

TAKEN

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

BY PIETER SLEIJPEN

REVIEWED BY M. SEAN MOLLEY AND COLLEEN SIMPSON

PLAYTESTED BY AARON BROSMAN, GABE SCHNEIDER, JILL BROSMAN, JOHN
ROGERS, JOSH HORNBAGER, LAURA FISCHER, MAEVE SALLA, MARYALYCE
RENSA, NATHAN SALLA, ROBERT ADDISON, SELENA ADDISON, TREVOR
SALLA

The Night Knives have been punished for kidnapping many children in the city of Saerloon and with the discovery of their involvement and their punishment the authorities say the crime has been solved and the abductions stopped. But is it ever that simple? What if some say that there are still children missing that need rescuing from a dark fate indeed? A *Living Forgotten Realms* adventure set in Sembia for characters levels 7 - 10. Sequel to CORE1-5 *Touched by Darkness*.

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 7-10. 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

In *CORE1-5 Touched by Darkness* the PCs rescued a group of children from the clutches of Sharran cultists in the Sembian city of Saerloon. The cultists kidnapped the children, taking them to their dark monasteries for

"proper" education. To prevent people looking into the disappearances, the cultists made it appear the children had died.

The sudden return of some of the supposedly dead children stirred up trouble, both from other parents who'd recently lost their children and wanted them to be rescued as well, and from a public outcry against the Night Knives, the thieves blamed for the kidnappings (although persistent rumors blamed the Church of Shar). Shortly afterward, a gang of Night Knives, supposedly behind the crime, was caught red-handed. They were summarily executed and the children they'd stolen returned home. Haelia Johannes, Lord Governor of Saerloon, became a hero and soon everything settled down.

It would have stayed this way, were it not for Nicos, former private teacher of the twins Kerri and Laena Artask. When Kerri died neither he nor Laena believed the girl was truly dead. Nicos became obsessed with finding her, and soon lost his job and some say his sanity.

When Nicos heard the Night Knives were behind at least some of the deaths, he turned his investigation towards them. Soon he learned about some compatriots of those captured by Haelia. When Nicos confronted these men, they just laughed, and ignored him like the madman they thought he was. Convinced of their guilt, he turned to Laena for money to hire adventurers to help him force the truth from the Knives.

These Night Knives, led by the rough but shrewd human thug Helard, were no fools. Angry about being wrongly accused off a crime they had not committed, they'd started an investigation of their own. Their investigations did not turn up much except for a single name, the Silent Monastery, a secretive Sharran monastery somewhere near the city of Yhaunn. It is there that the children were taken and where most still linger under the cruel teachings of the Sharrans, many having forgotten where they came from.

When the Knives heard Nicos had arranged a meeting with adventurers, Helard organized a meeting of his own with Nicos just before the PCs' arrival. It took some skill, but Helard convinced Nicos of his innocence and that the Knives' information was correct. Now both want to hire the PCs to get the children out of the Silent Monastery.

PLAYER'S INTRODUCTION

Nicos has many contacts, and with their help, he calls adventurers to Saerloon. Mentors, parents, previous patrons (e.g. Deskyr Thanterim from *CORE1-1 Inheritance* or the three priestesses of Selûne from

DRAG1-1 *Many Hands Make Light Work*), superiors or friends have told the PCs about Nicos' need. All have heard of the kidnappings, but their reasons for requesting the PCs can be as diverse as greed, pity, hatred for Sharrans, or the need to help the weak. Whatever the reason, the PCs find themselves in a quiet tavern, in the harbor of Saerloon, waiting for Nicos to show up.

Read or paraphrase the following to the players:

So here you are, sitting in a quiet run-of-the-mill tavern in Saerloon, Sembia, together with a bunch of adventuring types, waiting for a middle-aged man to show up. It has something to do with kidnapped children. The kids were presumed dead, but a short time ago a group of adventurers rescued several from either local thugs or Sharran cultists. The man is willing to pay good coin to save the others, or so your contacts have said.

DM'S INTRODUCTION

Before you begin running the adventure, check whether some or all of the PCs have played *CORE1-5 Touched by Darkness*. Those who have played the previous adventure were among the adventurers who rescued the children a couple of months ago, and Nicos knows the PCs by name, having researched those events obsessively. It is also possible that the PCs realize the Night Knives are not behind the kidnappings, having found evidence that cultists of Shar, an evil vengeful goddess of darkness with world-dominating plans, are responsible. The proof was not believed by most in Sembia, and hence the information does not change much. The PCs' attitude towards the Night Knives in Encounter 1 might be less suspicious. Also check if a PC has the story award **CORE10 Search for the Missing Children**, since these PCs are eligible for the major quest reward at the end of this adventure.

The adventure is set in Sembia, a country ruled by Netheril. While Netheril gives the locals considerable leeway it is still a dictatorship. The Sembians accepted their overlords a long time ago, and few, if any, are rebellious. History has been distorted by the victors. People are hesitant to bring forward any grievances about government or religion, especially to strangers. Anybody can be a spy for the rulers. Such distrust is hidden by a façade of business as usual, and adventurers are made feel welcome as long as they spend coin and do not cause trouble for the authorities.

The players should keep in mind, that the only legal religion in Sembia is that of Shar. Visitors are free to worship whomever they want, as long as they do not

openly flaunt their religion, let alone try to convert others. People wearing open religious symbols are treated with distrust, and regularly warned by the authorities. Preaching leads to banishment at best, but a dagger in the back is much more likely. Followers of Selûne, goddess of the moon and hated enemy of Shar, must take special care.

The adventure starts in the Nameless tavern where Nicos and Helard try to hire the PCs to help him get Kerri and the other missing children back from the Silent Monastery or at least to learn about their fate.

Once in Yhaunn, the PCs need to devise a way to get into the monastery, find the children, and get out alive. PCs who possess **CORE02 Shade Coin** from *CORE1-1 Inheritance* can gain special boons by showing the coin at the right time. See the various encounters for more details.

One of the goals of the adventure is to get into a well-protected monastery built into a hovering piece of rock - an earthmote. The adventure provides several suggested pathways, but it is impossible to predict the plans and methods the PCs might choose. Encounter 2 should contain enough information for you to make the necessary adaptations. All adventures run better when you prepare, but in this adventure good preparation is even more important. Not only to be able to deal with whatever surprise the players throw at you, but also to help the adventure run quick and smoothly.

Due to the freeform nature of Encounter 2, it is important to keep an eye on the time when running this adventure, especially in a time sensitive environment. If you are running long (play-tests have shown the fight in Encounter 3 to take much time for example or when the players particularly love the roleplaying and planning aspect of the adventure), it is best not to run the dark teachers in Encounter 4 to their best ability or you can even replace the fight with a short skill challenge. Alternatively you can expend the fight in Encounter 4 by moving the enigma of Shar from Encounter 4 to 5 and hand-waving Encounter 5 through could skill use (especially if the PCs prepared their escape well in advance). If you do so, make sure the PCs can still acquire all experience points and treasure. Still, the best experience is if all encounters can be used and making these changes should as always only be done to enhance the fun of all at the table.

ENCOUNTER 1: JOB OFFER

SETUP

Important NPCs:

Nicos, middle-aged male human teacher

Helard, tough male human smuggler and fisherman

The PCs are sitting together in the Nameless Tavern waiting for their potential employer to arrive. It is a good time for introductions. The innkeeper has been alerted by Nicos, and he serves lunch on Nicos' account. He had not met Nicos until a couple of days ago. Nicos looked a bit disheveled, but his gold was good and he did not look the type to steal. Once the players are ready, proceed with Nicos' arrival.

The door of the tavern opens, and a tall gaunt middle-aged human man walks in. He has long wild black hair streaked with gray and a beard that would make a dwarf proud. His clothing has seen better times, showing obvious signs of neglect, although it is clean. Next to him stands a short broad-shouldered man with the weathered face and clothing of a fisherman. The older man looks at you with a mix of suspicion and relief before striding towards you with due haste. The fisherman eyes you coldly, and follows more carefully.

"Good afternoon," the older man starts with a steady clear voice. "I am Nicos, house teacher and scholar, well, I was one anyway. This man here is Helard." He points at the fisherman. "You are the adventurers I have been waiting for? How was your trip?"

Nicos used to be a well-schooled home tutor for the wealthy. His former occupation still shows in his behavior and speech manners. He is polite, articulate and, despite his own current condition, somewhat disdainful toward crass and poor (although he does try to hide it).

Helard is a fisherman and smuggler. He is a rough man who mostly keeps silent. Neither he nor Nicos tell the PCs about his contacts with the criminal world of Saerloon. If pressed, Helard says he is here to avenge some of his friends who were killed for crimes they did not commit.

Nicos and Helard want to hire the PCs to help rescue a young girl, Kerri Artack, a (former) pupil of Nicos, as well as perhaps even more kidnapped children. If the PCs find evidence for who is behind the kidnapping that would be great as well. They do not know much, except that the children are likely held at a

place called the Silent Monastery in the city of Yhaunn. The order living in the monastery is dedicated to the religion of Shar. If pressed for more information, Nicos and Helard can give the following details:

- A couple of months ago a group of adventurers rescued a group of kidnapped children. Somebody had gone to great lengths to make it appear that these children were dead so that nobody would be looking for them.
- The adventurers supposedly found evidence that Night Knives (a local thieves' guild) were behind the kidnappings. The authorities arrested a band of Night Knives, convicted and executed them. They found no more children, and the evidence indicated that the Knives had only recently started the kidnappings.
- Kerri apparently died in an accident not unlike some of the other missing children. Nicos never believed Kerri had died. Nicos spent a lot of time searching for her. He gave up his job as a teacher to be better able to search for his missing pupil. The finding of these children at the Monastery has given him hope again.
- If pressed, Nicos admits he was fired, because people did not want to be constantly reminded of their dead children, but he could not let it rest. He simply does not believe Kerri, or any of the other children who are still missing, are really dead.
- Kerri has a twin sister, Laena, and she does not believe Kerri is dead either. Twins have a special connection with one another, which is a good indication Kerri is still alive. It is Laena who gave Nicos the money to hire the PCs. She is a good girl, but she risks the wrath of her parents if they find out she has been giving Nicos money.
- Nicos' investigations revealed that the Night Knives were innocent and that the evidence against them was fabricated. Angry about the accusations and the executions of their friends, the Night Knives had done some investigations of their own. They learned about the Silent Monastery, but not much more.
- Nicos is willing to pay 25 gp per PC for them to investigate the Monastery, double that if they return Kerri alive. He also has some contacts with people that can provide magical items as a reward afterwards.
- Yhaunn is a city of the rich. It is built against famous cliffs which are mined for the best marble around the Sea of Fallen Stars. There is a long string of earthmotes floating above the

city. These motes are inhabited by the wealthy. Yhaunn is a relatively insular place, but the wealthy tend to be eccentric and the stone quarries require strong workers. Various monstrous humanoids and adventuring types draw some attention, but not nearly as much as one would expect in a human city.

- They do not know where inside the city the Monastery is located, but suspect it should not be too difficult to discover once inside Yhaunn.
- There is a religious holiday of Shar soon. If the PCs leave quickly, they might be able to use the celebrations to their benefit since security is likely to be much less tight during that time.

ENDING THE ENCOUNTER

Nicos is ecstatic if the PCs accept. Helard reacts more coolly, but it is clear he is relieved as well. Nicos immediately hands over the necessary travelling papers, and begs the PCs to leave as quickly as possible. They do have some time to buy supplies. See “Towards Yhaunn” once the PCs leave for Yhaunn.

It is possible the PCs distrust Helard, the professed innocence of the Night Knives, and the validity of the evidence pointing at the Silent Monastery. If pressed, Helard admits knowing members of the Night Knives and they are the ones who provided the intelligence. He truly believes that the information is correct, and that it is not an ambush or other trick. He cannot give any guarantees, beyond the fact that as far as traps go, this would be a rather elaborate ruse just to get a couple of random adventurers handed over to the Sharrans (neither Helard nor Nicos knew in advance who would show up). If the PCs still refuse to accept the mission, Nicos grows belligerent and insistent. If that does not help, Helard points out that while hiring other adventurers means that a window of opportunity closes, there are going to be other opportunities, and the two NPCs stand up to leave (giving the PCs one final chance to change their minds). If the PCs still refuse, the adventure is over, unless they decide to go to Yhaunn on their own initiative.

Note that approaching the authorities (in either city) is not going to help. The authorities of Saerlooon already believe that they caught the kidnappers, and the authorities of Yhaunn have no reason to believe that the Silent Monastery is a source of any trouble. There is no hard evidence, and pretty strong evidence is required when dealing with crimes committed by the Church of Shar in Sembia. Even when there is solid evidence, the person making the report still runs a big risk of ending up with a dagger in the back. Even if the PCs were

somehow able to persuade the authorities to launch an investigation, by the time that investigation actually got started and someone was sent to the Monastery, the Sharrans would surely be warned, and the children would be gone in any case.

TOWARDS YHAUNN

The journey from Saerlooon to Yhaunn covers around 240 miles by land, and double that by sea. Whatever their mode of transport, the journey is uneventful and the PCs arrive in the early afternoon.

Yhaunn is cramped in between a small strip of flat ground between the sea and a steep towering cliff. Unlike many cities, Yhaunn's growth has not been limited to the ground. Buildings cling to the cliffs like birds' nests, and three dozen clearly inhabited, earthmotes hang above the city. Precarious rope bridges, gondolas, elevators, and even the occasional hippogriff dreadmount seem to connect the various motes with each other and the cliff nearby. Swarms of seabirds, hanging gardens, and the azure sea below give the scene an exotic look. The whole city has an air of wealth and order, getting wealthier the higher one gets.

Yhaunn is a city of the rich, and those that serve them. Its inhabitants are arrogant and condescending to outsiders. However, they are not too proud to accept gold regardless of its owner. They are reasonably accepting of monstrous humanoids since these make excellent bodyguards for the rich.

Proceed with Encounter 2.

ENCOUNTER 2: RESCUE FROM DARKNESS

**SKILL CHALLENGE LEVEL 7 / 9,
COMPLEXITY 3 (900 / 1200 XP)**

SETUP

This encounter represents the non-combat work that the PCs conduct during their attempt to rescue the kidnapped children. It can be divided roughly into four phases. First the PCs need to gather information and plan the mission. Second, the PCs need to get into the monastery. Third, they need to find the children and finally, get them out.

At the start of the encounter it appears that the PCs have unlimited time. The Feast of the Dark Moon, a religious ceremony of Shar, is held in two nights at the next new moon. Due to the celebration and its preparations the security at the monastery is not as high as normal. This gives the PCs the perfect opportunity for the rescue mission.

The feast is in the middle of the 2nd night after the PCs' arrival in Yhaunn. Since the PCs can infiltrate the monastery during the ritual, this gives the PCs roughly 48 hours. Every scene has an estimated duration, but you should feel free to modify these as needed. If the PCs haven't reached Encounter 5 within 48 hours of their arrival, the celebrations are finished and security is again at the normal level. All the PCs can do at that point is leave as quickly as possible.

SKILL CHALLENGE

Although it uses the same basic mechanics, this skill challenge is a bit unusual because it represents the full non-combat parts of the rescue mission. You should feel free to modify the provided scenes and improvise new scenes on the spot as necessary. Each scene provides one step towards the ultimate goal of finding and saving the children. Several of those locations feature tactical combat encounters; so you must temporarily leave this encounter to run **Encounter 3** early on and then again to run **Encounter 4**.

The scenes in this encounter are numbered. It is likely you do not need to run all scenes. Scenes 2, 3 and 4 are three different paths of getting into the monastery. Let the players talk about how they want to conduct the rescue mission, make plans, and then go from there. The exact pacing is up to you. If the players are having fun with the roleplaying, stretch those scenes out. If they

prefer the combat scenes, keep the non-combat ones to a minimum. Most groups like a balance between the two. Keep an eye on your overall time limit if you are playing in a time-sensitive setting, to make sure that you leave enough time to complete **Encounter 5**.

Scene 1 describes the intelligence the PCs can get in Yhaunn. The basic facts can be learned without skill checks. The challenge for the PCs is in acquiring information without drawing attention to themselves. There are basically three paths the PCs can take to get inside the monastery. Use Scene 2 if the PCs try to replace or impersonate a group of expected visitors. Scene 3 details a different route in which the PCs attempt to have themselves smuggled into the temple. Scene 4 must be used if the PCs have their own flying mounts and use a direct approach. It is during one of these 3 scenes that **Encounter 3** takes place. Once inside the Monastery use Scene 5, this ends with **Encounter 4**. Finally, once they have found the children, the PCs need to get back out in Scene 6, ending in **Encounter 5**.

Ultimately, the PCs need to get into the monastery, find the children and get them out, all without triggering the alarm too early. If they fail, the monastery's defenses go into high gear and the PCs (and the children) have a much more difficult time making their escape.

Throughout the skill challenge, the PCs may use a variety of skills other than the example skills that are provided in each scene. You should feel free to improvise as much as needed. If something seems plausible, use the moderate DCs (14 / 15). If something seems unlikely or difficult, use the hard DCs (19 / 20). If the characters come up with a particularly brilliant plan, you can use the easy DCs (9 / 10) or just allow it to succeed.

Note that a general description of the Silent Monastery can be found in Appendix 1.

RUNNING THE CHALLENGE

Rather than counting successes and failures with each skill check that the characters, you should treat each scene as being part of the extended framework of the challenge. Each scene is a miniature skill challenge. The results of failed and successful skill checks for that specific scene are described at the scene. If 3 or more failures are gained in one of these mini challenges it counts as 1 failure towards the overall challenge (Encounter 2). If 3 or more overall failures are scored by the end of Scene 6 the skill challenge as a whole is failed. Otherwise it is a success.

Success: The PCs manage to avoid triggering an alarm before they reach the exit of the Silent Monastery.

Failure: The PCs trigger an alarm while inside the Monastery. Getting to the exit of the Monastery leads to a harried pursuit and each PC loses 2 healing surges. In addition there are 2 (at low tier) or 4 (at high tier) additional human lackeys in Encounter 5.

SCENE 1: WHISPERS ON THE STREET

The following information can be learned by carefully asking around in the streets and taverns of Yhaunn. These basic facts are what the PCs need to discover so that they can continue with the adventure. Acquiring the data takes about 6 hours, minus 1 hour per PC independently gathering information (to a minimum of 1 hour). Some of the facts are mere rumors, and they might very well be false. A list is reprinted in Player's Handout 1. Give this list to the players at the end of the scene.

Before providing the information, make sure the players are aware that the locals need persuasion (mostly drinks) or subtle indirect questions to talk about the Monastery. These people fear spies, and so should the PCs. The challenging part of this scene is not for the PCs to acquire knowledge, but to keep their interest in the Monastery hidden.

Each of the PCs involved in the scene should make a skill check at the end of their intelligence gathering. The exact skill depends on the chosen method of questioning. Give 1 automatic failure if a PC's behavior is bound to draw the wrong kind of attention.

- The Silent Monastery is **in** the big watermote floating above the bay. To get at the entrance you need to be able to fly, or use the cargo elevator.
- The elevator is used mostly to get cargo up and down. The merchant Gorstag Thorndrake is in charge of supplying the Monastery.
- Gorstag Thorndrake mostly deals in foodstuffs and wood and he is dependent on his contract with the Silent Monastery for his wealth. He has a reputation of being an average merchant who got his deal with the Silent Monastery through his wife Mirri's family. He is a hopeless flirt who wouldn't dare betray his wife for fear of losing his lucrative deal or worse suffering his wife family's vengeance (her family is known as devoted Sharrans).
- There is a rookery of kir-lanan at the mote. These dark-hearted gargoyle-like servants of Shar chase anybody away who gets too close and has no official business at the Monastery. On occasion curious or lost people get hurt or even killed. The kir-lanans do not care about money, social class, or contacts.
- The Feast of the Dark Moon takes place in two nights. It is a feast celebrated by the Dark Moon Monks to thank Shar for her blessings of the

previous year. It is held at the first new moon after midsummer.

- The monastery is expecting several guests for the Feast of the Dark Moon. It takes a bit of work to find out, but some of these guests come from far-away lands. All have an invitation, but some are representatives of other monasteries and temples and it is unlikely those present at the abbey know these people personally. Most visitors stay at the Monastery, although a few do first visit the temple of Shar in town.
- Due to the upcoming celebration many supplies are being shipped to the monastery. Thorndrake is looking for workers.
- People are afraid of the monks and prefer not to talk about them or the monastery. The monks have ways to keep things secret that would make death look welcoming.
- People whisper that the monastery is: a secret magical laboratory where shadow monsters are created, a training facility for assassins, a resort for the high ranking dark monks (and most shiver at the thought of what these dark-hearted assassins would consider relaxing), a secret prison, or all of the above.
- There is a gate to the Shadowfell in the center of the watermote, spreading its influence throughout the mote and allowing dangerous creatures to enter the material world.
- There are children at the Monastery, or at least monsters that look like children. These children rarely leave the Monastery and only under heavy guard.

Bluff (DC 14 / 15): By subtly steering the conversation in the right direction, the person might never even realize the PC has an interest in the Monastery.

Diplomacy (DC 19 / 20): Convince a person that telling the information is not going to get them into trouble. Of course, if a PC suspects revealing the info is going to cause trouble, this should be a Bluff check instead.

History and Religion (DC 14 / 15): Researching the Monastery amongst the various libraries of Yhaunn. If successful, the PC manages to hide his true interest by picking the right kind of documents to read. It costs 10 gp in admittance fees per PC who wants to make one of these checks.

Intimidate (DC 19 / 20): Sometimes scaring somebody into silence is all that is needed.

Perception/Stealth (DC 14 / 15): Perception or Stealth can only be used after another PC has brought up the subject of the Monastery (either through Bluff,

Diplomacy, or Intimidate), and then left. Some NPCs who won't talk to strangers will continue talking among themselves about the subject once the first PC is gone and with much less inhibition once there is no stranger around, and can easily be overheard.

Streetwise (DC 14 / 15): You do not have to reveal your interest in a subject. Asking the right questions to the right people with the right timing can prevent anybody making the connection.

ENDING THE SCENE

If the PCs want to check on any of the visitors for the monastery, proceed with Scene 2. Proceed with Scene 3 if the PCs want to get into the Monastery with the help of Gorstak (with or without his knowledge). If instead the PCs opt for a direct assault on the monastery, assuming they have flying mounts of their own, proceed with Scene 4.

Time: If the PCs required 3 (4 with 4 PCs) or more hours to acquire the information they score 1 failure for the scene. The increased time raises the chance of alerting the wrong persons about the PCs' interest.

Failures: Before proceeding, count the number of failed skill checks during this scene. If 3 or more, count it as 1 failure against the total skill challenge.

SCENE 2: A SKILLFUL DISGUISE

Important NPCs:

Cherra Redtree, female human Sharran cultist

Ander, Morgrim and Sarrin, male dwarf bodyguards

Festa, female dark stalker Sharran cultist

Partak, grim male half-elf dark moon monk
quartermaster

If there are 6 PCs, add:

Beline Redtree, female human Sharran cultist
(Cherra's younger sister)

One of the possible methods of getting into the Silent Monastery is to replace one of several groups of guests expected at the monastery for the coming celebration. At first glance, this might seem impossible for most adventurers, but a couple of factors make it a lot easier.

First of all, many of the guests are representatives of temples and monasteries of Shar from all over Sembia and the Dragon Coast and they have never personally met anybody at the Silent Monastery. All they have to identify themselves are letters of introduction which can be stolen by the PCs. Secondly, due to the preparations for the celebration, security is not nearly as tight as it usually is. Finally, many of these guests first visit Yhaunn before proceeding to the Monastery, and they do not always hide their purpose well. This gives the PCs a perfect opportunity to ambush them. In the end, the PCs should not linger too long inside the monastery or their cover will be blown, but impersonating some of the guests gives them enough time to get inside and find the missing children before an alarm is raised.

The scene should be treated as a separate mini-skill challenge. The group should make a minimum of 4 primary skill checks, one for each step described below. You can add more if it makes sense, but remember that the chance of failure increases with each check. Note that if the descriptions of the major NPCs really do not fit any of the PCs you should modify the NPCs so that it remains plausible for the PCs to be able to impersonate them.

The first step is to find the right group to replace. Doing so is easy, and leads the PCs to the Gilded Goose, a luxurious inn, and the Musetrap, a local theater. Apparently, one of the invitees, Cherra Redtree, has a weak spot for luxury and theater. She can only stay in Yhaunn for a short time, and is interested in the current play. So she visits the theater first before proceeding to the Monastery. She is accompanied by her friend Festa, her three (two if there are 4 players) dwarf bodyguards and potentially her younger sister Beline (if there are 6 players).

Once the PCs have found the cultists, they have one night and the better part of the morning to replace them. The Sharrans leave for the Monastery around noon the day after the PCs' arrival in Yhaunn. How the PCs set up the ambush and acquire information beforehand is up to your players. Any reasonable plan should succeed. Proceed with **Encounter 3** for the actual ambush. Unless the PCs manage to acquire details about the cultists before the fight, it is likely they keep them alive for questioning. The necessary details are provided below with the individual NPC descriptions. If any NPC escapes, count it as 1 failure towards the skill challenge.

Once the NPCs are defeated, the PCs have the necessary material and information to set up a good disguise and go to the Silent Monastery. The PCs could grab the griffons used by Cherra and her bodyguards, or they could use the supply barge run by Gorstak Thorndrake (see Scene 3 for more details). At this point getting to the Silent Monastery is easy. Seeing the invitation the kir-lanan or Gorstok ask few questions, at best giving the invitation a cursory glance. It is at the gates of the Monastery where the PCs' disguise is first tested.

At the gates, the guards fetch Partak, a half-elf dark moon monk and the quartermaster of the Monastery. Partak is a grim, direct man with an eye for details. Before allowing the PCs to enter he examines the letters of introduction and asks them a few questions to check their stories. He is clearly a bit overworked at the moment. PCs who give short direct answers gain his respect. PCs who tell long-winded stories are impatiently interrupted. When the PCs convince him they belong here (and they should succeed at this point), he assigns an acolyte to them PCs and sends them to their quarters in Habitat Two, at which point this scene ends.

- **Cherra Redtree:** Cherra is a tall slender woman with long black hair and a pale complexion. She has a taste for expensive sensual dresses, and loves the theater. Cherra is from Sembia. Her father is a merchant, and the intent was to marry her off. She objected, but did not like losing access to her father's money. Joining the church of Shar offered a solution that fitted her father's aims and her own ambitions. She is a representative of the temple of Shar from Saerloon, but knows nothing about the missing kids. She is here to acquire the services of the monks for a job against a merchant in Urmlaspyr who is suspected of supporting a cult of Selûne.

- **Dwarf bodyguards:** These are professional mercenaries. (The bodyguards could be of nearly any race.)
- **Festa:** Ferra is not a typical dark stalker (halfling-like creature from Shadowfell). She is curious about humans and fascinated by how humans spend their free time. She never lets curiosity get in the way of a job or friendship. She is a spy/cat burglar for the temple of Shar and was raised in Netheril.

Bluff (DC 14 / 15; each PC should at least make a DC 9 / 10 Bluff check): When talking with the guards at the Monastery all PCs should make a Bluff check. PCs doing the talking must make the check against DC 14 / 15. PCs standing at the back should make a DC 9 / 10 check. For every five points above the minimum DC the primary Bluff user gets, you should remove 1 failure from the others. If more than half of the PCs succeed, count it as 1 success in this scene. Otherwise count it as 1 failure.

Diplomacy (DC 19 / 20): Sharrans are a secretive lot, and they do not quickly reveal useful facts about themselves voluntarily. It is not impossible though. Useful information is provided above.

Insight (DC 14 / 15): Insight can be a great boon in acquiring the necessary information or keeping up the disguise.

Intimidate (DC 14 / 15): The cultists are no cowards, but once captured, they reveal the necessary information under the right kind of pressure. As with the use of Diplomacy, acquiring such information can help the PCs with their disguise when they are questioned at the gates of the Monastery.

Religion (DC 9 / 10 or 19 / 20): Remembering the basic facts about the religion of Shar is easy, and should be enough for the PC to successfully act as a mere layman follower. The more advanced rituals and knowledge are kept secret from the outside world, and posing as a nightcloak (a cleric of Shar) is a lot harder. Depending on the circumstances the PCs might need to make a Religion check to keep up appearances.

Stealth (DC 14 / 15; no successes for the challenge): Each PC who hides when setting up the ambush should make a Stealth check. Success or failure has an impact on the fight (see above and Encounter 3), but does not generate a success or failure for the skill challenge.

Streetwise (DC 14 / 15): By listening and asking around on the streets, the PCs find the place at which their targets are staying the first night. Additional checks reveal useful facts about the personalities and behavior of the cultists (see above for more information).

Shade coin (story-award CORE02): Showing the coin at the gates of the Silent Monastery provides 1 automatic success. Whether or not it helps if the PCs try to lure the cultists into an ambush or into revealing information depends on the circumstances and is up to you.

TROUBLESHOOTING

Depending on the players' preferences, they might opt not to dispose of the guests. Instead the PCs might try to delay the arrival of the Sharran cultists while stealing/forging the invitation for their own use. Doing so would allow the PCs to avoid a fight, but getting the proper equipment, the invitations, and delaying the expected guests enough is very difficult. The time window within the Monastery (see Scene 5) is also much narrower.

If the players really like the additional roleplaying, you can add an impromptu skill challenge to replace the fight in Encounter 3. The suggested skills would be Bluff, Religion, Stealth, Streetwise and. Doing so is difficult, and you should mostly use the hard DCs (19 / 20). Pick a complexity that seems appropriate. If the skill challenge fails, the PCs end up fighting with the dark guards as described in Encounter 3 anyway. Modify the location as appropriate.

Before you replace the fight, remember that doing so impacts the pacing of the adventure and the difficulty of the fights later on. You end up with a lot of roleplaying at the start of the adventure with two fights in short order of each other at the end. Not all players are going to like that. As always, your goal is to structure the adventure so that it will be the most fun possible for the particular group of players.

ENDING THE SCENE

Unless the PCs fail early on in the scene, they should get inside the Monastery regardless of the number of failures. Once the PCs are inside proceed with Scene 5. It is possible the PCs choose another method to get inside halfway through this scene, especially when they fail badly early on. In that case proceed with the appropriate scene.

Failures: Before proceeding, count the number of failures during this scene. Remember, if cultists escaped in Encounter 3 that counts as 1 failure. If there are 3 or more failures total in this scene, count it as 1 failure against the total skill challenge.

SCENE 3: SMUGGLED

Important NPCs:

Gorstak Thorndrake, middle-aged male human merchant

Verdan, disgruntled male human ex-employee

Heron, grizzled old male human warehouse watch

While gathering information, the PCs may learn that the merchant Gorstak Thorndrake is the supplier of the Silent Monastery. He uses a barge to bring the goods under the mote, where the monks lower an elevator. Only when the guards spot Gorstak at his barge is the elevator lowered. Assuming the PCs do not have a proper invitation/disguise (see Scene 2), and no flying mounts (see Scene 4) the only other way to get inside the Monastery is by hiding in the supplies. The PCs can try to do so with or without Gorstak's knowledge. The first method requires stealth, the second something to force the merchant into compliance.

The scene should be treated as a separate mini-skill challenge. The group should make a minimum of 4 primary skill checks. You can add more if it makes sense, but remember that the chance of failure increases with each check. At some point during the scene the PCs should trigger Encounter 3 after which you should continue with this scene.

INVESTIGATING GORSTAK

Once the PCs learn about Gorstak, they might decide that a more thorough investigation is needed. The employees of the Thorndrake family fear their mistress' wrath and they do not gossip about the family to strangers. Under normal circumstances it would have been impossible to learn more than the basic rumors. Luckily, Gorstak fired Verdan, a well-liked coach driver, this very morning after a heated argument between Verdan and Mirri (Gorstak's wife).

Verdan knows about a love affair between Gorstak and a local exotic dancer and he threatened to reveal everything unless Gorstak paid him a sizable amount of money. Gorstak convinced Verdan that such an amount of coin could not be delivered immediately and that he would deliver it later. Naively Verdan trusts Gorstak's word. Instead, Gorstak has hired a group of thugs to kill Verdan.

The murder is going to take place that night behind the Black Pit, a low-class tavern where Verdan is drinking away his sorrow and anger. Early in the evening the PCs can confront him there, but he is not very talkative until after the attack. The thugs are already observing Verdan, waiting nearby for the right

opportunity. The attack by the thugs is described in **Encounter 3**. The exact location and time of the attack depends on the PCs' actions, and you should make adjustments as necessary.

The PCs should be able to save Verdan. Once the fight is over, Verdan is grateful. He tells the PCs about the secret affair if the PCs convince him they are not planning to harm his former boss and source of income. He mentions that real evidence of infidelity is not necessary for a woman like Mirri. Even his wife's mere suspicion is enough to make life for Gorstak miserable.

Talking with the servants at Gorstak's home or office:

Diplomacy (DC 19 / 20): With a successful Insight check (see below), the PCs realize that the servants are rather stressed. They can express compassion and get the servants to talk a bit about the cause of their nervousness. The servants admit that Gorstak is in a foul mood. After a heated argument, Gorstak fired Verdan, a well-liked coach driver, earlier today. Since then Gorstak has been very quick to punish servants for even the smallest of mistakes. The servant tells the PCs that Verdan can usually be found at a tavern called the Black Pit.

Insight (DC 14 / 15): While talking with Gorstak's employees, the PC realizes they are rather nervous about something. This skill does not count as a success or failure, but success allows Diplomacy to be used on that servant (see above).

Perception (DC 19 / 20): The PC overhears the servants talk about the fired Verdan. Verdan is now drinking away his sorrows at the Black Pit.

Streetwise (DC 14 / 15): Rumors on the street lead to a tavern called the Black Pit where a former employee of Gorstak is drinking away his sorrows. On a second successful check with this skill, the PCs hear another story - rumor has it that Verdan is a marked man who is going to die this very night.

Failed check: A failed check still results in the PCs learning about Verdan and the Black Pit. It means that the servants mention the adventurers and their apparent curiosity about Gorstak to their boss.

Talking with the thugs from Encounter 3:

Bluff, Diplomacy or Intimidate (DC 14 / 15): Through lies, promises, or threats the PCs manage to get any imprisoned thugs to admit they were hired by Gorstak to murder Verdan and to make it look like a simple mugging gone wrong. Such an admission immediately gets Verdan to comply with any and all plans the PCs might concoct to deal with Gorstak.

MEETING GORSTAK

Gorstak is extremely busy, and the PCs have to arrange a meeting through one of his scribes. Doing so is not overly difficult, especially if they express a wish to apply for a job or work on the merchant's greed. It requires a DC 14 / 15 Bluff, Diplomacy, or Intimidate check or a small bribe of 5 gp to arrange an immediate meeting; otherwise the PCs cannot get an appointment until the next morning.

At the meeting Gorstak is nervous, clearly overworked and quick to anger. He keeps his temper under control when dealing with equals or superiors. Otherwise he is proud, greedy, and a flirt. If they know about the affair, Gorstak first denies everything, before begging for mercy. At that point it doesn't take much to get a job or to be hidden inside the cargo crates. If the PCs cannot blackmail Gorstak into compliance, they need to prove their skill and good intentions. Gorstak is not desperate enough to believe at face value that well-fed adventurers are looking for menial labor.

Skill checks relating to Gorstak and the job:

Athletics (DC 14 / 15): With an Athletics check the PC proves to be a strong and capable laborer.

Bluff (DC 19 / 20): Convincing Gorstak that the PCs are looking for the job for a valid reason almost certainly involves lying or creating a good disguise.

Diplomacy (DC 19 / 20): By remaining polite, showing empathy, and expressing an honest wish to work for Gorstak, the PCs help their chances of getting the job. Once the PCs are working as laborers, a Diplomacy check can convince Gorstak to let the PCs actually help unload the cargo above in the Monastery.

Heal (DC 19 / 20): By making some of Gorstak's workers sick, the PCs increase the need for more workers, making it a lot easier to get the job. In addition, sick employees can make it more likely the PCs are sent into the Monastery to unload the cargo.

Intimidate (DC 19 / 20): Gorstak cannot be threatened (and with blackmail no check is required to get the job), but looking mean and tough can help a PC get the job. Threatening the overseer into giving the PCs a job offloading the cargo in the Monastery is certainly an option as well.

Shade Coin (story-award CORE02): Showing the coin is a good way to smooth things over with Gorstak. It generates 1 automatic success.

Failure: When the check fails, the PCs are not hired, but they should learn about Verdan since ultimately the goal is to get the PCs into the Monastery (see Investigating Gorstak above). With the knowledge of the affair, they can return and force Gorstak into

giving the job or hiding the adventurers among the cargo.

Success: If the PCs are trying to get into Gorstak's good graces instead of blackmailing him, he orders the PCs to guard the warehouse for the night. If the PCs did not fight the thugs to save Verdan, the warehouse is attacked early that morning by cultists (as described in the Warehouse below). Run **Encounter 3** at this point.

THE WAREHOUSE

Gorstak's warehouse is located between the fishermen's and traders' docks. It is a one-story building with thick walls and a wooden roof. There are a couple of similar buildings on either side. Most of these are boathouses and depots for nets, tar, sails, nails, and other shipping equipment. At daytime workers are loading supplies from the traders' docks into the warehouse or from the warehouse onto a nearby barge. At nighttime the area is empty, and an old lonely night guard, named Heron, is trying to remain awake inside.

If the PCs fought the thugs to protect Verdan, the night is uneventful albeit uncomfortable (unless the PCs expanded a high amount of resources in Encounter 3 they should not get an extended rest). If not, early in the morning a group of thugs approaches the warehouse with the intent to torch it. If the PCs are hiding inside, they should hear the thugs starting their work. Unless the PCs want to be torched, they need to deal with the thugs. Run **Encounter 3**. After the fight, the PCs likely need to deal with Heron, who is much more open to help the PCs after they have saved his life.

Skill checks to sneak into the warehouse, avoiding Heron's notice:

Bluff, Diplomacy, Intimidate (DC 14 / 15): Organizing a distraction for Heron to give the PCs an opportunity to get inside the warehouse unseen, or to bribe/cajole/force their way inside. If seen by Heron, simply knocking him unconscious (or murdering him) would not help, since his death or failure to report triggers a very careful search of the warehouse.

Stealth (DC 14 / 15): Hiding from prying eyes among the cargo when it is loaded on the barge the next day.

Thievery (DC 14 / 15): Opening the locks of the warehouse requires a Thievery check. Devising tricks to get inside a crate and closing it back up without leaving obvious tracks should require Thievery as well.

Talking with the thugs from Encounter 3:

Bluff, Diplomacy or Intimidate (DC 14 / 15; does not count towards the skill challenge): Through lies, promises, or threats the PCs manage to get any

imprisoned thugs to admit they were hired by somebody to sabotage Gorstak's business. They do not know whom or why, although they suspect it is a business rival.

ENTERING THE MONASTERY

Eventually the PCs should enter the Monastery, either hidden among the cargo or working as laborers intent on helping unload it. Before the PCs can escape into the interior, they need to overcome one more hurdle: the guards at the Monastery's entrance.

The guards consist of a nightcloak (priest of Shar), one or more monks, and a couple of kir-lanans. If the PCs are laborers, the nightcloak questions any newcomers before allowing them to go up and help unload the cargo. The guards do not pay much attention to traffic exiting the Monastery, and the minor servants and acolytes overseeing the work are easy to fool. Once the PCs are in the supply rooms, proceed with Scene 5. If the PCs are hiding among the cargo, the guards give it a cursory search. Once above, the PCs can easily wait for the servant to leave and get out of the crates unseen. Mixing Bluff and Stealth is possible in which case the total failures/successes of both checks need to be combined to determine overall result. In this case the group is likely to be split-up, and getting together would need to be the first step in the next scene.

Bluff (DC 14 / 15; each visible PC should at least make a DC 9 / 10 Bluff check): Convincing the guards that the PCs are simple workers requires a Bluff check. PCs doing the talking must make the check against DC 14 / 15. PCs standing at the back should make a DC 9 / 10 check. For every five points above the listed DC the primary Bluff user gets, you should remove one failure (if any) from the others. If more than half of the PCs succeed, count it as 1 success in this scene. Otherwise count it as 1 failure. Even in case of a failure an alarm is not yet raised.

Alternatively, a Bluff check can be used to create a distraction and remove 1 failure from other characters' Stealth checks (see below).

Stealth (DC 14 / 15; each hidden PC should at least make a DC 9 / 10 Stealth check): Hiding inside the crates requires a Stealth check. As with Bluff, one PC can make a primary check, aiding the others to hide well. All other hiding PCs still must make a DC 9 / 10 Stealth check. If more than half of the PCs succeed, count it as 1 success in this scene. Otherwise count it as 1 failure. Even in case of failure an alarm is not yet raised. The discovery is not made by the guards, but by some of the workers. The PCs can dispose of that person, postponing the alarm for the time being.

TROUBLESHOOTING

Depending on the players' preferences, they might opt not to dispose of the guards. Instead the PCs might try to avoid detection completely. Doing so would allow the PCs to skip a fight. If the players really dislike combat (especially when done by manipulating Gorstak through roleplaying), you can add an impromptu skill challenge to replace the fight in Encounter 3. The suggested skills would be Bluff, Diplomacy, Intimidate, Stealth, and Thievery. Doing so is difficult, and you should mostly use the hard DCs (19 / 20). Pick a complexity that seems appropriate. If the skill challenge fails, the PCs end up fighting with the dark guards as described in Encounter 3 anyway. Modify the location as appropriate.

Before you replace the fight, remember that doing so impacts the pacing of the adventure and the difficulty of the fights later on. You end up with a lot of roleplaying at the start of the adventure with two fights in short sequence of each other at the end. Not all players are going to like that. As always, your goal is to structure the adventure so that it will be the most fun possible for the particular group of players.

ENDING THE SCENE

Unless the PCs fail early on in the scene, they should get inside the Monastery regardless of the number of failures. Once the PCs are inside proceed with Scene 5. It is possible the PCs to choose another path halfway through this scene, especially if they fail badly with their initial approach. In that case proceed with the appropriate scene: Scene 2 when going for a disguise or Scene 4 if they use a direct approach.

Failures: Before proceeding, count the number of failures during this scene. Remember, if a dark guard or thug escapes in Encounter 3 that counts as 1 failure. If there were 3 or more failures in this scene, count it as 1 failure against the overall skill challenge.

Extreme Failure: The above scene assumes the PCs do not do something obviously stupid such as attacking the guards at the entrance (see Encounter 5) or openly admitting why they are here. In that case you can let them automatically fail the overall skill challenge. Still, it takes time for the Monastery to get in full alert and it only has an effect later on as described in Scene 6.

SCENE 4: DIRECT FLIGHT

Not every group is subtle, and some prefer a straightforward approach. They want to buy, beg, borrow, or steal some winged mounts, fly towards the watermote, bash in the gates, fight the guards, and find the children. This may not be the smartest thing to do, but it is a viable, if combat heavy, roleplay light, option.

First of all, the PCs must have a method of getting up to the gates of the Monastery. So they need to own or steal enough flying mounts to carry all the PCs (or wait underwater until a supply barge arrives and rush the ropes as soon as the elevator is lowered). Then they need to approach the Monastery, preferably without drawing too much attention to themselves (which is much easier during the night since the weather is not going to provide much cover). Finally, they need to defeat the guardians at the doors in **Encounter 3**, before finally entering the monastery and proceeding with Scene 5.

The scene should be treated as a separate mini-skill challenge. The group should make a minimum of 4 primary skill checks. You can add more if it makes sense, but remember that the chance of failure increases with each check.

Skill checks relating to planning for an assault:

Arcana or Religion (DC 14 / 15): The Silent Monastery is mostly guarded by kir-lanans. Knowledge about the culture and biology of these creatures helps in planning the first phases of the raid. The check does not count as a success or failure, instead giving a +2 bonus on the next check dealing with kir-lanans.

Bluff and/or Stealth (DC 19 / 20): Either the PCs look like they belong, or they remain unseen by the kir-lanans flying around the Monastery. Each PC should make at least one such check. If more than half succeed, it counts as one success for this mini-skill challenge; otherwise it counts as one failure.

Insight (DC 19 / 20; maximum 1 check): By studying the kir-lanans, the PC acquires useful information about their personalities and hence how they react to an alarm. If the check succeeds by 5 or more, the PCs gain a +2 bonus on their checks to approach the Monastery unnoticed. If the check fails, it does count as a failure for the mini-skill challenge, because the PCs misjudge the kir-lanans and therefore might make a mistake in their approach.

Nature (DC 14 / 15): Knowledge on the behavior of the flying mounts and the weather helps in approaching the Monastery unseen. The check does not count as a success or failure, instead giving the PCs a +2 bonus on their next Stealth check.

Perception (DC 19 / 20; maximum 1 check): By studying the kir-lanan patrols, the PC acquires useful information about their flight patterns.

Streetwise (DC 19 / 20): The PCs learn a few useful facts about the layout of the Monastery and the kir-lanan patrol schedules that help them approach the Monastery unnoticed.

TROUBLESHOOTING

Depending on the players' preferences, they might try to get past the guards at the door without a fight. Instead the PCs might try to bluff their way in or sneak past. Doing so would allow the PCs to avoid a fight, but without the proper letters of introduction it is nearly impossible to talk their way in and approaching the mote unseen through the air requires both the PCs and their mounts to be invisible for the entire flight.

If the players really like the additional roleplaying, you can add an impromptu skill challenge to replace the fight in Encounter 3. The suggested skills would be Bluff, Stealth, and Thievery. Doing so is difficult, and you should mostly use the hard DCs (19 / 20). If the skill challenge fails, the PCs end up fighting with the dark guards at the entrance as described in Encounter 3.

ENDING THE SCENE

Unless the PCs fail early on in the scene, they should get inside the Monastery regardless of the number of failed checks. Once the PCs are inside proceed with Scene 5. It is possible the PCs choose another path halfway through this scene, especially if they fail badly early on. In that case proceed with the appropriate scene: Scene 2 if the PCs attempt to procure disguises for themselves, and Scene 3 if they attempt to enter the Monastery by way of the supply elevator.

Failures: Before proceeding, count the number of failures during this scene. Remember, if a dark guard escaped in Encounter 3 that counts as 1 failure. If there are 3 or more failures in this scene, count it as 1 failure against the overall skill challenge.

SCENE 5: DARK CORRIDORS

The Silent Monastery is built like a kind of tower around a central shaft in the mote. A detailed description can be found in Appendix 1.

The missing children live in Area 10 in a cluster of rooms of their own. First, the PCs need to learn where the kids can be found (note that few monks are aware that the children were kidnapped), and then they need to get there without triggering an alarm.

Below follow a couple of example scenes for you to expend upon or use as inspiration for new ones. Feel free to show the map in Appendix 1 if the PCs manage to get their hands on a map (e.g. the library) or a good description.

- **Acolytes and Servants:** The PCs mix with a group of servants and/or low-ranking acolytes. The best spots would be the swimming pool, the kitchens, the dining areas, or when unloading cargo. While even the low-ranking worshippers of Shar are tight-lipped, they are much easier to deal with if the PCs manage to convince them that they are working-class.
- **Guard Post:** Guards are posted at central points in the monastery. They are bored, and not always particularly attentive, but it is still not easy to get past them.
- **Short Cut:** Broad corridors and staircases provide easy access between different rooms and levels. Cracks and crevices, many flooded, can be used in some areas as a shortcut. These are difficult to use, and failure results in a painful fall or the embarrassment of getting stuck.
- **Chance Encounter:** People wander through the corridors while on various errands. The PCs could come across two students discussing their studies, teachers thinking the PCs are pupils, guards patrolling the corridors, or lost guests desperate for directions.
- **Unexpected Meeting:** While avoiding a patrol the PCs duck into a side room which is unexpectedly inhabited by a sleeping person, a servant cleaning up, or anything else you can think of. These denizens' reactions depend on who or what you picked and what the PCs are doing.
- **Library (area 11):** The PCs can visit the library. Information on the inhabitants of the monastery can be found in the middle section, which is not open to lower ranking members of the order without the proper papers (which can be

forged, or the adventurers can force the librarian to provide access anyway). The documents provide the names of the children, the names of their parents and how they are doing (Players' Handout 2). The name of Kirri is present, and apparently she is difficult to handle, resisting the attempts to "properly train" her. There are references to other kids being sent to other schools in other parts of Sembia and Netheril.

Various skills that might be used during this scene:

Acrobatics or Athletics (DC 19 / 20): These skills can be used to traverse various shortcuts, to bash down doors and overcome other obstacles, or to impress the various residents enough to help smooth any ruffled feathers.

Bluff (14 / 15): Coming up with a convincing lie or creating a skillful distraction requires a Bluff check.

Diplomacy (DC 19 / 20): Shar is a goddess of secrets, and her worshippers are not very talkative.

Intimidate (DC 14 / 15): The PCs can get surprisingly far in the Monastery with the simple approach of looking like important or dangerous people who are here for a purpose and shouldn't be disturbed. Acolytes, servants, and low-ranking Dark Moon monks can easily be intimidated into leaving the PCs alone.

History (DC 14 / 15): This skill can be used in the library when attempting to find information on the children.

Stealth (DC 9 / 10 or 14 / 15): Staying out of sight requires a successful group Stealth check. The check is made against an easy DC if there are ample good hiding spots nearby; otherwise it is a moderate DC.

Streetwise (DC 14 / 15): By mixing with the lesser acolytes and servants in the lower levels it is possible to overhear conversations about the kids. From these conversations, the PCs can learn that the children live on Habitat Level Three, and they can get a good idea of the lay-out of the Monastery. They can also learn which areas are high-traffic, enabling them to avoid the heavily-used corridors.

Thievery (DC 14 / 15): Locked doors require Thievery to open (or an Athletics check to break open). Of the two, Thievery is by far the quieter, leaving little to no trace.

Shade coin (CORE02; once only): This object can be used to earn 1 automatic success when shown at an appropriate moment to guards or a small group of Sharrans.

ENDING THE SCENE

Regardless of the number of failed checks, the PCs should eventually find the kids and their teachers. Proceed with Encounter 4, before returning to the overall skill challenge with Scene 6.

Failures: Before proceeding, count the number of failures during this scene. Remember, if a teacher escapes in Encounter 4 that counts as 1 failure. If there are 3 or more failures in this scene, count it as 1 failure against the overall skill challenge.

SCENE 6: INTO THE LIGHT

Important NPCs:

Kirri, 9-year old female human child

Bartuk, 13-year old male human child

10 scared brainwashed kids

The kidnapped children live in their own section in Habitat 3. The children sleep in separate dormitories, one for the girls and one for the boys. The sleeping rooms connect to a washroom, which contains flowing water. In between the two dormitories lies a large room, part classroom and part playroom. A third room at the entrance of the section provides a private area for the teachers and wardens (a staff room). Several narrow windows provide light to the classroom. The kids are currently confined to this area due to the coming celebrations, so they are all present when the PCs finally get here.

The children are under permanent guard. Even if the PCs are extremely stealthy, the guards and teachers should catch them eventually. **Encounter 4** details the fight. Once the combat has ended, the PCs have time to turn their attention towards the children. This is not a straightforward “thanks for rescuing us” situation. To the kids, the PCs are total strangers. They have been brainwashed for months, and most consider the Monastery their home. A few proved more resistant to their “education”, but even these are stressed and fearful due to the violence. Before the PCs can leave, they first need to convince the children to come along quietly. Once that is done, the (now much larger) group still needs to get out, which can be especially tough if the PCs took too long in silencing the wardens and teachers in Encounter 4.

Note that if by now the PCs have already failed the overall skill challenge, you should give the players a harried feel in this scene. Interrupt their roleplaying at first by a group of minor monks arriving. These are not easily dismissed, and if confronted with violence they immediately flee. A short time later the sound of a gong (almost certainly an alarm) can be heard. Finally a third small group arrives at the scene to be chased away. The message you are trying to send is that the PCs need to get out of the Monastery in a hurry. They have no hope of fighting the entire contingent of Sharrans here. If the PCs still insist on staying, their only way of leaving becomes the drainage channel in the washroom or the windows outside – neither path is easy for the kids. Only when the PCs purposely delay should they face truly overwhelming odds.

CONVINCING THE CHILDREN

The children have been told they are here because their parents were misguided by bad people and that they betrayed Sembia and Shar. Shar though is not angry with the children, and she asked her followers to take them in and to make sure they get a proper education so that they can become rich and powerful people with many friends. By now, most of the children believe this story even though they have no reason to. All they know is that they were taken away by scary looking people and that their parents never came looking for them.

Most of the children are terrified. They are hiding in various places around the classroom or in the dormitories, crying and otherwise difficult to handle. A few react in anger, shouting at the PCs and calling loudly for help. These kids are convinced the teachings of Shar are right, and that their parents were wrong. Bartuk, the oldest child, considers himself the leader of all the kids and he belongs to this group.

Kirri on the other hand is different. She immediately wants to go with the PCs. She wants to go back to her sister, and she is convinced the Sharrans are bad people. After all, if things are as the Sharrans say they are, then why is her sister not here? Besides, she is afraid of the dark, so why pretend otherwise by worshipping it?

Note that if the teachers and wardens are present and alive, they certainly try to disrupt the PCs' actions. Using violence against them within sight of the children is not going to help the PCs' cause (unless they want to intimidate the children into obedience).

Various skills that might be used during this scene:

Acrobatics, Athletics, or Thievery (DC 19 / 20; 1 check max): These skills are a great way to calm down the children, especially the little ones.

Bluff (DC 14 / 15): The PCs might find it easiest to use lies to calm the kids, although it might someday turn against them. Right now there is little time to worry about some distant future.

Diplomacy (DC 14 / 15): Talking is an old and tried method of calming people, although dealing with children might require some different methods than with adults. Kids can be brutally honest, unreasonably demanding, and many have a black-and-white view of the world.

History or Religion (DC 19 / 20; 1 check max): Telling the right kind of stories can be a great way to calm the children or to increase their morale.

Insight (DC 14 / 15): The PC realizes the kids are afraid to go home, having almost forgotten their parents. The Monastery is the home they know, even though it might not be very loving and comfortable. The children

also mistrust adults, and they have a difficult time believing the PCs, due to the brainwashing process. Successful checks with this skill can be used to suggest other skill checks or ways in which the PCs can gain the trust of the children.

Intimidate (DC 14 / 15): While some kids might act like they are tough, they are still just children. It is not difficult to scare them into listening to the PCs.

Showing detailed information from the library (see Scene 5): 1 automatic success as this helps remind the children of their families.

THE PATH BACK

Once the PCs have the children under control, or have decided to leave those protesting too much, they need to get to the exit as quickly as possible. Even if everything went according to plan, chances are high that people are going to realize the kids are missing. Furthermore, remaining undetected with a group of kids is virtually impossible. At this point speed is of the essence. The quicker they are, the less likely the monks can organize a coordinated defense, and higher the chance of disappearing in Yhaunn (or better yet, leaving the city entirely).

Throughout this scene the PCs should feel harried, especially if they have already failed the overall skill challenge. Use Appendix 1 and Scene 5 to describe the various paths, but don't forget to leave enough time to complete Encounter 5.

Various skills that might be used during the escape:

Acrobatics, Athletics or Thievery (DC 14 / 15): These skills are required to quickly traverse drainage tubes, elevator shafts, and staircases as well as avoiding patrols.

Endurance (DC 9 / 10; does not count as a success or failure): Each PC should make 1 Endurance check while rushing back to the entrance. Herding the children does not make things easier. A failed check results in the loss of 1 healing surge.

Endurance (DC 14 / 15): By carrying the children and by throwing themselves in the path of harassing forces the PC gives the group some breathing space to get away.

Intimidate (DC 14 / 15): While some kids might act like they are tough, they are still just children. It is not difficult to scare them into listening to the PCs. Similarly, a DC 19 / 20 Intimidate check can cause a group of monks to quickly leave the scene.

Stealth (DC 14 / 15): The easiest way to avoid harassment is to avoid people.

Streetwise (DC 14 / 15): By observing the children the PC realizes who the leaders are and who the

followers are. By assigning the leaders specific tasks they can make things a lot easier. Another Streetwise check can be used to determine the least guarded path out. (This is much easier if the PCs have obtained the map.)

ENDING THE ENCOUNTER

Before proceeding, count the number of failures during this scene. If there are 3 or more failures, count it as 1 failure against the overall skill challenge. Regardless, unless the PCs do something truly stupid, they should reach the exit of the Monastery at the Main Entrance.

A group of kir-lanans and guards is always present at the entrance, either as regular guards or to investigate the death of the previous group. They are not about to allow the children to leave. Proceed with Encounter 5.

Once finished with this scene, count the number of failures towards the skill challenge as a whole. Remember that if the fight in Encounter 4 took too long the skill challenge as a whole automatically fails.

Success: The PCs manage to avoid triggering an alarm before they reach the exit. The return trip is quick and without a big incident and there are no reinforcements present at the main entrance.

Failure: The PCs triggered an alarm in the Monastery. Getting to the exit leads to a harried pursuit and each PC loses 2 healing surges. In addition there are 2 (at low tier) or 4 (at high tier) additional human lackeys in Encounter 5.

EXPERIENCE POINTS

Each PC gains 180 / 240 experience points when the finish the overall skill challenge successfully. If they fail the overall skill challenge, they still earn half XP.

TREASURE

There is no treasure besides the potential treasure gained at the fights interspersed in this skill challenge (Encounters 3 and 4).

ENCOUNTER 3: DARK GUARDS

ENCOUNTER LEVEL 7 / 9 (1450 / 2050 XP)

SETUP

This encounter includes the following creatures:

- 1 **mystic cultist** (C)
- 3 **dark guards** (dwarf hammerer) (D)
- 1 **dark stalker** (S)
- 1 **Verdan** (non combatant) (V)

Depending on the choices the PCs made, they can be fighting cultists, thugs, or guards. The fight can occur in the streets of Yhaunn, in and around a warehouse, or even at the entrance of the Silent Monastery. Adapt this encounter as necessary. The opponents, tactics, and terrain features remain the same.

FEATURES OF THE AREA

Adapt the map and various terrain feature descriptions as required based on the location of the fight.

Buildings: Buildings in Yhaunn tend to be made out of stone, and are mostly 20 feet high. It requires a DC 15 Athletics check to climb them. The slanted roofs are considered difficult terrain. Running or charging on a roof requires a DC 15 Acrobatics check. On a failure, the character falls prone.

Docks: About 30 feet away from the warehouse are the docks. These are 10 feet above sea level. Falling off the docks deals no damage due to the water below. Characters can take cover under the docks. Two nearby ladders allow creatures to climb back up with a DC 5 Athletics check.

Crates: Stacks of crates or garbage bins are blocking terrain. They can be pushed over, turning the area into difficult terrain. A +11 vs. Reflex attack is made against creatures on the other side. On a hit the crates deal 1d10 + 4 damage and knock the target prone. On a miss the creature is pushed 1 square instead.

Stalls, Garbage, and Netting: Depending on the area there can be stalls, garbage heaps, and fishing nets drying in the air. These count as difficult terrain. Anybody moving into such a square must make an immediate saving throw or fall prone and be immobilized (save ends). While immobilized it takes a DC 15 Strength check to stand up.

Puddles: In the better parts of Yhaunn these have no impact on the battle; otherwise these patches of mud are considered difficult terrain.

TACTICS

The tactics of the cultists are pretty straightforward. The mystic cultist tries to stay out of melee combat, immobilizing melee opponents as often as possible, otherwise focusing on ranged attackers. The dark guards try to block anybody attacking the cultists, while trying to push targets into nearby stalls, garbage heaps, or nets. The dark stalker remains hidden, targeting creatures most dangerous to the cultists. If the stalker is the last cultist standing, she flees.

One mystic cultist carries a +2 *wand of psychic ravaging*. It has no impact on the stats, except that the cultist deals 1 point of extra damage with *Dagon's fang*. In addition the cultist has the following power:

R Eyebite (standard; encounter) ♦ Psychic

Range 10; +12 / +14 vs. Will; 1d6 + 6 / 1d6 + 7 psychic damage and the cultist is invisible to the target until the start of the cultist's next turn.

SCALING THE ENCOUNTER

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

Four PCs: Remove the dark stalker.

Six PCs: Add another mystic cultist.

ENDING THE ENCOUNTER

Once the PCs have defeated the cultists they can continue with the skill challenge (either Scene 2, 3, or 4). Detailed information on what the cultists know, or the consequences of their defeat, are provided in those sections. If any cultists escape alive, the PCs score 1 failure for that scene.

EXPERIENCE POINTS

Each PC earns 290 / 410 experience points for defeating the cultists.

TREASURE

The cultists carry enough coin and jewelry to provide each PC with 20 / 40 gold pieces. In addition, one mystic cultist carries a +2 *wand of psychic ravaging*.

ENCOUNTER 3: DARK GUARDS STATISTICS (LOW LEVEL)

Mystic Cultist	Level 8 Controller
Medium natural humanoid	XP 350
Initiative +5 Senses Perception +7	
HP 88; Bloodied 44	
AC 22; Fortitude 19, Reflex 20, Will 21	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8 + 4 damage.	
r Dagon's Fang (standard; at-will) ♦ Psychic	
Ranged 10; +12 vs. Fortitude; 2d6 + 5 psychic damage.	
A Storm of the Ocean Lord (standard; recharge 4-6) ♦ Cold	
Area burst 2 within 10; +12 vs. Reflex; 2d8 + 5 cold damage and target is immobilized until the end of the cultist's next turn.	
C Ring of Terror (immediate reaction, when an enemy moves to an adjacent square; encounter) ♦ Fear	
Close burst 1; triggering enemy only; +12 vs. Will; push 4.	
Alignment Chaotic Evil Languages Abyssal, Common	
Skills Religion +9	
Str 10 (+4) Dex 13 (+5) Wis 17 (+7)	
Con 16 (+7) Int 10 (+4) Cha 21 (+9)	
Equipment chainmail, mace	

Dwarf Hammerer (level 6)	Level 6 Soldier
Medium natural humanoid	XP 250
Initiative +4 Senses Perception +4; low-light vision	
HP 72; Bloodied 36	
AC 24; Fortitude 19, Reflex 16, Will 18	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d10 + 3 damage.	
M Shield Bash (minor; recharge 5-6)	
+10 vs. Fortitude; 2d6 + 3 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).	
R Throwing Hammer (standard; at-will) ♦ Weapon	
Ranged 5/10; +11 vs. AC; 1d6 + 3 damage.	
Stubborn (immediate interrupt; when an enemy tries to push the dwarf hammerer or knock it prone; at-will)	
The hammerer makes a melee basic attack against the enemy.	
Stand Your Ground	
When an effect forces a dwarf to move – through a pull, a push, or a slide – the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.	
Alignment Any Languages Common, Dwarven	
Skills Dungeoneering +11, Endurance +5	
Str 17 (+5) Dex 10 (+2) Wis 14 (+4)	
Con 16 (+5) Int 11 (+2) Cha 12 (+3)	
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers	

Dark Stalker (level 8)	Level 8 Lurker
Small shadow humanoid	XP 350
Initiative +13 Senses Perception +6; darkvision	
HP 69; Bloodied 34; see also <i>killing dark</i>	
AC 22 (see also <i>dark step</i>); Fortitude 19, Reflex 22, Will 21	
Speed 6	
m Scimitar (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8 + 4 damage (crit 1d8 + 12).	
R Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +13 vs. AC; 1d4 + 4 damage.	
A Dark Fog (standard; sustain minor; encounter) ♦ Zone	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).	
C Killing Dark (when reduced to 0 hit points)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark stalker explodes in a spout of darkness.	
Combat Advantage	
The dark stalker deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Dark Step (move; at-will)	
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move action to.	
Invisibility (minor; recharge 3–6) ♦ Illusion	
The dark stalker becomes invisible until the end of its next turn.	
Alignment Unaligned Languages Common	
Skills Stealth +14, Thievery +14	
Str 12 (+5) Dex 21 (+9) Wis 14 (+6)	
Con 15 (+6) Int 14 (+6) Cha 19 (+8)	
Equipment black garments, scimitar, 4 daggers	

ENCOUNTER 3: DARK GUARDS STATISTICS (HIGH LEVEL)

Mystic Cultist (level 10)		Level 10 Controller
Medium natural humanoid		XP 500
Initiative +6 Senses Perception +8		
HP 104; Bloodied 52		
AC 24; Fortitude 21, Reflex 22, Will 23		
Speed 6		
m Mace (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d8 + 5 damage.		
r Dagon's Fang (standard; at-will) ♦ Psychic		
Ranged 10; +14 vs. Fortitude; 2d6 + 6 psychic damage.		
A Storm of the Ocean Lord (standard; recharge 4-6) ♦ Cold		
Area burst 2 within 10; +14 vs. Reflex; 2d8 + 6 cold damage and target is immobilized until the end of the cultist's next turn.		
C Ring of Terror (immediate reaction, when an enemy moves to an adjacent square; encounter) ♦ Fear		
Close burst 1; triggering enemy only; +14 vs. Will; push 4.		
Alignment Chaotic Evil Languages Abyssal, Common		
Skills Religion +10		
Str 10 (+5)	Dex 13 (+6)	Wis 17 (+8)
Con 16 (+8)	Int 10 (+5)	Cha 21 (+10)
Equipment chainmail, mace		

Dwarf Hammerer (level 8)		Level 8 Soldier
Medium natural humanoid		XP 350
Initiative +5 Senses Perception +5; low-light vision		
HP 88; Bloodied 44		
AC 26; Fortitude 21, Reflex 18, Will 20		
Speed 5		
m Warhammer (standard; at-will) ♦ Weapon		
+14 vs. AC; 1d10 + 4 damage.		
M Shield Bash (minor; recharge 5-6)		
+12 vs. Fortitude; 2d6 + 4 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).		
R Throwing Hammer (standard; at-will) ♦ Weapon		
Ranged 5/10; +13 vs. AC; 1d6 + 4 damage.		
Stubborn (immediate interrupt; when an enemy tries to push the dwarf hammerer or knock it prone; at-will)		
The hammerer makes a melee basic attack against the enemy.		
Stand Your Ground		
When an effect forces a dwarf to move – through a pull, a push, or a slide – the dwarf moves 1 square less than the effect specifies.		
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.		
Alignment Any Languages Common, Dwarven		
Skills Dungeoneering +12, Endurance +6		
Str 17 (+6)	Dex 10 (+3)	Wis 14 (+5)
Con 16 (+6)	Int 11 (+3)	Cha 12 (+4)
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers		

Dark Stalker		Level 10 Lurker
Small shadow humanoid		XP 500
Initiative +14 Senses Perception +7; darkvision		
HP 81; Bloodied 40; see also <i>killing dark</i>		
AC 24 (see also <i>dark step</i>); Fortitude 21, Reflex 24, Will 23		
Speed 6		
m Scimitar (standard; at-will) ♦ Weapon		
+15 vs. AC; 1d8 + 5 damage (crit 1d8 + 13).		
R Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +15 vs. AC; 1d4 + 5 damage.		
A Dark Fog (standard; sustain minor; encounter) ♦ Zone		
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).		
C Killing Dark (when reduced to 0 hit points)		
Close burst 1; targets enemies; each target is blinded (save ends).		
When slain, a dark stalker explodes in a spout of darkness.		
Combat Advantage		
The dark stalker deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.		
Dark Step (move; at-will)		
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move action to.		
Invisibility (minor; recharge 3–6) ♦ Illusion		
The dark stalker becomes invisible until the end of its next turn.		
Alignment Unaligned Languages Common		
Skills Stealth +15, Thievery +15		
Str 12 (+6)	Dex 21 (+10)	Wis 14 (+7)
Con 15 (+7)	Int 14 (+7)	Cha 19 (+9)
Equipment black garments, scimitar, 4 daggers		

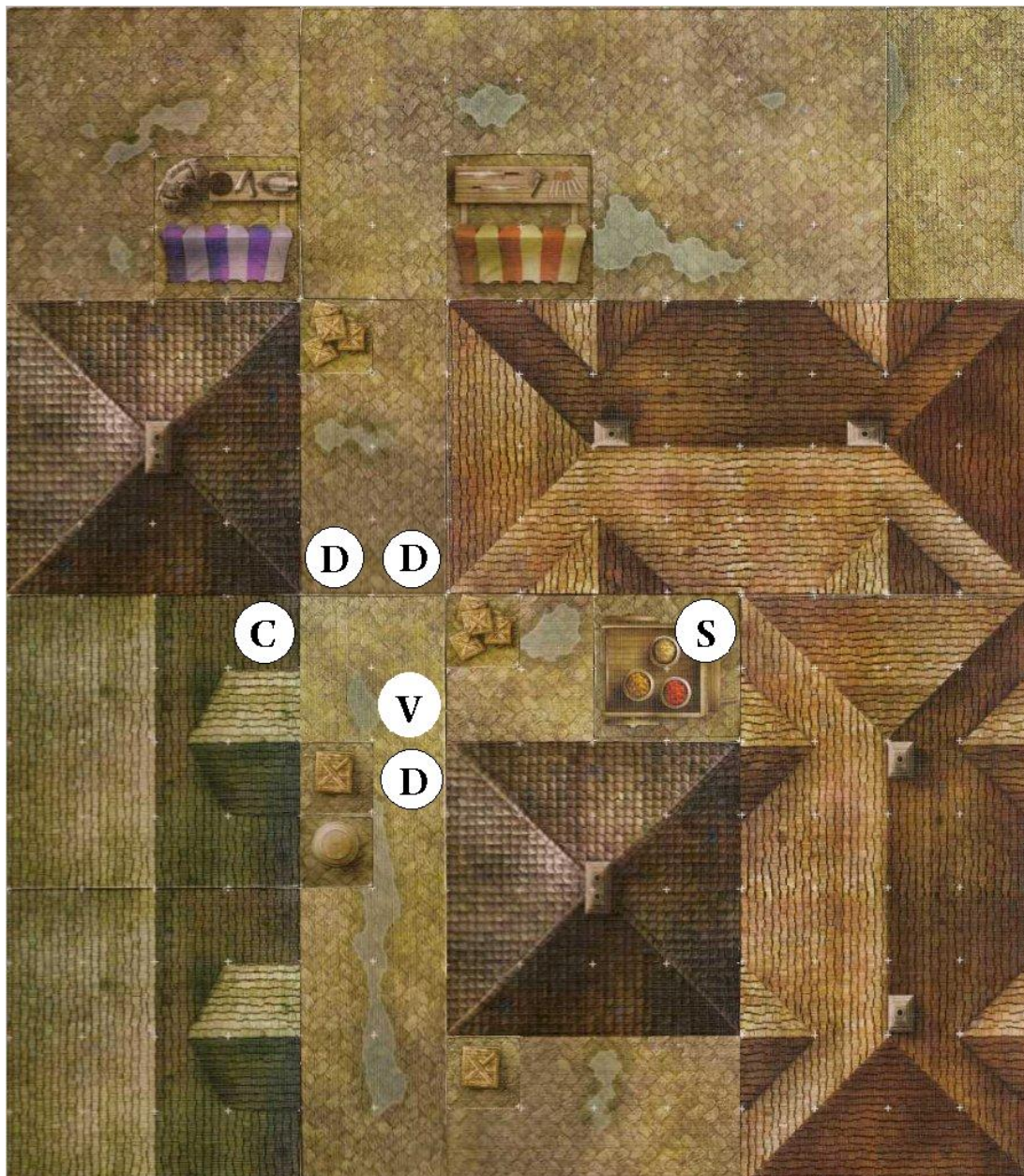
ENCOUNTER 3: DARK GUARDS MAP

The following map is an example map depicting the battle scene when thugs ambush Verdan.

DU2: STREETS OF SHADOW

Wood Barrel / Floating Crate	1x1 x1
Wood Crate / Floating Barrel	1x1 x2
Stack of Crates / Toxic Rats	1x1 x2
Street / Sewer 3-way intersection	4x4 x1
One puddle street / Sewer with pipe	4x2 x2
Two puddle street / Sewer without pipe	4x2 x1

Long Street / Long Sewer	4x8 x1
Weapons Merchant / Refuse Pile	2x2 x1
Armor Merchant / Piled Refuse	2x2 x1
Food Merchant / Floating Corpse	2x2 x1
Building / Sewer T	4x4 x2
Building / Sewer Outfall	4x4 x2
Large Building / More Sewer	4x8 x2
Street / Sewer Straight	4x2 x1
Long Street / Long Sewer	8x2 x1



ENCOUNTER 4: DARK TEACHERS

ENCOUNTER LEVEL 6 / 8 (1200 / 1700 XP)

SETUP

This encounter includes the following creatures:

2 **cultist warlocks** (Tarak and Verza) (C)

2 **dark moon monks** (D)

The children sleep during the night. During the day they either attend classes or play. There are always two teachers around, Verza and Tarak. The two keep a close eye on the kids (sleeping in the rooms of the children), allowing hardly any privacy at all. They are backed up by two (or more) wardens, monks of the Dark Moon. The wardens are always awake and alert for trouble and now, with many guests present in the Monastery, even more so than normal.

The exact path of approach and the time of day depend greatly on the actions of the PCs in the previous scenes. In general one or two Dark Moon monks can be found in the guardroom and the cultists among the kids. Sneaky PCs might be able to get to the children undetected at first, but they should be detected at some point (if only because many of the children are not going to remain silent when total strangers come barging into their rooms). The area is off-limits for everybody so there is nothing the PCs can say to convince the guards or teachers that they are supposed to be here. Any person is asked to leave. The wardens do not accept any excuses, and if the PCs are too slow to comply, they attack. Obviously, if they catch people talking with the children in secret they attack as well. PCs disguised as Sharran cultists might catch the wardens by surprise though.

The goal of the fight is not specifically to challenge the PCs directly. Instead, if the PCs do not defeat the monks quickly enough they cause so much noise that an alarm is triggered. Place a d6 visibly down on the battlemat at the start of the fight with the 6 up. At the end of each round lower the number by 1. Once reduced to 0 an alarm is triggered due to sounds of combat and the PCs score 1 failure towards the overall skill challenge in Encounter 2.

FEATURES OF THE AREA

Illumination: If the fight is run at night, the area is likely to be dimly lit. Otherwise the light is bright.

Chandeliers (red circles): The classroom is lit by two large chandeliers. These can be dropped with a standard action, causing them to fall down. Make a +11 attack vs. Reflex against everybody directly below. On a hit the chandelier deals 1d10 + 4 damage and knocks the target prone.

Children: Whether or not the children are present during the combat depends on the actions of the PCs. Most are brainwashed, honestly believing that the teachers are their friends, while the PCs are unknown dangerous looking strangers. The braver ones try to hinder the PCs. The others just hide among the furniture.

Treat the children as up to 12 minions. They do not have any attacks and all their defenses are 10. Half of the kids try to hinder the PCs by grabbing their legs. Any PC starting their turn next to such a kid is slowed for that turn. These kids also tear down the tapestries. Children who take damage from any source are not killed, they are simply knocked aside and lie still for the remainder of the fight.

If the PCs asked for a description of Kirri, they recognize her easily. She hides during the fight.

Curtains (black lines): Two thin black curtains are used to divide the classroom. These curtains provide cover, although somebody using ranged attacks from directly behind a curtain is not hindered by them. It costs two squares of movement to pass a curtain. The curtains can be pulled down like a carpet. Anybody forced into the curtain causes it to fall down. This immobilizes and blinds (save ends both) that character and anybody else along the same line of that curtain.

Furniture: The furniture (mostly desks for the kids) provides cover for those standing in between. The area is considered difficult terrain.

Tapestries (yellow lines): The large walls are covered with tapestries depicting various scenes significant to the religion of Shar. A tapestry can be pulled down with a standard action. Anybody standing next to the wall at that time is immobilized and blinded (save ends both).

A DC 20 Perception check reveals the ease with which the carpets and tapestries could come down.

Windows (W): There are several windows to the outside. The windows are narrow and cost 1 square extra to pass through. Creatures gain a +2 bonus on their saving throws if pushed through the window. If they fall out, they land on a ledge about 30 feet lower, taking 3d10 damage. It requires a DC 15 Athletics check to climb back up.

A small 3-foot wide ledge connects these windows on the outside. It requires a DC 14 / 15 Acrobatics check to walk on this ledge at full speed (which the

monks automatically succeed at); otherwise it is considered difficult terrain.

TACTICS

The Dark Moon monks keep themselves between the PCs and the warlocks by blocking the path. They make good use of *shadow tentacles* against melee oriented characters. The monks use their *gloom fist* attack to cover their own movement, or preferably, to keep any healers and controllers from acting freely.

The warlocks use *desiccating curse* from cover, following up with *scour the cursed* on those affected by their curse. They prefer to remain relatively close to the windows, tapestries, or curtains so that they can use their *fell touch* push effect optimally. Do not forget the *inescapable hex* power, which the warlocks prefer to use against PCs dazed by a *gloom fist* attack, especially when the save is triggered by a PC's ability as opposed to a regular save at the end of the turn.

Neither the monks nor the warlocks have area attacks available. They do not care much about the children and they are not above mixing with the kids to provide protection against the PCs using area attacks. They are also aware of the ease with which the curtains and tapestries come down.

The monks and warlocks are fanatic Sharrans. They offer no quarter, expect none, and go out of their way to kill any attackers, knowing that it is one less opponent for their fellow cultists to deal with later on. The last remaining opponent flees to trigger an alarm in the Monastery. In the heat of the battle they do not realize that extending the fight is to their benefit, so do not let them act too defensively.

SCALING THE ENCOUNTER

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

Four PCs: Remove a cultist warlock.

Six PCs: Add another monk.

ENDING THE ENCOUNTER

Once the PCs have defeated the teachers, they have to deal with the now greatly stressed children. Return to Encounter 2, Scene 6. If any of the Sharrans escaped, the PCs acquire 1 failure towards the skill challenge as a whole. If the PCs used violence of any kind against the children they take a -2 penalty on any checks to earn their trust in Scene 6. If the fight lasted longer than 6 rounds, they score a failure towards the overall skill challenge.

The dark moon monks are grim silent fanatics. They think that the children are orphans and kids given up by Sembian families who looked promising. They do not care if the PCs say otherwise. The two warlocks know the kids have been taken away from their rightful homes. They were told the parents of the children were heretics put to death, and like the wardens they do not care if the PCs say otherwise. The two warlocks are the teachers. Verza is a stern woman, cold-hearted and quick to punish. The children don't like her much, but they do trust her because at least she is consistent. Tarak is usually a charming and forgiving man, but he is unpredictable and can lash out violently without warning. The children really fear Tarak.

EXPERIENCE POINTS

Each PC earns 240 / 340 experience points for defeating the dark teachers.

TREASURE

The teachers and wardens carry enough coin and jewelry to provide each PC with 30 / 50 gold pieces. One of the cultist warlocks has a *figurine of wondrous power* (*ebon fly*).

ENCOUNTER 4: DARK TEACHERS STATISTICS (LOW LEVEL)

Dark Moon Monk	Level 6 Soldier
Medium natural humanoid (human)	XP 250
Initiative +10 Senses Perception +10	
HP 68; Bloodied 34	
AC 22; Fortitude 16, Reflex 20, Will 18	
Speed 7	
m Unarmed Strike (standard; at-will)	
+12 vs. AC; 1d8 + 4 damage.	
R Ghost Shuriken (standard; at-will) ♦ Cold or Necrotic	
Ranged 6/12; +10 vs. Reflex; 1d4 + 3 damage plus 1d4 necrotic or cold damage (monk's choice).	
R Shadow Tentacle (standard; sustain minor [see text]; encounter)	
♦ Conjuration, Necrotic	
Ranged 10; the monk conjures a shadow tentacle in an unoccupied square within range, and the tentacle attacks adjacent creatures on the monk's turn: +10 vs. Reflex; 1d6 + 3 necrotic damage, and the target is grabbed (until escape). The tentacle can grab only one target at a time, dealing 1d6 + 3 necrotic damage to the grabbed foe each round the monk sustains the grab. As a standard action, the monk can change the target and can move the tentacle up to 5 squares.	
M Gloom Fist (standard; recharge 4– 6) ♦ Necrotic	
+12 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 necrotic damage and is dazed (save ends both)	
M Dark Moon Strike (minor; encounter)	
The next time the monk hits with a melee attack, the attack is treated as a critical hit.	
Alignment Evil	Languages Chondathan, Common
Skills Acrobatics +13, Athletics +12, Stealth +13	
Str 18 (+7)	Dex 20 (+8) Wis 14 (+5)
Con 12 (+4)	Int 10 (+3) Cha 16 (+6)

Cultist Warlock	Level 8 Artillery
Medium natural humanoid	XP 350
Initiative +5 Senses Perception +9	
HP 63; Bloodied 31	
AC 20; Fortitude 18, Reflex 20, Will 22	
Speed 6	
m Fell Touch (standard; at-will) ♦ Fear, Psychic	
+13 vs. Reflex; 1d8 + 4 psychic damage, and the target is pushed 2 squares.	
r Desiccating Curse (standard; at-will)	
Ranged 10; +13 vs. Fortitude; 2d6 + 3 damage, and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed (standard; at-will)	
Ranged 10; +13 vs. Will; 2d6 + 3 damage, and if the target is subject to the penalties of desiccating curse, it takes an extra 2d6 damage.	
Inescapable Hex (immediate reaction; when an enemy within sight succeeds on a saving throw; at-will)	
The triggering creature must reroll the saving throw, using the second result.	
Alignment Evil	Languages Common
Skills Arcana +11, Bluff +12, History +11	
Str 12 (+5)	Dex 12 (+5) Wis 11 (+4)
Con 13 (+5)	Int 14 (+6) Cha 16 (+7)
Equipment leather armor	

ENCOUNTER 4: DARK TEACHERS STATISTICS (HIGH LEVEL)

Dark Moon Monk (level 8)	Level 8 Soldier
Medium natural humanoid (human)	XP 350
Initiative +11 Senses Perception +11	
HP 84; Bloodied 42	
AC 24; Fortitude 18, Reflex 22, Will 20	
Speed 7	
m Unarmed Strike (standard; at-will)	
+14 vs. AC; 1d8 + 5 damage.	
R Ghost Shuriken (standard; at-will) ♦ Cold or Necrotic	
Ranged 6/12; +12 vs. Reflex; 1d4 + 4 damage plus 1d4 necrotic or cold damage (monk's choice).	
R Shadow Tentacle (standard; sustain minor [see text]; encounter)	
♦ Conjuration, Necrotic	
Ranged 10; the monk conjures a shadow tentacle in an unoccupied square within range, and the tentacle attacks adjacent creatures on the monk's turn: +12 vs. Reflex; 1d6 + 4 necrotic damage, and the target is grabbed (until escape). The tentacle can grab only one target at a time, dealing 1d6 + 4 necrotic damage to the grabbed foe each round the monk sustains the grab. As a standard action, the monk can change the target and can move the tentacle up to 5 squares.	
M Gloom Fist (standard; recharge 4– 6) ♦ Necrotic	
+14 vs. AC; 1d6 + 5 damage, and the target takes ongoing 5 necrotic damage and is dazed (save ends both)	
M Dark Moon Strike (minor; encounter)	
The next time the monk hits with a melee attack, the attack is treated as a critical hit.	
Alignment Evil	Languages Chondathan, Common
Skills Acrobatics +14, Athletics +13, Stealth +14	
Str 18 (+8)	Dex 20 (+9) Wis 14 (+6)
Con 12 (+5)	Int 10 (+4) Cha 16 (+7)

Cultist Warlock (level 10)	Level 10 Artillery
Medium natural humanoid	XP 500
Initiative +6 Senses Perception +10	
HP 75; Bloodied 37	
AC 22; Fortitude 20, Reflex 22, Will 24	
Speed 6	
m Fell Touch (standard; at-will) ♦ Fear, Psychic	
+15 vs. Reflex; 1d8 + 5 psychic damage, and the target is pushed 2 squares.	
r Desiccating Curse (standard; at-will)	
Ranged 10; +15 vs. Fortitude; 2d6 + 4 damage, and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed (standard; at-will)	
Ranged 10; +15 vs. Will; 2d6 + 4 damage, and if the target is subject to the penalties of desiccating curse, it takes an extra 2d6 damage.	
Inescapable Hex (immediate reaction; when an enemy within sight succeeds on a saving throw; at-will)	
The triggering creature must reroll the saving throw, using the second result.	
Alignment Evil	Languages Common
Skills Arcana +12, Bluff +13, History +12	
Str 12 (+6)	Dex 12 (+6) Wis 11 (+5)
Con 13 (+6)	Int 14 (+7) Cha 16 (+8)
Equipment leather armor	

ENCOUNTER 4: DARK TEACHERS MAP

ARCANE CORRIDORS

Couches / Floor 8x2 x2

DUI: HALLS OF THE GIANT KINGS

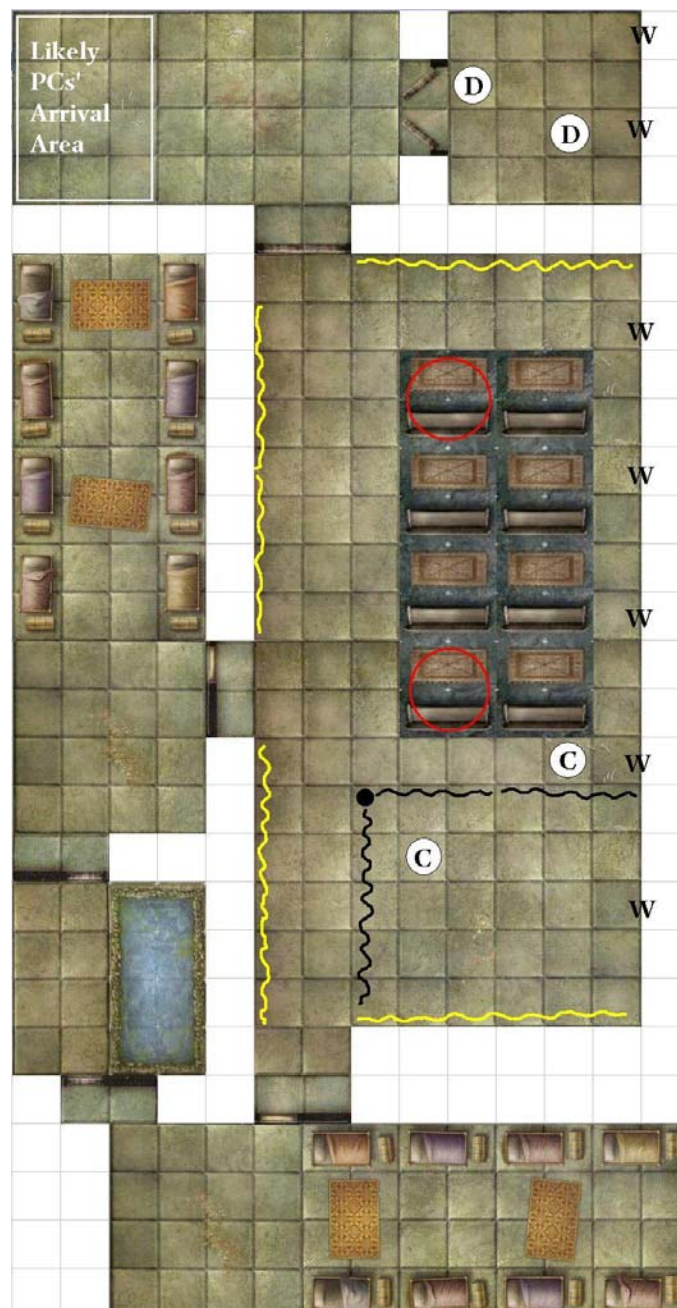
Torture Chamber/Floor / Floor 8x8 x2

Secret Door/Floor / Floor 1x2 x1

Throne on Dais/Floor / Floor 4x4 x2

Banquet Table/Floor / Floor 4x8 x1

Guard Tower/Floor / Floor	4x4 x1
Pool/Floor / Floor	4x2 x2
Barracks/Floor / Floor	4x8 x2
Closed Reinforced Doors/Open Doors / Open Reinforced Doors	2x1 x2
Closed Single Door/Open Door / Open Single Door	2x1 x2
Closed Single Door/Open Door / Open Single Door	1x2 x2



ENCOUNTER 5: INTO THE LIGHT

ENCOUNTER LEVEL 10 / 12 (2500 / 3500 XP)

SETUP

This encounter includes the following creatures:

- 1 **nightcloak Eshel** (kir-lanan voice, scion of flame) (N)
- 1 **enigma of Shar** (enigma of Vecna) (E)
- 3 **spined kir-lanans** (spined devils) (S)
- 5 **human lackeys** (L) (more if the PCs failed the skill challenge in Encounter 2)

Once the PCs have the kids, they need to get out of the monastery. To get out, the PCs either need to lower the cargo elevator or steal some of the griffons stabled at the main entrance. The PCs get here either by rushing along the stairs near the Great Fall (the waterfall on the map - Area B), from behind through the stables (the corridor on the left either on the 1st or 2nd floor - Area A) or by lowering the cargo elevator (the wooden platform - Area C).

As the adventurers enter the area, read:

The view from the main entrance of the Monastery is breathtaking. 300 feet below, you see the churning Sea of Fallen Stars. Ahead, you see the clear open sky, although the view is obstructed by a curtain of water and long green vines. A large waterfall drops down to the sea far below, streaming right next to the entrance. A long winding stairway along the Great Fall leads to a large stone platform. About 10 feet above it there is a wide balcony opening up to a broad entrance flanked by arrow slits carved into the rock's surface.

It is on the balcony you note the guards, apparently ready for trouble. You spot a handful of human monks in dark robes as well as several of the dark-skinned fleshy gargoyle-like kir-lanans. One of the kir-lanans carries a clearly visible black disk, the symbol of Shar, around her neck and dark flames dance on her body. One of the dark robed humans seems to be missing his face, having nothing more than black eyes and a mouth.

The kir-lanan with the symbol is the nightcloak Eshel. The faceless monk is an enigma of Shar, the result of punishment by Shar when a follower betrayed a particularly powerful secret. The rest of the kir-lanans are spined kir-lanans. These are identical to spined devils from the *Monster Manual*, except that they have the shadow humanoid type instead of the immortal

humanoid (devil) one. They look like dark-gray and brown fleshy gargoyles except that they are covered with spiky extrusions. The dark-robed monks are simple human lackeys. The guards are expecting trouble and they immediately attack when they spot the children.

FEATURES OF THE AREA

Illumination: The type of illumination depends on the time of day. If the PCs are trying to leave the Silent Monastery at night, the region is dimly illuminated with two burning braziers. During the day, the sun provides ample light.

Balcony: This is a simple open balcony without any railings. A ladder leads down to the main platform on the first floor. The balcony is 10 feet above the platform.

Children: Smart PCs leave the children behind before entering the entrance of the Monastery. If this is not the case than their presence, poses an additional challenge. The Sharrans do not target the children, but if things are desperate, they do not care about them and use their area attacks without hesitation. Otherwise the children quickly panic, huddling together and creating a 4 square area of difficult terrain.

Cliff: All areas without a thick black line lead outside. Anybody pushed over the edge runs the risk of falling to the sea almost 300 feet below. Luckily for the PCs there are still some ledges directly below, and any PC falling over the edge only falls about 30 feet before landing on a ledge or getting stuck in the many vines that dangle from the sides of the watermote.

Guard Towers: These can be reached from the second floor via doors at the end of the stairs. The arrow slits provide superior cover against attacks from the outside. Each of the towers contains two arbalests mounted in the arrow slits. An arbalest requires a minor action to load. Operating an arbalest gives the following attacks to a lackey. The operator must be inside and arbalest targets outside (it is mounted and it cannot be used against targets inside):

R **Arbalest Shot** (standard; at-will; loading requires minor action) ♦
Weapon
Ranged 20/40; +13 vs. AC; 5 damage.

PCs can use the arbalests as well. Treat them as a superior crossbow, a superior ranged weapon with a +3 weapon proficiency bonus that deals 1d10 damage.

Platform (wooden floor): The platform is sturdy and stable, especially this close to the top. The Sharrans do **NOT** attack the ropes of the platform since repairing the elevator would cause a lot more trouble than a couple of escaped adventurers. Creatures can destabilize the platform on purpose by making a DC 20

Athletics check at one of the corners of the platform. Make a +11 attack vs. Reflex against everybody standing on the platform; on a hit, that creature falls prone.

A rope net below the platform prevents people from falling down. Anybody flung off the platform ends up in this net, rolling to a point directly below the platform. It takes a DC 10 Athletics check to climb up again, or DC 15 Acrobatics to swing back up. While in the net the character grants combat advantage and cannot affect anything above the platform.

Waterfall (pool on map): A flying creature that enters or ends its turn in the waterfall is the target of a +11 attack vs. Fortitude. If it hits, that creature is knocked prone and stalls, very likely resulting in a long fall (crashing into the sea below before being able to recover flight). Otherwise the waterfall provides concealment.

Water curtain (off the map): About 5 squares away from the platform, a curtain of water falls down blocking the view and preventing easy access. The curtain blocks line of sight. It is safe to fly through this curtain, but a creature that ends its turn in the curtain is attacked (+8 vs. Fortitude; on a hit, the creature is knocked prone).

TACTICS

The fight includes several flying creatures, and even the PCs might ride a griffon. The kir-lanans stick close to the walls since they are afraid of being stunned or knocked prone and crashing into the sea below. They avoid ending their movement in the open unless absolutely necessary. They stay even further away from the waterfall. Only when a PC flies beyond the curtain do they follow. Still it is a good idea to read the rules on flying in the *Dungeon Master's Guide*.

Regardless, the kir-lanans keep their distance, trying to attack the PCs from a distance with *rain of spines*. Eshel uses her ranged attacks, but if they do not recharge she uses *mobile melee attack*. Remember Eshel's *shadow devotion* aura, so she stays close to as many Sharrans as possible. Eshel uses *shadows call* only as a last resort if she is surrounded and bloodied or when most of her allies have been defeated, since it targets her allies as well as the PCs. If the PCs retreat into a corridor the kir-lanans follow at a distance. They realize they are the most powerful kir-lanans nearby and they do not expect reinforcements. They are also impatient, wanting to kill the PCs as quickly as possible.

Meanwhile the Dark Moon monks attack the PCs on the ground. If the PCs are flying or on the wooden platform at least four stay in the guard rooms using arbalests against them. Otherwise they all rush out to

face them in melee. The enigma keeps its distance as well, using its *memory rip* power against obvious spellcasters. Once bloodied it just rushes in for the kill. The guards here all fight to the death.

Nightcloak Eshel wears *shared suffering armor* and she has the following power:

Shared Suffer (immediate reaction; when an attack gives Eshel ongoing damage; encounter)
The attacker gains an equal amount of untyped ongoing damage.

SCALING THE ENCOUNTER

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

Four PCs: Remove one spined devil.

Six PCs: Add another enigma of Shar.

ENDING THE ENCOUNTER

Once the PCs have defeated these guardians they have enough time to get down to the water below or to fly away on stolen griffons. The elevator can be cut loose and it actually floats on the water functioning as a raft. Fearing the PCs after their defeat of one of the more powerful leaders, the remaining kir-lanans keep their distance and the PCs can safely reach the shore. Luckily for the PCs, the Sharrans are afraid that acquiring help from the authorities is going to draw a lot of unwanted attention. The children after all were kidnapped, and they have just managed to quiet things down in Searloon. So once away from the Monastery it is relatively easy for the PCs and their new companions to get away from Yhaunn. At this point you can proceed with the Conclusion.

It is possible that the PCs simply grab griffons and just fly away at top speed. The players should realize they are taking a big risk since fighting in the open air 300 feet (60 squares) above the surface is extremely dangerous. It would be much safer to dispose of the guards in the relative safety of the entrance. It should be possible to do so before reinforcements can arrive. If they still insist, the monks try to grab the griffons in an attempt to stop them. Once they take off successfully, the PCs leave behind the monks and the enigma, but the kir-lanans follow at top speed. Griffons are faster, but in this case the kir-lanans focus on the griffons. It is a long fall down to the water below and Eshel is not above using *shadows call* and *word of loss*.

Finally, it is always possible the PCs are defeated by the Sharrans. The Sharrans show no mercy even if the PCs have no children with them. In that case though, they do not give pursuit. The Sharrans kill anybody who stays behind, dropping the body off in the cemetery of Yhaunn. Here the PC's friends (or the Night Knives if

nobody survived) can collect the corpses and arrange a resurrection as per the standard rules.

EXPERIENCE POINTS

The PCs earn 500 / 700 experience points for defeating the Sharran cultists at the entrance. Note that this might put the PCs past the maximum available experience points for this adventure. They cannot get more than the maximum.

In addition, if the PCs have the major quest from CORE1-5 they gain a major quest reward of 350 / 500 experience points, but only if they rescued more children than just Kirri.

TREASURE

Eshel and the enigma carry enough coin and jewelry to provide each PC with 50 / 60 gold pieces. Eshel wears *shared suffering armor* +2. The enigma has a *scabbard of sacred might* with him.

CONCLUSION

Whether a PC leaves with or without the kids, if he or she entered the monastery and got out alive that character humiliated the monks. The Sharrans are not forgiving, and they soon question everybody in Yhaunn to find out the identity of the intruders. The PCs earn the story award **CORE15 Humiliated the Dark Moon Monks**. If the PC took special care to hide his identity, you can decide to withhold the story award as long as the player agrees (and the player should know the text of the story award before making the decision). After all, the PC can decide to brag about the event to gain its potential benefits, revealing his hand in the deed.

If the PCs leave with Kirri and return her to Nicos and her sister Laena, they earn scholar's and sister's undying gratitude. Her parents are much less enthusiastic. Nicos and the Night Knives provide the PCs with the promised rewards, especially if the PCs also found the children's' records in the Monastery library. If the PCs have more kids with them, the Night Knives gladly take them over, solemnly promising to return them to their parents. PCs who do not trust a criminal organization to fulfill that promise can hand over the children to another organization outside Sembia. The most likely candidates would be the authorities of Cormyr or a church like Selûne, Ilmater, or Torm.

If the PCs did rescue the children and returned them either to the Night Knives or a group outside Sembia they earn the story award **CORE16 Hero of the Children of Saerlooon**. It might also be a good idea for that PC to avoid Sembia for some time, or at least

until things calm down a bit, because the return of these children is bound to stir up a lot of trouble.

TREASURE

If the PCs rescued Kerri they each gain 50 / 50 gold pieces as a reward for her rescue. In addition they are granted a *collar of recovery* +2 (low level) or an *amulet of protection* +3 (high level).

If a character is on the major quest **Rescue the Children (CORE10)** and freed half or more of the kids they get to choose any 8th-level (low tier) or 10th-level (high tier) or lower magic weapon or implement from either *Player's Handbook 1* or *Player's Handbook 2* as a reward from the church of Selûne, who took an active interest in the fate of the children.

ENCOUNTER 5: INTO THE LIGHT STATISTICS (LOW LEVEL)

Nightcloak Eshel (level 9) Level 9 Elite Controller (leader)			
Medium shadow humanoid		XP 800	
Initiative +7		Senses Perception +8; low-light vision	
Shadow Devotion (Aura 5) allies in the aura gain a +1 bonus to attack rolls; shadow allies in the aura also gain a +2 bonus to damage rolls.			
HP 168; Bloodied 84			
AC 25; Fortitude 24, Reflex 24, Will 20			
Resist 5 fire; Vulnerable 5 radiant			
Saving Throws +2			
Action Points 1			
Speed 5, fly 8			
m Claw (standard; at-will) ♦ Necrotic or Fire			
+15 vs. AC; 1d6 + 5 damage plus 1d4 necrotic or fire damage.			
M Mobile Melee Attack (standard; at-will) ♦ Necrotic or Fire			
While flying, a kir-lanan wing can move up to half its speed and make one melee basic attack at any point during that movement. The kir-lanan wing doesn't provoke opportunity attacks when moving away from the target of its attack.			
R Enfeebling Ray (standard; recharge 4–6) ♦ Necrotic or Fire			
Ranged 10; +14 vs. Reflex; 3d6 + 5 necrotic or fire damage, and the target takes a -2 penalty to attack rolls (save ends).			
R Word of loss (standard; recharge 4–6) ♦ Psychic or Fire			
Ranged 10; +14 vs. Will; 3d6 + 5 normal or fire damage and the target is dazed until the end of the kir-lanan's voice next turn.			
C Shadow's Call (standard; encounter) ♦ Necrotic or Fire, Sleep			
Close Burst 3; +14 vs. Will; 3d6 + 5 normal or fire damage and the target falls unconscious (save ends).			
Combat Advantage			
The kir-lanan wing deals an extra 1d6 damage on attacks against any target it has combat advantage against.			
Necrotic Healing (immediate reaction, when damaged by a necrotic attack; encounter)			
The kir-lanan's voice regains 34 hit points.			
Body of Flame			
Any creature that hits the scion of flame with a melee attack takes 6 fire damage.			
Fire Master			
The scion of flame can convert any attack power it has to fire. Change a power's energy keyword to fire, or add fire energy to an attack power that doesn't normally deal energy damage.			
Alignment Evil		Languages Common, Kir-lanan	
Skills Stealth +12			
Str 12 (+5)	Dex 16 (+7)	Wis 9 (+3)	
Con 12 (+5)	Int 10 (+4)	Cha 20 (+9)	

Enigma of Vecna (level 7)		Level 7 Controller	
Medium natural humanoid (shapechanger)		XP 300	
Initiative +6		Senses Perception +11	
HP 74; Bloodied 37; see also <i>flesh ripper</i>			
AC 21; Fortitude 18, Reflex 19, Will 20			
Speed 6			
m Dagger (standard; at-will) ♦ Weapon			
+13 vs. AC; 1d4 + 2 damage.			
R Shock Bolt (standard; at-will) ♦ Lightning			
Ranged 10; +11 vs. Reflex; 1d6 + 6 lightning damage, and the target is slowed until the end of its next turn.			
R Memory Ripper (standard; at-will) ♦ Psychic			
Ranged 5; +11 vs. Will; 1d10 + 6 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends). Aftereffect: The target is dazed until the end of its next turn.			
C Horrific Visage (when first bloodied; encounter) ♦ Psychic			
Close burst 2; +11 vs. Will; 1d8 + 4 psychic damage, and the target is pushed 3 squares.			
M Rend Flesh (standard, usable only after flesh riper rage; at-will)			
♦ Weapon			
+10 vs. Armor Class; 2d8 + 6 damage.			
Flesh Ripper Rage			
Once the enigma of Vecna has been bloodied, it gains regeneration 5 and cannot use any power except rend flesh until the end of the encounter.			
Alignment Evil		Languages Common,	
Skills Arcana +14			
Str 12 (+5)		Dex 15 (+6)	
Con 12 (+5)		Int 20 (+9)	
		Wis 15 (+6)	
		Cha 16 (+7)	
Equipment robes, dagger			

Spined Devil (Spinagon) (level 7)		Level 7 Skirmisher
Medium immortal humanoid (devil)		XP 300
Initiative +7 Senses Perception +10; darkvision		
HP 78; Bloodied 39		
AC 21; Fortitude 19, Reflex 17, Will 17		
Resist 20 fire		
Speed 5; fly 7 (hover)		
m Claws (standard; at-will)		
+12 vs. AC; 2d6 + 4 damage.		
R Rain of Spines (standard; at-will) ♦ Fire, Poison		
The spined devil flings spines that ignite as they fly through the air: ranged 10; +10 vs. Reflex; 1d10 damage, and the spined devil makes a secondary attack against the same target. <i>Secondary Attack</i> : +10 vs. Fortitude; the target takes ongoing 5 poison damage and is slowed (save ends both).		
Alignment Evil		Languages Supernal
Str 18 (+7)	Dex 15 (+5)	Wis 14 (+5)
Con 14 (+5)	Int 10 (+3)	Cha 11 (+3)

Human Lackey (level 10)		Level 10 Minion	
Medium natural humanoid		XP 100	
Initiative +4		Senses Perception +5	
HP 1; a missed attack never damages a minion			
AC 22; Fortitude 20, Reflex 17, Will 18; see also <i>mob rule</i>			
Speed 6			
m Club (standard; at-will) ♦ Weapon			
+15 vs. AC; 7 damage.			
Mob Rule			
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.			
Alignment Any		Languages Common	
Str 16 (+7)	Dex 11 (+4)	Wis 12 (+5)	
Con 14 (+6)	Int 10 (+4)	Cha 13 (+5)	

ENCOUNTER 5: INTO THE LIGHT STATISTICS (HIGH LEVEL)

Nightcloak Eshel (level 10) Level 10 Elite Controller (leader)	
Medium shadow humanoid XP 1,000	
Initiative +8 Senses Perception +9; low-light vision	
Shadow Devotion (Aura 5) allies in the aura gain a +1 bonus to attack rolls; shadow allies in the aura also gain a +2 bonus to damage rolls.	
HP 184; Bloodied 92	
AC 26; Fortitude 25, Reflex 25, Will 21	
Resist 5 fire; Vulnerable 5 radiant	
Saving Throws +2	
Action Points 1	
Speed 5, fly 8	
m Claw (standard; at-will) ♦ Necrotic or Fire	
+16 vs. AC; 1d6 + 6 damage plus 1d4 necrotic or fire damage.	
M Mobile Melee Attack (standard; at-will) ♦ Necrotic or Fire	
While flying, a kir-lanan wing can move up to half its speed and make one melee basic attack at any point during that movement. The kir-lanan wing doesn't provoke opportunity attacks when moving away from the target of its attack.	
R Enfeebling Ray (standard; recharge 4–6) ♦ Necrotic or Fire	
Ranged 10; +15 vs. Reflex; 3d6 + 6 necrotic or fire damage, and the target takes a -2 penalty to attack rolls (save ends).	
R Word of loss (standard; recharge 4–6) ♦ Psychic or Fire	
Ranged 10; +15 vs. Will; 3d6 + 6 normal or fire damage and the target is dazed until the end of the kir-lanan's voice next turn.	
C Shadow's Call (standard; encounter) ♦ Necrotic or Fire, Sleep	
Close Burst 3; +15 vs. Will; 3d6 + 6 normal or fire damage and the target falls unconscious (save ends).	
Combat Advantage	
The kir-lanan wing deals an extra 1d6 damage on attacks against any target it has combat advantage against.	
Necrotic Healing (immediate reaction, when damaged by a necrotic attack; encounter)	
The kir-lanan's voice regains 38 hit points.	
Body of Flame	
Any creature that hits the scion of flame with a melee attack takes 7 fire damage.	
Fire Master	
The scion of flame can convert any attack power it has to fire. Change a power's energy keyword to fire, or add fire energy to an attack power that doesn't normally deal energy damage.	
Alignment Evil Languages Common, Kir-lanan	
Skills Stealth +13	
Str 12 (+6)	Dex 16 (+8) Wis 9 (+4)
Con 12 (+6)	Int 10 (+5) Cha 20 (+10)

Enigma of Vecna (level 10) Level 10 Controller	
Medium natural humanoid (shapechanger) XP 500	
Initiative +7 Senses Perception +12	
HP 98; Bloodied 49; see also <i>flesh ripper</i>	
AC 24; Fortitude 21, Reflex 22, Will 23	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+16 vs. AC; 1d4 + 3 damage.	
R Shock Bolt (standard; at-will) ♦ Lightning	
Ranged 10; +14 vs. Reflex; 1d6 + 7 lightning damage, and the target is slowed until the end of its next turn.	
R Memory Ripper (standard; at-will) ♦ Psychic	
Ranged 5; +14 vs. Will; 1d10 + 7 psychic damage, and the target cannot use encounter attack powers, daily attack powers, or utility powers (save ends). Aftereffect: The target is dazed until the end of its next turn.	
C Horrific Visage (when first bloodied; encounter) ♦ Psychic	
Close burst 2; +14 vs. Will; 1d8 + 5 psychic damage, and the target is pushed 3 squares.	
M Rend Flesh (standard, usable only after flesh ripper rage; at-will)	
♦ Weapon	
+13 vs. Armor Class; 2d8 + 7 damage.	
Flesh Ripper Rage	
Once the enigma of Vecna has been bloodied, it gains Regeneration 5 and cannot use any power except rend flesh until the end of the encounter.	
Alignment Evil Languages Common,	
Skills Arcana +15	
Str 12 (+6)	Dex 15 (+7) Wis 15 (+7)
Con 12 (+6)	Int 20 (+10) Cha 16 (+8)
Equipment robes, dagger	

Spined Devil (Spinagon) (level 10) Level 10 Skirmisher	
Medium immortal humanoid (devil) XP 500	
Initiative +9 Senses Perception +12; darkvision	
HP 102; Bloodied 56	
AC 24; Fortitude 22, Reflex 20, Will 20	
Resist 20 fire	
Speed 5; fly 7 (hover)	
m Claws (standard; at-will)	
+15 vs. AC; 2d6 + 6 damage.	
R Rain of Spines (standard; at-will) ♦ Fire, Poison	
The spined devil flings spines that ignite as they fly through the air: ranged 10; +13 vs. Reflex; 1d10 + 2 damage, and the spined devil makes a secondary attack against the same target.	
<i>Secondary Attack:</i> +10 vs. Fortitude; the target takes ongoing 5 poison damage and is slowed (save ends both).	
Alignment Evil Languages Supernal	
Str 18 (+9)	Dex 15 (+6) Wis 14 (+6)
Con 14 (+6)	Int 10 (+4) Cha 11 (+4)

Human Lackey (level 10)		Level 10 Minion	
Medium natural humanoid		XP 100	
Initiative +4		Senses Perception +5	
HP 1; a missed attack never damages a minion			
AC 22; Fortitude 20, Reflex 17, Will 18; see also <i>mob rule</i>			
Speed 6			
m Club (standard; at-will) ♦ Weapon			
+15 vs. AC; 7 damage.			
Mob Rule			
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.			
Alignment Any		Languages Common	
Str 16 (+7)	Dex 11 (+4)	Wis 12 (+5)	
Con 14 (+6)	Int 10 (+4)	Cha 13 (+5)	

ENCOUNTER 5: INTO THE LIGHT MAP

Note: The text “1st Floor” and “2nd Floor” should be switched. Place the two 1s above each other to see relative position of both maps.

HIDDEN CRYPTS

Wooden Floor / Floor 4x2 x2

FANE OF THE FORGOTTEN GODS

Floor / Floor with hole 2x2d x2

Spiral Stairs Down / Spiral Stairs Up 2x2 x2

Ladder / Flaming Cauldron 1x1 x2

Closed Wood Door / Open Wood Door 2x1 x1

DUI: HALLS OF THE GIANT KINGS

Fireplace/Floor / Floor 2x2 x1

Crumbling Floor/Floor / Floor 2x2 x1

Throne on Dais/Floor / Floor 4x4 x1

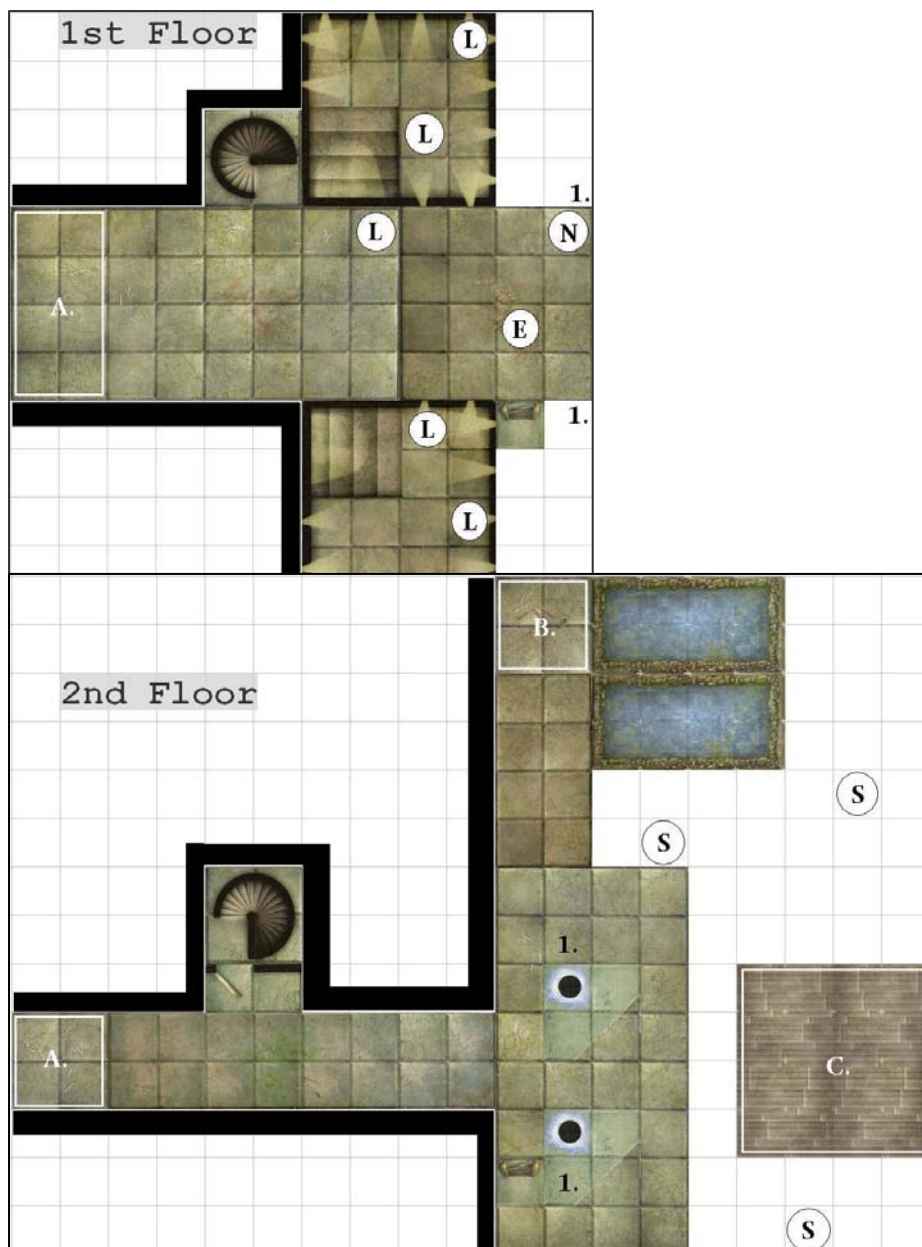
Banquet Table/Floor / Floor 4x8 x2

Guard Tower/Floor / Floor 4x4 x2

Pool/Floor / Floor 4x2 x3

Broken Columns/Floor / Floor 4x2 x1

Long Stairs/Floor / Floor 8x2 x1



REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

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

Encounter 2: Rescue from Darkness

180 / 240 XP

Encounter 3: Dark Guards

290 / 410 XP

Encounter 4: Dark Teachers

240 / 340 XP

Encounter 5: Into the Light

500 / 700 XP

Major Quest: Missing Children

350 / 500 XP

Total Possible Experience

1470 / 2100 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. 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

150 / 200 gp

(Encounter 3: 20 / 40 gp, Encounter 4: 30 / 50 gp, Encounter 5: 50 / 60 gp, Conclusion 50 gp / 50 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: 8th level or lower magic weapon or implement from PH1 or PH2 (low-level version only; major quest reward)

Found in Conclusion

Bundle B: *collar of recovery +2** (level 9) (low-level version only)

Found in Conclusion

Bundle C: *scabbard of sacred might** (level 10)

Found in Encounter 5

Bundle D: *+2 wand of psychic ravaging** (level 8)

Found in Encounter 3

Bundle E: *figurine of wondrous power - ebony fly** (level 9)

Found in Encounter 4

Bundle H: *armor of shared suffering +2** (level 10)

Found in Encounter 5

Bundle F: *amulet of protection +3* (level 11) (high-level version only)

Found in Conclusion

Bundle G: 10th level or lower magic weapon or implement from PH1 or PH2 (high-level version only; major quest reward)
Found in Encounter 5

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 *potion of regeneration** (level 9) plus 190 / 340 gp to their total gold per PC. The player should write the potion gained on their adventure log. That character (and only that character) then receives the potion 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 350 / 500 gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session. Make sure to mark the story award codes next to each character that earned them on the tracking form.

CORE15 Humiliated the Dark Moon Monks

You have humiliated the Dark Moon monks by infiltrating one of their Monasteries and getting out again. The Sharrans carry a grudge for a long time, and you would be wise to keep an eye out for shadows from now on. On the other hand, you have earned the respect of the enemies of the Church of Shar, such as the Church of Selûne, the Church of Bane, and the governments of Cormyr, the Dalelands, Evereska, and Myth Drannor. Such respect is bound to be useful someday.

In addition to specific effects described in future adventures, a DM can decide to grant you a minor bonus or penalty during any interaction with such groups, as appropriate.

CODE16 Hero of the Children of Saerloon

You rescued a number of children from imprisonment by the Order of the Dark Moon. The children and their parents are not going to forget that service soon even though they have little way to show their gratitude for

the time being. In addition you earned the grudging thanks of the Night Knives, a powerful thieves' guild in Saerloon with contacts all over the Sea of Fallen Stars.

ADVENTURE QUESTIONS

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

1. What path did the PCs (try to) take to rescue the children?

- a. They disguised themselves as guests.
- b. They were smuggled inside with the help of Gorstak.
- c. They were smuggled inside through their own skills.
- d. They used a direct approach.
- e. Other.

2. Did the PCs fail the skill challenge in Encounter 2?

- a. No.
- b. Yes.
- c. Yes, because they never managed to finish it.

3. Did the PCs rescue Kirri?

- a. Yes.
- b. No.

4. How many other kids did they manage to rescue?

- a. All 12.
- b. More than half.
- c. Up to half
- d. None

5. Did the PCs acquire the detailed information on the kids from the library?

- a. No.
- b. Yes.

6. What did the PCs do with the children?

- a. None were rescued.
- b. They were returned to the authorities of Saerloon.
- c. They were handed over to an organization outsider Sembia such as the temple of Selûne or an orphanage in Sembia.
- d. They were returned to their parents (requiring either the info from the library or for the kids to be left in the care of Nicos and the Night Knives).

NEW RULES

Collar of Recovery

Inset with a bloodstone, this neckpiece aids healing.

Level: 9

Price: 4,200 gp

Item Slot: Neck

Enhancement: +2 Fortitude, Reflex, and Will

Property: Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

Reference: *Adventurer's Vault*, page 151.

Potion of Regeneration

Level 9+

If you are sufficiently wounded after having quaffed this russet, copper-scented potion, you heal quickly.

Level: 9

Price: 160 gp

Potion

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.

Reference: *Adventurer's Vault*, page 188.

Scabbard of Sacred Might

Level 10

The blade drawn from this simple leather scabbard glows with a sacred radiance.

Price: 5,000 gp

Wondrous Item

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter • Radiant): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. The next attack you make with that weapon before the end of your next turn deals radiant damage instead of its normal damage.

The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

Reference: *Adventurer's Vault*, page 177.

Shared Suffering Armor

When enemies deal ongoing damage, this armor lets you deliver ongoing damage upon them as well.

Level: 10

Price: 5,000 gp

Aarmor: Any

Enhancement: +2 AC

Power (Encounter): Immediate Reaction. Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage.

Reference: *Adventurer's Vault*, page 51.

Wand of Psychic Ravaging

With this wand in hand, your psychic attacks tear through your enemies' minds.

Level: 8

Price: 3,400 gp

Implement (Wand)

Enhancement: +2 attack rolls and damage rolls

Critical: +2d8 psychic damage

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and psychic keywords.

Power (Encounter • Arcane, Charm, Implement, Psychic): Standard Action. As the warlock's *eyebite* power.

Reference: *Adventurer's Vault*, page 111.

Ebony Fly

This dark wood sculpture of a fly can be used to conjure an enormous fly that you can ride.

Level: 9

Price: 4,200 gp

Wondrous Item

Power (Daily • Conjuration): Standard Action. Use this figurine to conjure a giant black fly (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

The fly can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

Reference: *Adventurer's Vault*, page 181.

Ebon Fly		
Large natural animate (mount)		
Initiative as conjurer	Senses Perception +5	
HP 14; Bloodied 7		
AC 18; Fortitude 16, Reflex 16, Will 14		
Speed 4, fly 10, overland flight 15		
m Bite (standard; at-will)		
+12 vs. AC; 1d6 + 4 damage.		
Aerial Agility (while mounted by a friendly rider of 9 th level or higher) ♦ Mount		
An ebony fly's rider gains a +1 bonus to all defenses while the ebony fly is flying.		
Alignment Unaligned	Languages –	
Str 14 (+6)	Dex 17 (+7)	Wis 12 (+5)
Con 16 (+7)	Int 2 (+0)	Cha +6 (+2)

APPENDIX 1: THE SILENT MONASTERY OF YHAUNN

The Silent Monastery is built inside a watermote floating 300 feet above the Sea of Fallen Stars close to the Sembian city Yhaunn.

A string of large floating earthmotes, huge rocks hovering in the air like dark clouds, hangs above the city of Yhaunn. At the end of this string of floating islands, at least three thousand feet away from the nearest mote, drifts the last. It is about the size of a thirty-story building, and it looks more like a colossal waterfall than a floating rock. Only after a close look can you see the stone behind the water. Below the mote the otherwise calm waters of the bay churn under the constantly falling water. The apparent source of the waterfall is at the top of the mote, but what kind of magic keeps the water flowing is impossible to determine from this distance.

During the day nothing special can be seen. On closer inspection most of the surface of the rocks is overgrown with grass and vines. Seabirds appear to avoid the mote. At night dark shapes can be seen flying around it, and the occasional flickering light betrays its habitation.

The mote is riddled with natural passages carved by the water. The caverns were discovered by a flock of kir-lanans, who were persuaded to give it to the church of Shar. The church quickly realized the mote was a perfect location for the Order of the Dark Moon, elite defenders and assassins of the church of Shar. It is isolated, but at the same time conveniently close to civilization, allowing it to become the face of the Order.

It took some work to turn the mote into a habitable if somewhat damp monastery. Streams were redirected, and natural corridors were widened. The ever-present water also greatly adds to the comforts of the inhabitants by powering a state of the art plumbing system and allowing large watermills to power elevators.

The inhabitants of the Monastery are mostly Dark Moon monks, hopeful applicants, and acolytes of Shar (mostly servants). In the outside caverns, many kir-lanans dwell. On occasion the Monastery receives guests, either to host religious ceremonies or on the rare occurrences that members of the church of Shar are put on trial without the church leaders wanting it to be public. Since the Order of the Dark Moon functions as a secret police of sorts in Sembia, the Monastery also contains a small prison and

questioning area for prisoners considered too important to be held in the city prison.

The Monastery consists of several levels connected through large stairwells. The typical corridor is 10 feet wide, while the rooms are of various sizes. The ceiling is usually 10 feet high. The corridors are made out of plain stone with smoothed floors and rough walls and ceilings. The furnishing of each room depends on its use, with supply rooms having bare stone walls while wood and tapestries provide decoration in living areas. The outside rooms have arrow-slit windows providing light, but usually these are too narrow for even small-sized creatures to pass. Everburning torches light living areas and the main corridors, but even the “well-lit” areas are kept shadowy, in honor of the Dark Goddess.

1. Main Entrance: The level consists of a guard room and a large wooden platform offering a good view of the surrounding air and access to the main supply elevator.

2. Stables: Most inhabitants rarely leave the Monastery, and those that do use the elevator or are carried by kir-lanans. The few flying mounts the monastery owns are stabled on this level.

3. Supply Level: This level consists of several large caverns used for supplies as well as a watermill and the mechanisms to operate the outside elevator.

4. Washing Rooms: This level contains a swimming pool filled with cold water, a sauna, a handful of private bathrooms, and an area for washing clothes at the Great Fall.

5. Dining Level: Several kitchens and a large boiler room can be found around the elevator shaft. The remainder of the level consists of several dining rooms of various sizes. The whole level smells strongly of food and smoke, and it is surprisingly hot near the kitchens and boiler room.

6. Habitat One: The living quarters for the low-ranking acolytes and servants of the Monastery. It consists of several dormitories and a couple of smaller sleeping rooms. A corridor leads to the nearby kir-lanan habitat.

7. Habitat Two: The level consists mostly of the living areas of the monks, the high-ranking acolytes, and their personal servants. The sleeping rooms are small, but private.

8. Prison Level: This relatively small level contains two dozen cells, a guard post, and four questioning rooms. It is a cold and clean area (even the cells), completely silent except for the constant background noise of the nearby waterfalls. At the moment there are no prisoners and the level is empty.

9. Meditation Level: The level consists of one large broad cavern crossed by both the Great Fall and several smaller streams and pools. The constant sound of falling water fills the area which has the look of a garden.

10. Habitat Three: High-ranking monks live in this level. The rooms are more luxurious and larger than in the other two habitat levels, but since the monks in general disdain luxury, still rather Spartan.

11. Training Level: This area can be divided into three sections. Several training rooms are located right under the maintenance level. These rooms are filled with mechanical apparatuses designed to train acrobatics and athletics, powered by the watermill above. Meeting rooms and classrooms are found in the middle. The remainder of the level consists of a three-section library.

12. Maintenance Level: This area is filled with a large watermill and the mechanism that operates the central elevator and the training equipment below.

13. Habitat Four: This level consists of a cluster of about a dozen rooms around a central corridor leading from a kir-lanan rookery to the Great Fall. The rooms are luxuriously furnished. These are the quarters for important guests and their personal

retinues. Less-honored guests are housed in the other habitat levels.

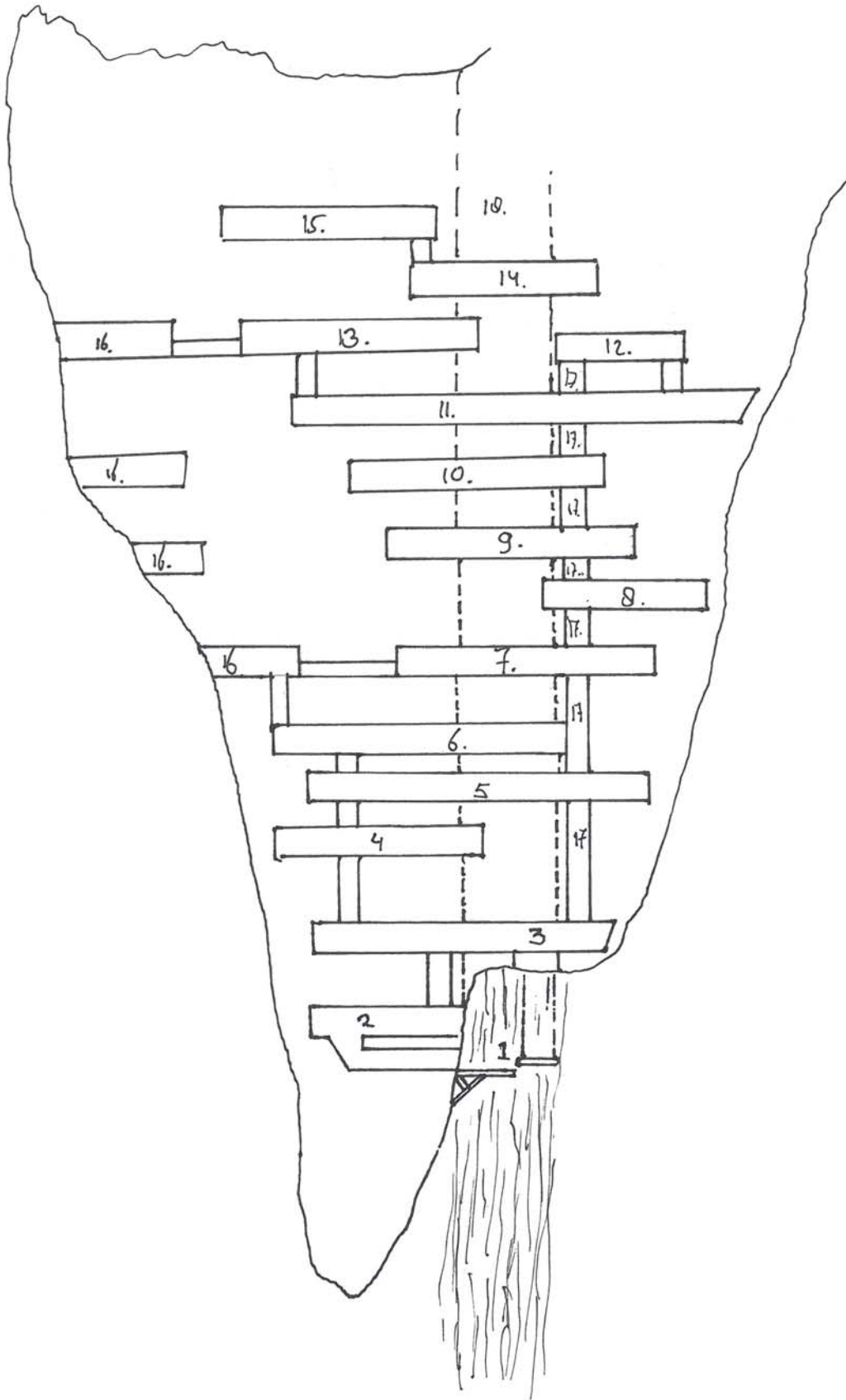
14. Temple of Shar: This level consists of a single large cavern with the Great Fall at one end and a raised platform with an altar and statue of Shar on the other. The cavern is large enough to house a few hundred people. Its acoustics are surprisingly good, and a speaker at the platform can be heard throughout the entire room despite the waterfall. Guards are always posted along the staircase at the Great Fall as well as in the back room where the priests prepare for religious rites. A secret stairwell leads up to the Vaults.

15. The Vaults: One of the smallest levels, consisting of the private quarters of the abbot and the temple vaults. The level is well-guarded, both with living guards and magical defenses.

16. Kir-lanan Rookery: A couple of the outer caverns have been claimed by a flock of kir-lanans. The rookery is mostly isolated from the monastery. Only kir-lanans are welcome in these caves and even the monks fear treading in these dark corridors uninvited.

17. Central Elevator: A wooden cargo platform runs through a large shaft that connects the majority of the levels. A pulley system runs up to the Maintenance Level where a watermill provides the lifting power. A staircase winds its way around the shaft.

18. The Great Fall: One huge central shaft runs from the top of the mote to the bottom below. A large waterfall falls down through the shaft filling most of the corridors with the constant sound of rushing water. The shaft is roughly circular and has a diameter of about 30 feet. A broad stairwell runs around the shaft with a steel mesh preventing people from falling down.



PLAYERS' HANDOUT 1: WHISPERS ON THE STREET

- The Silent Monastery is in the big watermote floating above the bay. To get at the entrance you need to be able to fly, or use the cargo elevator.
- The elevator is used mostly to get cargo up and down. The merchant Gorstag Thorndrake is in charge of supplying the Monastery.
- Gorstag Thorndrake mostly deals in foodstuffs and wood and he is dependent on his contract with the Silent Monastery for his wealth. He has a reputation of being an average merchant who got his deal with the Silent Monastery through his wife Mirri's family. He is a hopeless flirt who wouldn't dare betray his wife for fear of losing his lucrative deal or worse suffering his wife family's vengeance (her family is known as devoted Sharrans).
- There is a rookery of kir-lanan at the mote. These dark-hearted gargoyle-like servants of Shar chase anybody away who gets too close and has no official business at the Monastery. On occasion curious or lost people get hurt or even killed. The kir-lanans do not care about money, social class, or contacts.
- The Feast of the Dark Moon takes place in two nights. It is a feast celebrated by the Dark Moon Monks to thank Shar for her blessings of the previous year. It is held at the first new moon after midsummer.
- The monastery is expecting several guests for the Feast of the Dark Moon. It takes a bit of work to find out, but some of these guests come from far-away lands. All have an invitation, but some are representatives of other monasteries and temples and it is unlikely those present at the abbey know these people personally. Most visitors stay at the Monastery, although a few do first visit the temple of Shar in town.
- Due to the upcoming celebration many supplies are being shipped to the monastery. Thorndrake is looking for workers.
- People are afraid of the monks and prefer not to talk about them or the monastery. The monks have ways to keep things secret that would make death look welcoming.
- People whisper that the monastery is: a secret magical laboratory where shadow monsters are created, a training facility for assassins, a resort for the high ranking dark monks (and most shiver at the thought of what these dark-hearted assassins would consider relaxing), a secret prison, or all of the above.
- There is a gate to the Shadowfell in the center of the watermote, spreading its influence throughout the mote and allowing dangerous creatures to enter the material world.
- There are children at the Monastery, or at least monsters that look like children. These children rarely leave the Monastery and only under heavy guard.

PLAYERS' HANDOUT 2: LIST OF CHILDREN

Adamar Turnstone; 9-year old male; father blacksmith; shrewd, manipulative; promising

Bartuk Starkmantle; 13-year old male; father sergeant watch; loyal, strong; ready?

Durnos Morieth; 8-year old male; family own Broken Jar Inn; silent, withdrawn; needs testing

Horst Evenwood; 6-year old male; family unknown; easy to handle, scared easily; too young to tell

Idele Dumein; 10-year old female; father city clerk; dislikes man, vicious; ready?

Jannika Wyndael; 8-year old female; family runs Golden Harp Theater; dreamy, good liar; promising

Jenna Stormwind; 9-year old female; family breeds horses; constantly crying, difficult to handle; terminate?

Kirri Artack; 8-year old female; family are merchants; difficult to handle, refuses to listen; terminate?

Marya Nemetsk; 6-year old female; family convicted of heresy - bears watching; silent and brooding; too young to tell

Pitter Nemetsk; 7-year old male; family are weapon merchants; stubborn, friends with Kirri; perhaps savable without Kirri?

Rieva Agosto; 10-year old female; family runs Green Inn; intelligent, observant; promising?

Tarmelt Ishvin; 11-year old male; father is jeweler; nothing special; could go either way.