at the right time at an ancient Yuir ruin, can imbue the casters with great power, allowing them to become the embodiment of the Yuir gods in Faerûn. You must procure this ritual at all costs and use it while there is still time. When you succeed, our cause will truly be unstoppable.

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