



# HIDDEN DESTINIES

A SIDE TREK FOR 5TH-LEVEL CHARACTERS

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“Hidden Destinies” is a short Side Trek designed for five characters of 5th level set in the Forgotten Realms. It contains two encounters, each of which can lead to a longer adventure. Both encounters involve an escort quest. You simply pick whichever background option works the best for your campaign, and run the encounter associated with it. Alternatively, you can combine the two into a larger, more intricate plot involving all of the powerful enemy agencies behind the two attacks described below.



## BACKGROUND

In the Western Heartlands of Faerûn, outside the protective aegis of Elturgard, many folk live in fear of the unknown. In these places, the inhabitants shutter their windows and wait out the night while untold evils—some purely imagined, others terrifyingly real—roam unchecked, looking for the unwary and the unwise.

Nor's Ridge is just such a place, a bowshot from the northern edge of the Werewoods—once known as the Wood of Sharp Teeth. Situated on a high bluff overlooking the Chionthar, this village of some two dozen families has slowly dwindled in the years since the Spellplague, as its residents have moved eastward seeking the protection of Elturel and Fort Morninglord. A trader's market rests at the bottom of the hill, and small, subsistence-level farms line the road leading up to the bluff.

### OPTION 1: THE PROPHESED TYRANT

In the past month, a young boy, Caom Dynin, began speaking odd, incomprehensible phrases in his sleep. His father, Ydal, sent a message to Fort Morninglord, whose clerics responded that the boy should be brought immediately for examination.

The church of Bane has spies in many places across Faerûn (and elsewhere on Toril), and the clergy of Amaunator is no exception. Verped, a Banite residing at Fort Morninglord, intercepted the original message, and has come to a startling conclusion: The boy, Caom, is not some unfortunate innocent caught up in unknown powers. Verped believes him to be the subject of a long-forgotten prophesy. The boy will grow into the greatest tyrant of this or any age, eclipsing even the Chosen Emperor Fzoul Chembryl and heralding the Black Age of Bane.

To help achieve that end, Verped has dispatched his minion, Adaré, to kidnap the child, so that he can be properly raised to serve the whims of the god of hatred and tyranny. The cultists plan to steal Caom Dynin away to the east, for training among the Banites that dwell south of Berdusk. Adaré is unsure of her instructions, but does not dispute them—were she higher in Bane's favor, then she would be the one issuing commands to Verped. One day, perhaps, things may be different. For now, she obeys.

### OPTION 2: THE WAGES OF DEATH

Ydal is a diligent farmer, working his fields each day from dusk onward to provide for his family's support. One day, while plowing a newly cleared field, he unearthed an odd, open-faced helm. The eldritch purple lines etched around the nose guard seemed to speak to him. Fearing madness, he resolved to bring the helm with him to Fort Morninglord, and let the priests of Amaunator investigate its mysteries.

Quavor never took well to the strict hierarchy of the Zhentarim. While he craved power above all else, he was rebellious and insolent—but too talented for his masters to simply order his removal. Eventually, they allowed him to ease his way free of the tight strictures of the Zhentarim to go seek more knowledge and power for the greater glory of the group. Although technically still a Zhent (because no one truly leaves the Zhentarim unless dead), Quavor has spent much of the ensuing years studying necromantic spells and rituals, sending periodic updates on his research to his masters. Lately, though, his increasing power brought on the notice of the Eminence of Araunt. Unaware of his other loyalties, they view Quavor as a shrewd young mage, capable of discovering powerful magic that may be of interest to their landless kingdom.

In return for his service in providing the Eminence of Araunt with such relics that he finds, they have granted Quavor access to their own knowledge on controlling and creating undead—knowledge that Quavor gleefully passed up the chain to his overseers in the Zhentarim. They have also set him on the trail of several magic items they hear of. He has returned some of what he finds to the agents of the Eminence of Araunt, enough to maintain the veneer of loyalty. The rest of his finds he has kept for himself or sent home.

The most recent lead came from an Araunt spy in Fort Morninglord. A local farmer—Ydal Dynin—had sent word of an item found in one of his fields. The helm matched the description of a *helm of Deldren*. The Eminence of Araunt wants the item at any cost, and they have dispatched Quavor to retrieve it. He also knows that the Zhentarim will want the helm for themselves, so he plans to steal the helm and return to the relative safety of his allies in the nearest Zhentarim cell. The Eminence believes that the *helm of Deldren* might have once been used in the creation of exceptionally powerful helmed horrors, and wishes to study it in the hope of improving their own dire-helms, or incorporating this new magic into an even more powerful sort of construct.

### MAKE YOUR CHOICE

As DM, you'll need to choose whether the players face Adaré and her cultists, Quavor and his undead creatures, or both. Each encounter presents different kinds of challenges and employs different tactics against the players, but this choice also determines the course of the story going forward—and, if you choose, a larger adventure to follow. Before making your decision, read through both encounters, and the suggested adventure plots in the Conclusion. You know your group and its preferences, and should be

able to craft a memorable adventure from the threads provided. One plotline encourages the PCs to actively seek out evils in the region, while the other makes the players react to a threat that is coming after them.

The Banite encounter will set the players on a trail to stop them from kidnapping Caom and turning him into their prophesied tyrant, eventually bringing them into direct conflict with the servant of Bane lurking among the priests of Amaunator at Fort Morninglord.

The encounter with the Eminence of Araunt's agent will put the characters in the crosshairs of that organization as enemies to be eliminated. It will also put them afoul of the local Zhentarim faction, which could escalate to a large-scale and long-running feud between the characters and the Zhents.

If you choose to run both encounters, you can weave the resulting plots together with one another, having the Eminence pursue the players and the *helm of Deldren* while the party is investigating Banite influence in the area.

## GETTING THE PCS INVOLVED

The players are passing north of the Werewoods to skirt around the dangers the forest presents—despite their experience, they're not quite hardy enough to survive the woods for long. Depending on which of the adventures you choose for your players to pursue, the following hooks are suitable for drawing the PCs into the adventure.

**Divine Intervention:** A divine PC receives a vision from her deity of the path to Nor's Ridge, along with a sense of disquiet about the happenings there.

**Long-distance Reconnaissance:** The knights of Elturgard fear that some distant settlements along the Chionthar have lost touch with the light of the gods. The PCs are hired to investigate a number of such villages, and Nor's Ridge is the first of them.

**Rumors Galore:** A passing traveler informs the players of the strange happenings in Nor's Ridge: after years of quiet, there is a disturbing amount of news coming out of the place.

**Dispatch from Fort Morninglord:** Some business brought the characters to Fort Morninglord. While they are there, they are hired by the temple of Amaunator to travel to Nor's Ridge and escort Caom or the helm (depending on your hook) back to the fort for protection. No one in the church knows how important either the child or the helm are, so the characters are given little warning of the perils they're about to face.

## STARTING THE ADVENTURE

When the PCs come upon the Nor's Ridge trademeet, they are approached by Ravker, the unofficial spokesman for the village, who implores them to accompany the wagon in which either Ydal and his son, or Ydal and the helm, will depart the next day. If the players refuse or seem disinterested, Ydal tries to convince them to come along, suggesting that they may be handsomely rewarded if he can make it to Fort Morninglord safely (along with Caom or the helm, of course).

If even this doesn't convince them, and you're using background option 1, you can roleplay Caom acting in an abusive manner toward other children at the trademeet, an unholy light emanating from his stark green eyes as he commands them to recover something for him, and they obey, seemingly against their own natures.

If you're using option 2, the helm in Ydal's possession suddenly begins to burn with a strange fire, and nearby animals begin to panic and stampede in circles in the area. Ravker and Ydal are able to calm the creatures, but the episode should convince the characters this request for aid is not without merit.

Regardless of whether you choose for the PCs to fight Adaré, Quavor, or to fight one and then the other, the map for the encounter is the same, as is the basic premise: while escorting their charge (Caom or the helm) and Ydal through the outer forests of the Werewoods, the wagon is attacked and disabled. The characters must stop the attackers, and in the aftermath of the battle stumble onto a larger plot than they expected.

The wagon itself is weak, and provides little protection for Caom, who rides inside. Ydal acts last in the initiative order on the first round of the encounter, fleeing inside the wagon and bolting the door behind him.

## TREASURE

You can use the encounter with the Banites to give one of the players a magic weapon or armor they've been waiting for. Award the characters a level 5 parcel from the *Dungeon Master's Guide*, page 126, awarding any of the first four parcels as you desire.

Awarding treasure for the encounter with Quavor is a bit more difficult, because of the lack of intelligent creatures. Still, a magic implement or a ritual book of comparable value to a level 5 treasure is a suitable reward.

## ATTACKING CAOM AND YDAL

Although vital to the plot of the adventure, Caom and Ydal are not invulnerable to attack. Through their own actions or inaction, the characters might witness the death of one or the other of these characters.

The wagon provides protection for those inside, but cannot stand up to much abuse: it has AC and Reflex scores of 6, a Fortitude of 12, and 30 hit points. Once destroyed, anyone inside the wreckage has cover, but no further protection from outside attacks.

Caom and Ydal have defenses of 11 (including AC), and only 1 hp. Treat them as minions for most purposes—a missed attack does no damage to either of them, but a hit automatically reduces them to 0 hp. Unlike other minions, however, you can opt to grant them death saves as you would the characters once they're knocked to 0 hp, allowing the characters a chance to save them and adding another element of tension to the encounter.

In short, tailor the treasure to the player's needs and desires. If you run both encounters, you can feel free to make the treasure a little more valuable for one than the other.

## CONCLUSION

Although they can be used as simple one-off encounters, these battles are intended as introductions to larger, ongoing plots.

## EXPANDING THE BANE THREAT

If you expand the first encounter with the Banites into a longer adventure, here are some tips for the final showdown with Verped. It's also possible that one of the Banite converts manages to snatch Caom and run off. Should the players fail in the encounter, Adaré or the convert brings Caom to her fellow Banites. If Ydal survived the meeting, he implores the party to seek out his son and save him before it is too late to keep the boy from being corrupted.

For later encounters, use a mixture of the villains presented in the first encounter and those from other sources (such as the *D&D Compendium*) for the Banites the players will face.

If they battle Adaré and defeat her and her cultists, the players discover a message from Verped with instructions to take Caom to their camp near Berdusk. There, they discover a small-but-growing camp of Banites, supplemented by frightened and frustrated commoners who turn to the Black Lord for order and stability. They find the hand of Elturgard too heavy, and its justice unyielding in the face of the real dangers and trials that normal people face every day.

After discovering the camp and defeating its leaders, the players discover evidence that Adaré was

working in the service of Verped out of Fort Morninglord. What follows is a complex social encounter with the leaders of Amaunator's clergy to investigate their fortress and root out the Banite influence, concluding with a battle against Verped himself.

Verped is a powerful priest of Bane, and he has slowly converted a few of the knights of Amaunator to his way of thinking. The final battle between Verped and the PCs should be difficult, at least two levels above that of the PCs'. Defeating Verped results in the elimination of the Banite infiltrators in the fort, a possible alliance with the clerics of Amaunator, and a definite increase in reputation among the people of Elturgard.

## EXPANDING THE EMINENT OF ARAUNT AND ZHENTARIM THREAT

Quavor wants nothing more than to succeed in serving the Zhentarim, and in doing so he is granted increased magical power. Once the players defeat him, both the Eminence of Araunt and the local Zhentarim turn their attention to Ydal and the *helm of Deldren*. Ydal explains that his intention was to leave the helm with the priests of Amaunator, but he now believes that the PCs might be better keepers of the relic than even the clerics of the sun god.

If the players decide to deliver the *helm of Deldren* to Fort Morninglord anyway, they are told of its history: The helm once belonged to Deldren Nor, a minor warrior from just after the first fall of Netheril, who died defending the small settlement that now bears his name. They can divine nothing of its connection to any magic or undead processes—it seems like a normal *helm of opportunity* to them—and the priests of Amaunator allow the characters to keep the helm.

The Eminence of Araunt, however, is not pleased with this arrangement, and sends agents to attack the characters the first night that they make camp outside a settled town. Harried by weaker undead over the course of several days, a pattern emerges, and the players are eventually able to track their movements to a nearby mass grave, which the Eminence of Araunt uses as a portal to one of its headquarters. Stumbling (or forced) through the portal, the party discovers a small cadre of intelligent undead that assault them immediately. This hidden mausoleum is the base of the attacks the characters have suffered, and defeating its occupants causes the ambushes to stop.

Even if the players leave the region and are able to avoid the attacks of the Eminence of Araunt, they have made a lifelong foe—an enemy that is patient beyond measure. As their careers progress, they might suffer attacks from banshees, ghosts, skull lords, and other, even more powerful undead, until they finally find a way to end the threat of the Eminence of Araunt permanently.

The local Zhentarim cell is likewise aware of the helm. They too want its power, but are less inclined to go to the ends of the earth to retrieve it. The Zhentarim here can be an excellent red herring—the real threat is the Eminence of Araunt, especially if you decide that the priests of Amaunator are incorrect, and that the *helm of Deldren* is more than it appears. (If it is actually capable of some greater magic associated with the undead, for example.) The Zhentarim also seek to avenge the loss of Quavor, who as an excellent local source of magic and valuable relics. If the characters pursue any leads, they are eventually led to the cell's headquarters for the region in Elturel. There they can learn about Quavor's role as a double agent and ties to the Eminence of Araunt.

## WEAVING THE THREADS

Running both of the encounters presented herein presents a number of interesting possibilities. What does Ydal do, with Caom safely among the priests of Amaunator and the helm out of his possession? How do the players balance their attempts to find the Banites with the constant harrying of the undead on their trail?

How you decide to balance the two plots is entirely up to you, but be careful to monitor the enjoyment of your group. A strong story is important, but ultimately, if one or the other threads doesn't grab your players, you should ease away from it and focus on what's fun for everyone.

## ONGOING ADVENTURES

You might choose to have the themes in this adventure pop up multiple times over the course of an ongoing campaign. Perhaps the Banites were wrong about Caom, and he has the potential to be a strong force for good or evil, depending on the path he chooses and the mentors who guide him—or perhaps they were right, and he turns to Bane despite his time at Fort Morninglord. It's possible that Ydal Dynin cursed, to have two such occurrences fall into his life so closely together, and he continues to turn to the party for aid. Certainly, earning the attention of the Eminence of Araunt is not a good thing, but given the enemies the Eminence has been earning—Thay, the Twisted Rune, and others—the PCs might find themselves allied with Araunt against what seems like a greater enemy.

## BANITE AMBUSH

Encounter Level 5 (1075 XP)

### SETUP

Adaré, acolyte of Bane (A)

8 Banite converts (C)

1 zealot of Bane (Z)

Adaré and his recruits make an attempt to kidnap their charge.

When the PCs enter the clearing, read:

*The wagon finally makes it free of the narrow path and has nearly reached its destination. Just as it clears the edge of the trees, a pole thrusts out of the brush and through the spokes of the wagon's rear wheels, causing both to break as it spins around to the axle. A group of figures steps forward, spurred on by a woman in black-trimmed chainmail and green robes, who screams, "Grab the boy. Kill the rest!"*

8 Banite Converts (C)		Level 5 Minion
Medium natural humanoid, human		XP 50
Initiative +5	Senses Perception +3	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 19; Reflex 17; Will 17		
Speed 6		
⊕ <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>		
+9 vs. AC; 4 damage		
<b>Tyranny of the Mob</b>		
A human cultist gains a +1 power bonus to all defenses and a +1 power bonus to attack rolls while at least two other Banite converts are within 5 squares of it.		
Alignment Evil	Languages Common	
Str 18 (+6)	Dex 13 (+3)	Wis 13 (+3)
Con 14 (+4)	Int 10 (+2)	Cha 9 (+1)
Equipment battleaxe		

Zealot of Bane (Z)		Level 6 Elite Brute
Medium natural humanoid		XP 500
Initiative +4	Senses Perception +11	
HP 168; Bloodied 84		
AC 18; Fortitude 17; Reflex 16; Will 15		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ <b>Greatsword</b> (standard; at-will) ♦ <b>Weapon</b>		
+9 vs. AC; 1d10 + 8 (crit 1d10 + 20) damage		
↓ <b>Double Attack</b> (standard; at-will) ♦ <b>Weapon</b>		
The zealot of Bane makes two <i>greatsword</i> attacks. If both attacks hit the same target, the target is knocked prone.		
↖ <b>You Will Kneel</b> (standard; recharge [Ⓜ]) ♦ <b>Weapon</b>		
Close burst 1; +9 vs. AC; 1d10 + 8 damage, and the target is pushed 1 square and knocked prone.		
↖ <b>Mark of Loathing</b> (standard; encounter) ♦ <b>Fear</b>		
Close burst 5; targets one creature; the target is marked and grants combat advantage to the zealot of Bane's allies (save ends).		
<b>Brute Rush</b>		
When a zealot of Bane makes a bull rush attack, the target is pushed 2 squares instead of 1 square.		
<b>Martyr's Farewell</b> (when the zealot of Bane is reduced to 0 hit points or fewer) ♦ <b>Fear</b>		
The zealot of Bane makes a <i>greatsword</i> attack against all enemies within reach. A target struck by this attack is shaken until the end of its next turn in addition to taking damage.		
Alignment Evil	Languages Common	
Str 18 (+7)	Dex 12 (+4)	Wis 16 (+6)
Con 14 (+5)	Int 11 (+3)	Cha 8 (+2)
Equipment greatsword, chainmail armor		

Adaré, Adept of Bane (A)		Level 4 Controller (Leader)
Medium natural humanoid, human		XP 175
Initiative +3	Senses Perception +10	
HP 58; Bloodied 29		
AC 18; Fortitude 18; Reflex 13; Will 18		
Speed 6		
⊕ <b>Mace</b> (standard; at-will) ♦ <b>Weapon</b>		
+8 vs. AC; 1d8 + 2 damage.		
↘ <b>Dominating Ray</b> (standard; at-will) ♦ <b>Fear</b>		
Ranged 10; +7 vs. Will; 1d6 + 3 damage, and the target is slowed (save ends).		
↘ <b>Withering Glance</b> (standard; recharge [Ⓜ][Ⓜ][Ⓜ]) ♦ <b>Necrotic</b>		
Ranged 5; +7 vs. Fortitude; the target takes 5 ongoing necrotic damage and is weakened (save ends both).		
↖ <b>Battle Grace</b> (minor 1/round; recharge [Ⓜ][Ⓜ][Ⓜ])		
Close burst 10; all allies in the burst gain +5 speed until the end of Adaré's next turn.		
↖ <b>Bane's Command</b> (standard; encounter)		
Close burst 5; bloodied allies in the burst regain 15 hit points.		
Alignment Evil	Languages Common	
Skills Endurance +10, Religion +10		
Str 14 (+4)	Dex 12 (+3)	Wis 18 (+6)
Con 18 (+6)	Int 8 (+1)	Cha 12 (+3)
Equipment chainmail, mace, holy symbol		

### TACTICS

Adaré immediately employs *Bane's return* while the converts advance on the nearest PC. The zealot of Bane moves toward the party, using *mark of loathing* to mark the PC with the most converts adjacent to it. The zealot uses its action point to make a second attack during the first round in which it can make two attacks.

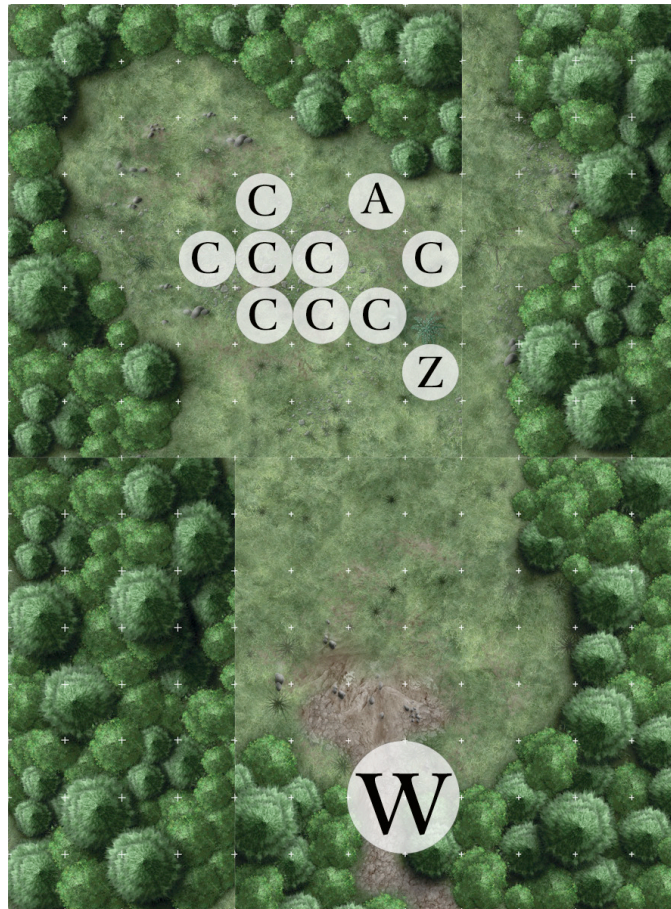
## FEATURES OF THE AREA

**Illumination:** This encounter takes place during the day. All squares are brightly lit, except for those adjacent to the trees, which are dimly lit thanks to the tree canopy.

**Trees:** The trees surrounding the area are solid and block line of sight and effect. A creature can use a tree as superior cover to targets on the opposite side. An adjacent target around a corner has cover rather than superior cover.

**Wagon:** The wagon (W) provides protection to characters hiding behind it, but can be damaged to the point of endangering its occupants. A simple Athletics check (DC 10) is enough to vault a character onto the surface of the wagon, and its already-damaged status makes it difficult terrain to walk across.

The wagon provides protection for those inside, but cannot stand up to much abuse: it has AC and Reflex scores of 6, a Fortitude of 12, and 30 hit points. Once destroyed, anyone inside the wreckage has cover, but no further protection from outside attacks. The wagon can hold up to three people, and Caom and Ydal both try to enter it at the end of the first round of combat if there is room.



## A ZHENT MOST EMINENT

Encounter Level 5 (1,000 XP)

### SETUP

1 bear corpse (B)

2 gravehounds (G)

Quavor (Q)

The death mage Quavor comes seeking an ancient prize.

When the PCs enter the clearing, read:

*The cart rumbles to a stop, and Ydal's eyes widen in fear. A bear, larger than any natural bear you've ever seen, bounds toward the wagon, the flesh nearly falling off its slaving jaws. Two dogs, rotting skin and viscera hanging in tatters from their ribcages, follow it. The horse breaks free of its reins and bolts as a man steps from the trees at the other end of the clearing, waving a thin rod of iron triumphantly.*

If the PCs have already faced the Banites from encounter 1, instead read the following:

*Ydal turns white and looks to the east, where a bear and two dogs stare hungrily at him, pins of purple light glowing in their lifeless eyes. The beasts stand stiffly, no breath moving their bodies, as holes in their skin show bone and flesh below. A thin human stands at the end of the clearing, blocking the way east and holding a slim iron rod skyward as the creatures advance.*

Bear Corpse (B)		Level 7 Elite Brute
Large natural animate (undead)		XP 600
Initiative +4	Senses Perception +10; low-light vision	
HP 190; Bloodied 95		
AC 19; Fortitude 20; Reflex 17; Will 19		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Claw (standard; at-will)	+10 vs. AC; 2d8 + 5	
⊕ Double Attack (standard; at-will)	The bear corpse makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).	
⊕ Necrotic Crush (standard; at-will)	Grabbed target only; +8 vs. Fort; 4d8+3 necrotic damage.	
Alignment Unaligned	Languages –	
Str 19 (+7)	Dex 13 (+4)	Wis 15 (+5)
Con 15 (+5)	Int 1 (-2)	Cha 9 (+2)

2 Gravehounds (G)		Level 3 Brute
Medium natural animate (undead)		XP 150
Initiative +2	Senses Perception +1; low-light vision	
HP 54; Bloodied 27		
AC 14; Fortitude 14; Reflex 12; Will 11		
Immune disease; poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⊕ Bite (standard; at-will) ◆ Necrotic	+7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller.	
⊕ Death Jaws (when reduced to 0 hit points) ◆ Necrotic	The gravehound makes a bite attack against a target within its reach.	
Zombie Weakness		
Any critical hit to the zombie reduces it to 0 hit points instantly.		
Alignment Unaligned	Languages –	
Str 16 (+4)	Dex 13 (+2)	Wis 10 (+1)
Con 14 (+3)	Int 1 (-4)	Cha 3 (-3)

Quavor (Q)		Level 6 Artillery
Medium natural humanoid		XP 250
Initiative +6	Senses Perception +6	
HP 56; Bloodied 28		
AC 18; Fortitude 17; Reflex 18; Will 19		
Speed 6		
⊕ Dagger (standard; at-will) ◆ Weapon	+9 vs. AC; 1d4 damage	
⊕ Magic Missile (standard; at-will) ◆ Force	Ranged 20; +11 vs. Reflex; 2d4 + 6 force damage	
⊕ Necrotic Flash (standard; encounter) ◆ Necrotic	Close burst 3; +9 vs. Reflex; 1d8 + 6 necrotic damage, and the target is immobilized until the end of Quavor's next turn	
⊕ Death Blast (standard; at-will) ◆ Necrotic	Area burst 1 within 10; +9 vs. Reflex; 1d6 + 5 necrotic damage	
⊕ Black Vapors (standard; encounter) ◆ Poison	Area burst 3 within 20; +9 vs. Reflex; 1d6 + 5 poison damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both)	
Wand of Accuracy (free; encounter) ◆ Implement		
Requires wand; Quavor gains a +3 bonus to one attack roll.		
Alignment Evil	Languages Chondathan, Common	
Skills Arcana +15, Diplomacy +9, Dungeoneering +11, Insight +11		
Str 10 (+3)	Dex 16 (+6)	Wis 16 (+6)
Con 14 (+5)	Int 20 (+8)	Cha 12 (+4)
Equipment dagger, wand		

### TACTICS

The corpse bear and the two gravehounds have no preference for targets, attacking the nearest available target. Quavor uses his *magic missile* attack on lone characters, reserving *necrotic flash* and *death blast* until he can attack as many targets as possible. The mage and his servitors have no use for Ydal, and don't exclude them as targets from their assault. If Quavor can somehow lure the players and their charges away from the wagon, he makes a move for the *helm of Del-dren* and then escapes as swiftly as possible, leaving his undead creatures to slow pursuit.



## FEATURES OF THE AREA

**Illumination:** This encounter takes place during the day. All squares are brightly lit, except for those adjacent to the trees, which are dimly lit thanks to the tree canopy.

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### *About the Author*

**Brian** is a university minion with dreams of grandeur and delusions of power—which might explain the whole DUNGEONS & DRAGONS® thing. Though he plays in lots of imaginary places, he is happiest when he can sneak off into some corner of the FORGOTTEN REALMS®, and then tell everyone else about it.

