

DRAG1-3

A STAB IN THE DARK

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

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Somewhere beneath the dirty streets of Westgate's docks' district, one shining light of justice is being held hostage by a force intent on extinguishing any resistance. A rescue mission must be mounted, and it all starts at... a masquerade ball? A *Living Forgotten Realms* adventure set in the Dragon Coast for character levels 7-10.

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

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This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM 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 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 every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7 - 10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement 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 is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) 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 on 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 back 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 amongst 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's still more of the adventure 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 back 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.

ADVENTURE BACKGROUND

The recent appointment of a zealous chief sergeant of the Watch has upset the delicate understanding between the citizens and criminal elements of Westgate's docks' district. His actions against the power groups controlling illegal activity in the dock district resulted in adventurers being hired as bodyguards by Gareth Grayson in DRAG1-2 *The Thin Gray Line*.

Gareth feared reprisals from the Fire Knives because the Chief Sergeant sacked the watchman to whom the merchant was paying protection money. In the end, the adventurers' protection is not enough to stop the Chief Sergeant from disappearing.

While he managed to re-appear, claiming escape from a Fire Knives kidnap attempt, he did not appear to have learned to ameliorate his actions against the group and continued to lead raids against them. An unsuccessful raid on an underground hideout of one of the local Fire Knives cells has resulted in the Chief Sergeant finally being captured and held hostage.

The Fire Knives are the main organizers of crime in Westgate, led by most of the senior officials in town. Over the years, a careful balance has been created in which the watch and the citizens of Westgate look the other way while the Fire Knives plot and scheme. While they might appear to be a single coherent group, however, the Fire Knives are divided into factions as each senior official tries to build and maintain a powerbase.

Because controlling the Chief Sergeant is deemed necessary, the Fire Knives have captured and taken him to a hideout in Undergate—a long-forgotten tunnel complex beneath Westgate. Here they intend to negotiate a new approach to his method of law enforcement. They promise his wife's safety in return for the Chief's cooperation, and they ask only one thing more—that he spy for them against Cormyr as they request it.

One of the Fire Knives is very aware of the problems adventurers pose. Ostram Del Farrago, an active member in the docks district encountered a group of

adventurers in DRAG1-1 *Many Hands Make Light Work* and suffered for it. The halfling now keeps close tabs on all adventurers in the district, working to thwart their plans whenever possible.

In Ostram's opinion, the Chief Sergeant is too much of a loose cannon to be allowed to live, and he's sworn to see the man dead if the Fire Knives can't broker an agreement with him. After all, all sorts of 'accidents' could happen if the Chief Sergeant were to escape before swearing to aid the Knives in their aims.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You have made your way to the city of Westgate. Whether you're here looking for a job or just came to buy a new magical trinket, you can find it in Westgate.

There is always work in the bustling port city. Sometimes it's as easy and legit as guarding a warehouse for a couple of days; other times as difficult and illegal as smuggling stolen goods into or out of Cormyr.

If any player has the DRAG03 Docks District Enforcer story award, Lord Dallo will send for them and ask for their help. Otherwise read the following.

The last few days have been unproductive. Work seems in short supply, and even the dock bosses don't need people to unload ships. Sitting in the Bloody Fisherman, a renowned adventuring tavern, you are approached by what appears to be a messenger. He introduces himself as Garvin.

"I've got a request from Lord Dallo, he is looking for some discreet and able-bodied men and women. Would you care to meet him?"

PCs can find out more about Lord Dallo with a Streetwise or History check.

DC 15 reveals the following information:

- Lord Dallo is a minor noble and works as a high class merchant.
- He is an honest and fair man and that's quite a reputation to have in Westgate.

DC 20 reveals the following information:

- He tried to get on the city council about two years ago but he failed.

TROUBLESHOOTING

The adventure could end here for those who do not wish to meet the lord. Alternatively, DMs can have PCs hear of the 'house-warming' being held by Lord Bleth at the Castle. If they decide to attend, Lord Dallo can meet them and pretend surprise at their change of mind, then tell them of the Chief Sergeant's plight and ask for their help. If they refuse him, then, he may just have them ousted from the party. If they agree, then he, and not Red Onyx, gives them the password and clues they require.

DM'S INTRODUCTION

Check whether or not any of the PCs played *DRAG1-1 Many Hands Make Light Work* and *DRAG1-2 A Thin Gray Line*. The story award DRAG01 can have an impact on Encounter 2. If half or more of the PCs at the table has DRAG02 they face a slightly different opponent in Encounter 6. DRAG03 has an impact on the story awards gained at the end of the adventure.

The adventure begins with the PCs being approached by Lord Dallo.

Responding to the call, the adventurers meet with Lord Dallo, who tells PCs of the Chief Sergeant's capture. He reveals where the Chief has been taken and that there is an entrance into Undergate in the basement of Castle Cormaeril, which will be hosting a high-society masquerade ball later that night. He asks them to rescue the Chief Sergeant.

The adventurers must manage to find a way to meet their contact at the masquerade ball. Success results in the PCs reaching and opening the password-activated trapdoor leading them into Undergate. Their informant also advises them not to return via the party, but to take a different route out of Undergate, which she provides directions for. Failure in this challenge, means PCs do not receive clues they need to open the trapdoor and later escape Undergate. They must also disarm or trigger the trap on the trapdoor in order to proceed.

Negotiating their way through Undergate, the adventurers encounter a hazard created by a sewer outlet and some of its denizens.

After negotiating this hazard, the PCs reach the Fire Knives' hideout and must rescue Chief Sergeant Featherby without being noticed by the overwhelming number of Fire Knives present. Failure sees the adventurers chased through Undergate to a set of underground cisterns where Encounter 6 occurs.

A traumatized but defiant Featherby warns the PCs that the Fire Knives' influence extends to the very House hosting the masquerade ball and advises them to take a different path back to the surface. He also reveals an

elaborate plot implicating many of the council members of Westgate of being in league with the Fire Knives.

The PCs find they cannot return the way they came but must find another way to the surface. They encounter a large underground water cistern, with moveable platforms above the tanks, where they run into Ostram and his colleagues, who have been set to guard this area. Using a system of boats, the PCs must negotiate their way to the other side of the cistern while engaged in a three-way battle.

Once they reach the surface, the PCs learn of the Fire Knives' wish to use Featherby as a spy against the Cormyrean throne. He relates that his capture was a convenient excuse for them to brief him on his tasks. The Fire Knives are threatening to hurt the Chief Sergeant and his wife if he refuses to comply.

ENCOUNTER 1: MEETING LORD DALLO

SETUP

Lord Dallo (Bluff +14, Diplomacy +8, Insight +8)

The PCs have been sent to meet Lord Dallo in his house at the second bell. His house is located in the Merchant's Ward overlooking one of the many small markets.

Arriving at Lord Dallo's house, you find a small boy waiting to take you up to the second floor. He guides you to a richly furnished room with two big windows overlooking the market. Dominating one end of the room is a wall filled with bookshelves. At the other end of the room stands a heavy oak desk with a globe to one side. Behind the desk sits a small man with a balding head. He stands up and welcomes you all. "Greetings. My name is Lord Dallo. It's a pleasure to have you all here."

Allow the PCs to introduce themselves to Lord Dallo and each other. When they are done Lord Dallo sits behind his desk again and continues:

"Once again, my thanks for coming here. I have a problem: During a raid on a criminal hideout, my new Chief Sergeant of the Watch, Orson Featherby, was captured. Those responsible have sent no demands and someone on the Council is trying to keep this all silent. I don't like where this is going so I would like you to find, and rescue, the sergeant Featherby if you can."

If the PCs have played DRAG1-2 *The Thin Gray Line*, they may have met Chief Sergeant Featherby and know of him. Some may need convincing he's worth saving! Others may just require confirmation that it's the same one. In addition to knowledge of the Chief Sergeant, Lord Dallo has the following information:

- The kidnapers are a group called the Fire Knives. The Fire Knives are an organization of assassins, cutpurses and extortionists.
- Lord Dallo has no idea who is behind the cover up but hopes to find out from the Chief Sergeant.
- The newly appointed Chief Sergeant has disturbed the careful understanding between the citizens of Westgate and the Watch. Some PCs might have met him in DRAG1-2, just after his appointment.

- Chief Sergeant Featherby is being held in an underground hideout. A head-on assault would be suicide. However, Lord Dallo knows of an old tunnel complex called Undergate. It should lead to another way into the Fire Knives' hideout.
- An entrance to Undergate lies below Castle Cormaeril, the new home of Lord Bleth.
- There is a masquerade ball tonight in Castle Cormaeril—a sort of house-warming party, if you will. Lord Bleth is celebrating his new place of residence. This is the only opportunity the PCs have to get into the Castle and Undergate.
- Dallo has a contact inside Castle Cormaeril, who can help them find the entrance to Undergate. The PCs will have to meet him at the ball.
- Dallo has arranged for invitations for the PCs. They aren't named but identify the holder as a guest representing foreign interests.
- The person they are to meet goes by the code name Red Onyx. The contact will know who the PCs are and will contact them while they are at the ball.
- Lord Dallo offers the PCs 60 / 80 gp per person for the successful recovery of the Chief Sergeant and, of course, his gratitude. If the PCs insist, he is willing to pay half of the amount up front to cover expenses.

ENDING THE ENCOUNTER

Lord Dallo stresses that time is of the essence and wants the PCs on their way as soon as possible. When the PCs are done asking questions, proceed to Encounter 2.

TREASURE

Successfully rescuing Chief Sergeant Featherby will earn each PC 60 / 80 gp, and access to a book containing the following rituals: Shadow Bridge and Animal Messenger (low level only), OR Shadowbridge, Animal Messenger and Status (high level only) If the PCs negotiate with Lord Dallo he is willing to pay 30 / 40 gp up front to cover expenses. He does not have time to have the ritual book prepared before the ball, and PCs do not gain access to it until the end of the adventure.

ENCOUNTER 2: MASKS AND SHADES

**SKILL CHALLENGE LEVEL 7 / 9,
COMPLEXITY 3 (900 / 1,200 XP)**

SETUP

Number of Successes: 8

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, History, Stealth.

Secondary Skills: Insight, Religion.

Important NPCs:

Red Onyx, female tiefling contact

Honorary Judge Arwin Billsworth, male human, judge

Midnight, human priestess of Selûne

Lord Jaundamcar Bleth, male human “first lord of Westgate” and new owner of Castle Cormaeril

Alvira Bleth, female human, “first lady of Westgate”

Erson Darmon, male halfling priest of Tempus

Estrilian Del’Osmar, female eladrin mage

In this skill challenge the PCs enter the masquerade ball at Castle Cormaeril. Their mission is to maintain their performance as representatives of foreign dignitaries or merchants, and to make sure their contact can get in touch with them. In the process the PCs have a great opportunity to talk with a number of important people from Westgate. Certain NPCs offer opportunities for PCs to use additional skills to impress.

Part of this performance includes fitting in with the setting. Eyebrows will be raised and attention drawn if PCs insist on attending in outfits not suited to a formal party. Those that insist on going armed and armored in their normal adventuring gear earn a -2 penalty to all Bluff and Diplomacy checks. DM’s should encourage innovation for PCs who wish to go to the ball fully equipped (or who may otherwise arrange for their equipment to be available to them after they arrive).

After a thorough inspection by the guards at the gates, your invitation is accepted and you are allowed onto the grounds of Castle Cormaeril. Standing on a small hill and overlooking the merchant district of Westgate it offers a splendid view over the Dragonmere. Selûne stands brightly in the sky and music wafts from the opened double ballroom doors.

It’s entirely up to the PCs how they go about maintaining their performance as dignitaries. Make sure to engage them with some NPCs if they seem content to just watch and wait.

The masked ball is held in the ballroom and the adjacent gardens. Officially the rest of the castle is off limits but security isn’t especially tight.

In the gardens, rose bushes, decorated with yellow and green ribbons, enclose an area of lawn. In the middle of the grassy area a small wooden dance floor has been laid out. Tables and chairs, as well as benches, are set back in secluded nooks of shrubbery so that people can rest their feet or enjoy a private moment.

The ballroom is a square two-story-high room, with a boardwalk one floor up that overlooks the inner dance floor. Columns line the dance floor and in the hallway behind them tables of food have been placed.

Long yellow and green banners hang from the ceiling. On a raised platform opposite the garden doors, an orchestra plays formal dance music.

It’s a busy party and people have obviously done their best to dress up. Women in tight fitting dresses, wear masks decorated with exotic feathers, while the gentlemen wear ceremonial uniforms or the latest court fashions.

SKILL CHALLENGE

Each round of checks takes approximately 1 hour in game time.

Bluff (DC 19 / 20): Bluff can be used by PCs to pretend to be an honored guest and uphold the performance. It also helps when a PC wants to come up with good reasons for having an open invitation, or when uncovering local news.

Diplomacy (DC 19 / 20): Diplomacy allows a PC to make civilized conversation with guests and/or servants, as they attempt to pick up possible clues about what’s going on in the city without arousing suspicion or interest.

History (DC 19 / 20): History can be used to talk about previous events and to recognize notable nobles and leaders through their masks.

Stealth (DC 14 / 15): A successful Stealth check allows the PC making it to scout beyond the ballroom and garden areas of the Castle without being stopped and questioned, enabling them to get closer to finding the entrance to Undergate. Once two Stealth checks have been used to gain successes, PCs are considered to have

located the room with the entrance. No more than two Stealth checks can be used to gain successes.

Insight (DC 14 / 15): Insight serves no direct purpose in this skill challenge and cannot be used to garner a success. It can be used to assess the situation in the ballroom and to single out suitable NPCs to talk to. These NPCs might offer additional chances to achieve successes with other skills, however. In addition, a successful Insight check provides a +2 circumstance bonus on the next Bluff or Diplomacy check. Failure results in a -2 penalty on the next such check.

The following NPCs offer the chance for a one-time success with the skill(s) noted in brackets. It can also remove 1 failure, instead of granting a success, when they speak with the guards in the PCs' favor:

- **Honorary Judge Arwin Billsworth**, male human, judge (History DC 14 / 15 or Diplomacy DC 19 / 20) Arwin Billsworth is an old and balding man. As a childhood friend of Jaundamincar Bleth he made quite a career. He is more than happy to show off his debating skills or to analyze one of his former cases. Since retiring a few years ago, he doesn't have any legal power, and his title is only honorary.
- **Midnight**, human priestess of Selûne (Religion, DC 19 / 20; PCs with DRAG01 Gratitude of the Sisters gain a +5 bonus to this check). Midnight is talkative and more than happy to chat about the progress she and her sisters are making with their newly established temple.
- **Jaundamincar Bleth**, male human "first lord of Westgate" (History DC 14 / 15 or Streetwise DC 14 / 15). This man is the epitome of a smooth politician—apparently welcoming and interested in the PCs' affairs, while being reserved and polite at the same time. He doesn't let anyone monopolize his time but politely excuses himself to mingle with the other guests after spending a few minutes with them. He doesn't discuss any possibility of wanting to overthrow the government and become king.
- **Alvira Bleth**, female human "first lady of Westgate" (Acrobatics DC 14 / 15 or Insight DC 14 / 15). A lady in name and apparent nature, Alvira is happy to be amused or entertained, but her guests are paramount. She maintains an air of aloofness with all but those she perceives as being of equal status or potentially important in advancing her own, or her husband's, interests.
- **Erson Darmon**, male halfling priest of Tempus (Athletics DC 14 / 15 or Intimidate DC 21 / 22).

With a confidence easily mistaken for arrogance, Erson has the attitude and bearing of someone three times his size. He's fully armed and armored and proudly bears the regalia of his god.

- **Estrilian Del'Osmar**, female eladrin mage (Arcana DC 15 / 16 or Nature DC 19 / 20). Estrilian mingles with all, moving smoothly from one group to the next. She's more than happy to discuss arcane theory, or the natural wonders of the world, for a short time, before moving on to mingle.

Intimidate: Using Intimidate on anyone but Erson Darmon yields an automatic failure. People don't like being treated roughly at an event where matters of court and politics must be handled with discretion and diplomacy.

NPCs AND RUMORS

PCs can learn the following information and rumors the from mingling with the guests or speaking with the servants:

- Lady Helena's daughter is no longer allowed to speak with the gardener's son. His stories of the 'faceless men' had the poor child up all night in terror. The gardener has been warned about filling his child's head with nonsense.
- Westgate's Shou community is abuzz with excitement. The Fan clan is about to seal a deal with the Neng clan in Nathlekh. This is said to bring honor, respectability and trade rights to the Nine Golden Swords fraternity (a Shou group that seems to oppose the Fire Knives).
- Lights have been seen over Starmantle, a large, infamous area of ruins to the east. One of my ship captains made mention of it in the ship's log. Of course, he's sailed again, so I'll have to wait until he returns to question him further.
- One of my caravan masters mentioned seeing giants moving in the lower foothills of the Giant's Run Mountains. If the captain of the caravan guard hadn't vouched for the man's sobriety, I'd have fired him on the spot.
- Have you heard? They say the spires of the aboleth city are moving. Sashara and Yu Kai (two famous kraken hunters) have been seen together on the docks, looking over ships, and they take meals together in the *Shell Queen's* private rooms.
- The forest paths of the Dalelands have grown dangerous with shadow creatures and the fey

attacking travelers. I hope the road from Cedarspoke to Nathlekh remains safe.

- And speaking of Shou merchant houses, did you know the Chang Emporium from Nathlan is trading with Thay? Some say they even traffic in slaves!
- An eladrin princess has appeared in the courts of Suzail. It is said her appearance put an end to a conflict between Cormyr and Myth Drannor that threatened to lead to a war.

ENDING THE ENCOUNTER

Regardless of the PCs' success or failure Red Onyx manages to contact the PCs. Depending on their behavior, she has time to talk to them. If the PCs have attracted the attention of the guards, she brushes past and drops a note.

Success: The PCs manage to behave in a formal way and are contacted by Red Onyx. She takes them to the trapdoor and opens it for them. Red also gives the PCs instructions on how to find an intersection leading to a different way out of the tunnels (see Player Handout One). She suggests it might be better if PCs took this route out when they find the Chief Sergeant as the party venue is not the safest place for him, and they might not be welcome if they return after the party has ended.

Red Onyx explains the note, telling the PCs that the Seven Stars referred to is the star pattern found in Selune's holy symbol, and that a long ago adventurer carved the stars at this junction in Undergate to both mark it as the point from which to find the way out, and to celebrate that the stars can be seen through an iron grate set fifty feet overhead.

Failure: If the PCs somehow misbehave or draw too much unwanted attention at the party their contact brushes past them, only handing them a note with the location of the entrance to Undergate, and not giving them any clues to how to open it or the message telling them how to find the alternate way out. The PCs will have to open the entrance on their own, surely drawing unwanted attention.

Locating the entrance is easy but the guards closely survey the room from across the hall. On any sign of intruders, a group of guards is dispatched to check things out and capture them.

An Arcane Lock ritual protects the strong wooden trapdoor. Opening it without the pass phrase is possible, but requires a DC 25 Thievery check, DC 28 Strength check or brute force (hp 100, resist 10 all) to achieve.

Two rounds after opening the cellar door, five human guards charge in, trying to knock out anyone who is opening the door or who actively opposes them.

Once the PCs pass through the entrance, however, these guards don't pursue them, but do place a permanent sentry in the room.

EXPERIENCE POINTS

PCs who successfully conclude the skill challenge gain 180 / 240 xp. If they fail they gain half xp. Note that the PCs don't gain any xp for defeating the minion guards.

ENCOUNTER 2: MASKS AND SHADES GUARD STATISTICS (LOW AND HIGH TIERS)

Human Lackey		Level 7 Minion
Medium natural humanoid		XP 75
Initiative +3	Senses Perception +4	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17; Reflex 14; Will 15; see also <i>mob rule</i>		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+13 vs. AC; 6 damage.		
Mob Rule		
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.		
Alignment Any	Languages Common	
Str 16 (+6)	Dex 11 (+3)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 13 (+4)
Equipment leather armor, club		

ENCOUNTER 2: MASKS AND SHADES MAP

DUNGEON TILES

Stone floor	4 x 4	x 1
Trapdoor	2 x 2	x 1

ARCANE CORRIDORS

Wooden Door	1 x 2	x 1
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ENCOUNTER 3: IN THE DARK

ENCOUNTER LEVEL 7 / 9 (1,500 / 2,000 XP)

SETUP

This encounter includes the following creatures and traps.

2 dire stirges

2 battle wights

1 rushing water trap

The PCs enter the shaft from the northern hallway. This shaft used to be a hallway connecting multiple levels of Undergate. Time and the evolving city above have collapsed parts of Undergate so that the shaft has only two entrances. Two battle wights and two stirges have made this their primary hunting ground.

Due to a recent collapse, part of the city sewer leaks into this shaft. At irregular intervals a gush of waste water bursts from the wall and drags along everything in its path. At the bottom of the shaft a grate and a drain let the water flow through, but trap the refuse, generating an arduous stench.

As the adventurers enter the area, read:

Undergate is a maze of tunnels and corridors. Luckily, your contact provided easy-to-follow directions, and you can figure out a basic route to the Fire Knives' hide out. You have been walking in the damp tunnels for over an hour now. Shadows flicker and things move about at the edge of your vision.

Entering a shaft of some sort you see a small stairway clinging to one side of it. To your left lies a big gaping hole that looks to be twenty feet deep, and to the right, the stair slowly climbs into the dark. The floor below is covered in refuse floating on a thin layer of stale water. Three smaller tunnels can be seen along the far wall.

The battle wights are hiding in the portal at the top of the shaft. The dire stirges hide high in the shaft, hoping the PCs are surprised by the floodgates opening.

With a DC 20 Passive Perception check observant PCs might notice the wet areas on the map, getting a clue of what is to come. If they succeed at the check, read:

Patches of the walkway beneath the small tunnels glisten damply.

Once the PCs have entered the blast area of the first chute and triggered the trap, read:

Approaching the first corner of the walkway, you hear a roar coming from behind the stone walls. Water erupts from the tunnels, into the shaft, threatening to sweep all in its path into the refuse-strewn pit below.

Once you have resolved the results of the trap being triggered, adapt the following to suit the PCs' circumstances and light source and read:

As if things couldn't be more interesting, you hear the flutter of wings, as though birds have just taken flight. Small bat-like shapes with four wings and sharp needle-like beaks swoop down from the shadows above.

At the same time, the furtive sound of something creeping into the chamber reaches your ears, and dark heavily armored human shapes with gray skin, long white hair and pale-green, glowing eyes can be seen moving at the far end of the walkway.

FEATURES OF THE AREA

Illumination: The tunnel and shafts have no natural lighting. The only light is that which the PCs bring with them.

Ceiling: It is 60 feet from the bottom to the top of the shaft.

Watery bottom: The entire bottom of the shaft (the yellow section on the map) is flooded with a thin layer of mud and stale water, making it slippery. The bottom is considered difficult terrain, costing two squares of movement instead of one. Running and charging PCs need to make a DC 19 Acrobatics check or fall prone.

Shaft Walls: The walls of the shaft are damp. Climbing them requires a DC 20 Athletics check.

Stairwell: The stairwell is sloped very gently, posing no problems to movement.

Elevated Walkway: The walkway slopes gently upward with the point at which the PCs enter being 20 ft. above the bottom of the shaft and the point at which they exit being 40 ft. above the bottom.

Slippery squares: The squares marked 'S' are considered slippery. These are considered difficult terrain and cost two squares of movement. Creatures

who enter or start their turn in these squares need to make a DC 14 / 15 Acrobatics check or fall prone.

TACTICS

The battle wights and stirges lie in wait for prey to fall into the pit. When at least one PC has triggered the trap and fallen to the bottom of the shaft, the stirges swoop down on the nearest PCs and the battle wights enter the shaft.

Each stirge tries to take out a different PC, preferring to hover just over the edge of the stairs to minimize attacks against them.

The battle wights attack PCs that are immobilized by the stirges. Carefully avoiding or negotiating the slippery squares, they approach the PCs and try to devour them one by one. When they are hurt they regain hit points with the *soul reaping* power, or prey on a target of the stirges.

SCALING THE ENCOUNTER

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

Four PCs: Remove one dire stirge

Six PCs: Add one dire stirge

ENDING THE ENCOUNTER

If the PCs somehow evade the trap, the stirges swoop when the PCs are halfway around the walkway. Alerted by the sounds of combat, the battle wights enter and join the fray.

EXPERIENCE POINTS

Successfully braving the trap and defeating the wights and stirges earns the PCs 300 / 400 xp per PC.

TREASURE

One of the battle wights has a +2 *master's wand of cloud of daggers* (low level only), hanging from its belt, OR has a jar of *Keoghtom's ointment* (high level only) in its pocket. At the bottom of the shaft, hidden in the refuse lies a bag containing 45 / 60 gp.

ENCOUNTER 3: IN THE DARK STATISTICS (LOW LEVEL)

Dire Stirge		Level 7 Lurker	
Small natural beast		XP 300	
Initiative +10 Senses Perception +3; darkvision			
HP 60; Bloodied 30			
AC 21; Fortitude 17, Reflex 19, Will 16; see also <i>bite</i>			
Speed 2; fly 6 (hover)			
m Bite (standard; at-will)			
+12 vs. AC; 1d6 damage and the target is grabbed (until escape) and takes ongoing 10 damage until it escapes. A dire stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.			
Alignment Unaligned		Languages –	
Skills Stealth +11			
Str 10 (+3)	Dex 16 (+6)	Wis 10 (+3)	
Con 12 (+4)	Int 1 (-2)	Cha 4 (+0)	

Battle Wight (level 7)		Level 7 Soldier	
Medium natural humanoid (undead)		XP 300	
Initiative +6 Senses Perception +2; darkvision			
HP 82; Bloodied 41			
AC 23; Fortitude 20, Reflex 16, Will 20			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 5			
m Soulreaping Longsword (standard; at-will) ♦ Necrotic, Weapon			
+13 vs. AC; 1d8 + 4 necrotic damage and the target loses 1 healing surge and is immobilized (save ends)			
R Soul Reaping (standard; recharge 5,6) ♦ Healing, Necrotic			
Ranged 5; affects an immobilized target only; +10 vs. Fortitude; 2d8 + 4 necrotic damage, and the battle wight regains 10 hit points.			
Alignment Evil		Languages Common	
Skills Intimidate +13			
Str 20 (+8)	Dex 13 (+4)	Wis 9 (+2)	
Con 18 (+7)	Int 12 (+4)	Cha 20 (+8)	
Equipment plate armor, heavy shield, longsword			

Rushing Water Trap		Level 7 Obstacle	
Trap		XP 300	
<i>Three chutes exhaust waste water into a slippery pit surrounded by a walkway. Sections of the floor in here are slippery.</i>			
Trap: Waste water suddenly spews forth from a hole in the wall, dragging everything along in its path.			
Perception			
♦DC 20: The character notices the holes in the wall and the slick stones below the nozzles.			
Additional Skills: Dungeoneering			
A DC 24 Dungeoneering check identifies the holes to be exhausts of some kind.			
Initiative +5			
Trigger			
The trap is triggered the first time 1 creature steps into the blast area. After that, determine which nozzle fires on the trap's initiative. Roll a d6. On a 1 or 2 the lowest nozzle (A) fires. On a 3, 4 or 5 the middle nozzle (B) fires, and on a 6 the highest nozzle (C) fires.			
Attack			
Immediate Reaction or Standard Action		Close Blast 3	
Target: All creatures in blast			
Attack: +11 vs. Reflex			
Hit: 1d10 + 5 damage and push 3 squares plus potential fall damage.			
Countermeasures			
♦An adjacent character can disable a nozzle with a DC 21 Dungeoneering check. Failure triggers the trap.			
♦An adjacent character can block a nozzle with brute force with a DC 25 Athletics check. Failure triggers the trap.			
♦A DC 19 Dungeoneering check tells the PC which nozzle is going to fire next round, granting a +2 to their Reflex Defense.			

ENCOUNTER 3: IN THE DARK STATISTICS (HIGH LEVEL)

Dire Stirge (level 9)		Level 9 Lurker
Small natural beast		XP 400
Initiative +11	Senses Perception +4; darkvision	
HP 72; Bloodied 36		
AC 23; Fortitude 19, Reflex 21, Will 18; see also <i>bite</i>		
Speed 2; fly 6 (hover)		
m Bite (standard; at-will)		
+14 vs. AC; 1d6 + 1 damage and the target is grabbed (until escape) and takes ongoing 10 damage until it escapes. A dire stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.		
Alignment Unaligned		Languages -
Skills Stealth +12		
Str 10 (+4)	Dex 16 (+7)	Wis 10 (+3)
Con 12 (+5)	Int 1 (-1)	Cha 4 (+1)

Battle Wight		Level 9 Soldier
Medium natural humanoid (undead)		XP 400
Initiative +7	Senses Perception +3; darkvision	
HP 98; Bloodied 49		
AC 25; Fortitude 22, Reflex 18, Will 22		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant;		
Speed 5		
m Soul draining Longsword (standard; at-will) ♦ Necrotic, Weapon		
+15 vs.AC; 1d8 + 5 necrotic damage and the target loses 1 healing surge and is immobilized (save ends)		
R Soul Reaping (standard; recharge 5,6) ♦ Healing, Necrotic		
Ranged 5; affects an immobilized target only; +12 vs. Fortitude; 2d8 + 5 necrotic damage, and the battle wight regains 10 hit points.		
Alignment Evil		Languages Common
Skills Intimidate +14		
Str 20 (+9)	Dex 13 (+5)	Wis 9 (+3)
Con 18 (+8)	Int 12 (+5)	Cha 20 (+9)
Equipment plate armor, heavy shield, longsword		

Rushing Water trap (level 9)		Level 9 Obstacle
Trap		XP 400
<i>Three chutes exhaust waste water into a slippery pit surrounded by a walkway. Sections of the floor in here are slippery.</i>		
Trap: Waste water suddenly spews forth from a hole in the wall, dragging everything along in its path.		
Perception		
♦DC 20: The character notices the holes in the wall and the slick stones below the nozzles.		
Additional Skills: Dungeoneering		
A DC 24 Dungeoneering check identifies the holes to be exhausts of some kind.		
Initiative +6		
Trigger		
The trap is triggered the first time a creature steps in the blast area. After that, determine which nozzle fires on the trap's initiative. Roll a d6. On a 1 or 2 the lowest nozzle (A) fires, on a 3, 4 or 5 the middle nozzle (B) fires and on a 6 the highest nozzle (C) fires.		
Attack		
Immediate Reaction or Standard Action		Close Blast 3
Target: All creatures in blast		
Attack: +13 vs. Reflex		
Hit: 1d10 + 6 damage and push 3 squares plus potential fall damage.		
Countermeasures		
♦An adjacent character can disable a nozzle with a DC 21 Dungeoneering check. Failure triggers the trap.		
♦An adjacent character can block a nozzle with brute force with a DC 25 Athletics check. Failure triggers the trap.		
♦A DC 19 Dungeoneering check tells the PC which nozzle is going to fire next round, granting a +2 to their Reflex Defense.		

ENCOUNTER 3: IN THE DARK MAP

The grey areas represent an elevated walkway and the entrances and exits to it. They are situated 20 ft. above the yellow areas except for the three 'mossy hole' tiles from which the water flows. These three areas are situated 10 ft. above the walkway.

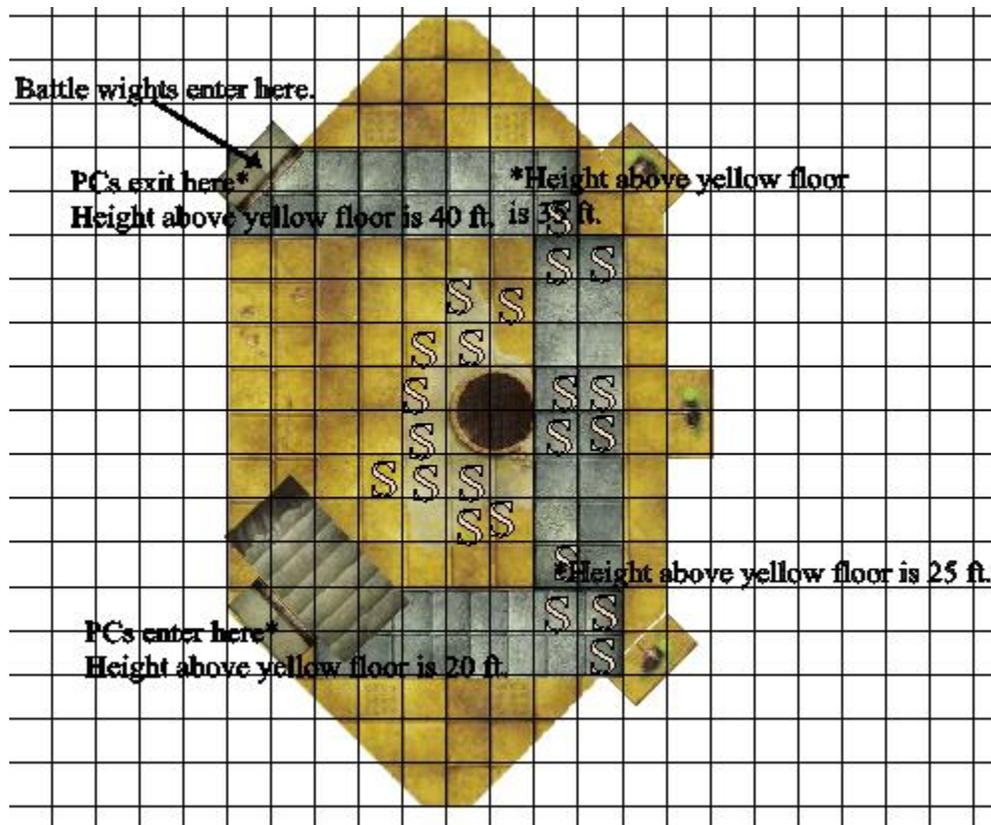
Tiles marked 'S' are slippery terrain.

FANE OF THE FORGOTTEN GODS

Room with hole in middle	8 x 8	x 1
Corner Tile Triangle	5 x 5	x 4
Mossy hole in wall	1 x 2	x 2
Mossy hole in wall	2 x 1	x 1

HALL OF THE GIANT KINGS

Stone Corridors	8 x 2	x 3
Broken Stairs	4 x 2	x 1
Stone Doorways	1 x 2	x 2



ENCOUNTER 4: SNEAKY BUSINESS

**SKILL CHALLENGE LEVEL 8 / 10,
COMPLEXITY 3 (1,050 / 1,500 XP)**

SETUP

Number of Successes: 8

Number of Failures: Special

Primary Skills: Bluff, Insight, Perception, Stealth

Important NPCs:

Fire Knives Guards: male human rogues; Insight +10, Perception +10

Chief Sergeant Featherby, male human city guard

The PCs have survived the first part of Undergate and are now very close to the Fire Knives' hideout. They are currently in a cave ending at a ledge overlooking the hideout's storeroom. From here they have to sneak through the Fire Knives' complex to get to the Chief Sergeant.

Navigating your way through Undergate has been an arduous journey. After two hours of trekking through the damp and musty ruins you hear voices and see a light flickering around the corner.

Give PCs a chance to respond. If they look around the corner, read or paraphrase, the following:

Around the corner, you see a small cave overlooking what appears to be a storeroom. Through the storeroom's open door, you see a long hallway ending at a big set of open double doors, beyond which you see another corridor, and hear the sounds of celebration. A single guard wanders the closest corridor.

This Fire Knives' hideout is situated in what used to be a central hub of the sewers. The PCs start at the far north end. To get to the Chief Sergeant, they have to sneak past the celebrations and evade or bluff their way past the Fire Knives guards.

Most of the corridors used to be sewer pipes. Other corridors, and most rooms, have been carved out of the surrounding rock and earth by the Fire Knives. Most pipes leading into the region have been blocked up with a dozen feet of dirt and bricks. The region is clean and dry, with the original sewer sections made out of large slabs of stone and the newer areas of bricks.

Make sure to impress upon the PCs that open assault could mean certain death. Judging from the sounds of celebration, there could be a hundred Fire Knives here and the PCs cannot hope to win against these odds.

Luckily for them, most of the Fire Knives are distracted. If the PCs are able to look through the door leading to the mess hall, they see a large fire burning in the middle of the hall in an empty shallow cistern, around which fifty or more Fire Knives sit chatting, dozing off, or listening to music being played by a trio of bards in the farthest corner.

This Skill Challenge is a bit different to normal Skill Challenges; the PCs, in essence, can't fail it. However, each failure they accrue heightens the guards' level of alertness.

- 0-2 failures: The guards go about their business and the PCs can bluff or sneak their way past them with no penalty to the appropriate skill checks.
- 2-3 failures: The guards have spotted someone or noted something is amiss. They become more suspicious. Increase all DCs by 2 and, on a failed Stealth or Insight check, the PC loses a healing surge due to a small skirmish.
- 4+ failures: The guards are onto the PCs and an additional patrol is sent out. The festivities cease. Increase the DCs by 4, and Bluff and Streetwise become unusable. A failure leads to the PCs triggering pursuit. The party can either escape back through the storeroom or through the double doors leading to the Chief Sergeant and then attempt to lose their pursuers in Undergate but not until they've been roughed up. All PCs lose 1 healing surge.

When the level of Fire Knives' alertness becomes too high, the PCs must leave and try again later. If they choose this option, they can start the skill challenge over. However, all DCs are increased by 2.

Running this skill challenge demands some extra work from the DM to make it work. A schematic map of the Fire Knives hideout is provided. Don't use the map as is, but a guideline for you to visualize their actions or explain what they are going to do. Be sure to work with the PCs, ask for their ideas and roll with them.

SKILL CHALLENGE

How the PCs reach the Chief Sergeant is up to them. Each check takes approximately 5 minutes. They can use any of the following skills:

Bluff (DC 20 / 21): PCs wanting to pass as a member of the Fire Knives, or gain access to the Chief Sergeant, need to make a Bluff check. In addition to generating a success, a successful Bluff check at DC 24 / 25 negates a failed Stealth check. PCs can also use Bluff to distract a guard or grant a +2 bonus on the next Stealth check made by an ally.

Insight (DC 15 / 16): The guard's patrol pattern is simple and easily deduced. In addition, celebrating Fire Knives more than a little affected by alcohol and the illusion of safety from intruders in this part of the hideout. A successful Insight check allows the PCs to single out a guard who is dozing off or just plain drunk.

Perception (DC 15 / 16): A Perception check is needed when a PC is trying to overhear the conversations in the central mess hall. By listening to these, PCs could learn the location of the Chief Sergeant, when the next patrol sets off, how agents have been stationed in Castle Cormaeril and so on. Alternatively, a successful Perception check alerts the PCs to an approaching guard patrol.

Stealth (DC 15 / 16): At least two PCs must succeed at Stealth checks when approaching the mess hall. A successful Stealth check earns them a success.

ENDING THE ENCOUNTER

Once the PCs reach the Chief Sergeant, they find it easy enough to free him from his bonds. A swift knife slash parts the ropes, or nimble fingers can untie them. There is a nearby passage into Undergate, through which the adventurers can escape—unless, of course, they want to go back the way they came...

Success: The PCs free Chief Sergeant Featherby and make it out of the hideout unharmed and unseen. They gain no penalties in the Perception check to spot the private treasure stash of one of the Fire Knives as they leave.

Failure: The PCs still manage to rescue Chief Sergeant Featherby, but not without being noticed. The PCs have to run for their lives as the Fire Knives come after them in hot pursuit. They can choose to stand and fight, but a small army is being assembled and their chances look slim.

If the PCs do decide to stand and fight, use the Fire Knives captain and halfling stout statistics from Encounter 6 to represent the Fire Knives engaging them. Impress upon the PCs that this assault is going to continue (and could get worse as reinforcements arrive), if they don't get away quickly. Their only chance of escape is through Undergate.

Failure also means that PCs suffer a -5 penalty to the Perception check to spot one of the Fire Knives private treasure stash as they leave.

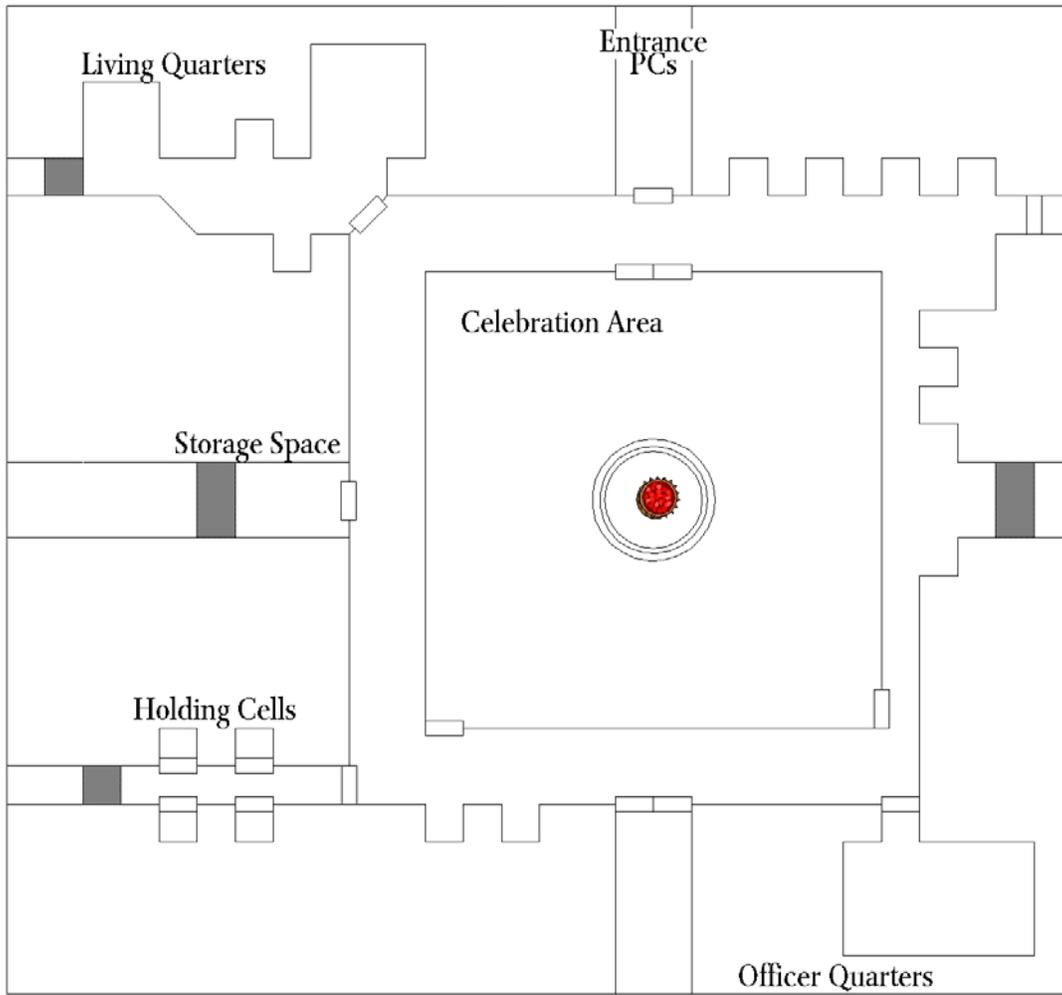
EXPERIENCE POINTS

PCs who successfully conclude the skill challenge gain 210 / 300 xp. If they fail they gain half xp.

TREASURE

As they leave the Fire Knives' hideout, PCs who succeed in a DC 20 / 21 Perception check (passive or otherwise) notice a small stone-colored sack tucked into a rocky crevice. This is the private treasure stash of one of the Fire Knives. It contains a *goliath's belt*.

ENCOUNTER 4: SNEAKY BUSINESS OVERVIEW MAP



ENCOUNTER 5: DOWN THE RABBIT HOLE

SETUP

Chief Sergeant Featherby, male human city guard

Taking the nearest exit, the PCs have made it out of the Fire Knives' hideout. Chief Sergeant Featherby has an important piece of information he wants to share before the PCs continue. Depending on the success or failure of the previous encounter make this a relaxed (success) or a rushed (failure) scene. Allow some time, regardless, for the PCs to ask questions.

You have made it out of the Fire Knives' hideout in relative safety, and managed to free Chief Sergeant Featherby. Fleeing from the hideout the Chief Sergeant warns you to take an alternative route to the surface, claiming the route through Castle Cormaeril isn't safe.

If the PCs succeeded in the previous encounter:

For the moment, it seems no-one is following you and, if you want to, you can spare a few minutes to catch your breath and question the Chief Sergeant.

If the PCs failed in the previous encounter:

The sound of dogs baying in pursuit, and the shouts of angry Fire Knives have grown dull in the large expanse of corridors. It seems you have a few minutes to catch your breath and ask Featherby what in the name of Chaos is going on.

If the PCs decide to go against the Chief Sergeant's advice allow them to backtrack a bit to the Castle. When they are nearly there they overhear a conversation between two guards about the increased security and the expected arrival of people through the tunnels. If they still persist, one of the guards spots them and runs to get help. A few moments later over a dozen armed and armored humans pour into the tunnel trying to capture the PCs, and the sound of reinforcements arriving can be heard.

PCs might remember a gate leading into the sewers from DRAG1-2 *The Thin Grey Line*. They also remember that it was magically barred and required a password they don't currently possess. If they insist on taking this option, they still pass through the cisterns (and Encounter 6) to reach it, just modify the Encounter 6 read-aloud sections to adjust for this option. How they deal with the password and magical lock is up to you.

Chief Sergeant Featherby can give the PCs the following information:

- Featherby was captured about four days ago while leading a raid on the hideout. Somehow he was led to believe there would only be about ten Fire Knives present. When they burst into the hideout, over fifty Knives were waiting to capture them. He's not sure what happened to the other watchmen, but is hoping they escaped.
- The informant who set him up was a contact he'd worked with in the past. Whether the man was bought, or a member of the Fire Knives all along, Featherby can't tell.
- Featherby was named Chief Sergeant about three months ago. He's advanced swiftly over the past two years, maybe due to his Cormyrean training and his devotion to the law.
- He and his wife moved here three years ago, because his wife wanted to live closer to her family.
- He's steered the PCs towards the other exit because he has serious evidence that the owner of Castle Cormaeril has ties to the Fire Knives down here. He has hidden the evidence safely in a place he does not wish to reveal to the PCs. Not wanting to risk being captured again, he wishes to lead the PCs to the city flood-control reservoir.
- Featherby won't give up his source of information. He wants to follow up on some things himself and is afraid to trust anyone else at the moment. He hasn't got any more convincing arguments for this but won't elaborate on it.

ENDING THE ENCOUNTER

When the PCs are done talking to Featherby, proceed to Encounter 6.

If the PCs are being chased make sure to impress a sense of urgency on them. They are being trailed and have been lingering for too long. The baying of dogs can be heard behind them.

ENCOUNTER 6: SHOWDOWN

ENCOUNTER LEVEL 9 / 10 (1,928 / 2,750 XP)

SETUP

This encounter includes the following creatures.

- 1 Fire Knives Captain (tiefling heretic)
- 2 shadow hounds
- 1 Ostram del'Fargo (halfling prowler)
- 6 halfling stouts

Or if the majority of PCs have DRAG02 Enmity of the Fire Knives story award use the following:

- 1 Fire Knives Captain (tiefling heretic)
- 2 shadow hounds
- 1 Ostram del'Fargo (feyborn halfling prowler)
- 6 halfling stouts

Depending on PCs previous adventures, Ostram del'Fargo can be one of two different options. If most of the PCs have the DRAG02 Enmity of the Fire Knives story award use the feyborn halfling prowler version of Ostram. After his death, he was raised and dedicated his life to killing those who killed him. He made a pact with powers beyond the stars, becoming as insane as his patron Cyric, god of madness and murder.

If the PCs did not play DRAG1-1 *Many Hands Make Light Work*, or do not have the DRAG01 Enmity of the Fire Knives story award, use the halfling prowler version of Ostram. The halfling has been honing his skills as a thief but hasn't started with dark magic yet.

Following Chief Sergeant Featherby's, or Red Onyx's, advice, or having found the odds at the castle too high for them, the PCs have taken another route to the surface. This has led them to a big underwater cistern, holding water reserves for the city and having part of an elaborate flood control system beneath it. In the meantime, the Chief Sergeant's escape has been discovered and a search party of Fire Knives is close behind them hoping to retrieve the Chief Sergeant.

However, these aren't the only Fire Knives out to get the PCs. A nasty surprise lies in wait somewhere in between the cisterns.

Having come across the PCs' trail further back when patrolling the tunnels leading to the cisterns, Ostram and his halfling crew have cut ahead of them in the hopes the PCs are taking the most logical route out of Undergate. They have set their ambush here, at the

cisterns, hoping to take advantage of the PCs' distraction while crossing.

As the adventurers enter the area, read:

The low arched ceiling suddenly falls away revealing a large, hewn cavern in front of you. The entire cavern is one huge cistern filled with water. At regular intervals, narrow walkways divide the water surface into four parts. Small boats also float on each section, forming the only way to travel from one walkway to another.

FEATURES OF THE AREA

Illumination: The underwater cistern is regularly inspected by a city official. As soon as anyone enters the area, a series of magical lights come on in the ceiling, providing normal illumination in the entire complex.

Ceiling: The ceiling is 10 feet above the walkways.

Walkways: Dividing the cistern into four parts are large 10-foot-wide walkways. The walkways provide stable pathways over the water bodies. PCs falling off one of these walkways land 10 feet below in the water, the impact causing them to take 1d10 damage. Athletics as well as Acrobatics can be used to reduce the damage.

"Boats": Connecting the walkways are small hand-powered "boats". PCs can cross to the next walkway using a move action to climb from a ladder onto a boat. They need another move action to propel the boat to the next walkway, and a third action to move from the boat to the ladder. The boats are connected to cables allowing only a linear path horizontally across the water. The cables also allow PCs to draw an empty boat back across the water so they can board it. If more than one PC gets onto a boat, the vessel starts to sink and goes under the next round, dropping all aboard into the water. Retrieving a sunken boat takes three rounds as PCs haul on the rope connecting it to the cable.

Ladders: Connecting the walkways to the boats are small ladders. Traversing a ladder is a DC 0 Athletics check but the PC travels at a quarter speed. Each ladder is 10-feet long.

Water: The bodies of water are very deep and cold. If a PC stays in the water for more than three rounds, hypothermia sets in. Each round after the third, that a PC is in the water, they must succeed on a DC 20 Endurance check or lose a healing surge (or hit points equal to their level). Jumping into the water will automatically douse any flames covering a PC, automatically saving against any ongoing fire damage.

TACTICS

There are two distinct groups opposing the PCs in this encounter. They won't work together but recognizing

each other as fire knives ensures they don't automatically attack each other.

Ostram and halfling stouts enter the cavern and makes attacks against PCs. When the PCs make it to the center walkway, the halflings close and switch to melee attacks. All of them use their *second change* power the first time they are hit. Be sure to make Ostram a memorable opponent, Some PCs might have met him already in *DRAG1-1*. He is a rude and foul-mouthed halfling, using insults as easily as his dagger.

The Fire Knives and shadow hounds emerge from the same entrance the PCs used. When they join the combat, the Fire Knives captain immediately releases his dogs, commanding them to attack the PCs.

The shadow hounds use their teleportation to try and reach the PCs and then to gain combat advantage against them. The Fire Knives captain immediately walks to the edge of the platform and uses his Cloak of Escape to teleport to another platform. Be careful though. If the combat comes to a standstill, the Fire Knives captain becomes less cautious, taking the damage to the PCs and risking damage in the process.

Both Ostram and the Fire Knives captain surrender when the odds are seriously against them. The hounds and Ostram's followers are fiercely loyal and fight to the death to defend their bosses. If Ostram goes down, the stouts try to flee. If the Fire Knives captain falls, the shadow hounds continue to attack until bloodied, and then flee.

SCALING THE ENCOUNTER

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

Four PCs: Remove one shadow hound.

Six PCs: Add one shadow hound.

ENDING THE ENCOUNTER

When the PCs have dealt with all their assailants they can cross the cistern and make their way to the surface. If any of the Fire Knives survives he can relate the following:

- Both parties are obviously Fire Knives. The Fire Knives being a big organization, it's not uncommon that small groups sometimes clash.
- There was no formal enmity between these two groups.
- The halflings were led by Ostram del'Fargo. He and his team are responsible for guarding this access point to the Fire Knives hideout. Ostram lost much of his standing when a group of adventurers flushed him out of his previous hideout (*DRAG1-1 Many Hands Make Light*

Work). He is eager to capture someone important in order to get back on the good side of the leaders.

- The other group was sent by the boss of the hideout the PCs just left, with instructions to capture or kill the PCs and get Chief Sergeant Featherby back.

EXPERIENCE POINTS

The character receive 385 / 550 xp each for defeating both the Fire Knives' parties.

TREASURE

On the bodies of the fallen Fire Knives and one of the shadow hounds the PCs find 45 / 60 gp, a *recalling harness* and a +2 *orb of sanguinary repercussions*. Ostram del Farrago is carrying a +2 *rod of the pyre*.

CONCLUSION

Once the PCs cross the cistern it's just a short walk to reach the surface. When they enter the city, Chief Sergeant Featherby takes the PCs to the guard station in the docks district.

Ushering them inside his office under the guise of wanting to thank them, he has another piece of information.

He reveals that this entire operation was arranged by some higher ups in the Fire Knives. The group has infiltrated every layer of Westgate society and some of the most influential people in the city are in the higher echelons of the organization.

His capture and rescue was set up to make sure he'd cooperate with their schemes. The Fire Knives want him to be an informant to the Cormyrian throne. The group is threatening him and his wife to ensure his future cooperation.

ENCOUNTER 6: SHOWDOWN STATISTICS (LOW LEVEL)

Tiefling Heretic (level 8)		Level 8 Artillery	
Medium natural humanoid		XP 350	
Initiative +8		Senses Perception +6; low-light vision	
HP 72; Bloodied 36;			
AC 22; Fortitude 19, Reflex 20, Will 20			
Resist 11 fire			
Speed 6			
m Dagger (standard; at-will) ♦ Weapon			
+12 vs. AC (+13 against a bloodied target); 1d4 + 3 damage.			
r Balefire (standard; at-will) ♦ Fire			
Ranged 10; +11 vs. Reflex (+12 against a bloodied target); 1d8 + 6 fire damage, and ongoing 5 fire damage (save ends).			
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic			
Ranged 10; illusory snakes appear and attack the target; +11 vs. ill (+12 against a bloodied target); 1d6 + 6 psychic damage, and ongoing 5 psychic damage (save ends).			
Cloak of Escape (immediate reaction, when the tiefling heretic is hit by a melee attack; at-will) ♦ Teleportation			
The tiefling heretic teleports 5 squares.			
Infernal Wrath (minor; encounter)			
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since its last turn. If the attack hits and deals damage, the Fire Knives captain deals an extra 6 damage.			
Alignment Unaligned		Languages Common	
Skills Bluff +15, Insight +11, Stealth +15			
Str 15 (+6)	Dex 20 (+9)	Wis 16 (+7)	
Con 18 (+8)	Int 13 (+5)	Cha 20 (+9)	
Equipment dagger			

Shadow Hound (level 8)		Level 8 Skirmisher	
Medium shadow magical beast		XP 350	
Initiative +8		Senses Perception +10; darkvision	
Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.			
HP 86; Bloodied 43			
AC 21; Fortitude 22, Reflex 20, Will 19			
Vulnerable 5 radiant			
Speed 7; teleport 7			
m Bite (standard; at-will)			
+13 vs. AC; 1d8 + 5 damage; see also <i>shadow ambush</i>			
C Baying (minor; recharge 5,6) ♦ Fear			
Close burst 5; deafened creatures are immune; +10 vs. Will; the target takes a -2 penalty to all defenses until the end of the shadow hound's next turn.			
Shadow Ambush			
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d6 damage on the next attack it makes against that enemy this turn.			
Alignment Unaligned		Languages –	
Skills Endurance +11, Stealth +11			
Str 19 (+8)	Dex 15 (+6)	Wis 13 (+5)	
Con 14 (+6)	Int 6 (+2)	Cha 16 (+7)	

Halfling Prowler (level 8)		Level 8 Lurker	
Small natural humanoid		XP 350	
Initiative +12		Senses Perception +9	
HP 64; Bloodied 32			
AC 20; Fortitude 16, Reflex 19, Will 17; see also <i>crowd shield</i> and <i>nimble reaction</i>			
Saving Throws +5 against fear effects			
Speed 6			
m Short Sword (standard; at-will) ♦ Poison, Weapon			
+12 vs. AC; 1d6 + 5 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +10 vs. Fortitude; the target takes ongoing 4 poison damage and is slowed (save ends both).			
r Hand Crossbow (standard; encounter) ♦ Poison Weapon			
Ranged 10/20; +12 vs. AC; 1d6 + 5 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +10 vs. Fortitude; the target takes ongoing 4 poison damage and is slowed (save ends both).			
Catfall			
If the halfling prowler falls, reduce the distance he falls by 20 feet when determining how much damage he takes.			
Crowd Shield			
The halfling prowler gains a +2 bonus on his AC and Reflex Defense if he has one creature adjacent to him, or a +4 bonus if two or more creatures are adjacent to him.			
Nimble Reaction			
Halflings gain +2 racial bonus to AC against opportunity attacks.			
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)			
The halfling forces the attacker to reroll the attack and take the new result.			
Alignment Evil		Languages Common, Draconic	
Skills Acrobatics +15, Athletics +10, Stealth +13, Streetwise +11, Thievery +15			
Str 12 (+5)	Dex 18 (+8)	Wis 10 (+4)	
Con 10 (+3)	Int 10 (+4)	Cha 15 (+6)	
Equipment leather armor, poisoned short sword, hand crossbow with 10 poisoned bolts, thieves' tools			

Halfling Stout (level 8)		Level 8 Minion	
Small natural humanoid		XP 88	
Initiative +6		Senses Perception +8	
HP 1; a missed attack never damages a minion.			
AC 22; Fortitude 18, Reflex 20, Will 20; see also <i>nimble reaction</i>			
Saving Throws +5 against fear effects			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+13 vs. AC; 7 damage.			
r Sling (standard; at-will) ♦ Weapon			
Ranged 10/20; +13 vs. AC; 7 damage.			
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)			
The halfling forces the attacker to reroll the attack and take the new result.			
Alignment Unaligned		Languages Common	
Str 11 (+4)	Dex 15 (+6)	Wis 9 (+3)	
Con 10 (+4)	Int 10 (+4)	Cha 14 (+6)	
Equipment leather armor, short sword, sling with 20 bullets			

Feyborn Halfling Prowler (level 8) Level 8 Elite Skirmisher		
Small natural humanoid		XP 350
Initiative +12 Senses Perception +9		
HP 138; Bloodied 69		
AC 21; Fortitude 16, Reflex 21, Will 19; see also <i>crowd shield</i> and <i>nimble reaction</i>		
Saving Throws +2; +5 against fear effects		
Action Points 1		
Speed 6		
m Short Sword (standard; at-will) ♦ Poison, Weapon		
+12 vs. AC; 1d6 + 5 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +10 vs. Fortitude; the target takes ongoing 4 poison damage and is slowed (save ends both).		
r Hand Crossbow (standard; encounter) ♦ Poison Weapon		
Ranged 10/20; +12 vs. AC; 1d6 + 5 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +10 vs. Fortitude; the target takes ongoing 4 poison damage and is slowed (save ends both).		
R Lure of the Wild (standard; recharge 6)		
Ranged 10; +10 vs. Will. The target is pulled 5 squares and is dazed (save ends).		
M Undeniable terror (immediate interrupt when feyborn creature is targeted by a melee attack; at-will)		
+10 vs. Will against the attacker; the attacker must target a different creature or end its attack.		
Step through the mists (move; encounter)		
The feyborn creature teleports up to 3 squares.		
Catfall		
If the halfling prowler falls, reduce the distance he falls by 20 feet when determining how much damage he takes.		
Crowd Shield		
The halfling prowler gains a +2 bonus on his AC and Reflex Defense if he has one creature adjacent to him, or a +4 bonus if two or more creatures are adjacent to him.		
Nimble Reaction		
Halflings gain +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)		
The halfling prowler forces the attacker to reroll the attack and take the new result.		
Alignment Evil		Languages Common, Draconic
Skills Acrobatics +15, Athletics +10, Stealth +13, Streetwise +11, Thievery +15		
Str 12 (+5)	Dex 18 (+8)	Wis 10 (+4)
Con 10 (+3)	Int 10 (+4)	Cha 15 (+6)
Equipment leather armor, poisoned short sword, hand crossbow with 10 poisoned bolts, thieves' tools.		

ENCOUNTER 6: SHOWDOWN STATISTICS (HIGH LEVEL)

Tiefling Heretic (level 10)		Level 10 Artillery	
Medium natural humanoid		XP 500	
Initiative +8		Senses Perception +6; low-light vision	
HP 84; Bloodied 42;			
AC 24; Fortitude 21, Reflex 22, Will 22			
Resist 11 fire			
Speed 6			
m Dagger (standard; at-will) ♦ Weapon			
+14 vs. AC (+15 against a bloodied target); 1d4 + 4 damage			
R Balefire (standard; at-will) ♦ Fire			
Ranged 10; +13 vs. Reflex (+14 against a bloodied target); 1d8 + 7 fire damage, and ongoing 5 fire damage (save ends)			
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic			
Ranged 10; illusory snakes appear and attack the target; +13 vs. Will (+14 against a bloodied target); 1d6 + 7 psychic damage, and ongoing 5 psychic damage (save ends)			
Cloak of Escape (immediate reaction, when the tiefling heretic is hit by a melee attack; at-will) ♦ Teleportation			
The tiefling heretic teleports 5 squares.			
Infernal Wrath (minor; encounter)			
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since its last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 6 damage.			
Alignment Unaligned		Languages Common	
Skills Bluff +15, Insight +11, Stealth +15			
Str 15 (+7)	Dex 20 (+10)	Wis 16 (+8)	
Con 18 (+9)	Int 13 (+6)	Cha 20 (+10)	
Equipment dagger			

Shadow Hound (level 10)		Level 10 Skirmisher	
Medium shadow magical beast		XP 500	
Initiative +9		Senses Perception +11; darkvision	
Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.			
HP 102; Bloodied 51			
AC 23; Fortitude 24, Reflex 22, Will 21			
Vulnerable 5 radiant			
Speed 7; teleport 7			
m Bite (standard; at-will)			
+15 vs. AC; 1d8 + 6 damage; see also <i>shadow ambush</i>			
c Baying (minor; recharge 5,6) ♦ Fear			
Close burst 5; deafened creatures are immune; +12 vs. Will; the target takes a -2 penalty to all defenses until the end of the shadow hound's next turn.			
Shadow Ambush			
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d6 damage on the next attack it makes against that enemy this turn.			
Alignment Unaligned		Languages -	
Skills Endurance +12, Stealth +12			
Str 19 (+9)	Dex 15 (+7)	Wis 13 (+6)	
Con 14 (+7)	Int 6 (+3)	Cha 16 (+8)	

Halfling Prowler (level 10)		Level 10 Lurker	
Small natural humanoid		XP 500	
Initiative +13		Senses Perception +10	
HP 76; Bloodied 38			
AC 22; Fortitude 18, Reflex 21, Will 19; see also <i>crowd shield</i> and <i>nimble reaction</i>			
Saving Throws +5 against fear effects			
Speed 6			
m Short Sword (standard; at-will) ♦ Poison, Weapon			
+14 vs. AC; 1d6 + 6 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +12 vs. Fortitude; the target takes ongoing 4 poison damage and is slowed (save ends both).			
r Hand Crossbow (standard; encounter) ♦ Poison Weapon			
Ranged 10/20; +14 vs. AC; 1d6 + 6 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +10 vs. Fortitude; the target takes ongoing 4 poison damage and is slowed (save ends both).			
Catfall			
If the halfling prowler falls, reduce the distance he falls by 20 feet when determining how much damage he takes.			
Crowd Shield			
The halfling prowler gains a +2 bonus on his AC and Reflex Defense if he has one creature adjacent to him, or a +4 bonus if two or more creatures are adjacent to him.			
Nimble Reaction			
Halflings gain +2 racial bonus to AC against opportunity attacks.			
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)			
The halfling forces the attacker to reroll the attack and take the new result.			
Alignment Evil		Languages Common, Draconic	
Skills Acrobatics +16, Athletics +11, Stealth +14, Streetwise +12, Thievery +16			
Str 12 (+6)	Dex 18 (+9)	Wis 10 (+5)	
Con 10 (+4)	Int 10 (+5)	Cha 15 (+7)	
Equipment leather armor, poisoned short sword, hand crossbow with 10 poisoned bolts, thieves' tools			

Halfling Stout (level 10)		Level 10 Minion	
Small natural humanoid		XP 125	
Initiative +7		Senses Perception +9	
HP 1; a missed attack never damages a minion.			
AC 24; Fortitude 20, Reflex 22, Will 22; see also <i>mob rule</i>			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+15 vs. AC; 8 damage.			
r Sling (standard; at-will) ♦ Weapon			
Ranged 10/20; +15 vs. AC; 8 damage.			
Second Chance (immediate interrupt, when the halfling would be Hit by an attack; encounter)			
The halfling forces the attacker to reroll the attack and take the new result.			
Alignment Any		Languages Common, Goblin	
Skills Acrobatics +15, Thievery +15			
Str 11 (+5)	Dex 15 (+8)	Wis 9 (+4)	
Con 10 (+5)	Int 10 (+5)	Cha 14 (+7)	
Equipment leather armor, short sword, sling with 20 bullets			

Feyborn Halfling Prowler (level 10)		Level 10 Elite
Skirmisher		
Small natural humanoid		XP 1,000
Initiative +13 Senses Perception +10		
HP 166; Bloodied 83		
AC 23; Fortitude 18, Reflex 23, Will 21; see also <i>crowd shield</i> and <i>nimble reaction</i>		
Saving Throws +2; +5 against fear effects		
Action Points 1		
Speed 6		
m Short Sword (standard; at-will) ♦ Poison, Weapon		
+14 vs. AC; 1d6 + 6 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +12 vs. Fortitude; the target takes ongoing 5 poison damage and is slowed (save ends both).		
r Hand Crossbow (standard; encounter) ♦ Poison Weapon		
Ranged 10/20; +14 vs. AC; 1d6 + 6 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +12 vs. Fortitude; the target takes ongoing 5 poison damage and is slowed (save ends both).		
R Lure of the Wild (standard; recharge 6)		
Ranged 10; +12 vs. Will. The target is pulled 5 squares and is dazed (save ends).		
M Undeniable terror (immediate interrupt when feyborn creature is targeted by a melee attack; at-will)		
+12 vs. Will against the attacker; the attacker must target a different creature or end its attack.		
Step through the mists (move; encounter)		
The feyborn creature teleports up to 3 squares.		
Catfall		
If the halfling prowler falls, reduce the distance he falls by 20 feet when determining how much damage he takes.		
Crowd Shield		
The halfling prowler gains a +2 bonus on his AC and Reflex Defense if he has one creature adjacent to him, or a +4 bonus if two or more creatures are adjacent to him.		
Nimble Reaction		
Halflings gain +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)		
The halfling prowler forces the attacker to reroll the attack and take the new result.		
Alignment Evil		Languages Common, Draconic
Skills Acrobatics +16, Athletics +11, Stealth +14, Streetwise +12, Thievery +16		
Str 12 (+6)	Dex 18 (+9)	Wis 10 (+5)
Con 10 (+4)	Int 10 (+5)	Cha 15 (+7)
Equipment leather armor, poisoned short sword, hand crossbow with 10 poisoned bolts, thieves' tools		

ENCOUNTER 6: SHOWDOWN MAP

DUNGEON TILES

Stone floors	2 x 4	x 4
Stone floors	1 x 1	x 4
Stone floors	2 x 8	x 4
Black 'Abyss' tiles	4 x 2	x 2

HIDDEN CRYPTS

Black 'Abyss' tiles	4 x 2	x 4
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FANE OF THE FORGOTTEN GODS

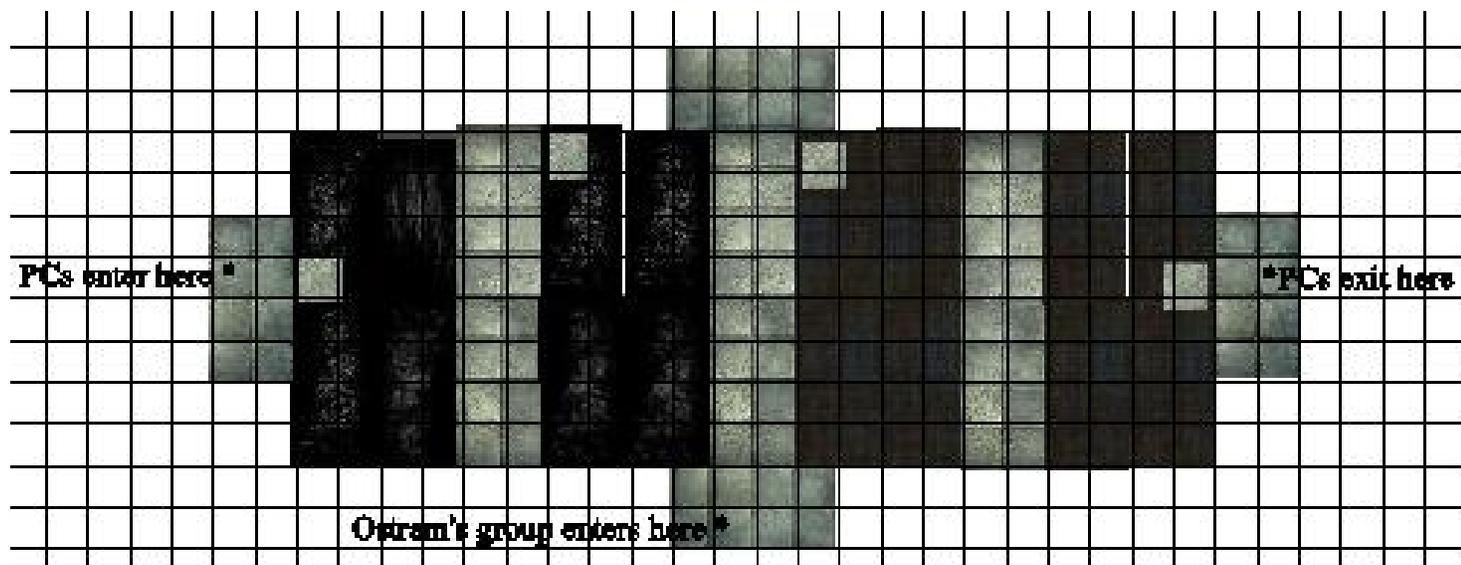
Black 'Abyss' tiles	4 x 2	x 2
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ARCANE CORRIDORS

Black 'Abyss' tiles	4 x 2	x 4
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HALLS OF THE GIANT KINGS

Black 'Abyss' tiles	4 x 2	x 2
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REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

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

EXPERIENCE POINTS

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

Encounter 2: Masks and Shades

180 / 240 XP

Encounter 3: In the Dark

300 / 400 XP

Encounter 4: Sneaky Business

210 / 300 XP

Encounter 6: Showdown

385 / 550 XP

Minor Quest: Saving Featherby

45 / 110 XP

Total Possible Experience

1,120 / 1,600 XP

TREASURE

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

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

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

Gold Per PC

150 / 200 gp

(Encounter 1: 60 / 80 gp, Encounter 3: 45 / 60 gp, Encounter 6: 45 / 60 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *+2 master's wand of cloud of daggers** (low level version only) (level 8)

Found in Encounter 3

Bundle B: *goliath's belt** (level 9)

Found in Encounter 4

Bundle C: *recalling harness** (level 8)

Found in Encounter 6

Bundle D: *+2 orb of sanguinary repercussions* (level 10)

Found in Encounter 6

Bundle E: *+2 rod of rod of the pyre* (level 10)

Found in Encounter 6

Bundle F: *Jar of Keoghtom's ointment* (high-level version only) (level 12)

Found in Encounter 3

Bundle G: *Ritual book containing Shadow Bridge** and *Animal Messenger* (low level only)

Found in Encounter 1

Bundle H: Ritual book containing Shadow Bridge*, Animal Messenger and Status* (high level only)
Found in Encounter 1

Potion 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 300 / 450 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350 / 500 gp to their total gold per PC.

STORY AWARDS

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

DRAG05 Westgate Reputation

You successfully assisted in the rescue of Chief Sergeant Featherby from the Fire Knives. News of your involvement has spread and you have earned a reputation for adventuring in the city. In some circles you are seen as 'meddlesome', in others as 'potentially useful'. Either could come back to haunt you.

If you have the DRAG03 Docks District Enforcer/Liberator/Meddler Story Award your reputation increases depending on the title already earned:

Enforcer—Muscle for the Watch. You've helped the Watch out of a few tough spots. When they need to bend (not break) the law to get the job done, they call you.

Meddler—Troublemaker. No matter your intentions, Docks locals seem to question your motivations.

Liberator—Your sympathies for the people are recognized in every corner of the city. A visit from a black-garbed figure in the middle of the night has asked if you would occasionally be prepared to discreetly deliver messages for Master Fan Ji, a humble Shou merchant.

ADVENTURE QUESTIONS

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

1. Did Ostram del Fargo survive?

- No, he was killed outright.
- Yes, but he was captured alive.
- Yes, and he escaped completely.
- Yes, they never fought him.

2. Was the plot uncovered regarding the Cormyrean Throne?

- No, the PCs did not rescue the chief sergeant.
- No, the PCs never made it this far..
- Yes, the chief sergeant told the PCs of the plot.

3. How did the PCs behave at the ball?

- Like thieves sneaking their way through a forbidden zone.
- With the diplomacy and deception of international diplomats.
- Like drunkards and louts.
- A mix of some, or all, of the above.

NEW RULES

MAGIC ITEMS

Goliath's Belt Level 9

This hide belt makes it easier for you to push people around.

Item Slot: Waist **4,200gp**

Property: You gain a +2 item bonus on Strength attacks to bull rush or grab a target. In addition, you can attempt to bull rush or grab a target up to to two sizes larger than you.

Reference: *Adventurer's Vault*, page 165.

Master's Wand of Cloud of Daggers Level 8

Your cloud of daggers strikes with deadly accuracy.

Lvl 8 +2 3,400 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: When a creature moves into a cloud of daggers you create with this wand, it takes twice your Wisdom modifier in damage (minimum 2) instead of damage equal to your Wisdom modifier.

Power (Encounter ♦ Arcane, Arcane, Force, Implement):

Standard Action. As the wizard's *cloud of daggers* power (*PH* 159).

Reference: *Adventurer's Vault*, page 109.

Recalling Harness Level 8

Leather straps sewn with silver thread call your companion to you when you are in need.

Item Slot: Companion **3,400 gp**

Power (Encounter): Immediate Interrupt. Use this power when an attack bloodies you or drops you to 0 hit points or fewer. Pull your companion 10 squares.

Reference: *Adventurer's Vault*, page 123.

RITUALS

Shadow Bridge

You raise your hands, as if urging the darkness to rise and gather about you. Slowly, the shadows collect and take the form of a bridge, solid and seamless.

Level: 8 **Component Cost:** 135 gp

Category: Exploration **Market Price:** 600 gp

Time: 5 minutes **Key Skill:** Arcana

Duration: 10 minutes

You call forth a bridge from solid shadow. Both ends of the bridge must connect to a solid surface. The Arcana check result determines the bridge's maximum length and width.

Arcana Check Result	Maximum Width x Length
19 or lower	1 x 10 squares
20-29	2 x 20 squares
30-39	3 x 30 squares
24 or higher	4 x 40 squares

Status

You and at least one other individual consume the foul-tasting brew, dregs and all. At the end of the ritual, you feel uncommonly close, as if you shared some bond with your ally.

Level: 8

Component Cost: 135 gp

Category: Divination **Market Price:** 250 gp

Time: 10 minutes **Key Skill:** Arcana (no check)

Duration: 24 hours

You and up to eight ritual participants gain a powerful connection to one another. For the ritual's duration, you know the current hit point total, healing surges remaining, and the nature of any persistent conditions affecting any other ritual participant. The connection persists at any distance except across planes.

PLAYER HANDOUT ONE

Look for the Seven Stars beneath a crosshatched sky. Engraved in stone, they warn of the danger of being observed by those overhead. Follow the tunnels south-east and you will find that all paths cross this point, but the nearest exit to the streets above is then directly east. This will take you to the city's water works. Cross the cisterns there and it is but a short walk before you stand beneath a sky with no bars.