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THE PROSPECT

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

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The Fall of Stars is the most famous adventurers' club in Faerûn. Who can say no when offered membership in the Stellar Fellowship, for a mere errand? But of course, things are never that simple. A *Living Forgotten Realms* adventure set in the Dalelands for characters levels 1-4.

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

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

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PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM 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 have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

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

of running long or short. Adjust the pacing accordingly.

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

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 first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement 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 is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) 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 on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or

their last extended rest. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

The Fall of Stars, in New Velar, is a famous adventurer's club; a tavern and inn open only to members of the Stellar Fellowship of Gentle Adventurers.

It's over a century old, currently owned by Kira and Dayan Nenthyn, the adopted half-elf twin descendants of the club's original founder. A friendly rivalry exists between the twins, who seek to outdo each other and often differ in opinions on how the club should be run. For this reason, the club director, Mistress of Stars Yellira Am'benuinyl [yeLEEra amb-noo-EEL] (a drow), is responsible for the day-to-day running.

Recently, Kira discovered that the old temple of Mystra -a now long-abandoned and closed building near the old market- is actually property of the Fall. She is thinking of selling it to a friend, Aron Selkirk, as a base of operations for his merchant house in New Velar.

Selkirk, descendant of an old Sembian family now in exile, desires to forge an alliance with merchants in New Velar to break Sembia's attempts to control trade in the Dragon Reach.

Kira would like to help him. Her family has a seat on the council of Seven Burghers, and a gesture of good will might help Selkirk gather support. Unfortunately, Kira has some issues to tackle.

First, Dayan is not likely to agree with selling the property - which he would like to convert to a temple dedicated to Sune.

Second, proof of ownership is not in her hands - the deed that transfers ownership is likely still in the temple itself.

Finally, unknown to her, the cellars of the temple have been long-used by smugglers and spies operating out of Mulmaster. These thugs are not so eager to lose their hideout.

To solve her problem with the deed, Kira desires some adventurers to enter the temple - which is rumored to be haunted - and find the deed. She has asked Yellira Am'benuinyl to find a group among the members of the club.

Before Yellira manages to hire someone, the PCs get in the position to draw her attention - and earn the job.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The Dalelands, known for their rolling hills and peaceful countryside, is not the place where one expects to find the hustle and bustle of trade and commerce common to city life. Yet, here, in the town of New Velar, frantic activity is the order of the day. In the harbor, ships are docking and unloading, and carts clamber up and down the twisting road that leads up from the waters of the Dragon Reach to the town center.

From the grumbling of a few older men, you figure not everyone enjoys the town's progress, but their sneers do nothing to discourage the merchants from trying to ply their wares.

The Dalelands are a collection of valleys near the elven woods of Cormanthor. The Dales have a long standing agreement - the Dales Compact - with the elves of the woods, allowing them to live there in peace, and trade with the inhabitants of the Elven Court.

Life here is very rural, and the town port of New Velar in Harrowdale is unique in being both a harbor and focused on trade. Despite this, even New Velar is only a small town - and some might not even classify it big enough for that.

Ask the PCs if any of them are natives of New Velar. Those PCs (and those that manage a DC 15 Streetwise check) know that the town's trade has been steadily increasing over the past few decades. Not everyone likes it, and some people have started to doubt the intentions of the Seven Burghers, the richest people in New Velar, who form the town council. Are they truly working for the best of the town, or merely filling their own pockets?

DM'S INTRODUCTION

After showing their prowess against a bunch of escaped beetles in the harbor of New Velar in Harrowdale, the PCs are hired by Kira from the Fall of Stars to find an old deed in the abandoned House of Mystra.

Inside the temple, they face a mad hermit, traps and a group of smugglers from Mulmaster, who desire to keep their hideout hidden.

Once the deed is obtained (and if it's not lost to the smugglers), the party needs to determine who to bestow it on: Kira, who plans to sell the temple, or her brother Dayan, who wants to build it into a temple of his own.

ENCOUNTER 1: BEETLE MANIA

ENCOUNTER LEVEL 1 / 3 (600 / 850 XP)

SETUP

This encounter includes the following creatures.

4 Fire Beetles (F)

1 Bombardier Beetle (B) (= Spitting Drake)

1 Tangler Beetle (T)

The PCs are at the New Velar harbor when, during the unloading of a ship, a falling crate shatters the cages of a number of beetles, intended for sale as guardian beasts. The PCs can jump in to subdue the creatures before the beetles cause too much harm.

As the adventurers enter the area, read:

A caravel with a bow crafted in the shape of a female with gossamer wings lies at the docks. The crew on board are all Shou women, dressed in dark pants and tunics, with their hair braided into long tails. They take their orders from a woman dressed in rich garments. There are no men on board, though there are plenty on the docks, unloading crates.

Sudden movement catches your eye. A young man loses his grip on one of the ropes as he hauls a large crate. One of the women dives towards him as the crate drops, and pushes him out of the way, moments before it would have crushed him.

The crate shatters, taking several others with it. In the wreckage, something moves. Then the contents become clear: several giant beetles scuttle forward, angrily snapping their mandibles.

The young man is a dockhand named Remy. The Shou woman that saved him is Mei, Lin-Woh's servant. When combat starts, she jumps to her feet and defends herself and Remy against one of the fire beetles (see tactics). The remaining beetles start wandering about, attacking people at random (preferably the PCs).

FEATURES OF THE AREA

Important features of the docks area include:

Commoners (c): There are various dockworkers and other personnel on the harbor grounds. These move out of the way of the beetles by the end of the first round, and do not actively hamper the PCs, although they may initially be in a spell's area, and may be the target of a beetle if there is no PC close enough. Treat them as human rabble (MM 162) in order to determine

whether they are downed. A downed commoner is heavily wounded and falls unconscious but, unless the PCs do something stupid, the commoner survives the encounter. The beetles do not attack Remy (though one attacks Mei).

Crates: The crates contain various goods - mostly spices and raw materials such as glass, marble, and sandalwood. They count as blocking terrain. A DC 10 Athletics check allows a character to jump on top of one as part of a move. Otherwise, climbing on top of one costs two squares of movement.

Net: This tangled area is difficult to move in. It costs two squares of movement to move into the area. The net is wet and stuck under heavy cargo and cannot be moved or used.

Water: The water in the harbor is 5 feet down from the docks, and about twenty feet deep. Anyone jumping or falling in the water needs to swim. The water is calm, requiring a DC 10 Athletics check. A set of stairs at the end of the pier runs down to the water level, and allows one to get out of the water without aid.

Ship: Two ships are docked nearby.

The *Dragonfly* belongs to the Chang Emporium, a Shou merchant house from the Shou state of Nathlan on the Dragon Coast. It owns most of the cargo being unloaded. Lucus Rivenstave, one of the Seven Burghers of Harrowdale, owns the *Sprite*.

The ships lie steady, and can be reached via the boarding plank, but movement on the plank and on board costs two squares of movement due to cramped space and cargo.

While the ships have no beetles on them, it is possible to launch ranged attacks against those on shore. Most sailors are too occupied with watching the battle to actively stop or hinder PCs, but the *Dragonfly* does not allow male PCs on board.

TACTICS

The beetles prefer to focus their attacks on the PCs (the wild, moving prey running towards them), rather than the commoners - unless the PCs maintain too much distance for the beetles to reach them. One fire beetle ignores the PCs and attacks Mei instead. Do not roll for combat for this beetle - Mei eventually defeats it, but with some difficulty. PCs that take a moment to watch that combat notice that she seems to manage, and that she uses her fists and feet to fight with surprising effectiveness.

The tangler beetles try to immobilize PCs before closing in to attack (using their reach). The bombardier beetle hangs back and spits at those closest in reach. The

fire beetles simply attack whatever they can reach in melee range - preferably using their fire breath.

The beetles fight until bloodied, after which they try to run away. They don't like water, and won't enter it unless forced to. If cornered they fight until defeated.

If a PC defeats a beetle, give him a chance to subdue it rather than kill it. With a DC 15 Streetwise check a PC realizes that the beetles are owned and likely more valuable if kept alive.

SCALING THE ENCOUNTER

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

Four PCs: Remove one fire beetle

Six PCs: Add one fire beetle.

ENDING THE ENCOUNTER

The town guards turn up shortly after the PCs defeat the beetles.

At that time, the beetle's owner, the Shou merchant Lin-Who from the Chang Emporium, also comes down off her ship to assess the damage, and to promise the PCs a reward for their trouble (see Treasure, below).

Continue with Encounter 2.

If the PCs do not intervene, the adventure is likely over before it even starts.

EXPERIENCE POINTS

Each character receives 120 / 170 experience points for defeating the beetles.

TREASURE

None. While beetles' components may earn some money with the right buyer, Lin-Woh does not allow the PCs to loot any killed beetles.

However, she is willing to reward them for 'mopping up the mess that her servant made'. Each PC is promised a reward of 25 gp.

If the PCs subdued, rather than killed, at least 3 beetles, they also gain her favor, as the beetles are quite valuable.

ENCOUNTER 1: BEETLE MANIA STATISTICS (LOW LEVEL)

Fire Beetle		Level 1 Brute
Small natural beast		XP 100
Initiative +1	Senses Perception +0	
HP 32; Bloodied 16		
AC 13; Fortitude 13, Reflex 12, Will 11		
Resist 10 fire		
Speed 6		
m Bite (standard; at-will)		
+5 vs. AC; 2d4 + 2 damage.		
C Fire Spray (standard; recharge 5-6)		
Close blast 3; +4 vs. Reflex; 3d6 fire damage		
Alignment Unaligned		Languages -
Str 14 (+2)	Dex 12 (+1)	Wis 10 (+0)
Con 12 (+1)	Int 1 (-5)	Cha 8 (-1)

Spitting Drake (Bombardier Beetle)		Level 3 Artillery
Medium natural beast		XP 150
Initiative +5	Senses Perception +3	
HP 38; Bloodied 19		
AC 17; Fortitude 14, Reflex 16, Will 14		
Resist 10 acid		
Speed 7		
m Bite (standard; at-will)		
+6 vs. AC; 1d6 + 2 damage.		
R Caustic Spit (standard; at-will)		
Range 10; +8 vs. Reflex; 1d10+4 acid damage.		
Alignment Unaligned		Languages -
Str 14 (+3)	Dex 18 (+5)	Wis 14 (+3)
Con 14 (+3)	Int 1 (-4)	Cha 12 (+2)

Tangler Beetle (Level 3)		Level 3 Controller
Large natural beast		XP 150
Initiative +1	Senses Perception +2; darkvision	
HP 46; Bloodied 23		
AC 17; Fortitude 15, Reflex 11, Will 12		
Speed 6		
m Bite (standard; at-will)		
Reach 2; +8 vs. AC; 1d10 + 3 damage.		
R Entangling spittle (standard; recharge 4-6)		
Range 5; +6 vs. Reflex; the target is immobilized (save ends).		
Alignment Unaligned		Languages –
Str 18 (+5)	Dex 10 (+1)	Wis 12 (+2)
Con 14 (+3)	Int 1 (–4)	Cha 8 (+0)

ENCOUNTER 1: BEETLE MANIA STATISTICS (HIGH LEVEL)

Fire Beetle (Level 3)		Level 3 Brute
Small natural beast		XP 150
Initiative +2	Senses Perception +1	
HP 52; Bloodied 26		
AC 15; Fortitude 15, Reflex 14, Will 13		
Resist 10 fire		
Speed 6		
m Bite (standard; at-will)		
+7 vs. AC; 2d4 + 3 damage.		
C Fire Spray (standard; recharge 5-6)		
Close blast 3; +6 vs. Reflex; 3d6 +1 fire damage		
Alignment Unaligned		Languages -
Str 14 (+3)	Dex 12 (+2)	Wis 10 (+1)
Con 12 (+2)	Int 1 (-4)	Cha 8 (+0)

Spitting Drake (Bombardier Beetle; Level 5)		Level 5 Artillery
Medium natural beast		XP 200
Initiative +6	Senses Perception +4	
HP 50; Bloodied 25		
AC 19; Fortitude 16, Reflex 18, Will 16		
Resist 10 acid		
Speed 7		
m Bite (standard; at-will)		
+8 vs. AC; 1d6 + 3 damage.		
R Caustic Spit (standard; at-will)		
Range 10; +10 vs. Reflex; 1d10 + 5 acid damage.		
Alignment Unaligned		Languages -
Str 14 (+4)	Dex 18 (+6)	Wis 14 (+4)
Con 14 (+4)	Int 1 (-3)	Cha 12 (+3)

Tangler Beetle (Level 5)		Level 5 Controller
Large natural beast		XP 200
Initiative +2	Senses Perception +3; darkvision	
HP 62; Bloodied 31		
AC 19; Fortitude 17, Reflex 13, Will 14		
Speed 6		
m Bite (standard; at-will)		
Reach 2; +10 vs. AC; 1d10 + 4 damage.		
R Entangling spittle (standard; recharge 4-6)		
Range 5; +8 vs. Reflex; the target is immobilized (save ends).		
Alignment Unaligned		Languages –
Str 18 (+6)	Dex 10 (+2)	Wis 12 (+3)
Con 14 (+4)	Int 1 (–3)	Cha 8 (+1)

ENCOUNTER 1: BEETLE MANIA MAP

DUNGEON TILES

Cave / Floor	4x8	x1
Crevasse / Floor	8x2	x1
Pool / Floor	4x4	x1
Shop / Floor	8x10	x2
Tavern / Floor	8x10	x1

HIDDEN CRYPTS

Wooden Floor / Floor	4x2	x1
Wooden Platform / Floor	4x2	x1



F = Fire beetle
T = Tangler beetle
B = Bombardeer beetle

M = Mei
c = Commoner
[X] = Crate

ENCOUNTER 2: SHIFTING THE BLAME

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 2 (200 / 300 XP)

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Diplomacy, Insight, Intimidate

Important NPCs: **New Velar Guards** (Insight +1), mostly human soldiers; **Remy** (Bluff +1), human; **Lin-Woh** (Bluff +16, Insight +13, Diplomacy +16), human; **Mei** (Bluff +1), human.

With the beetles dispatched the town guard tries to make sense of what happened and who should pay for the damage.

Remy, the young man who let the crates shatter now tries to shift the fault to Mei - the girl that pulled him away.

Mei does not protest, so, if the PCs do not step in, she may be blamed for something she didn't do.

Guards and dockworkers bustle about now that the danger has gone. From the ship, the woman dressed in finery moves down to the docks, her face a mask of fury.

One guard looks about and booms, "Well, then, everyone calm down! What is going on here?"

The young man that dropped the crate clambers up and points at the woman that saved him.

"It's not my fault! She pushed me! I couldn't help it!"

Remy lies, he is afraid for losing his job. The guards are initially inclined to believe him, since they know him as a local, and Mei does not defend herself against the accusations.

The girl is very servile, not used to arguing or protesting, and she feels responsible for the trouble, even though she didn't cause it. Lin-Woh is no help here - she dislikes her servant, and is quite willing to blame her for the event.

The PCs can step in and give their account, or try to get people to tell the truth. Having just saved the day, the PCs have some leeway with the guards, which they otherwise wouldn't have.

Note that Lin-Woh is too experienced in negotiations to be influenced much by what the PCs say

to her, and she won't give a false testimony, (she actually didn't see what happened), though the PCs may be able to get her to admit her belief in Mei's innocence. The PCs should focus on the guards, Mei, and Remy if they wish to be successful.

SKILL CHALLENGE

The following skills can be used to convince the guards of Mei's innocence. Unless otherwise noted, a successful skill check grants one success.

Bluff (DC 15 / 16): Embellish an eyewitness account to the guards or make one up, trick Remy into giving conflicting statements, or fast-talk Mei into telling what actually happened.

Diplomacy (DC 15 / 16): Give an accurate eyewitness account to the guards, give support to Mei's innocence, flatter Lin-Woh, so she can be coaxed into supporting her servant (DC 18 / 19), or pressuring Remy to convince him to admit the truth. Using Diplomacy to convince Mei to talk is an automatic failure. Male characters that use Diplomacy against Lin-Woh suffer a -2 penalty.

Intimidate (DC 15 / 16): Using Intimidate against Lin-Woh or the guards is an automatic failure, as they don't respond well to threats. If used against Mei or Remy, a success causes them to tell what really happened (though, unless this is the final success, a forced statement is not taken at face value by the guards).

History (DC 15 / 16): Discern the traditions of the Shou (such as the existence of the 'Path of Enlightenment' and 'the Way', two Shou religions still practiced by those that moved here) and the reputation of the Chang Emporium, and use that to impress Lin-Woh. In addition, on a successful check, the PC gains a +2 bonus on his or her next Diplomacy when applied to Lin-Woh.

This can also be used to gain some knowledge on the laws in Harrowdale, which can be used to impress the guards.

Insight (DC 15 / 16): Try to discern the relationship between Mei and Lin-Woh. This reveals that Mei fears Lin-Woh, which the PC can use to explain her unwillingness to protest. The first successful check also warns the PCs about the fact that the Shou dislike males.

A successful check also discerns that Diplomacy does not work on Mei, who is slavishly devoted to Lin-Woh, but that Intimidation might. In addition, the PC gains a +2 bonus on Intimidate checks applied to Mei.

On a DC 26 it becomes apparent that Lin Woh is eager to blame Mei for the event. If Lin-Woh is

confronted with this info, she admits that she dislikes Mei, describing her as 'bad blood'. Count this as an additional success.

Alternately, trying to discern Remy's demeanor reveals that he is nervous and likely very scared of being reprimanded, which can be used when arguing that he is lying.

ENDING THE ENCOUNTER

Once the PCs have succeeded or failed, the guards come to their conclusion on who was responsible for the accident, which determines who pays for the damage.

Success: If the PCs succeed at the skill challenge, Mei is cleared from blame, and Remy is promised a solid spanking by the harbormaster, who also promises to pay for any damaged goods or injuries. The guards are satisfied to let things go at that. Lin-Woh is disappointed, but finally admits that she knows Mei is innocent.

Unknown to the PCs, they have made a good impression with Yellira Am'benuinyl, and their success here aids them in Encounter 8.

Failure: If the PCs fail (or if they just don't care), Mei is blamed for the accident. Lin-Woh promises to deal with Mei's punishment personally, and to pay any damage to goods and injured people. The guards decide to let it go, and Lin Woh retreats to her ship, followed by an anxious Mei.

Note that, regardless of who is blamed, the PCs gain their rewards as promised in Encounter 1 from Lin-Woh for fighting the beetles. Also, as long as they fought the beetles, Yellira Am'benuinyl is impressed and decides to contact them in the next encounter.

EXPERIENCE POINTS

The characters receive 40 / 60 experience points for successfully completing the skill challenge, or half if they fail. Don't give xp if they don't care to aid Mei. If only some PCs attempt to help and others don't, only grant xp to the PCs that participate.

ENCOUNTER 3: THE FALL OF STARS

SETUP

Important NPCs: **Mistress of Stars Yellira Am'benuinyl** (Diplomacy +11, Insight +13), drow; **Kira Nenthyn** (Diplomacy +8, Insight +7), half-elf.

When the PCs finally disengage themselves from the guards, Yellira Am'benuinyl, who is impressed by their effort and wishes to offer them a job, approaches them.

See the Appendix *NPCs and Locations* for a description and more info on Yellira Am'benuinyl.

The gathering crowd of onlookers parts to let you through, revealing a golden-eyed drow woman in a mantle decorated with stars. She takes you in with interest. Nobody pays her much attention, so perhaps she is a local.

"Well met," she says, after a bow. "I am Yellira Am'benuinyl. I work at the Fall of Stars, an establishment you may have heard of?"

She pauses briefly to allow PCs to indicate if they have heard of it (see the Appendix). She eagerly explains about the club if asked.

"We - that is, my employer and I - have a need for adventurers. Are you interested in a simple task? We could remove ourselves to the club, and have a drink while you listen to our proposal..."

Yellira is out to search for adventurers for a task bestowed by Kira Nenthyn, one of twins that own the club. While she initially had a different party in mind, the PCs' performance convinced her to try them first.

If the PCs are interested, she leads them to the club.

See the appendix *NPCs and Locations* for a description and more info on the Fall of Stars.

The club's guards scrutinize the PCs closely, but a nod from Yellira makes them stand aside to allow the PCs in. She leads them inside, and to a table.

Soon, a graying servant, who introduces himself as Thorthin, arrives to take the PCs' orders. The PCs can order almost any drink (dragonsblood whisky is popular) or meal.

Once they are seated, Kira Nenthyn approaches them. See the Appendix *NPCs and Locations* for a description and more info on Kira Nenthyn.

A young half-elf woman, with dark red hair and bright green eyes, comes up to your table. She greets you all with a warm smile.

"Welcome to the Fall of Stars. I am Kira Nenthyn. How can I help you? Or..." she casts a questioning look at Yellira "...maybe you are here to help me?"

Kira expresses surprise at seeing the PCs, as she expected Yellira would hire 'regulars'. Yellira explains that the PCs drew her attention. This is a good moment for the PCs to introduce themselves and possibly to tell Kira what happened in the harbor.

Kira shows genuine interest, particularly in their encounter with Lin-Woh. She is a good host, who enjoys engaging her guests with games and song, and listening to their tales of adventure.

Eventually, Yellira excuses herself to deal with club business, leaving Kira to explain the task.

"A few blocks from here are the ruins of an old temple. I have discovered that this temple is the property of this club, left to us when the original owner died.

The temple is a ruin, but I know someone who might be interested in buying it.

Unfortunately, I do not actually have the legal deeds to the building. The owner died before she could give us the papers. I expect that they are still inside, and I need someone to retrieve them."

Use the following information to provide more information to the PCs:

- The temple is known as the House of Mystra. It has been abandoned and neglected for nearly a century. It is located near the old market.
- Nobody has entered the building for years. Initially nobody knew who owned it, and few people were willing to pay for maintaining what was essentially a ruin. In the end, people sort of 'forgot' about the place.
- The place is supposedly haunted, but nobody ever managed to confirm or deny that claim.
- Kira does not think that there is much treasure left in the ruins. The temple was rather poor, and what remains is likely destroyed.
- The deed is a paper that names the Nenthyns as inheritors of the place should anything ever happen to the original owner, the priestess Llewian Aspenhold. The deed is useless to anyone else.
- Kira is willing to pay 25 / 50 gp per PC for the retrieval of the deed. She can also grant the PCs

membership of the Stellar Fellowship of Gentle Adventurers, and waive the normal fee.

- She asks the PCs to deliver the deed today, if possible, so that she can present it this evening to a client.

If asked specifically, Kira can also give the following info:

- The temple is sealed off with chains. Kira suggests asking for the keys with the Watch or the Grey Riders (the Harrowdale militia).
- Kira has heard of only one adventuring group who entered the temple in her lifetime. This group set off a series of spell wards right at the start and had to flee. The tale says one of them ended up with a head of a moose, and another lost all of her hair - no enchantment or treatment ever caused it to grow back. This popular story has dissuaded quite a number of adventurers from entering the ruins.
- The only person who may know a bit about the ruins is an old hermit. He is known as the Wylder, and wanders about the ruins.
- Kira discovered the existence of the deed, when investigating old records of club property regarding land ownership. (She has a conflict with the Rivenstaves about the borders of the Nenthyn estate.) She stumbled on correspondence from her mother that spoke of the deed to the temple.
- Kira intends to sell the temple to a close friend named Aron Selkirk, as a base of operations for his merchant house in New Velar.
- Kira believes Aron will help New Velar in fighting off influences of Netheril and the Church of Bane in the Dragon Reach. She feels it inappropriate to say more.
- She admits to having some feelings for Aron (as he 'accepts me as I am'), but these are mere fancies, and she does not think that it clouds her judgment.
- Her brother Dayan does not know of the deed, and she has no idea what he thinks of it.
- The mission is not secretive, though Kira prefers the PCs do not mention it to Dayan.

dare in order to coax them into accepting the mission. She doesn't haggle on the price - she feels her offer is good. If the PCs decline, she can simply ask someone else, though she prefers to hire the PCs as they are Yellira's first choice.

ENDING THE ENCOUNTER

If the PCs accept the mission, Kira enthusiastically urges them to set out to the temple - continue with Encounter 4.

If the PCs don't seem enthusiastic about the mission, Kira may use flattery, flirting, or a good-natured

ENCOUNTER 4: THE HOUSE OF MYSTRA

SETUP

Important NPCs: The Wylder, half-elf.

See the Appendix *NPCs and Locations* for a description and more info on the House of Mystra, and its occupant, the Wylder.

The front doors of the temple are locked with chains. The keys are kept by the Harrowdale militia (called the Gray Riders), who have headquarters at the edge of town. Most people send the PCs to the Watch, who direct them further.

If the PCs give the Riders decent motivations for entering (the truth works fine), one member follows the PCs to the temple and unlocks the chains. He does not enter himself, but asks the PCs to notify him when they are done, so that he can lock up again.

A less obvious entrance inside is a hole in the wall at the back of the building. It can be found with a few minutes of searching and a DC 20 Perception check.

The PCs can also force themselves inside by breaking the chain (AC/Reflex 8, Fortitude 8; hp 30; Break DC 25). This alarms nearby citizens and does not endear them with the Watch or the Riders.

When the PCs enter the front lobby, read:

The entrance is an impressive stone hall, with a flag stone floor whose tiles are inscribed with runes, and statues of angels and fantastic creatures along the walls. Most of these have fallen apart or are crumbling.

The place is strewn with boxes, bottles, and other debris. On a straw mattress in a corner lies the Wylder - snoring loudly.

The Wylder isn't used to visitors. When woken he is a bit suspicious, protective of his meager possessions, though not at all capable to defend them - any show of force or intimidation makes him cower.

PCs who are kind can get him to talk - eagerly even - though he is not very coherent. He talks in short bursts, in half-finished sentences and exclamations, and wanders off a lot, even when given a direct question. If the PCs spend enough time, they can get all the info above.

In addition, the Wylder can tell the PCs the following if they ask appropriate questions:

- Few people ever come here.
- Nobody has ever entered the Inner Halls (the main temple area).
- The doors to the Inner Halls are trapped.
- You need to pray to get in. He knows the prayers but he has never entered. He doesn't dare, because 'she' will get angry.
- A lot of the tiles in the temple halls used to be trapped, but no longer. Some people set them off.
- He doesn't go into the basements. There are beasties there.
- He doesn't sleep in the dorms, either. 'She' doesn't like him sleeping there.
- If asked who 'She' is, he whispers: 'Mystra'. (In reality, it is the ghost of Llewán Aspenhold)

When the PCs near the doors to the inner halls, read:

More tiles engraved with runes lead up to a set of double doors of massive oak. Set in the dark wood are seven gems, shaped and glittering like stars, set in a circle. Between them, tiny shards of red stone are set to resemble a sneaking mist.

To the left and right are corridors leading to the back, and stairs leading down.

The corridors left and right move around the inner halls to the dormitories. These are mostly empty - even the furniture that hasn't been pillaged has long since rotted away. The Wylder uses a crumbled part in the left wall to enter the temple. He doesn't sleep there, as Llewán's ghost (see Encounter 4) occasionally roams the dorms.

The stairs lead down to the basements and hall of rites. The area is used by smugglers to store their wares, and the doors leading to the basements are locked. A DC 15 Dungeoneering check reveals that the locks are fairly new (DC 20 Thievery check to open). PCs who listen at the door can hear the smugglers moving and talking inside with a DC 15 Perception (of with a DC 25 if the smugglers try to be quiet).

The double doors lead into the inner halls (Encounter 4). They are locked and trapped.

Trap: Opening the doors sets off the trap - a blast of blinding light that makes a massive noise (see below). The noise alerts the smugglers below of the PCs presence.

Aside from using Thievery, the trap can be disarmed by performing a simple rite to the temple's goddess. The Wylder knows this rite and its requirements, but doesn't offer this knowledge unless asked. He can be coerced to perform the rite with a DC 15 Diplomacy

check. The PCs can also perform it themselves (after some instruction), with a DC 15 Religion check. Failing the rite doesn't have any effects on its own, but PCs won't know whether they failed the rite or not until they try to open the doors.

ENDING THE ENCOUNTER

If the PCs open the doors (whether the trap goes off or not) go to Encounter 5.

If the PCs instead investigate the basements, go to Encounter 6.

If the PCs wait too long after setting off the trap, the smugglers, instead, sneak up and attempt to make a surprise attack on the party. Use the statistics and tactics in Encounter 6 to run the combat.

EXPERIENCE POINTS

There are no experience points for circumventing the trap, but doing so should give the PCs the opportunity to surprise the smugglers later.

ENCOUNTER 4: THE HOUSE OF MYSTRA STATISTICS (ALL LEVELS)

House of Mystra Alarm	Level 1 Warder
Trap	XP N.A.
Trap: 2x2 area in front of the doors	
Perception	
♦ DC 20: The character notices faint lines of radiant energy on the door when the trap is charged.	
Trigger	
The trap goes off when someone attacks or opens the door without using the proper rite to enter. It then takes 24 hours to recharge.	
Attack	
Immediate Reaction	Melee
Target: all creatures in a 2x2 area.	
Attack: +4 vs. Will	
Hit: 1d6+1 radiant damage and dazed (save ends).	
Countermeasures	
♦ An adjacent character can disable the trap with a DC 25 Thievery check.	
♦ An character can temporary disable the trap by performing the correct rite. When unfamiliar with the rite this requires a DC 15 Religion check.	

ENCOUNTER 5: THE INNER HALLS

ENCOUNTER LEVEL 1 / 3 (525 / 775 XP)

SETUP

This encounter includes the following creatures and traps.

Llewan Aspenhold, spectral cleric, (L)

1 House of Mystra Arcane Wards Trap (T)

As the adventurers enter the area, read:

The inner hall might once have been impressive, a magnificent place of worship, whose walls were ordained with murals, whose roof was a stained glass dome, and were dozens of shelves held scrolls of magic and books full with lore. But now the murals are faded, the dome is shattered, and the scrolls are turned to ashes. The benches for the worshippers are covered in dust, and while the altar is still intact, a large pile of rubble lies where once was the statue for the worshipped deity.

But magic is still prominent. The floor here glows, a soft, blue light lies over it. Occasionally a bright spark travels along its grooves.

A DC 21 Arcane check identifies the glow on the floor as an arcane magical effect, swirling with all manner of elemental energies.

The moment anyone sets foot in the chamber, read the following:

An almost unearthly howl echoes through the halls. Before you, the faint outline of a woman with long black hair becomes visible.

"Blasphemers!" - her voice sounds hysterical - "You will pay for your wanton destruction!"

The apparition is the specter of Llewan Aspenhold, the former high priestess of the temple. She is intent on killing the PCs, whom she sees as intruders and defilers of her faith.

FEATURES OF THE AREA

The area contains the following elements:

Illumination: The room is dimly lit (by the glowing floor and the braziers), unless a light source is present. Dim light doesn't affect characters who have low-light

vision, but characters with normal vision have a hard time seeing - it grants concealment (-2 to melee and ranged attack rolls).

Altar: The altar counts as blocking terrain. A DC 10 Athletics check allows a character to jump on top of the altar as part of a move, and occupy that square. Otherwise, climbing it costs two squares of movement. While not blocked by the altar, Llewan avoids these squares.

Benches: Movement through benches is treated as difficult terrain. It takes 2 squares of movement to move into a bench square. The benches do not hinder Llewan, as she can float through them.

Braziers: The braziers count as covering terrain. The fire in these braziers is magically created. They flare up whenever someone enters the room, and burn until everyone has left. The fire is very hot. Everyone who starts their turn in a brazier square takes 1d10+3 points of fire damage.

Floor: The floor is smooth and evenly divided by tiles whose edges are marked with runes. They all give off a small glow, and treading on them causes minor magical effects. Examples are sparks, dancing lights, puffs of smoke and soft sounds like bells or organ music. These were originally designed to awe the public, so they can be flashy. None of the effects except those of the trapped tiles can cause harm or hinder combat.

At first glance, the trapped tiles do not look different to other floor tiles, but a DC 17/18 Perception check can identify very faint flowing runes in the center of these squares (see trap). The effects of these tiles are harmful, and you can add additional random effects to emulate the chaotic nature of the magic that powers them. Examples are:

- The target's skin turns blue for a day.
- The target's eyes glow.
- The target floats up into the air for several inches. This lasts one round. It does not affect movement.
- The target's hair falls out, then grows back again over the course of several hours.
- When the target speaks, light bubbles appear from his mouth
- The target's weapons hum when they are swung.

The additional effects are temporary (if not specified above, they last until the end of the encounter), and cannot cause extra harm or hinder combat.

Hole: This hole goes down into the temple basements (see Encounter 6), and is the result of a ward tile detonating years ago.

People who fall or jump down do not get damaged, but end up in a large net that was strung there to prevent debris from falling down. Anyone caught in the net is immobilized until he can cut himself free (net AC/Reflex 5; Fortitude 10; hp 5). The room in which the net hung is in ruins. It has only one set of doors as its exit. PCs who listen at the door can hear the smugglers moving and talking inside with a DC 15 Perception (of with a DC 25 if the smugglers try to be quiet).

TACTICS

Llewan prefers to use her ranged attacks and *spectral barrage* when possible. She prefers to move through the benches as being insubstantial they do not hinder her. She also does not set off traps, and uses her movement to suggest that areas of the floor are safe when they are not. She uses her *command* ability to move, or keep, PCs in dangerous spots. Though she can fly, she cannot leave the limits of the temple, and cannot get higher than five feet.

She continues to attack until either she or the PCs are defeated - following the PCs to the temple's exit if need be (but she won't go outside).

When defeated, Llewan disperses, only to reform several days later.

Weakness: Llewan has one weakness: a fascination for flashy magic. The first time, in an encounter, when she is confronted with a non-damaging, flashy arcane spell (such as tricks from a *prestidigitation* cantrip, a *cloud of daggers* that is not in her square, or a flashy spell such as *color spray* that misses), she gets utterly fascinated, and is stunned until the end of her next turn.

Diplomacy: Llewan is impossible to reason with. She is in an eternal state of fury. She believes the PCs are looters of her temple, and she isn't planning to stop and talk. She does take pains to prevent any effects from affecting the Wylder, who, on a subconscious level, she realizes is an ally.

SCALING THE ENCOUNTER

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

Four PCs: Remove 13 hp from Llewan Aspenhold, and subtract 1 from all her attacks and defenses.

Six PCs: Add 13 hp to Llewan Aspenhold, and add 1 to all her attacks and defenses.

ENDING THE ENCOUNTER

Once the PCs have defeated the ghost, they can search the room.

Almost all scrolls, books, or other papers in the room have been destroyed.

A thorough search (no check needed) reveals a drawer in the altar, in which a few remaining papers can be found. None are magical, and one is the deed that entitles Ambreeandra Nenthyn to rights on the temple grounds should the head priestess come to die.

EXPERIENCE POINTS

The characters receive 105 / 145 experience points each for defeating the Llewan and the trap.

TREASURE

Aside from the deed, the PCs find some old scriptures detailing holy rites. They are non-magical and somewhat anarchic, but can be deciphered with time. The scriptures function like a ritual book, containing the ritual *secret page*.

ENCOUNTER 5: THE INNER HALLS STATISTICS (LOW LEVEL)

Llewan Aspenhold	Level 5 Elite Controller (Leader)
Medium shadow humanoid (undead)	XP 400
Initiative +6 Senses Perception +6; darkvision	
Spectral Chill (cold) aura 1; enemies in the aura take a -2 penalty to all defenses	
HP 71; Bloodied 35	
AC 17; Fortitude 17, Reflex 17, Will 20	
Saving Throws +2	
Action Points 1	
Immune disease, poison; Resists 10 necrotic, insubstantial;	
Vulnerable 5 radiant	
Speed fly 6 (hover); phasing	
m Spectral Touch (standard; at-will)	
+8 vs. Reflex; 1d6 + 2 necrotic damage	
C Spectral Barrage (standard; recharge 5-6)	
Close burst 2; affects enemies only; +8 vs. Will; 2d6 + 2 psychic damage, and the target is knocked prone.	
R Sacred Flame (standard; at-will) ♦ Divine, Implement, Radiant	
Range 5; +9 vs. Reflex; 1d6 + 2 radiant damage, and Llewan gains 4 temporary hit points or may make a saving throw.	
R Command (standard; encounter) ♦ Charm, Divine, Implement	
Range 10; +9 vs. Will; target is dazed, and either knocked prone or slide 5.	
R Spiritual Weapon (standard; daily) ♦ Conjunction, Divine, Implement	
Range 10; Conjures a weapon that appears in the target's square and attacks; +9 vs. AC; 1d10 + 2 damage. Llewan and her allies gain combat advantage against the target. She can move the weapon up to 10 squares as a move action. Lasts until the end of her next turn.	
Sustain minor: Repeat the attack. Allies continue to gain combat advantage.	
Healing Word (minor; encounter) ♦ Divine	
Llewan regains 19 + 1d6 hp.	
Channel Divinity (free; encounter) ♦ Divine	
Llewan gains a +1 to her next attack roll or saving throw before the end of her next turn.	
Cure Light Wounds (standard; encounter) ♦ Divine, Healing	
Llewan regains 19 hp.	
Alignment Unaligned	Languages Common, Draconic, Elven
Skills Arcana +9, Stealth +7, Religion +9	
Str 10 (+2)	Dex 10 (+2) Wis 15 (+4)
Con 13 (+3)	Int 15 (+4) Cha 11 (+2)

House of Mystra Arcane Wards	Level 2 Obstacle
Trap	XP 125
Trap: Ten squares in the room contain wards that fire arcane energy when triggered.	
Perception	
♦DC 17: The character identifies the runes on adjacent trapped squares	
Trigger	
The trap, ten squares placed randomly in the room, attacks when a creature enters one of the trigger squares or starts its turn on a trigger square.	
Attack	
Opportunity Action	Melee
Target: Creature on trigger square.	
Attack: +7 vs. AC	
Hit: Roll 1d6 for each square:	
1: 2d6 + 2 radiant damage	
2: 2d6 + 2 fire damage	
3: 2d6 + 2 cold damage	
4: 2d6 + 2 necrotic damage	
5: 2d6 + 2 force damage	
6: 2d6 + 2 thunder damage	
On a crit, the character is stunned until the end of his next turn	
Countermeasures	
♦ A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single square.	
♦ An adjacent character can disable a square with a DC 18 Thievery or Arcana check.	
♦ An adjacent character can disable a square with a DC 25 Thievery or Arcana check.	
♦ A DC 20 Religion check grants the party a +2 bonus to Thievery or Arcana checks to delay or disable the trap.	
♦ A character can attack a square (AC 12, other defenses 10; hp 30; resist 5 all). When the rune is destroyed, that trigger square becomes useless.	

ENCOUNTER 5: THE INNER HALLS STATISTICS (HIGH LEVEL)

Llewan Aspenhold	Level 7 Elite Controller (Leader)
Medium shadow humanoid (undead)	XP 600
Initiative +7	Senses Perception +7; darkvision
Spectral Chill (cold) aura 1; enemies in the aura take a -2 penalty to all defenses	
HP 91; Bloodied 45	
AC 19; Fortitude 19, Reflex 19, Will 22	
Saving Throws +2	
Action Points 1	
Immune disease, poison; Resists 10 necrotic, insubstantial;	
Vulnerable 5 radiant	
Speed fly 6 (hover); phasing	
m Spectral Touch (standard; at-will)	
+10 vs. Reflex; 1d6 + 3 necrotic damage	
C Spectral Barrage (standard; recharge 5-6)	
Close burst 2; affects enemies only; +10 vs. Will; 2d6 + 3 psychic damage, and the target is knocked prone	
R Sacred Flame (standard; at-will) ♦ Divine, Implement, Radiant	
Range 5; +11 vs. Reflex; 1d6 + 3 radiant damage, and Llewan gains 4 temporary hit points or may make a saving throw	
R Command (standard; encounter) ♦ Charm, Divine, Implement	
Range 10; +11 vs. Will; target is dazed, and either knocked prone or slide 5.	
R Spiritual Weapon (standard; daily) ♦ Conjunction, Divine, Implement	
Range 10; Conjures a weapon that appears in the target's square and attacks; +11 vs. AC; 1d10 + 3 damage. Llewan and her allies gain combat advantage against the target. She can move the weapon up to 10 squares as a move action. Lasts until the end of her next turn.	
Sustain minor: Repeat the attack. Allies continue to gain combat advantage.	
Healing Word (minor; encounter) ♦ Divine	
Llewan regains 24 + 1d6 hp.	
Channel Divinity (free; encounter) ♦ Divine	
Llewan gains a +1 to her next attack roll or saving throw before the end of her next turn.	
Cure Serious Wounds (standard; encounter) ♦ Divine, Healing	
Llewan regains 46 hp.	
Alignment Unaligned	Languages Common, Draconic, Elven
Skills Arcana +10, Stealth +8, Religion +10	
Str 10 (+3)	Dex 10 (+3)
Con 13 (+4)	Int 15 (+5)
	Wis 15 (+5)
	Cha 11 (+3)

House of Mystra Arcane Wards	Level 4 Obstacle
Trap	XP 175
Trap: Ten squares in the room contain wards that fire arcane energy when triggered.	
Perception	
♦DC 18: The character identifies the runes on adjacent trapped squares	
Trigger	
The trap, ten squares placed randomly in the room, attacks when a creature enters one of the trigger squares or starts its turn on a trigger square.	
Attack	
Opportunity Action	Melee
Target: Creature on trigger square.	
Attack: +9 vs. AC	
Hit: Roll 1d6 for each square:	
1: 2d6 + 3 radiant damage	
2: 2d6 + 3 fire damage	
3: 2d6 + 3 cold damage	
4: 2d6 + 3 necrotic damage	
5: 2d6 + 3 force damage	
6: 2d6 + 3 thunder damage	
On a crit, the character is stunned until the end of his next turn	
Countermeasures	
♦ A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single square.	
♦ An adjacent character can disable a square with a DC 19 Thievery or Arcana check.	
♦ An adjacent character can disable a square with a DC 26 Thievery or Arcana check.	
♦ A DC 20 Religion check grants the party a +2 bonus to Thievery or Arcana checks to delay or disable the trap.	
♦ A character can attack a square (AC 14, other defenses 12; hp 30; resist 5 all). When the rune is destroyed, that trigger square becomes useless.	

ENCOUNTER 5: THE INNER HALLS MAP

ARCANE CORRIDORS

Altar / Floor	1x2	x1
Couches / Floor	8x2	X6
Fire Bowl / Floor	2x2	X2
Fog / Floor	4x8	X1
Iron Doors / Floor	4x2	X1
Lightning / Floor	8x2	X1
Magic Wall / Floor	4x2	X2
Stairs / Bookshelf	4x2	x6

HIDDEN CRYPTS

Grate / Sink Hole	2x2	x1
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T = Trapped Tile
L = Llewan Aspenhold

ENCOUNTER 6: ILLEGAL WARES

ENCOUNTER LEVEL 1 / 3 (550 / 150 XP)

SETUP

This encounter includes the following:

4 Hobgoblin Grunts (G)

2 Human Bandits (B)

1 Human Warmage (M) (= hobgoblin warcaster)

The House of Mystra and the buildings around it are built on a mixture of clay and limestone that is riddled with narrow tunnels and fissures. These originally led nowhere, but when the water level of the Sea of Fallen Stars was lowered, part of those tunnels collapsed as the water retreated, creating a small but useful tunnel that leads all the way down to the Dragon Reach, a few miles north of town.

A few years ago, a smuggling band from Mulmaster discovered this tunnel, and followed it all the way up into the temple's basement.

Recognizing the opportunity, they set up shop, and now use the temple as a safe haven to stash contraband. They avoid the upper levels after an encounter with LLeuan, and stay below, moving goods through the tunnels, some of which they expanded themselves so that one now leads to a well-hidden exit just out of town. In this way, they have avoided the Gray Riders for the past years, and smuggled some dangerous wares in and out of town.

At the moment, seven smugglers are below, storing some illicit wares they have recently received with instructions to sell them to a contact known to them only as 'Pain'. The smuggler's leader is a warmage named Rel Bullo. He is assisted by Elien and Fenna, two sisters who are ruthless killers, and four hobgoblins that he considers battle fodder - he doesn't even remember their names.

They are very busy, and, as they are used to LLeuan's screams, they won't likely notice the PCs unless the party sets off the door trap at the Inner Halls, or uses force to break down the basement doors.

Note that the PCs can come from three directions - via the two spiral staircases, which come out on two locked basement doors, and through the back room, using the hole in the floor of the Inner Halls. The closed double doors at the bottom of the room lead into a ruined room, which collapsed into a tunnel, leading down to a hidden spot near the Dragon Reach, several

miles north of town - it is very unlikely the PCs find this way in.

When they enter the area, read:

This place is filled with boxes, crates, and urns stuffed with all kinds of wares. A large net hangs on the ceiling, holding more junk. The room is illuminated with only a few lanterns, which provide hardly enough light to see by.

If the PCs alerted the smugglers, the smugglers hide, with the intention to ambush the PCs as they enter the basement. (Use the positions as noted on the maps.) A passive Perception of 13 allows a PC see the grunts and warmage, and a passive Perception of 19 reveals the bandits. If the PCs don't notice the smugglers, the party is surprised.

If the adventurers manage to be quiet enough, and the PCs expected trouble, they instead surprise the smugglers as they enter the area. Place the smugglers at random places in the room, with the warmage at the back near the desk:

Four hobgoblins are shifting a large box, directed by several humans. One holds a staff and wears thick robes, while the others are dressed in leather.

The smugglers instantly attack, as they do not wish to have their hide-out compromised. They have no knowledge of the deed, but if they somehow find out, they are keen to get it.

If the PCs have surprise, they can try to enter negotiations (see below) before combat breaks out.

FEATURES OF THE AREA

The area contains the following elements:

Illumination: If the bandits are surprised, lighting is normal. If they are prepared, they have doused some lamps, leaving the area in dim light. This grants them concealment. The grunts have low-light vision and are not affected by the level of illumination.

Hanging Net: The area above the marked area is strung with a net, partly filled with wares. On his turn, when one or more PCs are below it, any smuggler that is adjacent to the area can cut the net with a standard action, causing the wares to drop on the PCs: +5 / +7 vs. Reflex, immobilized (save ends). The area then becomes difficult terrain and costs two squares to move into.

Boxes: The boxes contain smuggled wares and are considered blocking terrain. A DC 10 Athletics check allows a character to jump on one as part of a move.

Otherwise, climbing on top of one costs two squares of movement.

TACTICS

The grunts engage the PCs in melee. The warmage initially stays at the back and tries to use his *force lure* to drag a PC into the net area. He then moves closer to use *force pulse* so he can daze PCs, in order to grant combat advantage to the bandits. When he runs out of those, he enters melee, using his shock staff by preference.

The bandits initially rely on their stealth to gain combat advantage. After that, they rely on the powers of the warmage to provide them with combat advantage.

Using Their Words: If the PCs have surprise, or if they can find another way to briefly pause combat, they can attempt to negotiate. The smugglers are not keen on letting the location of their hideout be known, and do not trust the PCs. To succeed in negotiations, the PCs need to have something to offer that ensures their trustworthiness (such as the deed of the Nenthyns - simple words are not enough), and earn the smuggler's trust. The latter can be used (once a reasonable offer is made), by a brief skill challenge. This requires 6 successes (3 failures means the smugglers attack anyway). Unless otherwise noted, a successful skill check grants one success.

Keys kills are:

Bluff (DC 20 / 21): if the PCs intend to later betray the smugglers anyway.

Diplomacy (DC 20 / 21): To make a decent proposal, and keep talking to convince the smugglers to accept it.

Intimidate (DC 20 / 21): To play it rough. A failed Intimidate, however, immediately ends the skill challenge.

Insight (DC 20 / 21): To get an idea on group dynamics (the grunts don't much like how the smarty warmage bullies them), allowing PCs to undermine the warmage's authority so he is quicker to give in.

Streetwise (DC 20 / 21): Recall some names of underworld folk that make the party look like they are part of the scene.

If the PCs succeed, they have to part with the deed (which means they fail the minor quest). In exchange, the smugglers offer them gold and magic items as 'compensation'.

SCALING THE ENCOUNTER

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

Four PCs: Remove one human bandit.

Six PCs: Add one human bandit.

ENDING THE ENCOUNTER

Once the smugglers are defeated, the PCs can search the place. It becomes quickly apparent that the wares stored include various illicit goods, like forbidden weaponry, items and armor marked with evil symbols (particularly the symbol of Bane), poisons, etc.

One crate contains a set of vials containing a black powder. They are unmarked, but the crate contains a stamp in the shape of a red cup. The powder is a chemical, but it is impossible at this stage to determine what it is.

The smugglers can be turned in to the Watch for a reward. The PCs can also elect to let them go and keep the goods they found for themselves.

If the PCs interrogate the smugglers, they learn the following:

- The smugglers are a small independent gang. Besides them, there are no others.
- They are from Mulmaster. Most of their contacts are from there.
- They found this place three years ago. In that time they smuggled quite a few items inside, trading with shady Dalesfolk, mercenaries, undercover Zhents, and even an elf.
- They never killed anyone in their activities; the PCs were the first they tried to kill - they panicked. (Untrue, DC 12 Insight to see through the lie).
- Some items are from the Church of Bane. The church is not generally into smuggling, but supports the operation as long as the smugglers can provide them with information on the Dalelands.
- The crate with the vials is from a different agent. The smugglers know him as a old man, but that could be a disguise. They were meant to deliver the crates to a man named 'Pain', who was to contact them.

If the PCs broker a deal, the smugglers allow them to go, trusting they won't speak of the hideout, as they are now 'up their neck into it'. Should a PC actually tell, they earn the enmity of the smugglers, and the agents they trade with.

EXPERIENCE POINTS

Each of the characters receives 110 / 150 experience for defeating the smuggler or for negotiating a deal with them.

TREASURE

There are quite a number of illicit wares, worth quite a lot on the black market, though without some experience they are hard to sell. If the PCs are honest citizens and reveal everything to the Watch, they can earn a handsome reward (25 / 25 gp). In addition, the Watch allows them some access to the less evil items found.

Items include *black iron armor*, a *vicious weapon*, and a *staff of storms* (which the warmage was keeping to himself, but had not yet figured out how to work).

Both the weapon and the armor have the symbol of a clenched hand (the symbol of Bane) engraved on them. A PC can elect to have a blacksmith remove the symbol.

If the PCs instead broker a deal with the smugglers, they can 'sell' the deed for some ready coin (25 / 25 gp), as well as the magic items listed above.

ENCOUNTER 6: ILLEGAL WARES STATISTICS (LOW LEVEL)

Hobgoblin Grunt		Level 3 Minion
Medium natural humanoid		XP 38
Initiative +4 Senses Perception +1; low-light vision		
HP 1: a missed attack never damages a minion		
AC 17 (19 with <i>phalanx soldier</i>); Fortitude 15, Reflex 13, Will 12		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+6 vs. AC; 5 damage		
Hobgoblin Resilience (immediate reaction, when the hobgoblin grunt suffers an effect that a save can end; encounter)		
The hobgoblin grunt makes a saving throw against the triggering effect.		
Phalanx Soldier		
The hobgoblin grunt gains a +2 bonus to AC while at least one ally is adjacent to it.		
Alignment Unaligned		Languages Common
Skills Athletics +6, History +2		
Str 18 (+4)	Dex 14 (+2)	Wis 13 (+1)
Con 15 (+2)	Int 10 (+0)	Cha 9 (–1)
Equipment leather armor, light shield, longsword		

Human Bandit		Level 2 Skirmisher
Medium natural humanoid		XP 125
Initiative +6 Senses Perception +1		
HP 37; Bloodied 18		
AC 16; Fortitude 12, Reflex 14, Will 12		
Speed 6		
m Mace (standard; at-will) ♦ Weapon		
+4 vs. AC; 1d8 + 1 damage, and the human bandit shifts 1 square		
r Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +6 vs. AC; 1d4 + 3 damage		
M Dazing Strike (standard; encounter) ♦ Weapon		
Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.		
Combat Advantage		
The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.		
Alignment Unaligned		Languages Common
Skills Stealth +9, Streetwise +7, Thievery +9		
Str 12 (+2)	Dex 17 (+4)	Wis 11 (+1)
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)
Equipment leather armor, mace, 4 daggers		

Hobgoblin Warcaster (Human Warmage)		Level 3 Controller (Leader)
Medium natural humanoid		XP 150
Initiative +5 Senses Perception +4		
HP 46; Bloodied 23		
AC 17; Fortitude 13, Reflex 15, Will 14		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d8 + 1 damage		
M Shock Staff (standard; recharge 4-6) ♦ Lightning, Weapon		
Requires quarterstaff; +8 vs. AC; 2d10 + 4 lightning damage, and the target is dazed until the end of the human warmage's next turn.		
R Force Lure (standard; recharge 5-6) ♦ Force		
Ranged 7; +7 vs. Fortitude; 2d6 + 4 force damage, and the target slides 3 squares.		
C Force Pulse (standard; recharge 6) ♦ Force		
Close blast 5; +7 vs. Reflex; 2d8 + 4 force damage, and the target is pushed 1 square and knocked prone. <i>Miss</i> : half damage and the target is neither pushed nor knocked prone.		
Hobgoblin Resilience (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end; encounter)		
The hobgoblin warcaster rolls a saving throw against the triggering effect.		
Alignment Unaligned		Languages Common
Skills Arcana +10, Athletics +4, History +12		
Str 13 (+2)	Dex 14 (+3)	Wis 16 (+4)
Con 14 (+3)	Int 19 (+5)	Cha 13 (+2)
Equipment robes, quarterstaff		

ENCOUNTER 6: ILLEGAL WARES (HIGH LEVEL)

Hobgoblin Grunt (Level 5)		Level 5 Minion
Medium natural humanoid		XP 50
Initiative +4 Senses Perception +1; low-light vision		
HP 1: a missed attack never damages a minion		
AC 19 (21 with <i>phalanx soldier</i>); Fortitude 17, Reflex 15, Will 14		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+8 vs. AC; 6 damage		
Hobgoblin Resilience (immediate reaction, when the hobgoblin grunt suffers an effect that a save can end; encounter)		
The hobgoblin grunt makes a saving throw against the triggering effect.		
Phalanx Soldier		
The hobgoblin grunt gains a +2 bonus to AC while at least one ally is adjacent to it		
Alignment Unaligned		Languages Common
Skills Athletics +6, History +2		
Str 18 (+4)	Dex 14 (+2)	Wis 13 (+1)
Con 15 (+2)	Int 10 (+0)	Cha 9 (−1)
Equipment leather armor, light shield, longsword		

Human Bandits (Level 4)		Level 4 Skirmisher
Medium natural humanoid		XP 175
Initiative +7	Senses Perception +2	
HP 53; Bloodied 26		
AC 18; Fortitude 14, Reflex 16, Will 14		
Speed 6		
m Mace (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d8 + 2 damage, and the human bandit shifts 1 square		
r Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +8 vs. AC; 1d4 + 4 damage		
M Dazing Strike (standard; encounter) ♦ Weapon		
Requires mace; +6 vs. AC; 1d8 + 2 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square		
Combat Advantage		
The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against		
Alignment Unaligned		Languages Common
Skills Stealth +10, Streetwise +8, Thievery +10		
Str 12 (+3)	Dex 17 (+5)	Wis 11 (+2)
Con 13 (+3)	Int 10 (+2)	Cha 12 (+3)
Equipment leather armor, mace, 4 daggers		

Hobgoblin Warcaster (Human Warmage; Level 5)		
Level 5 Controller (Leader)		
Medium natural humanoid		XP 200
Initiative +6	Senses Perception +5	
HP 62; Bloodied 31		
AC 19; Fortitude 15, Reflex 17, Will 16		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d8 + 2 damage		
M Shock Staff (standard; recharge 4-6) ♦ Lightning, Weapon		
Requires quarterstaff; +10 vs. AC; 2d10 + 5 lightning damage, and the target is dazed until the end of the human warmage's next turn.		
R Force Lure (standard; recharge 5-6) ♦ Force		
Ranged 7; +9 vs. Fortitude; 2d6 + 5 force damage, and the target slides 3 squares.		
C Force Pulse (standard; recharge 6) ♦ Force		
Close blast 5; +9 vs. Reflex; 2d8 + 5 force damage, and the target is pushed 1 square and knocked prone. Miss: half damage and the target is neither pushed nor knocked prone.		
Hobgoblin Resilience (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end; encounter)		
The hobgoblin warcaster rolls a saving throw against the triggering effect.		
Alignment Unaligned		Languages Common
Skills Arcana +11, Athletics +5, History +13		
Str 13 (+3)	Dex 14 (+4)	Wis 16 (+5)
Con 14 (+4)	Int 19 (+6)	Cha 13 (+3)
Equipment robes, quarterstaff		

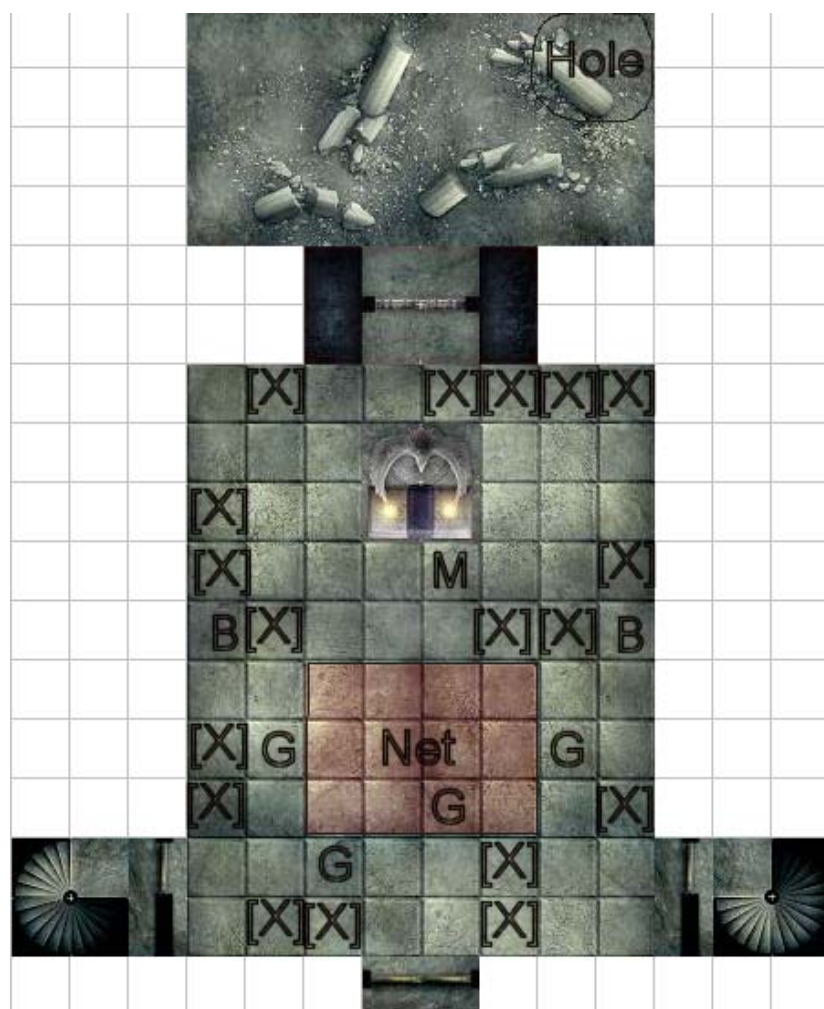
ENCOUNTER 6: ILLEGAL WARES MAP

DUNGEON TILES

Double Doors / Rubble	2x1	x1
Ruins / Floor	4x8	x1
Spiral Stairs / Floor	2x2	x2
Shop / Floor	8x10	x1
Single Door / Floor	2x1	x2

HIDDEN CRYPTS

Double Doors - Hall / Floor	4x2	x1
Statue w/ Altar / Floor	2x2	x1



G= Grunt
 B = Bandit
 M = Warmage
 [X] = Crate

ENCOUNTER 7: THE MERCHANT

SETUP

Important NPCs: Aron Selkirk, human.

As the PCs go to leave the temple, they are met with Aron Selkirk, a merchant. See the appendix *NPCs and Locations* for a description and more info on him.

As you leave the temple, a man steps up to you. "Well met," he says, "You must be the good folk hired by the lady Nenthyn? She told me about you. Sorry for my rudeness, my name is Aron Selkirk.

I hope you succeeded. This looks like it is exactly what I need."

Aron is here to take a cursory look at the building, having been informed by Kira that she sent a party to find the deed. He doesn't enter the building, but is eager to hear from the PCs what they encountered.

If he is told about the smugglers or ghost, he is surprised, but not exactly worried - he figures he'll deal with any problems that remain once he has bought the building. Hearing of a tunnel leading down to the water actually makes it more attractive to him, though he likely needs to negotiate with the Gray Riders to actually be allowed to use it.

A PC who makes a DC 20 History check recalls that the Selkirks used to be a Sembian merchant family.

Aron acknowledges this when asked. He reveals any information on himself from the appendix, as well as the following - assuming the PCs are willing to listen:

- Aron's great grandfather and his branch of the family fled Sembia to Vesperin years ago, along with a few other Sembian families that had not yet sold out to Netheril. There, most of them tried to start anew.
- Aron hopes to establish a regiment change through political pressure and covert actions. He has not been very successful yet, due to a lack of resources and allies.
- He recently had a setback when he lost a lot of money after a Cormyran deal went bad. The Thenterim family he traded with almost went bankrupt. The setback forced him to dismantle a trading post in Suzail, and direct his attention to gaining allies closer to his home.
- He currently seeks to establish himself in New Velar. He has great plans, though it is to soon to talk about them yet.

- He foresees that he will have need for great heroes. He hopes that he will find the PCs on his side, should that day come.
- If the PCs offer him the deed, he refuses it, as it belongs to the Nenthyns. He advises to give it to Kira.

ENDING THE ENCOUNTER

After the conversation, the PCs can continue on to the Fall of Stars. Move to Encounter 8.

ENCOUNTER 8: WORDS AND DEEDS

Important NPCs: **Mistress of Stars Yellira Am'benuinyl** (Diplomacy +11, Insight +13), drow; **Kira Nenthyn** (Diplomacy +8, Insight +7), half-elf; **Dayan Nenthyn** (Good, Diplomacy +8, Insight +2), half-elf.

This encounter takes place once the PCs arrive at the Fall of Stars with the deed.

The half-ogres at the door refuse the PCs entry, as they are not members. If the PCs bring up Yellira or Kira, they send a servant inside to fetch a person of authority. However, when he returns, he brings Dayan Nenthyn.

A description of Dayan, and any information they may learn of him, can be found in the Appendix *NPCs and Locations*.

A young half elf man appears at the door. With his dark red hair and green eyes he looks remarkably like Kira.

"Hello there. My name is Dayan Nenthyn. What is your business here at the Fall?"

Dayan asks the PCs for their business with Kira. He is willing to let them in to speak to her if they give him a good reason. If they inform him of the deed, he also shows interest.

Dayan is appalled to learn that Kira wishes to sell the temple. In his opinion, it would be much better if the House of Mystra stayed a place of reverence (even though the temple hasn't been used for decades). He would rather spend time and effort in establishing it as a place of worship to Sune and those that support her.

He tries to convince the PCs to hand him the deed instead.

As he does, Kira comes up, expecting to receive the deed, leading to an argument. You can use the following as an indication:

"What is going on here?" Kira steps up to the group. Yellira comes up behind her. "These are my guests, Dayan. They have something for me."

"Yes, yes," the young man says, "I see that. You have plans. You didn't inform me though."

"Club business, Dayan. You don't care for that."

"I do when it concerns the House of Mystra. You cannot simply sell it! It's a sanctified place!"

"Be serious, Dayan. It's a ruin and a money pit. We can do much good with selling it to Selkirk." She turns to you. "Did you find the deed?"

Dayan interjects. "Don't give it to her! She'll just sell it! Give it to me!"

Both twins have different ideas for what to do with the deed. While Kira, as the one who controls the club's finances, doesn't need Dayan's approval to sell, she can't sell what she doesn't hold - if Dayan gains the deed, he can hang on to it until the deal falls through. So the twin who gains the deed also gains the power to press his or her idea.

The PCs have to pick whom to give the deed to. If the PCs hand the deed to Yellira, she gives it to Kira.

Whoever they hand the deed to, it upsets the other twin, who furiously denies the PCs the promised entry to the Fellowship. You can use the following as an indication:

[Kira/Dayan] smiles as the deed is handed over.

"My gratitude is great. As a reward, I would like to grant you membership in our Fellowship of..."

"Hold on!" - the other twin interjects - "You can't make these people members! I have a say on that as well!"

"What? Are you going to keep them out just because you didn't get the deed? That's not doing these adventurers much credit..."

"Huh. They don't sound like adventurers to me."

Yellira steps forward, annoyed. "Don't be daft. They found the deed - regardless who they gave it to. Of course they are adventurers!"

The twin shrugs. "Let them prove it then. Show me!"

The duped twin is severely disappointed but upset more with his or her sibling than with the PCs. Try to make it obvious that it bothers more that the other twin is forcing a decision than that the PCs are really unwelcome: they are likely to be accepted if they can give the twin a reasonable excuse to gloss over their 'indiscretion'. The twins are generally likeable - don't try to paint them too much as bad losers.

Meanwhile, Yellira tries to convince the PCs to try and show that they are made of the 'right stuff'. She likes to see them succeed. If the PCs managed to free Mei from blame in Encounter 2, Yellira relates this to the opposing twin, improving their opinion on the party. This grants a +5 bonus on the skill rolls.

Each PC needs to prove his or her worth separately. How they do that is up to the PC. Each PC can make two attempts to convince the twin. Yellira encourages them to use their best skills.

A few examples are given below. Allow PCs to come up with their own use of skills.

Bluff (DC 15 / 16): Flattery or seduction is one way to get the twin to relent. Kira and Dayan both like to flirt, even if the person involved isn't sincere - they'll feel flattered just the same. Gender isn't a factor, and more PCs can try. When this skill is used on Dayan, the PC gets a +2 bonus on the check.

Diplomacy (DC 15 / 16): A PC can simply try to convince the twin that he deserves the membership. A PC that gains membership, and has one attempt left, can use this skill to earn membership for another PC.

Intimidate (DC 15 / 16): The twins are not easily intimidated, but a PC who can show that he isn't afraid to stick out his neck earns enough respect to earn membership. However, intimidation can only be tried once. When this skill is used on Kira, the PC gets a +2 bonus on the check.

Acrobatics/Athletics/Thievery (DC 15 / 16): One way is to simply show one's skills as an adventurer. Picking the twin's pocket, bending bars, or making summersaults are all ways to show that a PC has skills beyond that of a commoner. Provided a bit of show is put in the effort, the twins are willing to accept a PC simply on his abilities as an adventurer.

Arcana (DC 15 / 16): A good grasp of magic, and a willingness to exchange rituals or techniques can entice Kira. It doesn't work on Dayan.

Religion (DC 15 / 16): Knowledge of faiths, philosophical debate, and a display of piety can entice Dayan. It doesn't work on Kira.

ENDING THE ENCOUNTER

It is possible a PC feels cheated by Kira or Dayan and does not wish to mollify the twin. This should not affect the attempts of others (even if a PC becomes rude).

The success of the tests are individual: it is possible for one PC to succeed and for another to fail.

Success: If a PC manages to mollify the opposing twin, they earn membership in the Stellar Fellowship of Gentle Adventurers (story award DALE02). Check the twin that received the deed.

Failure: If they either do not try or fail, the opposing twin refuses to acknowledge the PC as a member. Sometimes, people keep a grudge. The PC still earns the other twin's favor (story award DALE03). Check the twin that received the deed.

Regardless of the outcome, the twin that received the deed invites all PCs to a meal and drinks. During the party, the other twin slowly comes around and eventually joins in, though he/she does not come back on her decision on a PCs membership.

As the evening turns to a close, the twin who received the deed turns to the PCs.

"You have proven a great support to me. I could use such support in the future, for things are about to happen."

You have met Aron Selkirk. He is rallying people to make a fist against the encroachments of Sembia and the powers of the Moonsea.

I need help to determine whether his motives are true, and if so, what kind of opposition we can expect should we follow.

I hope that you will find means to help me."

EXPERIENCE POINTS

Minor Quest: For delivering the deed (to either Kira or Dayan), the PCs earn 25 / 35 experience points.

TREASURE

Whether the PCs succeed at mollifying the opposing twin or not, they earn their pay of 25 / 50 gp per PC.

In addition, if the PCs gave the deed to Kira, or at least one PC manages to mollify her, she is willing to use her influence to make available, and pay for, a *pact blade* (treasure bundle B or F) - but only for those PCs.

CONCLUSION

If the PCs managed to keep at least half the beetles alive, they earn the favor of the Chang emporium (Story Award DALE01).

PCs who either defeated the smugglers or managed to negotiate with them gain access to treasure bundles A, C, D, and E.

PCs who found the deed also found treasure bundle G.

If the PCs brought the deed to the Fall of Stars, they earn quest XP. If they also managed to mollify the other twin, they earn membership in the Stellar Fellowship of Gentle Adventurers, sponsored by one if the twins (story award DALE02). Otherwise, they only earn one twin's favor (DALE03). These last awards are determined individually.

PCs that gain story award DALE03 or those that earned DALE02 and gave the deed to Kira also get access to treasure bundles B and F.

REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

EXPERIENCE POINTS

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

Encounter 1: Beetle Mania

120 / 170 XP

Encounter 2: Shifting the Blame

40 / 60 XP

Encounter 3: The Inner Halls

105 / 155 XP

Encounter 4: Illegal Wares

110 / 150 XP (defeating or negotiating with the smugglers)

Minor Quest: Deliver the Deed

25 / 35 XP

Total Possible Experience

400 / 560 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total

amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

Gold Per PC

75 / 100 gp

(Encounter 1: 25 / 25 gp, Encounter 6: 25 / 25 gp, Encounter 8: 25 / 50 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *vicious weapon +1* (low-level version only)

Found in Encounter 6

Bundle B: *pact blade +1* (low-level version only)

Found in Encounter 8

Bundle C: *black iron armor +1*

Found in Encounter 6

Bundle D: *+1 staff of storms*

Found in Encounter 6

Bundle E: *vicious weapon +2* (high-level version only)

Found in Encounter 6

Bundle F: *pact blade +2* (high-level version only)

Found in Encounter 8

Bundle G: ritual book with Secret Page

Found in Encounter 5

Potion Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their total gold per PC.

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. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session.

DALE01 Favor of the Chang Emporium

You receive a ring showing your aid to a Chang trader. Shou may consider you favorably, but an alliance with Chang may also have negative repercussions.

DALE02 Member of the Stellar Fellowship of Gentle Adventurers

You are sponsored by either Kira Nenthyn or Dayan Nenthyn (write your choice on your adventure log) and gain free access to the Fall of Stars in New Velar. You may learn the sigils of the club's teleportation circle for use in the Linked Portal ritual.

You also accepted the twin's request to investigate Aron Selkirk and those who oppose him. This starts the major quest "The Conspiracy of Ravens."

DALE03 Favor of the Twins

You gained the favor of either Kira Nenthyn or Dayan Nenthyn (write your choice on your adventure log).

You also accepted the twin's request to investigate Aron Selkirk and who opposes him. This starts the major quest "The Conspiracy of Ravens."

ADVENTURE QUESTIONS

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

1. Who did the PCs give the deed to?

- a. Kira
- b. Dayan
- c. The smugglers
- d. Nobody/Someone else

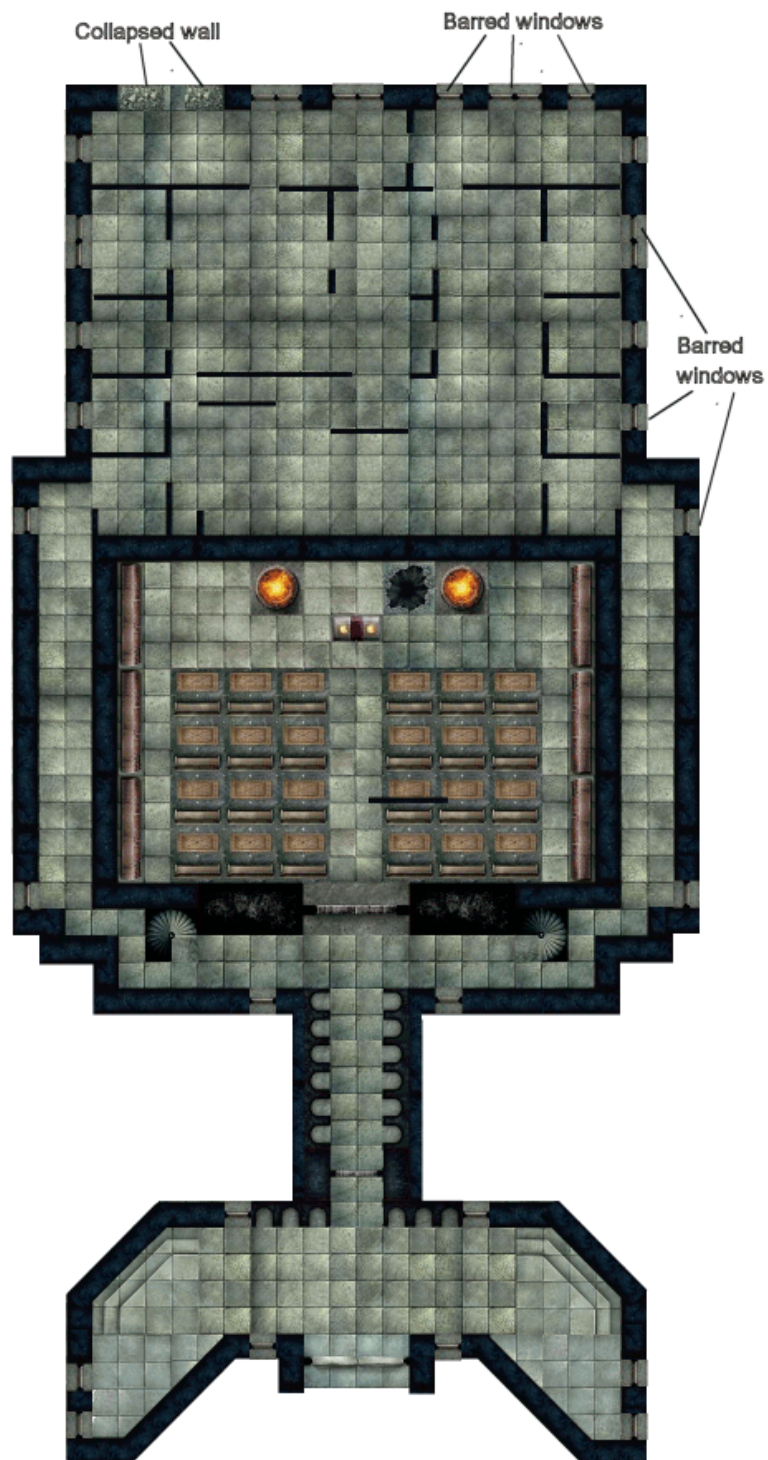
2. What happened with the smugglers?

- a. Defeated and turned in
- b. Defeated, killed or let go
- c. Negotiated

3. Did the PCs help Mei?

- a. Yes, succeeded
- b. Yes, failed
- c. No

THE HOUSE OF MYSTRA



NPCs AND LOCATIONS

This section lists information the PCs can gather about locations and NPCs in this scenario. Apply this where necessary.

Streetwise checks represent instant knowledge the PCs gained through interaction with locals prior to the scenario's start. If PCs actually take time to gather info they gain a +2 bonus on their checks.

Each entry lists a region and town. Where applicable, PCs from the region gain a +2 bonus on checks, while PCs from the town gain a +5 bonus. These bonuses do not apply to checks when they are used in a Skill Challenge.

LIN-WOH AND THE CHANG EMPORIUM

Region/Town: Dragon Coast / Nathlan

Lin-Woh is a Shou woman, who goes dressed in rich garments and fine silk robes. Her hair is tied in an elaborate knot, fixed with jeweled pins. While she can be charming if she wishes too, she tends to be snobbish and arrogant to those she has no need for, especially men.

The following information can be gained with a Streetwise check:

DC 15: The Chang Emporium is a Shou merchant house from the Shou state of Nathlan on the Dragon Coast. Their main base is in the city of Nathlek.

DC 20: They trade around the coast, primarily along the southern coast of the Sea of fallen Stars. Lin-Woh Chang heads the branch trading with the area around the Dragon Reach.

DC 23: Almost all employees are women. The head of the emporium, the lady Ha-Teh Chang apparently has a dislike for men, which has curbed the success of the house.

DC 25: Rumors say they have traded with Thay in the past. On the other hand, the house has had violent clashes with Sembia.

THE FALL OF STARS

Region/Town: Dalelands / Harrowdale

The Fall of Stars is a large building, located high above the New Velar harbor. It is built out of a clutch of buildings - the facade shows the front of several houses.

The main entrance are two, large, wooden, double doors, facing the main street. Each door is embossed

with one half of a shield of arms showing a shower of stars over a lake.

Two half-ogres are posted at the door.

Inside, a large hallway is decorated with trophies of all kinds. It leads into a great room, hung with candlewheels and set with dressed tables where men and women of various plumage gather to eat, drink, and tell tales.

The following information can be gained with a Streetwise check:

DC 10: The Fall of Stars is a famous adventurer's club, home to the Stellar Fellowship of Gentle Adventurers.

DC 12: Only members can enter the club. The club's entrance is guarded by half-ogres who stop everyone who tries to enter the club.

Membership is quite prestigious. The membership fee is 50 gp each year, and the owners personally approve membership based on a member's talents.

DC 15: Kira and Dayan Nenthyn own the club. Yellira Am'benuinyl is the current Mistress of Stars (club director).

DC 20: The club is over a century old. Ambreeauta Nenthyn, a forebearer of Kira and Dayan, founded it.

DC 25: The club holds several shrines, including one to Sharess and one to Loviatar.

YELLIRA AM'BENUINYL

Region/Town: Dalelands / Harrowdale

Yellira is a drow, an ebony-skinned elf woman, who dresses in a bright blue dress and a purple cloak set with silver stars and a silver clasp shaped like a dancing woman. Long, silver hair cascades over her shoulders, while her golden eyes take in everything with interest.

A character knows the following information about Yellira with a successful Streetwise check:

DC 15: Yellira Am'benuinyl has been the Mistress of Stars of the Fall of Stars adventurers' club for the past twenty years. This makes her the club director, responsible for the well being of the club's members.

DC 17: Yellira became the Mistress of Stars after the death of the former mistress, her friend and club owner Breeandra Nenthyn.

DC 20: She raised Breeandra's adopted children, the young half-elf twins, Kira and Dayan Nenthyn, and most people feel she did a good job.

DC 25: Yellira used to be a priestess, but it is unknown to what deity. She doesn't perform prayers any more.

KIRA NENTHYN

Region/Town: Dalelands / Harrowdale

Kira is a half-elf, a young tomboy with a slim figure and dark red hair braided in many small strands. She wears tight leather pants and a similar vest that leaves her arms bare, except for a set of decorative bracers. In a dark belt around her waist sits an ornate dagger.

Her left shoulder is adorned with the tattoo of a seven-tailed scourge.

A DC 15 Religion check identifies the mark as the symbol of Loviatar, Maiden of Pain. It is slightly different in that the scourge's tails aren't barbed.

The following information can be gained with a Streetwise check (Harrowdale locals may know her from her childhood years, and in that case Kira knows them too):

DC 15: Kira Nenthyn and her twin brother Dayan are the adopted children of Breeandra Nenthyn, the former owner of the Fall of Stars. Breeandra passed away twenty years ago and left the club to the twins.

The twins belong to the richest people of New Velar, and have a seat at the Seven Burghers counsel.

DC 17: Kira manages the club's finances and aids Yellira Am'benuinyl in directing the club. She is technically Yellira's employer, but Kira treats her more like a mother and mentor. Kira is groomed to be the next Mistress of Stars, should Yellira retire.

Kira has a rivalry with her brother Dayan. The two often argue about the course to take for the club.

DC 20: The twins were born in the strife around the Moonsea. Their father was killed, and their mother, a friend of Breeandra, died after fleeing to Harrowdale.

DC 23: Kira dabbles in magic. She has a bit of talent, and shows interest in all matters arcane, .

DC 25: Kira is a follower of Loviatar, like her adopted mother was. She also pays homage to Tymora and Sune. She keeps her faith a private matter, and is kind and caring to others.

DAYAN NENTHYN

Region/Town: Dalelands / Harrowdale

Dayan is a slim and boyish looking half-elf, with long dark red hair that flows free, down over his shoulders. He has bright green eyes, making him look eerily like his sister.

He carries a thin gold necklace, on which dangles a red stone carved to resemble two female lips.

A DC 15 Religion check identifies the stone as the symbol of Sharess, the Temptress.

The following information can be gained with a Streetwise check (Harrowdale locals may know her from her childhood years, and in that case Kira knows them too - see also Kira Nenthyn for more generic info on the twins):

DC 17: Dayan is a bit of a playboy. He is a big spender, bad with money, though he does throw great parties.

He has a rivalry with Kira. The two often argue about the course to take for the club.

DC 20: He hangs out with a bunch of friends, that, while well meaning, have a penchant for getting into trouble.

DC 23: If he would set his mind to it, he would make a great politician or merchant, as he has excellent contacts and interpersonal skills. Unfortunately he is not very motivated.

DC 25: Dayan is a follower of Sharess. He also pays homage to Tymora, Llira, and Sune. He has aspirations to become a priest, though few people think he has the focus for it.

THE HOUSE OF MYSTRA

Region/Town: Dalelands / Harrowdale

The House of Mystra is a long, flat building located on the edge of the old market. The building's entrance consist of two large doors above a set of round stone steps.

A character knows the following information about the House of Mystra with a successful Streetwise or History check:

DC 15: The building is a temple to Mystra, former goddess of magic. It was abandoned nearly a hundred years ago after it was hit by the Spellplague.

DC 18: The cataclysm set off various wards. All kinds of innocent magics suddenly became dangerous.

The blue fire turned the temple into a ruin. At the same time, the Fall of Stars was shrouded in a halo of flames for a day, but was otherwise untouched.

DC 20: The doors were locked with a chain to prevent children from entering and falling prey to the remaining wards that are supposedly still active inside.

DC 23: A hermit, called the Wylder, frequently wanders about the ruins.

DC 25: No-one has entered the building for years. The last time a group of adventurers entered they set off all kinds of traps.

DC 28: The head priestess, Llewana Aspenhold, was killed during the cataclysm.

DC 30: The priests liked to show off their magic, hoping that it would impress. Llewana, especially, had a fascination for magic tricks. However, most people had a distrust of wizards, and the temple didn't fair well.

DC 35: The temple only survived due to support - financial as well as moral - from the Fall of Stars.

THE WYLDER

Region/Town: Dalelands / Harrowdale

The Wylder is an old man with a grizzled beard. His hair is unkempt, his clothes are mostly rags, and a smell of liquor and sweat hangs around him.

A character knows the following information about the Wylder with a successful Streetwise check:

DC 12: The Wylder is a very old half-elf, considered insane by most of the people of New Velar. Rumors about him abound, including that he is a warlock, plague touched, or hundreds of years old.

DC 15: He squats in or near the temple and spends his days muttering to himself.

DC 20: The Wylder enters through a hole in the wall at the back of the temple.

DC 25: He was only a child when the temple was destroyed. The temple was his only home. As the sole survivor, he went insane, and never fully recovered.

ARON SELKIRK

Region/Town: Vesperin (the Vast) / Calaunt

Aron Selkirk is middle aged, though looks fit and strong. He has a tiny blond beard and curly hair that is slowly thinning. He dressed in clothes that indicate he is well to do, though they look more expensive than they really are.

The following information can be gained with a History or Streetwise check:

DC 15: The Selkirk family is a small merchant house that operates out of the city of Calaunt in Vesperin.

DC 20: The family dates back hundreds of years. They were once one of the most influential families in Sembia, providing the head of the council for years.

DC 25: Most of the family had to flee towards the Vast, where they struggle to rebuild their power.