

SOJOURNER'S WAY

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

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The Tannath Mountains are poorly explored and even more poorly mapped. A humble cartographer seeks adventuring companions for his attempt to blaze a trail through these rough, steep spires. What would drive a man to undertake such a dangerous task? A *Living Forgotten Realms* adventure set in Aglarond for characters levels 1-4 (H1 level band). This adventure is the second part of the *Invisible Road* Major Quest, which began in AGLA1-5 *Silver Lining* and will conclude in a Heroic tier adventure during campaign year 4.

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

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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. 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 about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), 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. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain 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:

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** 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 just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** 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 in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure

(for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its 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 an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may 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. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

ADVENTURE BACKGROUND

Thay is a miserable place, ruled by the undead. Slaves are the vast majority of Thay's living population, who live short, brutal lives as chattel to necromancers, vampires, and other vile aristocrats.

Three decades ago, one of these slaves escaped from Thay with her young son Zair, aided by a small group of adventurers. She eventually came to live in Veltalar, Aglarond's capital city. Seeking to give Zair a better life, she garnered her son an apprenticeship at the cartographer's guild. Unfortunately, she died soon after of injuries and poorly healed wounds from her time in Thay. As her death approached, she convinced Zair's mentor, Harmon Castelle, to adopt her son. Zair grew to be an accomplished and sought-after map-maker. To honor his mentor, he adopted the family name Castelle. He never forgot the bravery of his rescuers, and decided to follow in their footsteps. Now that he has the resources, he intends to create an invisible road out of Thay for as many slaves as possible.

DM'S INTRODUCTION

This adventure takes place in the Tannath Mountains of Aglarond. In the past, silver mines honeycombed the mountains, but eventually played out. Zair Castelle wants to map an invisible road through the mountains to help slaves escape Thay.

The party helps Zair Castelle map the mountains, in preparation for his invisible road. Zair does not trust the PCs, and will not reveal his plan to them until they have earned his trust. The adventure consists of mapping the terrain and earning Zair's trust. They will earn his trust through competence and honesty, and will lose trust through dishonesty, deceit, or lack of competence.

The mapping is modeled with an elaborate skill challenge, which contains several scenes, including two potential combats. These scenes include a goblin toll bridge where the party can pay an exorbitant toll, negotiate a lower toll, or fight to pass free; and a galeb duhr tribe that places a high value on honor and physical abilities.

At the end, the party will see a group of escaped slaves, and have the option of helping them or leaving them to their fate. After they've made that decision, they are attacked by Thayan slavers who would like to take the PCs as slaves.

PCs can earn trust points throughout the adventure. Most encounters will affect the number of trust points the PCs have -increasing or decreasing the trust Zair has in the party. If the PCs have earned Zair's trust and

proved competent, Zair explains his invisible road and asks for their help.

A flowchart is provided in the appendix to help explain things.

EARNING ZAIR'S TRUST

Since the success of Zair's invisible road depends upon its secrecy, Zair will not confide the true purpose of his mission unless the PCs earn his trust. During the course of the adventure, PCs have an opportunity to gain the trust of their employer by earning "trust points." Zair observes the PCs throughout the adventure to determine if they are trustworthy and share his conviction.

Many encounters specify what the PCs need to do in order to earn a *trust point*. If they manage to earn at least four trust points during the course of the adventure they earn Zair's trust and gain additional experience for completing the minor quest: **Impress Zair and earn his trust**. A list of all the opportunities to gain or lose trust points may be found in **Appendix 2**.

If at least half of the PCs have the story award **AGLA08 Befriended by Zair Castelle**, the PCs start the adventure with 1 bonus *trust point*.

PLAYER'S INTRODUCTION

Handout 1 has several copies of letters the PCs receive from Zair. Distribute these, check for appropriate Story Awards related to previous Aglarond regional adventures, and once everyone is ready, proceed to Encounter 1.

ENCOUNTER 1: SOJOURNER'S REQUEST

Important NPC: Zair Castelle (Bluff +8, Insight +6)

The PCs are in the common room of the Silver Flask when Zair Castelle meets with them.

Zair's letter has brought you to the Silver Flask, a tavern in Glarondar, near the Watchwall that protects Aglarond from the horrors of Thay and the Umbar Marsh. The half-elf beckons you over to his table.

"Friends," the polite half-elf says, "I would like to hire you as guards while I attempt to map a small section of the Tannath Mountains. I tried once before, but ran into some serious trouble."

Zair is pleasant and mild-mannered but very focused on his current task. He is not a coward, but deplores fighting and killing. Zair knows the PCs probably have questions for him, and is willing to answer most of them. For the most part, he tells the truth. However, he does not reveal his true purpose. If the PCs wish to know if he is telling the truth, make them roll Insight against a DC 18.

A list of information about the trip is provided; use these to answer any questions the PCs ask. Because he may have to dissemble, each statement is marked as being true, false, or true but deceptive.

- Zair will pay each PC 25/50 gp, with 10 gp paid up front and the balance on completion. (True)
- Mapping the mountains should take about four weeks. (True)
- Zair is hiring the PCs to handle dangerous situations. They are also expected to help with the actual mapping, as Zair's map-making experience is primarily in safer areas. (True)
- Zair knows that the mountains have a lot of goblin tribes, as well as galeb duhr. He can relate his experience with a tribe during his earlier attempt. (True)
- Zair explains that his backers are very secretive. (True but deceptive)
- If the PCs press him on the issue, he explains that his backers are a merchant company from Delthuntle that wishes to remain anonymous. He hints that the silver mines might not be played out. (False)
- Even if the PCs press Zair hard on his backers, or their intentions, he does not reveal the truth. He assures the PCs that he is not doing anything immoral or illegal.

If the PCs decide to investigate Zair before accepting, he is understanding and gives them a few days to make their decision. The following are a few things the PCs might wish to learn:

- **History DC 10:** Delthuntle is a commercial power in south-west Aglarond, on the Sea of Fallen Stars. A large number of merchants operate out of Delthuntle.
- **History DC 15:** The mines of the Tannath Mountains played out long ago, and the mining concerns left for better locations.
- **Nature DC 10:** The Tannath Mountains are tall, rugged, and treacherous.
- **Nature DC 15:** The threats of the mountains include goblins, galeb duhr, giants, and the occasional undead patrol from Thay.
- **Streetwise DC 15:** Zair Castelle is a good fellow. He's somber and reserved, but has always acted honorably. He has a reputation as a high-quality map-maker, and is very detailed in his work.
- **Streetwise DC 20:** Zair is a member in good standing of the Cartographer's Guild.
- **Streetwise DC 25:** This reveals Zair's history in Veltalar, starting with the death of his mother.

ENDING THE ENCOUNTER

The PCs might go to the Army of the Green Drake - the military force that rules Glarondar and guards the Watchwall - about Zair's offer, perhaps with concerns about his intentions.

Captain Arol, who the PCs might have met in AGLA1-5 *Silver Lining*, initially considers Zair harmless. However, if the PCs make a convincing case about the applications of Zair's work threatening the security of Aglarond, Captain Arol asks the PCs to find out what he's up to along the way.

EXPERIENCE POINTS

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

TREASURE

Zair advances each PC 10 gp of their payment. Zair also offers to share his knowledge of rituals, which include *Create Campsite* and *Traveler's Chant*.

ENCOUNTER 2: INVESTIGATING ZAIR

Important NPC: Zair Castelle (Bluff +8, Insight +6)

Some PCs might be curious about Zair's efforts. This encounter is provided to give a framework for their attempts to investigate him - whether it's on their own initiative or at Captain Arol's request. If the PCs are not interested in Zair's motives, then they skip this encounter.

Zair is a fairly private person, with a secret agenda. The PCs will have to put some serious effort into prying his secrets from him, during the adventure. Each attempt to investigate Zair takes a long period of time, so the PCs will only be able to attempt one check per day.

CONVERSING WITH ZAIR

The PCs might be able to elicit information from Zair through conversations:

Perception (DC 20/21)

The PC notices a well-concealed brand on Zair. He absolutely refuses to discuss it, and it is clearly a sore subject.

Arcana or History (DC 20/21) (after seeing the brand)

The brand on Zair is an old property marker from Thay - the lords of that blighted land use it to signify their particular chattel. The identity of the Thayan lord is not discernable. Aglarond natives gain a +5 bonus on this check (as can other characters as you see fit).

Bluff (DC 13/14)

The PC manages to trick some information out of Zair. Attempting this puts Zair on guard, and regardless of success imposes a cumulative -1 penalty on any future checks investigating Zair.

Insight (DC 13/14)

The PC observes Zair and gains a better understanding of his motivations. The PC can tell that Zair is very dedicated to this task, perhaps more so than normally expected for a hired job. This also reveals the consequences of Bluff and Intimidate.

Intimidate (DC 20/21)

The PC threatens Zair. He reveals something about the true purpose of the trip, but does not willingly engage the PC in future conversation. This eliminates Bluff as a useful skill for eliciting information, as well as providing a cumulative -2 penalty to any future checks.

Thievery (DC 13/14)

During the night, the PC steals Zair's notebook long enough to copy a few pages. It's in code, but this opens the use of History to understand them.

ZAIR'S MAPS AND NOTES

The PCs might attempt to get information from Zair's maps and notes. Each failed check provides a cumulative -1 penalty on any future checks investigating Zair:

History (DC 20/21, requires Zair's notes)

Zair's notes are written in code and the PC attempts to decode them. This provides some more information about his goal.

Nature (DC 20/21)

Zair's map is a normal looking map, but there are a few things in the map that seem emphasized.

Perception (DC 13/14)

The PC is able to get a good look at Zair's notes as he is making them, or at the map. The notes are in code, but this opens the use of History to break the code, or Nature to understand the map.

The PCs are able to get the following bits of information out of Zair or his notes:

- Zair has a strong hatred of Thay.
- The focus of the expedition is not so much on the mines as on the trails.
- Many entries focus on how much concealment can be found along a particular path and describe hiding places along the path.
- Zair is evaluating the PCs. His notes mention their competence, and call out particularly effective performances or particularly bad ones.

ENDING THE ENCOUNTER

If the party accumulates 3 failed checks, they lose a trust point with Zair. If the party makes 4 successes, they can conclude that Zair is probably looking to create a concealed trail through the mountains, away from Thay.

EXPERIENCE POINTS AND TREASURE

The PCs do not earn any XP for this encounter, and it does not count towards a milestone. They gain no treasure from this encounter.

ENCOUNTER 3: MAPPING THE MOUNTAINS

COMPLEXITY 4 SKILL CHALLENGE

The Tannath Mountains are a large mountain range on the northeast border of Algarond, forming a natural boundary that protects Aglarond from Thay.

It will take the PCs about two weeks of game time to complete this skill challenge. Each scene takes about one day to complete. You need to run all the scenes even if the PCs accumulate their third failure early on, as this challenge provides the framework for the overall adventure.

The Tannath Mountains rise into the sky. Your trip starts easy enough, on well-traveled paths. Soon, however, the mapped areas of the mountains fall away and your real work begins.

SKILL CHALLENGE: MAPPING THE TANNATH MOUNTAINS

Goal: The PCs will be attempting to map the Tannath Mountains. Each scene takes about a day to complete.

Complexity: 4 (10 successes before 3 failures)

Primary Skills: Nature

Other Skills: Acrobatics, Athletics, Nature

Victory: The PCs have safely mapped the mountains.

Defeat: The PCs have mapped the mountains, but are exhausted at the end.

As the PCs travel through the mountains, they encounter a variety of scenes. Other than the first scene, Trailblazing, the scenes can happen in any order. The following scenes occur as the party travels through the mountains:

- Scene 1: Trailblazing - this is the first scene.
- Scene 3: Goblin Toll (Encounter 4)
- Scene 6: Immovable Objects (Encounter 6)

SCENE 1: TRAILBLAZING

You have left the known areas of the Tannath Mountains behind. It is time to begin the hard work of map making.

In this scene, the party has to make a Nature check to provide the basis of their navigation. One party member makes the primary Nature check, and up to 4 others can attempt to aid.

Nature DC 20/21 (1 success; 1 maximum)

The party starts successfully mapping the Tannath Mountains.

Success: Zair is able get started on an excellent map. The party gains 1 trust point with Zair.

Failure: The party's navigation skills leave something to be desired. The DCs of the rest of the challenge increase by 1.

SCENE 2: WASHOUT

The trails have been fairly good up until this point. Unfortunately, a large section of the trail has been wiped out. It will be difficult to get across.

In this scene, the party has to circumvent the washed out section of trail. Each PC has to make an Athletics or Acrobatics check. If the PCs come up with a reasonable plan to assist their efforts, everyone gains a +2 bonus on the check. If a PC fails their check, they lose a healing surge as they slide down the rocky washout.

Acrobatics DC 13/14 (not a success or failure)

The PC balances on top of the rubble that used to be the path and makes it safely across.

Athletics DC 13/14 (not a success or failure)

The PC climbs across the gap safely.

Special - Teleportation and Flight

The washed-out section is 40 feet (8 squares) wide. If a PC can teleport or fly at least 9 squares with a single action, that PC succeeds without needing to make a skill check.

Group Success: If at least half the party made successful checks, the party gains a success.

Group Failure: If less than half the party made successful checks, the party gains a failure.

SCENE 3: GOBLIN TOLL

The trail the PCs are following has been destroyed by the weather. An enterprising goblin tribe has built a toll bridge, and wants the PCs to pay to use it. Run Encounter 4.

SCENE 4: ABANDONED MINE

After a hard day of travel, you have come to another dead end. The trail ends, and the mountain wraps around out of sight. It might be possible to climb around, but a fall in this location would almost certainly be fatal. Perhaps an old mine an hour back might have a way?

The trail ends at this point. About an hour's travel back, the party noticed an old mine that did not appear in use. They'll have to navigate it, and then deal with the blocked exit.

Dungeoneering DC 13/14 (group check; 1 success)

The PCs explore the mine, noticing interesting passageways. After a period of exploration, the PCs notice a blocked passageway that has some sunlight peeking around the rubble.

Success: If at least half the party made successful checks, the party gains a success and advances to 4b.

Failure: If less than half the party made successful checks, the party gains a failure and must find another way, instead of going through the mine. Continue with one of the other scenes.

SCENE 4B: CLEARING PASSAGE

After the cool, stale air of the mine, you can feel clean air blowing around the rubble obstructing your path.

The pathway is blocked by a collapsed ceiling. The PCs can clear the way with hard work. This is a group check - all the party members make a check, and if at least half the party succeeds, they gain a success. Possible actions:

Acrobatics DC 13/14 or **Athletics DC 13/14**

The PC begins moving rubble out of the way. Rocks slide and fall, and the ceiling shifts visibly, and audibly.

Dungeoneering DC 13/14 or **Thievery DC 13/14**

The PC reinforces the ceiling with supports looted from other parts of the mine.

Group Success: If at least half the party made successful checks, the party gains a success.

Group Failure: If less than half the party made successful checks, the party gains a failure and had to find another way, instead of through the mine. Continue with one of the other scenes.

SCENE 5: MORE TRAILBLAZING

The PCs have traveled quite a ways - repeat Scene 1. The penalty for failure is cumulative with this scene.

SCENE 6: IMMOVABLE OBJECTS

This path around the mountain is part of the territory claimed by the Diamondsoul tribe of galeb duhr. The PCs will have to negotiate with the creatures to continue. Run Encounter 6.

SCENE 7: MAPPING CONTINUES

If the PCs have not yet gained either enough successes or enough failures to determine the outcome of the challenge then improvise a new scene, or run them through scenes 1, 2 and 4 until they have accumulated a total of 10 successes or 3 failures. (Scene 2 cannot cost the party any additional trust points if you run it more than once.)

ENDING THE ENCOUNTER

After the party has completed this encounter, go to Encounter 8: *Escape!*

Success: The party has successfully navigated the Tannath Mountains. Zair is impressed, and the party earns an extra trust point.

Failure: The party has finally made it through the Tannath Mountains, after a difficult and rigorous trip. Each PC loses two healing surges from the various hazards.

EXPERIENCE POINTS

Each PC earns 40/105 XP for completing the skill challenge in addition to the experience gained from the sub-encounters that can also count as successes.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: GOBLIN TOLL

COMPLEXITY 3 SKILL CHALLENGE

Important NPC: Grak - Beargutter's toll collector

The PCs have travelled through the mountains along the trail, coming to a gap. Read or paraphrase the following:

Wind whistles by as you round the bluff. Ahead, the path you've been following has washed out. A long gap, perhaps fifty feet or more, bars the way forward.

"Travelers!" a voice from above shouts in broken Common. "You wanna cross, you gotta pay toll!"

A goblin's head peeks out from the cliff above. "Pay toll, and Beargutters lower you a bridge! Try climb, Beargutters shoot you down!"

"A toll," says Zair, "I was afraid things would get violent."

The Beargutters goblin tribe has claimed this area, and established a toll bridge. Most of their toll earnings come from orcs and goblins that don't relish the idea of attacking the fortified perch the Beargutters have set up.

Grak is confident he's dealing with adventurers, and believes that adventurers are made of money. Grak wants a toll of 25/35 gold per person (including Zair) to cross the bridge. If the PCs pay the toll, Grak orders his goblins to lower the bridge and let the PCs by without incident. If the PCs don't want to pay the exorbitant toll, they can either attack him or negotiate a lower toll.

TALK OR FIGHT?

If the PCs decide to negotiate, use this skill challenge. If they decide to fight at any point, use Encounter 5.

Notable terrain:

- The path is about 20 feet wide as it rounds the mountain.
- The goblins are to the left, about 30 feet up, behind a set of fortifications. Goblins have superior cover from ranged attacks, and regular cover from area attacks, in their fortifications.
- To the right, the path falls off about 60 feet.
- The gap is 60 feet in length and 40 feet deep. The cliff face along the gap has been scoured of easy handholds.
- There are a series of wooden bridge segments up by the goblins, attached to rope, which appear to lower through some mechanism. Each segment looks like it's about 10 feet long and only 5 feet wide.
- The goblins have a small basket for collecting the toll which they can lower and raise easily.

SKILL CHALLENGE: GOBLIN TOLL

Goal: The PCs attempt to lower the cost of the goblin toll.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Insight, Intimidate

Victory: The PCs are able to reduce the toll to 2 gp per person - Zair pays the toll and suggests another negotiation, and possibly gets long term passage.

Defeat: The goblins stop negotiating and refuse to lower the toll any further. The PCs must pay the toll or fight to progress.

SCENE 1: TOLL QUIBBLING (4 SUCCESSES)

"Well," comes the goblin's voice, "you gonna pay?"

The PCs primarily interact with Grak during this skill challenge, although the rest of the goblins could be appropriate. If the PCs make obvious combat preparations, such as getting weapons out, or attempt to climb across the gap or up to the goblin perch, the goblins break off negotiations and attack.

The PCs may want Zair to pay the toll. He does not have enough money to pay it, and tells the party as much.

Special Note: The Beargutter tribe frequently comes into contact with the Cloudrippers. If at least one PC at the table has earned Story Award **AGLA10 Urk!** from **AGLA1-5 Silver Lining**, a description of the PCs with that award has spread through the goblin tribes.

Find out from the PCs how they treated Urk during the adventure. If, on the whole, the PCs were good to Urk, they start with one success. On the other hand, if the PCs were cruel to Urk, they start with one failure.

Either way, Grak comments on the PCs' interactions with the Cloudrippers, saying they're almost goblin-like in their behavior.

Athletics DC 13/14 (1 success; 1 maximum)

The PC offers the goblins some entertainment by suggesting that he or she can jump a large section of the gap. The goblins lower a section of the bridge so that the PC can attempt to jump onto it. On a success, the PC makes it part way across the gap. On a failure, the PC falls down 40 feet. The goblins boo if the PC attaches a safety rope, and raise the bridge a little bit, imposing a -2 penalty on the check.

Bluff DC 13/14 (1 success; 2 maximum)

The PC flatters Grak, praising him for an impressive bridge or good business sense. Grak is not the brightest goblin, but starts to get suspicious after the second

success. The first failed Bluff check gives the party a -2 on all remaining skill checks in this skill challenge. If a bluff check succeeds by 5 or more, the PC grants a +2 to the next skill check.

Diplomacy DC 13/14 (1 success; no maximum)

The PC speaks reasonably with Grak, talking him down somewhat from his unreasonable toll.

Dungeoneering DC 13/14 (not a success or failure)

The PC examines the toll bridge, and notices some interesting aspect. By complementing good design decisions and offering advice, the PC grants a +2 bonus to the next skill check.

History DC 13/14 (1 success; 1 maximum)

The PC remembers some of the larger threats of the local area from times gone by and scares the goblins with a story of greedy creatures that got in over their heads.

Insight DC 13/14 (1 success; 1 maximum)

The PC notices the confident swagger of the goblins, as well as the emphasis Grak places on different parts of the negotiation. The PC also realizes that Grak's confidence is fragile - attempts to intimidate could prove beneficial if successful; if not, it could make things worse.

Intimidate DC 20/21 (1 success; 2 maximum)

The PC threatens Grak and the goblins with violence or sabotage. The goblins feel very safe in their fortifications, but a successful intimidate check thoroughly shakes their confidence, granting a +2 bonus to all remaining skill checks in this encounter. However, a failed intimidate check removes a success.

Thievery DC 20/21 (not a success or failure)

The PC examines the toll bridge, and notices some interesting aspect. By complementing good design decisions and offering advice, the PC grants a +2 bonus to the next skill check.

Ending the scene: When the party gains four successes, they proceed to the next scene.

SCENE 2: PAYMENT PLAN (4 SUCCESSES)

“Okay,” Grak says, “You good, like goblins. Toll only 2 gold shinies per person. No more arguing!”

Zair steps up to you and says, “Don’t worry. I can afford 2 gold pieces for each of us - I’ll cover this.”

Grak lowers a basket down to you. After the toll is placed inside, he pulls it back up. Commands in Goblin ring out, and ropes creak as the goblins set to work lowering the bridge. In fits and starts, the segments of the bridge lower down to the edge. After five minutes of effort by the goblins, the bridge rests against the wall, opening passage across the gap.

“Wait,” Zair says, before you begin to cross the bridge. “This goblin bridge could be useful for others passing across the mountains. They maintain the bridge and keep it relatively safe, and those passing by pay a small toll. I hate to ask, but could you try to negotiate a payment plan?”

At this point, the PCs have the option of trying to negotiate a long term contract with the goblins. It is purely optional; if they elect not to, go to the **Ending the Encounter** section.

History DC 13/14 (1 success; 1 maximum)

The PC remembers stories of tribes that cooperated for mutual benefit in the past, and relay them to the goblins.

Insight DC 20/21 (special; 1 maximum)

The PC observes how Grak handles the negotiations and quietly advises the party. The party gets a +2 bonus on all remaining skill checks in this challenge.

Streetwise DC 13/14 (1 success; 2 maximum)

The PC plays to the goblins as a whole, convincing them that it's easy work that will come regularly.

Ending the scene: When the party gains four more successes, Grak agrees to their long term proposal. He sets rates at 1 sp per person (not including the PCs), and demands a password for the bridge so that he can identify travelers who have the right to pay the lower rate (everybody else still has to pay the normal price). Zair lets the PCs choose whatever password they want (this could be a fun roleplaying scene if the PCs must teach the goblins how to pronounce it). While Zair disapproves of crude or vulgar phrases, Grak finds them hilarious.

ENDING THE ENCOUNTER

If the PCs end the encounter peacefully, including failing the skill challenge without violence, they can pay the toll to progress.

The toll rate at the end of the challenge depends on the number of successes the party achieved:

- 0 successes: 25/35 gp per person - the party failed to gain any concessions.
- 1 or 2 successes: 20/35 gp per person - the party gained a small concession.
- 3 successes: 10/15 gp per person - the party gained a significant concession.
- 4 successes: 2 gp per person - the party gained a major concession, and Zair can pay the toll.
- 8 successes: 2 gp per person, Zair pays the toll, and the goblins agree to a long term toll rate.

If the party achieved at least 3 successes and never resorted to violence, they gain a success on the **Mapping the Mountains** skill challenge. If they gained 8 successes, they gain a total of two successes on the **Mapping the Mountains** skill challenge.

If the party achieved 4 successes, they gain a *trust point* with Zair. If they achieved 8, they gain a total of two *trust points* for this encounter.

If the party attacks the goblins or tries to force access to the bridge, they proceed to Encounter 5: Failed Negotiations.

Unless the party achieved success, the cost is greater than Zair can pay. If the PCs press the issue, Zair will promise to reimburse them when the job is done. This will come out of their bonus, however.

EXPERIENCE POINTS

The characters receive 105/150 XP for successfully completing the skill challenge. If the PCs attack the goblins, they gain no experience points for this encounter (see Encounter 5).

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 5: FAILED NEGOTIATIONS

ENCOUNTER LEVEL 1/2 (525/750 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

- 1 Grak, goblin sentry (G)
- 1 goblin sentry (S)
- 5 goblin archers (deep goblin wretch) (A)
- 2 Rockslides (R)

This encounter includes the following creatures and traps at the high tier:

- 1 Grak, goblin sentry (G)
- 2 goblin sentry (S)
- 4 goblin archers (deep goblin wretch) (A)
- 2 Rockslides (R)

The PCs have failed to negotiate passage from the goblins, and things have turned violent.

As the adventurers enter the area, read:

With a snarl, Grak issues commands to the tribe. "Beargutters offer bridge! You spit on us, now we take toll from your corpses!"

FEATURES OF THE AREA

Illumination: Bright light from the sun

Bridge: The bridge marked on the map is the location where the bridge would go, if it were lowered. Unless the PCs have paid the toll, the bridge starts raised (about 30 feet above the path). Attempting to climb across when the bridge is up is a DC 15 Athletics check.

Cliff: The cliff going horizontally through the middle of the map is a thirty foot climb. It is an uneven cliff-face, requiring a DC 15 Athletics check to climb. The cliff contains battlements that provide cover to anyone perched at the top. Using the battlements provides superior cover against ranged attacks from the path and cover against area attacks centered over the goblins' location. If the rockslide has occurred, the climb check is only DC 5 Athletics. If a PC is climbing the cliff when the rockslide attacks, that PC must make a DC 15/17 Athletics/Acrobatics or fall to the ground, in addition to being targeted by the rockslide.

Cliff: The bottom of the map is a sixty foot cliff. Much rougher than the cliff going up to the goblins, it only requires a DC 10 Athletics check to climb.

Rope Ladder: Each of the cliffs has a rope ladder rolled up at the top, in the center square. As a minor action, a PC can undo the bindings, allowing the ladder to roll down to PCs below.

Athletics DC 0: The PC climbs at half speed.

Athletics DC 15: The PC climbs at full speed.

TACTICS

Until a PC makes it up to the goblin's encampment, the goblins focus on ranged and area attack users, anyone climbing the wall, and those PCs who were most insulting during negotiations. Two of the archers trigger the rockslides on their first turn.

Creatures on the cliff edge have access to the following terrain power:

Falling Rocks (standard; at-will)

Ranged 6; targets one creature climbing the cliff; +4/+6 vs. Reflex; 1d10+2 damage, and the target is knocked off the cliff (DC 15/17 Athletics/Acrobatics negates)

Note that the cliff at the bottom of the map is very high and *extremely* deadly to characters of this level. The goblins do not, in any circumstance, attempt to drive the PCs off the bottom cliff. They will attempt to push the PCs off the middle cliff, away from their fortifications, however.

The rockslides do not affect the area above the cliffs (where the goblins are stationed).

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the rock slides.

Six PCs: Add an extra goblin sentry.

ENDING THE ENCOUNTER

Any goblins that survive will, in exchange for their lives or the promise of their lives, tell the PCs how to operate the bridge. If there are no goblins left, examination of the rope pulley system eventually reveals how the bridge is lowered.

The PCs gain a success on the **Mapping the Mountains** skill challenge, unless they had gained successes for negotiating with the goblins.

EXPERIENCE POINTS

The PCs earn 105/150 XP for defeating the goblins.

TREASURE

The goblins have not collected any tolls today, and do not have any money. However, an orc's recent aggressive negotiations with the goblins have left them with a +1 *dislocation weapon*, which the PCs can find near the bridge mechanism.

ENCOUNTER 5: FAILED NEGOTIATIONS (LOW LEVEL)

Goblin Sentry	Level 1 Soldier
Small natural humanoid	XP 100
Initiative +4 Senses Perception +5; low-light vision	
HP 32; Bloodied 16	
AC 17; Fortitude 15, Reflex 13, Will 11	
Speed 5; see also <i>goblin tactics</i>	
m Spear (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d8 + 3 damage and slide 1 square.	
R Hand crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +8 vs. AC; 1d6 + 3 damage.	
M Trip Up (standard; recharge 6)	
+6 vs. Reflex; 1d8+4 damage and the target is knocked prone.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +10, Thievery +10	
Str 11 (+0)	Dex 15 (+2) Wis 10 (+0)
Con 16 (+3)	Int 8 (-1) Cha 7 (-2)
Equipment Chainmail, Light Shield, Spear, Hand Crossbow, Crossbow Bolt x10	

Deep Goblin Wretch	Level 1 Minion
Small natural humanoid	XP 25
Initiative +6 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 12, Reflex 14, Will 11	
Speed 6	
m Stone dagger (standard; at-will) ♦ Weapon	
+5 vs. AC; 4 damage (5 damage if the deep goblin wretch has combat advantage against the target).	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +5 vs. AC; 4 damage.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Unaligned	Languages Common, Draconic
Skills Stealth +8, Thievery +8	
Str 13 (+1)	Dex 16 (+3) Wis 10 (+0)
Con 11 (+0)	Int 6 (-2) Cha 6 (-2)
Equipment stone dagger, shortbow with 10 arrows	

Rockslide	Level 1 Lurker
Hazard	XP 100
Hazard: Rocks tumble down to a target square and make a burst 3 attack.	
Perception	
Characters can't use Perception to detect this hazard.	
Additional Skills: Nature or Dungeoneering	
A DC 20 Nature or Dungeoneering check notices a rock formation is unstable.	
Initiative +3	
Trigger	
The trigger for a rockslide can be random, caused by the actions of others, or timed. When triggered the rockslide rolls initiative. Between the trigger and the rockslide's attack, characters in the area know that a rockslide is beginning and the area that it will affect.	
Attack	
Standard Reaction	Close burst 3
Targets: Creatures in burst	
Attack: +4 vs. Reflex	
Hit: 2d6 + 2 damage	
Miss: Half damage	
Sustain Standard: The rockslide continues for 1d4 rounds. The burst area is difficult terrain during and after the rockslide.	
Countermeasures	
♦ A character in the area can take advantage of natural openings in the slide to avoid damage by making a DC 25 Nature or Dungeoneering check. With a successful check, a character takes half damage (no damage if it misses).	

ENCOUNTER 5: FAILED NEGOTIATIONS (HIGH LEVEL)

Goblin Sentry	Level 2 Soldier
Small natural humanoid	XP 125
Initiative +6 Senses Perception +6; low-light vision	
HP 41; Bloodied 20	
AC 18; Fortitude 15, Reflex 14, Will 12	
Speed 5; see also <i>goblin tactics</i>	
m Spear (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d8 + 3 damage and slide 1 square.	
R Hand crossbow (standard; at-will) ♦ Weapon	
Ranged 10/20; +9 vs. AC; 1d6 + 3 damage.	
M Trip Up (standard; recharge 6)	
+7 vs. Reflex; 1d8+4 damage and the target is knocked prone.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +11, Thievery +11	
Str 12 (+2)	Dex 16 (+4) Wis 11 (+1)
Con 17 (+4)	Int 9 (+0) Cha 8 (+0)
Equipment Chainmail, Light Shield, Spear, Hand Crossbow, Crossbow Bolt x10	

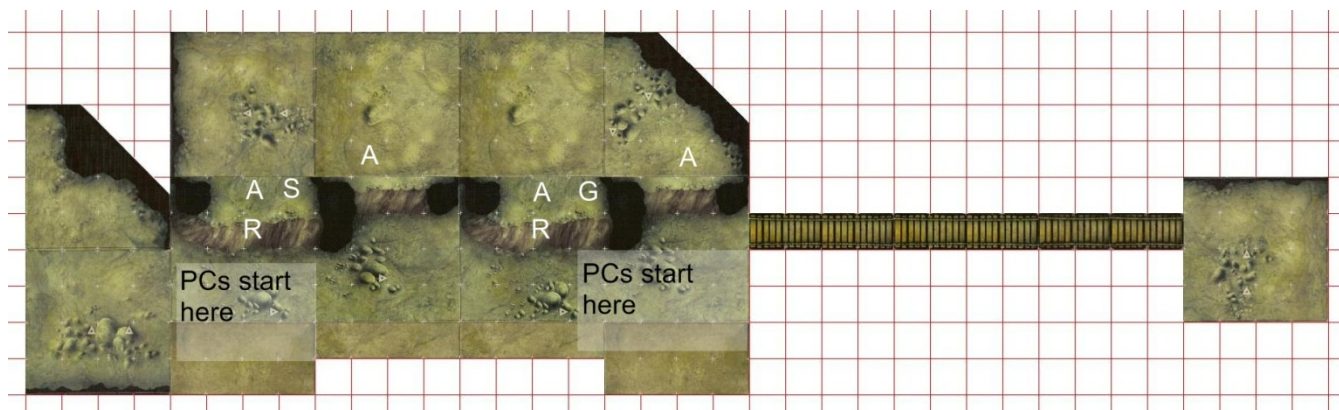
Deep Goblin Wretch	Level 2 Minion
Small natural humanoid	XP 31
Initiative +7 Senses Perception +1	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 13, Reflex 15, Will 12	
Speed 6	
m Stone dagger (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage (5 damage if the deep goblin wretch has combat advantage against the target).	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +6 vs. AC; 4 damage.	
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin shifts 1 square.	
Alignment Unaligned	Languages Common, Draconic
Skills Stealth +9, Thievery +9	
Str 14 (+3)	Dex 17 (+4) Wis 11 (+1)
Con 12 (+2)	Int 7 (-1) Cha 7 (-1)
Equipment stone dagger, shortbow with 10 arrows	

Rockslide	Level 2 Lurker
Hazard	XP 125
Hazard: Rocks tumble down to a target square and make a burst 3 attack.	
Perception	
Characters can't use Perception to detect this hazard.	
Additional Skills: Nature or Dungeoneering	
A DC 20 Nature or Dungeoneering check notices a rock formation is unstable.	
Initiative +4	
Trigger	
The trigger for a rockslide can be random, caused by the actions of others, or timed. When triggered the rockslide rolls initiative. Between the trigger and the rockslide's attack, characters in the area know that a rockslide is beginning and the area that it will affect.	
Attack	
Standard Reaction	Close burst 3
Targets: Creatures in burst	
Attack: +5 vs. Reflex	
Hit: 2d6 + 3 damage	
Miss: Half damage	
Sustain Standard: The rockslide continues for 1d4 rounds. The burst area is difficult terrain during and after the rockslide.	
Countermeasures	
♦ A character in the area can take advantage of natural openings in the slide to avoid damage by making a DC 25 Nature or Dungeoneering check. With a successful check, a character takes half damage (no damage if it misses).	

ENCOUNTER 5: FAILED NEGOTIATIONS (MAP)

TILE SETS NEEDED

Caves of Carnage x2



ENCOUNTER 6: IMMOVABLE OBJECTS

COMPLEXITY 2 SKILL CHALLENGE

Important NPC: Onyx - Stonespeaker for the Diamondsoul tribe

The PCs have progressed around a significant portion of the mountains. The Diamondsoul tribe of Galeb Duhr has a territory that covers the easier trails through this section. Read or paraphrase the following:

The area ahead, once part of a mining trail, is cracked and broken with neglect. The stones grind, to the left and to the right, as a dozen creatures unfold themselves from boulders.

“Halt, travelers,” one says in a voice like crushing gravel, gesturing with a massive, stony palm. “You have entered Diamondsoul territory. What is your purpose?”

The speaker identifies himself as Onyx, Stonespeaker for the Diamondsoul tribe.

The PCs can make skill checks to determine what the creatures are:

- Nature DC 10: They are not natural creatures; they look like they might be elementals.
- Nature DC 15: The path continues through the galeb duhr’s territory. Other paths exist, but would probably miss a large section of the mountains.
- Arcana DC 10: These are galeb duhr, creatures of earth. They are fairly powerful creatures, and fighting an entire tribe would be extremely difficult. They might appreciate displays of physical ability.
- Arcana DC 15: The galeb duhr in this area are generally honorable creatures, and will not ambush travelers during conversation.
- Arcana DC 20: The PCs are likely to have to face a Duel of Honor after the conversation.

SKILL CHALLENGE: REASSURANCE

Goal: The PCs attempt to reassure the galeb duhr that they are not after the tribe’s wealth and simply want to pass through.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate

Victory: The PCs are one step closer to a writ of passage. They have an easier time in the Duel of Honor.

Defeat: The galeb duhr are unimpressed by the PCs. The Duel of Honor contains additional Honor guards.

The galeb duhr want to ascertain why the PCs are intruding into their territory. They consider the mineral wealth within their tribal boundaries theirs, but do not have any objection to allowing travelers to simply pass through.

Special (1 success; 1 maximum)

The party might offer tribute or a toll. Onyx only wants gems, not precious metals. A tribute of 30 gp worth of gems earns the party a success and a +1 bonus to all checks, other than intimidate, this encounter.

Special (not a success or failure)

Any PC that communicates with the galeb duhr in Primordial while attempting to do anything gets a +2 bonus on that attempt.

Special - Limited Skills

Only one success can be garnered from Athletics, Acrobatics, or Endurance. After that one success, each future display of any of those skills grants a +2 bonus to a future skill check.

Acrobatics DC 13/14 (1 success; special)

The tribe appreciates physical capability and the PC impresses them with a display of impressive dexterity.

Arcana DC 13/14 (1 success; no maximum)

The PC knows a good deal about galeb duhr culture and is able to communicate with them

Athletics DC 13/14 (1 success; special)

The tribe appreciates physical capability and the PC impresses them with a feat of strength.

Bluff DC 13/14 (1 success; 2 maximum)

The PC flatters Onyx, perhaps indicating that the PCs couldn’t possibly be a threat to him.

Diplomacy DC 13/14 (1 success; 2 maximum)

The PC explains to Onyx that the group is simply mapping the area. This makes Onyx suspicious that the group is looking for mining claims; if asked, Zair will promise his backers won't infringe on the Diamondsoul's mineral rights.

Endurance DC 13/14 (1 success; special)

The tribe appreciates physical capability and the PC impresses them with a display of indomitable fortitude.

History DC 13/14 (1 success; 1 maximum)

The PC describes examples of trade routes and other things that come from cartography. The benefit of a trade route through their territory, and the tolls that could be collected, make Onyx interested.

Insight DC 13/14 (not a success; 1 maximum)

The PCs can tell that the Diamondsoul tribe respects strength – both feats of strength and strength of personality. Onyx's speech patterns also indicate ownership of the mineral wealth of the area, but not of the trails. The PC learns that Onyx would not mind tribute.

Intimidate DC 13/14 (1 success; 2 maximum)

The PC projects a strong, assertive air, or some deliberate action that shows they are not to be underestimated. The galeb duhr respect the strong, silent type.

Streetwise DC 13/14 (1 success; 2 maximum)

The PC plays to the tribe as a whole, convincing the galeb duhr that the party is friendly and not a threat.

ENDING THE ENCOUNTER

If the PCs attack Onyx or the other galeb duhr, the tribe attacks the PCs. It will go badly for the PCs, as galeb duhr are creatures on the high end of heroic and the low end of paragon. The PCs are forced to retreat and each loses two healing surges.

Success: The PCs impress the galeb duhr enough, that when Onyx calls for a Duel of Honor, he only sends four of his Honorguard. The party also gains a trust point with Zair.

Failure: Onyx is unimpressed with the PCs. He calls for the Duel of Honor, but sends five Honorguard to face the PCs.

EXPERIENCE POINTS

The characters receive 40/70 experience points for successfully completing the skill challenge.

Unlike a typical skill challenge encounter, the PCs do not earn half XP for failing this challenge – instead, they earn 0 XP in this encounter and earn more XP for the Duel of Honor fight as they must face more foes.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 7: DUEL OF HONOR

ENCOUNTER LEVEL 1 (400/600 XP) OR
ENCOUNTER LEVEL 1/3 (500/750 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

4 or 5 Galeb Duhr Honorguard (Dust Devil) (G)

This encounter includes the following creatures and traps at the high tier:

4 or 5 Galeb Duhr Honorguard (Dust Devil) (G)

The PCs negotiated, successfully or not, with the Galeb Duhr tribe. Before sealing the agreement, the party must face champions of the Galeb Duhr in an Honor Duel.

The Galeb Duhr Honorguard is four or five creatures, depending on the success of the previous skill challenge.

As the adventurers enter the area, read:

“Adventurers”, Onyx says, “You have used pretty words and clever speech. But it is strength that chisels character; strength of body, strength of will, and strength of conviction. Face my honor guard in the arena, in a Duel of Honor, for the right to pass through!” His pronouncement is met with rumbling cheers from the assembled Galeb Duhr tribe.

The PCs may attempt a DC 20/21 Arcana or History check to recall the rules of an Honor Duel. If no one makes the check, one of the Galeb Duhr will explain it, in a disappointed and exasperated tone. The rules are:

- The participants enter the arena, and are allowed to prepare by drawing weapons and associated things.
- No rituals should be cast, nor stances assumed, nor other powers expended before the start of the combat.
- Combatants are expected to yield if dropped to zero hit points or less, or when they feel they have been defeated. Also, they should end any sustainable effects they have created when it includes a defeated or yielding creature.
- Those who yield should make haste out of the arena to avoid hindering the battle.
- If a creature is driven out of the arena, that creature is considered to have been defeated.

- The duel is intended to be non-lethal, so all combatants should knock out their targets, rather than kill them. Killing is considered a violation of the rules.

Any PC with a passive Insight score of 20/21 or higher can sense that the galeb duhr are anticipating a good battle and honorable combat, not a simple victory or defeat.

FEATURES OF THE AREA

Illumination: Bright light from the sun

Arena: The arena is elevated five feet above the ground. The edge of the arena is raised slightly, to give combatants a secondary clue that they are near the edge. The battlements grant any creature subjected to forced movement that would eliminate it from the combat a save at a +2 bonus to stop their movement.

Runes: The runes in the center of the map represent the focal point of the ring of honor. The glory of a combatant who holds the center of the field is increased, but so is the risk. Creatures standing on the rune squares can both score critical hits on a roll of 19-20 (even if the target is not on a rune square) and can have critical hits scored against them on a roll of 19-20 (even if the attacker is not on a rune square).

Crowd: Galeb Duhr are shouting and cheering for the Honorguard, including shouting warnings. This has no mechanical effect on the combat. Any PCs eliminated from the combat can go around and cheer the party. They are allowed to attempt to distract the Honorguard, or help their allies, through their skills. As long as the PC comes up with a reasonable use of any skill that does not directly affect a combatant (for example, using Athletics to grab someone in the ring, or Acrobatics to throw an item at one of the combatants), the PC can make a check at DC 15/17 to either give one creature in the arena a +2 power bonus on a single d20 roll, or a -2 penalty to a single d20 roll (decided by the PC when the target makes a roll, but before the result is known). Multiple penalties do not stack.

Optional Features: If you feel that the encounter might end too fast, consider having the **Runes** also provide all creatures with resist 5 all. Another possibility is to increase the Honorguards' hit points by 30/40.

TACTICS

Each Honorguard attempts to focus on a different PC. If a PC has multiple Honorguards marked, the marked Honorguards might focus on that PC. Otherwise, if all the PCs are engaged by a Honorguard, the extra Honorguard take the total defense action and wait for a

PC to be un-engaged. Due to their personal code of honor, no more than one Galeb Duhr Honorguard will use **Stinging Sands** each round, unless they can hit completely different groups of characters.

Whether or not the PCs follow the rules of the Duel, the Honorguard sticks to the rules religiously.

SCALING THE ENCOUNTER

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

Four PCs: Remove one Honorguard.

Six PCs: Add an extra Honorguard.

ENDING THE ENCOUNTER

If the PCs fought honorably and followed the rules, even if they lost the duel, the Galeb Duhr tribe allows them passage and makes an agreement for future passage. Onyx has a positive opinion of the PCs and they earn the Story Award **AGLA21 Honorable Warrior**. Onyx also gifts the party with a suit of magic armor. They also earn a trust point with Zair.

If the PCs violated the rules, even if they won, the Galeb Duhr tribe refuses to allow passage to such untrustworthy creatures. The PCs earn a failure on the Mapping the Mountains skill challenge and have to find another path. Cheating also costs the party one trust point.

EXPERIENCE POINTS

If the PCs fought four Honorguard, they each earn 80/120 experience points. If the PCs fought five Honorguards, they each earn 100/150 experience points.

TREASURE

If the PCs behaved honorably during the combat, Onyx gives them a +1 *defensive armor* (if they are playing low) or +2 *magic armor* (if they are playing high).

ENCOUNTER 7: DUEL OF HONOR (LOW LEVEL)

Galeb Duhr Honorguard (level 5)		Level 5 Skirmisher
Medium elemental humanoid (earth)		XP 200
Initiative +8 Senses Perception +1		
HP 64; Bloodied 32		
AC 20; Fortitude 16, Reflex 18, Will 16		
Immune disease; poison		
Speed 8		
m Grasping Winds (standard; at-will)		
+10 vs. Reflex; 1d10 + 5 damage and the target slides 2 squares.		
M Gale Blast (standard; recharge 5-6)		
The Dust Devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature); +10 vs. Fortitude; the target is knocked prone.		
C Stinging Sands (standard; encounter)		
Close burst 3; +10 vs. Fortitude; 3d6 + 4 damage, and the target is blinded until the end of the Dust Devil's next turn.		
Alignment unaligned		Languages Primordial
Skills Stealth +11		
Str 9 (+1)	Dex 19 (+6)	Wis 9 (+1)
Con 16 (+5)	Int 6 (+0)	Cha 16 (+5)

Notes: The Galeb Duhr Honorguard is a Dust Devil (*Monster Manual 2*), with the following changes:

- No more than one Galeb Duhr Honorguard will use **Stinging Sands** against the same PC in the same round. However, if two Honorguards can each hit different groups of PCs, they will both use the ability in the same round.
- Change type to **elemental humanoid (earth)**.
- Change Size to **Medium**.

ENCOUNTER 7: DUEL OF HONOR (HIGH LEVEL)

Galeb Duhr Honorguard (level 7)		Level 7 Skirmisher
Medium elemental humanoid (earth)		XP 300
Initiative +10	Senses Perception +3	
HP 81; Bloodied 40		
AC 22; Fortitude 18, Reflex 20, Will 18		
Immune disease; poison		
Speed 8		
m Grasping Winds (standard; at-will)		
+12 vs. Reflex; 1d10 + 7 damage and the target slides 2 squares.		
M Gale Blast (standard; recharge 5-6)		
The Dust Devil shifts 5 squares and attacks each enemy it moves adjacent to (one attack per creature); +12 vs. Fortitude; the target is knocked prone.		
C Stinging Sands (standard; encounter)		
Close burst 3; +12 vs. Fortitude; 3d6 + 5 damage, and the target is blinded until the end of the Dust Devil's next turn.		
Alignment unaligned		Languages Primordial
Skills Stealth +13		
Str 10 (+3)	Dex 20 (+8)	Wis 10 (+3)
Con 17 (+6)	Int 7 (+1)	Cha 17 (+6)

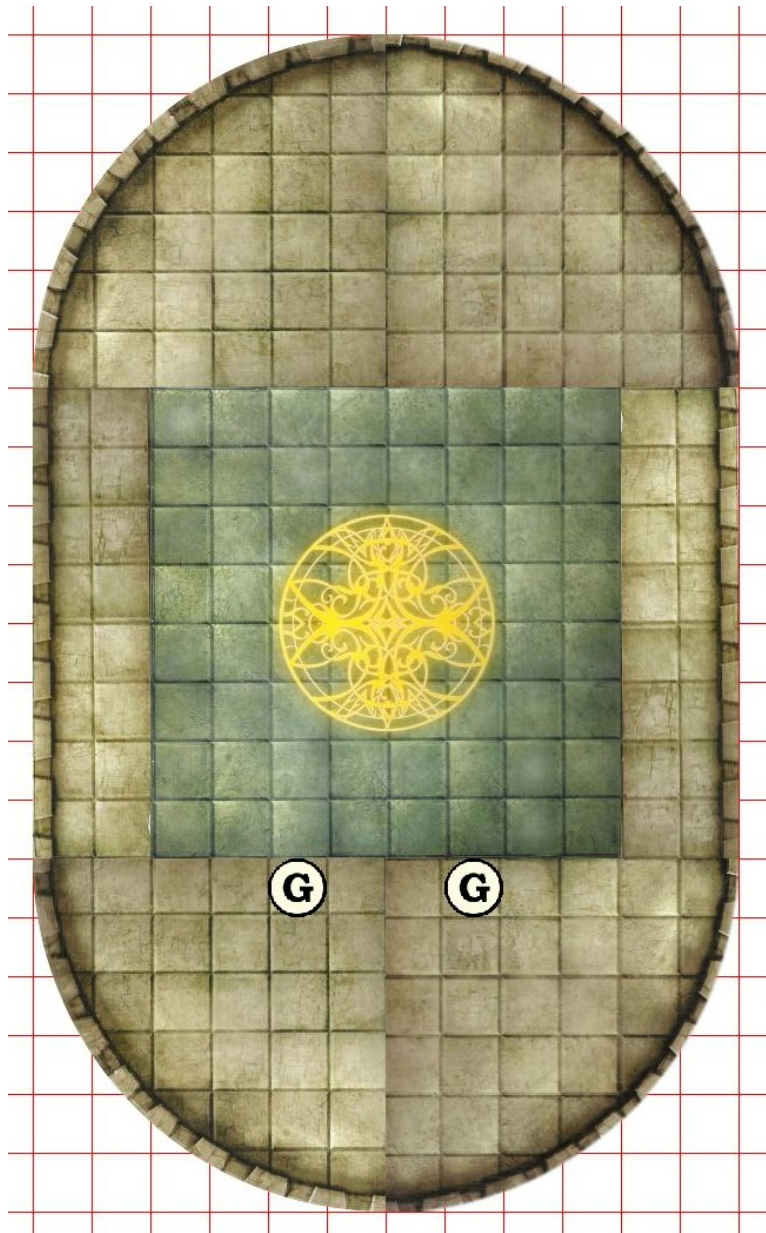
Notes: The Galeb Duhr Honorguard is a Dust Devil (*Monster Manual 2*), with the following changes:

- No more than one Galeb Duhr Honorguard will use **Stinging Sands** against the same PC in the same round. However, if two Honorguards can each hit different groups of PCs, they will both use the ability in the same round.
- Change type to **elemental humanoid (earth)**.
- Change Size to **Medium**.

ENCOUNTER 7: DUEL OF HONOR

TILE SETS NEEDED

Arcane Towers x2 (or any suitable arena map)



ENCOUNTER 8: ESCAPE!

SETUP

Important NPC: Zair Castelle (Bluff +8, Insight +6)

The PCs are roughly halfway through their expedition. Zair originally intended to continue a sweep of the mountains on the way back, covering more ground. However, the party notices a band of escaped slaves. There are twelve slaves of varying ages, from children to elderly.

Rounding the latest mountain, you have finally reached the far side of the Tannath Mountains! In the distance, the forbidding reaches of Thay rise into a cloud riddled sky.

“Well,” he says, “that means we are halfway done. We’ll map some more of the mountains on the way back.”

Near the base of the mountains, you notice a small band of travelers struggling away from Thay. The travelers appear to be mostly human with a mix of ages from children up to elderly. Their clothes are tattered and they appear ill equipped for traversing the mountains. But from this distance you can’t tell much more.

“They must be escaped slaves from Thay,” Zair says. “They’ll never make it through the mountains alone, and there will certainly be slave hunters after them. What should we do?”

Zair is correct; the people approaching the PCs are slaves, freshly escaped from Thay. It is a fortunate coincidence for Zair, since he can test the PCs, and for the slaves, since they are being chased by slave hunters.

Zair takes pains, if he can, to avoid suggesting a course of action to the PCs. If the PCs suggest helping the escaped slaves, Zair warns of the possible consequences.

If the PCs do not want to help the slaves, Zair will make moral arguments that they should help the slaves.

If the PCs want to examine the situation at a distance:

- DC 10 Athletics, Endurance, or Nature: The escaped slaves have been traveling for quite a while.
- DC 15 Athletics, Endurance, or Nature: The slaves are about 30 minutes away.
- DC 15 Perception: There are at least a dozen people in the group.
- DC 15/16 Insight (Only if the party wants to help the slaves): Zair is being contrary because he

wants to be sure the PCs know what they are doing.

- DC 20/21 Insight: Zair is evaluating the PCs. Helping the slaves is important to him.

If the PCs approach the slaves, they can determine the following information:

- These are escaped slaves, and they are visibly exhausted.
- DC 5 Heal: The slaves have suffered beatings and other physical torments.
- DC 10 Heal: The slaves are incredibly weak and won’t be able to make good time.
- DC 15 Heal: The slaves have suffered greatly under the undead and are badly injured. They need to convalesce under a skilled healer for some time before they are well.
- DC 10 Endurance or Heal: The slaves are exhausted from their ordeal, and won’t be able to travel much farther without a rest.

ENDING THE ENCOUNTER

The encounter ends when the PCs decide whether or not to help the escaped slaves. If they decide to help the slaves, despite Zair’s contrary arguments, Zair breaks into a big smile and thanks the PCs. If they decide to ignore the slaves, Zair changes his position and asks the PCs to help the slaves. He is disappointed that it came to begging to get the PCs to help.

This is a vital moment in earning Zair’s trust. If the PCs do not help the slaves without Zair directly asking them to do so, or if they refuse his direct request, he will not trust them with the details of his plan. If, however, the PCs do help the slaves despite his doom-saying, he is thrilled and in a much better mood.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 9: THAYAN SLAVERS

ENCOUNTER LEVEL 44/5 (950950/1100 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

- 1 Bairwin, Cult Leader (B)
- 5 Bonepile Hobgoblin Skeletons (H)
- 1 Deathgaunt Spinner (S)
- 3 Dread Zombies (Z)
- 1 Force Specter (F)
- 4 Cloudripper Goblins

This encounter includes the following creatures and traps at the high tier:

- 1 Bairwin, Cult Leader (B)
- 4 Bonepile Hobgoblin Skeletons (H)
- 1 Deathgaunt Spinner (S)
- 2 Dread Zombies (Z)
- 1 Force Specter (F)
- 4 Cloudripper Goblins (Goblin Grunt)

The night after the escaped slave encounter, the Thayan slave hunters catch up with the party. The slave hunters intend to capture their escaped slaves and make slaves of the PCs. If any of the PCs have earned the AGLA10 Urk! story award, the Cloudripper tribe sends reinforcements to help the party.

If the PCs did not help the slaves, the slave hunters have captured the slaves, sent them back with extra slavers, and are looking to expand their holdings. The slave hunters do not engage in conversation, they just attempt to capture the PCs and Zair. Read or paraphrase the following:

Night has fallen, and the sounds of the mountains are all around. It has been a long day, and camp is warm and inviting. Before long, however, the idyllic quiet of the camp is disrupted as a horde of zombies come lurching out of the woods, reaching for you!

The slave hunters attempt to sneak in and gain surprise. If the PCs have a Passive Perception of 15/16 or better, or have some other precaution that would prevent this, the slavers are unable to get into position without the party knowing. Otherwise, the slave hunters get a surprise round.

On the other hand, if the PCs are helping the slaves, the slave hunters approach the PCs and attempt to parley. A Passive Perception score of:

- 15/16 notices Bairwin and the zombies.
- 19/22 notices the spiners and the force specter.

Night has fallen, and the sounds of the mountains are all around. After a period of time, however, the sounds quickly drop away.

“Hello the camp,” a coarse voice calls out, “You have something of mine.” A human approaches. His bald head is covered in tattoos, and he is shrouded in a red robe. “I lost some property recently, and it seems you have come into contact with it. Let me make you an offer - some gold and magic for my chattel?”

Bairwin is willing to offer the PCs a fair amount of gold and magic items for the slaves, and is willing to negotiate. He does not intend to honor any agreement he makes with the PCs. A Passive Insight of 15/16 can tell that he is not being forthright.

If the PCs are willing to take his offer, the Force Specter manifests itself, creates leashes out of force, and drags the slaves off into the night. After the slaves have been dragged away, Bairwin and his zombies retreat, only to return after an hour (without the specter) to capture the PCs. Zair vehemently opposes this idea, even if the PCs communicate to him that it is a ruse.

FEATURES OF THE AREA

Illumination: Starlight provides dim light. However, if the party has a campfire, the battlefield is bathed in bright light.

Fire: If the party started the fire, it illuminates the entire campsite. A creature that enters the fire, or starts its turn there, takes 5 fire damage. A creature adjacent to the fire has access to the following terrain powers:

Kick the Fire (standard; at-will)

Close blast 2, must include the fire pit square; +4/+6 vs. Reflex; 1d6+2 damage, and the target is blinded until the end of your text turn. Effect: The fire is reduced to dim light and only does 1 fire damage, and the blast area becomes lightly obscured until the end of the attacker's next turn.

Mound: The mound is raised terrain, two squares high. Attempting to climb the sides is a DC 10 Athletics check, and costs four squares of movement. A creature pushed off the top takes no damage, but has to make a DC 10 Acrobatics check or fall prone.

Slaves: The slaves are cowering in the tents. Each time the tents take damage, one of the slaves is killed.

Tents: The tents are blocking terrain. A tent can be damaged, and if it is destroyed, it becomes difficult terrain and does not block line of sight or effect. A tent has an AC 10, Fort 8, Ref 8, and 25 HP. The slaves inside a tent that has not been destroyed grant the following terrain power:

Heal the Fallen (no action; at-will)

Trigger: A PC starts its turn next to a tent unconscious.

Effect: The PC can have a slave perform a heal check as a free action to aid the PC (make a save [DC 15], stabilize [DC 15], or spend second wind [DC 10]). The slaves have a +4 Heal modifier. This happens before anything else on a PCs turn, allowing the PC to resume combat that turn.

Webs: The webs are very thick. Anyone who enters or starts their turn in the webs is slowed (save ends). The webs grant concealment.

Woods: The woods around the camp are difficult terrain, and grant creatures concealment.

Zair: Zair is a non-combatant, but will attempt to aid the party. His aid, in various forms, gives the PCs a +2 bonus on all saves.

TACTICS

Allow the PCs to set up where they wish on the map, before placing any of the undead. It is assumed that the PCs are on the alert.

The slave hunters do not try to kill the PCs - they want to take them alive for slavery reasons. This means that any PC killed by the monsters is actually subdued. If a PC fails 3 death saves or takes damage greater than their bloodied value after reaching 0 hit points, that PC is knocked unconscious for the remainder of the battle rather than killed.

The undead creatures avoid grouping together, if possible. They tend to focus their attacks on creatures that inflict radiant damage. Bairwin uses his *Night's Veil* attack on the PCs. He prefers to spread the attack around rather than focus on a particular PC.

The Dread Zombie has the ability to rise from the dead when it appears to have been destroyed. This could be frustrating for the players if none of the players can deal radiant or fire damage. However, a PC with a torch, or perhaps a flaming brand from the fire, can perform a coup-de-grace on the zombie while it is "destroyed", which will prevent it from rising again.

If the party has earned AGLA10 *Urkl!*, Urk sends Cloudripper goblins to provide help. On the second round, a group of Cloudrippers come to the edge of the

woods around the camp, attempting to help the party. They cheer the names of the PCs with the story award, and attack. The Cloudrippers only attack undead that are engaged with a PC, and attempt to avoid getting into melee if they can. Read or paraphrase the following, when the goblins start assisting:

A volley of arrows pours out of the woods, striking one of the undead in the torso. A ragged cry comes, "Adventurers! Cloudrippers here, repaying debt." The voice changes, issuing orders, "Archers, help the living, kill the dead!" A small group of goblins can be seen just in the woods, shooting at the Thayan force.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the dread zombies and one of the bonepile skeletons.

Six PCs: Add a second Deathgaunt Spinner.

ENDING THE ENCOUNTER

If the PCs end the combat with no more than half of them bloodied, they demonstrate impressive skill to Zair, and earn an extra trust point.

If the PCs win the encounter, they can return to Glarondar safely. If the PCs did not elect to save the slaves, or if they bargained the slaves away, they have the option of going after the slaves. The result of this effort is up to the DM. If the PCs defended the slaves, Zair is willing to trust them - see the next encounter.

If the PCs fail, they are captured by the Thayan slavers and dragged back to Thay. The PCs are eventually able to escape and return to adventuring, but their efforts here are ended.

EXPERIENCE POINTS

The PCs earn 150/200 experience points each for defeating the Thayan slavers.

TREASURE

Bairwin has a +1 *staff of the third eye* as his implement, and 25 gp per PC.

ENCOUNTER 9: THAYAN SLAVERS (LOW LEVEL)

Bonepile Hobgoblin Skeleton		Level 1 Minion
Small aberrant humanoid (undead)		XP 25
Initiative +3	Senses Perception +7; darkvision	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 12, Reflex 14, Will 13		
Immune disease; poison; Resist 5 necrotic		
Speed 6		
m Claw (standard; at-will)		
+6 vs. AC; 5 damage.		
Alignment Unaligned		Languages --
Str 13 (+1)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (-4)	Cha 3 (-4)

Deathgaunt Spinner		Level 3 Artillery
Small aberrant humanoid (undead)		XP 150
Initiative +4	Senses Perception +5; darkvision	
HP 38; Bloodied 19		
AC 15; Fortitude 14, Reflex 17, Will 14		
Immune disease; poison; Resist 5 necrotic; Vulnerable 5 radiant		
Speed 6		
m Claw (standard; at-will)		
+10 vs. AC; 1d6 + 3 damage.		
r Death Spine (standard; at-will) ♦ Necrotic		
Ranged 10; +8 vs. Reflex; 2d6 + 3 necrotic damage.		
A Death Spine Burst (standard; recharge 6) ♦ Necrotic		
Area burst 1 within 10; +8 vs. Reflex; 1d8 + 3 necrotic damage, and ongoing 5 necrotic damage (save ends).		
Alignment Chaotic Evil	Languages Deep Speech, Goblin	
Skills Stealth +9		
Str 9 (+0)	Dex 17 (+4)	Wis 9 (+0)
Con 14 (+3)	Int 7 (-1)	Cha 13 (+2)

Dread Zombie		Level 2 Soldier
Medium natural animate (undead)		XP 125
Initiative +2	Senses Perception +1; darkvision	
HP 41; Bloodied 20		
AC 18; Fortitude 16, Reflex 12, Will 13		
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d8 + 4 damage.		
M Zombie Grab (standard; at-will)		
+7 vs. Reflex; the target is grabbed. Attempts to escape the grab take a -5 penalty.		
Rise Again		
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead, the creature returns with 10 hit points at the beginning of its next turn.		
Zombie Weakness		
A critical hit scored against a dread zombie reduces the zombie to 0 hit points.		
Alignment Unaligned	Languages --	
Str 14 (+3)	Dex 8 (+0)	Wis 11 (+1)
Con 17 (+4)	Int 2 (-3)	Cha 3 (-3)
Equipment Plate Armor, Heavy Shield, Longsword		

Force Specter		Level 3 Lurker
Medium shadow humanoid (undead)		XP 150
Initiative +8	Senses Perception +5; darkvision	
Spectral Chill aura 1; an enemy within the aura takes a -2 penalty to all defenses		
HP 26; Bloodied 13		
AC 15; Fortitude 15, Reflex 16, Will 15		
Immune disease; poison; Resist insubstantial, 5 necrotic; Vulnerable 5 radiant		
Speed Fly 6 (hover); phasing		
m Spectral Touch (standard; at-will) ♦ Necrotic		
+6 vs. Reflex; 1d6 + 4 necrotic damage.		
C Spectral Force (standard; recharge 5-6) ♦ Force		
Close burst 2; targets enemies; +6 vs. Will; 2d6 + 4 force damage, and slides 1 square.		
Invisibility (standard; at-will)		
The force specter becomes invisible until it attacks or is hit by an attack.		
Alignment Chaotic Evil	Languages Common	
Skills Stealth +9		
Str 10 (+1)	Dex 16 (+4)	Wis 8 (+0)
Con 13 (+2)	Int 6 (-1)	Cha 14 (+3)

Bairwin, Cult Leader		Level 3 Controller
Medium natural humanoid		XP 150
Initiative +2	Senses Perception +3; low-light vision	
HP 47; Bloodied 23		
AC 16; Fortitude 14, Reflex 14, Will 17		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d8 + 1 damage.		
R Night's Veil (standard; at-will)		
Ranged 10/20; +7 vs. Fortitude; 1d8 + 3 necrotic damage, and the target is blinded (save ends).		
C Darkness Unleashed (standard; encounter) ♦ Necrotic		
Close burst 2; +7 vs. Fortitude; 1d4 + 3 necrotic damage, and the target is pushed 2 squares and blinded until the end of Bairwin's next turn.		
Alignment Evil		Languages Common
Skills Nature +8, Religion +7		
Str 13 (+2)	Dex 12 (+2)	Wis 14 (+3)
Con 15 (+3)	Int 12 (+2)	Cha 18 (+5)

Goblin Grunt		Level 1 Minion Skirmisher
Small natural humanoid		XP 25
Initiative +4	Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 14, Will 12		
Speed 6		
m	Short Sword (standard; at-will) ♦ Weapon	
+6 vs. AC; 4 damage.		
r	Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +6 vs. AC; 4 damage.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Str 12 (+1)	Dex 15 (+2)	Wis 10 (+0)
Con 10 (+0)	Int 8 (-1)	Cha 7 (-2)
Equipment leather armor, short sword, shortbow with 20 arrows		

ENCOUNTER 9: THAYAN SLAVERS (HIGH LEVEL)

Bonepile Hobgoblin Skeleton		Level 1 Minion
Small aberrant humanoid (undead)		XP 25
Initiative +3 Senses Perception +7; darkvision		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 12, Reflex 14, Will 13		
Immune disease; poison; Resist 5 necrotic		
Speed 6		
m Claw (standard; at-will)		
+6 vs. AC; 5 damage.		
Alignment Unaligned Languages --		
Str 13 (+1)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (-4)	Cha 3 (-4)

Deathgaunt Spinner		Level 5 Artillery
Small aberrant humanoid (undead)		XP 200
Initiative +6 Senses Perception +7; darkvision		
HP 51; Bloodied 25		
AC 17; Fortitude 16, Reflex 19, Will 17		
Immune disease; poison; Resist 5 necrotic; Vulnerable 5 radiant		
Speed 6		
m Claw (standard; at-will)		
+12 vs. AC; 1d6 + 4 damage.		
r Death Spine (standard; at-will) ♦ Necrotic		
Ranged 10; +10 vs. Reflex; 2d8 + 4 necrotic damage.		
A Death Spine Burst (standard; recharge 6) ♦ Necrotic		
Area burst 1 within 10; +10 vs. Reflex; 1d8 + 4 necrotic damage, and ongoing 5 necrotic damage (save ends).		
Alignment Chaotic Evil Languages Deep Speech, Goblin		
Skills Stealth +11		
Str 10 (+2)	Dex 18 (+6)	Wis 10 (+2)
Con 15 (+4)	Int 8 (+0)	Cha 14 (+4)

Dread Zombie		Level 4 Soldier
Medium natural animate (undead)		XP 175
Initiative +5 Senses Perception +4; darkvision		
HP 58; Bloodied 29		
AC 20; Fortitude 18, Reflex 14, Will 15		
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d8 + 5 damage.		
M Zombie Grab (standard; at-will)		
+9 vs. Reflex; the target is grabbed. Attempts to escape the grab take a -5 penalty.		
Rise Again		
If a dread zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie falls prone and appears to be destroyed, but instead, the creature returns with 10 hit points at the beginning of its next turn.		
Zombie Weakness		
A critical hit scored against a dread zombie reduces the zombie to 0 hit points.		
Alignment Unaligned Languages --		
Str 15 (+4)	Dex 9 (+1)	Wis 12 (+3)
Con 18 (+6)	Int 3 (-2)	Cha 4 (-1)
Equipment Plate Armor, Heavy Shield, Longsword		

Force Specter		Level 5 Lurker
Medium shadow humanoid (undead)		XP 200
Initiative +9 Senses Perception +6; darkvision		
Spectral Chill aura 1; an enemy within the aura takes a -2 penalty to all defenses		
HP 35; Bloodied 17		
AC 18; Fortitude 18, Reflex 19, Will 18		
Immune disease; poison; Resist insubstantial, 10 necrotic;		
Vulnerable 5 radiant		
Speed Fly 6 (hover); phasing		
m Spectral Touch (standard; at-will) ♦ Necrotic		
+8 vs. Reflex; 1d6 + 5 necrotic damage.		
C Spectral Force (standard; recharge 5-6) ♦ Force		
Close burst 2; targets enemies; +8 vs. Will; 2d8 + 5 force damage, and slides 1 square.		
Invisibility (standard; at-will)		
The force specter becomes invisible until it attacks or is hit by an attack.		
Alignment Chaotic Evil Languages Common		
Skills Stealth +11		
Str 11 (+2)	Dex 17 (+5)	Wis 9 (+1)
Con 14 (+4)	Int 7 (+0)	Cha 15 (+4)

Bairwin, Cult Leader		Level 6 Controller
Medium natural humanoid		XP 250
Initiative +5 Senses Perception +6; low-light vision		
HP 73; Bloodied 36		
AC 19; Fortitude 17, Reflex 17, Will 20		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8 + 2 damage.		
R Night's Veil (standard; at-will)		
Ranged 10/20; +10 vs. Fortitude; 1d8 + 4 necrotic damage, and the target is blinded (save ends).		
C Darkness Unleashed (standard; encounter) ♦ Necrotic		
Close burst 2; +10 vs. Fortitude; 1d4 + 4 necrotic damage, and the target is pushed 2 squares and blinded until the end of Bairwin's next turn.		
Alignment Evil Languages Common		
Skills Nature +11, Religion +10		
Str 15 (+5)	Dex 14 (+5)	Wis 16 (+6)
Con 17 (+6)	Int 14 (+5)	Cha 20 (+8)

Goblin Grunt		Level 3 Minion Skirmisher
Small natural humanoid		XP 25
Initiative +6 Senses Perception +1; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 17; Fortitude 15, Reflex 16, Will 14		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+8 vs. AC; 4 damage.		
r Shortbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +8 vs. AC; 4 damage.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil Languages Common, Goblin		
Str 13 (+2)	Dex 16 (+4)	Wis 11 (+1)
Con 11 (+1)	Int 9 (+0)	Cha 8 (+0)
Equipment leather armor, short sword, shortbow with 20 arrows		

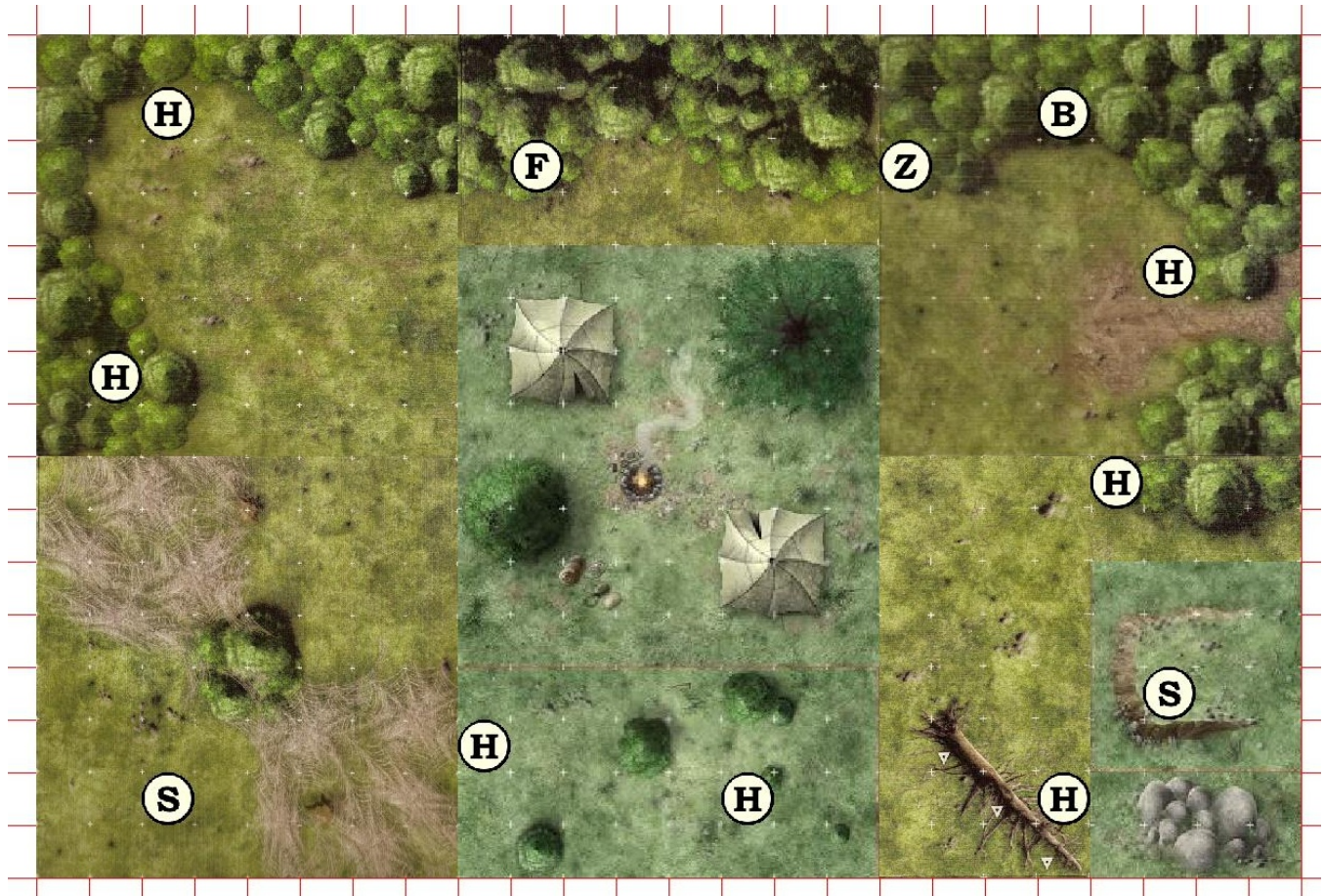
ENCOUNTER 9: THAYAN SLAVERS (MAP)

TILE SETS NEEDED

Ruins of the Wild x1

Sinister Woods x1

You could also make this map with *Dungeon Tiles Master Set: The Wilderness*



ENCOUNTER 10: CONSPIRACY

SETUP

Important NPCs: Zair Castelle

The PCs have returned home from the trip. If the PCs did not earn at least 4 trust points, or left the slaves to their fate, Zair gives them the money he promised and bids them good luck.

The PCs might have earned trust points by:

- Introduction: At least one PC has Story Award **AGLA08 Befriended by Zair Castelle**.
- Encounter 3, Scene 1: Nature check to map the mountains
- Encounter 3, Scene 5: Another Nature check to map the mountains
- Encounter 3: Successfully mapping the mountains
- Encounter 4: Negotiating with the Goblins for passage
- Encounter 4: Negotiating with the Goblins for long term passage
- Encounter 6: Successfully negotiating with the Galeb Duhr
- Encounter 7: Honorably fighting the Galeb Duhr
- Encounter 9: Defeating the undead with no more than half the party bloodied.

The PCs might have lost trust points by:

- Encounter 3, Scene 2: Failing to handle the washout area.
- Encounter 7: Cheating at the Duel of Honor.

If the PCs earned 4 or more trust points with Zair, and helped the escaped slaves, Zair is willing to take them into his confidence. Read or paraphrase the following:

Back in the safety and relative comfort of Glarondar, Zair meets you in a quiet tavern backroom. “My friends,” he begins, “I was not fully honest with you about this trip. The truth is that there are no secret backers - I have funded this expedition myself for a special purpose. I aim to build a secret path, a sort of invisible road from Thay, through the mountains, and to here, for escaping slaves.”

“Mapping the mountains was the first step; after I’ve figured out a good trail, or several, I’ll put it into use. I would be honored if you would help me when the next step comes.”

The PCs might have some questions they wish to ask Zair. Use the following information to guide your responses.

- Zair explains his backstory, as provided in the Adventure Background.
- Zair has a slave brand on the side of his chest.
- Zair knows that freeing all the slaves of Thay is an impossible dream, but he’s going to try his best, even if it kills him.
- Zair’s next step is poring over the maps and notes the PCs helped make. Once he’s decided which routes are safest, and easiest, he’ll start to implement his plan.
- Zair wants the PCs to help him with starting the Invisible Road, but he does not know when he will be ready to start.

ENDING THE ENCOUNTER

Zair does not have any more information for the PCs right now. He is grateful for their help, and is vocal about his thanks.

EXPERIENCE POINTS

For earning Zair’s trust, the PCs complete the minor quest and earn 25/35 XP.

TREASURE

Whether the PCs impressed him or not, Zair pays the party the remaining sum he promised them, which is 15/35 gp. Further, if they were successful in Encounter 3: Mapping the Mountains, or if they earned his trust, he gives each PC a job well done bonus of 25 gp. Lastly, if the PCs earned his trust, he offers them two tattoo stones - one contains a *tattoo of arcane blood* and the other is a *fireheart tattoo*.

CONCLUDING THE ADVENTURE

If the PCs earned Zair’s trust, they have earned **AGLA22 Traced the Invisible Road**.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 3: Mapping the Mountains

40 / 105 XP

Encounter 4: Goblin Toll or Encounter 5: Failed Negotiations

105 / 150 XP

Encounter 6: Immovable Objects

40 / 70 XP

Encounter 7: Duel of Honor

85 / 120 XP

Encounter 9: Thayan Slavers

192 / 210 XP

Minor Quest: Impress Zair and earn his trust

25 / 35 XP

Total Possible Experience

400 / 560 XP

Note that there is more XP available than the PCs can earn for the adventure. This will allow them to make up any sections that they fail.

Base Gold per PC

75 / 100 gp

(Encounter 1: 10 gp, Encounter 9: 25 gp, Encounter 10: 45 / 65 gp)

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure 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; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character

more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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 Treasure, 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.

Treasure F is only available if the PCs played the adventure at high tier.

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: *+1 defensive armor* (low-level version only) (level 3; PH3)

Found in Encounter 7

Treasure B: *+1 dislocation weapon* (level 4; PH3)

Found in Encounter 5

Treasure C: *+1 staff of the third eye* (level 4; PH3)

Found in Encounter 9

Treasure D: *tattoo of arcane blood* (level 4; AV2)

Found in Encounter 10

Treasure E: *fireheart tattoo* (level 4; AV2)

Found in Encounter 10

Treasure F: *+2 magic armor* (high tier only) (level 6; PH)

Found in Encounter 7

Treasure G: A ritual book containing *Create Campsite* and *Traveler’s Chant*.

Found in Encounter 1

Treasure X (Choose an Item): A character may choose to find a Common or Uncommon permanent magic item of the player’s choice from any player resource (as defined in the *LFR Campaign Guide*). This may be any Common magic item of the character’s level + 2 or less, or any Uncommon magic item of the character’s level or less. Only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): A character may choose to find a *potion of healing* plus 0 / 25 gp instead of another Treasure. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found magic item slots.

Treasure Z (More Gold): A character may choose to receive 50 / 75 gp (in addition to the Base Gold amount) instead of another Treasure.

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.

AGLA20 Honorable Warrior

You have proven that you are an honorable warrior and earned the respect of the Diamondsoul tribe of galeb duhr. Earth creatures may have a favorable opinion of you. The exact effect of this is up to the DM's discretion. The galeb duhr collect stones containing powerful earth magic and are willing to share these items with you. When you reach character level 11, you may purchase one *stone of earth* for yourself (level 12 Uncommon; see *Adventurer's Vault* 2, page 133) at a discounted price of 10,000 gold pieces, or you may spend a found-item slot to receive the item without paying any gold.

AGLA21 Traced the Invisible Road

You helped Zair Castelle map the Invisible Road. You have promised to help him when it comes time to put the secret trail to use, helping people escape from Thay. This Story Award continues the Major Quest: *The Invisible Road*, which started in AGLA1-5 *Silver Lining* and will conclude with a Heroic tier adventure during campaign year 4.

AGLA22 Thayan Slave

You were captured by a Thayan slaver. You have escaped your bondage, but you still bear a magical brand, marking you as the property of a cruel Tharchion. Characters with a Thayan background or theme, as well as NPCs from Thay and any other appropriate NPCs as determined by the DM, recognize the source and significance of this brand.

NEW RULES

Create Campsite

Level 1 Ritual

A crackling fire, a hot meal, and a warm bedroll await you after a long day of adventuring.

Category: Exploration

Time: 10 minutes

Duration: 8 hours

Component Cost: 15 gp

Market Price: 50 gp

Key Skill: Nature

You summon hundreds of diminutive nature spirits to assemble a campsite in a 5-square radius around you. The spirits clear the area, set up tents, unroll bedrolls, gather water, and prepare a nourishing meal. They also conceal the campsite, with your Nature check result serving as the DC for Perception checks to notice the hidden camp.

The spirits utilize you and your allies' gear to make the campsite. If you and your allies lack the appropriate gear, the spirits gather raw materials from the environment to make the campsite.

At the end of the ritual's duration, the spirits break down the campsite, pack up your gear, and restore the site to its original state, removing evidence that you and your allies camped there.

Reference: *Player's Handbook 2*, page 214.

Defensive Armor

Level 3 Uncommon

This durable armor responds to your thoughts and reinforces itself to protect you.

Lvl 3 +1 (680 gp)

Armor: Any

Enhancement: AC

Power (Daily ♦ Augmentable): Immediate Interrupt. *Trigger:* An enemy hits you. *Effect:* Until the start of your next turn, you gain a +2 bonus to the defense that the triggering enemy hit.

Augment 1: The bonus increases to +5.

Reference: *Player's Handbook 3*, page 198.

Dislocation Weapon

Level 4 Uncommon

This weapon flickers as it strikes, transporting your enemy in a disadvantageous position among your allies.

Lvl 4 +1 (840 gp)

Weapon: Heavy blade, light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily ♦ Augmentable, Teleportation): Free Action. *Trigger:* You hit an enemy with an attack with this weapon. *Effect:* You teleport the enemy to a square adjacent to one of your allies.

Augment 2: The enemy grants combat advantage until the end of your next turn.

Reference: *Player's Handbook 3*, page 201.

Fireheart Tattoo

Level 4 Uncommon

As you call upon its power, flames flare and twist around the heart at the center of this tattoo.

Level: 4

Price: 840 gp

Wondrous Item

Property: When you spend an action point to take an extra action, you gain 5 temporary hit points.

Reference: *Adventurer's Vault 2*, page 87.

Staff of the Third Eye +1

Level 4 Uncommon

This weapon flickers as it strikes, transporting your enemy in a disadvantageous position among your allies.

Lvl 4 +1 (840 gp)

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Free Action. *Trigger:* You make a ranged attack using this staff. *Effect:* Choose an ally within 5 squares of you. You can use a square in that ally's space as the attack's origin square.

Reference: *Player's Handbook 3*, page 212.

Tattoo of Arcane Blood

Level 4 Uncommon

Rods, orbs, and other images symbolic of magic are used for this tattoo.

Level: 4

Price: 840 gp

Wondrous Item

Property: The first time you're bloodied during an encounter, you deal 3 force damage to the enemy that bloodied you.

Reference: *Adventurer's Vault 2*, page 84.

Traveler's Chant

Level 1 Ritual

Your chant lifts your allies' steps and helps take their minds off the drudgery of the journey.

Category: Exploration

Component Cost: 10 gp,

plus a focus worth 5 gp

Time: 10 minutes

Market Price: 75 gp

Duration: 8 hours

Key Skill: Arcana (no check)

Prerequisite: Bard

For the ritual's duration, you and up to eight allies who heard the whole performance of the ritual can travel farther than normal. For the purpose of determining how far you and the allies can travel in an hour or a day, treat the group's speed as the slowest member's speed + 2.

Focus: A musical instrument you play as part of performing the ritual.

Reference: *Player's Handbook 2*, page 217.

PLAYER HANDOUTS

HANDOUT 1 – FOR PCs WITH STORY AWARD AGLA08

Brave adventurers,

You did me a good turn some time ago, and I would like to reiterate my thanks. Further, I am about to resume my efforts in the Tannath Mountains, and would like to hire you as protection. Seek me out in the Silver Flask tavern, in Glarondar, Algarond.

Zair Castelle, Cartographer

HANDOUT 1 – FOR PCs WITHOUT STORY AWARD AGLA08

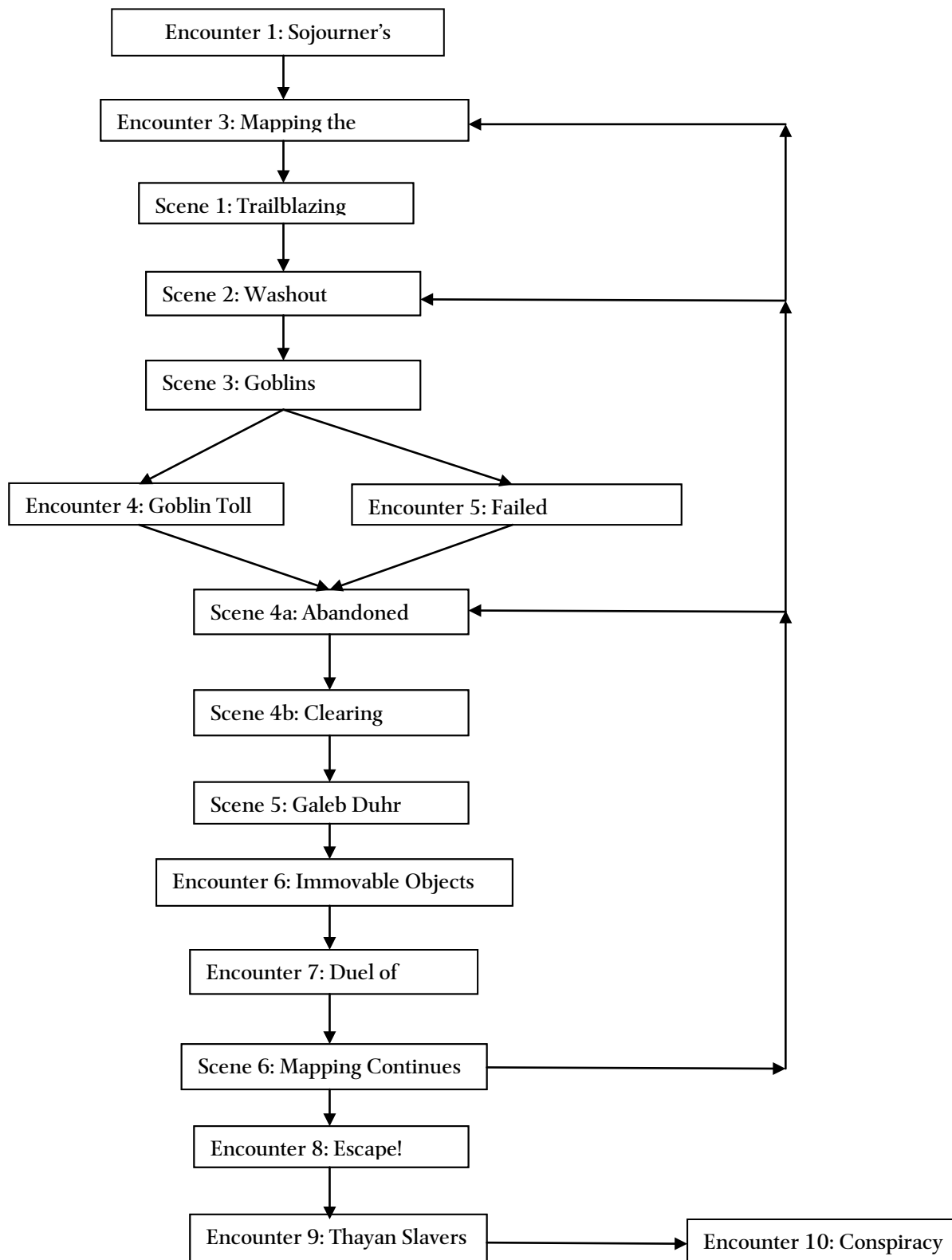
Brave adventurers,

Your skills have been recommended to me. I am about to engage in an important mission in the Tannath Mountains, and would like to hire you as protection. Seek me out in the Silver Flask tavern, in Glarondar, Algarond.

Zair Castelle, Cartographer

APPENDIX 1

This is a flowchart of the adventure, to clarify the order of events.



APPENDIX 2

This is a workbook to ease record keeping during the adventure.

Encounter/Scene Name	XP (Low)	XP (High)	Trust Points Available	XP Earned	Trust Earned
DM Introduction	0	0	1		
Encounter 3, Scene 1: Trailblazing	0	0	1		
Encounter 4: Goblin Toll or Encounter 5: Failed Negotiations	125	150	2		
Encounter 5: Immovable Objects	20	35	1		
Encounter 6: Duel of Honor	80	120	1		
Encounter 3, Scene 5: More Trailblazing	0	0	1		
Encounter 3: Mapmaking	60	112	1		
Encounter 8: Escape!			(special)		
Encounter 9: Thayan Slavers	190	210	(special)		
Encounter 10: Conspiracy	25	35			

The following events can cost the party trust points:

- ___ Failing when investigating Zair.
- ___ Failing to navigate the wash-out, in Encounter 3, Scene 2.
- ___ Cheating during the Duel of Honor, in Encounter 6.

The following events cause Zair to stop trusting the PCs, regardless of other efforts:

- ___ Refusing the help the escaped slaves.
- ___ Selling / releasing the slaves to Bairwin.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

AGLA2~3 SOJOURNER'S WAY

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