

SHADES OF BLUE FIRE

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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A century ago, the Spellplague changed the very face of Faerûn. Now, whispered rumours emerging from the wilderness around Sundabar tell of a hitherto unknown and yet active plague land surrounding the forsaken village of Deadsnows. A *Living Forgotten Realms* adventure set in Luruar for characters levels 7-10.

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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Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

This adventure retires from RPGA-sanctioned play on December 31, 2012.

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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 may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

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

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following 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 <# - #>. 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. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC will have a lasting effect that won't be easily resolved within the span of the adventure's scope. The two most common instances of lasting effects are the death penalty and diseases.

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

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

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

ADVENTURE BACKGROUND

A hundred years ago, the Spellplague devastated the village of Deadsnows in the lands surrounding Sundabar. Much of the community's fabric, its building and fields were destroyed in the magical catastrophe and those individuals not immediately consumed by the plague fled.

Among those who fell to the ravages of the Spellplague were the members of a retired group of successful adventurers, the Brotherhood of the Moon, themselves affiliated with the Knights in Silver. When the Brotherhood settled in Deadsnows, they rebuilt Icespear House (a fortified manor house) and from there mounted patrols through the surrounding area turning back the depredations of raiders from the southern Nether Mountains. When the Spellplague struck the village, most of the adventurers were slain, although several managed to flee, settling in Sundabar. Such was the savagery and speed of the plague, that the Brotherhood's few survivors did not have time to retrieve their hidden treasures.

For years rumors that the Brotherhood of the Moon had lost much of their wealth when they fell to the Spellplague circulated in the alehouses of Sundabar. Such rumors drew a steady trickle of brave (or foolish) adventurers seeking their fortunes.

Recently the bandit chieftain, Histarack, a vicious and depraved orc, hailing from the Nether Mountains uncovered the story of Deadsnows after he captured and tortured a small band of adventurers travelling to the village to search for hidden treasures. Histarack was rich in battle cunning but not especially clever. He hit upon the plan of spreading rumors that a pocket of active spellplague has been discovered in the area of Deadsnows. Histarack is hoping that this will deter any bothersome adventurers that may also be traveling to Deadsnows, in an attempt to allow him and his minion's sole access to search for the treasures lost below the manor house. He did not realize, of course, that such rumors would be of interest to many. The news of a pocket of spellplague was of particular interest to the organization known as the Order of the Blue Fire (see below), who dispatched agents to the city of Sundabar with orders to ascertain the true state of affairs at Deadsnows.

Thus, before Histarack has managed to recover all the hidden treasure, his plans are already unraveling.

PLAYER'S INTRODUCTION

When the adventure begins, each of the adventurers is relaxing in the Trumpet Inn in Sundabar. Read:

Your reputation (and a summons from the Order of the Blue Fire) has bought you to the city of Sundabar and the luxurious Trumpet Inn. The evening is drawing to a close and as the last of the patrons take their leave, the barkeep asks you to follow him to a large private booth. Within are gathered a small group of adventuring folk.

If the PCs do not yet know each other, now is an excellent time for introductions. When the PCs have introduced themselves and asked any initial questions, proceed to Encounter 1.

DM's INTRODUCTION

The adventure begins with the PCs being hired at the Trumpet Inn in Sundabar by an agent of the Order of the Blue Fire. After making their preparations they set off to the ruins of Deadsnows.

The Order of the Blue Fire is widely held to be a benevolent group of spellscarred who wish to help others while learning more about the Spellplague's effects. Their order is named after the blue fire that often accompanies spellplague effects and spellscars. To the public it is an informal organization. Most members have a spellscar of some sort, but that is by no means a requirement. All who are interested in investigating the spellplague and its effects or those whose aims it is to help spellscarred people are welcome to join.

Few people realize that the order is the front for a more sinister organization. The cult believes that the Spellplague was a holy cosmic event whose work should be continued. They work to spread and nurture existing active pockets of spellplague. Due to their widespread good work it is virtually impossible to convince the public of this. The few rotten apples, never members of the lower echelons, revealed to the public by adventurers are considered separate cases; the rotten apples that can be found in any organization.

It requires a DC 30 Religion or DC 35 Streetwise check to realize the Order of the Blue Fire is more than it appears. For simplicity sake assume PCs only know this when they make that check with a high enough passive check. If Lanskar (see Encounter 1) is confronted with the information, he aghast of those obvious false accusations and as far as he knows he is speaking the truth. If the knowledge results in PCs showing reluctance to work for him, remind them that if they do the work, they control the information provided to the Order. It places them in a much better position to stop the group.

ENCOUNTER 1: PREPARATIONS

SETUP

Important NPCs:

Lanskar (male human sage).

In this encounter, the PCs speak with Lanskar, perhaps learning more about the Order of the Blue Fire and the village of Deadsnows.

Also while in Sundabar resourceful PCs may wish to use other skills to learn more about the journey ahead. If you are running this adventure in a convention setting and time is tight, simply summarize some (or all) of the information provided below. However, if possible, give the players a chance to interact with one another and Lanskar. Don't let this take too long, though, as there's still a lot of adventure ahead.

Leaving another private chamber in the inn a man clad in blue robes approaches your booth. "Well met, and thank you for answering my summons. I am aware of whom you all are and I am pleased that you have taken the trouble to meet me. My name is Lanskar and I represent the Order of the Blue Fire; an organization that seeks to understand the effects of the Spellplague and to help those afflicted by it. If you help us, we will pay you appropriately and generously".

Lanskar wants the PCs to go to the ruined village of Deadsnows that is located on the northernmost side of the Nether Mountains. It has been cause for inquiry for the Order since rumors of spellplague pockets have reached the Order's agents. So the PCs should investigate the area and make safe the route so that the order can study this area at our leisure and without hindrance.

TALKING WITH LANSKAR

Use the information below to facilitate the PCs' questionings:

- The Order is a benevolent group of spellscarred who wish to help others while learning about the Spellplague's effects. To this end it maintains a network of hospices throughout Faerun.
- The Order wants to determine if the strange affects deviling the area around Deadsnows are actually the results of a still active area of Spellplague.

- Lanskar believes that the task should take no longer than a tenday. It takes no more than three to four days to reach Deadsnows. He also believes that time is of the essence; pockets of spellplague are very unpredictable and at anytime can disappear as fast as they appeared.
- To reach Deadsnows' ruins, the PCs need to head east from Sundabar and then follow the Icespear River south.
- Lanskar did some research into the past of Deadsnows' and he found old references about it being the home of a group of wealthy adventurers, the Brotherhood of the Moon. They disappeared during the Spellplague, reputedly leaving a wealth of treasure behind somewhere near the village. He does not know whether the story is true, and if so, if any gold still remains after almost a century. It might be worth looking into if the PCs want so additional treasure.
- In the past tenday caravans traveling from Citadel Adbar had reported strange sights and sounds from the northern Nether Mountains. These caravans kept what they believed as a safe distance from this sight and they could just distinguish twisted bodies littering the area and blue fires burning among the trees. The blue flames are commonly seen when there is an active pocket of spellplague. They also heard the wails of the dead on the breeze and found strange tracks that would stop and start seemingly at random. These strange events unnerved that caravan master and he headed back to Citadel Adbar. Unfortunately, the caravan master is not due back in Sundabar for several tendays.
- Lanskar imagines that many of the political powers in Luruar, good and evil, are interested in the cause and study of such happenings and he believes it to be foolish if they did not have an interest. So the PCs should be alert for competition, since some might react with violence.
- If asked about the reason for waiting in a different booth, he answers that he wanted to see how you interacted with one another. It helps him understand each of the PCs and what their role in this little undertaking would be.
- Lanskar is willing to pay 50 / 60 gp each for this mission.

ABOUT DEADSNOWS

The PCs can make additional skill checks to learn more about Deadsnows.

Nature DC 20: The village of Deadsnows was located in the northernmost foothills of the Nether Mountains (to the south of Sundabar).

Nature DC 25: Deadsnows was a large village located within a valley surrounded by steep foothills. The forest has now reclaimed the site. Entry to the village is along a craggy cart track, which over the years has taken many lives.

History DC 20: A hundred years ago, the Spellplague devastated the village of Deadsnows. Much of the community's fabric, its building and fields were destroyed in the ensuing magical catastrophe and those individuals not immediately consumed by the plague fled.

An adventuring company of good renown settled there over a hundred years ago.

History DC 25: The adventuring company was known as the Brotherhood of the Moon and they were affiliated with the Knights in Silver (elite unit of soldiers in the army of Luruar). Icespear House was the Brotherhood's base. The Brotherhood of the Moon had left much of their wealth behind in their desperate attempt to flee the Spellplague. Many adventurers have tried to reclaim these lost treasures, but none are thought to have succeeded.

ENDING THE ENCOUNTER

After the PCs have learnt as much as they can (either from Lanskar or from other contacts within the city) and have purchased provisions and equipment they are ready to leave the city. Proceed to Encounter 2.

TREASURE

If the PCs succeed in their mission, Lanskar rewards them with gold (50 gp / 60 gp).

ENCOUNTER 2: OBSERVATIONS

ENCOUNTER LEVEL 8 / 10 (1,750 / 2,500 XP)

SETUP

This encounter includes the following creatures:

1 Daergath (oni night haunter) (O)

3 Spectral panthers (P)

15 human rabble (non combatants) (H)

As they journey to Deadsnows the PCs meet a group of frail, young, and old defenseless folk fleeing the nearby hamlet of Newfort. The folk believe that the spellplague pocket is on the move (local hysteria enhanced by the orcs' illusions and tricks) and that their hamlet is soon to be destroyed. The able-bodied folk fled to Sundabar leaving the weak and frail behind.

Unfortunately for the PCs, danger in the form of one oni night haunter lurks within the group waiting for the group to sleep so that they can feed. Several spectral panthers (pets of the oni) also follow the group invisibly. The oni is from a nearby cave system located on the Nether Mountains to the east of Sundabar.

After traveling for much of the day night draws in. The Sundabar Vale has little fauna and you can see under the starlight no sign of civilization. Yet looking to the distant east a fire can be seen burning brightly. Humanoid shapes can be vaguely made out, silhouetted by the flames.

The peasants have settled for the evening and have just started a campfire. If the PCs investigate the fire run this encounter as normal.

The sixteen humans are a sorry lot, consisting of the very young, the sick and the elderly with four adults that could not leave their children and/or parents alone. The villagers have not had a decent meal in days and they look tired and worn. At first they are very suspicious of the PCs, thinking they are bandits, begging for their lives and pointing out they have nothing of value. Once they realize the PCs pose no threat, but might actually be able to help, they become very polite. They offer a place at their fire and even a bite of their meager food both out of hospitality and in an attempt to entice the PCs to stay for at least the night. The protection of a group of heavily armed adventurers is always welcome. The villagers also try to get the PCs to guide them to Sundabar the next day.

The Newfort folk can tell the PCs about the panic that ensued when they saw signs of active spellplague (blue flames, weird sounds) and spotted tracks of big weird malformed monsters. The villagers abandoned their homes in great haste, fleeing to Sundabar as fast as possible. In the panic many of the weak and the young were left behind with hardly any supplies.

The spokesperson of the villagers is the disguised oni (who masquerades as a frail embittered elderly human man called Denath). A successful Insight check made against the oni's Bluff check pierces the disguise. If the PCs do not see through its disguise it waits until the campsite has settled down and most present are soundly asleep before attacking. If the PC realizes the oni's true identity it attacks immediately, assuming it realizes the PCs are aware of him. If not, make the necessary adjustments.

Note that the oni has a *choker of eloquence* +2 and as such has a +2 bonus on Bluff and Diplomacy checks which is not included in the stat block. As a daily effect the oni can reroll one Bluff or Diplomacy check, using the 2nd result even if lower. The item does **not** affect its defenses. If the PCs confront the oni about the item, he says it is a family heirloom, offering it as a reward if the PCs guide the villagers to safety (a lie since the oni assumes he is going to kill the PCs that night).

In its natural form the oni looks like a hunched gaunt green-skinned ogre with long white coarse manes and two goat-like horns. The spectral panthers look like typical, although slightly larger and much darker, black jaguars. Their spiked tail is the most distinct difference with a regular panther.

FEATURES OF THE AREA

The campsite has the following features:

Illumination: Two campfires burn in the center of the camp each providing bright illumination in a 5 square radius. Since it is a clear night, the rest of the area is dimly lit.

Trees: The trees are difficult terrain (it costs 1 extra square of movement to enter these areas). Characters can climb a tree with a DC 10 Athletics check.

Undergrowth: Treat the many low, thick trees, small plants, bushes in the area as difficult terrain (it costs 1 extra square of movement to enter these areas). The bushes provide concealment and total concealment against creatures without low-light vision unless inside a light radius.

Large, Deep Puddle: Muddy water fills the large puddle to a depth of two feet. Moving through the puddle is difficult as the mud at the bottom slows

movement (it costs 2 squares of movement to enter each square of puddle).

Tents: These canvas tents are old and worn and offer little protection against the elements. They are 5 feet high, providing cover, and are considered blocking terrain. A tent can be torn down as a standard action with a DC 8 Strength check. If this is done as part of movement it takes a DC 14 Strength check, turning the terrain into difficult terrain. If the Strength check fails when done as part of movement the character gets stuck in the tent and is considered grabbed (the tent has a Fortitude/Reflex defense of 8 in regards to this effect).

Village Folk: Around fifteen human non-combatants, of varying ages and abilities are randomly located within the radius of the campfire. It takes 1 round for them to wake up. At the end of the first round of combat, half flee screaming into the night and the others cower in fear (perhaps getting in the way of the PCs' area of affect attacks; the oni have no compunction about killing them).

TACTICS

Once the oni has been discovered it initiates combat using *hypnotic breath*. In the next round, the spectral panthers arrive to defend the oni. When the oni is reduced to one-quarter of its hit points, it flees in *gaseous form* while remaining spectral panther delays its attackers. The oni and the panthers do not go out of its way to target the villagers, realizing the PCs are a much bigger threat. If a villager is in its way though, it does not shrink from killing it.

The oni flees when it has 25% or less of its hit points left by activating its *gaseous form* ability. The panthers stick around to cover its retreat. They flee if more than half are dead and the remaining panthers have only 10% or less of their hit points left. If it gets away, it might return later in an attempt to devour the soul of a villager and get food for its pets. In that case it leaves the PCs alone, fleeing immediately if confronted. It does not return a third time.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the spectral panthers.

Six PCs: Add one spectral panthers.

ENDING THE ENCOUNTER

If the PCs elect to escort the folk of Newfort to Sundabar, proceed to Encounter 3. If they abandon the peasants to their fate proceed to Encounter 4.

If all the human non-combatants died in the battle with the oni, Encounter 3 does not happen - simply move along to Encounter 4.

If the PCs ignore the distant campfire, or decide not to rest with the refugees, the oni makes short work of the villagers. The next morning it finds the PCs' tracks. It starts trailing the PCs, but it does not attack until after Encounter 5. Unless the PCs had a particular easy time with the orcs in Encounter 5, they should have a short rest in between the fight with the orcs and the attack of the oni and its panthers. In the mean time proceed with encounter 4.

EXPERIENCE POINTS

For defeating the oni and its pets the PCs receive 350 / 500 experience points.

TREASURE

Besides the *choker of eloquence* +2 it has a hidden pouch containing some coin and two silver earrings in the shape of two winged dragons biting in their own tail with green jade eyes. The total value of the gold and jewelry is 15 / 20 gp per PC.

ENCOUNTER 2: OBSERVATIONS STATISTICS (LOW LEVEL)

Oni Night Hunter	Level 8 Elite Controller
Large natural humanoid	XP 700
Initiative +7 Senses Perception +5; darkvision HP 180; Bloodied 90; see also <i>hypnotic breath</i> AC 24; Fortitude 23, Reflex 21, Will 22 Saving Throws +2 Speed 8, fly 8 (clumsy) Action Points 1	
m Morningstar (standard; at-will) ♦ Weapon Reach 2; +13 vs. AC; 1d12 + 5 damage, and a Medium or smaller target is pushed 1 squares.	
C Hypnotic Breath (standard; recharges when first bloodied) ♦ Charm, Sleep Close blast 5; +11 vs. Will; the target is dazed (save ends). <i>First Failed Save:</i> The target falls unconscious (no save).	
M Devour Soul (standard; at-will) ♦ Healing, Psychic Affects an unconscious target only; +13 vs. AC; 2d10 + 4 psychic damage, and the oni night hunter regains 10 hit points. This attack does not wake the unconscious target.	
Deceptive Veil (standard; at-will) The oni night hunter can disguise itself to appear as an elderly Medium or Large humanoid. A successful Insight check (opposed by the oni's Bluff check) pierces the disguise.	
Gaseous Form (standard; sustain standard; encounter) ♦ Polymorph The oni night hunter becomes insubstantial and gains a fly speed of 8 (hover). It can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window). It remains in this form as long as it sustains the power.	
Alignment Evil Languages Common, Giant Skills Bluff +13, Insight +10, Stealth +12, Thievery +12 Str 20 (+9) Dex 16 (+7) Wis 12 (+5) Con 18 (+8) Int 12 (+5) Cha 18 (+8)	
Equipment morningstar	

Spectral Panthers (Level 8)	Level 8 Lurker
Medium shadow beast	XP 350
Initiative +13 Senses Perception +10; low-light vision HP 70; Bloodied 35 AC 22; Fortitude 21, Reflex 23, Will 19 Speed 7	
m Claws (standard; at-will) +13 vs. AC; 2d6 + 5 damage.	
M Tail Spike (immediate reaction, when an enemy moves or shifts into a square adjacent to the spectral panther; at-will) +13 vs. AC; 1d6 + 2 damage.	
Combat Advantage The spectral panther deals an extra 2d6 damage against any target it has combat advantage against.	
Invisibility (standard; useable only while in <i>spectral form</i> ; at-will) ♦ Illusion The spectral panther is invisible until it makes an attack. It can end this effect on its turn as a free action.	
Spectral Form (standard; at-will) The spectral panther becomes insubstantial. It gains a +5 power bonus to Stealth checks but deals only half damage with its attacks. It can end this effect on its turn as a free action.	
Alignment Unaligned Languages – Skills Stealth +14 (+19 in <i>spectral form</i>)	
Str 15 (+6)	Dex 21 (+9) Wis 13 (+5)
Con 16 (+7)	Int 2 (+0) Cha 12 (+5)

ENCOUNTER 2: OBSERVATIONS STATISTICS (HIGH LEVEL)

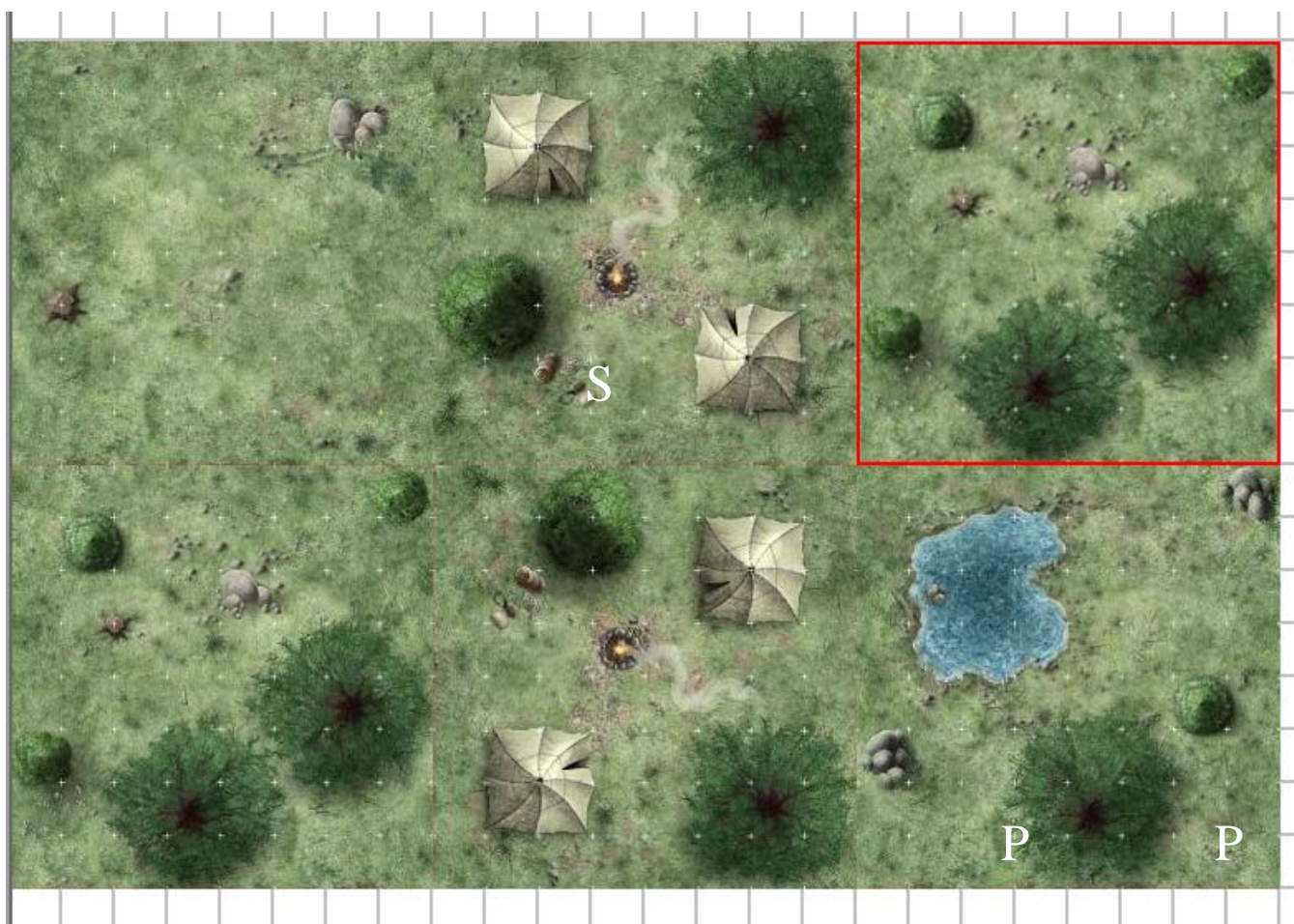
Oni Night Hunter (level 10)			Level 10 Elite Controller
Large natural humanoid			XP 1,000
Initiative +8		Senses Perception +6; darkvision	
HP 212; Bloodied 106; see also <i>hypnotic breath</i>			
AC 26; Fortitude 25, Reflex 23, Will 24			
Saving Throws +2			
Speed 8, fly 8 (clumsy)			
Action Points 1			
m Morningstar (standard; at-will) ♦ Weapon			
Reach 2; +15 vs. AC; 1d12 + 6 damage, and a Medium or smaller target is pushed 1 squares.			
C Hypnotic Breath (standard; recharges when first bloodied) ♦			
Charm, Sleep			
Close blast 5; +13 vs. Will; the target is dazed (save ends). <i>First Failed Save:</i> The target falls unconscious (no save).			
M Devour Soul (standard; at-will) ♦ Healing, Psychic			
Affects an unconscious target only; +15 vs. AC; 2d10 + 5 psychic damage, and the oni night hunter regains 10 hit points. This attack does not wake the unconscious target.			
Deceptive Veil (standard; at-will)			
The oni night hunter can disguise itself to appear as an elderly Medium or Large humanoid. A successful Insight check (opposed by the oni's Bluff check) pierces the disguise.			
Gaseous Form (standard; sustain standard; encounter) ♦			
Polymorph			
The oni night hunter becomes insubstantial and gains a fly speed of 8 (hover). It can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window). It remains in this form as long as it sustains the power.			
Alignment Evil		Languages Common, Giant	
Skills Bluff +14, Insight +11, Stealth +13, Thievery +13			
Str 20 (+10)	Dex 16 (+8)	Wis 12 (+6)	
Con 18 (+9)	Int 12 (+6)	Cha 18 (+9)	
Equipment morningstar			

Spectral Panthers (Level 10)		Level 10 Lurker
Medium shadow beast		XP 500
Initiative +14	Senses Perception +11; low-light vision	
HP 82; Bloodied 41		
AC 24; Fortitude 23, Reflex 25, Will 21		
Speed 7		
m Claws (standard; at-will)		
+15 vs. AC; 2d6 + 6 damage.		
M Tail Spike (immediate reaction, when an enemy moves or shifts into a square adjacent to the spectral panther; at-will)		
+15 vs. AC; 1d6 +2 damage.		
Combat Advantage		
The spectral panther deals an extra 2d6 damage against any target it has combat advantage against.		
Invisibility (standard; useable only while in <i>spectral form</i> ; at-will)		
◆ Illusion		
The spectral panther is invisible until it makes an attack. It can end this effect on its turn as a free action.		
Spectral Form (standard; at-will)		
The spectral panther becomes insubstantial. It gains a +5 power bonus to Stealth checks but deals only half damage with its attacks. It can end this effect on its turn as a free action.		
Alignment Unaligned		Languages –
Skills Stealth +15 (+20 in <i>spectral form</i>)		
Str 15 (+7)	Dex 21 (+10)	Wis 13 (+6)
Con 16 (+7)	Int 2 (+1)	Cha 12 (+6)

ENCOUNTER 2: OBSERVATIONS MAP

RUINS OF THE WILD

Camp	8x8	x2
Stonehenge / Field w/Pond	8x8	x1
Ruined Tower / Field w/Trees	8x8	x2
Camp/Field	8x8	x1



ENCOUNTER 3: ESCORT

**SKILL CHALLENGE LEVEL 8 / 10,
COMPLEXITY 1 (350 / 500 XP)**

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Acrobatics, Athletics, Bluff, Diplomacy, Endurance, Heal, Insight, Intimidate, Nature.

This skill challenge revolves around escorting the folk of Newfort to Sundabar. Unless the PCs are successful, some of the villagers die on the journey. If successful the PCs are given information about the Brotherhood of the Moon as well as a reward from the authorities of Sundabar.

The skill challenge consists of 2 parts. The first is about getting through the night and about getting those that give up to proceed in the morning. The second part is about the trip to Sundabar in one piece.

SCENE 1: A CHANGE IN WEATHER

The first few hours of the night are cold and dry, but those awake quickly note a change. The starlight sky darkens quickly and before sunrise it starts to rain hard. The tents of the villagers are ill suited for this kind of weather, and soon children start crying and elderly cursing.

Many of the elderly and children get sick during the night, and the last of the remaining provisions are destroyed unless the PCs act. The PCs need to save the food, try to create dry shelter or keep the villagers' morale and health high enough for the journey. At least one check must be dedicated to the villager's health, shelter and provisions (Heal or Nature) and one check to boost their morale (Diplomacy or Intimidate). The villagers are on the verge of just giving up.

Athletics (DC 15 / 16): One option is to build a new shelter in the rain. While the design is part of a Nature check, gathering the required material and helping build it can be done with an Athletics check. It does not provide a success for the skill challenge, instead it provides a +2 bonus on the Nature check if successful or a -2 penalty if failed.

Diplomacy (DC 20 / 21): By saying the right things the right way the PCs increase morale, getting the villagers to keep going despite the many set backs.

Endurance (DC 15 / 16): By ceaselessly working throughout the night to help the villagers the PC can be of great help. It does not provide a success for the skill challenge, instead it provides a +2 bonus on the next check to aid the aid the villagers, whether by getting them through the night or raising their morale in the morning. If failed, the character makes a bad mistake due to sleep deprivation, causing a -2 penalty on the next check.

Heal (DC 20 / 21): The PCs can try to alleviate the effects of the cold, rain, and general deprivations of the trip.

Intimidate (DC 20 / 21): Fear can be a great motivator to keep people going. While Intimidate is not going to endear the villagers to the PCs, it does get them to move.

Nature (DC 20 / 21): It requires an intimate knowledge of the natural environment to set up a dry shelter for so many people or to find enough provisions in the wilderness to replace those lost.

There are several rituals, such as Endure Elements and Travelers' Feast, which can be a great boon in this and the next scene. Performing such rituals provide 1 automatic success and replaces one of the required checks. If a ritual does not affect the far majority of villagers or does not have a big impact you are free to rule it only provides a bonus on the next check or does nothing at all.

Once the PCs have gained 2 successes, proceed to Scene 2.

SCENE 2: ON THE MOVE

The group moans and groans over the long and tedious journey that lies before you. The young move too slowly and the old and infirm are not used to this type of prolonged exposure to the elements.

- It takes two days to get the refugees to Sundabar.
- The refugees are in very low spirits. To speed their journey, the PCs must raise their morale. The elderly feel that they are a burden and that they should have been left behind. The children are bewildered and do not understand why they have been abandoned.
- They are all cold, hungry and tired.

- The weather is bad, the road hard and the environment hostile. It requires skill to keep the villagers alive, let alone in good health.

Acrobatics (DC 15 / 16): The PC entertains the children by performing acrobatic stunts. Instead of a success it provides a +2 bonus on the check to keep morale high.

Diplomacy (DC 20 / 21): The PC attempts to reassure the village folk that they are safe in Sundabar and will be reunited with their families and loved ones soon enough.

Endurance (DC 20 / 21): The PC can help the infirm members of the group by aiding them in moving at a more progressive speed. It can be good for both morale or against the deprivations of the journey. Sometimes sheer determination is enough to survive in the wilderness.

Heal (DC 20 / 21): The infirm are weak from years of laboring in the fields and mill around Newfort. While nothing can be done to treat their condition, their pain can be alleviated, which allows them to progress at a better speed and makes them feel generally better.

Insight (DC 15 / 16): The PC understands the mindset that the overall group has. This doesn't count as a success, but it grants a +2 bonus on subsequent Bluff or Diplomacy checks.

Intimidate (DC 20 / 21): Fear is a great motivator for people, and once save in Sundabar the villagers are willing to forgive the PCs for their hard-handed tactics.

Nature (DC 20 / 21): Finding the right trail, avoiding natural hazards and getting enough food require a good knowledge on the natural environment.

Thievery (DC 15 / 16): The PC can attempt to entertain the children by teaching them sleight of hand tricks and so on. This doesn't count as a success, but it grants a +2 bonus on the check to keep morale high.

ENDING THE ENCOUNTER

It takes two days to reach Sundabar with the refugees. Once there the PCs can buy new supplies before return to the ruins of Deadsnows. When they return, proceed to Encounter 4.

Regard of success or failure, the authorities of Sundabar reimburse any reasonable costs the PCs made to save their citizens.

Success: If the PCs succeed at the skill challenge, the refugees reach Sundabar in relatively high spirits

and health and nobody dies. In thanks, one of the elderly tells the PCs that the Brotherhood of the Moon was reputed to have used a smaller building while they renovated Icespear House and to have dug beneath it. They further say that Icespear House was named for a strange magical phenomena found below the main house. In addition the authorities provide a reward (see Treasure section below).

Failure: If the PCs fail at the skill challenge, the refugees still reach Sundabar, but several have died. They do not thank the PCs for their aid and do not give them any further information about the Brotherhood or Icespear House.

EXPERIENCE POINTS

The characters each receive 70 / 100 experience points for succeeding at this skill challenge.

TREASURE

If the PCs successfully completed the skill challenge, the villagers pool some strings and provide the PCs with 15 / 20 gp as a reward. In addition the authorities offer a *helm of battle* (heroic tier).

ENCOUNTER 4: THE CERULEAN LANDSCAPE

SETUP

Entering the cerulean painted landscape of the ruins of Deadsnows, the PCs discover that the spellplague rumors were just a cover up for orcs looting the famed adventurer's old manor house.

The orcs are currently searching the main building and have lookouts watching from Icespear House's tower. Eventually the PCs encounter them (Encounter 5) and battle ensues.

When the PCs find the trail to Deadsnows, read:

During your journey you have failed to discover hard evidence proving that a still active pocket of spellplague haunts the lands around Deadsnows. Still, the effects are supposedly confined to the area immediately about the village and after a long, hard, and cold journey you finally near your goal.

The PCs are on the trail that leads to the ruins of Deadsnows. When the PCs have made any preparations they deem necessary, continue:

Raging fires have evidently recently scoured the area immediately about the trail. Surviving shrubs and trees have a disconcerting blue tinge to them. The chill breeze seems to carry the laments of the dead and the occasional skull or piece of bone lies scattered haphazardly around the immediate area. Strange tracks lead along the trail towards the village of Deadsnows.

SIGNS OF THE SPELLPLAGUE

This area has been prepared by Histarack's minions to keep away anyone interested in exploring the village. If the PCs investigate any of the strange phenomena, use the notes below to describe their discoveries.

Fires: A DC 15 Nature check reveals that the recent fires' fuel was a mix of fulsul and laspar that has a strange unnatural foreign element to it. A subsequent DC 20 Arcana check reveals that a foreign element of the fuel causes the fire to burn with a brilliant blue light and the smoke also retains this blue hue. The strange blue coloration of the trees and scrubs are from the smoke of the fires.

Note that blue flames are associated with active spellplague, providing additional proof somebody tried to make people believe there is an active pocket of spellplague in the region.

Wind Chimes: A DC 15 Perception check locates the wind chimes hidden in a number of trees.

Skulls and Other Bones: The skull and other bones are from an outbreak of spellplague, but a DC 15 Heal check reveals they are very old and weathered.

Large Tracks: A DC 15 Perception check reveals that the large tracks are fakes, made by a kind of dummy foot (the orcs only made one such dummy and so all the tracks are basically identical).

DEADSNOWS

Once the PCs reach the village, read:

The surrounding Nether Mountains throw a deep and cold shadow over the twisted landscape of the once vibrant settlement of Deadsnows. Beyond the fulsul and laspar trees that grow wild in this valley, the land rises rapidly to rocky crags covered sparsely with fir trees. Beyond, the mist-shrouded Nether Mountains rear high into the sky. From these heights a swift, clear stream cascades downward over several shallow falls.

An ancient stone wall lies crumbling in the lower part of the valley. Beyond squat the remains of many houses. The tumbled walls of a larger building stand beyond wreathed with vines and other fecund growths.

The ruins have the following features of note:

Ruined Buildings: Most of the peasants' huts were made of wood and thatch. As such all have succumbed to the elements (or the Spellplague).

Overgrown Fields: Three great fields surround the village. These are now heavily overgrown with shrubs and small trees. Ditches and tumbled stone walls mark out the boundaries of each field.

Remains of Inn: One of only two buildings of stone construct in the village, the ruins of the inn are still evident.

Icespear House: When the PCs approach Icespear House, proceed to Encounter 5.

ENDING THE ENCOUNTER

When the PCs approach Icespear House (the ruined manor house), proceed to Encounter 5.

ENCOUNTER 5: ICESPEAR HOUSE

ENCOUNTER LEVEL 9 / 11 (1,875 / 3,000 XP)

SETUP

This encounter includes the following creatures:

Low Level:

Histarack (orc chieftain) (H)

Orc Eye of Gruumsh (E)

3 Orc Warriors (W)

2 Orc Raiders (R)

High Level:

Histarack (orc chieftain) (H)

Orc Eye of Gruumsh (E)

Orc Bloodrager (R)

8 Orc Warriors (W)

When the PCs approach Icespear, read:

Getting closer to the manor house you make out a couple of orcs looking out at you from the top of the tower.

These orcs are from the Kingdom of Many Arrows; a DC 15 History checks allows PCs to recognize various symbols.

FEATURES OF THE AREA

The ruins of Icespear House have the following features of note:

Trees: The trees are difficult terrain (it costs 1 extra square of movement to enter these areas). Characters can climb a tree with a DC 10 Athletics check.

Undergrowth: Treat these as difficult terrain.

Stream: The stream's fast flowing waters (DC 15 Athletics check) flow from west to east at a speed to 4 squares a round. It is 10 ft. deep. Characters falling into the river can climb up its slippery banks with a DC 15 Athletics check. PCs can leap across the river with a DC 10 Athletics check.

Large Puddle: Muddy water fills the puddle to a depth of two feet. The puddle counts as difficult terrain.

Walls: Much of the tower has collapsed. The surviving walls stand little more than 8 ft. high. Characters making a DC 15 Athletics check can scale the walls. Characters making a DC 20 Acrobatics check can balance atop the wall or even move along it.

Stairs: The remains of a staircase lead up one wall. Characters standing on either square of the staircase can shoot over the tower's ruined wall.

TACTICS

Histarack and the orc warriors burst forth from the tower, getting into melee as quickly as possible. The orc eye of Gruumsh supports them, but stays slightly back from combat so that its various ranged powers can affect its allies. The raiders stay in the tower as long as possible using their ranged attacks against spellcasters and archers. When they run out of handaxes they also burst forth to do battle.

SCALING THE ENCOUNTER

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

Four PCs: Remove the orc eye of Gruumsh.

Six PCs: Add one orc eye of Gruumsh.

ENDING THE ENCOUNTER

Once the PCs have defeated Histarack they find a sheaf of handwritten notes detailing the manor house and a strange flask that contains a blue combustible liquid. It seems that the rumors of a Spellplague pocket in the village are false - little more than a deception perpetrated by the orcs.

The notes tell of how to get to Deadsnows and some information pertaining to the nature of Icespear House. They also detail and recount the torture of a group of adventurers Histarack captured and that magical items may still be unclaimed below the manor house guarded by traps. Some of the notes refer to the fact that the floor inside one of the rooms feels unnaturally cold. Histarack is convinced the treasure is below that floor.

Proceed to the Encounter 6, when the PCs decide to explore the Manor House.

EXPERIENCE POINTS

Each PC receives 375 / 600 experience points for defeating the orcs.

TREASURE

Amongst the orcs the PCs finds random bits of jewelry and coin for a total worth of 20 / 30 gp.

ENCOUNTER 5: ICESPEAR HOUSE STATISTICS (LOW LEVEL)

Orc Chieftain	Level 8 Elite Brute (Leader)
Medium natural humanoid	XP 700
Initiative +5	Senses Perception +3; low-light vision
Blood of the Enemy aura 5; bloodied allies in the aura deal an extra 2 damage with melee attacks.	
HP 216; Bloodied 108; see also <i>warrior's surge</i>	
AC 22; Fortitude 22, Reflex 19, Will 21	
Saving Throws +2	
Speed 5 (7 while charging)	
Action Points 1	
m Greataxe (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d12 + 5 damage (crit 1d12 + 17 damage).	
R Inspire Ferocity (immediate reaction, when an ally within range drops to 0 hit points; recharge 5-6)	
Ranged 10; the ally makes a melee basic attack.	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc chieftain makes a melee basic attack and regains 54 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +12, Intimidate +13	
Str 20 (+9)	Dex 14 (+6) Wis 12 (+5)
Con 18 (+8)	Int 10 (+4) Cha 19 (+8)
Equipment chainmail, greataxe	

Orc Eye of Gruumsh (Level 8)	Level 8 Controller (Leader)
Medium natural humanoid	XP 350
Initiative +7	Senses Perception +4; low-light vision
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below).	
HP 88; Bloodied 44; see also <i>warrior's surge</i> and <i>death strike</i>	
AC 22; Fortitude 20, Reflex 17, Will 18	
Speed 6 (8 while charging)	
m Spear (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8 + 4 damage.	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The eye of Gruumsh makes a melee basic attack and regains 22 hit points.	
M Death Strike (when reduced to 0 hit points)	
The orc makes a melee basic attack.	
R Eye of Wrath (minor; at-will) ♦ Fear	
Ranged 5; +11 vs. Will; the target takes a -4 penalty to AC (save ends).	
R Swift Arm of Destruction (standard; recharge 5-6) ♦ Healing	
Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.	
A Chaos Hammer (standard; encounter) ♦ Force	
Area burst 1 within 10; +11 vs. Reflex; 2d6 + 4 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +11, Intimidate +11, Religion +8	
Str 17 (+6)	Dex 14 (+5) Wis 12 (+4)
Con 16 (+7)	Int 11 (+3) Cha 17 (+6)
Equipment leather armor, fur cloak, spear	

Orc Warrior (Level 7)	Level 7 Minion
Medium natural humanoid	XP 75
Initiative +3	Senses Perception +3; low-light vision
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 17, Reflex 14, Will 14	
Speed 6 (8 while charging)	
m Battleaxe (standard; at-will) ♦ Weapon	
+12 vs. AC; 5 damage.	
Alignment Chaotic evil	Languages Common, Giant
Str 17 (+6)	Dex 11 (+3) Wis 10 (+3)
Con 15 (+5)	Int 8 (+2) Cha 9 (+2)
Equipment leather armor, light shield, battleaxe	

Orc Raider (Level 7)	Level 7 Skirmisher
Medium natural humanoid	XP 300
Initiative +7	Senses Perception +3; low-light vision
HP 78; Bloodied 39; see also <i>warrior's surge</i> .	
AC 21; Fortitude 19, Reflex 18, Will 16	
Speed 6 (8 while charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).	
R Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +11 vs. AC; 1d6 + 5 damage; see also <i>killer's eye</i> .	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc makes a melee basic attack and regains 19 hit points.	
Killer's Eye	
When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +7	
Str 17 (+6)	Dex 15 (+5) Wis 10 (+3)
Con 14 (+5)	Int 8 (+2) Cha 9 (+2)
Equipment leather armor, greataxe, 4 handaxes	

ENCOUNTER 5: ICESPEAR HOUSE STATISTICS (HIGH LEVEL)

Orc Chieftain (Level 10)	Level 10 Elite Brute (Leader)
Medium natural humanoid	XP 1,000
Initiative +6	Senses Perception +4; low-light vision
Blood of the Enemy aura 5; bloodied allies in the aura deal an extra 2 damage with melee attacks.	
HP 256; Bloodied 128; see also <i>warrior's surge</i>	
AC 24; Fortitude 24, Reflex 21, Will 23	
Saving Throws +2	
Speed 5 (7 while charging)	
Action Points 1	
m Greataxe (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d12 + 6 damage (crit 1d12 + 18 damage).	
R Inspire Ferocity (immediate reaction, when an ally within range drops to 0 hit points; recharge 5-6)	
Ranged 10; the ally makes a melee basic attack.	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc chieftain makes a melee basic attack and regains 64 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +13, Intimidate +14	
Str 20 (+10)	Dex 14 (+7) Wis 12 (+6)
Con 18 (+9)	Int 10 (+5) Cha 19 (+9)
Equipment chainmail, greataxe	

Orc Eye of Gruumsh (Level 9)	Level 9 Controller (Leader)
Medium natural humanoid	XP 400
Initiative +8	Senses Perception +5; low-light vision
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below).	
HP 96; Bloodied 48; see also <i>warrior's surge</i> and <i>death strike</i>	
AC 23; Fortitude 21, Reflex 18, Will 19	
Speed 6 (8 while charging)	
m Spear (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d8 + 5 damage.	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The eye of Gruumsh makes a melee basic attack and regains 24 hit points.	
M Death Strike (when reduced to 0 hit points)	
The orc makes a melee basic attack.	
R Eye of Wrath (minor; at-will) ♦ Fear	
Ranged 5; +12 vs. Will; the target takes a -4 penalty to AC (save ends).	
R Swift Arm of Destruction (standard; recharge 5-6) ♦ Healing	
Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.	
A Chaos Hammer (standard; encounter) ♦ Force	
Area burst 1 within 10; +12 vs. Reflex; 2d6 + 5 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +12, Intimidate +12, Religion +9	
Str 17 (+7)	Dex 14 (+6) Wis 12 (+5)
Con 16 (+8)	Int 11 (+4) Cha 17 (+7)
Equipment leather armor, fur cloak, spear	

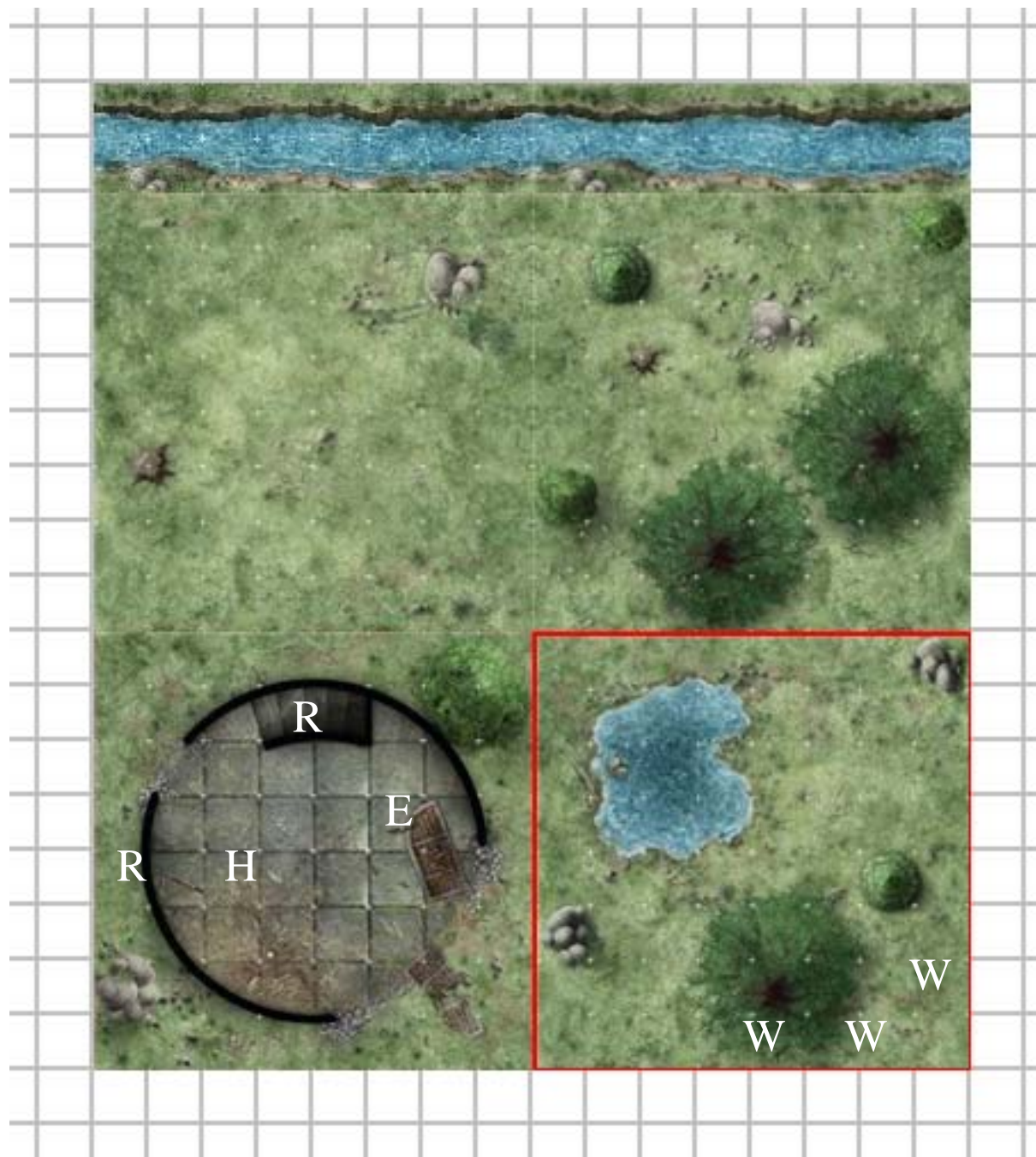
Orc Warrior	Level 9 Minion
Medium natural humanoid	XP 100
Initiative +4	Senses Perception +4; low-light vision
HP 1; a missed attack never damages a minion.	
AC 21; Fortitude 19, Reflex 16, Will 16	
Speed 6 (8 while charging)	
m Battleaxe (standard; at-will) ♦ Weapon	
+14 vs. AC; 6 damage.	
Alignment Chaotic evil	Languages Common, Giant
Str 17 (+7)	Dex 11 (+4) Wis 10 (+4)
Con 15 (+6)	Int 8 (+3) Cha 9 (+3)
Equipment leather armor, light shield, battleaxe	

Orc Bloodrager (Level 9)	Level 9 Elite Brute
Medium natural humanoid	XP 800
Initiative +6	Senses Perception +4; low-light vision
HP 234; Bloodied 117; see also <i>warrior's surge</i> .	
AC 23; Fortitude 24, Reflex 21 Will 19	
Saving Throws +2	
Speed 6 (8 while charging)	
Action Points 1	
m Greataxe (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d12 + 6 damage (crit 1d12 + 17); see also <i>blood for blood</i> .	
M Warrior's Surge (standard, usable only while bloodied; encounter)	
♦ Healing, Weapon	
The orc bloodrager makes a melee basic attack and regains 63 hit points.	
Blood for Blood ♦ Healing, Weapon	
When it hits a bloodied enemy, the orc bloodrager deals an extra 5 damage and regains 10 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +12, Intimidate +9	
Str 20 (+9)	Dex 15 (+6) Wis 11 (+4)
Con 17 (+7)	Int 9 (+3) Cha 10 (+4)
Equipment leather armor, greataxe	

ENCOUNTER 5: ICESPEAR HOUSE MAP

RUINS OF THE WILD

Stream	8x2	X2
Camp/Field	8x8	X2
Ruined Tower / Field w/Trees	8x8	x2
Stonehenge/Field with Pond	8x8	X1



ENCOUNTER 6: BELOW ICESPEAR

**SKILL CHALLENGE LEVEL 8 / 10,
COMPLEXITY 1 (375 / 500 XP)**

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Arcana, Athletics, Dungeoneering, Religion, Perception, Thievery.

This skill challenge encounter revolves around finding the necessary clues to open the secret door that provides access to the cellars below Icespear House. Dependant on the PCs' degree of success the PCs gain more choices regarding how to access the hidden cellars.

This once mighty stone structure has little strength left in it. Many of the rooms that lie in ruins of the old manor house show signs of a century worth of neglect and worse. All that remains are a couple of crumbling walls kept upright by the vines. It seems that any secrets left to find in Icespear House are well hidden.

A quick search of the ruins reveals that the orcs removed most of the debris that covered the floor in what was once one of the bigger rooms. The floor consists of large flat black stone slabs. The slabs feel strangely cold.

One of these slabs is the secret door that provides access to the treasury below. It is well hidden between the other slabs, and it has been sealed with magical rituals. Only force or the right password can open it.

SKILL CHALLENGE

Arcana (DC 20 / 21): The slab has been sealed with magic. Arcana can be used to find the right door, as well as to conclude some kind of magical ritual is required to open the secret door.

Athletics (DC 20 / 21): If finesse or magic does not work, there is always force. It can be used to remove the slab completely, or weaken the magic enough to allow the slab to be opened combined with other skills. Failing a check results in the loss of 1 healing surge through flying shards of rock or a partial collapse half-way.

Dungeoneering (DC 15 / 16): Knowledge on engineering, architecture and underground constructions can be a great boon in finding and opening the secret door.

History (DC 15 / 16): The PC remembers that the Brotherhood of the Moon were all worshippers of Selûne, goddess of the moon. It is likely the magic closing the door can be opened with some kind of ritual dedicated to Selûne. In addition to granting a success the skill allows Religion to be used.

Perception (DC 15 / 16): One of the stone slabs is colder than the rest, signifying it is likely thinner and closer to the source of the cold. Ancient signs show that the slab has been moved several times a long time ago. It is closed with magic.

Religion (DC 15 / 16): While the exact password to open the secret door has been lost to time, the use of the right rituals combined with knowledge on all things magical can certainly aid the PCs in opening the door. Once this skill has been opened through the use of History, it can be used to generate successes towards opening the secret door.

Thievery (DC 15 / 16): Part of the lock on the secret door is magic, part is mechanical. It is the mechanical part that can be opened with Thievery. It requires greater skill to remove the magical part, but it is not impossible. More than 1 Thievery check can be made to aid towards success, but after the first successful check the DC becomes 20 / 21.

ENDING THE ENCOUNTER

With most of the work done by the orcs, finding and opening the secret door should eventually be successful. It might require a lot of brute force though which might trigger some old magical defenses. The PCs arrive in Encounter 7 from the direction noted on the map as "From the Rogue".

Success: If the PCs succeeded on finding and opening the secret door without a problem. The secret door is opened, revealing an icy stone staircase going down into the cellar.

Failure: Eventually the PCs open the door, but a magical backlash causes all the PCs involved in opening the door to lose 2 healing surges.

EXPERIENCE POINTS

Each character receives 75 / 100 for succeeding at the skill challenge.

ENCOUNTER 7: HIDDEN TREASURES

ENCOUNTER LEVEL 6 / 8 (1,250 / 1,700 XP)

SETUP

This encounter includes the following creatures and traps.

The Ice Spire

2 Trap Haunts (Level 7) (H)

Spireborn Eidolon (E)

These hidden chambers were the inner sanctum of the Brotherhood of the Moon; both refuge and living quarters. Much of the cellars have since collapsed, but a small remnant remains. The PCs have just entered one of the halls that leads to part of the hidden cellars. Within lurks the Brotherhood's last guardians, an eidolon together with two trap haunts - remnants of some adventurers slain here many years ago - and a trap: the Ice Spire.

FEATURES OF THE AREA

The cellar has the following features of note:

Illumination: Dim light radiating from the ceiling suffuses this chamber. The corridors, however, are in darkness.

Ice Spire: Set into the floor, roughly in the centre of the chamber stands a shard of ice roughly 9 ft. high. The Ice Spire is made of incredibly tough ice and radiates a faint chill throughout the room. Any pieces of ice smashed of the spire grow back as quickly as they are destroyed. It has a Reflex defense of 10. Dealing 10 or more fire damage in one attack disables it for 1 round.

Rubble: It costs 2 squares of movement to enter a square filled with rubble. Rubble set against walls blocks now-filled passageways that once led deeper into the cellars.

TACTICS

As soon as the eidolon becomes aware of intruders it moves to attack using its slam attacks to crush a single opponent.

The trap haunts strike as soon as the eidolon is attacked. If it manages to possess an opponent, it moves him so that he can be attacked by the Ice Spire.

Neither the trap haunts nor the eidolon can leave the cellar.

SCALING THE ENCOUNTER

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

Four PCs: Remove one trap haunt.

Six PCs: Add one trap haunt.

ENDING THE ENCOUNTER

Once the PCs have defeated the guardians, read:

With the defeat of the final guardians of Icespear House, nothing stops you claiming the lost treasures of the Brotherhood of the Moon.

EXPERIENCE POINTS

Each PC receives 250 / 340 experience points for defeating the eidolon and its trap haunt minions.

TREASURE

Once the fight is over the PCs find 50 / 70 gp each in coin. In addition they find a +2 *staff of elemental prowess*, and at low-level a *symbol of divine reach* +2 or at high-level a *symbol of resilience* +3. Finally there is a ritual book with *Remove Affliction* and a ritual book with *Commune with Nature* and *Traveler's Feast*.

CONCLUSION

The text below assumes that the PCs have worked out that the Spellplague rumors were a hoax and that the orcs were using them as a cover to deter others from searching Deadsnows. Read (adjusting appropriately):

The remainder of Icespear house holds no more treasure and gives up no more secrets.

Once you arrive back in Sundabar you meet up with Lanskar. He is a little uneasy about hearing about the defiled remains of those caught in the Spellplague a hundred years ago and is glad you dispatched the orcs that did this. He seems disappointed about the lack of truth about the rumors and pays you the entire agreed sum. He looks up from counting the coin and says, "Thank you for trying to answer the mysteriousness of the spellplagues. The Order is in your debt."

If successful, the PCs gain the sum of money agreed upon in Encounter 1 and the LURU05 Debt of the Blue Fire reward.

ENCOUNTER 7: HIDDEN TREASURES (LOW LEVEL)

Trap Haunt (level 7)		Level 7 Lurker
Medium shadow humanoid (undead)		XP 300
Initiative +11 Senses Perception +8; darkvision		
HP 46; Bloodied 23		
AC 19; Fortitude 15, Reflex 17, Will 16		
Immune disease, poison; Resist insubstantial		
Speed 6 (hover); phasing		
m Grave Touch (standard; at-will) ♦ Necrotic		
+11 vs. Fortitude; 2d6 necrotic damage.		
M Ghostly Possession (standard; recharge 6) ♦ Charm		
Target must be a living humanoid; +11 vs. Will; the trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its <i>ghostly possession</i> (a free action), the trap haunt reappears in a square of its choice adjacent to the target.		
Trapbound		
A trap haunt cannot voluntarily move more than 20 squares from the place where it died. If it is forced beyond this range, it is weakened and unable to use its <i>ghostly possession</i> power until it moves back within range.		
Alignment Any		Languages Common
Str 10 (+3)	Dex 18 (+7)	Wis 11 (+3)
Con 14 (+5)	Int 11 (+3)	Cha 16 (+6)

Spireborn Eidolon (Level 8)		Level 8 Controller (Leader)
Large natural animate (construct)		XP 350
Initiative +6 Senses Perception +7		
Fearless Followers aura 5; allies in the aura are immune to fear.		
HP 92; Bloodied 46		
AC 23; Fortitude 21, Reflex 17, Will 18		
Immune disease, fear, sleep		
Speed 5		
m Slam (standard; at-will)		
Reach 2; +14 vs. AC; 2d8 + 4 damage.		
R Divine Retribution (immediate reaction, when an enemy attacks the eidolon while <i>hallowed stance</i> is active; at-will) ♦ Radiant		
Divine radiance strikes the creature that attacked the eidolon: ranged 20; +12 vs. Reflex; 2d8 + 3 radiant damage. <i>Miss</i> : Half damage. This attack does not provoke opportunity attacks.		
R Vengeful Chill (immediate reaction, when an enemy kills one of the eidolon's allies in the eidolon's line of sight; at-will) ♦ Cold		
Divine ice engulfs the enemy; ranged 20; +12 vs. Reflex; 1d8 + 3 cold damage, and ongoing 5 cold (save ends). This attack does not provoke opportunity attacks.		
Hallowed Stance (standard; at-will) ♦ Radiant		
The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage, and all allies in its line of sight deal an extra 1d8 radiant damage on their melee attacks. If the eidolon moves, the effect ends.		
Alignment Unaligned		Languages –
Str 22 (+10)	Dex 14 (+6)	Wis 16 (+7)
Con 20 (+9)	Int 7 (+2)	Cha 11 (+4)

Ice Spire (Level 7)		Level 7 Blaster
Trap		XP 300
Trap : When the trap is triggered, a blast of cold emanates from one of the two holes piercing the ice spire, one on the northwest and one on the southeast.		
Perception		
♦DC 23: The character noticed the nozzles.		
♦DC 27: The character notices the control panel on the far side of the room.		
Initiative +4		
Trigger		
When a character enters the blast area of one of the holes, it makes it first attack as an immediate action. It then rolls initiative, attacking each round.		
Attack		
Immediate Reaction or Standard Reaction		Close blast 3
Targets : All creatures in blast		
Attacks : +10 vs. Reflex		
Hit : 3d8 + 3 cold damage and ongoing 5 cold damage (save ends)		
Miss : Half damage, no ongoing damage.		
Countermeasures		
♦An adjacent character can disable one ice jet with a DC 19 Arcana or Thievery check.		
♦A character can engage in a skill challenge to deactivate the control panel. DC 15 Thievery or Arcana. Complexity 1 (4 successes before 3 failures). Success disables the trap. Failure caused the control panel to explode (close blast 3, 3d8 + 3 damage to all creatures in blast) and the trap remains active.		

ENCOUNTER 7: HIDDEN TREASURES STATISTICS (HIGH LEVEL)

Trap Haunt (Level 9)		Level 9 Lurker
Medium shadow humanoid (undead)		XP 400
Initiative +12 Senses Perception +8; darkvision		
HP 58; Bloodied 29		
AC 21; Fortitude 17, Reflex 18, Will 17		
Immune disease, poison; Resist insubstantial		
Speed 6 (hover); phasing		
m Grave Touch (standard; at-will) ♦ Necrotic		
+13 vs. Fortitude; 2d6 + 1 necrotic damage.		
M Ghostly Possession (standard; recharge 6) ♦ Charm		
Target must be a living humanoid; +13 vs. Will; the trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its <i>ghostly possession</i> (a free action), the trap haunt reappears in a square of its choice adjacent to the target.		
Trapbound		
A trap haunt cannot voluntarily move more than 20 squares from the place where it died. If it is forced beyond this range, it is weakened and unable to use its <i>ghostly possession</i> power until it moves back within range.		
Alignment Any		Languages Common
Str 10 (+4)	Dex 18 (+8)	Wis 11 (+4)
Con 14 (+6)	Int 11 (+4)	Cha 16 (+7)

Spireborn Eidolon (Level 10)		Level 10 Controller (Leader)
Large natural animate (construct)		XP 500
Initiative +7 Senses Perception +8		
Fearless Followers aura 5; allies in the aura are immune to fear.		
HP 108 Bloodied 54		
AC 25; Fortitude 23, Reflex 19, Will 20		
Immune disease, fear, sleep		
Speed 5		
m Slam (standard; at-will)		
Reach 2; +16 vs. AC; 2d8 + 5 damage.		
R Divine Retribution (immediate reaction, when an enemy attacks the eidolon while <i>hallowed stance</i> is active; at-will) ♦		
Radiant		
Divine radiance strikes the creature that attacked the eidolon: ranged 20; +14 vs. Reflex; 2d8 + 4 radiant damage. <i>Miss</i> : Half damage. This attack does not provoke opportunity attacks.		
R Vengeful Chill (immediate reaction, when an enemy kills one of the eidolon's allies in the eidolon's line of sight; at-will) ♦ Cold		
Divine ice engulfs the enemy; ranged 20; +14 vs. Reflex; 1d8 + 4 cold damage, and ongoing 5 cold (save ends). This attack does not provoke opportunity attacks.		
Hallowed Stance (standard; at-will) ♦ Radiant		
The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage, and all allies in its line of sight deal an extra 1d8 radiant damage on their melee attacks. If the eidolon moves, the effect ends.		
Alignment Unaligned		Languages –
Str 22 (+11)	Dex 14 (+7)	Wis 16 (+8)
Con 20 (+10)	Int 7 (+3)	Cha 11 (+5)

Ice Spire (Level 9)		Level 9 Blaster
Trap		XP 400
Trap: When the trap is triggered, a blast of cold emanates from one of the two holes piercing the ice spire, one on the northwest and one on the southeast.		
Perception		
♦DC 25: The character noticed the nozzles.		
♦DC 29: The character notices the control panel on the far side of the room.		
Initiative +4		
Trigger		
When a character enters the blast area of one of the holes, it makes its first attack as an immediate action. It then rolls initiative, attacking each round.		
Attack		
Immediate Reaction or Standard Reaction		Close blast 3
Targets: All creatures in blast		
Attacks: +12 vs. Reflex		
Hit: 3d8 + 4 cold damage and ongoing 5 cold damage (save ends)		
Miss: Half damage, no ongoing damage.		
Countermeasures		
♦An adjacent character can disable one ice jet with a DC 20 Arcana or Thievery check.		
♦A character can engage in a skill challenge to deactivate the control panel. DC 16 Thievery or Arcana. Complexity 1 (4 successes before 3 failures). Success disables the trap. Failure caused the control panel to explode (close blast 3, 3d8 + 4 damage to all creatures in blast) and the trap remains active.		

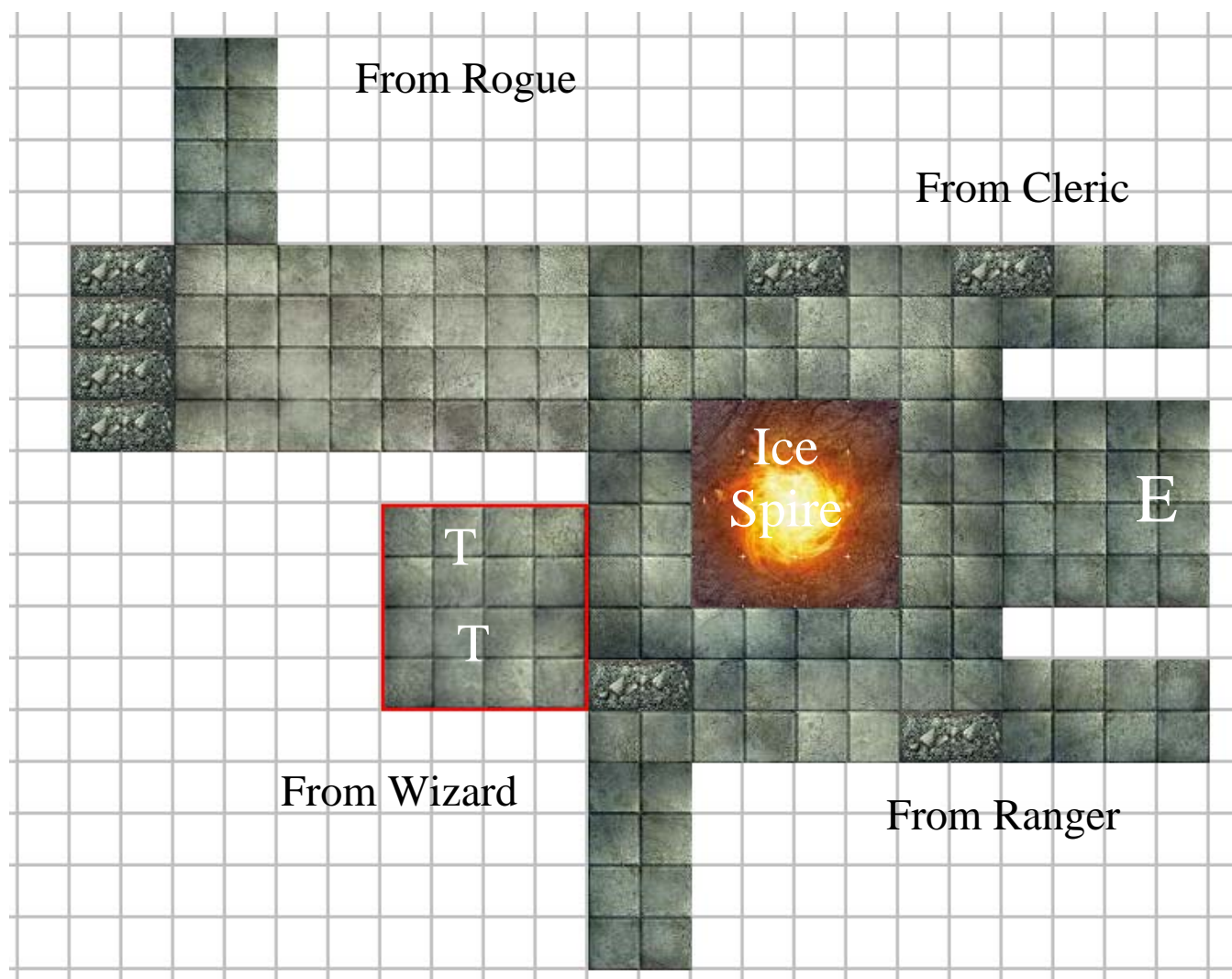
ENCOUNTER 7: HIDDEN TREASURES MAP

DUNGEON TILES

Tavern/Floor	8x8	x1
Stairs/Floor	4x2	x6
Ruins/Floor	4x8	x1
Bars/Rubble	2x1	x8
Pool/Floor	4x4	x1

ARCANE CORRIDORS

Fire Vortex	4x4	x1
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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. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

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

Encounter 2: Observations

350 / 450 XP

Encounter 3: Escort

70 / 100 XP

Encounter 5: Icespear House

375 / 600 XP

Encounter 6: Below Icespear

75 / 100 XP

Encounter 7: Hidden Treasures

250 / 340 XP

Total Possible Experience

1,120 / 1,600 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. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

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

150 / 200 gp

(Encounter 1: 50 / 60 gp, Encounter 2: 15 / 20 gp, Encounter 3: 15 / 20 gp, Encounter 5: 20 / 30 gp, Encounter 7: 50 / 70)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *symbol of divine reach* +2 (level 8)* (low-level version only)

Found in Encounter 7

Bundle B: *choker of eloquence* +2* (level 8)

Found in Encounter 2

Bundle C: *helm of battle* (heroic tier) (level 9)

Found in Encounter 3

Bundle D: +2 *staff of elemental prowess* (level 9)*

Found in Encounter 7

Bundle E: *symbol of resilience* +3 (level 12)* (high-level version only)

Found in Encounter 7

Bundle F: Ritual book with Commune with Nature and Traveler's Feast

Found in Encounter 7

Bundle G: Ritual book with Remove Affliction

Found in Encounter 7

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 300 / 450 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 350 / 500 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. Make sure to mark the story award codes next to each character that earned them on the tracking form.

LURU05 Debt of the Blue Fire: You have aided the Order of the Blue Fire and they are grateful. As well as looking favorably upon you, which may result in more job opportunities in the future, they have also gifted you with a scrap of old parchment pertaining to the Mound King, a plaguechanged wight of terrifying power said to have hoarded a vast hoard of gold and magic. The parchment contains a partial map of an underground complex. Where the complex is, however, is unknown.

1. Did the PCs rescue the villagers both from the oni and the harsh trip afterwards (in other words were they successful at the skill challenge)?

- a. Yes.
- b. No.
- c. Never bothered to help the refugees.
- d. They did defeat the oni, but never helped the refugees.

2. Did the PCs defeat the Orcs of the Many Arrows?

- a. Yes, no survivors
- b. Yes, some survivors
- c. No

3. Did the PCs earn the Debt of the Blue Fire reward?

- a. Yes
- b. No

NEW RULES ITEMS

Choker of Eloquence

Level 8+

This damask neck wrap quickens the tongue and finds favor with diplomats and aristocrats.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Item Slot: Neck

Enhancement: Fortitude, Reflex, Will

Property: Gain an item bonus to Bluff and Diplomacy checks equal to the item's enhancement bonus.

Power (Daily): Free action. Use this power after you roll a Bluff or Diplomacy check. Reroll that check, using the second result even if it's lower.

Reference: *Adventurer's Vault*, page 150.

Cloak of Elemental Prowess

Level 9+

This staff grants mastery over- and protection from- the harsh elements.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage of the same type as the attack per plus.

Property: Gain a +1 item bonus to damage rolls when you deal acid, cold, fire, or lightning damage with this implement.

Level 14 or 19: +2 item bonus to damage rolls.

Level 24 or 29: +3 item bonus to damage rolls.

Power (Daily): Immediate Interrupt. Use this power when you are attacked by a power with the fire, cold, acid, or lightning keyword. Choose one of those damage types. You and all allies within 2 squares of you gain resist 10 against that damage type until the end of your next turn.

Level 19 or 24: You and allies within 5 squares of you gain resist 15 against the chosen damage type.

Level 29: You and allies within 10 squares of you gain resist 20 against the chosen damage type.

Reference: *Adventurer's Vault*, page 105.

Symbol of Divine Reach

Level 3+

This symbol lets you extend the reach of your retribution against enemies of your deity.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus with ranged attacks.

Property: When using this holy symbol to deliver a ranged or area prayer, add the symbol's enhancement bonus to the range. For example, a +3 *symbol of divine reach* would increase "area burst 5 within 10 squares" to "area burst 5 within 13 squares."

Reference: *Adventurer's Vault*, page 88.

Symbol of Resilience

Level 2+

This symbol lets you extend the reach of your retribution against enemies of your deity.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus.

Power (Daily): Free Action. Use this power when you hit with an attack delivered by this symbol. You or an ally within 10 squares of you can roll a saving throw against one effect that a save can end; add the symbol's enhancement bonus as a power bonus to that saving throw.

Reference: *Adventurer's Vault*, page 88.