

THE FIVE DEADLY SHADOWS

A TWO~ROUND DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADAPTED ADVENTURE

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The Shou town of Kudoku is in despair. Its magistrate once embodied a set of principles that guided the village, but he was murdered by assassins known as the Five Deadly Shadows. The principles have been corrupted and now protect the assassins. Can you recover the principles and best prevent the town's destruction? A *Living Forgotten Realms* adapted adventure set in the Dragon Coast for Adventure Level 8 (recommended character levels 7 to 9 - characters below this level may find it too difficult and characters above this level may find it lacks challenge). This adventure is found in Issue 195 of *Dungeon* online, part of D&D Insider.

Dungeon issues may be found on the Wizards of the Coast website (<http://wizards.com/dnd>). At least one person at the table (either a player or the DM) must have an active subscription to D&D Insider. We recommend that you allow at least 8 hours of playing time to complete this adventure (the equivalent of a two-round standard LFR adventure).

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

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

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

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

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

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

APPROPRIATE CHARACTER LEVELS

This adventure is playable by any LFR-legal Adventure Level 8 table (potentially allowing for characters between levels 5 and 10) but it is intended for levels 7-9 of the Heroic tier of play. The adventure may be too difficult for characters at levels 5-6 and may be too easy if all the PCs are level 10. Paragon-tier and Epic-tier characters may not play this adventure. Any AL 8 Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles.

This adventure can only be run at AL 8.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

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

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
8	12	16	24

ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure from *Dungeon* online to use this adaptation. The published adventure is the version used by the DM. There is no high or low tier (see Appropriate Character Levels on page 3). At least one person at the table must have an active subscription to D&D Insider (this can be one of the players or the DM; it does not matter).

You should be aware that this adventure runs longer than a standard *Living Forgotten Realms* adventure. The estimated playtime for this adventure is about two rounds (eight to ten hours).

For *Living Forgotten Realms*, the treasure section in each encounter and the rewards and Story Awards in this document completely replace the rewards listed in the published adventure. Each encounter has notes on the rewards for the characters, and a total is given at the end of the adventure.

DM'S INTRODUCTION

Run the adventure as presented, with the modifications listed in this document.

The adventure is set in the town of Kudoku, which in this adaptation is placed to the south of Nathlekh City in the Dragon Coast. Information on Nathlekh is found in Appendix 1 and in the other Dragon Coast adventures mentioned below.

Kudoku is made up almost entirely of Shou immigrants or descendants, though they periodically trade with non-Shou. They are a conservative people, holding to the ways of Kara-Tur more than those of Faerûn.

The Five Deadly Shadows are five powerful assassins formerly of the White Petal tong (“tong” is the Shou name for a gang). See the Dragon Coast adventures *DRAG1-4 Falling Snow White Petal*, *DRAG1-5 White Flower Falling*, and *DRAG1-6 Night of Fallen Petals* for more information. In particular, the Adventure Background section of *DRAG1-6* may be helpful in understanding the events of those adventures.

The Five Deadly Shadows had been assigned elsewhere when Mad Fox, the leader of the White Petal tong, was defeated by heroes. Hearing of his demise, the Five Deadly Shadows sought a new location to grow their tong, this time under their own leadership. As noted in the adventure, they began to corrupt the town. Rumors of the corruption eventually reached Nathlekh City and a city official assigned Hiro Yun the duty of investigating and settling the disturbance. When Hiro's reports cease, the city officials look for adventurers that can help (perhaps selecting PCs that assisted them previously).

Before the adventure you should check whether any of the PCs have Story Awards related to the White Petal series. PCs with **DRAG07 Trust of the Neng and Fan Clans**, **DRAG08 Enmity of Madfox**, or **DRAG12 Gratitude of the Neng Clan** may be recognized by one or more of the Five Deadly Shadows, at your discretion. This should be a role-playing interaction and should not prevent any PC from accomplishing a task associated with an aspect of Bushido.

PCs with the Story Award **DRAG12 Gratitude of the Neng Clan**, **DRAG10 Alchemist's Friend**, **DRAG11 Blessing of Tymora**, or **DRAG13 Gratitude of Foo-Shen** can be rewarded with additional hints, at the DM's discretion, regarding an aspect of Bushido. For example, a PC with such an award that is about to take an action that violates an aspect of Bushido may sense that their action would not be in line with the Shou ways and that a different action may be more appropriate.

PCs with the Story Award **DRAG14 A Reading By Yi Amahl** should automatically gain guidance the first time they are about to fail a skill check or otherwise take action that would result in a failure regarding an aspect of Bushido. The PC gains a vision of Yi Amahl, a Calim prophet who fled his lands for those of the Shou. In the vision the PC sees Yi Amahl and hears him warning them that the action they are about to take violates an ancient Shou code and that learning the ancient code is the path to victory.

In addition to the above Story Award interactions, the DM should guide players (and their characters) as necessary through the premise of the adventure. The adventure will be most enjoyable if players discover that they must learn the aspects of Bushido. Players that

assume violence is the best option or that are not used to role-playing or investigation may need additional tips and guidance. Some suggestions are made below.

INVOLVING THE HEROES

The PCs are hired by city officials from Nathlekh City. The officials are worried that any Shou they hire could be from a local tong and/or in league with the Deadly Shadows. Hiring foreigners seems a safer choice. If any of the PCs have played previous Dragon Coast adventures, their past deeds make them an especially trustworthy choice.

Characters that have met Yi Amahl could also receive a vision, as explained in the story hook entitled “Dream Vision”.

In either case, the officials offer payment of 100 gold to each PC now and promise an additional 500 gold apiece (see the Conclusion) once the Five Deadly Shadows have been defeated. This replaces the gold reward printed in the Conclusion of the published adventure.

The officials warn the party that Kudoku is very much a Shou village, and the people may seem peculiar and conservative in their ways. The officials describe basic etiquette. They won’t mention Bushido or specific codes, but they do state the importance of being conversational with one’s enemy, of obeying local customs, of respecting the authority of law and judicial superiors (including anything blessed by the Emperor), and of respecting Shou beliefs.

EVENT 1: HONOR, PART 1

Players unused to role-playing or who favor combat may ignore the monk or be unwilling to help him. The monk and his gift of the robes is an important part of the adventure and should be included if possible. Consider having the monk collapse under his burden if ignored. Prompting the PCs for Easy DC Heal or Insight checks can reveal that he is unable to carry the sticks any further and a Religion check can suggest he is a holy person or perhaps a monk dedicated to a priestly cause. This may help encourage PCs to assist him.

If PCs still ignore him, he can appear in Event 3, happening to be at the foot of the steps at the moment the PCs approach. The old monk is here to tell his master he was unable to deliver the sticks and perform his duties. PCs can help him with the shrine now, returning to Event 3 afterwards, or complete Event 3 after which Jushiro asks them to come to the shrine so he may gift them something (the orange robes).

EVENT 2: COURTESY

ENCOUNTER LEVEL 9 OR 8

Characters that have played previous Dragon Coast adventures or who have a theme or class build related to Kara-Tur or Shou lands should realize that Zhang’s request that they leave their weapons and armor is characteristic of peaceful tea houses. Using Insight suggests this is somehow necessary, but that Zhang’s expression hides disdain because she expects they will not comply.

SCALING THE ENCOUNTER

In general, the Adjusting the Challenge Level sidebar on page 5 can be used for adjustments to the overall challenge level of the adventure.

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

Four PCs: Remove either one geisha bushi (if present) or have both half-oni geisha flee from combat once bloodied (PCs should realize they pose no threat and can easily deal with them later if desired).

Six PCs: Add a geisha bushi.

MILESTONE

The characters receive 70 XP each for defeating Namiko Li. This encounter counts toward a milestone.

TREASURE

While the robes do not at this time appear to be treasure, it is important to let PCs know when each new set of characters appears on the robes. This happens only if they succeed at mastering a virtue.

ENDING THE ENCOUNTER

PCs that interrogate Namiko Li or the half-oni find they steadfastly refuse to answer any questions. The geisha bushi disclose that they know something has happened to the monastery and are aware that Namiko used magic to corrupt principles important to the town. They do not otherwise know any useful information.

EVENT 3: BENEVOLENCE

ENCOUNTER LEVEL 10 AND SKILL CHALLENGE LEVEL 8

Yamato Sheng may know of any PCs’ Dragon Coast accomplishments and goad them appropriately, asking them what they have done for the Shou peoples and whether they truly defeated all the evil involved. Once

combat is initiated he may reveal his previous White Petal tong affiliation. His martial arts style is reminiscent of the acrobatic leaps of many White Petal initiates they met; suggesting Yamato Sheng may have been their teacher.

The “I Know Kung Fu” sidebar should be used in this encounter as suggested in the adventure.

SCALING THE ENCOUNTER

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

Four PCs: Decrease Yamato Sheng’s level by one (subtract 1 from all attacks and defenses, reduce to 356 hit points) and change *flying battle step* to only allow teleporting and attacking two times. Consider changing the recharge on *tempest of the four winds* to 5-6. In addition, reduce the Thievery DC to disable the spinning statues to 16.

Six PCs: Increase the spinning statues’ *spinning limbs* burst size to 4. In addition, Yamato Sheng gains a +1 to attacks and the following additional power:

M Quivering Palm ♦ Recharge 6

Attack: Melee 2 (one creature); +12 vs. Fortitude

Hit: 2d8 + 8 damage.

Effect: The target takes ongoing damage equal to its surge value (save ends).

Aftereffect: The target is weakened until the end of its next turn.

MILESTONE

The characters receive 70 XP each for defeating Yamato Sheng. This encounter counts toward a milestone.

ENDING THE ENCOUNTER

PCs interrogating Yamato Sheng can learn of the connection between the White Petal tong and the Five Deadly Shadows. He can also share that Namiko Li worked powerful magic to corrupt the town’s guiding principles, creating a form of protection for each of the Five Deadly Shadows. Those that master the principles can bypass the protections and more easily defeat the Five Deadly Shadows. PCs do not otherwise learn additional information beyond that described in the encounter.

EVENT 5: HONESTY

ENCOUNTER LEVEL 8 AND SKILL CHALLENGE LEVEL 8

If the characters have so far ignored the aspects of Bushido they are likely to do so again in this encounter. Jushiro could appear and share with them that he senses

some opportunity has been lost in the past battles that would have recovered the village’s lost principles. The daughter could be reading a blank book, explaining that she once found important lessons but those have faded. Examining the book and using skills like Arcana and History can help PCs understand that if they could demonstrate the lost principles the magic that hides them could be undone.

SCALING THE ENCOUNTER

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

Four PCs: Remove the minotaur soldier.

Six PCs: Add a minotaur charger.

MILESTONE

The characters each receive 70 XP for defeating Atsuo. This encounter counts toward a milestone.

EVENT 6: COURAGE

ENCOUNTER LEVEL 10

If the characters have so far ignored the aspects of Bushido they are likely to do so again in this encounter. See Event 5 for advice.

SCALING THE ENCOUNTER

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

Four PCs: Two flying daggers appear each round and only four initially. Remove the flying dagger swarm initially. If the battle goes easily you can introduce it but have it dissipate when bloodied.

Six PCs: Add an additional flying bloody katana (it can be a wakizashi short sword) and have three flying daggers appear each round.

MILESTONE

The characters each receive 70 XP for defeating their foes and an additional 70 XP if they save Hiro and Kenzo. This encounter counts toward a milestone.

TREASURE

As noted in the adventure, the katana becomes a *lifedrinker weapon* +2 once defeated.

EVENT 7: RECTITUDE AND DUTY

ENCOUNTER LEVEL 10 AND SKILL CHALLENGE LEVEL 8

Note that this skill challenge is largely a role-playing encounter and based on how characters react to the test of Rectitude and Duty presented by Sujin Makoto. The scroll is signed by the Emperor of Shou Lung, but can be changed to contain the signature of the governor of Nathlekh City if that would be more suitable for the party. Another option is to have it contain the magical symbol of a deity of law, such as Torm, indicating divine approval.

SCALING THE ENCOUNTER

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

Four PCs: This can be a difficult encounter for a small party. Reduce Sujin's defenses and attacks by 2, change his hit points to 320 (and further for virtues as noted in the adventure), and reduce the die size of all attacks from d10 to d8. In addition, use action points only when the battle is in the PCs' favor. If necessary, *tumbling assault* can become recharge 3-6 once Sujin is bloodied.

Six PCs: Add 2 to all damage rolls and change *poison blade* to recharge on a 5-6.

MILESTONE

The characters each receive 70 XP if they defeat Sujin Makoto. This encounter counts toward a milestone.

TREASURE

Sujin has a coffer containing valuables, worth 300 gold pieces per PC.

CONCLUDING THE ADVENTURE

With the defeat of the Five Deadly Shadows the despair lifts from the town. The people once again remember their virtues and pledge to return the town to its former ways. Jushiro recalls the seven virtues and can now bring back monks to the monastery.

The PCs can return to Nathlekh City to report on what took place and receive their promised reward. For defeating the Five Deadly Shadows (regardless of how many virtues they completed) the PCs gain the Story Award **ADAP20 Gratitude of Nathlekh**.

If they completed at least four of the seven virtues of Bushido, the PCs gain the Story Award **ADAP21 Emissary of the Seven Virtues**.

EXPERIENCE POINTS

PCs who defeated the Five Deadly Shadows and reported back to the authorities in Nathlekh City gain 700 XP each. For each of the seven virtues of Bushido that the PCs successfully completed, they earn a bonus of 50 XP, to a maximum of +350 XP per PC if they completed all seven virtues.

TREASURE

If the PCs successfully completed at least four of the seven virtues of Bushido, the robe can be worn as armor, becoming a *robe of contingency*. Jushiro or another returning monk, his knowledge now regained, will offer to teach the PC *nimble hunter pounce* or *five stars strike* (grandmaster training alternative rewards). Finally, the grateful people of Kudoku will offer to copy one of the virtues' characters as a tattoo. The PC may choose which virtue is represented, but regardless of virtue choice, this acts as an *eager hero's tattoo*.

Assuming the PCs defeated the Five Deadly Shadows, upon returning to Nathlekh City their employers gladly pay the promised 500 gp. In addition, each PC is offered a +2 *ghost mask ki focus*, *necklace of prayer beads*, or additional gold in the form of rare objects of art worth 300 gold pieces.

These rewards (Treasures) replace the gold and magic item rewards printed in the adventure's conclusion.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 8 (2 ROUNDS)

Minimum Possible XP: 1280 XP

Defeating Namiko Li: +70 XP

Defeating Yamato Sheng: +70 XP

Defeating Atsuo Toru: +70 XP

Defeating Hiro Yun and Kenzo Harima: +70 XP

Bonus if Hiro and Kenzo have been rescued through the skill challenge: +70 XP

Defeating Sujin Makato: +70 XP

Defeating all Five Deadly Shadows: +700 XP

For each virtue of Bushido completed: +50 XP (total of seven virtues, so a maximum bonus of +350 XP)

Maximum Possible XP: 2750 XP

Base Gold per PC: 900 gp

(Intro: 100 gp, Event 7: 300 gp, Conclusion: 500 gp)

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes two and only two selections for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

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

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

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

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

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

EACH PC SELECTS TWO OF THE FOLLOWING:

A character may select each Treasure only once, except for Treasures X to Z.

Treasure A: *lifedrinker weapon +2** (level 10; *Dungeon Master’s Kit*)

Found in Event 6

Treasure B: *ghost mask ki focus +2** (level 9; *Dragon 387*)

Found in Conclusion

Treasure C: *necklace of prayer beads +2** (level 9; *Dragon 387*)

Found in Conclusion

Treasure D: *robe of contingency +2** (level 9; *Adventurer’s Vault*)

Found in Conclusion

Treasure E: *eager hero’s tattoo** (level 10; *Adventurer’s Vault 2*)

Found in Conclusion

Treasure F: *nimble hunter pounce** (level 7; *Dragon 404*)

Found in Conclusion

Treasure G: *five stars five strikes** (level 13; *Dragon 404*)

Found in Conclusion

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 8: *potion of lesser haste* (level 10) plus 100 gp

Treasure Z (More Gold): The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 8: 300 gp

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. It is possible for PCs to gain both of these awards, and it is possible that they gain neither, depending on what they do or do not accomplish during the adventure.

If the PCs defeat all of the Five Deadly Shadows, they earn ADAP20.

ADAP20 Gratitude of Nathlekh

You defeated the Five Deadly Shadows and prevented the town of Kudoku from descending into a despair from which it would have never recovered.

The government of Nathlekh City in the Dragon Coast recognizes your deeds. They offer to adorn your armor and clothing with colorful stylized depictions of dragons, lotus or cherry blossoms, or ki-rin. If you accept this adornment then Shou peoples tend to react more favorably to you whenever you are wearing the adorned items (DM's discretion). However, the enemies of the Shou will also take notice.

If the PCs successfully complete at least four of the seven virtues of Bushido, they earn ADAP21. To be clear, when the PCs are choosing their Treasures from this adventure, they are not bound by the level limits specified in ADAP21; the text of ADAP21 applies when the PCs use the Story Award to choose one of the listed items or grandmaster training options as a replacement Treasure after a future adventure.

ADAP21 Emissary of the Seven Virtues

You have learned of the seven virtues of *Bushido* (benevolence, sincerity, courage, courtesy, honesty, honor, and loyalty) practiced by many Shou peoples.

The monks of the Way of the Enlightenment monastery in Kudoku encourage you to return someday and learn more of their ways. This gives you access to the following magic items and Grandmaster Training options. At the end of any adventure, you may spend one of your available Treasure selections for that adventure and one of your found-item slots to choose a reward from the following list instead of choosing a reward from the list of Treasures available in that adventure.

For magic items, you gain the highest-level version of the item that does not exceed your character level + 2 at the time you choose the item; for grandmaster training, the level of the training must not exceed your character level at the time you choose the training. If you already have one of the listed magic items, you may use this as an upgrade. If you already have the *nimble hunter pounce* grandmaster training, you may use this as an upgrade to *nimble hunter grace of eloquence* (once you are at least level 17) without spending another found-item slot.

Magic items: *lifedrinker weapon* (*Dungeon Master's Kit*), *ghost mask ki focus* (*Dragon* online issue 387), *necklace of prayer beads* (*Mordenkainen's Magnificent Emporium*), *robe of contingency* (*Adventurer's Vault*), *eager hero's tattoo* (*Adventurer's Vault* 2).

Grandmaster training: *nimble hunter pounce* (level 7), *nimble hunter grace of eloquence* (level 17), *five stars five strikes* (level 13). The rules for these options are found in the article "The Seven Styles" in *Dragon* online, issue 404.

NEW RULES

All magic items have a rarity of Uncommon unless otherwise specified.

Lifedrinker Weapon +2

Level 10

Level: 10

Price: 5,000 gp

Weapon: Any melee

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 necrotic damage.

Property: Whenever you drop an enemy to 0 hit points with a melee attack made with this weapon, you gain 5 temporary hit points.

Reference: *Dungeon Masters Kit*, page 258.

Ghost Mask Ki Focus +2

Level 9

Level: 9

Price: 4,200 gp

Implement: Ki Focus

Enhancement: +2 attack rolls and damage rolls

Critical: +2d8 psychic damage.

Power (Encounter ♦ Psychic): Free Action. Trigger: You make an attack that targets AC. Effect: The attack targets Will instead. All damage from the attack is psychic damage.

Reference: *Dragon Magazine 387*, page 53.

Necklace of Prayer Beads +2

Level 10 Rare

Level: 10

Price: 5,000 gp

Implement: Holy symbol

Enhancement: +2 attack rolls and damage rolls

Critical: +2d8 damage.

Utility Power (Encounter): Minor Action. Effect: Choose one of the following benefits.

- You and each ally within 5 squares of you can make a saving throw.
- Until the end of this turn, your healing powers restore the maximum number of hit points possible.
- Once before the end of your next turn, when you miss with a divine attack power, you can reroll the attack roll. You must use the second result.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 42.

Eager Hero's Tattoo

Level 10

Level: 10

Price: 5,000 gp

Item Slot: Wondrous Item

Property: When you take a short rest, you gain temporary hit points equal to 5 + the number of healing surges you have spent since your last extended rest.

Reference: *Adventurer's Vault 2*, page(s) 86.

Robe of Contingency +2

Level 9

Level: 9

Price: 4,200 gp

Armor: Cloth

Enhancement Bonus: +2 AC

Power (Daily ♦ Healing, Teleportation): Immediate Reaction. Use this power while you are bloodied and when an attack damages you. Teleport 6 squares, and you can spend a healing surge.

Reference: *Adventurer's Vault*, page(s) 49.

Nimble Hunter Pounce

Level 7

Level: 7

Price: 2,600 gp

Alternative Reward: Grandmaster Training

Utility Power (Encounter): Move Action. Effect: You jump a number of squares up to your speed. After the next melee attack you make this round, you can shift up to half your speed.

Reference: *Dragon 404, The Seven Styles*, page(s) 6.

Five Stars Five Strikes

Level 13

Level: 13

Price: 17,000 gp

Alternative Reward: Grandmaster Training

Utility Power (Encounter): Move Action. Effect: You move up to your speed. If your next melee attack this turn hits, roll four extra attack rolls (using the same modifier as the initial attack roll) and deal 1d8 extra damage to the creature you hit for each of the extra attack rolls that hits

Reference: *Dragon 404, The Seven Styles*, page(s) 3.

Potion of Lesser Haste

Level 10

Lvl 10 200 gp

Potion

Utility Power (Consumable): Minor Action. Effect: You drink the potion and spend a healing surge. You gain an extra move action to use either during your current turn or your next turn.

Reference: *Mordenkainen's Magnificent Emporium*, page(s) 97.

APPENDIX 1: NATHLEKH

Source: *Forgotten Realms Campaign Guide*, page 116.

Nathlan

Feudal Shou State; Population 18,000

The County of Nathlan (capital Nathlekh City) runs along the shores of the Long Arm. It is a small feudal state inhabited chiefly by several strong Shou clans. Towns such as Westgate and Telflamm feature large Shou-dominated districts, but some clans savor independence.

A Shou clan shares a common surname, a mutual ancestor, and an ancestral village far to the east. A few clans wield far greater power than the others. One such is Clan Neng. It was once a “consort clan,” a group whose close ties to the Shou emperor garnered it special privileges and power. When representatives of Clan Neng and its allies reached the western end of the Golden Way hundreds of years ago, they settled in Nathlekh City. In the intervening years, the city garnered more and more Shou settlers until this onetime “City of Cats” became predominantly Shou, and grew to govern the larger region now called Nathlan.

Although friendly to trade, Nathlan is suspicious of non-Shou, particularly nonhumans. None but Shou are allowed to live permanently in Nathlan, and visitors are restricted to a special section of Nathlekh City.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

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SESSION TRACKING

DUNGEON MASTER

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