

DALE1-4

THE LADY IN FLAMES

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

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Fey creatures wreathed in blue flames have been leaving the Spiderhaunt forest to harrass the citizens of Shadowdale. Lady Ulphor requests that you delve into the forest and retrieve or destroy the source of their newfound powers. A *Living Forgotten Realms* fairy tale set in the Dalelands for characters levels 4-7. This adventure is the second part of the *Byar's Seven* major quest, which started in *DALE1-2 Blades for Daggerdale*.

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, 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 organizer directly after play.

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

A group known as Byar's Seven was braving a unusually deep dungeon beneath the Dalelands half a year ago when a tragic turn of events left several members of the group dead (or worse) and the rest fleeing for their lives. Four of the seven made it out of the dungeon alive but wounded. Two of them, Dorrington Brightaxe and Swift

Elyan made it back to civilization (and were encountered by PCs who played DALE1-2 *Blades For Daggerdale*).

The critically wounded half-elven cleric of Malar named Sureen Tevenesta and a well-known adventurer named Byar (who refused to leave Sureen) were shortly after attacked by a horde of ettercaps. The fate of Byar is a tale for another day.

Thousands of mirror-like shards pierced Sureen's body after she smashed a planar portal in the dungeon. She fell comatose due to the portal's powerful magic, now somehow trapped inside her. Blue flames periodically wreath her body, and she regenerates any damage quickly; she appears to be impossible to kill. Due to this, Sureen was dragged off by ettercaps to their lair. The ettercaps regard the unconscious Sureen as some kind of primordial avatar, almost a goddess.

Many younger fey began to gather and worship her; they call her the Lady in Flames. The ettercaps guard her much like temple guardians. Fey also began to break off shards from her body and cut themselves. Most die horribly from terrible diseases. The few who survive gain new and unusual powers involving blue flames (much like a spellscar). Those who gain the power of the blue flame swear to keep their lady safe from all outsiders, who they are sure will try to take her away.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

It's a fine spring day as you enter the village of Shadowdale, one of the many dales found in the Cormanthor Forest. The happy hum of village life greets your ears, and the scent of fresh baked bread smells enticing. The scenic beauty of the surrounding forest is breathtaking, its beauty marred only by a large, skull shaped protrusion of rock in the distance.

As you look around, a young boy approaches you, asking you to follow him.

"The good Lady of Shadowdale wishes to speak with you" says the boy. He skips off down the road, heading into the heart of the village.

The boy is a local village boy, the son of a baker. Lady Addee Ulphor, the Lord Mayor of Shadowdale, became aware of the adventurers presence in the area and sent the boy to ask the PCs to join her.

DM'S INTRODUCTION

The focus of this adventure is to determine who or what is infecting a group of fey and to either stop the

infections or return the source to Shadowdale. The source of the infection is a person known as the Lady in Flames, a former adventurer who was captured by a group of ettercaps located in the Spiderhaunt. The bulk of the adventure takes place in a fey-touched forest known as the Spiderhaunt.

The adventure starts in the village of Shadowdale, a small community located in the rolling hills and thick forest of the Cormanthor Forest. Shadowdale and the surrounding forest are populated by numerous benevolent fey. The Lady Addee Ulphor, ruler of Shadowdale, requests the PCs help in investigating the source of mysterious mirror-like shards that originate in a forest known as Spiderhaunt. She wants the source of the shards stopped or brought back to Shadowdale. She provides the PCs a means of obtaining the help of the Sibilant Sisters, a coven of hags, which resides in the Spiderhaunt.

Heading into the Spiderhaunt, the PCs encounter the Sibilant Sisters who agree to provide a guide through the woods and to the source. The Sisters tell the PCs that the source they are looking for is in the heart of an ettercap lair. They also inform the PCs they can provide additional help for a price, if the PCs wish.

A servant of the Sibilant Sisters, a will-o-wisp, guides the PCs through the forest. During their travels, the PCs come across a dead fey, which they can investigate to confirm that the shards do indeed seem to inflict a deadly disease in many fey. Continuing on, the PCs come to the web-strewn lair of the ettercaps.

The PCs are let in by the ettercaps (other fey creatures can be seen entering and leaving freely). In the center of the lair, suspended twenty feet in the air, is the Lady in Flames - an unconscious woman whose body is pierced by numerous shards and wreathed in blue flame.

The PCs need to determine a way to obtain the Lady. Negotiation is fruitless; the ettercaps are unwilling to let her go. The PCs choices are either to take the woman by force or to obtain help from the Sibilant Sisters.

If they use force, they must first disable the guards in her chamber. Once they do so, they must escape the lair without being stopped.

If they obtain help, the Sibilant Sisters provide the PCs with a potion that releases a gas that disables the ettercaps. The PCs can walk in freely and obtain the Lady in Flames. However, the gas also causes the PCs to think that they should turn over the Lady in Flames to the Sibilant Sisters. Once the PCs resist (or fail to resist) servants of the Sibilant Sisters attack them in an attempt to get the Lady for themselves.

After freeing the Lady, they must make it out of the forest. Their guide is nowhere to be seen. A skill challenge ensues as the PCs fight off the bewildering effects of this fey-touched forest. As they make their way through the forest, they also see visions of how Sureen became the Lady in Flames.

Finally, at the edge of the Spiderhaunt, the PCs are beset by fey that have survived the disease and received powers from the Lady's shards. The fey have caught up with the PCs and do not wish to let her go.

ENCOUNTER 1: SHADOWDALE

SETUP

Lady Addee Ulphor, the Lady of Shadowdale

If the PCs chose to follow to boy in the introduction, read the following.

The boy brings you to a three-story building near the village square. The sign hanging over the door brands it 'The Old Skull Inn'.

An elder human woman stands in the doorway, apparently waiting for you. She regards you for a moment, idly fingering a silver crescent moon hanging from a silver chain around her neck, before speaking.

"My name is Lady Addee Ulphor, the ruler of Shadowdale" she says. "I have a matter that needs attending, and I was hoping you could help me, and Shadowdale, with this matter."

Lady Addee Ulphor is the ruler of Shadowdale (see the Appendix 'NPCs'). Traditionally, the Lord Mayor resides in the Twisted Tower of Ashaba, but Lady Ulphor dislikes the gloom that hangs over the massive building, and hence has asked the PCs to be brought to the Old Skull Inn - where she offers them drinks to hear her out.

She asks the PCs to investigate the Spiderhaunt forest and stop a problem that is affecting the local fey. Lady Ulphor shares the following information:

- Shadowdale scouts on a routine patrol recently reported that the fey residing in the forest known as Spiderhaunt have gone through an unusual transformation. The scouts initially reported finding dead fey in and around the forest. The fey apparently died from a number of different diseases. Also, each dead fey had a single jagged slash mark across its body, usually on the arm. Several of the bodies also had a mirror-like shard hanging from a chain around their necks; one edge of the shard was tinged in blood. Lady Ulphor suspects the fey slashed themselves with the shard for some unknown reason.
- The shards recovered from the dead body do not register as magical and do not carry any disease on them, though consumable magic does not register as magical once used.
- A second, more focused scouting expedition of the Spiderhaunt was organized; it revealed more dead fey as well as a few living ones. The living fey either actively avoided the scouts or acted

aggressively towards them. A couple of fey who attacked the scouts exhibited strange powers; one fey's skin wept poisonous blue blood while another fey attacked with hands wreathed in blue fire.

- PCs may note that the combination of disease and blue fire is similar to what occurs in a plagueland. Lady Ulphor assures the PCs that there are no plaguelands in the Spiderhaunt (though there are several in the Thunder Peaks). Recent divinations by the druids of Chauntea indicate the source of the trouble is a person or thing, not a plagueland.
- The Spiderhaunt is a particularly foreboding forest. It is fey-touched; people have known to disappear, or to wander through the woods for days while it appeared to be only hours to them.
- The forest is rife with fey crossings - areas where the veil between worlds is thin, and it is said that it is easy to cross over into the Feywild.
- Travelling to the area of the forest known as the Spiderhaunt takes one day on foot. The Spiderhaunt itself is about 50 miles across and 30 miles wide. The PCs may need to search around a bit and they should take several days worth of supplies.
- Lady Ulphor is willing to pay the PCs 50 / 100 gp each if they can find the source of the shards and either remove its influence or bring it safely back to Shadowdale. She may also be able to offer some rewards from the stores of the Tower of Ashaba.
- In order to aid the PCs in navigating the forest, Lady Ulphor suggests arranging for a guide through a group of local fey known as the Sibillant Sisters. Lady Ulphor provides the PCs with a token (a lock of reddish hair wrapped in a blue ribbon), which she says represents an unpaid debt the Sisters owe her. The PCs can use the token in exchange for a guide to the source of the problem, and perhaps they can get the Sisters to part with some information. If pressed, she admits the Sisters are a coven of hags, but that the token binds them to provide a guide. Lady Ulphor assures the PCs she is not in league with the hags (but won't detail what debt the Sisters have with her), and is willing to swear by any deities the PCs hold dear that this is not a trick, and she means the PCs no ill.
- Lady Addee Ulphor is wearing an item known as the Pendant of Ashaba (see the Appendix 'NPCs'). This identifies her as the legitimate ruler of Shadowdale.

ENDING THE ENCOUNTER

Before leaving, Lady Ulphor provides the PCs one of the shards found on a dead fey, a map to an abandoned tower the Sisters are known to gather at, and the token representing an unpaid debt by the Sisters, a lock of reddish hair wrapped in a blue ribbon.

It is possible that PCs do not wish to enlist the Sibilant Sisters to aid in guiding them through Spiderhaunt. In that case, they may try to hire a local guide. The only trapper willing to enter Spiderhaunt at these turbulent times is Mishell Nymonen, who can be hired with a DC 15 Diplomacy check, and for a fee of five gold per day. Mishell has knowledge of the woods, and can provide the PCs with a +2 bonus on Nature checks whenever consulted, but stays back in any combats and lets the PCs take the lead during any skill challenges.

ENCOUNTER 2: THE SIBILANT SISTERS

SETUP

Important NPCs

Relda, a howling hag Sibilant Sister (Bluff +11, Insight +10, Perception +10)

The PCs start off by traveling to an abandoned tower next to the Spiderhaunt where the Sibilant Sisters have been known to gather. It takes a day's travel on foot to reach the tower or a half a day if all the PCs are mounted. Their travels to the tower are unremarkable.

Dappled sunlight illuminates a ruined tower crouching in the middle of a forest glen. At the base of the tower stand three old women muttering to each over an unwholesome smelling stew. One of the women spies you, tosses some raw meat into the stew, and moves to approach you with a crooked smile on her face and a hand bristling with rings raised in greeting.

The old crone introduces herself as Relda. She is a howling hag, but has transformed herself into an old human woman with her *change shape* ability. The other two women are more powerful hags, also in disguise. They stay in the background, occasionally giggling and eyeing the PCs with almost unsettling interest. The three are known as the Sibilant Sisters, practitioners of old, forgotten magic.

When speaking to the PCs, Relda becomes fixated on one of them. Pick a PC at random; she continually stares at that particular PC, never taking her eyes off them, even when other people are speaking to her.

If presented the token of the unpaid debt (the lock of reddish hair), read the following.

Relda looks at the lock of hair for a moment. "Ah yes," says Relda, "a debt of old owed, we acknowledge freely. Not to you, though. Definitely not to you. How did you come by this? Was it given freely?"

If the PCs explain how they received it, Relda states that the Sisters will honor the debt and takes the lock of hair. When the PCs ask for a guide, Relda snaps her fingers and a glowing ball of light appears. The ball of light can be recognized as a will-o-wisp with a DC 15 Arcana check, a fey creature known for luring people to their deaths. Relda explains that the light will guide them to

the source of the trouble, located in the heart of an ettercaps lair.

If asked, Relda reveals the following:

- She refuses to describe the source of the trouble, leaving it for the PCs to find out for themselves.
- Regarding the debt owed, she says only that was in repayment of aid provided to the Sisters long ago. Providing a guide to the ettercap lair, located in the Spiderhaunt, discharges the debt.
- Many dead fey have been found in the Spiderhaunt. They seem to be ritually wounding themselves, in a misguided attempt at worship.
- Those who survive are more powerful, but that power comes with a price as all such power easily earned does.
- The ettercaps are primitive; they do not really understand what they have.

During the conversation, Relda says:

"Obtaining what you seek will be difficult. Most likely it is beyond your abilities. The Sisters are always willing to make a deal, my sweets, if additional aid is required."

If asked to about what she is offering, Relda says that she can provide the PCs a way to retrieve the source of the trouble with no risk to them. All she asks in return is a small promise to aid the Sisters sometime in the future. If the PCs are interested, more information on the deal can be found in Encounter 6.

If the PCs decline, Relda says the offer is still open if they change their minds later - all they need do is tell their guide, and Relda will be pleased to come to strike a deal.

ENCOUNTER 3: INTO THE SPIDERHAUNT

In this encounter the PCs are travelling into the Spiderhaunt. If the PCs spoke to the Sisters, they most likely obtained a guide and know to travel to the ettercap lair.

If the PCs decide to travel the Spiderhaunt without a guide (either a guide provided by the Sibilant Sisters, or Mishell Nymonen from Shadowdale), they find it difficult. This area of the forest is fey-touched, which means creatures that are neither native to the Dalelands nor fey quickly lose their way, and even those characters that are fey or native have difficulties. Attempting to navigate the forest requires a DC 19 / 21 Nature check for every hour of travel. Characters that have a fey origin or have Dalelands as their home region gain a +2 bonus on the skill checks. Six successful checks are needed to reach the Ettercaps lair. If the PCs do not have the prerequisites to make the skill check or if they fail the skill check, the PCs experience one of the following effects.

- The PCs find themselves passing the same distinctive tree or rock formation over and over again no matter which direction they walk.
- PCs checking the sun notice it is going backwards in the sky, as if it were getting earlier and earlier in the day.

If the PCs accumulate 3 failed skill checks, they become lost. Those who are lost eventually find their way back to the ruined tower of the Sibilant Sisters (see Encounter 2).

As the PCs travel through the Spiderhaunt, at one point they come across the body of a dead fey creature. If the PCs decide to investigate, go to the scene “Dead Fey”. Once the PCs succeed to navigate the forest, go to the scene “Ettercap Lair”.

SCENE: DEAD FEY

You may use this scene up to three times as the PCs travel through the Spiderhaunt. The impression the PCs should get is that dead fey are present in the Spiderhaunt but are rare (the feytouched woods subtly steers the PCs so they find the dead fey - otherwise the bodies would never be found).

As they travel through the Spiderhaunt, the PCs spy what appears to be a dead body. If the PCs choose to investigate, the PCs find a decomposing dead fey. The fey can be a young eladrin, elf, banshrae, gnome, dryad,

or satyr (your choice). It carries a mirror-like shard hung on a chain on its neck. The shard signifies that the fey belongs to a group of reckless fey who try to 'bond' with the new 'power': the Lady in Flames. It also has a single slash across its forearm. The mirror-like shard looks identical to the one the PCs currently possess.

PCs examining the body can use the following skills to gather additional information.

Heal (DC 15): The fey died of a disease.

Heal (DC 20): The fey died of one of the following diseases: bloody shakes, walking rot, or slimy doom. These diseases are not typically seen in this part of the world. If more than one body is discovered, pick a different disease for each body.

Perception (DC 15): The fey has several large strands of webs stuck to its clothes. Sometime shortly before it died, it was in a webbed environment. *Followup:* Nature skill.

Nature (DC 15; only if strands of webs were found): The consistency and texture of the webs indicate the web strands originated from an ettercap.

Perception (DC 25): The PC can find the tracks of the fey. Following the tracks (DC 25) leads to the ettercap lair, and can substitute for any Nature checks if the PCs are traversing the forest without a guide.

SCENE: ETTERCAP LAIR

The ettercaps lair is a gigantic spiderweb construction that is strung between several groupings of menhir stones and small earth motes.

The PCs guide at this point stays back. The will-o-wisp can't approach the menhir stones, and Mishell Nymonen feels this is the PCs' job - not hers, though she offers to wait for them at a designated point.

The following information can be learned if the PCs scout the fortress. If a skill check is required, it is listed at the beginning of the bullet point.

- The ettercap lair is quite large, perhaps half a mile across.
- It is an enormous nest of spider strands and vegetable matter. The spider-web walls are quite thick, and the floors, while soft, are solid enough to support a grown man.
- **Walls and floors:** The walls and floors are made out of extremely thick webbing treated against acid and fire. The webs are too thick to walk through. They don't burn, and it isn't possible to dissolve them with alcohol.
- It is obviously well guarded and near impossible to enter unseen.
- **Perception or Nature (DC 15):** Given the size and structure of the fortress as well as the

number of ettercaps seen moving about, it likely holds around 300 able bodied ettercaps, not including their young.

- Fey creatures (elves, eladrin, banshae, gnomes, satyrs, dryads, etc.) can occasionally be seen entering or exiting the ettercap lair. None of them are stopped from entering or leaving, but are closely watched by the ettercap guards. The fey are travelling from different parts of the forest; they do not arrive together and when they leave they go in different directions.
- Most fey are the more 'primitive' or 'bestial' types, and among the more intelligent ones, are mostly youngsters, who like the rush and excitement of the new 'goddess'. The aura of the Lady, enhanced by the feytouched woods, affects fey, drawing forth and enhancing their bestial nature (essentially imposing Sureen's nature on those around her). Fey PCs are affected as well. It has no mechanical effects, but they feel excited and rushed.
- **Perception (DC 17):** Some of the fey have a single, long scar across the arm or torso.
- **Perception (DC 19):** One fey creature (a dryad) has tiny jets of blue fire running across her body.
- **Insight (DC 15):** The fey entering and leaving appear to be acting reverently, almost as if they are entering a place of worship.

If the PCs choose to enter the ettercap lair, go to Encounter 4.

SCENE: TALKING TO A FEY

In this scene the PCs choose to try and speak to one of the fey entering or leaving the ettercaps lair or in the Lady in Flames chamber. The fey can be a banshae, dryad, eladrin, gnome, or satyr. All the fey, coming to worship the Lady in Flames, are young. The fey is suspicious of outsiders; it takes a DC 16 Bluff, Diplomacy, or Intimidate skill check to get them to talk. PCs with a fey origin or a bestial look (i.e. gnolls, minotaurs) get a +2 to the skill check.

- The Lady in Flames appeared in the ettercaps lair about 6 months ago. No one knows how she got here.
- About five months ago a group of fey attempted to take the Lady in Flames for themselves. They were unsuccessful, and the ettercaps killed them.
- The shard statuette was installed about four months ago after someone attempted to kidnap the Lady in Flames from the ettercaps. It was made by a local fey artisan.

- A number of the fey worshippers have cut themselves with the shards that pierce her body. Those few who survive the Trial of Primal Power receive gifts of power from the Lady in Flames. Those who die are not worthy.
- The Sibilant Sisters are an evil coven of hags and practitioners of old magic. It is rumored that an ancient compact with a long forgotten entity prevents them and their minions from coming within a hundred feet of any of the menhir stones that make up the ettercaps lair.
- The fey see the Lady as an aspect of a higher primordial power. She is revered much like a goddess.

ENDING THE ENCOUNTER

After locating and scouting the ettercap lair, the PCs have to come up with a plan to retrieve the Lady in Flames. The following options may be considered by the PCs.

- The PCs may attempt to negotiate with the ettercaps. This fails for two reasons. First, the ettercaps are very primitive. While they do have a language it is a fairly simple spider-tongue, focused on basic and real-world concepts and not so much on abstract ideas. It is also impossible to pronounce by the PCs. The ettercaps do understand (but, lacking the right vocal cords, do not speak) elven, assuming it doesn't deal with too abstract ideas. The intentions of "We give you food, you give us Lady", probably will be clear enough to them.
- Second, even if the PCs find a means of negotiating with the ettercaps they are intent on keeping hold of the goddess.
- The PCs can attempt to break her out on their own. The ettercaps warily allow humanoids in to worship their goddess so getting in is easy. The worship chamber is always guarded, so the PCs must defeat the guards, then make it out of the lair. Go to Encounter 4 for the initial attack and then Encounter 5 for the exit from the ettercap lair.
- The PCs can negotiate help from the Sibilant Sisters by asking their guide. The Sisters give the PCs a potion that disables the ettercaps, for a price. Go to Encounter 6 for the negotiation with the Sisters, the ettercap lair results, and the betrayal - the potion provided poisons the PCs as well. Then go to Encounter 7, which is an attempt by the Sisters to gain possession of the Lady in Flames.

ENCOUNTER 4: SMASH AND GRAB, THE ASSAULT

ENCOUNTER LEVEL 5 / 7 (1000 / 1500 XP)

This encounter includes the following creatures and traps.

- 3 ettercap fang guards (F)
- 1 ettercap web spinner (W)
- 1 shard statuette (S)

When the PCs enter the ettercap lair, they find a well marked path leading to the center of the lair. PCs veering off the path quickly run into closed off corridors or ettercap guards who block the way. If the PCs follow the path, they eventually reach a chamber at the center of the ettercaps lair.

A half-elf woman, suspended 10 feet in the air by spiderwebs, dominates the web-filled chamber. She has vibrant red hair and green eyes. Her body is pierced with hundreds of mirror-like shards, and looks wracked in pain. A strange blue fire periodically crawls across her body, causing the webs around her to smoke slightly, but not burn. The lady is surrounded by several ettercaps, who regard a small crowd of insect-like fey suspiciously. The fey appear to be staring at the lady in the webs with awe. Several fey are mumbling what appear to be prayers. A crystalline statuette in the likeness of the lady in the webs also occupies the room.

The fey are young banshrae fey - far younger than most PCs normally encounter. PCs that speak elven can make out the name "Lady in Flames" among the prayers' of the fey.

The ettercaps are guarding the Lady in Flames from harm in this chamber while small groups of fey have gathered to worship their 'goddess'. PCs may stay and observe as long as they wish; fey filter in and out of the room periodically as they either finish their worship or new ones arrive to join the crowd.

If the PCs come up with a plan to obtain the Lady in Flames by force, use the following information to run the encounter.

FEATURES OF THE AREA

Banshrae Youngsters: Five young banshrae (B) are present in the area. They are non-combatants, but their

zeal causes them to disregard all danger. They interpose themselves or grasp PCs in an effort to hamper or distract them. The first character to start his or her turn in a square adjacent to a fey youngster takes a -1 penalty to speed. Wherever the character goes, the youngster attempts to cling to the character and follow her. An affected character can escape the youngster, leaving it standing where it is and removing the speed penalty, by succeeding on a DC 15 Athletics or Intimidate check as a standard action. Otherwise, the speed penalty lasts until the end of the encounter or until the fey youngster is slain.

Though they do not fight, fey youngsters are treated as minions (AC 15, all other defenses 12).

At the end of the round, if a fey youngster is not adjacent to any PC, it shifts up to 2 squares towards the nearest PC.

Lady in Flames: The Lady in Flames is stuck in the center of the webs. It takes a DC 17 Athletics check to forcibly pull her down.

The woman does not resist and is barely lucid. If the PCs ask her questions, the only responses are 'Sureen' - likely her name - and 'Help me'. See the Appendix for a full description of the Lady in Flames and her condition.

Shard Statuette (S): This statuette of near-translucent rose quartz is a trap set to guard the room. It activates and rolls initiative when a creature that is not a spider or a fey approaches within 5 squares of the Lady in Flames. The trap can also be activated by the ettercap web spinner with a command word (a minor action). The statuette is glued to a pedestal with webbing, and takes considerable force to break loose (DC 21 Strength check).

Webs: The webs that surround the Lady in Flames are difficult terrain and provide concealment. Anyone entering the webs must make a DC 15 Athletics or Acrobatics check or become immobilized. Trapped creatures can free themselves using the escape action (DC 15). The webs can be destroyed though they have been treated against fire and acid damage (hp 10; resist acid 5, fire 5).

Walls: The walls are made out of extremely thick webbing (hp 40; resist acid 5 fire 5; Break DC 26). The webs are too thick to walk through.

TACTICS

On the first round of combat, the ettercap webspinner activates the shard statuette if it has not already been activated. The ettercaps use their restraining powers to immobilize or restrain the PCs. After that the ettercap fang guards move into a flanking position on the PCs to gain combat advantage and attempt to bite the PCs. The

shard statuette, when activated, continually fires shards at the nearest intruder.

SCALING THE ENCOUNTER

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

Four PCs: Remove one ettercap fang guard.

Six PCs: Add one ettercap web spinner.

ENDING THE ENCOUNTER

If the PCs decide to kill Sureen rather than take her with them, they find that she regenerates any damage done to her. The regeneration is accompanied by vibrant blue flames and obviously causes her incredible pain. The easiest way to remove her influence is to take her out of Spiderhaunt. If PCs come up with a clever way to kill her anyway (or otherwise remove her from the scene), that also fulfills the mission. In that case, skip the visions in Encounter 8.

If the PCs defeat the ettercaps, they can cut down the Lady in Flames fairly quickly (within a minute). During that time, angry sounding chattering noises can be heard throughout the lair. The ettercaps have become aware of the attack and are marshalling their forces to stop the PCs. Go to Encounter 5.

If the PCs are defeated, they are restrained with spiderwebs and hung upside down in the air in another, empty chamber (to keep them 'fresh'). They are left there for several hours. Give the PCs a good chance to escape their webbing (DC 12 / 13 Athletics or Acrobatics or other reasonable skills). If they manage to escape, they can flee from the ettercaps lair, and either ask the Sibilant Sisters for help (go to Encounter 6), or else flee the Spiderhaunt and return to Shadowdale empty handed (go to Encounter 8). Attempting to retrieve the Lady in Flames at this point is fraught with peril; the guards in her room have been doubled. If the PCs do not escape after several hours, they eventually get killed and eaten by the ettercaps.

The PCs may also come up with a plan to obtain the Lady from the ettercaps by stealth, guile, or some other means. This option is not covered in this adventure, but if the plan seems workable you can run it as a complexity 5 skill challenge (12 successes before 3 failures). Most skill checks should be DC 12 / 13; particularly unusual or difficult to use skills should be DC 17 / 18. The skill challenge should involve all of the PCs and only cover getting the Lady in Flames out of the chamber. You should still run the escape as a separate skill challenge using Encounter 5.

EXPERIENCE POINTS

The characters receive 200 / 300 experience points each for successfully saving the Lady in Flames. Award half experience points if they failed.

TREASURE

Stuck in the webs surrounding the Lady in Flames are several offerings left by the fey. In the webs can be found a *power jewel* and a ritual scroll of Hand of Fate and Feat of Strength. The statuette is worth 50 gp as long as it is undamaged.

Sureen herself wears a *diadem of acuity*, and a +2 *rod of feythorns* (low) / +2 *feyswarm staff* (high) is webbed to her right hand, like a fey queen's regalia.

ENCOUNTER 4: THE ASSAULT STATISTICS (LOW LEVEL)

Ettercap Fang Guard (level 5)		Level 5 Soldier	
Medium natural humanoid (spider)		XP 200	
Initiative +6	Senses Perception +3		
HP 64; Bloodied 32			
AC 21; Fortitude 18, Reflex 17, Will 16			
Resist 10 poison			
Speed 5, climb 5 (spider climb); see also <i>web walker</i>			
m Greataxe (standard; at-will) ♦ Weapon			
+10 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).			
M Spider Bite (standard; at-will) ♦ Poison			
Requires combat advantage; +10 vs. AC; 1d6 + 4 damage. If the attack hits, the ettercap makes a secondary attack against the target. <i>Secondary Attack</i> : +8 vs. Fortitude; the target is stunned until the end of the ettercaps next turn and takes ongoing 5 poison damage (save ends).			
M Web Tangle (standard; at-will)			
+8 vs. Reflex; the target is immobilized (save ends).			
Web Reaper			
The ettercap fang guard gains a +2 bonus to attack rolls and deals an extra 2 damage against restrained and immobilized creatures.			
Web Walker			
An ettercap ignores the movement effects of spider webs and difficult terrain related to spider swarms.			
Alignment Unaligned		Languages -	
Skills Stealth +9			
Str 16 (+5)	Dex 14 (+4)	Wis 13 (+3)	
Con 16 (+5)	Int 5 (-1)	Cha 11 (+2)	
Equipment leather armor, greataxe			

Ettercap Webspinner		Level 5 Controller	
Medium natural humanoid (spider)		XP 200	
Initiative +4	Senses Perception +9		
HP 64; Bloodied 32			
AC 18; Fortitude 17, Reflex 16, Will 16			
Resist 10 poison			
Speed 5, climb 5 (spider climb); see also <i>web walker</i>			
m Longspear (standard; at-will) ♦ Weapon			
Reach 2, +10 vs. AC; 1d10 + 3 damage.			
M Spider Bite (standard; at-will) ♦ Poison			
Requires combat advantage; +10 vs. AC; 1d6 + 4 damage. If the attack hits, the ettercap makes a secondary attack against the target. <i>Secondary Attack</i> : +8 vs. Fortitude; the target is stunned until the end of the ettercaps next turn and takes ongoing 5 poison damage (save ends).			
R Web Net (minor 1/round; at-will)			
Range 5; +9 vs. Reflex; the target is restrained (save ends).			
A Webbed Terrain (standard; recharge 6) ♦ Zone			
Area burst 2 within 10; +9 vs. Reflex; the target is immobilized (save ends). The zone is filled with spider webs and is considered difficult terrain until the end of the encounter.			
Web Walker			
An ettercap ignores the movement effects of spider webs and difficult terrain related to spider swarms.			
Alignment Unaligned		Languages -	
Skills Stealth +9			
Str 16 (+5)	Dex 14 (+4)	Wis 15 (+4)	
Con 16 (+5)	Int 5 (-1)	Cha 13 (+3)	
Equipment leather armor, greataxe			

Shard Statuette		Level 5 Blaster	
Trap		XP 200	
Trap: A crystalline statuette launches shards of mirror-like glass each round on its initiative.			
Perception			
No check is necessary to notice this trap.			
Additional Skills : Thievery			
♦DC 16: The PC determines the trap can be disabled with a set of Thievery checks, and that each check will hinder part of the traps operation.			
Initiative +4			
Trigger			
The trap activates and rolls initiative when a creature that is not a spider or a fey approaches within 5 squares of the Lady in Flames. The trap can also be activated by the ettercap web spinner with a command word (a minor action).			
Attack			
Standard Action		Range 10	
Targets : One intruder. It magically distinguishes between intruders and the ettercaps.			
Attack : +10 vs. AC			
Hit : 2d8 + 5 damage and ongoing 5 damage (save ends).			
Countermeasures			
♦ A character can attempt to avoid detection by the statuette with a Stealth check (DC 18). Cover or concealment is not required; the trap uses a version of tremorsense to detect intruders and the Stealth check allows the PCs to avoid detection.			
♦ A character can attack the shard statuette (AC 18; other defenses 16; hp 46). Destroying the statuette stops all attacks.			
♦ A character adjacent to the statuette can attempt a Thievery check to disable the trap (DC 18). Successes accumulate, and the result of each success is listed below. Successes from multiple creatures stack. If the Thievery check fails, the shard statuette can make an immediate opportunity attack against the creature. The shard statuette can try and remove successes by forgoing all actions its turn. If it does so, it may instead attempt a saving throw; success means one of the successes to disable the trap is removed.			
<i>First success</i> : All creatures are considered to have concealment (save ends).			
<i>Second success</i> : The shard statuette is dominated by the attacker until the end of its next turn, after which it is marked by the attacker (save ends).			
<i>Third success</i> : The shard statuette can no longer distinguish between intruders and ettercaps. On the shard statuette's turn, it randomly targets one of the closest three creatures (save ends).			
<i>Fourth success</i> : The shard statuette is disabled. It cannot take any actions for the rest of the combat and cannot remove any successes.			

ENCOUNTER 4: THE ASSAULT STATISTICS (HIGH LEVEL)

Ettercap Fang Guard (level 7)		Level 7 Soldier
Medium natural humanoid (spider)		XP 300
Initiative +7	Senses Perception +4	
HP 80; Bloodied 40		
AC 23; Fortitude 20, Reflex 19, Will 18		
Resist 10 poison		
Speed 5, climb 5 (spider climb); see also <i>web walker</i>		
m Greataxe (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d12 + 6 damage (crit. 1d12 + 18).		
M Spider Bite (standard; at-will) ♦ Poison		
Requires combat advantage; +12 vs. AC; 1d6 + 5 damage. If the attack hits, the ettercap makes a secondary attack against the target. <i>Secondary Attack</i> : +10 vs. Fortitude; the target is stunned until the end of the ettercaps next turn and takes ongoing 5 poison damage (save ends).		
M Web Tangle (standard; at-will)		
+10 vs. Reflex; the target is immobilized (save ends).		
Web Reaper		
The ettercap fang guard gains a +2 bonus to attack rolls and deals an extra 2 damage against restrained and immobilized creatures.		
Web Walker		
An ettercap ignores the movement effects of spider webs and difficult terrain related to spider swarms.		
Alignment Unaligned	Languages -	
Skills Stealth +10		
Str 16 (+6)	Dex 14 (+5)	Wis 13 (+4)
Con 16 (+6)	Int 5 (+0)	Cha 11 (+3)
Equipment leather armor, greataxe		

Ettercap Webspinner (level 7)		Level 7 Controller
Medium natural humanoid (spider)		XP 300
Initiative +5	Senses Perception +10	
HP 80; Bloodied 40		
AC 20; Fortitude 19, Reflex 18, Will 18		
Resist 10 poison		
Speed 5, climb 5 (spider climb); see also <i>web walker</i>		
m Longspear (standard; at-will) ♦ Weapon		
Reach 2, +12 vs. AC; 1d10 + 4 damage.		
M Spider Bite (standard; at-will) ♦ Poison		
Requires combat advantage; +12 vs. AC; 1d6 + 5 damage. If the attack hits, the ettercap makes a secondary attack against the target. <i>Secondary Attack</i> : +10 vs. Fortitude; the target is stunned until the end of the ettercaps next turn and takes ongoing 5 poison damage (save ends).		
M Web Net (minor 1/round; at-will)		
Range 5; +11 vs. Reflex; the target is restrained (save ends).		
M Webbed Terrain (standard; recharge 6) ♦ Zone		
Area burst 2 within 10; +11 vs. Reflex; the target is immobilized (save ends). The zone is filled with spider webs and is considered difficult terrain until the end of the encounter.		
Web Walker		
An ettercap ignores the movement effects of spider webs and difficult terrain related to spider swarms.		
Alignment Unaligned	Languages -	
Skills Stealth +10		
Str 16 (+6)	Dex 15 (+5)	Wis 15 (+5)
Con 16 (+6)	Int 5 (+0)	Cha 13 (+4)
Equipment leather armor, greataxe		

Shard Statuette (level 7)		Level 7 Blaster
Trap		XP 300
Trap : A crystalline statuette launches shards of mirror-like glass each round on its initiative.		
Perception		
No check is necessary to notice this trap.		
Additional Skills : Thievery		
♦ DC 18: The PC determines the trap can be disabled with a set of Thievery checks, and that each check will hinder part of the traps operation.		
Initiative +4		
Trigger		
The trap activates and rolls initiative when a creature that is not a spider or a fey approaches within 5 squares of the Lady in Flames. The trap can also be activated by the ettercap webspinner with a command word (a minor action).		
Attack		
Standard Action	Range 10	
Targets : One intruder. It magically distinguishes between intruders and the ettercaps.		
Attack : +12 vs. AC		
Hit : 2d8 + 5 damage and ongoing 5 damage (save ends).		
Countermeasures		
♦ A character can attempt to avoid detection by the statuette with a Stealth check (DC 20). Cover or concealment is not required; the trap uses a version of tremorsense to detect intruders and the Stealth check allows the PCs to avoid detection.		
♦ A character can attack the shard statuette (AC 20; other defenses 18; hp 64). Destroying the statuette stops all attacks.		
♦ A character adjacent to the statuette can attempt a Thievery check to disable the trap (DC 20). Successes accumulate, and the result of each success is listed below. Successes from multiple creatures stack. If the Thievery check fails, the shard statuette can make an immediate opportunity attack against the creature. The shard statuette can try and remove successes by forgoing all actions its turn. If it does so, it may instead attempt a saving throw; success means one of the successes to disable the trap is removed.		
<i>First success</i> : All creatures are considered to have concealment (save ends).		
<i>Second success</i> : The shard statuette is dominated by the attacker until the end of its next turn, after which it is marked by the attacker (save ends).		
<i>Third success</i> : The shard statuette can no longer distinguish between intruders and ettercaps. On the shard statuette's turn, it randomly targets one of the closest three creatures (save ends).		
<i>Fourth success</i> : The shard statuette is disabled. It cannot take any actions for the rest of the combat and cannot remove any successes.		

ENCOUNTER 5: SMASH AND GRAB, THE ESCAPE

**SKILL CHALLENGE LEVEL 5 / 7,
COMPLEXITY 2 (400 / 600 XP)**

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Acrobatics, Bluff, Intimidate, Stealth

In Encounter 4, the PCs successfully liberated the Lady in Flames from the chamber where she was being held. There are several hundred ettercaps in the lair overall, and they have been alerted to the attack and are organizing to stop the PCs. The PCs need to get out of the lair before the ettercaps overwhelm them.

You hear an angry chittering sound reverberating throughout the lair. Your actions have not gone unnoticed, and if you don't escape quickly you'll face the wrath of hundreds of angry ettercaps.

This challenge can be run a couple of ways. The first way is for the PCs to pick a skill to use to try and escape the ettercap lair, just like a typical skill challenge would work. You can also present a PC with one of several tailored scenes, listed below. You can target a scene based on how the PCs move through the lair. Consider requiring 1 success per PC in the scene. Scenes should be rotated amongst all of the players so all the players have a chance to participate in the skill challenge.

The skill challenge starts immediately after Encounter 4. There is no time between the end of the last encounter and the beginning of this encounter to take a short rest.

SKILL CHALLENGE

Time Consuming Tasks: The ettercaps are quickly organizing so they can stop the PCs from making off with the Lady in Flames. There is very little time to escape so the PCs must move quickly. The PCs get one failure automatically for every 5 minutes they spend doing something other than moving, such as trying to take a short rest or cast a ritual.

Acrobatics (DC 12 / 13): By dodging and weaving through the lair and past the guards, the PC can make it through.

Bluff (DC 17 / 18): The lack of a common language makes it difficult to bluff ettercaps, but a particularly skillful PC might be able to. Any bluff attempt must be completely non-verbal or in elven.

Diplomacy: Ettercaps are primitive, do not share a common language with the PCs, and are very intent on keeping the Lady In Flames. They cannot be reasoned with.

Intimidate (DC 17 / 18): The PCs can threaten a group of ettercaps to back off long enough to get out.

Stealth (DC 17 / 18): If the PC can stay hidden as they move through the lair, they can escape without the ettercaps finding them.

SCENE 1: THE BLOCKED HALLWAY

You move through a corridor, looking for a way out. As you peer ahead, trying to determine the best route to take, you see sticky webs spring forth from walls all around you, blocking your path

In this scene an automated defense has triggered, blocking the hallway with sticky webs. The PCs need to find a way through.

Acrobatics (DC 12 / 13): The PC uses his natural dexterity to navigate the webs and find a way through for the entire group.

Athletics (DC 17 / 18): By tearing through the strands as quickly as possible, the PC can make a path through the webs.

Perception (DC 17 / 18): A successful use of this skill reveals that the webs were generated from a simple trap. The PC locates a tangle of webs that look like the "control panel" for the trap. The use of this skill does not generate any successes or failures, but does open up the use of Thievery.

Thievery (DC 12 / 13): The webs issued forth from a primitive trap set by the ettercaps. A PC successfully using this skill manages to disable and reset the trap, clearing the hallway of webs.

SCENE 2: THE CONFUSING JUNCTURE

You enter a room that seems to function as a primary juncture point in the lair. A dozen different hallways branch off from this room, in all different directions. You're not sure which way to go.

In this scene the PCs need to determine the best direction to go. There are many routes to choose from, and it's not obvious which one is correct.

Perception (DC 12 / 13): Between their recall of how they came in and by perceiving which routes are

used most often by the tracks on the floor, the PC finds the route that most likely leads out.

History (DC 17 / 18): The PC recalls a dwarven army's assault on an ettercap lair fifty years ago. The layout of the lair in that assault seems eerily similar to the one the PC is in now. By recalling key details, they manage to find a likely route.

Nature (DC 17 / 18): By using their knowledge of ettercaps and how such creatures tend to lay out their lairs, the PC picks the most likely route.

SCENE 3: THE GUARD POST

As you make your way through the web-strewn walls of the lair you find yourself approaching a choke point. At the choke point, fifteen ettercaps and man-sized spiders have gathered and are keeping a wary eye out for intruders.

In this scene, the PCs have come across a group of ettercaps guarding a key hallway in the lair. It should be apparent by the numbers that attacking this group of ettercaps is unwise.

Attack!: The PCs try to fight their way through. Unfortunately, there are too many of them to fight easily. The PCs manage to make it through, but they automatically gain one failure and lose a healing surge.

Going Around: The PCs can back off and try another way around the guards. This takes time, giving the ettercaps more time to organize. The PCs automatically gain one failure.

Bluff (DC 17 / 18): The lack of a language makes it difficult to bluff ettercaps, but a particularly skillful PC might be able to. Any bluff attempt must be completely non-verbal or in elven.

Intimidate (DC 17 / 18): The PCs managed to capture the ettercaps' goddess, so if the PCs can project an aura of menace they may be able to get past the guards.

Stealth (DC 17 / 18): The PCs wait until the guards aren't looking and manage to sneak past. A stealth check is not required per PC; the PC rolling this skill check is doing so for the entire group.

ENDING THE ENCOUNTER

Success: The PCs successfully exit the lair without encountering major resistance.

Failure: The PCs manage to exit the lair, but encounter pockets of well-armed ettercaps along the way. Continue having the PCs roll checks until they achieve either six successes or eight failures. The PCs take a penalty based on the number of failures they receive:

0, 1, or 2 failures	Success! The PCs get out of the ettercap lair with the Lady in Flames
3 or 4 failures	The PCs get out of the ettercap lair with the Lady in Flames but each PC loses 1 healing surge.
5, 6, or 7 failures	The PCs get out of the ettercap lair with the Lady in Flames but each PC loses 2 healing surges.
8 or more failures	The PCs are captured. See below for details.

If the PCs captured, they are restrained with spiderwebs and hung upside down in the air in another, empty chamber (to keep them 'fresh'). They are left there for several hours. Give the PCs a reasonable chance to escape their webbing (DC 12 Acrobatics or other reasonable skills). If they manage to escape, they can escape the ettercaps lair, and either ask the Sibilant Sisters for help (go to Encounter 6), or flee the Spiderhaunt and return to Shadowdale empty handed (go to Encounter 8). Attempting to retrieve the Lady in Flames at this point is fraught with peril; the guards in her room have been doubled. If the PCs do not escape after several hours, they are killed and eaten by the ettercaps.

EXPERIENCE POINTS

The characters receive 80 / 120 experience points each for successfully completing the skill challenge. Award half experience points if they failed.

ENCOUNTER 6: A LITTLE HELP, THE BETRAYAL

**SKILL CHALLENGE LEVEL 5 / 7,
COMPLEXITY 2 (400 / 600 XP)**

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Endurance, Perception

Important NPCs:

Relda, a howling hag Sibilant Sister (Bluff +11, Insight +10, Perception +10)

In this encounter, the PCs have chosen to accept the help of the Sisters Sibilant in retrieving the Lady in Flames.

If the PCs decide to ask the hags for help only once they are at the ettercap lair, they can relay the wish to their guide, who buzzes off at high speed. Fifteen minutes later, Relda appears out of the woods to hear their request

If the PCs ask for help, she replies:

“Help in obtaining what you seek can be provided, for a price.”

The Sibilant Sisters are willing to aid the PCs retrieve the Lady in Flames from the ettercaps. Although they do not reveal this to the PCs, the Sisters covet the Lady in Flames and wish to obtain her for their own use. Due to an ancient pact that requires the Sisters to not directly attack or invade the ettercaps home, they have been unable to directly attempt to retrieve the Lady. They hope to use the PCs to retrieve the Lady and then trick them into giving the Lady to the Sisters.

In exchange for help, the Sisters want a sworn promise to return the favor. The PCs sworn promise must be spoken aloud, given freely, and represented by a token provided from the PCs bodies - a lock of hair, a tiny vial of blood, or something similar. The Sisters do not agree to specify the exact nature of the favor, but the rules say it can only be asked at a later date.

If the PCs agree, Relda provides the PCs a large, stoppered jug made out of what appears to be an ogre's skull and skin. The Sisters tell the PCs to take the jug to the entrance of the ettercap's lair, open the jug, and carry the jug within. The contents, they say, make spidery creatures slumber for several thousand

heartbeats (20 to 40 minutes). The PCs also get the story award **DALE10 A Favor Owed to the Sibilant Sisters.**

Make a Bluff check at the beginning of the encounter for Relda. If a PC is actively checking for lies while Relda informs them of the jug's properties, the PC can roll Insight against Relda's Bluff result to see if they can discern her lies. All PCs might have a shot to recognize Relda's deception - use each other PC's passive Insight against her Bluff. If successful, the PCs determine that Relda is for the most part telling the truth, although the PC suspects the contents of the jug may have additional effects beyond what was described. If confronted, Relda denies hiding anything from the PCs (of course, she's lying about that as well).

If the PCs choose not to use the contents of the jug, they must assault the ettercap lair on their own. Go to Encounter 3. If the PCs choose to use the contents of the jug at the entrance of the ettercap lair, read the following.

When you remove the plug, a fine grayish mist issues out of from the jug and surrounds you. A tangy, metallic taste begins to build in your throat as the mist continues to come out in what seems like a never-ending stream. The mist seems to extend approximately 20 feet from the jug.

PCs entering the lair find the contents of the jug work as they were told. Ettercaps who approach the PCs immediately fall asleep, and stay asleep for half an hour unless violently woken up (an attack doing 1 or more points of damage to an ettercap wakes them up). The contents of the jug continues to issue forth for 30 minutes; more than enough time for the PCs to reach the Lady in Flames, retrieve her, and get out.

When the PCs are first exposed to the contents of the jug, any PC with a passive Insight of 22 or greater notices that the mist from the jug they are being exposed to is somehow affecting them as well; exactly how is not clear. PCs actively looking for problems with the potion can instead roll a DC 22 Insight check to determine the mist are affecting them as well. Any PC who was successful in their check can follow up with a DC 12 Heal check. A successful check reveals that the mist is altering their perceptions in some subtle way; continued exposure enhances this effect. A successful check at this point counts as a success in the upcoming skill challenge (a failed check does not count as a failure).

The mist is slowly poisoning the PCs; the effect of this is to make the PCs more susceptible to suggestions, so that they will turn over the Lady in Flames to the Sibilant Sisters. The PCs do not have enough time to

retrieve the Lady in Flames and avoid the effects of the mist. If they choose to put down the flask or otherwise stop using the mist, go to Encounter 3.

As you walk through the fortress, ettercaps rush up to you to stop you, but they fall asleep immediately once they come in contact with the mist. You make it to the Lady in Flames chamber unhindered.

The PCs can easily cut the woman down, but won't have much time to examine her at this point.

As you leave the ettercaps lair with the Lady in Flames in tow, you find your thoughts are jumbled regarding your mission. You were supposed to give the Lady to ... the Sibillant Sisters? That doesn't seem quite right at first but the more you think about it the more you realize that you should turn over the Lady to those nice old ladies. Or was there something else? Something nags at the back of your mind as you make your way out.

The PCs have successfully retrieved the Lady in Flames, but a poison in the mist is making them susceptible to a suggestion to turn the Lady over to the Sibillant Sisters. The PCs must resist the poison quickly or else they unwittingly turn over the Lady.

SKILL CHALLENGE

Arcana (DC 17 / 18, 12 / 13 with the Alchemy Feat): The PC improvises a remedy to the poison using components at hand. The use of this skill does not generate any successes or failures; however it does provide a +2 bonus to all Endurance checks for all PCs participating in this skill challenge.

Endurance (DC 12 / 13): The PC attempts to resist the poison outright. Dwarves or other creatures with a saving throw bonus vs. poisons receive a +2 bonus to this skill check.

Heal (DC 12 / 13): The use of this skill lets a PC use his knowledge of first aid to provide a temporary remedy for one creature

Insight (DC 17 / 18): The PC attempts to use his keen mind to fight the poison and see what is real and what isn't.

ENDING THE ENCOUNTER

Success: The PCs resist the poison before handing over the Lady in Flames to Relda. In Encounter 7, the PCs have possession of the Lady in Flames.

Failure: The PCs manage to shake off the effects of the poison, but not before they hand over the Lady in

Flames. In Encounter 7, Relda has possession of the Lady in Flames and all PCs are considered dazed (save ends). The dazed condition is considered a poison effect, so races such as dwarves get a saving throw bonus.

EXPERIENCE POINTS

The characters receive 80 / 120 experience points each for successfully completing the skill challenge. Award half experience points if they failed.

TREASURE

Stuck in the webs surrounding the Lady in Flames are several offerings left by the fey. In the webs can be found power jewel and a ritual scroll of Hand of Fate and Feat of Strength. A statuette in the Lady's room, which normally acts as a trap but is currently nonfunctional, is worth 50 gp.

Sureen herself wears a *diadem of acuity*, and a +2 *rod of feythorns* (low) / +2 *feyswarm staff* (high) is webbed to her right hand, like a fey queen's regalia.

In addition, the stoppered jug, once used, continues to function as a *jar of steam*.

ENCOUNTER 7: A LITTLE HELP, THE BETRAYER ATTACKS

ENCOUNTER LEVEL 5 / 7 (1000 / 1500
XP)

This encounter includes the following creatures.

1 howling hag (Relda) (H)

1 shambling mound (S)

2 will-o-wisps (W)

This encounter **only** occurs if the PCs made a deal with the Sibilant Sisters for aid and used the jug to free Sureen (see Encounter 6). They have just escaped the ettercaps lair with the Lady in Flames. In the prior encounter, the PCs had to fight off a poison that was designed to convince the PCs that they should turn over the Lady in Flames to Relda, a representative of the Sibilant Sisters. If the PCs succeeded in the skill challenge, they have the Lady in Flames. If they failed, Relda has the Lady in Flames and the PCs are dazed (save ends; treat this save as a poison save for the purposes of bonuses the PCs might have). This encounter starts immediately after Encounter 6. There is no time to take a short rest between encounters.

Outside the ettercap lair, thoughts about the friendliness of the Sibilant Sisters echo in your mind. As you gather your wits, you find yourself near the forests edge. The Sibilant Sister known as Relda saunters near the edge of the woods.

If the PCs failed the skill challenge, also read:

Your senses are still clouded from the mist and you find it difficult to act. One thing that pierces your thoughts is that the Lady in Flames is somehow being carried off by Relda!

Also roll a Stealth check for the shambling mound and will-o-wisp. If either creature does not beat the PCs highest passive Perception, show these creatures on the map. Otherwise, these creatures are hiding ready to surprise the PCs.

In this encounter, Relda is intent on either taking the Lady in Flames from the PCs or, if she has possession of her, making off into the forest while her servants destroy the PCs.

FEATURES OF THE AREA

Hill: The slope of the hill is difficult terrain.

Giants Corpse: The bones of a long dead giant can be seen littering the ground. The essence of the giant has imbued the area with power. Any push, pull, or slide effects on a creature standing on a square of the giant's corpse are reduced by 1.

Pond: The pond is considered difficult terrain.

TACTICS

The tactics of Relda, the howling hag, depend on whether she has possession of the Lady in Flames. If she does, she attempts to make off with the Lady into the forest, leaving her servants to finish off the PCs. She has a move of 2, and saves a standard action to use a *shriek of pain* to push the PCs away.

If the howling hag does not have possession of the Lady in Flames, she starts out the encounter with her *shriek of pain* power, hoping to catch as many PCs together as possible. She then continues to maneuver to try and catch as many PCs as possible in her close blast powers. Relda focuses on the PC who is carrying the Lady in Flames whenever possible. If an opportunity presents itself, she attempts to grab the Lady of Flames and move into the forest.

The will-o-wisp uses its *luring glow* power to either group PCs together for the howling hag to attack or pull them towards the shambling mound. Whenever an attack misses, the will-o-wisp uses its *blink out* power. When a PC gets within 3 squares of a will-o-wisp it switches to using its *glimmer wisp* power, unless it is bloodied in which case it uses its *life drain* encounter power.

The shambling mound moves to the nearest target and attacks it until the creature is enveloped or below zero hit points, after which it moves on to the next target.

The servants are ordered not to kill the PCs but to merely knock them unconscious - after all, the PCs still owe Relda a favor.

SCALING THE ENCOUNTER

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

Four PCs: Remove one will-o-wisp

Six PCs: Add one shambling mound

ENDING THE ENCOUNTER

If the PCs are defeated, they still need to make it out of the Spiderhaunt alive (go to Encounter 8). The fey of the forest still blame the theft on the PCs and are looking to

extract some revenge. The fey know they cannot take on the Sibilant Sisters themselves.

EXPERIENCE POINTS

The characters receive 200 / 300 experience points each for successfully completing this encounter. Award half experience points if they failed.

ENCOUNTER 7: THE BETRAYER ATTACKS STATISTICS (LOW LEVEL)

Howling Hag (level 6)		Level 6 Controller	
Medium fey humanoid		XP 250	
Initiative +7	Senses Perception +10; low-light vision		
Baleful Whispers (Psychic) aura 5; an enemy that ends its turn in the aura takes 1d6 psychic damage.			
HP 75; Bloodied 37; see also <i>shriek of pain</i>			
AC 20; Fortitude 19, Reflex 18, Will 17			
Resist 10 thunder			
Speed 6; see also <i>fey step</i>			
m Quarterstaff (standard; at-will) ♦ Weapon			
+8 vs. AC; 1d8 + 4 damage.			
C Howl (standard; at-will) ♦ Thunder			
Close blast 5; +9 vs. Fortitude; 1d6 + 4 thunder damage, and the target is pushed 3 squares.			
C Shriek of Pain (standard; recharge when first bloodied) ♦ Thunder			
Close blast 5; +9 vs. Fortitude; 3d6 + 4 thunder damage, or 3d6 + 9 thunder damage if the howling hag is bloodied. <i>Miss</i> : half damage.			
Change Shape (minor; at-will) ♦ Polymorph			
A howling hag can alter its physical form to appear as an old crone of any Medium humanoid race.			
Fey Step (move; encounter)			
The howling hag can teleport 10 squares.			
Alignment Evil		Languages Common, Elven	
Skills Bluff +11, Insight +10; Intimidate +11, Nature +10			
Str 18 (+7)	Dex 18 (+7)	Wis 15 (+5)	
Con 19 (+7)	Int 12 (+4)	Cha 16 (+6)	
Equipment quarterstaff			

Will-o'-Wisp (level 6)		Level 6 Lurker	
Small fey magical beast		XP 250	
Initiative +13	Senses Perception +9; low-light vision		
HP 41; Bloodied 20			
AC 18; Fortitude 15, Reflex 20, Will 18			
Resist insubstantial			
Speed fly 6 (hover; maximum altitude 2 squares)			
m Glimmer Wisp (standard; at-will) ♦ Radiant			
Reach 2; +9 vs. Reflex; 2d6 + 4 radiant damage.			
M Life Drain (standard; encounter) ♦ Healing, Psychic			
Reach 3; bloodied target only; +9 vs. Fortitude; 2d8 + 1 psychic damage, the target is weakened (save ends), and the wisp regains 14 hit points.			
C Luring Glow (standard; at-will) ♦ Thunder			
Close burst 20; blind creatures are immune; one target in the burst; +9 vs. Will; the target is pulled 3 squares and dazed (save ends).			
Blink Out (immediate interrupt when missed by an attack; at-will) ♦ Teleportation			
The will-o'-wisp teleports 5 squares and extinguishes its <i>fey light</i> .			
Fey Light (free; at-will)			
A will-o'-wisp can give off light as a torch or extinguish this light. Fey light must be on for the will-o'-wisp to make any attack. When darkened, the will-o'-wisp has concealment and can make a Stealth check to remain unnoticed.			
Alignment Evil		Languages Elven	
Skills Stealth +14			
Str 4 (+0)	Dex 22 (+9)	Wis 12 (+4)	
Con 13 (+4)	Int 8 (+2)	Cha 18 (+7)	

Shambling Mound (level 6)		Level 6 Brute	
Large natural animate (plant)		XP 250	
Initiative +3	Senses Perception +2; darkvision		
HP 90; Bloodied 45			
Regeneration 5			
AC 18; Fortitude 21, Reflex 15, Will 14			
Immune lightning; see also lightning affinity			
Speed 4 (swamp walk)			
m Tendrils (standard; at-will)			
Reach 2; +9 vs. AC; 1d8 + 5 damage.			
M Enveloping Double Attack (standard; at-will) ♦ Healing			
The shambling mound makes two basic attacks. If both attacks hit the same Medium or smaller target, the shambling mound makes a secondary attack against the target. <i>Secondary Attack</i> : +12 vs. Fortitude; the target is pulled into the shambling mounds space and restrained (save ends). While the target is restrained, no creature has line of sight or line of effect to it. At the start of the shambling mounds turn each round, the enveloped target takes 10 damage and the shambling mound regains 10 hit points. The shambling mound can envelope up to 2 creatures at a time. When the target makes its save, it reappears in a square of its choice adjacent to the shambling mound.			
Lightning Affinity (immediate reaction, when hit by a lightning attack; at-will) ♦ Healing			
The shambling mound regenerates 10 hit points.			
Alignment Unaligned		Languages -	
Skills Stealth +8			
Str 22 (+8)	Dex 12 (+3)	Wis 10 (+2)	
Con 20 (+7)	Int 5 (-1)	Cha 10 (+2)	

ENCOUNTER 7: THE BETRAYER ATTACKS STATISTICS (HIGH LEVEL)

Howling Hag (level 9)		Level 9 Controller
Medium fey humanoid		XP 400
Initiative +9	Senses Perception +11; low-light vision	
Baleful Whispers (Psychic) aura 5; an enemy that ends its turn in the aura takes 1d6 psychic damage.		
HP 99; Bloodied 49; see also <i>shriek of pain</i>		
AC 23; Fortitude 22, Reflex 21, Will 20		
Resist 10 thunder		
Speed 6; see also <i>fey step</i>		
m Quarterstaff (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d8 + 4 damage.		
C Howl (standard; at-will) ♦ Thunder		
Close blast 5; +12 vs. Fortitude; 1d6 + 5 thunder damage, and the target is pushed 3 squares.		
C Shriek of Pain (standard; recharge when first bloodied) ♦ Thunder		
Close blast 5; +11 vs. Fortitude; 3d6 + 5 thunder damage, or 3d6 + 9 thunder damage if the howling hag is bloodied. <i>Miss</i> : half damage.		
Change Shape (minor; at-will) ♦ Polymorph		
A howling hag can alter its physical form to appear as an old crone of any Medium humanoid race.		
Fey Step (move; encounter)		
The howling hag can teleport 10 squares.		
Alignment Evil	Languages Common, Elven	
Skills Bluff +12, Insight +11; Intimidate +12, Nature +11		
Str 18 (+8)	Dex 18 (+8)	Wis 15 (+6)
Con 19 (+8)	Int 12 (+5)	Cha 16 (+7)
Equipment quarterstaff		

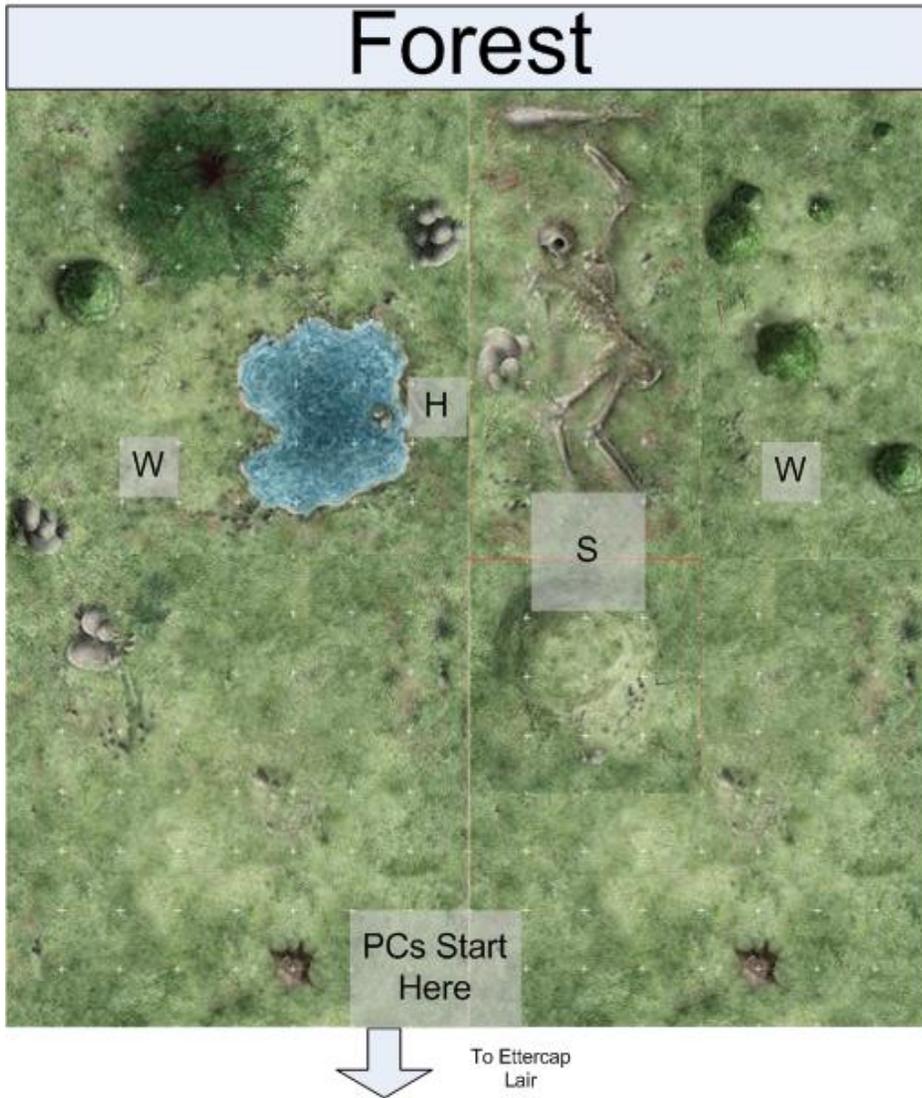
Will – o’ – Wisp (level 8)		Level 8 Lurker
Small fey magical beast		XP 350
Initiative +14	Senses Perception +10; low-light vision	
HP 49; Bloodied 24		
AC 20; Fortitude 17, Reflex 22, Will 20		
Resist insubstantial		
Speed fly 6 (hover; maximum altitude 2 squares)		
m Glimmer Wisp (standard; at-will) ♦ Radiant		
Reach 2; +11 vs. Reflex; 2d6 + 5 radiant damage.		
M Life Drain (standard; encounter) ♦ Healing, Psychic		
Reach 3; bloodied target only; +10 vs. Fortitude; 2d8 + 2 psychic damage, the target is weakened (save ends), and the wisp regains 14 hit points .		
R Luring Glow (standard; at-will) ♦ Thunder		
Close burst 20; blind creatures are immune; one target in the burst; +11 vs. Will; the target is pulled 3 squares and dazed (save ends).		
Blink Out (immediate interrupt when missed by an attack; at-will)		
♦ Teleportation		
The will-o'-wisp teleports 5 squares and extinguishes its <i>fey light</i> .		
Fey Light (free; at-will)		
A will-o'-wisp can give off light as a torch or extinguish this light. Fey light must be on for the will-o'-wisp to make any attack. When darkened, the will-o'-wisp has concealment and can make a Stealth check to remain unnoticed.		
Alignment Evil	Languages Elven	
Skills Stealth +15		
Str 4 (+1)	Dex 22 (+10)	Wis 12 (+6)
Con 13 (+5)	Int 8 (+3)	Cha 18 (+8)

Shambling Mound		Level 9 Brute
Large natural animate (plant)		XP 400
Initiative +4	Senses Perception +3; darkvision	
HP 120; Bloodied 60		
Regeneration 5		
AC 21; Fortitude 24, Reflex 18, Will 17		
Immune lightning; see also lightning affinity		
Speed 4 (swamp walk)		
m Tendrils (standard; at-will)		
Reach 2; +12 vs. AC; 1d8 + 6 damage.		
M Enveloping Double Attack (standard; at-will) ♦ Healing		
The shambling mound makes two basic attacks. If both attacks hit the same Medium or smaller target, the shambling mound makes a secondary attack against the target. <i>Secondary Attack</i> : +15 vs. Fortitude; the target is pulled into the shambling mounds space and restrained (save ends). While the target is restrained, no creature has line of sight or line of effect to it. At the start of the shambling mounds turn each round, the enveloped target takes 10 damage and the shambling mound regains 10 hit points. The shambling mound can envelope up to 2 creatures at a time. When the target makes its save, it reappears in a square of its choice adjacent to the shambling mound.		
Lightning Affinity (immediate reaction, when hit by a lightning attack; at-will) ♦ Healing		
The shambling mound regenerates 10 hit points..		
Alignment Unaligned		Languages -
Skills Stealth +9		
Str 22 (+9)	Dex 12 (+4)	Wis 10 (+3)
Con 20 (+8)	Int 5 (+0)	Cha 10 (+3)

ENCOUNTER 7: A LITTLE HELP, THE BETRAVER ATTACKS MAP

RUINS OF THE WILD

Stonehenge / Field w/Pond	8x8	x1
Camp / Field	8x8	x2
Mound / Hobbit Hole	4x4	x1
Field / Skeleton	8x4	x2



ENCOUNTER 8: TRAVERSING THE FOREST PRIMEVAL

**SKILL CHALLENGE LEVEL 5 / 7,
COMPLEXITY 3 (600 / 900 XP)**

SETUP

Number of Successes: 8

Number of Failures: 3

Primary Skills: Arcana, Athletics, Nature, Perception, Stealth

This encounter happens after Encounter 5 or 7. The PCs have a little time (10 minutes or less) between the end of the last encounter and this encounter to take a short rest or cast a ritual.

In this skill challenge, the PCs have retrieved Sureen and are trying to make their way out of the Spiderhaunt Forest. The local fey, who are interested in keeping hold of Sureen, are sure to be pursuing them. The PCs must make it out of the Spiderhaunt Forest without spending too much time, otherwise the pursuers will catch them sooner and be better prepared. If the PCs had a will-o-wisp guide, it has disappeared. Mishell Nymonen can be found at the designated meeting spot, but she soon realizes that the forest has somehow changed, as if the woods themselves oppose them now. Even with her help, the PCs will have difficulty getting out in time. If the PCs utilize her knowledge of the woods (i.e. asks her for advice), Mishell grants a +2 bonus on Nature checks.

By now, the PCs should realize the fey's 'goddess' true nature.

You find yourself alone in the woods. From somewhere nearby you hear the low sound of a horn call out, as if to summon people together for a hunt.

This challenge can be run a couple of ways. The first way is for the PCs to pick a skill to use to try and fight their way through the forest, just like a typical skill challenge would work. You can also present the PCs with one of several tailored scenes, listed below. You can focus a scene on one or more of PCs, based on their abilities. Consider different scenes to challenge different characters so all the players have a chance to participate in the skill challenge. A scene should require no more than two or three successes to defeat.

When a PC achieves a success in the challenge, that character experiences a brief vision. This vision, a dream

of sorts, is being sent by Sureen and describes how she became the Lady in Flames.

The appendix lists eight visions, which you can hand to the appropriate PC when a success is gained. All visions except *vision 2* are visual only.

PCs who played *DALE1-2 Blades for Daggerdale* recognize the dwarf and halfling in *vision 2, 4, 5, and 6* as Dorrien and Elyan, two adventurers from the Byar's Seven adventurer band. If a PC has the **DALE06** story award, the woman is one of the missing members they promised to search for.

Furthermore, the following checks can be made when a PC experiences a vision:

Perception (DC 15, vision 2 and 4 only): Sureen's hand is cloth in a well-crafted gauntlet studded with wicked claws that protrude from the knuckles. A DC 15 Religion check recognizes it as a Claw of Malar, which only worshippers of Malar (chaotic evil deity of beasts) can wield.

Arcana (DC 20, vision 4 only): The mirror-like rectangle hides a planar portal. The destination cannot be determined.

Arcana (DC 15, vision 5 only): The shadowy pool is a rift, which functions like a planar portal. The destination cannot be determined.

SKILL CHALLENGE

If you do not want to use the scenes listed below, here are the skill checks you can use:

Arcana (DC 17 / 18): Realizing the forest is fey-touched, the PC uses his knowledge of planar environments to navigate through the forest. The use of this skill does not generate a success or failures towards the skill challenge, but does provide a +4 bonus to the next skill check.

Athletics (DC 17 / 18): The PC uses brute force to clear a trail through the forest.

Nature (DC 12 / 13): Using his knowledge of the forest terrain and how best to navigate through the forest, the PC picks out the best path through the forest. PCs from the Dalelands region gain a +2 bonus on this skill check.

Perception (DC 17 / 18): The PC surveys the forest and finds the best and quickest trails.

Stealth (DC 12 / 13): The PC moves through the forest as quietly as possible to avoid attracting attention.

SCENE 1: LED ASTRAY

As you peer into the woods, looking for a path, you find yourself becoming confused. Trees shift and move before your eyes, paths warp and wind back onto themselves,

and any landmarks you were using to navigate fade from sight.

This scene is best for the PC trying to lead the party through the woods. In this scene the confusing nature of this portion of the woods is playing tricks on the PCs mind, making it difficult to find a safe path through the woods. PCs making a DC 10 Insight check are able to identify this effect as an illusion.

Dispel Magic power or other power that dispels zones: The use of a power that disables zones helps the PCs distinguish what is real. In addition to a success, the PC gains a +2 bonus to any skills used in this scene.

Arcana or Insight (DC 17 / 18): By sensing which parts of the woods are magical illusions and which are not, the PC is able to correctly find a path through the illusions.

Nature (DC 17 / 18; increase the DC by 2 if the PC is not a fey): The PC uses their knowledge of the woods to determine which paths are real and which are illusionary. PCs from the Dalelands region gain a +2 bonus on this skill check. Mishell Nymonen may add another +2.

Perception (DC 12 / 13; increase the DC by 2 if the PC is not a fey): The PC is able to discern which path is the real path.

SCENE 2: WHEN SQUIRRELS ATTACK

As you move through the woods, you hear a small rustling sound from somewhere in the woods. Another rustling sound joins in, then another. Suddenly a wave of squirrels, rabbits and mice lunge at you from the undergrowth!

One of the fey creatures pursuing the PCs uses the local rodents to locate the PCs and swarm one of them. The squirrels, rabbits and mice attack in small groups. PCs are easily able to defeat these creatures but stopping to defend themselves slows the PCs down unless they do something to avoid or prevent the attacks.

Acrobatics (DC 12 / 13): By swiftly dodging the attacking rodents, the PCs can avoid them and still make swift progress.

Nature (DC 12 / 13): The PC uses his knowledge of forest creatures to drives the rodents away, letting the PCs move through the woods without being attacked.

Stealth (DC 17 / 18): By sneaking through the forest, the rodents are unable to locate the PCs.

SCENE 3: WHEN A TREE FALLS IN THE WOODS

Everywhere you turn, gigantic trees fall over, blocking your path.

In this scene the nature of the woods is making trees fall over, blocking the path of the PCs. This slows down the PCs progress, unless they can find a way around the impediments. Once the PC obtains an appropriate number of successes in this scene, trees stop falling in the path of the PCs.

Acrobatics (DC 12 / 13): The PCs are able to dodge and weave through the tangle of fallen trees.

Athletics (DC 12 / 13): The PCs quickly remove the obstructions from their path.

Nature (DC 17 / 18; no successes or failures): The PCs picks a path that passes by trees that do not seriously impede the PCs. This skill does not generate any successes or failures, but does provide a +2 bonus to other skills used in this scene.

Perception (DC 17 / 18): The PCs chart a path through the woods that minimizes the chance of trees falling in their way.

SCENE 4: BAD WEATHER

Dark clouds begin to blot out the sun as a storm starts brewing overhead. Before you know it, rain begins to pelt you and a strong wind whistles through the trees.

In this scene an unnatural storm has started. The storm affects all PCs, but seems to target one or two PCs in particular (the PCs you've chosen to participate in this scene). PCs need to find a way to make it through storm without slowing their group down.

Arcana (DC 17 / 18; no successes): The PC determines that the reason they are being targeted for the storm's wrath is that they have somehow been cursed by the fey of the woods. Usually such curses are implemented by slipping a tiny object somewhere in the targets possessions. The use of this skill open up the use of the Perception skill.

Endurance (DC 12 / 13): The PC uses their mental and physical fortitude to withstand the might of the storm.

Nature (DC 17 / 18): By using their knowledge of woodland travel and bad weather survival skills, the PC is able to properly protect themselves until the storm passes.

Perception (DC 17 / 18; only if the PC succeeds in an Arcana check): The PC finds a tiny, magical rune covered stone somewhere in their possession. The runes

indicate the holder is cursed with bad luck. If the PC throws the stone away, they are no longer targeted by the storm.

SCENE 5: A CYCLOP'S RIDDLE

You come out of the trees into a clearing. Ahead of you two cyclops are camped next to the only bridge across a chasm that blocks your path.

Two cyclops brothers have been bound by an oath for a year and a day to only let those of great intelligence and wit pass over the bridge they guard. PCs approaching the cyclops are posed three questions or riddles that they must answer in order to pass. PCs failing to answer correctly may try again.

The cyclops brothers are significantly more powerful than the PCs. If attacked, forgo combat for speed and instead rule that the two cyclopes automatically win; in that case each PC loses two healing surge, and they earn a failure. If you run the combat (see *Monster Manual* 47 for cyclops hewer stats), and the PCs lose, they earn one failure, and are dropped unconscious at the other side of the chasm. If they win, they earn a success.

PCs may also choose to avoid the Cyclops and go the long way around the chasm - this adds an hour to their travel time and generates one failure towards the skill challenge.

Questions posed are obscure and occasionally seemingly nonsensical (see below).

Arcana (DC 17 / 18): The PC is posed a series of questions about fey creatures and their nature. I.e.: *"What are the ingredients of a hags stew?"*

Bluff (DC 17 / 18): The PC tries to convince the cyclops that an answer provides is correct even if it is not the actual answer. This only works once.

History (DC 17 / 18): The PC is posed a series of questions about the Dalelands and its relation to the Feywild. PCs from the Dalelands region gain a +2 bonus on this skill check. I.e.: *"Who defeated Ledfer the Ogre through a contest of wits?"*

Intimidation (DC 17 / 18; no successes): PCs can attempt to intimidate the cyclops into giving them easier questions. The successful use of this skill does not generate a success but does lower the DC for all knowledge skills in this scene by 2. A failure generates a failure towards the skill challenge.

Nature (DC 17 / 18): The PC is posed a series of questions about the natural world. I.e.: *"How much does the jabberwocky weigh?"*

SCENE 6: PLAYFUL PIXIES

A swarm of pixies emerge from the woods, surrounding you. They begin to chant "Play with us" as they cluster around you, hampering your movements.

In this scene a travelling flight of pixies has stumbled across the PCs and is looking for a bit of fun. If the PCs can find a way to play with them, the pixies move on. Otherwise the pixies stay with the PCs playing mean tricks on them - pulling their hair, untying their shoes, etc. If attacked, the pixies flee - this generates one failure towards the skill challenge as well.

Acrobatics (DC 12 / 13): By performing some fancy and entertaining acrobatics moves, the PCs are able to entertain the pixies.

Bluff (DC 17 / 18): By spinning an elaborate lie, the PCs can either craft an entertaining tall tale or make up a story to get them to leave ("a mean monster is coming to eat you!"). Pixies are expert liars and equally expert at seeing through lies. If the PC fails when using this skill, it generates one failure towards the skill challenge but also raises the DC for any other skill by 2.

History (DC 12 / 13): The PC can create an elaborate and entertaining story by drawing on their knowledge of history.

Thievery (DC 12 / 13): Pixies love to steal small things, and if the PC is able to turn the table on the pixies by stealing something back they find it to be a fine trick and leave the PCs alone.

ENDING THE ENCOUNTER

Success: The PCs are able to quickly navigate through the Spiderhaunt Woods before the local fey can organize any serious pursuit.

Failure: The PCs are able to navigate through the Spiderhaunt Woods but their pursuers have had a chance to organize. The enemies in the next encounter receive an extra bonus.

EXPERIENCE POINTS

The characters receive 120 / 180 experience points each for successfully completing the skill challenge. Award half experience points if they failed.

ENCOUNTER 9: EXITING THE SPIDERHAUNT FOREST

ENCOUNTER LEVEL 5 / 7 (1200 / 1800 XP)

SETUP

This encounter includes the following creatures.

2 plaguechanged harpies (bloodfire harpy) (P)

3 eladrin spellscarred knights (eladrin knight) (E)

The PCs are at the edge of the Spiderhaunt, and a group of fey pursuers, transformed by the mirror-like shards of the Lady in Flames, have closed in.

If the PCs failed the previous skill challenge, the fey have managed to prepare. They are hidden at the start of the combat, and gain surprise. If the PCs succeeded at the skill challenge they spot the fey and prevent an ambush.

You are close to being out the area. Sounds of pursuers have dogged you through your long escape. Unfortunately, a group of fey has caught up to you! Blue fire courses up the swords of several eladrin warriors while harpies descend on you, their melodic singing burning a hole in your skull.

FEATURES OF THE AREA

Creek: The creek is quite shallow, and does not hinder movement. Any creature moving in or through the creek must make a DC 10 Acrobatics check to avoid falling prone. The water does have a benefit: creatures that start their turn prone in the creek do not take damage from the harpies' auras.

Geomagical Rock: Pockets of geomagical rock are common in this area of the forest, particularly near streams. The geomagical rock in this area exudes strange, gravitational fluctuations. Each square of rock acts as a loadstone; it is treated as difficult terrain and any ranged attack that traces line of sight through it takes a -2 penalty to attack rolls. In addition, any creature that starts its turn within 3 squares of geomagical rock (but not on the rock itself) slides 1 square in a random direction. Roll a 1d8 and consult the chart below for the direction the creature slides.

8	1	2
7	Creature	3
6	5	4

Rocks: Several clumps of normal rocks dot the landscape. These are treated as difficult terrain and they provide cover.

TACTICS

The eladrin spellscarred knights start off with issuing a *spellscarred challenge* to a different PC, preferably a spell caster of some sort. The eladrin then move to engage the PC they've challenged in melee.

The harpies land nearby and attempt to catch as many PCs in the *belching blue fire* power as possible. Note that the *burning song* auras of each harpy do not stack.

Note that PCs that are already spellscarred receive a -2 penalty to all defenses and saving throws against the creatures in the encounter, per the *spellscarred susceptibility* (*Forgotten Realms Players Guide* 41).

SCALING THE ENCOUNTER

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

Four PCs: Remove one plaguechanged harpy

Six PCs: Add one eladrin spellscarred knight

ENDING THE ENCOUNTER

If the PCs are defeated, the fey take back the Lady in Flames from them and leave the PCs for dead.

EXPERIENCE POINTS

The characters receive 200 / 300 experience points each for successfully defeating the fey. Award half experience points if they failed.

In addition, they receive 40 / 60 experience points each for completing a minor quest if they managed to save the Lady in Flames.

TREASURE

When the PCs report back to Lady Ulphor in the Conclusion, she pays the PCs 50 / 100 gp for any information they have obtained. In addition, if they successfully bring back the Lady in Flames she offers them an *elven cloak* +2 and a *sylvan armor* +2 from the Tower of Ashaba's vaults.

CONCLUSION

If the PCs make it out of the Spiderhaunt, no further encounters occur and they make it back to Shadowdale safely. Lady Addee Ulphor is quite puzzled by what they have brought back. She has never heard of anyone finding themselves in such a condition.

Unless the PCs already did so (see Encounter 8), it takes Lady Ulphor a few days to learn from the Lady in Flames her true identity: Sureen Tevernesta, a half-elf cleric of Malar and one of the missing adventurers from the Byar's Seven adventuring band. PCs who played *DALE1-2 Blades for Daggerdale* have already encountered two other members of Byar's Seven, Sureen is the third missing member.

If the PCs were tasked to find Sureen (have the DALE6 story award) Lady Ulphor is willing to send a messenger to Daggerdale to contact Elyan, the halfling, with the news that they found Sureen.

Otherwise, Lady Ulphor asks the PCs to find the remainder of Sureen's adventuring band, providing descriptions given by Sureen, who partly recovers with long-term care.

The PCs gain the story award **DALE12 Byar's Seven**.

She promises to care for Sureen and investigate her condition in the mean time.

If the PCs struck a bargain with the Sibilant Sisters, they gain **DALE10 A Favor Owned to the Sibilant Sisters**, except as noted below.

PCs who gained a temporary spellscar (not those who already had one) gain **DALE11 Touched by the Wild**. These PCs are freed from any favors owned to the Sibilant Sisters (if those were owned) - the hags seem to regard them with a certain affection - though this may not necessarily turn out to be the better deal.

ENCOUNTER 9: EXITING THE SPIDERHAUNT FOREST STATISTICS (LOW LEVEL)

Eladrin Spellscarred Knight (level 5)		Level 5 Soldier (Leader)	
Medium fey humanoid, spellscarred		XP 200	
Initiative +10	Senses Perception +3; low-light vision		
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a 19 is not an automatic hit, however).			
HP 61; Bloodied 30			
AC 21; Fortitude 16, Reflex 17, Will 15			
Saving Throws +5 against charm effects			
Speed 5; see also <i>fey step</i>			
m Longsword (standard; at-will) ♦ Weapon			
+10 vs. AC; 1d8 + 3 damage.			
M Stab of the Entangling Wild (standard or opportunity attack; recharge 5-6) ♦ Weapon			
Requires longsword; +10 vs. AC; 3d8 + 3 damage, and the target is restrained until the end of the eladrin spellscarred knights next turn. The eladrin spellscarred knight cannot attack with its longsword while the target is restrained.			
R Spellscarred Challenge (standard; encounter) ♦ Fire			
Range 10; the target is marked until the end of the encounter or until the eladrin spellscarred knight dies, taking 4 fire damage each round it does not attack the eladrin spellscarred knight.			
Fey Step (move; encounter) ♦ Teleport			
The eladrin spellscarred knight can teleport 5 squares.			
Alignment Any	Languages Common, elven		
Skills Athletics +11, Arcana +6, History +6, Nature +8			
Str 18 (+6)	Dex 22 (+8)	Wis 13 (+3)	
Con 13 (+3)	Int 14 (+4)	Cha 16 (+5)	
Equipment chainmail, light shield, longsword			

Plaguechanged Harpy (level 5)		Level 5 Soldier	
Medium fey humanoid, spellscarred		XP 200	
Initiative +8	Senses Perception +9		
Burning Song (Fire) aura 20; enemies within the aura at the start of their turns take 5 fire damage (deafened creatures are immune).			
HP 68; Bloodied 34			
AC 21; Fortitude 19, Reflex 18, Will 19			
Resist 10 fire			
Speed 6; fly 8 (clumsy)			
m Claw (standard; at-will) ♦ Fire			
+10 vs. AC; 1d8 damage plus 1d8 fire damage.			
R Belching Blue Fire (standard; recharge 4 5 6) ♦ Fire			
The plaguechanged harpy disgorges a wave of blue fire. Close blast 3; +8 vs. Fortitude; 1d10 + 3 fire damage, and the target is blinded (save ends)			
Alignment Evil		Languages Common	
Str 15 (+4)	Dex 18 (+6)	Wis 14 (+4)	
Con 20 (+7)	Int 12 (+3)	Cha 21 (+7)	

ENCOUNTER 9: EXITING THE SPIDERHAUNT FOREST STATISTICS (HIGH LEVEL)

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

Plaguechanged Harpy (level 7)		Level 7 Soldier	
Medium fey humanoid, spellscarred		XP 300	
Initiative +9	Senses Perception +10		
Burning Song (Fire) aura 20; enemies within the aura at the start of their turns take 5 fire damage (deafened creatures are immune).			
HP 84; Bloodied 42			
AC 23; Fortitude 21, Reflex 20, Will 21			
Resist 10 fire			
Speed 6; fly 8 (clumsy)			
m Claw (standard; at-will) ♦ Fire			
+12 vs. AC; 1d8 + 1 damage plus 1d8 fire damage.			
R Belching Blue Fire (standard; recharge 4 5 6) ♦ Fire			
The plaguechanged harpy disgorges a wave of blue fire. Close blast 3; +10 vs. Fortitude; 1d10 + 4 fire damage, and the target is blinded (save ends)			
Alignment Evil		Languages Common, Goblin	
Str 15 (+5)	Dex 18 (+7)	Wis 14 (+5)	
Con 20 (+8)	Int 12 (+4)	Cha 21 (+8)	

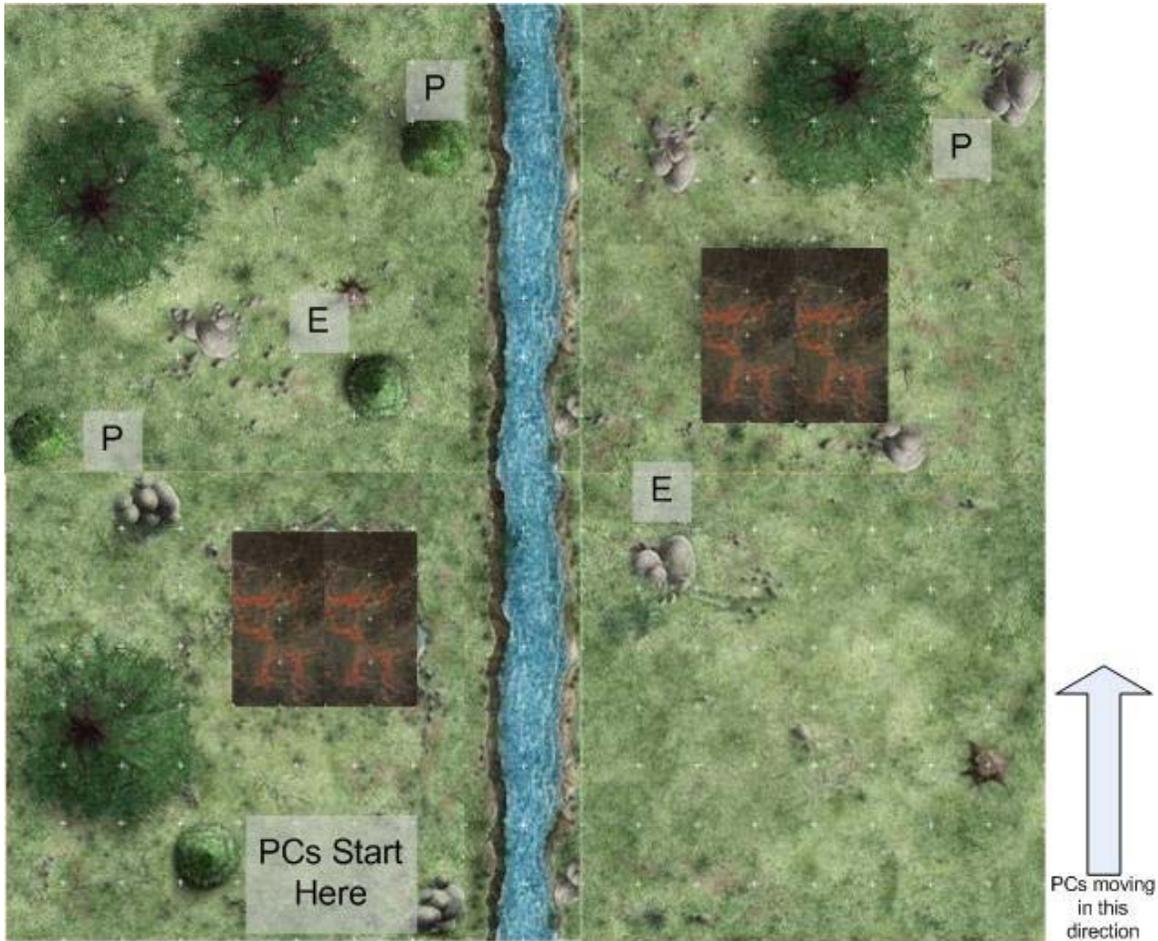
ENCOUNTER 9: EXITING THE SPIDERHAUNT FOREST MAP

RUINS OF THE WILD

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

FANE OF THE FORGOTTEN GOD

Arcane Energy / Floor	4x2	x4
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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.

Note: PCs get experience for either Encounters 3 & 4 or Encounters 5 & 6, depending on their choice of attack in Encounter 2.

Encounters 4 & 5: Smash and Grab

Encounter 4: Smash and Grab - The Assault
200 / 300 XP

Encounter 5: Smash and Grab - The Escape
80 / 120 XP

Encounters 6 & 7: A Little Help

Encounter 6: A Little Help - The Betrayal
80 / 120 XP

Encounter 7: A Little Help - The Betrayal Attacks
200 / 300 XP

Encounter 8: Traversing the Forest Primeval
120 / 180 XP

Encounter 9: Exiting the Spiderhaunt Forest
200 / 300 XP

Minor Quest: Saving The Lady In Flames
40 / 60 XP

Total Possible Experience
640 / 960 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 amount to that character's base gold award, and ensure you enter the total amount of gold gained (minus any expenditures) online. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

Gold Per PC

100 / 150 gp

(Encounter 4 or 6: 50 gp, Encounter 9: 50 / 100 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *+2 rod of feythorns** (level 7, low-level version only)

Found in Encounter 4 or 6

Bundle B: *power jewel** (level 5)

Found in Encounter 4 or 6

Bundle C: *jar of steam** (level 7)

Found in Encounter 6

Bundle D: *elven cloak* +2 (level 7)

Found in Encounter 9

Bundle E: +2 *feyswarm staff** (level 9, high-level version only)

Found in Encounter 4 or 6

Bundle F: *sylvan armor* +2 (level 8)

Found in Encounter 9

Bundle G: ritual scroll of Hand of Fate and Feat of Strength*

Found in Encounter 4 or 6

Consumable Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *elixir of dragon breath** (Level 7, Acid) plus 0 / 50 gp to their total gold per PC. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 25 / 175 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. 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.

DALE10 A Favor Owed to the Sibilant Sisters

You have agreed to perform a future service to the Sibilant Sisters, the hags of Spiderhaunt.

DALE11 Touched by the Wild

You have been affected by the power of the wild when you ritually scarred yourself with a shard taken from the Lady of Flames. You occasionally experience chaotic dreams of darkness and blue flames when you sleep or rejuvenate. Most fey realize that you are affected, though not everyone react the same - some may consider you tainted, other divinely blessed, and still others don't care

at all. While you lost your temporary spellscar, this condition may have consequences in future adventures.

DALE12 Byar's Seven

You found Sureen Evereska, who belonged to an adventuring group, known as Byar's Seven. They consisted of:

- **Byar**, a well-known male adventurer. Current whereabouts unknown.
- **Dorring Brightaxe**, a honorable male dwarven fighter, and Elyan's best friend.
- **Lubeq**, a nobleman warrior, who fell to shadows. Missing.
- **Sureen Tevernesta**, a female half-elf cleric of Malar. You managed to rescue her unconscious body from the group of ettercaps.
- **Mikon Nazhan**, a male human wizard with a fascination for fire. Now dead.
- **Ainell**, Mikon's apprentice (a female human who seemed smarter than her mentor). Dragged off by unspeakable horrors. Missing ever since.
- **Swift Elyan**, female halfling.

Besides Sureen, only Elyan, Dorring, and Byar survived their last adventure. You are tasked to find out and confirm what happened to them. This either starts or continues the Major Quest: Byar's Seven.

If this adventure starts the quest, it continues in *DALE1-2 Blades of Daggerdale*.

ADVENTURE QUESTIONS

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

1. **Did the PCs ask the Sibilant Sisters for a guide?**
 - a. Yes, they used the hags guide.
 - b. No, they navigated the forest themselves.
 - c. No, they hired a guide from Shadowdale.
2. **Did the PCs ask the Sisters for further help?**
 - a. Yes, they used the jug to enter.
 - b. Yes, but they decided not to use the jug.
 - c. No.
3. **What happened to Sureen ?**
 - a. She was freed and returned to Shadowdale.
 - b. She was freed, but Relda took her.
 - c. She was not freed.
 - d. Something else.
4. **Did any PCs get a temporary spellscar?**
 - a. Yes.

b. No.

5. Was Sureen reunited with Dorrington and Elyan?

a. Yes.

b. No.

NEW RULES

Feyswarm Staff

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

Lvl 14 +3 21,000 gp

Implement (Staff)

Enhancement: attack rolls and damage rolls

Critical: The target is dazed by stinging magical insects until the end of your next turn

Power (Daily): Free Action. Use this power when an attack made with this implement hits. Magical stinging insects daze the target until the end of your next turn.

Reference: *Adventurer's Vault*, page 104.

Level 7+

Lvl 19 +4 105,000 gp

Lvl 24 +5 525,000 gp

Lvl 29 +6 2,625,000 gp

Elixir of Dragon Breath

Lvl 7 100 gp

Lvl 17 2,600 gp

Elixir

Power (Consumable □ Acid): Minor Action. Use this power after you drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use. Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier acid damage.

Level 17: +20 vs. Reflex; 3d6 + Constitution modifier acid damage.

Level 27: +30 vs. Reflex; 3d6 + Constitution modifier acid damage.

Reference: *Adventurer's Vault*, page 186.

Level 7+

Lvl 27 65,000 gp

Jar of Steam

Wonderous Item:

Level 7

2,600 gp

Power (Daily o Zone): Standard Action. When you pull the lid off the jar, hot steam fills a close burst 1 until the end of your next turn. This zone of steam provides concealment to all creatures within it. Any creature other than you that starts its turn within the zone takes 1d6 fire damage. Sustain minor; you must be within 10 squares of the zone.

Reference: *Adventurer's Vault*, page 174.

Power Jewel

Wonderous Item:

Level 5

1,000 gp

Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.

Special: You must have reached one milestone today to activate this item.

Reference: *Adventurer's Vault*, page 176.

Rod of Feythorns

Lvl 7 +2 2,600 gp

Lvl 12 +3 13,000 gp

Lvl 17 +4 65,000 gp

Implement (Rod)

Enhancement: attack rolls and damage rolls

Critical: 1d8 poison damage per plus

Property: When you place a Warlock's Curse upon a target, that target loses resist poison (save ends).

Level 27: Target gains vulnerable 10 poison.

Level 27: Target gains vulnerable 15 poison.

Reference: *Adventurer's Vault*, page 100.

Level 7+

Lvl 22 +5 325,000 gp

Lvl 77 +6 1,625,000 gp

Feat of Strength

Your subject undergoes a profound transformation, bulking up as its body gains a layer of thick muscle.

Level: 4

Category: Exploration

Time: 10 minutes

Duration: 1 minute

Component Cost: 30 gp

Market Price: 75 gp

Key Skill: Nature

Nature Check Results	Bonus to Check
19 or lower	+1
20–29	+2
30–39	+5
40 or higher	+10

The Feat of Strength ritual confers to a single willing subject a significant boost of strength, enabling the target to make a single Strength check with a bonus to the check determined by your Nature check result. The increase to Strength does not affect any other aspect of the character aside from making Strength checks.

Typical uses of this ritual include boosting an ally's Strength check to break down a door, bend metal bars, lift a gate, or smash open a chest.

Reference: *Forgotten Realms Player's Guide*, page 144.

NPCs

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

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

PCs from the Dalelands region gain a +2 bonus on their skill checks to know any of the information listed under Lady Addee Ulphor or the Pendant of Ashaba.

THE LADY IN FLAMES

The Lady in Flames is an auburn haired half elf with green eyes that stare vacantly in the distance. Mirror-like shards riddle her body, which is wrapped almost entirely in spidery strands. Armor and clothes have been stripped off, exposing the shards that pierce her skin. A metal headpiece adorns her brow like a crown, and her hand has been webbed onto a rod /staff that seems to hum as if alive.

The Lady in Flames' real name is Sureen Evereska. She used to be a Malarite priestess, and belonged to an adventurer band that set out months earlier to investigate a dungeon under Semberholme.

Sureen was affected by a powerful surge of wild magic when she destroyed a magic mirror that sealed a portal in that dungeon. The effects are similar to what the Spellplague did - though it is not a true Spellplague effect.

Due to the effect, she continuously grows mirror-like fragments from her skin. These cause intense pain, but also regenerate all other wounds she has. The pain and lack of care has left her in a catatonic stupor - she is awake but hardly lucid. She occasionally mutters her name but not much else.

Aside from the obvious magical items, Sureen also wears a non-magical necklace with a pearl, a gift from a man named Byar.

A character knows the following information by investigating the unconscious body of the Lady in Flames:

- The Lady in Flames heals any damage (other than the shards in her body) remarkably fast. She has regeneration 5.
- If a PC pulls hard on a shard, it breaks off, and a new one grows in place within a minute. The shard gives off a blue glow, and can be detected as magical. If PCs willingly cut themselves with it

they contract the disease *shadow consumption*, (see below, no attack roll is required). PCs who have a spellscar are immune to this disease. In addition, PCs with a fey origin gain a temporary spellscar. Removing the disease by any means removes the temporary spellscar as well. PCs **cannot** gain a permanent spellscar by any means in this adventure.

- **Arcane (DC 20):** The shards hold small, powerful charges of wild magic, similar to but less powerful than spellplague powers.
- **Arcana (DC 25) or Nature (DC 25):** The magic seems to only affect fey, likely due to the feytouched nature of the woods. A shard taken out of the woods quickly loses its magic.
- If a PC is spellscarred and within 5 squares of the Lady in Flames, their *spellplague sense* reveals that the Lady in Flames is also spellscarred. As noted above, spellscarred PCs are immune to the disease.
- **Heal (DC 18):** The Lady in Flames is suffering from the final stages of *cackle fever* (DMG pg 49) which has left her catatonic. If the PCs use a *cure disease* ritual, the Lady in Flames is cured briefly, but the shards in her body flare up and the disease quickly reestablishes itself - long term care (and taking her out of Spiderhaunt) is needed to keep her lucid. Sureen does wake up briefly, only long enough to beg for help.
- **Arcana (DC 20):** The older fey refer to the Lady in Flames as 'Susurrus'
- **Nature (DC 25):** A Susurrus is an ancient Lolth-touched spiderlike monster whose poison turned local fey into cannibalistic Wendigo's. It long prevented the fey's return to the Living Woods. The monster was thought destroyed years ago by Azalar Falconhand, the former Lord Mayor of Shadowdale.

Temporary Spellscar

Fey PCs obtaining a temporary spellscar in the adventure receive the following:

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

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

Shadow Consumption (Level 8 Disease)

This disease wrecks the body with shadow magic, which occasionally features as cold blue flames on exposed skin.

Attack: +11 vs. Will

Endurance improve DC 20, maintain DC 15, worsen DC 14 or lower.

	The target is cured.	
Initial Effect	The target regains only half the normal hit points from healing effects and takes a -2 penalty to Fortitude and Will defenses. Additionally, the target gains a +2 power bonus to damage when using arcane attack powers.	<>
	The target regains only half the normal hit points from healing effects and takes a -2 penalty to Fortitude and Will defenses. In addition, the target has one less healing surge until cured of the disease. Lastly, the target gains a +4 power bonus to damage when using arcane attack powers.	<>
Final State	The target dies.	

LADY ADDEE ULPHOR

Lady Addee is a sturdy woman, short but broad and well built. She has dark brown eyes and brown hair with a spot of gray around the ears.

She dresses in an ankle-length gown with a solid cloth shoulder-cloak. She wears breeches and mens' leather boots under her gowns.

A silver crescent moon hangs from a silver chain around her neck

A character knows the following information about Lady Ulphor with a successful History or Streetwise check:

DC 10: Lady Addee Ulphor is the ruler of Shadowdale, as the pendant she wears testifies.

DC 12: Lady Ulphor is human, though her first name and her eyes bespeak elven blood in her past.

DC 15: She is swift-witted, has a superb memory for names and faces, is conservative and apt to be disapproving of new ways and manners (though not prim), and can be quite sharp-tongued when she wants to be.

DC 20: Lady Ulphor is not much charmed of the sage Elminster, and disapproves of those who "goes to strange places, does strange things, indulges in whimsy, and doesn't keep quiet about it, so that he puts odd ideas into the heads of folk and it all leads to tumult and upset."

DC 22: She's a good cook, physically active and not afraid of hard work.

THE PENDANT OF ASHABA

The Pendant of Ashaba is a silver crescent moon with the horns pointed upward. It hangs from a silver chain.

A character knows the following information about the Pendant of Ashaba with a successful History check (Lady Addee Ulphor knows all of this and can explain if asked):

DC 10: Lady Addee Ulphor is wearing a magic item known as the Pendant of Ashaba. This item, which predates the Spellplague, serves as the symbol of office for the Lord of Shadowdale, and each new Lord of Shadowdale receives it when taking on the mantle of this office.

DC 15: Lady Addee gained the pendant twenty years ago (year of the Forged Sigil) when Azalar Falconhand resigned from his post.

DC 17: Upon command, a magic mouth effect speaks the words, "The bearer of this token be the one and true lord of Shadowdale."

DC 20: There are several stories that suggest the pendant contains powerful divinatory magic, though the exact nature of its magical power is unclear.

DC 25: The pendant was made by the water wizard Ashaba, who wore it while acting as the first Lord of Shadowdale. The chain on which it hangs was created by the witch Syluné during Aumry's reign.

PLAYER HANDOUT: VISIONS (ENCOUNTER 8)

VISION #1

The Lady in Flames stares in a mirror. Her skin is smooth and unbroken; no shards pierce her body. A muscular man stands behind her. He kisses her shoulder, then drapes a necklace with a small pearl bauble around her neck. The woman smiles seductively to the man, then turns around and kisses him.

VISION #2

Angry and defiant, the Lady argues with a group of six other people: a dwarf, a female halfling, an elder human male in robes, a muscular human man in plate, a young woman in robes, and a man dressed in rich finery. All but the richly dressed man look like professional adventurers.

The anger is aimed mostly at the richly dressed man and the human in plate, For a moment it looks as if the Lady is to attack. Then the young woman steps forward and speaks soothing words. The Lady hesitates, than angrily turns away.

VISION #3

Darkness surrounds you. There is nothing to see, but you can hear terrible, screeching noises coming from around you. Then a scream sounds that chills you to the bone, a young woman's voice. It is impossible to determine the direction of the sound, but it quickly disappears in the distance.

VISION #4

The Lady in Flames stands with three people - a dwarf, a female halfling, and a human in plate - in a round underground chamber. The dank walls are featureless, except for several large ornate mirrors that hang on the walls, in between corridors that lead into darkness. The Lady is arguing, but the man in plate sadly shakes his head. Suddenly, she whirls about and smashes her fist against one of the mirrors. The mirror breaks, sending shards of glass in every direction.

VISION #4

Dappled sunlight filters through a forest canopy, illuminating a dwarf, a female halfling, and a human male in plate standing over the Lady, her body pieced by hundreds of mirrorlike shards, just as she is now. A whirling portal of darkness hangs in the air several feet away.

The dwarf has set his axe down and is bandaging his badly wounded leg. The halfling, wielding a hand crossbow, is arguing with the human. The man is bent over the unconscious Lady, his face creased in concern as he removes her armor and examines her.

VISION #5

Dappled sunlight filters through a forest canopy. A female halfling and a dwarf are moving away from a human in plate who holds the Lady in his arms; the halfling aids the limping dwarf, supporting his weight.

VISION #6

The Lady lies on a forest floor. A human in plate armor stands protectively over her, facing to the right where a group of ettercaps advance menacingly.

VISION #7

This scene is set in a web-filled chamber, the ettercap's lair. A number of ettercaps are bowed down as if in worship. There are also several young fey present. One of the fey, a gnome, is reaching forth as if to break off a mirror-like shard from the Lady's body.