

MOON1-6

BLACK HEART

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

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As if the lycanthropes of Moray, the giants of Oman and the beasts of Norland were not enough, something evil and dangerous lurks in the dark corners of what used to be the most civilized island of the Moonshae. Occupied Snowdown has need for heroes, and soon. Something about vampires roaming the streets of Westphal... Choose your friends well and your enemies better. This is the conclusion of "The Fisherman" major quest. A *Living Forgotten Realms* adventure set in The Moonshae Isles for characters levels 11-14.

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 31 December 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 11-14. 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

Kasharak is a rakshasa noble who lived in Amn. Fifteen years ago he came to Snowdown, where he believed he would be able to carve a small kingdom for himself. Once on Snowdown, however, he managed to make a number of enemies, including the Viceroy of Westphal, Lady Erliza Daressin. Because he was so powerful,

Kasharak and Lady Erliza butted heads and began to fight through intermediaries. The two have clashed many times, but thus far neither has gained the upper hand. That, however, is about to change.

Seeing his plans thwarted at every opportunity, Kasharak created an alternative identity that he called "the Fisherman." As the Fisherman, he has been fostering the ill will against the Amnites that pervades the native population of the Moonshae Isles. He had his men, disguised as Amnite pirates, dump poison into the Sea of Moonshae. He paid people to take over mining operations. He formed alliances with the Black Blood tribe on Moray. In short, he is involved in a number of schemes as the Fisherman.

Kasharak's latest plot is a simple one: have a number of powerful adventurers come to Snowdown and send them to destroy Lady Erliza's vampire allies. Although the plan seemed a good one, Kasharak did not foresee Lady Erliza learning of the plot and attempting to hijack it to destroy Kasharak instead.

THE FISHERMAN

The Fisherman was mentioned in *MOON1-3 Black Gold* and *MOON1-4 Black Heart* as a background villain. PCs that have played those adventure could have earned the **MOON07 Enmity of the Fisherman** OR **MOON09 War Hero of Moray** story awards. PCs with both those awards can complete the "Fisherman" major quest during this adventure.

THE ISLAND OF SNOWDOWN

To the southeast of the Moonshae Isles, Snowdown rises gently from the Sea of Swords. While it used to be the first stop for ships coming from Amn and Calimshan, now only Amnite ships and privateers regularly stop at the island. It is avoided by most Moonshavian ships.

The island of Snowdown is the most temperate island of the Moonshaes. Once it was peaceful and civilized, with rolling hills, good roads and a strong agricultural background. The royal family was well-liked by the population, and they provided strong backing and supplies to the other islands. Snowdown is one of the few places in the Moonshaes where the Ffolk have not mixed with Northlanders.

That changed about 80 years ago when a large force of Amnites invaded the island. Snowdown is now under military occupation and effectively ruled from Amn. The royal family of Snowdown is captive in their palace, serving as hostages to keep the population subdued.

Foreign merchant cartels exploit the land of its resources, sending anything of value back to the mainland. Mercenary companies in service to Amnite interests police the cities and brutally crush any act of

defiance or show of allegiance to the High King of the Moonshae. The mercenary outfits found here are almost exclusively composed of foreigners. The Amnite leaders do not care about their origin, allegiance, or religious affiliation as long as they obey orders and help maintain the peace. Thus drow, ogres, and goblinoids serve next to humans, tieflings, and dwarves. Because of this influx, the island is home to many half-breed creatures such as cambions, half-orcs and half-elves.

MANY PATHS...

In this adventure, the PCs are faced with a number of choices. Those choices directly affect adventure flow. The two main paths have the PCs working for either the Viceroy of Westphal or Kasharak/the Fisherman.

If the PCs work for Kasharak, they play Encounters 3-6. If they work for the Viceroy, they play Encounters 7-9. There is a third path the PCs can take: the PCs could play Encounters 3-4 then Encounter 9. This third option is one that some PCs may attempt and that yields fewer rewards at the end of the adventure.

TPK OR LEFT BEHIND

It is possible for the PCs to be left behind or defeated at a number of points in the adventure. If that is the case, those PCs are taken or turned over to the Church of Cyric. Even the vampires turn the PCs over to the Church of Cyric. The adventure ends for those PCs.

DM'S INTRODUCTION

In the Player Introduction below, the old man is named Keeron of Oman. He has spent his youth fighting the giants on the island of Oman. He lost his arm to an ogre. He now travels the Moonshaes bringing song wherever he can. He has no love or interest in non-Moonshavian people unless they share his faith in Chauntea, and he avoids long discussions with strangers.

To Moonshavian PCs, he acts like a kindly grandfather. To non-Moonshavians he acts as a sour, unhappy old man.

Deidra knows nothing about the nature of the business between her brother and the Fisherman. She is an innocent dupe used by the Fisherman to draw the PCs to Westphal.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The village of Warlsbry rests between mountains, the Sea of Moonshae, verdant fields and the Dernall Forest.

It is a common place for adventurers to congregate. The local population is mostly Ffolk, but Northlanders are present as well.

The cold rain that falls in thick, fat drops on the island of Alaron has prompted many to seek the warmth offered by the Once Dry Toad Inn. A number of locals sing folklore songs about the blessings of Chauntea. The aging human who leads them in song taps his drum to the beat. His left arm is missing, and countless scars bespeak a life of hardship.

Other adventurers are seated at a table idly listening to the song.

This is a good time for the PCs to introduce themselves.

ENCOUNTER 1: WESTPHALIAN DAMSEL

SETUP

Deidra: Female Ffolk, late 20s

After the PCs have had the chance to take in the setting and introduce themselves, a horn is blown outside, indicating the arrival of a merchant ship. A few locals leave to help with the ship's docking and unloading.

The door opens, allowing the humidity to enter and warmth to exit. A Ffolk woman wearing Amnite clothes enters. She is unarmed and seems to suffer from the cold. She heads straight to the fireplace to warm herself.

The woman spends a few minutes warming by the fire before looking around. If the PCs do not move to speak with her, she finally comes to speak with them.

Deidra refers to the PCs as mercenaries and acts accordingly. She is not trying to be disrespectful, as that is just the way things are in Westphal. Deidra is honest and genuine in her dealings with the PCs:

- Her name is Deidra Mac Ullan.
- She comes from the city of Westphal on the island of Snowdown.
- She worked as a baker's assistant in Westphal with her brother Eamon.
- The two earned a decent living providing the garrisons and mercenaries with baked goods.
- For a few weeks, a number of mercenaries and neighbors disappeared, worrying Eamon.
- One night, Eamon was returning from an errand. She was at her window and saw him get attacked. She fears the creatures were vampires.
- They knocked him unconscious and dragged him away.
- She fled the house to the dock, where she boarded a ship that was leaving. It brought her here.
- She begs the PCs to go Westphal and find her brother, and either save him or destroy the vampire he has become.
- She cannot promise money, other than paying the PCs' passage to Westphal.
- Eamon has a scar on his left cheek and owns a silver earring with a dragon's head. If he has become a vampire, she would like the earring returned to her.

Once the PCs agree to help, she tells the PCs that she knows a man they can trust who might have information. His name is Liam, and he owns the Singing Angler Inn near the docks.

Deidra refuses to go back because she is terrified. She plans to travel to Caer Callidyr to stay with family.

OPTIONAL: THE AMNITES

This mini-encounter should be run only when running this adventure without a strict time limit. The goal of it is to show the PCs that people from Snowdown are not the same as those from the rest of the Moonshaes.

A group of Amnite sailors enter the inn and immediately call for ale and warm wine. As they enter, the locals go silent and their gazes fill with hatred and contempt toward the newcomers.

The Amnites either do not notice or ignore the locals as they start singing one of their drinking songs, a song which drowns out all other noises.

A DC 20 Perception check reveals that a number of men bear a number of symbols the PCs have not seen in the Moonshaes. A DC 10 Religion check identifies the symbol as that of Bane, the god of tyranny. A DC 20 check reveals the Church of Bane is virtually non-existent on most of the islands.

A DC 20 History or Streetwise (with a +2 bonus for Moonshavian PCs) reveals that the Church of Bane is one of the many groups who have mercenaries serving the Amnites on Snowdown.

Deidra begs the PCs not to interfere with the sailors, as they are the only way for them to head back to Westphal in time to save her brother.

The Amnites do not back down from a fight. Before things come to blows, first Seamus Duffee the innkeeper, then Brenden Mac Lyrr, the local chieftain, arrive and order everyone to stand down. The Amnite back down at that point.

It is important that the PCs do not get into a fight here.

ENDING THE ENCOUNTER

Once the PCs agree to help Deidra, she leaves to pay for the PCs' passage aboard the *Crusher*. The *Crusher* is a galleon flying the colors of Amn.

It is very likely the PC ask Deidra why she would book passage on such a ship. She tells them that they have a reputation for being honorable back in Westphal, unlike many of the other captains. She warns the PCs to be nice and to keep to themselves.

ENCOUNTER 2: OCCUPIED WESTPHAL

SETUP

Westphal, capital of Snowdown, is a city that seems out of place. The architecture of the city is obviously Ffolk, with round towers and low houses, but the newer structures are designed in Amnite style, square and functional.

The usual Moonshavian militia is noticeably absent. In addition to Amnites troops, a number of foreign mercenaries serve as guards. Alongside humans, one can see goblins, hobgoblins, orcs, and even cambions, drow, and the occasional ogre wearing the colors of one of the many mercenary outfits that garrison the city. Mercenary soldiers are everywhere, making it obvious that the occupation of Snowdown is maintained by an armored fist.

Most of the Ffolk inhabitants walk around with slumped shoulders and respond obediently to any soldier. The Ffolk pride is gone from their eyes.

Westphal (and Snowdown as a whole) feel a lot more crowded than the other islands. Most of the population is not native to the island. This cramped feeling makes natives of highly populated areas like Baldur's Gate or Waterdeep feel somewhat at home.

Temples found in town also differ from those found elsewhere in the Moonshaes. The churches of Bane, Gruumsh, Tempus and Waukeen are the biggest temples. They are well-kept and clean, flourishing under the occupation. The native temple of Chauntea is falling in disrepair but is still tended by the priests.

Impress upon the PCs the difference between this place and other towns in the Moonshae Isles. Evil creatures and humanoids are everywhere. Westphal is more heavily defended than Caer Callidyr or Moray.

The port itself is full of ships, most of them flying the colors of Amn, but a few belong to foreign power groups (such as the Church of Bane) or known pirates. Every day a small squadron of ships leaves Westphal loaded with goods and resources heading for Athkatla in Amn.

WESTPHAL

If the PCs wish to look around and gather information (most likely with the Ffolk population), a few skill checks reveals that most of the locals are worried about the Royal Family; however, as long as peace is maintained, the family is safe.

Most people acknowledge the Viceroy, Lady Erliza, to be a fair but stern ruler. As long as the locals do what

they are asked (overall, do not cause trouble and stay out of the way), they are not harassed by the authorities.

Although most people dislike the Amnite, they hold a special hatred for the foreign mercenaries. The Amnite authorities are generally fair to them.

The populace has mixed feelings about rebels: Rebellious activity results in an increased number of foreign mercenaries to police the streets. Many mercenaries, however, make it a point to ensure the locals cross them in order to extract bribes or cause mischief.

It would be a gross exaggeration to say that all mercenaries are evil or bad. Many are just doing a garrison job, and they do it well. But the exception confirms the rule, and the locals despise those evil mercenaries.

HEADING TO THE SINGING FISHERMAN

The PCs can easily find the Singing Fisherman. The PCs only need to ask a few questions before being directed to the right place. On the way there, the PCs are approached by a group of six soldiers wearing the livery of the Viceroy of Westphal. Hopefully, the PCs should know by now that Amnite soldiers are considered "better than the others" by the locals.

Choose the highest-level Moonshavian PC. If none of the PCs are Moonshavian, choose a Waterdavian or Balduran PC. If there is no such PC, choose the second PC to your left.

"Halt in the name of the Viceroy of Westphal! Surrender your weapons and follow us to the palace! The Viceroy has asked to speak with you! You WILL come with us!" The human soldier barks in your direction.

The human is armored and has a shield and a short sword. With him are a burly half-orc carrying a greataxe, two drow warriors with rapiers and two [one if played with 4 PCs, two if played with six PCs] fire genasi with falchions.

The soldiers do not know why the Viceroy wants to meet the PCs but confirm the PCs are to be taken to the palace. They are not under arrest.

If asked, the soldier pulls out a writ signed by the Viceroy of Westphal asking for the chosen PC (with a good description) and "anyone found in that individual's company" to be brought to the palace for a dinner with the Viceroy herself. The soldiers are not used to people questioning or refusing to immediately obey their orders. The soldier unfurls a roll of silk cloth for the PCs to surrender their weapons.

If the PCs surrender their weapons (including implements, and especially holy symbols), the soldiers roll all of them in a large piece of silk to protect the weapons. The soldier promises that their weapons will be returned to them upon leaving the palace. One soldier carries the weapons with care.

Make it plainly obvious that the PCs must make a choice here. Whether they continue on their way (and fight the guards) or surrender their weapons and meet with the Viceroy.

TIME OF DAY

The PCs arrive in town in mid-afternoon. The time of day is very important to mention because the next encounters are affected by it. Since the PCs want to hurry (if they are to fight the vampires) or have to wait (if they are to meet with the Viceroy).

ENDING THE ENCOUNTER

The PCs must now make a choice that affects the rest of the adventure.

If they refuse to surrender, the guards attack. Proceed to Encounter 3.

If they agree to surrender and head to the palace to meet with the Viceroy, proceed to Encounter 7.

ENCOUNTER 3: FIGHTING THE GUARDS

ENCOUNTER LEVEL 13/16 (4,000/7,000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 **drow warriors** (D)
- 2 **genasi fireblades** (G)
- 1 **half-orc scarthane**(O)
- 1 **human gladiator** (H)

This encounter includes the following creatures at the high tier:

- 2 **drow warriors** (D)
- 2 **genasi fireblades** (G)
- 1 **half-orc scarthane savage berserker** (O)
- 1 **human gladiator** (H)

The PCs were offered the choice to come peacefully and refused. This is a straight-up fight.

FEATURES OF THE AREA

Illumination: Since the encounter takes place outside during the day, the area is brightly lit.

Alleys: Several alleys are shown. Expand the city streets as needed. Most such alleys are 1 or 2 square wide with the occasional plaza.

Closed Homes: White areas (without tiles) represent homes or businesses. Since the locals do not wish to be involved with the law, they fight intruders. Every house or establishment on the map is locked and barred. If the PCs try to force their way in, the DC to do so is 22 (examples for this would include breaking down the door or picking the lock).

The inhabitants fight against intruders using whatever means available to them (examples include boiling water, old weapons, shards of glass, or a combination of the above). Any creature trying to enter a house takes 2d8+6 damage as the inhabitants fight back.

Merchant Stalls: The “obelisk” tiles represent merchant stalls that provide cover. It is possible to gain total cover from them by going prone behind them. They count as difficult terrain.

If the PCs (not the soldiers) hide or cross one of the stalls, the merchants fight back and shoo them away by hitting them with brooms and other improvised weapons. Every time the PCs cross a stall, they take 1d6

point of damage. Otherwise, the merchants do nothing and stay out of sight.

TACTICS

The genasi start combat by provoking attacks of opportunity from defenders to make them take ongoing damage.

SCALING THE ENCOUNTER

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

Four PCs: Remove one genasi fireblade.

Six PCs: Add two genasi fireblade.

ENDING THE ENCOUNTER

Once the guards are defeated, the PCs should get the feeling that the few locals looking from behind their windows are going to report them, but the number of guards found at the docks means the PCs should leave the area as fast as possible.

EXPERIENCE POINTS

Each PC receives 800/1,400 experience points if they defeat the guards.

ENCOUNTER 3: FIGHTING THE GUARDS STATISTICS (LOW LEVEL)

Drow Warrior (level 10)	Level 10 Lurker
Medium fey humanoid	XP 500
Initiative +13 Senses Perception +11; darkvision	
HP 79; Bloodied 39	
AC 23; Fortitude 19, Reflex 21, Will 18	
Speed 6	
m Rapier (standard; at-will) ♦ Poison, Weapon	
+13 vs. AC; 1d8 + 4 damage and the drow warrior makes a secondary attack against the same target. <i>Secondary attack:</i> +12 vs. Fortitude; see drow poison for effect.	
R Hand Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 10/20; +13 vs. AC; 1d6 + 4 damage, and the drow warrior makes a secondary attack against the same target. <i>Secondary Attack:</i> +12 vs. Fortitude; see drow poison for the effect.	
R Darkfire (minor; encounter)	
Ranged 10; +11 vs. Reflex; until the end of the drow warrior's Next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
Combat Advantage	
The drow warrior deals an extra 2d6 damage on melee and ranged attack against any target it has combat advantage against.	
Drow Poison ♦ Poison	
A creature hit by a weapon coated in <i>drow poison</i> takes a -2 penalty to attack rolls (save ends). <i>First failed save:</i> The target is also weakened (save ends). <i>Second failed save:</i> The target falls unconscious until the end of the encounter.	
Alignment Evil Languages Common, Elven	
Skills Dungeoneering +11, Intimidate +8, Stealth +15	
Str 14 (+7) Dex 19 (+9) Wis 13 (+6)	
Con 11 (+5) Int 13 (+6) Cha 12 (+6)	
Equipment chainmail, rapier, hand crossbow, 20 bolts	

Genasi Fireblade	Level 11 Brute
Medium elemental humanoid (fire)	XP 600
Initiative +6 Senses Perception +7	
HP 139; Bloodied 69	
AC 23; Fortitude 25, Reflex 22, Will 21	
Resist 10 fire	
Speed 6	
m Falchion (standard; at-will) ♦ Fire, Weapon	
+14 vs. AC; 2d4 + 6 damage (crit 4d4+14), and ongoing 5 fire damage (save ends).	
M Fiery Riposte (immediate reaction; when the fireblade is hit by and enemy adjacent to it; at-will) ♦ Fire	
Targets the attacker; +13 vs. Reflex; the target takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.	
C Fan the Flames (standard; recharge 5 6) ♦ Fire	
Close burst 1; +12 vs. Reflex; the target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
Alignment Unaligned Languages Common, Primordial	
Skills Endurance +18, Intimidate +10	
Str 22 (+11) Dex 13 (+6) Wis 15 (+7)	
Con 19 (+9) Int 17 (+8) Cha 11 (+5)	
Equipment hide armor, falchion	

Human Gladiator (level 12)	Level 12 Elite Soldier
Medium natural humanoid	XP 1,400
Initiative +11 Senses Perception +8	
Fighting Focus aura 1; each enemy that starts its turn within the aura is marked until the start of its next turn.	
HP 244; Bloodied 122	
AC 28; Fortitude 24, Reflex 24, Will 22	
Saving Throws +2	
Speed 6	
Action Points 1	
m Gladius (standard; at-will) ♦ Weapon	
+19 vs. AC; 2d8 + 6 damage.	
M Knock to the Dirt (minor; encounter)	
+17 vs. Fortitude; the target is knocked prone.	
M Well-Placed Kick (minor; recharge 5 6)	
+17 vs. Reflex; the target is dazed and slowed (save ends both).	
M Sand in the Eyes (minor; encounter)	
+17 vs. Fortitude; the target is blinded (save ends).	
C Gladius Display (standard; at-will) ♦ Weapon	
Close burst 1; targets enemies; +17 vs. Reflex; 2d8 + 6 damage.	
Alignment Unaligned Languages Common	
Skills Acrobatics +14; Athletic +17	
Str 22 (+12) Dex 16 (+9) Wis 14 (+8)	
Con 18 (+10) Int 12 (+7) Cha 17 (+9)	
Equipment light shield, scale armor, gladius (short sword)	

Half-Orc Scarthane (level 9)	Level 9 Brute
Medium natural humanoid	XP 400
Initiative +7 Senses Perception +4; low-light vision	
HP 116; Bloodied 58	
AC 22; Fortitude 24, Reflex 22, Will 19	
Speed 6 (8 when charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d12+9 (crit 1d12+21) damage.	
M Wounded Retaliation (immediate action, when first bloodied; encounter)	
The half-orc scarthane makes a greataxe attack.	
M Bloodfury Attack (standard; usable only while bloodied; encounter) ♦ Healing, Weapon	
+12 vs. AC; 2d12+3 damage and the half-orc scarthane regains 10 hit points.	
Blood for Blood ♦ Healing	
When the half-orc scarthane hits a bloodied target, the attack deal 1d6 extra damage, and the scarthane regains 5 hit points.	
Furious Assault (free; when the scarthane damages an enemy; encounter)	
The scarthane's attack deals 1d10 extra damage.	
Alignment Unaligned Languages Common, Giant	
Skills Athletics +14, Endurance +12, Intimidate +8	
Str 21 (+9) Dex 17 (+7) Wis 11 (+4)	
Con 16 (+7) Int 10 (+4) Cha 8 (+3)	
Equipment greataxe	

ENCOUNTER 3: FIGHTING THE GUARDS STATISTICS (HIGH LEVEL)

Drow Warrior (level 12)	Level 12 Lurker
Medium fey humanoid	XP 700
Initiative +14 Senses Perception +12; darkvision	
HP 87; Bloodied 43	
AC 25; Fortitude 21, Reflex 23, Will 20	
Speed 6	
m Rapier (standard; at-will) ♦ Poison, Weapon	
+15 vs. AC; 1d8 + 5 damage and the drow warrior makes a secondary attack against the same target. <i>Secondary attack:</i> +14 vs. Fortitude; see drow poison for effect.	
R Hand Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 10/20; +15 vs. AC; 1d6 + 5 damage, and the drow warrior makes a secondary attack against the same target. <i>Secondary Attack:</i> +14 vs. Fortitude; see drow poison for the effect.	
R Darkfire (minor; encounter)	
Ranged 10; +13 vs. Reflex; until the end of the drow warrior's Next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
Combat Advantage	
The drow warrior deals an extra 2d6 damage on melee and ranged attack against any target it has combat advantage against.	
Drow Poison ♦ Poison	
A creature hit by a weapon coated in <i>drow poison</i> takes a -2 penalty to attack rolls (save ends). <i>First failed save:</i> The target is also weakened (save ends). <i>Second failed save:</i> The target falls unconscious until the end of the encounter.	
Alignment Evil Languages Common, Elven	
Skills Dungeoneering +12, Intimidate +9, Stealth +14	
Str 14 (+8) Dex 19 (+10) Wis 13 (+7)	
Con 11 (+6) Int 13 (+7) Cha 12 (+7)	
Equipment chainmail, rapier, hand crossbow, 20 bolts	

Genasi Fireblade (level 13)	Level 13 Brute
Medium elemental humanoid (fire)	XP 800
Initiative +6 Senses Perception +7	
HP 159; Bloodied 79	
AC 25; Fortitude 27, Reflex 24, Will 23	
Resist 10 fire	
Speed 6	
m Falchion (standard; at-will) ♦ Fire, Weapon	
+16 vs. AC; 2d4 + 7 damage (crit 4d4+15), and ongoing 5 fire damage (save ends).	
M Fiery Riposte (immediate reaction; when the fireblade is hit by and enemy adjacent to it; at-will) ♦ Fire	
Targets the attacker; +15 vs. Reflex; the target takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.	
C Fan the Flames (standard; recharge 5 6) ♦ Fire	
Close burst 1; +14 vs. Reflex; the target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
Alignment Unaligned Languages Common, Primordial	
Skills Endurance +19, Intimidate +11	
Str 22 (+12) Dex 13 (+7) Wis 15 (+8)	
Con 19 (+10) Int 17 (+9) Cha 11 (+6)	
Equipment hide armor, falchion	

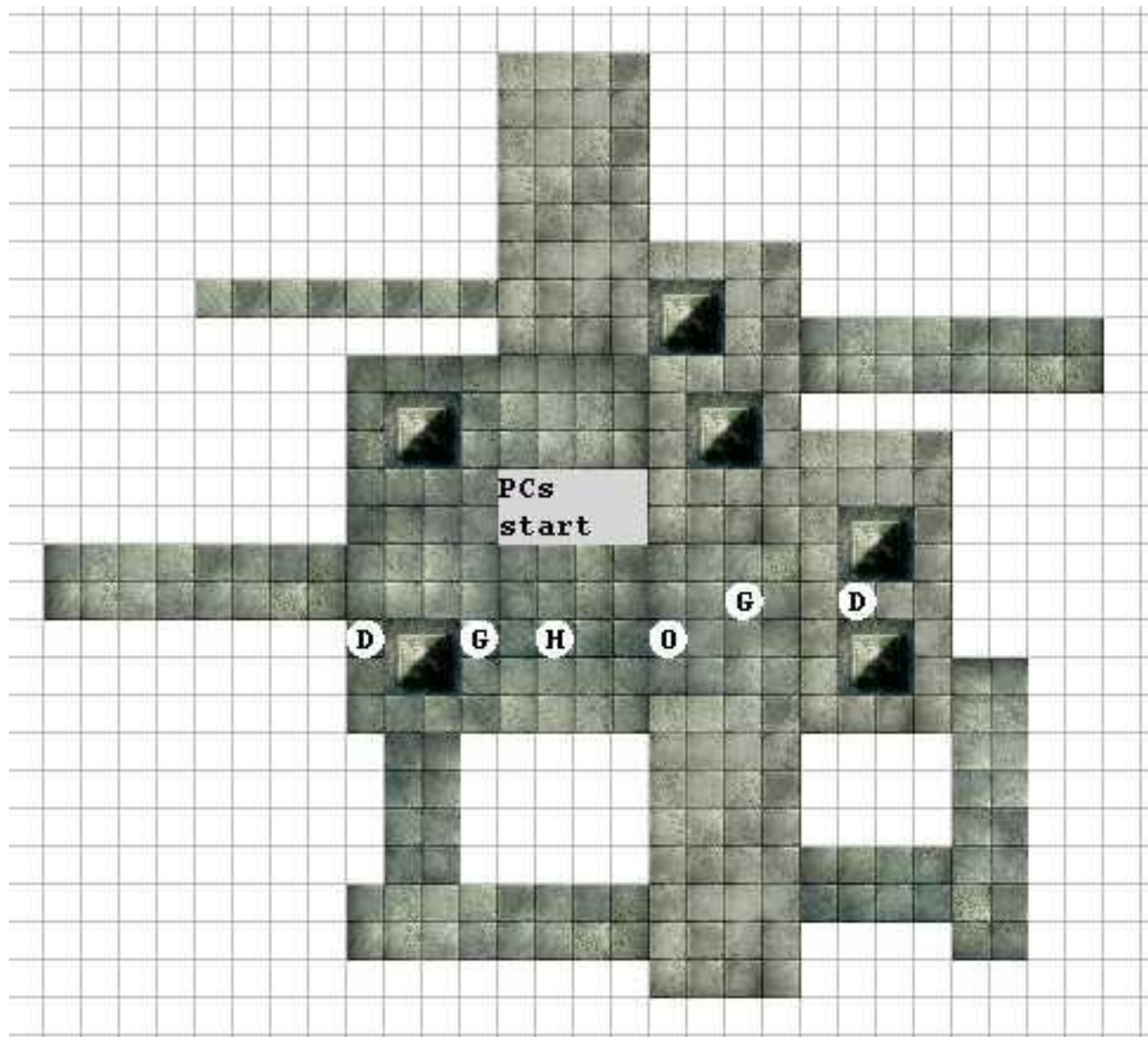
Human Gladiator	Level 14 Elite Soldier
Medium natural humanoid	XP 2,000
Initiative +12 Senses Perception +9	
Fighting Focus aura 1; each enemy that starts its turn within the aura is marked until the start of its next turn.	
HP 276; Bloodied 138	
AC 30; Fortitude 26, Reflex 26, Will 24	
Saving Throws +2	
Speed 6	
Action Points 1	
m Gladius (standard; at-will) ♦ Weapon	
+21 vs. AC; 2d8 + 6 damage.	
M Knock to the Dirt (minor; encounter)	
+19 vs. Fortitude; the target is knocked prone.	
M Well-Placed Kick (minor; recharge 5 6)	
+19 vs. Reflex; the target is dazed and slowed (save ends both).	
M Sand in the Eyes (minor; encounter)	
+19 vs. Fortitude; the target is blinded (save ends).	
C Gladius Display (standard; at-will) ♦ Weapon	
Close burst 1; targets enemies; +19 vs. Reflex; 2d8 + 6 damage.	
Alignment Unaligned Languages Common	
Skills Acrobatics +15; Athletic +18	
Str 22 (+13) Dex 16 (+10) Wis 14 (+9)	
Con 18 (+11) Int 12 (+8) Cha 17 (+10)	
Equipment light shield, scale armor, gladius (short sword)	

Half-Orc Scarthane Savage Berserker (14)	Level 14 Elite Brute (leader)
Medium natural humanoid	XP 2,000
Initiative +10 Senses Perception +7; low-light vision	
HP 228; Bloodied 114	
Regeneration 10	
AC 27; Fortitude 33, Reflex 27, Will 24	
Saving Throws +2	
Speed 6 (8 when charging)	
Action Point 1	
m Greataxe (standard; at-will) ♦ Weapon	
+17 vs. AC; 1d12+12 (crit 1d12+24) damage.	
M Wounded Retaliation (immediate action, when first bloodied; encounter)	
The half-orc scarthane makes a greataxe attack.	
M Bloodfury Attack (standard; usable only while bloodied; encounter) ♦ Healing, Weapon	
+17 vs. AC; 2d12+6 damage and the scarthane regains 10 hp.	
Blood for Blood ♦ Healing	
When the half-orc scarthane hits a bloodied target, the attack deal 1d6 extra damage, and the scarthane regains 5 hit points.	
Furious Assault (free; when scarthane damages enemy; encounter)	
The scarthane's attack deals 1d10 extra damage.	
Murderous Frenzy	
The savage berserker gains 1 action point the first time it reduces a foe to 0 hit points in an encounter.	
Savage Rebuke (immediate action, when hit by a melee attack; at-will)	
The savage berserker makes a basic melee attack.	
Alignment Unaligned Languages Common, Giant	
Skills Athletics +17, Endurance +15, Intimidate +11	
Str 21 (+12) Dex 17 (+10) Wis 11 (+7)	
Con 16 (+10) Int 10 (+7) Cha 8 (+6)	
Equipment greataxe	

ENCOUNTER 3: FIGHTING THE GUARDS MAP

TILE SETS NEEDED

Dungeon Tiles x6



ENCOUNTER 4: THE SINGING FISHERMAN

SETUP

Liam/ Kasharak: male rakshasa (if combat stats are required, see Encounter 9).

The Singing Fisherman Inn is a rundown old Ffolk-style one-story inn where sailors gather to enjoy a drink. The patrons are mostly humans or half-humans (half-elf or half-orc). The low ceiling and many support columns create a number of small areas where people can speak with minimal chance of being overheard. The waitress is an unpleasant woman who barks and growls at the patrons.

The beer and wine are stale and watered down. The liquor is simply undrinkable and the food is barely edible. Rat stew is served under exotic names (blink dog-au-vin, dinosaur stew, sheep kebob, etc) but can all be described as “mystery meat in brown sauce.”

When the PCs mention Deidra to Liam, the man asks them if she is all right. He is genuinely concerned for her. Liam leads the PCs to a back room with a single lamp and a few chairs. He sits and talks to the PCs:

- He despises the Amnites.
- He is one of the leaders of the resistance and a staunch opponent of the regime.
- Eamon, Deidra’s brother, worked for him as an informant. He was returning home from meeting with Liam when he was taken.
- He knows that some of the Amnites (he thinks one of the churches) have brought in some vampires to control the population.
- Some of his contacts have shown him that the vampires have a lair in the sewers.

Note that while Liam himself is really the rakshasa Kasharak, all of the above is essentially true. Liam says that he can offer some very valuable items to the PCs through his contacts if they agree to destroy the vampires and their lair for him.

Liam does not tell the PCs he believes the viceroy is a vampire and that she might be there with the others.

PIERCING THE ILLUSION

If a PC wishes to attempt to see through Liam’s *deceptive veil* ability, that PC must make an Insight check opposed by Kasharak’s Bluff of DC 35.

If called upon his nature, Kasharak drops the illusion and has says that everything he has told them is the truth.

If the PCs decide to fight him, proceed to Encounter 9.

ENDING THE ENCOUNTER

This encounter can end one of two ways.

First, the PCs can agree to work for Liam. He gives them a hastily drawn map of the sewers and wishes them luck. He tells them they should hurry.

If the PCs want to do some shopping, Liam points them to people he trusts so they can make any purchase they could normally do.

Second, the PCs could opt to fight with Kasharak. If they do so, run the combat in Encounter 9 before running Encounter 6. This second path requires some adjustment on your part.

ENCOUNTER 5: THE VAMPIRES' NEST

ENCOUNTER LEVEL 13/15 (4,200 / 6,000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 corpse vampires (C)
- 1 dread zombie myrmidon (Z)
- 1 drow arachnomancer vampire lord (A)
- 8 vampire spawn bloodhunters (H)

This encounter includes the following creatures at the high tier:

- 3 corpse vampires (C)
- 1 dread zombie myrmidon (Z)
- 1 oblivion wraith (W)
- 1 drow arachnomancer vampire lord (A)
- 12 vampire spawn bloodhunters (H)

Following the map given to them by Liam / Kasharak, the PCs come to a large room used by vampires.

Kasharak sent the PCs here hoping they would kill the Viceroy. However, the Viceroy learned of the plot and secretly moved her coffin to another location. Thus the PCs do not find her here.

FEATURES OF THE AREA

Cliff: The rough cliff can be climbed up or down with a DC 22 Athletics check that cost 4 squares of movement going up and 1 square going down. Failing this check, a PC takes 2d6 points of damage.

Coffins: There are rows of coffins (the pews tiles). Those provide cover if one moves behind them and count as difficult terrain. Alternately, a PC making a DC 22 Acrobatics check can move at normal speed over the coffins.

Illumination: The area is completely unlit.

Magic Circles: The magic circles count as bloodstone for any undead creature. This means that any undead on that tile score a critical hit on a natural attack roll of 19 or 20. A PC trained in Religion can make a DC 20 Religion check as a standard action to dampen the power of the bloodstone for encounter.

Pile of Bodies: Those bodies are remnants of feasts held by the vampires. These squares are difficult terrain.

Stairs: Going up the stairs cost 2 per square, while going down costs normal movement.

Streets: The area shown is only a small part of the world and the map could theoretically extend forever in every direction. If the PCs move beyond the map shown, the DM should extend the map.

Treasure: The treasure pile is made up of a number of items the vampires gathered from victims. The pile is about 4 feet high and provides cover to those behind it.

TACTICS

The mob use very simple tactics. It moves and attempts to swarm the PCs, shifting to get or give flanks. If present, the oblivion wraith wades into the center of the PCs where it can use its *nihil aura* to maximum effect.

SCALING THE ENCOUNTER

Make these adjustments based on the number of PCs.

Four PCs: Remove the dread zombie myrmidon and one vampire spawn bloodhunter.

Six PCs: Add one dread zombie myrmidon and two vampire spawn bloodhunters.

ENDING THE ENCOUNTER

Once the undead are defeated, the PCs can explore the area and loot some of their treasures.

There are a lot more coffins for vampires in the room than the number included in the fight. If the PCs came here during the day, the vampires are sleeping in their coffin. If the PCs wait for the night, those vampires have already left to prowl the street.

The PCs can easily spend some time and clean out this nest, killing all the vampires. This grants no experience and should be done with little to no dice rolling. Deidra's brother is one of the vampire spawn bloodhunters. The PCs can easily find the earring.

EXPERIENCE POINTS

Each PC receives 840/1,200 experience points if successful in completing this encounter.

TREASURE

The PCs can find 800/1,800 gp worth of loot. The PCs also find a *berserker weapon* +3, a ritual book of Detect Object and a ritual scroll of Consult Mystic Sages.

At low tier, they find a *shield of warding* (level 14) and *boots of striding and springing*.

At high tier, they find a *bashing shield* (level 15) and *shadowfell gloves* (level 16).

ENCOUNTER 5: THE VAMPIRES' NEST STATISTICS

Corpse Vampire (level 11)		Level 11 Skirmisher
Medium shadow humanoid (undead)		XP 600
Initiative +11	Senses Perception +4; darkvision	
HP 112; Bloodied 56; see also <i>blood drain</i>		
Regeneration 5 (if a corpse vampire takes radiant damage, regeneration doesn't function until the end of its next turn)		
AC 25; Fortitude 24, Reflex 23, Will 21		
Immune disease, poison, Resist 5 necrotic		
Speed 4, burrow 1, climb 4 (spider climb); see also <i>rending pounce</i>		
m Claw (standard; at-will)		
+16 vs. AC; 2d6+ 6 damage.		
M Blood Drain (standard; recharges when an adjacent creature becomes bloodied) ♦ Healing		
Requires combat advantage against the target; +14 vs. Fortitude; 2d8+7 damage, and the target is weakened (save ends), and the corpse vampire regains 26 hit points.		
M Rending Pounce (standard; at-will)		
The corpse vampire shifts up to 6 squares and makes a claw attack.		
Alignment	Chaotic Evil	Languages Common
Skills Athletics +15, Stealth +14		
Str 20 (+10)	Dex 18 (+9)	Wis 8 (+4)
Con 16 (+8)	Int 6 (+3)	Cha 13 (+6)

Dread Zombie Myrmidon (level 13)		Level 13 Soldier
Medium natural animate (undead)		XP 800
Initiative +9 Senses Perception +13; darkvision		
HP 133; Bloodied 66; see also <i>rise again</i>		
AC 29; Fortitude 26, Reflex 22, Will 24		
Immune disease, poison, Resist 5 necrotic; Vulnerable 5 radiant		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+19 vs. AC; 2d8 + 5 damage, and the target is marked until the end of the dread zombie myrmidon's next turn.		
M Necrotic Weapon (standard; at-will) ♦ Necrotic, Weapon		
Requires longsword; +19 vs. AC; 2d8+5 necrotic damage, and the target is immobilized until the end of the dread zombie myrmidon's next turn. If the target is marked by the dread zombie myrmidon, it is immobilized and dazed until the end of the dread zombie myrmidon's next turn.		
Rise Again		
If a dread zombie myrmidon is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The dread zombie myrmidon falls prone and appears to be destroyed, but instead the creature returns with 16 hit points at the start of its next turn.		
Alignment Unaligned		Languages -
Str 18 (+10)	Dex 12 (+7)	Wis 15 (+8)
Con 21 (+11)	Int 5 (+3)	Cha 6 (+4)
Equipment plate armor, heavy shield, longsword		

Drow Arachnomancer Vampire Lord		Level 12 Controller
Medium fey humanoid (undead)		XP 1,200
Initiative +8 Senses Perception +13; darkvision		
HP 184; Bloodied 92		
AC 25; Fortitude 21, Reflex 23, Will 23		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Saving Throws+2		
Speed 7		
Action Points 1		
m Spider Rod (standard; at-will)		
+15 vs. AC; 1d6 damage, and the target is immobilized (save ends); see also <i>Lolth's judgment</i> .		
M Blood Drain (standard; encounter; recharges when an adjacent creature becomes bloodied) ♦ Healing		
Requires combat advantage. +14 vs. Fortitude; 2d12+7 damage, and the target is weakened (save ends), and the vampire lord heals 56 hit points; see also <i>Lolth's judgment</i> .		
R Venom Ray (standard; at-will) ♦ Poison		
Ranged 10; +17 vs. Reflex; 2d8+3 poison damage, and ongoing 5 poison damage (save ends); see also <i>Lolth's judgment</i> .		
R Dominating Gaze (minor; recharge 6) ♦ Charm		
Ranged 5; +14 vs. Will; the target is dominated (save ends, with a -2 penalty to the saving throw). <i>Aftereffect</i> : the target is dazed (save ends). The vampire lord can dominate only one creature at a time; see also <i>Lolth's judgment</i> .		
A Lolth's Grasp (standard; encounter) ♦ Necrotic, Zone		
Area burst 4; within 10; webs full of spectral spiders cover the zone drow and spiders are immune); +15 vs. Reflex; the target is restrained (save ends). The zone is difficult terrain until the end of the encounter. Any creature that starts its turn in the zone takes 10 necrotic damage.		
R Spider Curse (standard; encounter) ♦ Necrotic		
Spectral spiders swarm over and bite the target; ranged 20; +15 vs. Will; 1d6+7 necrotic damage, and the target takes ongoing 5 necrotic damage and is weakened (save ends both); see also <i>Lolth's judgment</i> .		
C Venom Blast (standard; at-will) ♦ Poison		
Close blast 5; +13 vs. Fortitude; 2d6+10 poison damage. <i>Miss</i> : Half damage		
C Cloud of Darkness (minor; encounter)		
Close blast 1; this power creates a cloud of darkness that remains in place until the end of the drow arachnomancer's next turn. The cloud blocks line of sight for all creatures except the drow arachnomancer. Any creature entirely within the cloud (except the drow arachnomancer) is blinded until it exits.		
Lolth's Judgment (free; when the arachnomancer hits a target with a melee or ranged attack)		
All spider allies within 20 squares of the arachnomancer gain a +2 bonus to attack rolls against the target until the end of the arachnomancer's next turn.		
Alignment Evil	Languages Common, Elven	
Skill Arcana +14, Dungeoneering +13, Intimidate +8, Stealth +10		
Str 10 (+6)	Dex 15 (+8)	Wis 14(+8)
Con 10 (+6)	Int 16 (+9)	Cha 12 (+7)
Equipment robes, spider rod		

Vampire Spawn Bloodhunter		Level 10 Minion
Medium natural humanoid (undead)		XP 125
Initiative +8	Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.		
AC 25; Fortitude 22, Reflex 23, Will 22		
Speed 7, climb 4 (spider climb)		
m Claws (standard; at-will) ♦ Necrotic		
+16 vs. AC; 6 necrotic damage (8 necrotic damage against a bloodied target).		
Destroyed by Sunlight		
A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed.		
Alignment Evil	Languages Common	
Str 14 (+7)	Dex 16 (+8)	Wis 12 (+6)
Con 14 (+7)	Int 10 (+5)	Cha 14 (+7)

Oblivion Wraith	Level 14 Brute
Large shadow humanoid (undead)	XP 1,000
Initiative +13 Senses Perception +7; darkvision	
Nihil (Necrotic) aura 2; any enemy that starts its turn within the aura takes 10 necrotic damage and cannot spend a healing surge until the start of its next turn.	
HP 116; Bloodied 58; see also <i>death blast</i>	
Regeneration 10 (if an oblivion wraith takes radiant damage, regeneration doesn't function until the end of its next turn)	
AC 26; Fortitude 25, Reflex 27, Will 24	
Immune disease, poison; Resist 15 necrotic; insubstantial	
Speed fly 6 (hover); phasing; see also <i>shadow glide</i>	
m Nihil Strike (standard; at-will) ♦ Necrotic	
+15 vs. Reflex; 2d8 + 7 necrotic damage, and the oblivion wraith is invisible to the target until the end of the oblivion wraith's next turn.	
M Obliviate (standard; recharge 4 5 6) ♦ Necrotic	
+15 vs. Reflex; 2d8+4 necrotic damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to saving throws (save ends both).	
C Death Blast (when removed to 0 hit points) ♦ Necrotic	
Close blast 3; targets enemies; +15 vs. Fortitude; 2d8+7 necrotic damage, and the target loses two healing surges. <i>Miss</i> : Half damage, and the target loses a healing surge.	
Shadow Glide (move; encounter)	
The oblivion wraith shifts up to 6 squares.	
Spawn Wraith	
Any humanoid killed by an oblivion wraith rises as a free-willed oblivion wraith at the start of its creator's next turn, appearing in the space where it died (or the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.	
Alignment Chaotic Evil	Languages Common
Skills Stealth +18	
Str 20 (+12)	Dex 23 (+13)
Con 16 (+10)	Int 10 (+7)
	Wis 10 (+7)
	Cha 18 (+11)

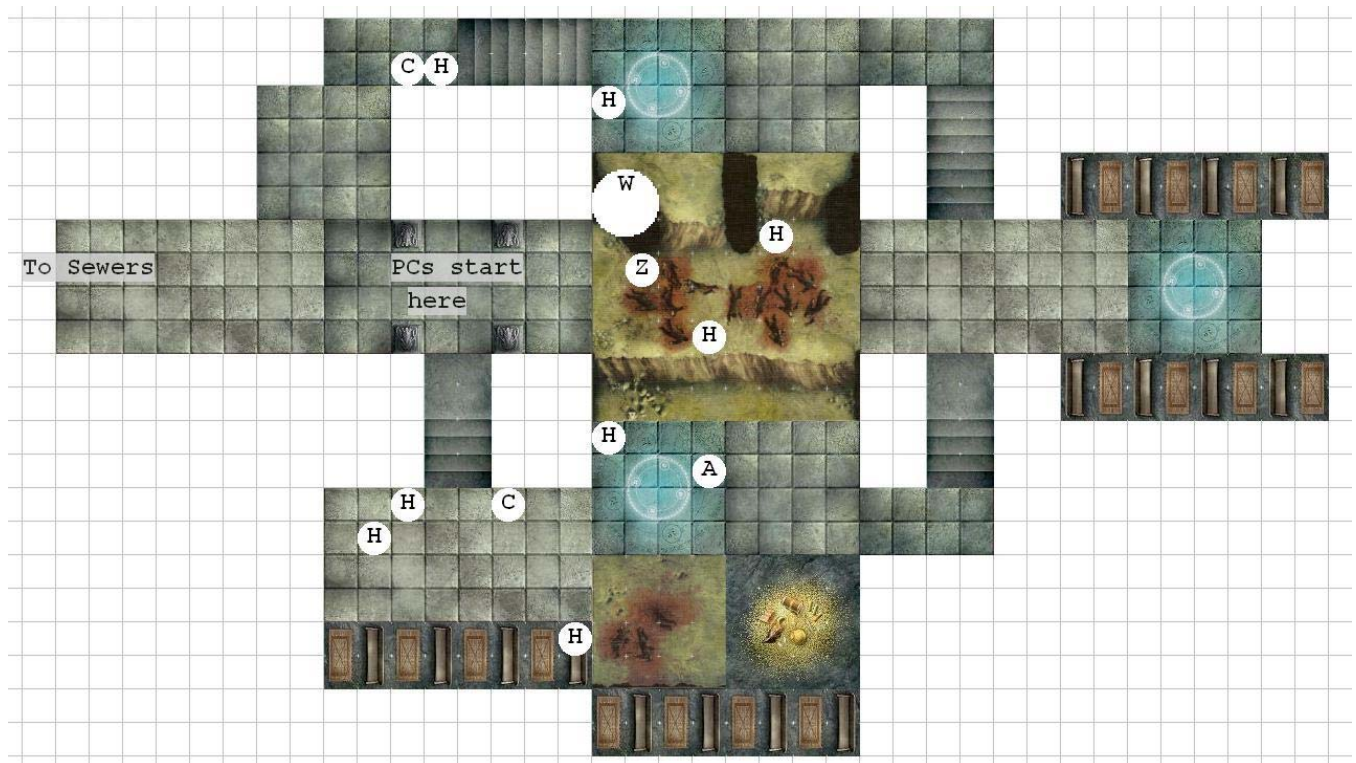
ENCOUNTER 5: THE VAMPIRES' NEST MAP

TILE SETS NEEDED

Arcane Corridors x3

Caves of Carnage x1

Dungeon Tiles x3



COMBAT & SKILL CHALLENGE

ENCOUNTER 6: TIME TO LEAVE

ENCOUNTER LEVEL 11 (3,000 XP)

SETUP

This encounter is a skill challenge where the PCs try to make their way back to the docks or outside the gates. As the PCs flee, they are harassed by some creatures sent to stop them.

This encounter includes the following creatures and skill challenge at the low tier:

1 angel of battle (A)

4 angel of valor cohorts (C)

skill challenge Complexity 2, level 13

This encounter includes the following creatures and skill challenge at the high tier:

1 angel of battle (A)

3 angel of valor cohorts (C)

skill challenge Complexity 2, level 13

THE SETUP

Once the sun goes down, the locals desert the streets, giving the soldiers and mercenaries undisputed command. This partially explains why the locals are not overly targeted by the vampires (and anything happening to the soldiers at night) goes unreported.

The PCs, victorious over the vampires, return to the Singing Fisherman to find it burning to the ground. One of the garrison guards spots the PCs and shouts, “*There are the rebels! Bring their heads to the viceroy! Get them!*”

There are forty to fifty soldiers, of mixed heritage and types, some mounted, some flying. If any of the PC has enemies within a given group (such as the Zhentarim or the Churches of Bane or Cyric), describe some of the soldiers as belonging to this faction.

Make it obvious the PCs cannot win a fight against such a horde, and their only hope is to escape. Reward creativity, as long as what the PCs do helps get them out of town. Do not make it too easy on them, and assign a maximum number of successes for each action. The guards are intelligent, and they learn and adapt.

SKILL CHALLENGE: GETTING OUT OF THIS MESS!

Goal: Followed by the local guards, the PCs must flee the city.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Perception, Stealth

Other Skills: Acrobatics, Athletics, Endurance, History, Insight, Streetwise

Victory: The PCs leave Westphal and make their way out of town.

Defeat: The PCs are caught by the authorities and turned over to the Church of Cyric.

Acrobatics or Athletics or Endurance DC 17/17 (1 success, 4 maximum between all three skills)

With Acrobatics, the PC uses his nimbleness to lose his pursuers. Examples includes running on fences or walls, climbing down gutters or into the sewers.

With Athletics, the PC runs and tries to outrun his pursuers by either climbing up to reach the rooftops, jumping over low walls, etc.

With Endurance, the PC tries to outrun his pursuers.

History DC 21/21 (1 success, 1 maximum)

The PC thinks of good ways to leave town. The PC is in luck for there is an old, mostly forgotten, sewer system the PC could use as a shortcut.

Failure means the PC meets a creature and loses one healing surge.

Insight DC 21/21 (1 success, 1 maximum)

The PC uses his experience to guess where the soldiers would set up ambushes, checkpoints or patrols.

Failure means the PC meets a creature and loses one healing surge.

Perception DC 21/21 (1 success, 2 maximum)

The PC proceeds slowly and tries to locate the soldiers before he is spotted.

Failure means the PC falls into an ambush and loses one healing surge.

Stealth DC 21/21 (1 success, 2 maximum)

The PC keeps to the shadows and tries to stay out of sight of the soldiers.

Failure means the PC is spotted and must fight his way out, losing one healing surge

Streetwise DC 21/21 (1 success, 1 maximum)

The PC tries to use their experience to find good rogue’s hideouts or people to help them escape.

Failure means the PC went down a wrong alley and must fight his way out, losing one healing surge.

Magic/Powers (1 success, 1 maximum)

The PC may wish to use a power or magic to allow escape. Doing so grants the PC one success but any encounter or daily power used will not be available to the PC when the PC encounters the angels later in the encounter (though the PCs do not know of this twist at this time).

The pursuit prevents the PCs from stopping and having enough time to perform a ritual.

SCENE: AFTER 4 SUCCESSES

Once the PCs have gathered 4 successes, a group of angels sent after them by the Church of Cyric finds them.

If the PCs have split up and are heading their separate ways, make sure that most of them are nearby. Have them start different locations on the map if they have split up.

You have managed to lose your pursuers, at least for now. Your destination is very close. When a group of quick flying winged creatures pass overhead, they quickly turn around and fly down, blocking the passage ahead.

Their appearance leaves no doubt that their allegiance belongs to one of the darker deities. They wear black tabards emblazoned with a symbol of a black sun crowning a grinning skull.

The largest of them calls out in a dark yet commanding voice. It gestures and black flames burn upon the street forming a message in Common.

"We are the envoys of the Prince of Lies. The Church of the Black Sun wishes one of you. The rest can leave unharmed. CHOOSE NOW OR DIE!"

Those angels are tied to the church of Cyric (Religion DC 10 identifies the Prince of Lies, chaotic evil greater god of strife and lies). The flames emitted from the angels of valor are dark and almost black (in spite of that, they still emit light that allow people to see).

The angel is asking for the PCs to turn over to them one of their own and they let the others pass safely. The angels keep their word. If the PCs give up another PC to the angels, the angels leave with the PC.

The angels speak only Supernal. Their attitude is threatening but they are not immediately hostile. If they feel the PCs are stalling, they attack.

FEATURES OF THE AREA

Alleys: Not shown on the map are a number of alleys, streets and plazas. The DM is encouraged to expand the city streets as needed. Most such alleys should be 1 or 2 square wide with the occasional plaza.

Closed Homes: White areas (without tiles) represent homes or businesses. Since the locals do not wish to be involved with the law, they fight against intruders.

Every house or establishment on the map are locked and barred. If the PCs try to force their way in, the DC to do so is 22 (examples for this would include breaking down the door or picking the lock).

The inhabitants fight against intruders using whatever means available to them (examples include boiling water, old weapons, shards of glass, or a combination of the above), any PC trying to enter a house takes 2d8+6 as the inhabitants fight back.

Illumination: The area is dimly lit if the combat occurs at night. In addition, any angel of valor still alive illuminates bright light in a burst 1 around themselves. This negates concealment for themselves, but also anyone they are in melee with.

Streets: The area shown is only a small part of the world and the map could theoretically extend forever in every direction. If the PCs move beyond the map shown, the DM should extend the map.

TACTICS

The angels of valor wade into melee. The angel of battle uses its *mobile melee attack* ability to stay out of melee range. The angels strike at a PC with a divine or arcane power source over other PCs when given a choice.

Defeating the angels grants neither a success nor a failure on the skill challenge. However, the noise has managed to alert the pursuers and the PCs must avoid them one last time.

SCALING THE ENCOUNTER

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

Four PCs: Remove the minions.

Six PCs: Double the number of angel of valor cohorts OR add another angel of battle.

SHORT ON TIME

If you are pressed for time, you can replace the angel of battle with 4 / 5 angel of valor cohorts.

ENDING THE ENCOUNTER

The encounter ends once the PCs have successfully completed the skill challenge. Proceed to Encounter 11.

Success: The PCs successfully avoid the guards and escape Westphal.

Failure: The PCs are caught and handed over to the Church of Cyric.

EXPERIENCE POINTS

Each PC receives 600 experience points. Failing the skill challenge, the PCs receive half the experience for the encounter (300 xp).

ENCOUNTER 6: TIME TO LEAVE STATISTICS (LOW LEVEL)

Angel of Battle (level 12)	Level 12 Skirmisher (Leader)
Large immortal humanoid (angel)	XP 700
Initiative +11	Senses Perception +10
Angelic Presence Attacks against the angel of battle take a -2 penalty unless the angel is bloodied	
HP 132; Bloodied 66	
AC 26; Fortitude 24, Reflex 22, Will 25	
Immune fear; Resist 10 radiant	
Speed 8; fly 12 (hover); see also <i>mobile melee attack</i> and <i>storm of blades</i>	
m Falchion (standard; at-will) ♦ Weapon	
Reach 2; +18 vs. AC; 1d10+5 damage (crit 2d10+16)	
M Mobile Melee Attack (standard; at-will)	
An angel of battle can move up to half its speed and make one basic melee attack at any point during that movement. The angel doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Storm of Blades (standard; encounter)	
Razor-sharp blades explode from the angel's wings. Close burst 3; +16 vs. AC; 6d8+7 damage. After using this ability, the angel of battle has a fly speed of 2 (hover) until the end of the encounter.	
Chosen Foe (free; after making a falchion attack; at-will)	
Once during its turn, an angel of battle can illuminate an enemy it hits with a falchion attack, bathing the enemy in light as bright as a torch and granting the angel's allies combat advantage against that enemy until the start of the angel's next turn.	
Alignment Chaotic Evil	Languages Supernal
Skills Intimidate +19	
Str 23 (+13)	Dex 19 (+11)
Con 20 (+12)	Int 15 (+9)
	Cha 25 (+14)
Equipment falchion	

Angel of Valor Cohort (level 12)	Level 12 Minion
Medium immortal humanoid (angel)	XP 175
Initiative +9	Senses Perception +7
HP 1; a missed attack never damages a minion.	
AC 24; Fortitude 24, Reflex 22, Will 21	
Speed 6, fly 9 (hover)	
m Greatsword (standard; at-will) ♦ Fire, Weapon	
+15 vs. AC; 6 fire damage.	
Alignment Chaotic Evil	Languages Supernal
Str 23 (+11)	Dex 18 (+9)
Con 16 (+8)	Int 11 (+5)
	Cha 16 (+8)
Equipment chainmail, greatsword	

ENCOUNTER 6: TIME TO LEAVE STATISTICS (HIGH LEVEL)

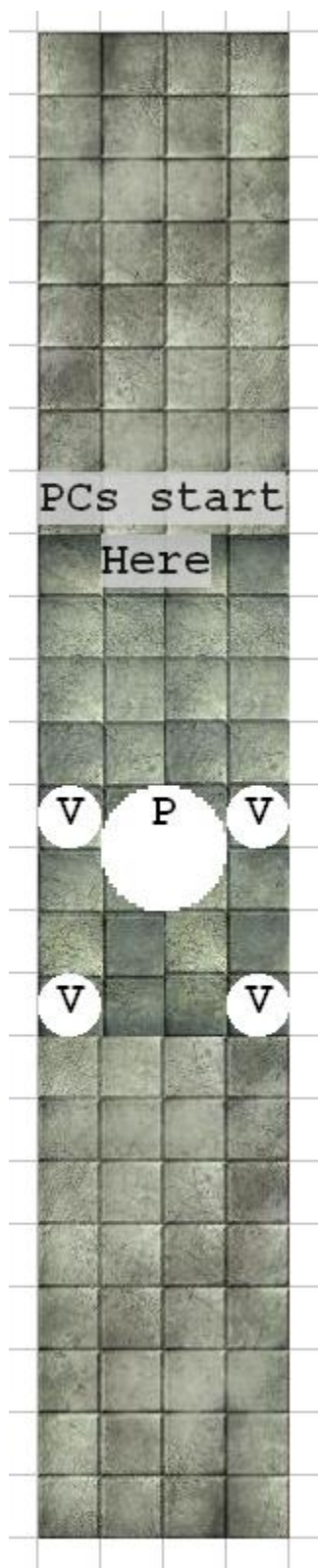
Angel of Battle (level 14)	Level 14 Skirmisher (Leader)
Large immortal humanoid (angel)	XP 1,000
Initiative +12	Senses Perception +11
Angelic Presence Attacks against the angel of battle take a -2 penalty unless the angel is bloodied	
HP 148; Bloodied 74	
AC 28; Fortitude 26, Reflex 24, Will 27	
Immune fear; Resist 10 radiant	
Speed 8; fly 12 (hover); see also <i>mobile melee attack</i> and <i>storm of blades</i>	
m Falchion (standard; at-will) ♦ Weapon	
Reach 2; +20 vs. AC; 1d10+5 damage (crit 2d10+16)	
M Mobile Melee Attack (standard; at-will)	
An angel of battle can move up to half its speed and make one basic melee attack at any point during that movement. The angel doesn't provoke opportunity attacks when moving away from the target of its attack.	
C Storm of Blades (standard; encounter)	
Razor-sharp blades explode from the angel's wings. Close burst 3; +18 vs. AC; 6d8+7 damage. After using this ability, the angel of battle has a fly speed of 2 (hover) until the end of the encounter.	
Chosen Foe (free; after making a falchion attack; at-will)	
Once during its turn, an angel of battle can illuminate an enemy it hits with a falchion attack, bathing the enemy in light as bright as a torch and granting the angel's allies combat advantage against that enemy until the start of the angel's next turn.	
Alignment Chaotic Evil	Languages Supernal
Skills Intimidate +19	
Str 23 (+13)	Dex 19 (+11)
Con 20 (+12)	Int 15 (+9)
	Cha 25 (+14)
Equipment falchion	

Angel of Valor Cohort (level 13)	Level 13 Minion
Medium immortal humanoid (angel)	XP 200
Initiative +9	Senses Perception +7
HP 1; a missed attack never damages a minion.	
AC 25; Fortitude 25, Reflex 23, Will 22	
Speed 6, fly 9 (hover)	
m Greatsword (standard; at-will) ♦ Fire, Weapon	
+16 vs. AC; 6 fire damage.	
Alignment Chaotic Evil	Languages Supernal
Str 23 (+11)	Dex 18 (+9)
Con 16 (+8)	Int 11 (+5)
	Cha 16 (+8)
Equipment chainmail, greatsword	

ENCOUNTER 6: TIME TO LEAVE MAP

TILE SETS NEEDED

Dungeon Tiles x1



ENCOUNTER 7: THE VICEROY OF WESTPHAL

SETUP

Lady Erliza Daressin: Female vampire, Viceroy of Westphal

This encounter is played if the PCs have agreed to surrender to the guards. At the palace, they go through a series of bureaucratic issues aimed at getting the PCs' names, learning their nationality and the PCs' main power source. After a couple of hours, the PCs are shown to a large dining room. The PCs do not know this, but the wait and delays are deliberate.

Finally, you are shown into a large and opulent dining room. A page calls out "Lady Erliza Daressin, Viceroy of Westphal! Your guests have arrived."

A lone human female is sitting at the table, having just finished her meal. Her skin is almost white, her hair and dress are exquisite, and her jewelry sparkles in the candlelight. Her whole appearance gives the impression of being in the presence of a powerful queen.

The Viceroy politely asks the PCs to sit at the table and orders food and drink brought to them. The food and drink brought are not poisoned. It is of highest quality.

Lady Erliza tells the PCs the following. Her voice is friendly yet commanding. It should be obvious to the PCs that she is not asking, but ordering them. As a good politician, she says one thing but means another.

- She feels that her people have a bad reputation elsewhere in the Moonshaes because of a number of undisciplined or immoral Amnites.
- She is thankful the PCs are here. Although they do not know it, they were brought here at the behest of a rebel called "The Fisherman."
- She managed to learn of his identity: he is a half-elf named Liam who owns the tavern known as "the Singing Fisherman."
- She wants the man brought to justice before the night is over. The man has eyes everywhere, and unless the PCs strike now, he will very likely leave town.
- She promises each PC 800/1,200 gp (in Amnite coin) to bring the man to justice. Whether they kill him or turn his unconscious body over matters little to her.
- She also says that once the deed is done, they will have earned some powerful friends in Amn

and Snowdown. Friends like these have long memories and deep pockets.

- If the PCs have opposition to doing that, she "reminds" the PCs of some of the Fisherman's other deeds, such as the poisoning of waters (MOON1-1), his attempts at taking over mining operations (MOON1-3) and forming alliances with monsters (MOON1-4). To the DM: Details are kept scarce about the Fisherman in this adventure to avoid spoiler of other adventures.
- She promises to "look into" the question of the vampires.

She can answer the following questions, but only if asked. She refuses to answer questions she does not want to answer, but she does so in a polite manner, like a politician.

- She refuses to give the PCs a writ, but assures them that should they get captured, she can arrange for them to escape.
- She knows nothing about Eamon or Deidra.
- She is not surprised that vampires are roaming the town. She has increased patrols to stop them, but they manage to survive her raids.
- She is confident in the Amnites' own reason for being in Snowdown. "Snowdown is, after all, the safest of the Moonshaes. We do not have fey, giants or lycanthropes roaming about and disputing the rule of law. The Kincaid royal family of Snowdown welcomed us as liberators and as such we remain." She does not say more.

PIERCING THE ILLUSION

Some PCs might discover (or already know) that Lady Erliza is a vampire. Remind the PCs that they do not have their weapons with them and that they are in her palace. The PCs do not have much choice but to go along with what she is proposing.

Any PC foolish enough to attack her is killed by hidden guards. Lady Erliza does not betray her nature. The body of any PC who attacked the viceroy is then turned over the church of Cyric (see Encounter 10).

ENDING THE ENCOUNTER

This encounter can end in one of two ways.

The first is to "agree" to what Lady Erliza offers the PCs. In that case, proceed to Encounter 8.

The second has the PCs stubbornly refusing or attacking her. In that case, they are subdued by the guards and turned over to the church of Cyric proceed to Encounter 10. Try to avoid this ending unless you are forced to by players unwilling to understand their situation.

ENCOUNTER 8: THE VAMPIRE MOB

ENCOUNTER LEVEL 13/15 (4,200 / 6,000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 corpse vampire (C)
- 1 dread zombie myrmidon (Z)
- 1 drow arachnomancer vampire lord (A)
- 8 vampire spawn bloodhunters (H)

The statistics for all the undead appear in Encounter 5.

This encounter includes the following creatures at the high tier:

- 3 corpse vampire (C)
- 1 dread zombie myrmidon (Z)
- 1 oblivion wraith (W)
- 1 drow arachnomancer vampire lord (A)
- 12 vampire spawn bloodhunters (H)

The statistics for all the creatures appear in Encounter 5.

As the PCs are heading towards the Singing Fisherman, a large band of undead led by a vampire attacks them. They are dressed up as mercenaries and the prowl the streets for isolated targets.

FEATURES OF THE AREA

Alleys: Shown on the map are a number of other alleys. The DM is encouraged to expand the city streets as needed. Most such alleys should be 1 or 2 square wide with the occasional plaza.

Closed Homes: White areas (without tiles) represent homes or businesses. Since the locals do not wish to be involved with the law, they fight against intruders.

Every house or establishment on the map are locked and barred. If the PCs try to force their way in, the DC to do so is 22 (examples for this would include breaking down the door or picking the lock).

The inhabitants fight against intruders using whatever means available to them (examples include boiling water, old weapons, shards of glass, or a combination of the above), any creature trying to enter a house takes 2d8+6 as the inhabitants fight back.

Deserted Streets: The streets are deserted and there is no one in sight.

Illumination: The area is dimly lit, the moon give everyone in the area concealment.

Streets: The area shown is only a small part of the world and the map could theoretically extend forever in every direction. If the PCs move beyond the map shown, the DM should extend the map.

TACTICS

The creatures use very simple tactics. They move and attempt to swarm the PCs, shifting to get or give flanks.

If present, the oblivion wraith wades into the center of the PCs where it can use its *nihil aura* to maximum effect.

SCALING THE ENCOUNTER

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

Four PCs: Remove one dread zombie myrmidon and one vampire spawn bloodhunter.

Six PCs: Add one dread zombie myrmidon and two vampire spawn bloodhunters.

ENDING THE ENCOUNTER

Once the undead are defeated, the PCs can continue on to the Singing Fisherman and Encounter 9.

Deidra's brother is one of the vampire spawn bloodhunters.

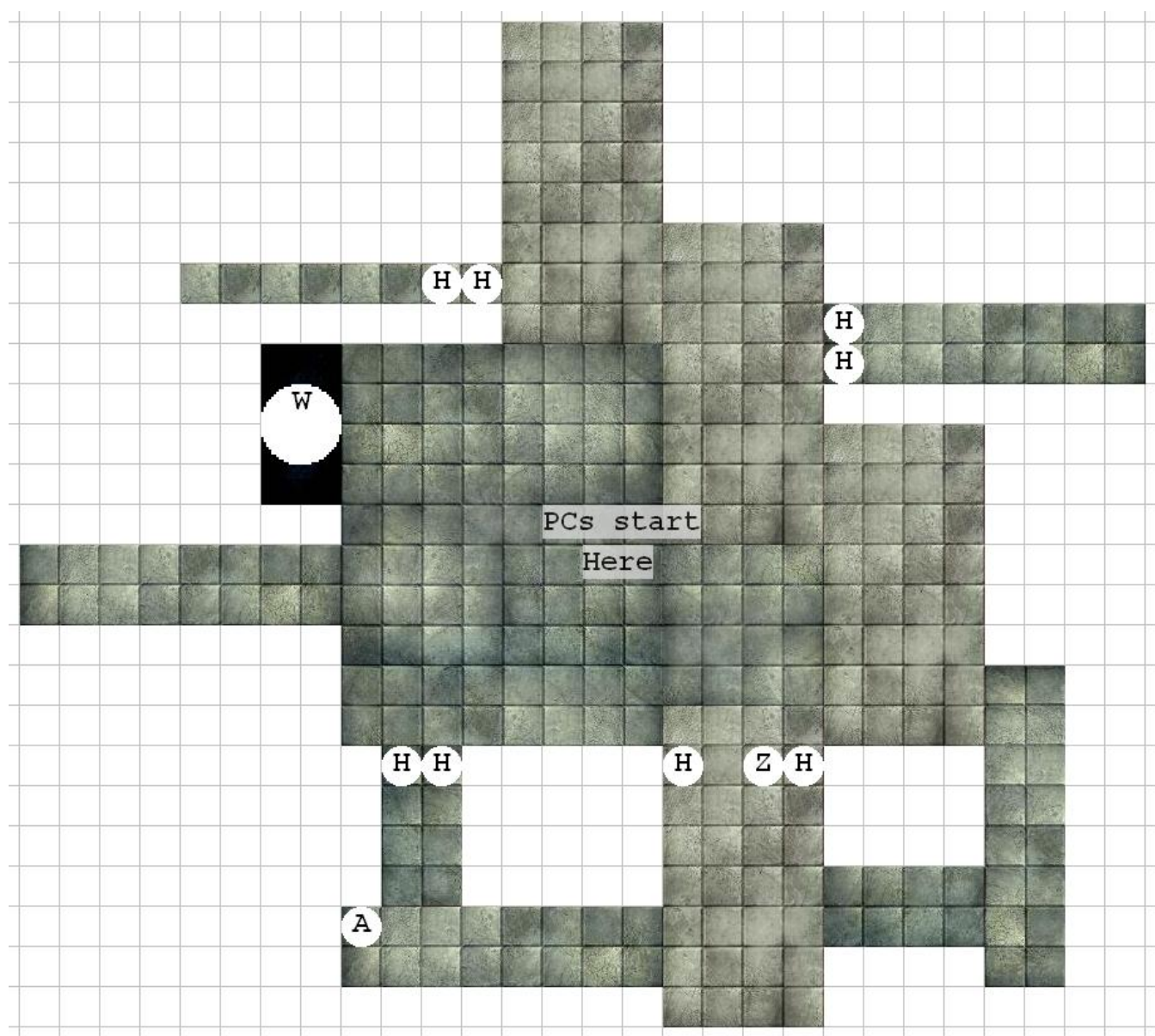
EXPERIENCE POINTS

Each PC receives 840 / 1,200 experience points.

ENCOUNTER 8: THE VAMPIRE MOB MAP

TILE SETS NEEDED

Dungeon Tiles x4



COMBAT ENCOUNTER 9:

THE FISHERMAN

ENCOUNTER LEVEL 13/16 (4,000 / 7,000 XP)

SETUP

This encounter includes the following creature:

1 rakshasa noble (K)

The Singing Fisherman Inn is a rundown, Ffolk-style, one-story inn where sailors gather to enjoy a drink. By the time the PCs get here, the place is deserted. Kasharak/Liam has already guessed that the PCs are in league with Lady Erliza and prepares himself to fight.

He has no interest in talking to them as he knows they are now servants of Lady Erliza. He does wish to see their faces before sending them to their graves.

FEATURES OF THE AREA

Although a small portion of the city is detailed on the map, the streets and alleys extend far beyond what is portrayed here. If the fight becomes a running battle, feel free to improvise and extend the map however you see fit, using the map as a guide.

Alleys: Shown on the map are a number of other alleys. The DM is encouraged to expand the city streets as needed. Most such alleys should be 1 or 2 square wide with the occasional plaza.

Closed Homes: White areas (without tiles) represent homes or businesses. Since the locals do not wish to be involved with the law, they fight against intruders.

Every house or establishment on the map are locked and barred. If the PCs try to force their way in, the DC to do so is 22 (examples for this would include breaking down the door or picking the lock).

The inhabitants fight using whatever means available to them (examples include boiling water, old weapons, shards of glass, or a combination of the above), any PC trying to enter a house takes 2d8+6 as the inhabitants fight back.

Deserted Streets: The streets are deserted and there is no one in sight.

Illumination (inside): Brightly lit.

Illumination (outside): The area is dimly lit.

TACTICS

The Fisherman relies on its high defenses and *phantom image* ability to avoid getting hit. It uses its *dual attack* every chance it gets, pushing any melee character away from it. Although he does not fear death, the Fisherman may attempt to leave if the PCs are seriously beaten up. This is not mercy. He knows that if he defeats them, they might stay out his claws the next time around.

Any minion present tries to keep the PCs away from their master.

SCALING THE ENCOUNTER

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

Four PCs: Lower the rakshasa's level by 1. This lowers all his attacks and defenses by 1 and his hit points by 130 (and his bloodied by 65).

Six PCs: Add 4 hobgoblin warriors (legion devil veterans at high tier).

ENDING THE ENCOUNTER

With the defeat of the Fisherman, the PCs can search the area and take a short rest before the guards show up in the next encounter.

EXPERIENCE POINTS

Each PC receives 800/1,400 experience points.

TREASURE

At either tier the PCs find 400 gp worth of loot. The PCs also find a *berserker weapon* +3, a ritual book of Detect Object and a ritual scroll of Consult Mystic Sages.

At low tier, they also find a *shield of warding* (level 14) and *boots of striding and springing*.

At high tier, they instead find a *bashing shield* (level 15) and *shadowfell gloves* (level 16).

ENCOUNTER 9: THE FISHERMAN STATISTICS (LOW LEVEL)

Rakshasa Noble (level 13)		Level 13 Solo Controller
Medium natural humanoid		XP 4,000
Initiative +11 Senses Perception +18; low-light vision		
HP 650; Bloodied 325		
AC 31; Fortitude 27, Reflex 29, Will 31; see also <i>phantom image</i>		
Saving Throw +5		
Speed 7		
Action Point 2		
m Claw (standard; at-will)		
+16 vs. AC; 1d6+3 damage, and the target is blinded until the end of the rakshasa noble's next turn.		
R Mind Twist (standard; at-will) ♦ Psychic		
Ranged 20; +16 vs. Will; 3d6+7 psychic damage and the target is dazed (save ends).		
R Phantom Lure (standard; at-will) ♦ Charm		
Ranged 10; +16 vs. Will; the target slides 5 squares.		
R Frightful Phantom (standard; at-will) ♦ Fear		
Ranged 5; +16 vs. Will; 4d8+7 psychic damage, the target is pushed 5 squares, and the target is stunned (save ends).		
Dual Attack (standard; at-will)		
The rakshasa noble can use <i>claw</i> and <i>frightful phantom</i> .		
Deceptive Veil (minor; at-will) ♦ Illusion		
The rakshasa noble can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the illusion.		
Phantom Image (minor; recharge 5 6) ♦ Illusion		
Until the end of the rakshasa noble's next turn, any creature that attacks the rakshasa's AC or Reflex defense must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.		
Alignment Evil		Languages Common
Skills Arcana +17, Athletics +14, Bluff +18, Diplomacy +18, History +17, Insight +16, Intimidate +16		
Str 16 (+9)	Dex 20 (+11)	Wis 20 (+11)
Con 18 (+10)	Int 22 (+12)	Cha 24 (+13)

Hobgoblin Warrior (level 13)		Level 13 Minion
Medium natural humanoid		XP 200
Initiative +9 Senses Perception +7; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 27 (29 with <i>phalanx soldier</i>); Fortitude 25, Reflex 23, Will 23		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+15 vs. AC; 7 damage.		
Hobgoblin Resilience (immediate reaction, when the hobgoblin warrior suffers an effect that a save can end; encounter)		
The hobgoblin warrior makes a saving throw against the triggering effect.		
Phalanx Soldier		
The hobgoblin warrior gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.		
Alignment Evil		Languages Common, Goblin
Skills Athletics +11, History +7		
Str 19 (+9)	Dex 14 (+7)	Wis 14 (+7)
Con 15 (+7)	Int 11 (+5)	Cha 10 (+5)
Equipment scale armor, light shield, longsword		

ENCOUNTER 9: THE FISHERMAN STATISTICS (HIGH LEVEL)

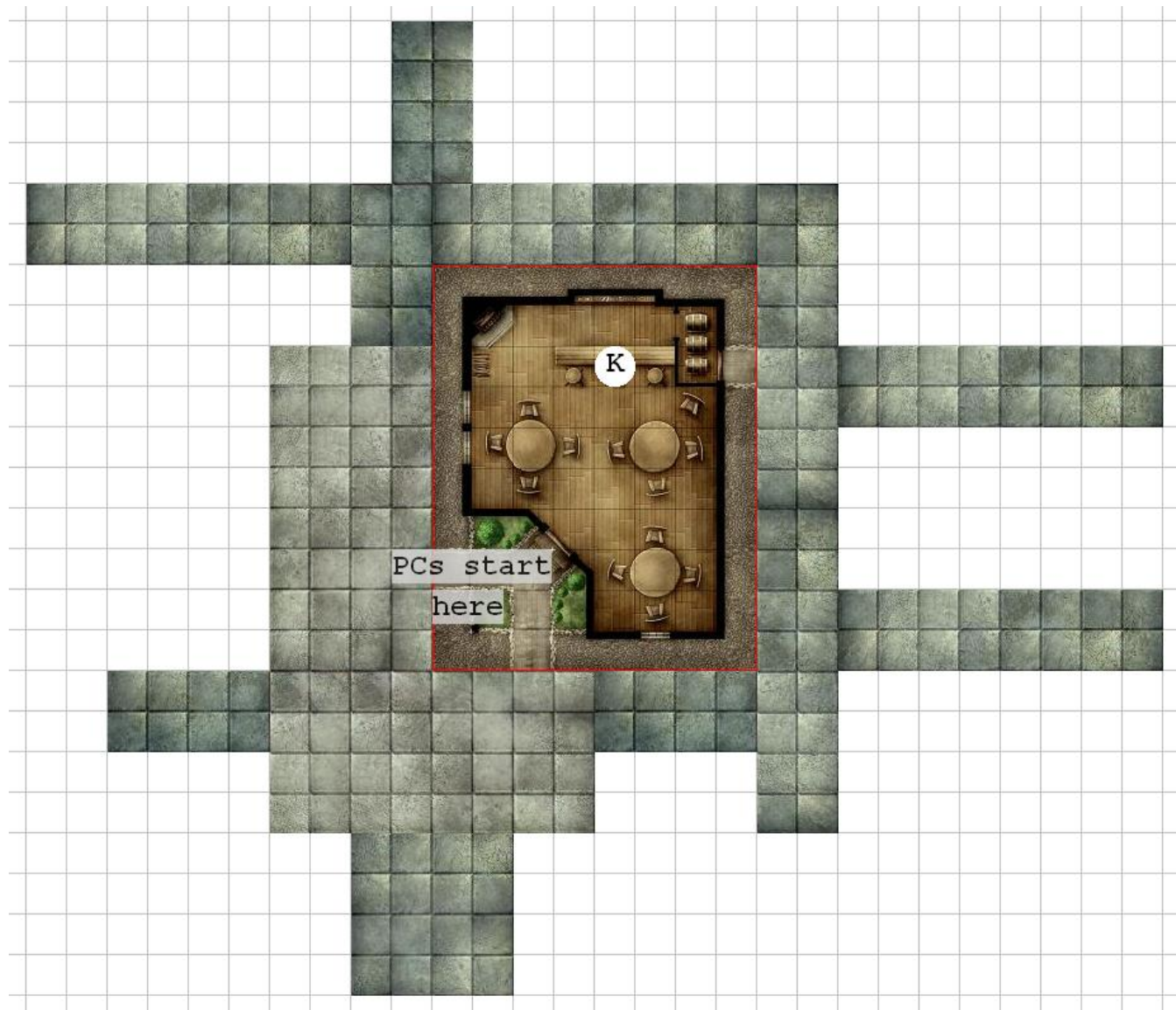
Rakshasa Noble (level 16)		Level 16 Solo Controller
Medium natural humanoid		XP 7,000
Initiative +13 Senses Perception +18; low-light vision		
HP 770; Bloodied 385		
AC 34; Fortitude 30, Reflex 32, Will 34; see also <i>phantom image</i>		
Saving Throw +5		
Speed 7		
Action Point 2		
m Claw (standard; at-will)		
+19 vs. AC; 1d6+3 damage, and the target is blinded until the end of the rakshasa noble's next turn.		
R Mind Twist (standard; at-will) ♦ Psychic		
Ranged 20; +19 vs. Will; 3d6+7 psychic damage and the target is dazed (save ends).		
R Phantom Lure (standard; at-will) ♦ Charm		
Ranged 10; +19 vs. Will; the target slides 5 squares.		
R Frightful Phantom (standard; at-will) ♦ Fear		
Ranged 5; +19 vs. Will; 4d8+7 psychic damage, the target is pushed 5 squares, and the target is stunned (save ends).		
Dual Attack (standard; at-will)		
The rakshasa noble can use <i>claw</i> and <i>frightful phantom</i> .		
Deceptive Veil (minor; at-will) ♦ Illusion		
The rakshasa noble can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the illusion.		
Phantom Image (minor; recharge 5 6) ♦ Illusion		
Until the end of the rakshasa noble's next turn, any creature that attacks the rakshasa's AC or Reflex defense must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.		
Alignment Evil		Languages Common
Skills Arcana +19, Athletics +16, Bluff +20, Diplomacy +20, History +19, Insight +19, Intimidate +19		
Str 16 (+11)	Dex 20 (+13)	Wis 20 (+13)
Con 18 (+12)	Int 22 (+14)	Cha 24 (+15)

Legion Devil Veteran		Level 16 Minion
Medium natural humanoid		XP 350
Initiative +9 Senses Perception +9; darkvision		
HP 1; a missed attack never damages a minion.		
AC 32; Fortitude 28, Reflex 27, Will 27; see also <i>squad defense</i>		
Resist 10 fire		
Speed 7 teleport 3		
m Longsword (standard; at-will) ♦ Weapon		
+21 vs. AC; 7 damage.		
Squad Defense		
The legion devil veteran gains a +2 to its defenses when adjacent to at least one other legion devil		
Alignment Evil		Languages Supernal
Str 14 (+10)	Dex 12 (+9)	Wis 12 (+9)
Con 14 (+10)	Int 10 (+8)	Cha 12 (+9)
Equipment plate armor, heavy shield, longsword		

ENCOUNTER 9: THE FISHERMAN MAP

TILE SETS NEEDED

Ruins of the Wild x1



ENCOUNTER 10: BETRAYAL!

ENCOUNTER LEVEL 10/11 (2,000 / 3,000 XP)

SETUP

The creatures, details, statics and maps for this encounter appear in Encounter 6. The encounters are identical except for the setup (see below).

THE SETUP

As the PCs are leaving the Singing Fisherman, a group of soldiers come across the scene. They were sent by the Viceroy to erase all evidence of the PCs and their involvement with her.

*One of the guards spots you and shouts to his fellows
“There! Rebels! Bring their heads to the Viceroy!”*

*With that, the mob of guards and mercenaries
surges in your directions with weapons drawn.*

There are forty to fifty soldiers, of mixed heritage and types, some mounted, some flying. Make it obvious that the PCs cannot win a fight against such a horde.

If one or more of the PC has known enemies within a given group (such as the Zentharrim or the Churches of Bane or Cyric), feel free to describe some of the soldiers as belonging to this faction.

The rest of this encounter proceeds like Encounter 6.

GOING TO THE PALACE

Some PCs may try to head for the Palace or attempt to talk their way out. Make it plainly obvious to them that though this would be a good idea, they were likely betrayed by the Viceroy, and there only hope of surviving is to escape.

ENCOUNTER 11: CONCLUSIONS

SETUP

The setup depends on what the PCs have done during the adventure. Deidra waits for the PCs in Warlsbry to receive news of her brother.

ANY PC TAKEN BY THE CHURCH OF CYRIC

This can be accomplished by a number of ways: the PC was given to the angel by his fellows, they could have tried to fight with the Viceroy or lost any combat encounter or failed the Skill challenge in Encounter 6 or 10.

The manner in which they were taken by the church matters little.

You awaken in the port city of Athkatla, greatest port in Amn. Above you looms the temple of Cyric. You have no recollection of how you came to be here or what the priests have done to you. However, something tells you it cannot be good. The ropes that bind you are loose enough that you can get free with some effort.

All the PCs' gear is present and nothing is missing.

Any PC who gets this conclusion does not get any of the other ones. Those PCs earn the **MOON14 Given to the Church of Cyric** story award.

They only receive **MOON13 The Fisherman is Gone** story award if they killed Liam/Kasharak or if they know that he has fled town. If the PCs are unaware of his fate, they do not receive that award.

This PC cannot earn the **MOON12 Friends in Amn** story award and they receive neither payment from Liam or Lady Erliza.

WORKED FOR THE FISHERMAN

Leaving Westphal behind, you breathe a sigh of relief wondering what happened to Liam the Innkeeper.

A few days later, each of you receives a short letter from Liam.

"I fled Westphal just before you returned. Thanks for the service. Liam"

With the letter was a ring with a tiger's eye gemstone, obviously intended as payment.

The short letter answers very few questions. Maybe you have walked into some bigger plot than you thought.

The PCs receive **MOON13 The Fisherman is Gone** story award. They cannot earn the **MOON12 Friends in Snowdown** story award. The ring is worth 400gp.

THE PCs WORKED FOR THE VICEROY

Leaving Westphal behind, you breathe a sigh of relief. You wonder why the Viceroy turned against you that way.

A few days later, each of you receives a short letter from Lady Erliza.

"I heard what happened to you. The soldiers responsible for pursuing you have been punished. Know that you will always be welcome in Westphal. Show this seal to any guard and they will know you have friends in Amn. Accept this token of my gratitude. Lady Erliza."

With the letter came a jeweled signet ring with the arms of Westphal, obviously intended as payment.

The short letter answers very few questions. Maybe you have walked into some bigger plot you thought.

The PCs receive both the **MOON12 Friends in Snowdown** and the **MOON13 The Fisherman is Gone** story awards. The ring is worth 800/1,800 gp.

THE PCs FOUGHT THE GUARDS AND THE FISHERMAN

Leaving Westphal behind, you breathe a sigh of relief. Yet you cannot help but think that maybe there was more to it than just a fight. It all seems too easy, too simple.

The more you think about it, the more you have the impression that you walked into some bigger plot you thought and managed make this work in your advantage. Maybe next time you will have to choose sides.

The PCs receive the **MOON13 The Fisherman is Gone** story award but get no gold or additional rewards out of it.

ENDING THE ENCOUNTER

Once the correct conclusion has been read to the PCs, the adventure is over. Each conclusion above details what reward the PCs earn.

The **MOON13 The Fisherman is Gone** story award needs to have one of the boxes checked. Whether the PCs killed Liam/Kasharak or he fled before they returned. This will be important for future adventures.

TREASURE

If the PCs received the tiger's eye from Liam, it is worth 400gp. If the PCs received the diamond from Lady Erliza, that diamond is worth 800/ 1,800 gp. If the ring is taken as a treasure bundle, either ring is a *ring of freedom of movement*.

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 can and should 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.

Because of the many paths and choices offered to the PCs during the adventure, the total amount of experience and gold listed below is far superior to the maximum allowed in the adventure. Total up the experience and gold from the encounters the PCs played.

Encounter 3: Fighting the guards
800 / 1,400 XP

Encounter 5: The vampires' nest
840 / 1,200 XP

Encounter 6: Time to leave town
600 / 600 XP

Encounter 8: The Vampire Mob
840 / 1,200 XP

Encounter 9: The Fisherman
800 / 1,400 XP

Encounter 10: Not again!
600 / 600 XP

Major Quest: The Fisherman
700 / 1,000 XP

Total Possible Experience
2,240 / 3,200 XP

Gold per PC
1,200 / 2,200 gp

(Encounter 5: 800 / 1,800 gp, Encounter 9: 400 gp, Encounter 11: 400 gp OR 800 / 1,800 gp)

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 something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award, and ensure you enter the total amount of gold gained (minus any expenditures) online. It is possible and permissible for a character that spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *shield of warding* (level 14) (low-level version only) (level 14; PH)
Found in Encounter 5 or 9.

Bundle B: *boots of striding and springing* (low-level version only) (level 14; PH)
Found in Encounter 5 or 9.

Bundle C: *berserker weapon +3* (level 15; PH 232)
Found in Encounter 5 or 9.

Bundle D: *ring of freedom of movement* (level 15; PH)

Found in Encounter 11.

Bundle E: *bashing shield* (level 15) (high-level version only) (level 15; PH)

Found in Encounter 5 or 9.

Bundle F: *shadowfell gloves* (level 16) (high-level version only) (level 16; PH)

Found in Encounter 5 or 9

Bundle G: ritual scroll of Consult Mystic Sages (PH)

Found in Encounter 5 or 9.

Bundle H: ritual book of Detect Object (PH)

Found in Encounter 5 or 9.

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 vitality* plus 300 / 1,100 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1,300 / 2,100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

MOON12 Friends in Snowdown

Lady Erliza Daressin, Viceroy of Westphal is pleased with you. Amnites serving her may be friendlier towards you. This may also have repercussion in Amn and other areas where they have influence.

Certain Moonshavian factions may not be pleased with your choice of friends.

MOON13 The Fisherman is Gone

The Fisherman is gone either because you stopped him or because he was forced to flee. Whatever the circumstance, you have stopped his current plans. Whether this is a good thing or not remains to be seen.

This story item concludes *The Fisherman* major quest if you have **MOON07 Enmity of the Fisherman** and **MOON09 War Hero of Moray**.

Check how you completed this quest.

[] Killed the Fisherman

[] The Fisherman fled Westphal

MOON14 Given to the Church of Cyric

The church of Cyric had you in their clutches for an undetermined amount of time. You have no idea what they did to or with you, and that is most unnerving.

You are now afraid of Cyric and his minions. Though there is no permanent game effect, whenever confronted to them, you are filled with fear. Make sure your DM is aware of this award if you ever face servants of the Prince of Lies (Cyric).

ADVENTURE QUESTIONS

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

1. Who did the PCs work for?

- a. Kasharak the Fisherman
- b. Lady Erliza, the Viceroy
- c. They fought the guards but then turned on Kasharak.

2. What was the final fate of The Fisherman?

- a. The PCs never encountered him, or he escaped from the PCs.
- b. The PCs worked for him.
- c. The PCs defeated and killed him.

3. How many PCs were turned over to the Church of Cyric?

- a. All of them.
- b. One of them.
- c. None of them.
- d. More than one but not all.