

PATRONAGE AND PESTILENCE

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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A disease has hit the outskirts of Suzail, and the captain of the guard has hired the PCs to provide safe transport for the arriving cure. Unfortunately, everyone else wants it just as badly. Can the heroes protect the medicine for the sick and dying, or will the temptation of wealth be too much to pass up? A Living Forgotten Realms adventure set in Cormyr for characters levels 1-4.

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

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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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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 1-4. 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 PCs can get a Cure Disease ritual cast (at the appropriate costs), they may do so.

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

ADVENTURE BACKGROUND

A disease has hit the outskirts of Suzail. Concern over the availability of incoming medicine has led to growing unrest, and the city guard is stretched thin. Tobias Shaw, the captain of the guard, has hired the PCs to get a shipment of medicinal ointment from an incoming merchant ship and protect it at a safehouse until it can be distributed to the infected peasants.

DM'S INTRODUCTION

The heat and humidity of summer has settled over the city like a blanket. People say even the city is holding its breath for the arrival of the medicinal ointment to stem the spread of disease.

The cargo comes into port on a ship called the *Somber Smile*. While the captain of the vessel is an honest man, his first mate has realized the value of the medicine, and he has gone to great lengths to secretly remove it from the ship under the guise of other cargo.

The PC may learn of the switch at the docks, but it is more likely that they do not find out until they bring the crates to their final destination. The DM is urged to use discretion and creativity when dealing with parties that interact with the adventure text in unforeseen ways.

The PCs later learn that the medicine was not only stolen, it was also poisoned by a madman named Wryban Riggby. A worshipper of Cyric, the man has reveled in the chaos sown by the Raving Fever, and he plans to sell the medicine on the black market and then watch the carnage as people die.

PLAYER'S INTRODUCTION

The summer heat has been unrelenting, and with it has come trouble to Suzail. An outbreak of some disease is plaguing the residents on the outskirts of the city, and tension is high. You get word that one of the captains of the city watch, Tobias Shaw, is seeking adventurers to perform some duty associated with the illness.

PCs can use a Streetwise DC 10 to gain details:

- The disease is known as the Raving Fever. While rarely fatal, the afflicted suffer from pain and greatly increased aggression, often triggered by stress, and the disease rides a wave of violence through the populace until it has run its course.
- Heal DC 15: The disease is often accompanied by scratches or bite marks, and is probably communicated through infected rats.
- The disease usually rages throughout the heat of the summer and dies down with the advent of cooler weather. While the city normally maintains a small stockpile of medicine, this year's outbreak is far more virulent than usual.
- The city keeps a small stockpile of medicine to ease the symptoms, but this year the medicine has been less effective and many more cases have been reported.

After their talking to the locals, the PCs can find Captain Shaw in a local guardhouse.

ENCOUNTER 1: TWO TEMPTING OFFERS

SETUP

Important NPCs:

Captain Tobias Shaw (Intimidate +9)

Madam Karah (Diplomacy +7, Bluff +5)

The PCs are shown into Captain Shaw's briefing room. Read or paraphrase the following to the players:

"For the past few weeks, the outskirts of Suzail have been swept by a debilitating disease." Captain Shaw gestures to the map. "Fortunately, a shipment of medicine is on its way into port to alleviate the suffering." He gives you a level look. "I need you to make sure it does just that. Let's begin, shall we?"

Captain Shaw is a loud and decisive man. Establishing himself as an authority figure is just as important to him as making sure his job is done. Captain Shaw shares the following information:

- Officials have procured a shipment of medicine from Sembian merchants to alleviate the suffering, but rumors have spread that there won't be enough medicine to go around.
- Watch out for attempts by private citizens or organized crime to procure the medicine for personal use or sale on the black market.
- The medicine is to be transported via wagon from the docks to the safehouse this evening.
- The PCs need to examine the proposed route and minimize any danger of ambush or attack.
- He offers the PCs 10/10 gp each to make sure the medicine gets safely to its destination.

As you leave the planning meeting with Captain Shaw, a voice calls softly to you from the shadows of an alleyway. "Kind sirs, spare me a moment of your time?"

Madam Karah, the widow of a guild official, has been waiting to speak to the PCs following their meeting.

Madam Karah's son has fallen ill, and she fears that he may not be provided medication due to an outstanding grudge with Captain Shaw.

- She knows that Captain Shaw was going to hire adventurers to guard the medicine, so she assumes these are the adventurers in question.
- She would like the PCs to provide her with a single dose of the medicine once they obtain it.

- In return, she can offer gold (30/50 gp per PC) and provide whatever political leverage she can to further their future careers in Cormyr.
- Madam Karah has many contacts in Cormyr and beyond through her many years working with the guilds. Her influence could smooth over many otherwise difficult situations.
- When Madam Karah was young, she was courted by her husband as well as a young Mr. Tobias Shaw. Not only did Madam Karah spurn Shaw's affections, but she humiliated him in public. He has never forgiven her, and his grudge has grown to encompass her entire family.
- Madam Karah knows that what she is asking the PCs to do is technically illegal, but she knows that her son will be denied medicine that is rightfully his because of Shaw's grudge.

Once she has made her offer, Madam Karah departs quickly and quietly. If the PCs agreed to deal with Madam Karah, she asks them to bring the medicine to her home in Suzail.

If the PCs report this to Captain Shaw, he is delighted. He would like for nothing more than to catch Madam Karah in something he can use against her. If the PCs provide him with evidence of Madam Karah's attempted bribery, he matches her offer (raising the PCs' pay to 30/50) and declares the PCs deputized.

ENDING THE ENCOUNTER

However the PCs decide to deal with the Madam Karah's offer, proceed to Encounter 2.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

Madam Karah offers the PCs 20/40 gp, to be paid at the completion of the mission. Captain Shaw offers to match that price if the PCs complete the mission and catch Madam Karah committing bribery.

ENCOUNTER 2: THE LAY OF THE LAND

SKILL CHALLENGE LEVEL 1/3, COMPLEXITY 1 (100/150 XP)

SETUP

The PCs have the opportunity to assess the planned route by which the medicine travels from the docks to the safehouse. By barricading key ambush points or sabotaging hiding places, they may be able to hinder the mercenaries in Encounter 3.

The sun crosses the afternoon sky, and the delivery route stretches before you.

PCs who take time to study the area more closely may deduce a few other factors:

- The buildings in this area are old and low, only ten feet high. Their construction provides plenty of handholds.
- The sun sets very soon, and the shadows are already spreading over the narrower streets.
- The alleys around the houses aren't large enough for wagons, but they provide fast shortcuts from one part of the route to another.

SKILL CHALLENGE : LAY OF THE LAND

Goal: Minimize the threat of ambush during the delivery of the medicine.

Complexity: 1 (4 successes before 3 failures)

Number of Successes: 4 (see text)

Number of Failures: 3

Primary Skills: Athletics, Perception, Thievery

Secondary Skills: Streetwise

Victory: The PCs have made the route as safe as possible and have an easier time in Encounter 3.

Defeat: Failure to account for various contingencies gives the ambushers in Encounter 3 the upper hand.

If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 15/17 check with that skill to garner a success.

Athletics DC 11/14: (1 success, no maximum)

Use of this skill is only available after a successful Perception check.

You climb to the rooftops to get a different perspective of the situation or use your strength to

barricade an ambush point. Failure indicates that you've fallen or strained a muscle during the attempt and lose 1 healing surge. Depending on the use of the skill, success can grant either a +2 bonus on the party's next Perception check or a success for the skill challenge.

Perception DC 13/16: (1 success, 1 maximum)

You notice an area that seems to have been set up for an ambush. Success with this skill opens up the use of Athletics and Thievery.

Streetwise DC 11/14: (0 successes, no maximum)

With this street layout, you know just where you would position yourself when a fight breaks out. Use of this skill does not count as a success or failure, but instead adds a +2 bonus or a -2 penalty to the next character's skill check.

Thievery (DC 20/22): (trained only; 1 success, 1 maximum)

This skill is only available after a successful Perception check. You take the time to sabotage the ambush point instead of barricading it, turning it into a hazard. This success has a special function during Encounter 3. Failure indicates that the trap is poorly set and does nothing.

ENDING THE ENCOUNTER

When the PCs reach the allotted amount of successes or failures, a young messenger catches up to them, out of breath, carrying a message from the Captain Shaw: The shipment has arrived, and they are to move immediately to the docks.

Success: When the PCs travel through the area with the cargo of medicine, the ambushing thugs in Encounter 3 must fight on more even terms.

Failure: The PCs are forced to defend the medicine against enemies who have significant advantages. Raise the Perception DC to spot the ambush by 5, and the ambushers gain a +4 to their initiative checks.

EXPERIENCE POINTS

Each PC receives 20/30 XP for successfully completing this skill challenge. They receive half XP for failure.

ENCOUNTER 3: THE AMBUSH!

ENCOUNTER LEVEL 3/5 (750/1050 XP)

SETUP

This encounter includes the following creatures at the low tier:

4 halfling slingers (Positions 1-4)

2 tiefling darkblades (level 2) (D)

4 human thugs (T)

This encounter includes the following creatures at the high tier:

4 cultist archers (Positions 1-4)

2 tiefling darkblades (D)

4 human thugs (T)

LEARNING THE TRUTH

This encounter takes place whenever the PCs are transporting the crates of medicine to the safehouse, whether it is the false crates (since the thieves don't know they are fake) or when it is the real crates after they are recovered later.

At the docks, the PCs find the *Somber Smile* offloading many crates and barrels. The 20 small crates of medicine have already been loaded onto wagons. Each wagon is driven by a teamster.

If the PCs check the crates, they find clay tubes full of powder. The powder is medicine, which is mixed with water and drunk. In each of the crates, the top layer is tubes of medicine, but the layers beneath have been replaced with stones. The PCs must do more than just open a crate to find that the crates were tampered with.

Unless the PCs go to incredible effort to check the crates, they should not notice anything amiss. However, if they take the time and effort, they do not have many options. The captain of the *Somber Smile*, Kinsa Shaen, if confronted with evidence of the theft, says that her first mate was in charge of offloading those crates, and he is now on shore leave for 48 hours.

The people responsible for the tampering are the first mate, Uverin Croop, and some of his sailor lackeys. They rigged the crates during the voyage, and they offloaded the medicine in other containers to people who paid them handsomely to make the switch. Attempts to find the first mate and his accomplices go unrewarded. The PCs can go back to Captain Shaw with the news (see Encounter 4).

STEALING A DOSE

If the PCs made a deal with Madam Karah, they may wish to steal a dose between the time they pick up the wagon and the time they deliver the crates to the safehouse. They can do so without much effort, although you can make them roll some Stealth or Bluff checks to distract the cart drivers, observing bystanders, or other PCs.

THE AMBUSH

If the PCs do not find that the switch has occurred, they are ambushed as the wagons full of medicine rumble through the streets toward the safehouse. A group of enterprising thieves has taken up positions after the PCs left, hoping to steal the medicine and sell it on the black market. Have the PCs position themselves wherever they wish to protect the valuable cargo.

As the adventurers enter the area, read:

The wheels of the medicine carts rattle over the cobblestone road. As you approach a wide intersection, a barbed arrow flies past, embedding itself in the side of the wagon!

PCs with a passive Perception of 13/15 or higher spot the ambushers and may participate in the surprise round. All other PCs are surprised. If the PCs failed the skill challenge in Encounter 2, then raise the Perception DC to spot the ambush to 18/20, and grant all the enemies a +4 to their initiative rolls.

FEATURES OF THE AREA

Illumination: The sun is starting to set, and the shadows covering 2 squares east of each building, are considered dim light. All other areas of the map are bright light.

Medicine Carts: The medicine carts stop moving once the combat starts. The carts provide total cover. A small character can move under a cart (through its space) freely. Medium characters can squeeze. The carts are ten feet high and can be climbed with a DC 10 Athletics check.

Ox and Horse: The ox and horse are yoked to the carts and can't take part in the combat. Used to the yelling of drovers and teamsters, they do not react to the combat. They are blocking terrain. The ambushers do not attack the animals. If one is attacked, or caught in the area of a burst or blast, it spooks and attempts to bolt. Move the cart 2 squares away from the source of the attack and roll a saving throw. On a failure, half the

crates of medicine fall from the cart and break upon the ground, the contents ruined.

Stalls: The stalls in the northeast are considered challenging terrain, requiring Athletics or Acrobatics checks (DC 14/16) to enter. Failure costs one additional square of movement.

Rooftops: Climbing to the rooftops requires a DC 13/15 Athletics check and costs 4 squares of movement. Once on the rooftops, characters are considered to have cover against any attackers on street level. Any character who wants to move more than half their movement in a turn must make a DC 14/16 Acrobatics check, or slide 1 square closer to the edge of the roof and fall prone at the end of the move. If this slide would move them over the edge, they instead fall to street level and take 1d10 damage.

Raised Stage: Climbing onto the stage costs 1 additional square of movement. Characters on the stage get a +1 bonus on attack rolls made against targets at street level.

Sabotage: If a PC succeeded in a Thievery check during the Lay of the Land encounter, they may now select one of the slingers/archers. That target immediately takes 1d10 damage and falls prone to street level.

TACTICS

The thugs quickly converge in front of the carts and confront a PC ahead of the carts. The slingers/archers attempt to stay on the rooftops where they have cover and focus their attacks on any PCs who use magic or ranged attacks, while the darkblades move in and out of combat, targeting ranged strikers and controllers.

The thieves have been infected by the disease, which takes hold during combat. They fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one halfling slinger from position 4 and remove one human thug.

Six PCs: Add a human cultist archer to position 5 and add one human thug.

ENDING THE ENCOUNTER

The thieves have been infected by the disease and fight to the death out of fear and rage.

EXPERIENCE POINTS

Each PC will receive 150/210 XP for completing the encounter successfully.

TREASURE

The PCs find *bracers of the perfect shot*, a *cloak of resistance* +1 (low-level version only), and an *amulet of protection* +2 (high-level version only), plus a bag containing 45/50 gp per PC on the thieves.

ENCOUNTER 3: THE AMBUSH! STATISTICS (LOW LEVEL)

Halfling Slinger	Level 1 Artillery
Small natural humanoid	XP 100
Initiative +4 Senses Perception +5	
HP 22; Bloodied 11	
AC 15; Fortitude 12, Reflex 15, Will 13; see also <i>nimble reaction</i>	
Saving Throws +5 against fear effects	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d4 + 4 damage.	
r Sling (standard; at-will) ♦ Weapon	
Ranged 10/20; +6 vs. AC; 1d6 + 4 damage.	
R Stone Rain (standard; recharge 5 6) ♦ Weapon	
The halfling slinger makes three sling attacks, each with a -2 penalty to the attack roll.	
Combat Advantage	
The halfling slinger deals an extra 1d6 damage on ranged attacks against any target it has combat advantage against.	
Nimble Reaction	
Halflings gain a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)	
The halfling slinger forces the attacker to reroll the attack and take the new result.	
Sniper	
A hidden halfling slinger that misses with a ranged attack remains hidden.	
Alignment Any Languages Common, Supernal	
Skills Acrobatics +6, Stealth +9, Thievery +11	
Str 12 (+1)	Dex 18 (+4) Wis 11 (+0)
Con 10 (+0)	Int 10 (+0) Cha 14 (+2)
Equipment leather armor, dagger, sling with 20 bullets	

Human Thug	Level 1 Minion
Medium natural humanoid	XP 25
Initiative +0 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 14; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+5 vs. AC; 2 damage.	
Mob Rule	
A human thug gains a +2 power bonus to all defenses while at least two other human thugs are within 5 squares of it.	
Alignment Unaligned Languages Common	
Str 14 (+2)	Dex 10 (+0) Wis 10 (+0)
Con 12 (+1)	Int 9 (-1) Cha 11 (+0)
Equipment club	

Tiefling Darkblade	Level 2 Lurker
Medium natural humanoid	XP 125
Initiative +10 Senses Perception +3; low light vision	
HP 34; Bloodied 17	
AC 15; Fortitude 12, Reflex 14, Will 12	
Resist 6 fire	
Speed 6	
m Poisoned Short Sword (standard; at-will) ♦ Weapon, Poison	
+7 vs. AC (+8 vs. a bloodied target); 1d6+3 damage and the tiefling darkblade makes a secondary attack against the same target. <i>Secondary Attack:</i> +5 vs. Fortitude; ongoing 5 poison damage (save ends)	
Cloak of Lurking (minor; recharge 6) ♦ Teleportation	
The tiefling darkblade teleports 5 squares and becomes invisible until the end of its next turn.	
Infernal Wrath (minor; encounter)	
The tiefling darkblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling darkblade's last turn. If the attack hits and deals damage, the tiefling darkblade deals an extra 3 damage.	
Alignment Evil Languages Common, Supernal	
Skills Bluff +11, Stealth +13	
Str 12 (+1)	Dex 20 (+5) Wis 14 (+2)
Con 16 (+3)	Int 12 (+1) Cha 16 (+3)
Equipment leather armor, short sword	

ENCOUNTER 3: THE AMBUSH! STATISTICS (HIGH LEVEL)

Human Cultist Archer		Level 3 Artillery
Medium natural humanoid		XP 150
Initiative +7	Senses Perception +8	
HP 38; Bloodied 19		
AC 17; Fortitude 13, Reflex 15, Will 13		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d8 + 2 damage.		
r Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +9 vs. AC; 1d10 + 4 damage, and the cultist archer grants an ally within 5 squares of it a +2 bonus on its next ranged attack against the same target.		
Cultist Hysteria (immediate reaction, when bloodied)		
The cultist archer gets an immediate saving throw against any ongoing affects it might be suffering.		
Alignment Evil		Languages Common
Str 14 (+2)	Dex 19 (+4)	Wis 10 (+0)
Con 15 (+2)	Int 11 (+0)	Cha 14 (+2)
Equipment leather armor, longsword, longbow, 20 arrows		

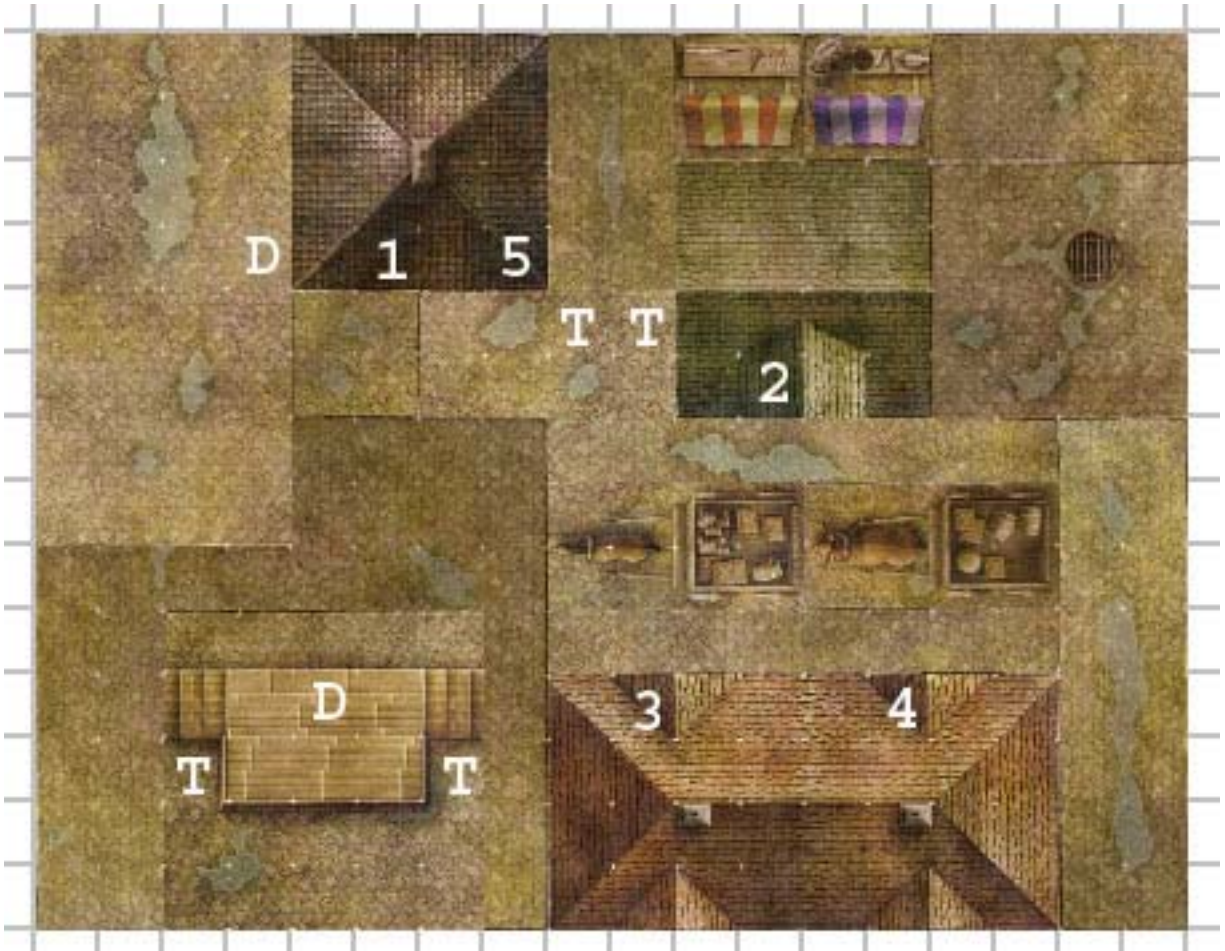
Tiefling Darkblade		Level 4 Lurker
Medium natural humanoid		XP 175
Initiative +11	Senses Perception +4; low light vision	
HP 46; Bloodied 23		
AC 17; Fortitude 14, Reflex 16, Will 14		
Resist 7 fire		
Speed 6		
m Poisoned Short Sword (standard; at-will) ♦ Weapon, Poison		
+9 vs. AC (+10 vs. a bloodied target); 1d6+4 damage and the tiefling darkblade makes a secondary attack against the same target. <i>Secondary Attack:</i> +7 vs. Fortitude; ongoing 5 poison damage (save ends)		
Cloak of Lurking (minor; recharge 6) ♦ Teleportation		
The tiefling darkblade teleports 5 squares and becomes invisible until the end of its next turn.		
Infernal Wrath (minor; encounter)		
The tiefling darkblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling darkblade's last turn. If the attack hits and deals damage, the tiefling darkblade deals an extra 3 damage.		
Alignment Evil		Languages Common, Supernal
Skills Bluff +12, Stealth +14		
Str 12 (+1)	Dex 20 (+5)	Wis 14 (+2)
Con 16 (+3)	Int 12 (+1)	Cha 16 (+3)
Equipment leather armor, short sword		

Human Thug		Level 1 Minion
Medium natural humanoid		XP 25
Initiative +0	Senses Perception +0	
HP 1; a missed attack never damages a minion.		
AC 14; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+5 vs. AC; 2 damage.		
Mob Rule		
A human thug gains a +2 power bonus to all defenses while at least two other human thugs are within 5 squares of it.		
Alignment Unaligned	Languages Common	
Str 14 (+2)	Dex 10 (+0)	Wis 10 (+0)
Con 12 (+1)	Int 9 (–1)	Cha 11 (+0)
Equipment club		

ENCOUNTER 3: THE AMBUSH! MAP

TILE SETS NEEDED

Streets of Shadows x1



ENCOUNTER 4: A COMPLICATION

SETUP

In this encounter, the PCs find Captain Shaw back at the safehouse. How this roleplaying encounter unfolds depends on the circumstances of the meeting.

First, it is most likely that the PCs safely delivered the switched crates, whether or not they were spilled during the ambush in the previous encounter. In that case, read:

Once the last of the wagons are unloaded into the safehouse, it feels as if the world just got a little lighter. The guards unload the crates, and Captain Shaw opens one. He looks with satisfaction at the clay tubes of medicine. He orders the guards to empty the first crate and prepare the medicine for distribution. The sheet holding the top layer of medicine is lifted, revealing rocks. It is the same in all the other crates. Captain Shaw looks angrily at you. "You were involved in this! I should have known better than to trust unlawful vagrants with this. Tell me where you have hidden the medicine!"

It is possible that the PCs learned of the problem and came to Captain Shaw to give him the bad news. In this case, read:

Captain Shaw's face turns red. "You were involved in this! I should have known better than to trust unlawful vagrants with this. Tell me where you have hidden the medicine!"

If the PCs took any other course of action, Captain Shaw's first thought is the blame the PCs.

WHERE FROM HERE?

The PCs are accused by Captain Shaw of being responsible for the theft of the medicine. Give the PCs an opportunity to use roleplaying and skill checks to defend their honor. After a few minutes of venting his anger, Captain Shaw acknowledges that the PCs were not responsible for the theft, as they would not have had the time to remove all of the medicine and replace it with rocks.

Once he is back in control of his temper, Captain Shaw orders his guards and watch members to go to the docks and investigate the ship and crew, as well as start looking for anyone who might have been involved in the

theft. He tells the PCs that they are welcome to investigate on their own, but he no longer can use their services in an official capacity.

At his point, you should let the PCs try to figure out any leads to pursue. If you have time (and you should as this adventure has two combats), use your imagination and let the PCs investigate where they wish. Create and roleplay NPCs the PCs might talk to, places they might find in their investigation, etc. While you do so, be sure to emphasize the many sick and angry people they see on the streets. Some shout and rant in their pained and feverish state. Some lie in the alleys and moan. Others still get into brawls in their delusional rage.

At some point, whether through their own devices or through hints dropped by you during their roleplaying, the PCs should remember that Madam Karah was desperate to get her hands on some medicine. If she was willing and able to bribe the people hired to protect the medicine, and if she has connections in the city, she might also have information on where the medicine was taken.

ENDING THE ENCOUNTER

At the end of the encounter, the PCs should realize that their best lead to where the medicine might be lies with Madam Karah and her ailing son.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

There is no additional treasure to be earned in this encounter.

ENCOUNTER 5: A MOTHER'S WORST FEAR

SETUP

In this encounter, PCs find that Madam Karah has indeed managed to procure some of the medicine, and she is giving a dose to her son as the PCs arrive. Unfortunately, the medicine has been poisoned and the PCs must save her son before she can tell them where the medicine is located.

Note: It is possible that the PCs might visit Madam Karah before they realize that the crates have been tampered with. They might simply pull some medicine out of the top of a crate, pour a dose into a vial, and deliver it to Madam Karah before taking the shipment to the safehouse. In this case, use the following bullet points to roleplay that scene:

- The PCs are met at the door by Madam Karah. She thanks them for the help, but she says that she procured medicine from one of the city stockpiles through another contact. [This is a lie, and can be seen through with an Insight check DC 18.]
- With a DC 15 Perception check, the players can see through a curtained window a human female in a dark cloak kneeling over the boy. She is holding a clay tube (like the one from the crates).
- Madam Karah gives the PCs the money she promised them, and she asks that the PCs please use discretion if asked about what transpired between them.
- The cloaked woman is Hydrinia, and she is a rogue in the employ of Wryban Riggby, the villain responsible for the theft and poisoning of the medicine. She sneaked a dose of the medicine that Wryban had made to give to Madam Karah, but she was not aware that it had been poisoned by Wryban.

If the PCs only go to Madam Karah's house after they have learned of the theft, they arrive just as Madam Karah, now alone with her son Garmon, is administering to him a dose of the poisoned medicine.

When the PCs knock on the door or look into the home through the window, read:

A voice you recognize as Madam Karah's asks you, with an edge of fear and panic, to please go away.

Immediately after, however, loud moans and screams erupt from the room.

When the PCs enter the room or can see in, read:

A boy of about 12 years thrashes and moans on the floor. His mother stands above him holding a clay tube, her eyes wide in horrified alarm.

In order to save the boy from death, the PCs must make a DC10 Heal check within three rounds. Any PC with the Alchemist feat receives a +2 bonus to the check. If they cannot make that check within 3 rounds, Garmon dies. Further DC 15 Heal or Nature checks on the boy and the medicine Madam Karah is holding reveals that it has been laced with a powerful poison that kills almost instantly when imbibed.

Whether the boy lives or dies, the PCs must convince Madam Karah to tell them where she got the medicine from. At first she is reluctant to talk because of fear, grief, shock, or whatever other emotion she is feeling. Feel free to let the PCs roll skill checks to convince her to talk, but in the end she relents.

She tells the PCs that she heard a rumor that the shipment was stolen, and she made contact with a thief who was part of the gang who did the deed. That rogue, a human woman called Hydrinia, mentioned that the medicine was being held in an abandoned shop with an old fountain in front of it. The only such building in the area is one nearby, and she provides directions to it.

ENDING THE ENCOUNTER

The PCs should have a sense of urgency that this poisoned medicine might be distributed soon. They do not have time to notify Captain Shaw or any other officers of the law.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

The PCs can get payment of 20/40 gp from Madam Karah.

ENCOUNTER 6: NIGHT RAID

ENCOUNTER LEVEL 4/6 (875/1250 XP)

SETUP

This encounter includes the following creatures at the low tier.

- 1 Bairwin, Cult Leader** (head guard) (K)
- 1 wererat** (level 1)(W)
- 2 zombie soldiers** (infected thug) (T)
- 2 dwarf bolters** (level 2) (D and off-screen)
- 5 wererat minions** (M)

This encounter includes the following creatures at the high tier.

- 1 human noble** (head guard) (K)
- 1 wererat** (W)
- 2 human berserker** (infected thug) (T)
- 2 dwarf bolters** (D and off-screen)
- 8 wererat minions** (M and off-screen)

The encounter begins as the PCs approach the building where they believe the medicine is being kept. They approach from the top of the map:

The orange glow of torchlight greets you from the square. Gathered near the fountain, a mob of the sick and their kin has gathered with torches and makeshift weapons.

Scattered among the mob are guards for Wryban Riggby. When it is apparent that the PCs are going to try to get into the building, the guards attack and the rest of the mob scatters.

FEATURES OF THE AREA

Illumination: Members of the mob carry lit torches, and lanterns are lit outside the building, so all squares have bright light.

Fountain: The fountain is difficult terrain. Additionally, one of the mob filled the fountain with an explosive substance and was planning to set it off. If any square of the fountain is targeted with a area/close burst or blast attack that does fire, lightning, acid, or force damage, an explosion rips through the square.

Area: Burst 3 centered on fountain.

Target: Each creature in the area.

Attack: +5 vs. Reflex.

Hit: 1d10+3 damage and knocked prone.

TACTICS

The guards attack as soon as it is apparent the PCs are not part of the mob and are interested in the building where Wryban Riggby waits.

At the start of the second round, add one additional dwarf bolter (and 3 wererat minions at high tier) to the edge of the map.

Starting the third round of combat, add one additional wererat minion to the edge of the map every round until the non-minion enemies are defeated.

Note that because of the Raving Fever that is infecting the wererats, they cannot pass on filth fever.

SCALING THE ENCOUNTER

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

Four PCs: Remove one dwarf bolter and one wererat minion.

Six PCs: Add a wererat and two wererat minions.

EXPERIENCE POINTS

Each PC receives 175/250 XP for completing the encounter successfully.

TREASURE

None.

ENCOUNTER 6: NIGHT RAID STATISTICS (LOW LEVEL)

Bairwin, Cult Leader		Level 3 Controller
Medium natural humanoid		XP 150
Initiative +2 Senses Perception +3; low-light vision		
HP 47; Bloodied 23		
AC 16; Fortitude 14, Reflex 14, Will 17		
Speed 6		
m Quarterstaff (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d8 + 1 damage.		
R Night's Veil (standard; at-will)		
Ranged 10/20; +7 vs. Fortitude; 1d8 + 3 necrotic damage, and the target is blinded (save ends).		
R Darkness Unleashed (standard; encounter)		
Close Burst 2; +7 vs. Fortitude; 1d4+3 necrotic damage and the target is pushed 2 squares and blinded until the end of Bairwin's next turn.		
Alignment Evil		Languages Common
Skills Nature +8, Religion +7		
Str 13 (+1)	Dex 12 (+1)	Wis 14 (+2)
Con 15 (+2)	Int 12 (+1)	Cha 18 (+4)
Equipment leather armor, quarterstaff		

Wererat (level 1)		Level 1 Skirmisher
Medium natural humanoid (shapechanger)		XP 100
Initiative +6 Senses Perception +5; low light vision		
HP 32; Bloodied 16		
Regeneration 5 (if the wererat takes damage from a silvered weapon, its regeneration does not function on its next turn)		
AC 15; Fortitude 13, Reflex 14, Will 11		
Immune filth fever		
Speed 6, climb 4 (not in human form)		
m Short Sword (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d6+3 damage		
m Bite (standard; at-will) ♦ Disease		
+6 vs. AC, 1d4+1 damage, and the target takes ongoing 2 damage (save ends) and contracts filth fever.		
Change Shape (minor; at-will)		
A wererat can alter its physical form to appear as a dire rat or a unique human. It loses its bite attack in human form.		
Combat Advantage		
The wererat deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.		
Alignment Evil		Languages Common
Skills Bluff +4, Stealth +8, Streetwise +4, Thievery +8		
Str 10 (+0)	Dex 18 (+4)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 11 (+0)
Equipment cloak, short sword		

Wererat Minion		Level 1 Minion
Small natural humanoid (shapechanger)		XP 25
Initiative +9 Senses Perception +1; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 17; Fortitude 15, Reflex 16, Will 13		
Speed 6, climb 4 (not in halfling form)		
m Bite (standard; at-will) ♦ Disease		
+5 vs. AC; 2 damage, and the target contracts filth fever.		
Change Shape (minor; at-will)		
A wererat minion can alter its physical form to appear as a dire rat or a unique halfling. It loses its bite attack in halfling form.		
Alignment Evil		Languages Common
Skills Stealth +9, Thievery +9		

Str 10 (+0)	Dex 18 (+4)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 11 (+0)

Dwarf Bolter (level 2)		Level 2 Artillery
Medium natural humanoid		XP 125
Initiative +5 Senses Perception +7; low-light vision		
HP 34; Bloodied 17		
AC 15; Fortitude 14, Reflex 14, Will 12		
Saving Throws +5 vs. poison		
Speed 5		
m Warhammer (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d10 + 1 damage.		
R Crossbow (standard; at-will)		
Ranged 15/30; +8 vs. AC; 1d8 + 2 damage.		
Aimed Shot		
The dwarf bolter gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.		
Stand Your Ground		
When an effect forces a dwarf to move—through a push, a pull, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.		
Alignment Unaligned		Languages Common, Dwarven
Skills Dungeoneering +10, Endurance +7		
Str 14 (+2)	Dex 16 (+3)	Wis 12 (+1)
Con 16 (+3)	Int 11 (+0)	Cha 10 (+0)
Equipment chainmail, warhammer, crossbow, 20 bolts		

Zombie Soldier		Level 2 Soldier
Medium natural humanoid (undead)		XP 125
Initiative +2 Senses Perception +2		
HP 38; Bloodied 19		
AC 18; Fortitude 15, Reflex 13, Will 13		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
m Longsword (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d8+3 damage.		
M Protective Strike (immediate interrupt; when an adjacent foe attacks an ally; at-will)		
+9 vs. AC; 1d8 + 3 damage and the target suffers a -4 penalty to the triggering attack roll.		
Alignment Unaligned		Languages Common
Str 16 (+3)	Dex 12 (+1)	Wis 13 (+1)
Con 14 (+2)	Int 10 (+0)	Cha 10 (+0)
Equipment improvised weapon, leather armor		

ENCOUNTER 6: NIGHT RAID STATISTICS (HIGH LEVEL)

Human Noble		Level 5 Controller (Leader)
Medium natural humanoid		XP 200
Initiative +3	Senses Perception +3	
HP 60; Bloodied 30		
AC 19; Fortitude 17, Reflex 17, Will 18		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d8 + 3 damage.		
R Appoint Champion (standard; at-will)		
Close burst 10; targets one ally; the target makes a basic attack as a free action and shifts one square before or after the attack.		
R Inspirational Authority (standard; encounter)		
Close Burst 10; targets one ally; the target uses an at-will, encounter, or recharge power as a free action.		
R Urge Hesitation (standard; encounter) ♦ Charm		
Close Burst 5; targets enemies; +9 vs. Will; the target cannot use a standard action during their next turn.		
Protected		
A human noble gains a +2 bonus to all defenses while an ally is adjacent to it		
Alignment Unaligned		Languages Common
Skills Diplomacy +10, Insight +8, Intimidate +10		
Str 15 (+2)	Dex 12 (+1)	Wis 12 (+1)
Con 12 (+1)	Int 14 (+2)	Cha 16 (+3)
Equipment chainmail, light shield, longsword		

Human Berserker		Level 4 Brute
Medium natural humanoid		XP 175
Initiative +3	Senses Perception +2	
HP 66; Bloodied 33		
AC 15; Fortitude 15, Reflex 14, Will 14		
Immune filth fever		
Speed 7		
m Improvised Weapon (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d12+4 damage.		
M Battle Fury (free; when first bloodied; encounter)		
The human berserker makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.		
R Thrown Object (standard; at-will) ♦ Weapon		
Ranged 5/10; +5 vs. AC; 1d6+3 damage.		
Alignment Unaligned		Languages Common
Str 17 (+3)	Dex 12 (+1)	Wis 11 (+0)
Con 16 (+3)	Int 10 (+0)	Cha 12 (+1)
Equipment improvised weapon, leather armor		

Wererat Minion		Level 1 Minion
Small natural humanoid (shapechanger)		XP 25
Initiative +9	Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 17; Fortitude 15, Reflex 16, Will 13		
Speed 6, climb 4 (not in halfling form)		
m Bite (standard; at-will) ♦ Disease		
+5 vs. AC; 2 damage, and the target contracts filth fever.		
Change Shape (minor; at-will)		
A wererat minion can alter its physical form to appear as a dire rat or a unique halfling. It loses its bite attack in halfling form.		
Alignment Evil	Languages Common	
Skills Stealth +9, Thievery +9		
Str 10 (+0)	Dex 18 (+4)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 11 (+0)

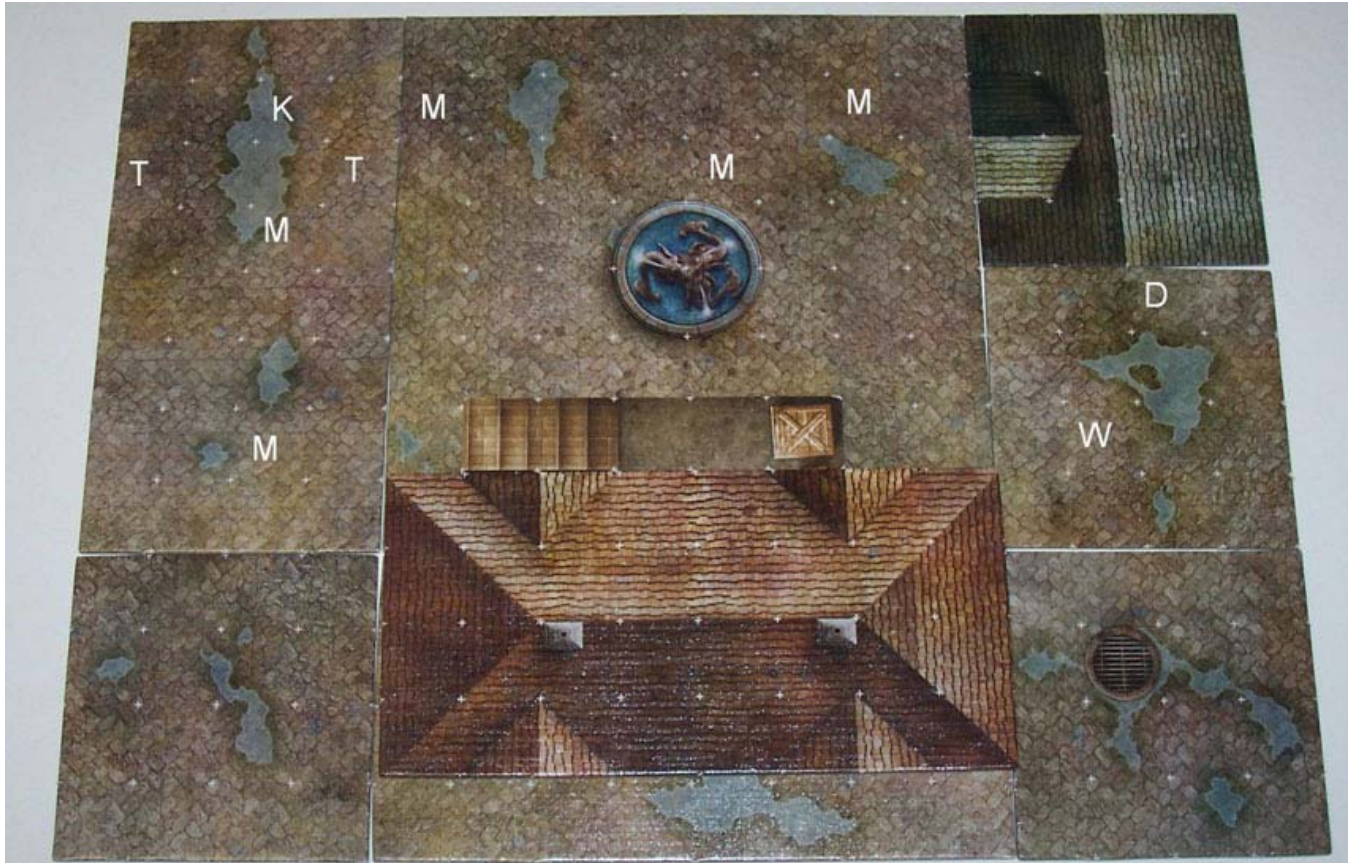
Dwarf Bolter		Level 4 Artillery
Medium natural humanoid		XP 175
Initiative +5 Senses Perception +7; low-light vision		
HP 46; Bloodied 23		
AC 17; Fortitude 16, Reflex 16, Will 14		
Saving Throws +5 vs. poison		
Speed 5		
m Warhammer (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d10 + 2 damage.		
R Crossbow (standard; at-will)		
Ranged 15/30; +10 vs. AC; 1d8 + 3 damage.		
Aimed Shot		
The dwarf bolter gains a +2 bonus to attack rolls and deals an extra 1d6 damage with ranged attacks against creatures that don't have cover.		
Stand Your Ground		
When an effect forces a dwarf to move—through a push, a pull, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.		
Alignment Unaligned		Languages Common, Dwarven
Skills Dungeoneering +10, Endurance +7		
Str 14 (+2)	Dex 16 (+3)	Wis 12 (+1)
Con 16 (+3)	Int 11 (+0)	Cha 10 (+0)
Equipment chainmail, warhammer, crossbow, 20 bolts		

Wererat		Level 3 Skirmisher
Medium natural humanoid (shapechanger)		XP 150
Initiative +7	Senses Perception +7; low light vision	
HP 48; Bloodied 24		
Regeneration 5(if the wererat takes damage from a silvered weapon, its regeneration does not function on its next turn)		
AC 17; Fortitude 15, Reflex 16, Will 13		
Immune filth fever		
Speed 6, climb 4 (not in human form)		
m Short Sword (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d6+4 damage		
m Bite (standard; at-will) ♦ Disease		
+8 vs. AC, 1d4+2 damage, and the target takes ongoing 2 damage (save ends) and contracts filth fever.		
Change Shape (minor; at-will)		
A wererat can alter its physical form to appear as a dire rat or a unique human. It loses its bite attack in human form.		
Combat Advantage		
The wererat deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.		
Alignment Evil		Languages Common
Skills Bluff +6, Stealth +10, Streetwise +6, Thievery +10		
Str 10 (+0)	Dex 18 (+4)	Wis 12 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 11 (+0)
Equipment cloak, short sword		

ENCOUNTER 6: NIGHT RAID MAP

TILE SETS NEEDED

Streets of Shadows x1



ENCOUNTER 7: DIRTY RAT

SKILL CHALLENGE LEVEL 4/6,
COMPLEXITY 2 (350/500 XP)

SETUP

Once the PCs enter the building, read:

A corpulent human sits on a throne decorated with purple silk and skulls. His head is shaved bald, giving him the visage of a skull with a purple cowl. He holds in his hand a rope attached to a pulley. Numerous cages with rats, bats, and other feral-looking vermin are spread throughout the room. Three horses attached to wagons stand ready to move. A banner on the side of each wagon reads, "Free medicine."

When you enter, the human cackles and says, "My visions have come true! The gods themselves will weep at the carnage!" He pulls the rope. All the cages open, and various doors and windows open as well. The animals and wagons are about to escape the building.

SKILL CHALLENGE: STOP THE CARNAGE

Goal: Keep the infected vermin and the poisoned medicine from getting out the building.

Complexity: 2

Number of Successes: 6

Number of Failures: 3

Primary Skills: Acrobatics Athletics, Dungeoneering, Nature, Thievery

Secondary Skills: Insight, Perception, Religion

Victory: The PCs are able to close up the building and keep the infected vermin and poisoned medicine from getting out of the building.

Defeat: Some or all of the vermin and medicine get out of the building, and innocent people become casualties.

If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 15/16 check with that skill to garner a success.

The PCs have exactly 3 rounds (2 round if 6 PCs) to succeed at the skill challenge. Make it clear that the threat cannot be contained after this time has passed or three failures. Treat Wryban Riggby as a minion with defenses of 10. He does nothing but laugh. Handle the skill challenge in initiative order.

Attacks Against the Horses (Defenses 12/14): (1 success, 3 maximum)

Each of the horses pulling wagons with poisoned medicine can be brought down with an attack that does any damage. If hit, they are considered incapacitated. Physical attacks cannot close doors/windows or stop the vermin.

Acrobatics DC 12/14: (1 success, 1 maximum)

The PC tumbles through the maze of cages and wires to get one some of the doors to close them..

Athletics DC 13/15: (1 success, 1 maximum)

The PC physical moves equipment to block doors or pulls a horse to stop it.

Dungeoneering DC 12/14: (1 success, 1 maximum,)

The PC understands the behavior of bats and rats and other creatures that inhabit dark places. That PC can take actions to keep some of the vermin from escaping.

Insight DC 16/18: (0 successes, no maximum)

The PCs quickly takes in the situation and understands how the mad mind of Wryban Riggby works. This gives the next roll in the skill challenge a +5 bonus (before the die is rolled). Alternatively, it can allow a character to re-roll a skill check before knowing if the check succeeded or not.

Nature DC 14/16: (1 success, 2 maximum)

The PC understands the behavior of animals. That PC can take actions to keep some of the vermin or horses from escaping.

Perception DC 15/16: (0 successes, 2 maximum)

A keen eye notices areas where the creatures might most easily escape, or where to best block off an escape attempt. This gives a +2 bonus to a failed skill check (after the die is rolled). Alternatively, it can allow a character to re-roll a skill check before knowing if the check succeeded or not.

Religion DC 12/14: (0 successes, 1 maximum)

The PC realizes this man and his machinations are being directed by the madness associated with Cyric. This gives a +2 bonus to all rolls for the rest of the skill challenge, but the PC doing so can take no other actions as he or she chants a prayer again the powers of that crazed deity.

Thievery DC 17/19: (trained only; 3 successes, 1 maximum)

A PC trained in Thievery can quickly ascertain how the whole system of ropes and wires and pulleys is put

together, and can use that knowledge to close several of the windows and doors in one swift move.

ENDING THE ENCOUNTER

The encounter ends after six successes, three failures, or after the time limit (2 rounds for 6 players, 3 rounds for 4/5 players).

Success: The PCs are able to contain the threat. Very few creatures escape, saving the populace from an even deadlier infection and poisoned medicine.

Failure: Poisoned medicine and/or vermin escape, bringing even more pain, sickness, death and chaos to the outskirts of Suzail.

EXPERIENCE POINTS

Each PC receives 70/100 XP for completing the encounter successfully.

TREASURE

The PCs find an Eye of Alarm ritual scroll (low-level version only), an Eye of Alarm ritual book (high-level version only), *acrobat boots* (low-level version only), and a *horned helm* (high-level version only).

CONCLUDING THE ADVENTURE

If the PCs didn't play Encounter 3 because they learned of the switched crates at the docks, and therefore never traveled with the medicine to the safehouse, you have a couple of options.

As the PCs travel to find Captain Shaw with the evidence, the thieves can attack, thinking the PCs now have the real medicine. PCs might be tempted to "surrender" and give the thieves the poisoned medicine, but they should be reminded that the thieves probably plan to sell the medicine to innocents.

You can also have the thieves attack the PCs in Riggby's building after they have contained the threat. If the horses escaped, the PCs also might be trying to chase the horses, and then find themselves being attacked by the thieves while mobs of the diseased grab vials of poisoned medicine amid the fracas.

In the end, however, the people who were employed by Wryban Riggby were not aware of his full plan. They suspected he might have been helping spread the disease, and maybe working to make it more virulent, but they had no idea that he had stolen the medicine to poison it. They thought his motives were purely monetary.

Study of Riggby's notes and the creatures in his building confirm that these creatures were not only infected with Raving Fever, but that the disease they

were carrying might even have been magically altered to make infected creatures nearly insane with violence.

If the PCs saved Garmon Karah, they receive story award **CORM12 Karah Family Favor**. They also receive the Minor Quest XP Award.

If the PCs kept the people of Suzail safe by succeeding in the final skill challenge, they receive **CORM13 Suzail Deputy**.

If things went badly and people are dying, and if the PCs told Shaw about Madam Karah's offer to them, an angry Captain Shaw may try to blame Madam Karah for this problem, inflating her crime from simple poor judgment into complicity in the theft and poisoning. If the PCs do not step in on her behalf, she is brought up on charges, which makes story award **CORM12** worthless and therefore not given. If the PCs do speak on her behalf, Captain Shaw relents and does not bring any charges against her.

If Garmon Karah was saved and his mother not charged with a crime, read or paraphrase the following:

By the end of the summer, Suzail's guilds lead the city in an unprecedented series of public works projects. The rat and wererat populations are dramatically reduced, and a dedicated supply of medicine is maintained in clinics and hospitals to minimize any future outbreaks.

If the PCs revealed Madam Karah's offer to Captain Shaw and did not support her later, read or paraphrase the following:

Madam Karah spends the next several months in prison, though the Captain magnanimously offers her son a dose of medication in what is widely considered a public relations coup! Captain Shaw is commended for his expert handling of the shipment of medicine, and is quickly promoted.

Guild influence in the outskirts of the city falls off, and the guard steps into the vacuum. With a new curfew and increased guard patrols, the outskirts of Suzail are as safe as any can remember, but at what price?

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 when you begin to fill out the tracking form.

EXPERIENCE POINTS

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

Encounter 2: Lay of the Land

20/30 XP

Encounter 3: The Ambush!

150/210 XP

Encounter 6: Night Raid

175/250 XP

Encounter 7: Dirty Rat

70/100 XP

Minor Quest: Save Garmon Karah

25/35 XP

Total Possible Experience

400/560 XP (the adventure awards more XP, but only award the maximum listed here)

Gold per PC

75/100 gp maximum

(Encounter 1: 10/10 gp, plus 20/40 gp if PCs report Madam Karah's offer, Encounter 3: 45/50 gp, Encounter 5: 20/40 gp, Encounter 7: 20/40*)

Note: The PCs should not gain more than 75/100 gp of standard gp treasure, even if they somehow arrange to get more payment by accepting extra money from both Captain Shaw and Madam Karah.

*the gold in Encounter 7 is only present if the PCs do not accept money from Madam Karah or Captain Shaw.

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 who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *bracers of the perfect shot* (lvl 3; PH)

Found in Encounter 3.

Bundle B: *cloak of resistance +1* (low-level version only) (lvl 2; PH)

Found in Encounter 3.

Bundle C: *amulet of protection +2* (high-level version only) (lvl 6; PH)

Found in Encounter 3.

Bundle D: *Eye of Alarm ritual scroll* (low-level version only) (lvl 2; PH)

Found in Encounter 7.

Bundle E: eye of alarm ritual book (high-level version only) (lvl 2; PH)

Found in Encounter 7.

Bundle F: *acrobat boots* (low-level version only) (lvl 2; PH)

Found in Encounter 7.

Bundle G: *horned helm* (high-level version only) (lvl 6, PH)

Found in Encounter 7.

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 healing** plus 0 / 25 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 50 / 75 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.

CORM12 Karah Family Favor

For saving her son Garman and keeping her out of jail, you receive a note of favor from Madam Karah. Given her influence with the guilds in Cormyr and elsewhere, she might be able to assist you at some point in the future.

CORM13 Suzail Deputy

Captain Shaw deputizes you for your role in saving the citizens of Suzail from a potentially terrible fate. During adventures set in Suzail, you the power of the law behind you.

ADVENTURE QUESTIONS

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

1. Did the PCs save Gorman Karah?

- a. Yes
- b. No.

2. Did they PCs reveal Madam Karah's offer to Captain Shaw?

- a. Yes, almost immediately.
- b. Yes, but only after they realized the shipment was replaced.
- c. No

3. Did the PCs succeed in the final skill challenge?

- a. Yes
- b. No.

4. Did Madam Karah go to jail?

- a. Yes
- b. No.

5. How did you, as the DM, enjoy the adventure (with 5 being highly enjoyable and 1 being not enjoyable)?

- a. 5
- b. 4
- c. 3
- d. 2
- e. 1

6. How would you characterize yourself as a DM?

- a. I could roleplay all night without a combat and be happy.
- b. I like to roleplay most of all, but I need a couple good battles.
- c. I like an even split between roleplaying and battles.
- d. I like mostly battles and dice-rolling, although a little roleplaying can be fun.
- e. Forget the roleplaying. I want to have constant combat and dice-rolling.