

DRAG1-4

FALLING SNOW, WHITE PETAL

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY PATRICK WILLIAMSON

REVIEWED BY PIETER SLEIJPEN AND COLLEEN SIMPSON

PLAYTESTED BY ANDREW COWAN, BERNIE MACKANGHT, GLENN TAIT,
MATT BARKER, AND MICHAEL SZABO

Master Fan-Ji has a problem and needs the help of professionals who value the arts of discretion, and diplomacy but can also pack a decent punch when those fail... and if you can keep a stubborn mule under control that would be handy too! A *Living Forgotten Realms* adventure set in Dragon Coast for characters levels 4-7.

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

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

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PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

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

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4-7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

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

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

ADVENTURE BACKGROUND

Master Fan-Ji (*DRAG1-2 A Stab in the Dark*) is a key player within the "tea-houses" of the Nine Golden Swords of Westgate. In fact he is head of the Fan clan, one of the nine Wei clans in power over the Shou of the Dragon Coast. In Westgate he also heads up the Nine Golden Swords crime syndicate, although the Nine

Golden Swords themselves promote their organization as a "fraternity dedicated to protecting the interests of the people and free trade."

Master Fan-Ji's right hand and, in reality, the talent behind his power is his daughter Fan-Jia whom the gods have blessed in equal parts with celestial beauty, a sharp mind and a fierce temperament. Fan-Jia is famed amongst the Shou of the Dragon Coast as being an irresistible force once put into motion by her father. This reputation has so far translated well for Master Fan-Ji's ambitions.

After long years of hard negotiation Master Fan is close to signing a trade agreement with the imperially connected Neng clan of Nathlan, the most powerful of the Wei clans of the Dragon Coast. This trade agreement will increase the power and reputation of Master Fan's clan within the Wei clans and promote him to the unrivaled leadership of the Nine Golden Swords in the city of Westgate. With his increased reputation, he plans to continue his appearance of legitimizing the practices of the Nine Golden Swords so that he can recruit the goodwill of the people of Westgate to assist him in opposing the Fire Knives. Now all that needs to happen is for his daughter Fan-Jia to travel to Nathlekh from Westgate to sign the trade documents on his behalf. A journey another Nine Golden Swords clan intends to prevent as they want Master Fan-Ji's power for themselves.

Master Fan-Ji, however, knows that his rivals amongst the Shou of Westgate may view his rise to complete power within the Nine Golden Swords of Westgate as a threat. He is unwilling to openly counter this as the political dynamics are both complicated and unclear. Moreover, his wife, a renowned tealeaf sage, has seen that he must rely on "outsiders" to navigate the storm ahead. Thus, with some reservations he is seeking to recruit help from outside his own circles to protect his daughter during the trip and the negotiations.

Meanwhile a rival Shou clan within the Nine Golden Swords wants to stop the plan and claim the leadership. To hide their aims this group has secretly been buying support and are reaching a position within the Nine Golden Swords of Westgate from which they can succeed Master Fan-Ji if he fails.

One of this rival clan's potential heirs, referred to in this adventure as Madfox, has gone even further in an attempt to prove his worth. Madfox has been sponsoring a small criminal organization—the White Petal Tong—whilst keeping his true identity and clan affiliation secret.

The White Petal Tong has conducted raids against the trade caravans being protected by Master Fan-Ji's Nine Golden Swords guards. Last month one of these

caravans was lost and a dozen of Master Fan-Ji's best guards were killed. This damaged Master Fan-Ji's reputation as a leader and embarrassed the Nine Golden Swords as an organization.

Madfox hoped that this would undermine Master Fan's hopes for an alliance with the Neng, yet despite this, the alliance still looks set to happen and Madfox is frustrated.

Jai's journey presents Madfox with a last opportunity to destroy Master Fan-Ji's advancement in power. Madfox has, therefore, ordered the Tong to kidnap Fan-Jia and to switch her with a doppelganger assassin he has contracted. This Fan-Jia look-alike will then have access to the Neng household and will contrive the murder of an important member of the Neng clan, maybe even its heir Neng-Po and flee, leaving a deliberate trail.

Once this is done, Madfox will have the assassin betray the White Petal Tong, so that when the Neng sword masters descend on their hideout and wipe them out they find the real Fan-Jia, drugged senseless.

He hopes that, in their fury, the Neng will blame her and her clan for the outraged and breach of Neng honor, or that they will kill her without a trial. Regardless, the Fan clan will be greatly weakened and his clan should be able to assume power over the Shou in Westgate.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Westgate is once again in the grips of a long sticky summer. Sipping iced tea, flavored with a sprig of mint, on the veranda of a teahouse, or visiting a bathhouse are common ways to keep cool between adventures. The presence of a Shou servant bowing before you and presenting you with a rice paper letter bearing a red wax stamp with a gate monograph in its center is, however, unusual. He leaves you to read the letter in private.

"Dear honored [insert PC name] I humbly request your attendance at a business meeting tomorrow evening at Ji's Teahouse so that we may discuss a proposition of value to us both. Until then, Fan-Ji."

If the PCs are not together they receive this letter separately. PCs that succeed on a DC 20 Streetwise check know that Fan-Ji is a local Shou tea merchant.

PCs who have played DRAG1-2 *A Stab in the Dark* automatically know this information. He also knows that Fan-Ji recently stood up to the constable of the local watch, as well as the Fire Knives, and seems to be of good reputation. If these PCs succeed on a DC 20

Streetwise check they also know that Fan-Ji is actually the head of an important local Shou clan, one of the nine Wei within the Dragon Coast Shou. At this DC, they also know he has a daughter famed for both her beauty and temperament.

If the PC's agree to go to Ji's teahouse then proceed to Encounter 1.

DM'S INTRODUCTION

This adventure is designed to give players an introduction into the flourishing Shou culture of the Dragon Coast. This introduction will serve them well as it opens doors for them in future adventures where they quest to become trusted by the Shou. Although the Shou have been around for as long as most folk can remember and are an integrated part of the Dragon Coast, they still have some customs that remain Shou.

There is currently little that actually defines the Shou culture in published material so, as the DM, you will be able to exercise some flexibility on how you approach this matter. If you have a Shou PC at the table, then perhaps they could take the lead in how they want the Shou to be represented. Two themes that should be represented in this adventure, however, are honor and ritual.

A third theme to impart is that Master Fan-Ji knows a lot about the PCs, and knows them in a godfather kind of way. To portray this better try to collect two background facts from each PC before play starts, or, if this is your regular gaming group, use your knowledge of PC actions in previous adventures as a basis for Master Fan-Ji's knowledge and feed it into the opening encounter.

Encounter 1: Master Fan-Ji contracts the PCs to guard his daughter.

Encounter 2: The PCs must impress the caravan master so they can be promoted closer to Fan-Jia's caravan on the guard roster.

Encounter 3: The caravan is decoy attacked by the White Petal Tong in an attempt to draw the guards away from Fan-Jia. Fan-Jia is outraged and urges the guards to chase the attackers. The PCs must find ways to counter Fan-Jia's influence in order to keep as many of the guards with the caravan as possible.

Encounter 4: This encounter can unfold in two different ways depending on how successful the PCs' were in Encounters 2 and 3. If they did well in Encounter 2 then at least some of the PCs should be close at hand to defend Fan-Jia. If they failed in Encounter 3, then most of the caravan guards are off chasing decoy attackers when the caravan is attacked making it much easier for Fan-Jia to be supplanted by a

doppelganger without the PCs' knowledge. If the PCs succeeded in Encounter 3, the guards are with the caravan when the real attack begins and the doppelganger finds it much harder to supplant Fan-Jia undetected. The White Petal Tong's aim is to switch Fan-Jia using their doppelganger assassin.

Encounter 5: Regardless of Fan-Jia being supplanted, or the PCs preventing this event, the caravan arrives in Nathlekh, and the PCs are given leave to explore the foreign quarter of the city. Their leave is cut short when they are asked to escort Fan-Jia (or the doppelganger morphed as Fan-Jia) through the foreign quarter as she seeks out a special gift to be presented to the Neng at the alliance ceremony. The PCs notice that Fan-Jia is being trailed by street urchins. If the PCs corner one of the street urchin's they can with a few coins learn the location of the White Petal Tong hideout.

Encounter 6: The PCs have an opportunity to raid the Tong hideout and destroy them.

Conclusion: If the PCs stopped Fan-Jia being switched and destroyed the White Petal Tong, they earn the trust of the Neng and Fan clans which starts a major quest and is a minor quest reward. If they didn't prevent the switching of the Fan-Jia, but revealed that she was switched, they do not earn this trust and miss this lesser quest reward but they do receive the reference of the caravan master, Li-Mubi. Regardless of their success, PCs also receive the Enmity of Madfox story award if they complete the adventure.

ENCOUNTER 1: FAN JI'S DILEMMA

SETUP

Master Fan-Ji, male Shou human merchant and clan leader.

The PCs have arrived at Master Fan-Ji's Teahouse and are escorted through areas usually reserved only for the Fan clan.

Ji's Teahouse has turned out to be a little more than that! After passing through areas clearly reserved for people trusted only by the Shou, you are led into a large, ornate office guarded by the biggest Shou man you have ever seen.

He looks you over with the single large eye centered in his forehead, before opening his mouth to make an incomprehensible noise that signals you to go in. His open mouth reveals that his tongue has been removed.

Inside the room, seated behind a huge desk of what must be ebony inlaid with ivory, is a slightly built Shou man who stands and acknowledges you in formal Shou greeting. This is Master Fan-Ji and it would seem that the tea trade is a very lucrative business indeed!

If the PCs do not know each other at this stage, then Master Fan-Ji introduces them, stating what each person has a reputation for, their profession etc. You should make it obvious that Master Fan-Ji is well aware of the PCs' names, connections, abilities and exploits.

Master Fan-Ji leads the PCs to another room containing a large, low, broad table lined by cushions where they can sit and talk. The cyclops guard takes up position behind him. Servants arrive and the PCs are offered refreshments before Master Fan gets down to the business at hand. He passes off comments about the cyclops or his establishment with a polite smile, a bowed head and no new information.

Master Fan-Ji is no fool and has a deep reserve of practical wisdom, but it should also be obvious that here is a self-made man, and amongst the Shou, where heritage is important, this is no small thing. Feel free to play him as still having a little bit of the "common man" within despite trying his best to appear refined.

The Proposal

- Master Fan-Ji does not explain the full political spectrum of his dilemma to the PCs. He does not feel it is necessary or wise.

- He does not reveal that he is the current Westgate master of the Nine Golden Swords.
- Instead he passionately and sincerely explains how much he treasures the life of his daughter.
- He tells the PCs that she must travel to Nathlekh on business for him and that he knows she has a fiery temperament and may get herself into trouble.
- He is also worried that after his recent intervention on behalf of the people against the Fire Knives that the Knives may try to exact revenge.
- Knowing the PCs' reputation, he is willing to pay them very well (40 / 50gp each) to sign on as extra guards on Jia's caravan with the duty of keeping an eye on her. They will also receive guards' pay.
- He stresses he doesn't want to upset or impinge on the honor of the caravan master Li-Mubi, who has been contracted to escort his daughter, by letting on that the PCs have been hired on as extra protection.
- He does not tell the PCs that it is, in fact, his daughter who will be upset if she finds out that her father has hired on "outsiders" to watch over her.
- It is clear that the PCs are not to reveal they are in his employ.

Their mission is threefold:

1. Sign on with the caravan using a reference he will provide from another source, thus not revealing they are working for him.
2. Monitor his daughter, making sure she doesn't come to harm on the journey.
3. Intervene to protect his daughter or prevent her from acting rashly using their skills to prove their advice should be heeded.

If the PCs enquire about expected threats. Master Fan-Ji simply infers that on any journey there are always unknown threats and risks. If the PCs enquire elsewhere using Diplomacy or Streetwise checks, they learn little more than they already know, other than that Master Fan-Ji is a good man who is trying to protect the people so that they can make an honest living.

ENDING THE ENCOUNTER

Once the PCs agree to the job, Master Fan-Ji presents them with a legitimate reference from a Master Tajon-Suk.

ENCOUNTER 2: CARAVAN KOW TOW

SKILL CHALLENGE LEVEL 6 / 8, COMPLEXITY 2 (500 / 700 XP)

SETUP

Number of Successes: 10 (special)

Number of Failures: 3 (special)

Primary Skills: Acrobatics, Athletics, Diplomacy, Insight, Streetwise.

Important NPCs:

Li-Mubi, caravan master (Bluff +9, Diplomacy +9, Insight +10, Perception +10)

In this challenge the PCs sign onto the Nine Golden Swords caravan so they can secretly protect Fan-Jia using the reference provided to them by Master Fan-Ji to obtain employment.

- They then need to make sure they kow-tow and impress the caravan master Li-Mubi on the journey so they can get assigned closer to Fan-Jia's carriage.
- Refer to the caravan diagram below in order to impress upon the PCs the need to move up the chain.
- The caravan master is quite pleased to have the extra guards, given the recent raids by the White Petal tong. He would prefer it if the guards were members of the Nine Golden Swords or Shou (for those PCs who are Shou, see Point 5 below), but is simply stretched too far to care at the moment.
- Given that the PCs have a good reference, he is prepared to make an exception and employ them, but as they are not Nine Golden Swords members or Shou (for those PCs who are Shou, see Point 5 below), he assigns them to the worst job in the caravan. This is bringing up the rear, in the dust, looking after the smelly foul-tempered mules transporting horrid-smelling raw hides.
- If the party contains one or more Shou PCs, they gain 2 automatic successes for this challenge.
- They can move one Shou PC two clusters forwards, or two Shou PCs one cluster forward on the diagram.
- If, at any point, the PCs' mention they have been secretly hired by Master Fan-Ji, they automatically fail this challenge, insult the Nine Golden Swords

and Li-Mubi, and are permanently assigned to mule-guarding duty at the rear of the caravan and cannot move forward except covertly.

- In order to progress from the rear of the caravan to near to Fan-Jia's carriage, the PCs need to devise ways to impress Li-Mubi whilst on the journey.
- Play out the PCs getting into the caravan routine, night watch roster etc and how they can find opportunities to impress Li-Mubi.
- For example, at night when the caravan circles its wagons and lights a big fire, the Nine Golden Swords guards are paced through a number of challenges and competitions by Li-Mubi who is their fighting master.
- The PCs can gain notice by participating in these.
- PCs could also suggest other ways of impressing the caravan master.

The stares you receive from the Shou guards as you approach the caravan are hard to read, but after a brief period of introducing yourselves and presenting your references, you find yourselves hired by the brisk and efficient caravan master, Li-Mubi.

He seems to have appraised your skills immediately and formed an opinion of where you should be placed. A point of view that is obvious when he shows you an elaborate plan of the caravan layout that has you all in the rear, guarding thirty probably ill-tempered mules bearing stinking raw hides. Moreover your secret ward, Fan-Jia's, carriage looks like it will be a long way ahead of you at all times. How you will guard her from all the way at the back is a problem you're going to have to address and address fast.

In his speech the caravan master infers that his roster is based on how he sees an individual's ability. So, perhaps if you impress the caravan master on the journey, he'll allow you to move to a more favorable position.

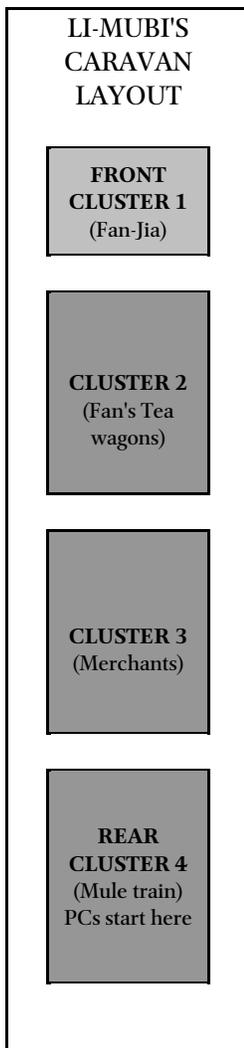
Every 3 successes the party achieves in this skill challenge impresses Li-Mubi and gains them the beneficial attention of Fan-Jia. This translates to 1 automatic success in Encounter 3.

SKILL CHALLENGE

Only 2 successes per skill type are allowed. It should be difficult for all the PCs to get close to Fan-Jia's carriage. The party should be made aware of this and work together to progress two or three key party members towards the front of the caravan. There are 4 clusters within the caravan each representing approximately

100 feet of caravan length except for the front cluster, which is only 50 feet long. See diagram. To begin with, the PCs are 300 feet from the rear of the front cluster.

1. **Front:** Li-Mubi, Fan-Jia's carriage and high value items, 8 guards, not including 6 guards on point and flank duty.
2. **Tea Caravan:** Master Fan's tea wagons, 8 guards.
3. **Other Merchants:** mixed wagons, 8 guards.
4. **The Mule Train:** stinky hides on mules, 8 guards.



Acrobatics (DC 17 / 19): The Nine Golden Swords have a martial arts style that it trains its people in, and, on the journey, the caravan master puts quite a bit of time into having his guards practice these skills. This happens at night when everyone comes together. Fan-Jia is generally present at these events, so the PCs can start to impress her as well.

A PC can impress Li-Mubi and get closer to Fan-Jia's carriage if they demonstrate good acrobatic ability (jumping from wagon to wagon once the caravan has

stopped, and tumbling off the back with a flourish and drawn weapon, or doing a set of weapon fancy weapon maneuvers at the camp fire etc).

Athletics (DC 17 / 19): The Nine Golden Swords promotes its martial fitness and, on the journey, Li-Mubi puts quite a bit of time into having his guards practice their skills. This usually happens at night when everyone comes together. Fan-Jia is generally present at these events so the PCs can start to impress her as well. Things a PC can try are running and catching a stray animal, winning a push up competition, wrestling, weapon-swirling displays or some other athletic activity they can show off.

Diplomacy (DC 17 / 19): At night Fan-Jia often mixes with the rest of the caravan where several of the better-educated Shou create what they call camp poetry. One of the best poets is Li-Mubi. A well-spoken PC who displays some artfulness in this activity by using Diplomacy may be able to impress both Li-Mubi and Jia with their intellect.

Insight (DC 17 / 19): Insight can be used to find minor yet significant ways of impressing Li-Mubi. For example, noticing he likes his tea brought to him at a particular time or needs his armor cleaned and polished. Feel free to allow novel uses of the Insight skill to allow PCs to gain a success.

Streetwise (DC 17 / 19): A savvy PC is able to use their Streetwise skill to find out what Li-Mubi values in the other guards. Streetwise can be used to influence matters by making other guards look shabby, thus the PCs is promoted up the guard roster by Li-Mubi because a regular guard has been demoted.

Other Skills (DC 19 / 21): The PCs may find other skills of use in this challenge, using these is slightly harder but can work. If they come up with a good scheme, feel free to allow it.

ENDING THE ENCOUNTER

If the PCs do not clue in to the fact that they need to impress Li-Mubi, have one of the other guards casually chat to them about how impressing the boss will get them off the tail end of the caravan.

Success: If a PC makes a successful skill check, Li-Mubi will promote that PC into the guard roster of the next caravan cluster. In other words the PC heads towards the front and Fan-Jia. Refer to the caravan diagram to work out the progression. PCs cannot gain a position as flankers or point. PCs that make it to the front cluster should stop trying to impress Li-Mubi.

Failure: If the PC fails, they either remain at the rear or drop back one cluster. If the PCs as a team

accumulate 3 failures, Li-Mubi cannot be impressed by them any further and they remain where they are.

EXPERIENCE POINTS

Each PC receives 100 / 140 experience points for this challenge. The PCs get half experience points if they fail the challenge.

ENCOUNTER 3: THE TAUNT

SKILL CHALLENGE LEVEL 6 / 7, COMPLEXITY 1 (250 / 300 XP)

SETUP

Number of Successes: 4 (special)

Number of Failures: 3 (special)

Primary Skills: Acrobatics, Athletics, Diplomacy, Perception, Streetwise.

Important NPCs:

Li-Mubi, (Bluff +9, Diplomacy +9, Insight +10, Perception +10)

Fan-Jia, (Insight +10, Perception +10).

The sole purpose of this skill challenge is for the PCs to prevent Fan-Jia from embarrassing Li-Mubi and his Nine Golden Swords guards and overruling their common sense to such a degree that they chase after the decoy attackers.

The caravan comes under attack from an unknown source. PCs must keep the situation, and Fan-Jia, under control.

Each attack involves getting the wagons circled and long delays once it has passed. With guards also dying from the long range sniping and then having to be buried Fan-Jia's frustration at the loss of her father's people, and the delay to her journey mounts. Eventually she snaps and, with sharp words, begins to slight Li-Mubi's honor.

Jia tries to bring a swift resolution to the issue by taunting Li-Mubi into abandoning his circling-the-wagon strategy. She suggests that guards as skilled as Li-Mubi and his team should charge out and eliminate the threat rather than cower behind wagons.

Doing so would, of course, leave the caravan vulnerable to the real attackers in Encounter 4. It should be made obvious to the PCs that continuing on, or leaving the caravans unguarded would not be good for them or for Jia's safety, and that they need to prevent it. To do this, the PCs' need to use their Diplomacy and Perception skills to counter Fan-Jia's temper and to allow Li-Mubi to save face.

Prior to starting this challenge read the following on Day 6 of the ten-day journey.

It is day six of the journey, and the landscape has entered hilly country with rocky outcrops and light woods that close in around the paved highway. During the early morning you passed the burned wrecks of

several dozen wagons. Here the caravan stops and you observe up to a dozen graves nearby that seem to have been recently looted.

Li-Mubi, Fan-Jia and all the guards are clearly outraged. Two of the guards are distraught and tear off their robes, beating their chests and crying lamentations to the sky. In the process, two reveal golden swords tattooed on their chests. One has two swords the other four.

They are quickly covered, comforted and taken aside. Later they are both demoted to guarding the mules. For the rest of the morning tensions in the caravan increase and the guards start readying weapons as the outcrops and trees close in on the road, creating perfect ambush conditions.

PCs can enquire, using a simple Diplomacy or Streetwise check, and learn that a group of bandits known as the White Petal tong have recently been active in the area. Last month the tong isolated and murdered a dozen caravan guards from the Fan clan. No one will talk about the golden sword tattoos on the guards' chests, and it becomes obvious that PCs should be cautious about pursuing this line of questioning.

Given the visible tension in the caravan, allow the PCs' to make whatever preparations they like. Li-Mubi becomes very businesslike and does not allow anyone to move out of their designated positions, enforcing this order if necessary by a sharp word and drawn sword.

His orders are simple: If the caravan comes under attack they are to circle the wagons, drive the stock into the middle and assume defensive positions until the threat is neutralized.

When you are ready to begin, read.

It is about mid-morning, with the sun beating down from a low angle in the east when, with a sickening thud, one of the rear caravan guards staggers backwards with an arrow protruding from her neck. Her eyes are glazed over and it's obvious she's dead before she hits the ground. With a snapped order, Li-Mubi orders the wagons circled.

Let the PCs react how they want, but if they pitch in and help circle the wagons, unhitch the animals etc then count this as one success in this skill challenge. Unless they are in the front cluster, if the PCs immediately react by charging over en-mass to protect Fan-Jia, both Li-Mubi and Jia look at them strangely; almost as if they are worried the PCs are going to attack them. In response to PCs moving closer to Fan-Jia in a large group, both these NPCs assume defensive postures. This

action raises the DCs of the required skill checks by +2 for this skill challenge.

PCs based at the front of the caravan are expected to protect Jia's carriage so their actions to protect Fan-Jia are expected. This attack is simply a taste of the harrying that is to come. No further attack will occur now. The PCs can try to track down the zen bow master who made the attack but he is using his *zen shot* ability from concealment attacking from behind the crest of the hilly ridges that look down on the caravan or from behind outcrops. His stats are not included in this encounter as the PCs should not be able to find him. After attacking, he immediately moves out of the line of effect.

Li-Mubi also orders the PCs to remain with the caravan. Disobeying Li-Mubi and chasing the zen bow master counts as an automatic failure for the challenge. Once any of the pursuing PCs are 40 squares away from the caravan, Encounter 4 triggers without them and they must rush back. Count these PCs as being delayed 4 turns in Encounter 4. Jia is successfully switched for a doppelganger in this situation.

SKILL CHALLENGE

DMs should determine how much time is available, and how much the players can cope with, in which to draw out the tension and taunting. Essentially the zen bow master snipes at the caravan at infrequent intervals during daylight, killing a guard and making the caravan expend precious time and energy on circling the wagons. Note that a simple Insight check determines that his attack always comes from an angle that has the sun shining in the caravan members' eyes.

There are a total of 38 minion guards with the caravan (six mounted) plus the PCs, Li-Mubi and Jia. The 60 odd drivers, cooks etc. are non-combatants.

Place two additional attacks on the caravan before dusk on day six. Each angers Fan-Jia and she urges Li-Mubi to chase the attacker. Thus the PCs need to keep Fan Jia calm in two separate instances on day six. Note how many automatic successes the PCs have from the previous skill challenge. They can use these at any time during this challenge.

Each attack is from extreme range but kills one random minion guard at the rear of the caravan. By the end of day six, three of these rear guards should be dead. This tactic also thins down the number of guards available to do watches etc. something the PCs should become aware of.

At night there are no actual attacks, but the guards are doubled and everyone is stressed.

In the morning, when the six mounted scouts head out to check the area out to 1,000 yards, they don't

return to report back as scheduled. Li-Mubi becomes visibly worried and assigns new guards to the flank and point positions, but on foot and closer in, as he orders the caravan to continue. The zen bow master attacks again, shortly after the caravan begins the morning leg of the journey, killing two guards this time. Li-Mubi has now lost 11 of his 38 guards.

At this point, Jia's legendary temper really comes into play, and she gives Li-Mubi a tirade of verbal abuse. Increase the DC of this skill check and the last one by +2.

Just before dusk, the zen bow master sends a burning arrow into one of the tea wagons, setting it alight. The PCs need to keep the incensed Jia under control. If they can put out the fire, they help their cause, giving them a +2 bonus to their skill check and negating the -2 penalty mentioned earlier.

If the PCs fail any check, then Li-Mubi is overruled by Fan-Jia and, rather than circling the wagons, the bulk of the guards charge out after the attacker leaving the caravan lightly guarded. The PCs are assigned the job of protecting the caravan whilst this happens.

Diplomacy (DC 17 / 18): The PCs can use Diplomacy in a number of ways to help Li-Mubi save face. For example, they could with utmost respect point out to Li-Mubi, within Fan-Jia's hearing, that leaving the caravan unguarded as the guards pursue their attacker is what the attacker may be wanting. The PCs must use a new approach each time to allow Li-Mubi to save face.

Perception (DC 17 / 18): The PCs can use Perception to distract Fan-Jia from humiliating Li-Mubi into going after their attackers. For example they could point out that trajectory of the arrows indicate that the attack is coming from extreme range and that, by the time they got to the attacker even using the fastest horses, he/she would be gone. The PCs need to come up with a new observation each time they use this skill.

Insight (DC 17 / 18): A PC could also deliberately say something stupid or insulting and give Li-Mubi an honorable out by deflecting Fan-Jia's anger onto them. This will see the PC demoted to the next lowest cluster in the caravan, but still earn them a success in the challenge. The PCs need to come up with a new insight each time they use this skill.

ENDING THE ENCOUNTER

If the PCs do not recognize the fact they need to help Li-Mubi keep the guards with the caravan, then have a guard point out to them that, with the last caravan attacked, the guards that were left to guard the caravan, while the others were off chasing the attackers, were the ones buried at the gravesite yesterday.

If the PCs attempt to track down the zen bow master then this counts as an automatic failure and triggers Encounter 4.

Success: With each success, Li-Mubi is able to stick to his plan and keep the guards with the caravan. This will make it a lot harder for the doppelganger to supplant Fan-Jia in Encounter 4. Note that the final success triggers Encounter 4.

Failure: If the PCs fail, then Jia has her way and Li-Mubi and his guards charge out, leaving Fan-Jia with only the PCs and a handful of guards to protect the caravan when Encounter 4 is triggered. In the confusion of the combat in Encounter 4 it will be much easier for the doppelganger to supplant her without the PCs knowledge. Note that failure triggers Encounter 4.

EXPERIENCE POINTS

Each PC receives 50 / 60 experience points for this challenge. The PCs get half experience points if they fail the challenge.

ENCOUNTER 4: CARAVAN ATTACK

ENCOUNTER LEVEL 5 / 8 (1000 / 1875
XP)

SETUP

This encounter includes the following creatures:

Low level

- 1 male human White Petal Tong adept
- 1 male human zen bow master
- 1 doppelganger assassin
- 4 zombie rotters

High level

- 1 male human White Petal Tong adept
- 1 male human zen bow master
- 1 doppelganger assassin
- 2 zombie grave diggers
- 1 flayed crawler
- 6 zombie rotters

This encounter occurs the entire length of the caravan, but for game purposes only the cluster at the front of the caravan is active. This is called the **fight area**. Only PCs located in the front cluster (the fight area) can initially participate in this encounter. Others need to move into the fight cluster from the other clusters. Refer to the caravan layout diagram from Encounter 2. For the sake of ease, assume that a PC is delayed the following number of rounds from participating in the fight depending on what cluster they have ended up in.

- 1 **Front:** No delay, PC starts in the fight area.
- 2 **Tea Caravan:** 1-round delay
- 3 **Other Merchants:** 2-round delay
- 4 **The Mule Train:** 3-round delay

Once any PC that suffered a delay comes out of delay they may act on their initiative and can start their turn on any square marked **X** on the southern edge of the fight map.

The Guards: If the PCs' failed the skill challenge in Encounter 3, then the guards have all charged out of the fight area and are not involved. If, however, the PCs' succeeded in the skill challenge in Encounter 3, then 5 minion guards are present within the fight area. A PC

that begins the encounter in delay can assume the persona of one of the minion guards remaining in the front fight area until their own PC arrives. These guards have the same stats as the human lackey from the *Monster Manual* page 162. Any damage to a minion guard results in death, but a player can play another one if any of the five are still alive and not in use.

Once a PCs' own character arrives at the fight the minion guard is put back into the pool of available minion guards for other PCs to play. Likewise if a PC is killed they may assume the role of any of the 5 minion guards still not used for the remainder of the fight or until the guard is killed. Any minion guards not in use are assumed to be fighting outside the fight area and do not feature.

Li-Mubi: Li-Mubi is a talented warrior and is engaged in keeping his men alive. If the PCs failed the skill challenge in Encounter 3, he is with his guards pursuing the zen bow master and does not feature in this fight. If the PCs were successful in the skill challenge in Encounter 3, assume he is fighting undead in an adjacent cluster of the caravan.

Fan-Jia: Fan-Jia waits in her carriage. She is quite pretentious and considers herself a martial art master, but does not lower herself to actual combat until all of her guards have fallen while protecting her. In reality she is not all that good. If all the PCs are knocked unconscious, she is replaced. The attackers retreat, supposedly defeated by Fan-Jia, and any surviving PCs stabilized.

NPCs: Non-combatants in the **fight area** make some PC actions difficult in the first two rounds. After allowing any of the PCs (or PCs-as-minion-guard or Li-Mubi) in the fight area to place themselves in a square, place 10 non-combatant in unoccupied squares within 1 square of a wagon.

These non-combatants move away from the attacking zombies, in effect fleeing the fight area. Give the non-combatants a place in the initiative and on their initiative move each of them 5 squares towards the west side of the encounter map, the double movement up-slope cost has already been factored into this movement. Most of them should be clear of the fight area by the start of turn 3, but PC actions can modify this.

PCs should be aware that any area affect actions that can kill a minion can also kill one of the non-combatants. A PC that kills a non-combatant removes their chance of obtaining the story award "Li-Mubi's recommendation." This does not apply to PCs who are acting as minion guards.

FEATURES OF THE AREA

Slope: The ambush happens in a small dell with slopes down to the road on the east and west flanks. It counts as difficult terrain when moving up the slope, each square costing 1 extra square of movement.

Boulders/outcrops: These areas count as blocking terrain for land based movement but can be landed upon if some one is teleporting or flying, placing the creature 15 ft. above the ground. It also provides cover if a creature is behind it.

Small Trees: These areas are blocking terrain, but can be entered at the cost of one additional square. They provide concealment.

Large Trees: The trunk of a large tree, up to the 10-foot mark where it branches, is an obstacle and the space cannot be entered, although it can be climbed and provides superior cover around the trunk of the tree at ground level. A creature can fly or climb into a large tree placing the creature anywhere from 10 ft. to 30 ft. above the ground, in which case they gain both concealment and cover.

Wagons/Carriage: These sturdy items count as blocking terrain and can be climbed upon, crawled under, and provide cover when a creature is behind one or concealment when a creature is under one and total concealment when a creature is within one. Note that Fan-Jia's carriage is the small wagon in the middle of the fight area. Fan-Jia's carriage can be moved, if it is then just drag the fight along with it. But make all movement very slow due to the terrain.

TACTICS

The zombie grave digger(s) have been recruited by the White Petal tong on the promise of more corpses to collect and have brought along the dead Nine Golden Swords guards from the looted graves in Encounter 3. Seeing ex-comrades and, in some cases, relatives descending upon them for a feast puts the non-combatants in a panicked state and they flee off the western side of the fight area. The zombies are, however, a decoy designed to draw PC attention to the eastern side of the fight area.

The undead attack first from the east. Place any of these undead within two squares of the eastern map edge. The zombie minions gang up on one or two PCs to assist the zombie grave digger in winning his prize. The other undead go for the closest target. If a PC is knocked unconscious or dies the zombie grave digger moves to that PC on its turn, picks them up and begins to move out of the combat area.

The White Petal tong members use cunning. The adept and the zen bow master wait until the undead

zombie decoys have drawn the PCs' attention, and then attack from the west. They arrive on round 2 on any square on the western edge that is within five squares of Fan-Jia's carriage.

From the start the doppelganger assassin uses the chaos to get to Fan-Jia's carriage. The doppelganger has assumed the form of one of the guards killed yesterday, which it exhumed and copied last night, to infiltrate the area.

Just before the adept uses his *snow fog* ability to obscure the area around Fan-Jia's carriage, check the passive Perception of the PCs in the fight area. If DC 17 / 18 Perception check modified per the table below.

Perception DC Modifier Condition	Mod.
Number of PCs in the "Fight Area" on round 1 is greater than 3.	-2
Number of PCs in the "Fight Area" on round 1 is less than 3.	+3
The PCs succeeded in the Encounter 3 Skill Challenge.	-4
The PCs failed the Encounter 3 Skill Challenge.	+6
For every PC that is within 1 square of Fan-Jia's carriage on round 2.	-1
One or more PC's has specifically stated they are paying close attention to Fan-Jia's safety at the start of the Encounter.	-1
Prior to the triggering of Encounter 4 the PC's develop a workable security plan for protecting Fan-Jia (within Li-Mubi's guard roster) and apply that plan.	-2

If the PCs' passive Perception is high enough they notice the following

In all the chaos of combat you notice that one of the caravan guards has taken up station next to Fan-Jia's carriage. Hang on! You helped bury that guard yesterday.

In this situation the doppelganger has been spotted and the PCs can react on their turn. Of course the adept's *snow fog* makes it much harder to fight the doppelganger. Once spotted, the doppelganger concentrates on killing the PCs before it tries to supplant Fan-Jia. If, by chance, the PCs go down, Fan-Jia takes care of the situation as above.

If the PC fails the Perception check, then Fan-Jia is supplanted by the doppelganger, and the PCs are none the wiser. The fight is easier for them as the

doppelganger does not feature here, but the PCs have failed to achieve the minor quest.

The remaining guards and caravan drivers do not have an active part in this combat. The best way to manage this is to describe how more zombies are attacking the other caravan clusters and everyone is either fleeing or fighting for their very lives.

SCALING THE ENCOUNTER

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

Four PCs: Lower the doppelganger assassin by 1 level (reducing its hit points by 6, defenses and attack rolls by 1).

Six PCs: Add 1 additional White Petal Tong.

ENDING THE ENCOUNTER

This encounter ends when the PCs have killed all the attackers. The PCs and Li Mubi can sort out the chaos, bury the dead guards and caravan drivers and patch up the caravan so that it can get moving again. Jia is angry but unharmed. If she has been supplanted by the doppelganger, the PCs are none the wiser.

They can also locate a rice paper letter on the adept with the following simple haiku poem upon it in Shou.

Cool wind's fiery daughter.

Taken from her father's dream.

Killer of the blood.

At the bottom it is a simple Shou monograph that translates as Madfox.

In addition, examination of the adept's or zen bow master's body reveals that they have various tattoos of white flowers and falling white petals all over their chest and back. The petals are very skillfully done. Li-Mubi nods his head at this discovery and reveals that these attackers are from the White Petal tong. He tells the PCs that the tong is a new, unaligned criminal organization amongst the Shou of the Dragon Coast. Li-Mubi reveals that the Fan and Neng clans would reward the destruction of this organization very well.

Once all this has been sorted out, the PCs and the caravan can continue the rest of the journey to Nathlekh unharmed and arrive three days later. Go to Encounter 5 at this point.

EXPERIENCE POINTS

Each PC receives 200 / 375 experience points for this challenge.

TREASURE

On the bodies of the undead and the adept, the PCs can find the following *boots of free movement*, *summoned armor +2*, as well as 100 / 250 gp. Tucked into the belt pouch of a zombie rotter they find a *ironskin belt* (level 5) (at low level only) OR a *coif of mindiron* (at high level only).

ENCOUNTER 4: CARAVAN ATTACK (LOW LEVEL)

Zen Bow Master (White Petal Tong)		Level 6 Artillery
Medium natural humanoid		XP 250
Initiative +8	Senses Perception +6	
HP 56; Bloodied 28		
AC 21; Fortitude 18, Reflex 21, Will 18		
Speed 6; see also <i>deadly petal shot</i> attack		
m Short sword (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d6 + 4 damage.		
R Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +13 vs. Reflex; 1d10 + 4 damage.		
R Deadly Blossom Storm (standard; recharge 5, 6) ♦ Weapon		
The zen bow master makes three ranged basic attacks, each with a -2 penalty to the attack roll.		
Floating Snow Shot (standard; at-will) ♦ Weapon		
The zen bow master can fly 4 squares and make one ranged basic attack at any point during that movement. He must both start and end this movement on the ground. The zen bow master does not provoke opportunity attacks when moving away from the target of its attack.		
Zen Shot (standard; at-will) ♦ Weapon		
If the zen bow master has not attacked or moved in the previous round he can make an extreme ranged basic attack from any range between 41-80 squares with his longbow with a +2 bonus to attack rolls and +1d6 damage vs. creatures with no cover.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Acrobatics +13, Athletics +11, Nature +11, Perception +11, Stealth +13		
Str 16 (+6)	Dex 20 (+8)	Wis 16 (+6)
Con 14 (+5)	Int 12 (+4)	Cha 10 (+3)
Equipment short sword, longbow		

Adept (White Petal Tong)		Level 6 Controller
Medium natural humanoid		XP 250
Initiative +8	Senses Perception +6	
HP 70; Bloodied 35		
AC 20; Fortitude 17, Reflex 20, Will 18		
Speed 6; fly 8		
m Dagger (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d4 + 4 damage.		
R Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +11 vs. Reflex; 2d4 + 4 damage.		
A Snow Fog (standard; encounter) ♦ Conjuration		
Area burst 4 within 20 squares, creating a zone of heavy fog that blocks line of sight until the adept's next turn. The fog cloud can be sustained as a minor action. As a move action, the adept can move the zone up to 6 squares.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Arcana +13, Diplomacy +9, Insight +11, Stealth +11		
Str 10 (+3)	Dex 16 (+6)	Wis 16 (+6)
Con 14 (+5)	Int 20 (+8)	Cha 12 (+4)
Equipment robes, dagger, wand		

Zombie Rotter		Level 3 Minion
Medium natural animate (undead)		XP 38
Initiative -2	Senses Perception -1; darkvision	
HP 1; a missed attack never damages a minion.		
AC 13; Fortitude 13, Reflex 9, Will 10		
Immune disease, poison		
Speed 4		
m Slam (standard; at-will)		
+6 vs. AC; 5 damage		
Alignment Unaligned		Languages —
Skills Stealth +14		
Str 14 (+2)	Dex 6 (-2)	Wis 8 (-1)
Con 10 (+0)	Int 1 (-5)	Cha 3 (-4)

Doppelganger Assassin		Level 8 Lurker
Medium natural humanoid (shapechanger)		XP 350
Initiative +13	Senses Perception +10	
HP 69; Bloodied 34		
AC 23; Fortitude 18, Reflex 21, Will 21		
Speed 6		
m Dagger (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d4 + 5 damage.		
M Shapeshifter Feint (minor; at-will)		
+11 vs. Reflex; the doppelganger assassin gains combat advantage against the target until the end of the doppelganger assassin's next turn.		
C Cloud Mind (standard; sustain minor; encounter) ♦ Charm		
Close burst 5; +11 vs. Will; the doppelganger assassin is invisible to the target. Affected targets are unable to see the doppelganger for as long as it sustains the effect, until the doppelganger attacks, or until it is hit by an attack.		
Combat Advantage		
The doppelganger assassin deals an extra 2d6 damage against any target it has combat advantage against.		
Change Shape (minor; at-will) ♦ Polymorph		
A doppelganger can alter its physical form to take on the appearance of any medium humanoid, including a unique individual (see Change Shape, page 280 MM)		
Alignment Evil		Languages Common
Skills Bluff +15, Insight +12, Stealth +14		
Str 12 (+5)	Dex 21 (+9)	Wis 12 (+5)
Con 15 (+6)	Int 13 (+5)	Cha 19 (+8)
Equipment dagger		

ENCOUNTER 4: CARAVAN ATTACK (HIGH LEVEL)

Zen Bow Master (White Petal Tong)		Level 6 Artillery
Medium natural humanoid		XP 250
Initiative +8	Senses Perception +6	
HP 56; Bloodied 28		
AC 21; Fortitude 18, Reflex 21, Will 18		
Speed 6; see also <i>deadly petal shot</i> attack		
m Short sword (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d6 + 4 damage.		
R Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +13 vs. Reflex; 1d10 + 4 damage.		
R Deadly Blossom Storm (standard; recharge 5, 6) ♦ Weapon		
The zen bow master makes three ranged basic attacks, each with a -2 penalty to the attack roll.		
Floating Snow Shot (standard; at-will) ♦ Weapon		
The zen bow master can fly 4 squares and make one ranged basic attack at any point during that movement. He must both start and end this movement on the ground. The zen bow master does not provoke opportunity attacks when moving away from the target of its attack.		
Zen Shot (standard; at-will) ♦ Weapon		
If the zen bow master has not attacked or moved in the previous round he can make an extreme ranged basic attack from any range between 41-80 squares with his longbow with a +2 bonus to attack rolls and +1d6 damage vs. creatures with no cover.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Acrobatics +13, Athletics +11, Nature +11, Perception +11, Stealth +13		
Str 16 (+6)	Dex 20 (+8)	Wis 16 (+6)
Con 14 (+5)	Int 12 (+4)	Cha 10 (+3)
Equipment short sword, longbow		

Flayed Crawler		Level 9 Controller
Medium natural animate (undead)		XP 400
Initiative +13	Senses Perception +10; darkvision	
HP 56; Bloodied 37		
AC 19; Fortitude 17, Reflex 19, Will 18		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 6; climb 6 (spider climb); see also <i>impossible bound</i>		
m Lash (standard; at-will)		
+14 vs. AC; 2d6 + 3 damage		
R Flying Strike (standard; recharge 5, 6) ♦ Necrotic		
+14 vs. AC; 3d8 + 5 damage, and the target takes 5 ongoing damage and takes a -2 penalty to attack rolls (save ends both).		
Impossible Bound (move; recharge 4, 5, 6)		
The flayed crawler can fly 10 squares. It must end its movement either on the ground or by clinging to a surface capable of supporting its weight by using its spider climb.		
Alignment Unaligned	Languages —	
Skills Stealth +14		
Str 17 (+7)	Dex 20 (+9)	Wis 12 (+5)
Con 17 (+7)	Int 3 (+0)	Cha 1 (-1)

Adept (White Petal Tong)		Level 6 Controller
Medium natural humanoid		XP 250
Initiative +8	Senses Perception +6	
HP 70; Bloodied 35		
AC 20; Fortitude 17, Reflex 20, Will 18		

Speed 6; fly 8		
m Dagger (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d4 + 4 damage.		
R Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +10 vs. Reflex; 2d4 + 4 damage.		
A Snow Fog (standard; encounter) ♦ Conjuration		
Area burst 4 within 20 squares, creating a zone of heavy fog that blocks line of sight until the adept's next turn. The fog cloud can be sustained as a minor action. As a move action, the adept can move the zone up to 6 squares.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Arcana +13, Diplomacy +9, Insight +11, Stealth +11		
Str 10 (+3)	Dex 16 (+6)	Wis 16 (+6)
Con 14 (+5)	Int 20 (+8)	Cha 12 (+4)
Equipment robes, dagger, wand		

Zombie Grave Digger		Level 5 Brute
Medium natural animate (undead)		XP 200
Initiative +2	Senses Perception +2; darkvision	
HP 75; Bloodied 37		
AC 17; Fortitude 19, Reflex 15, Will 15		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
m Shovel (standard; at-will) ♦ Weapon		
+8 vs. AC; 2d8 + 4 damage.		
M Dirt in the Eye (standard; encounter) ♦ Necrotic		
+6 vs. Reflex; the target is blinded and takes ongoing 5 necrotic damage (save ends both).		
Alignment Unaligned	Languages —	
Skills Arcana +13, Diplomacy +9, Insight +11, Stealth +11		
Str 18 (+6)	Dex 10 (+2)	Wis 10 (+2)
Con 15 (+4)	Int 2 (-2)	Cha 1 (-2)
Equipment shovel		

Zombie Rotter		Level 3 Minion
Medium natural animate (undead)		XP 38
Initiative -2	Senses Perception -1; darkvision	
HP 1; a missed attack never damages a minion.		
AC 13; Fortitude 13, Reflex 9, Will 10		
Immune disease, poison		
Speed 4		
m Slam (standard; at-will)		
+6 vs. AC; 5 damage		
Alignment Unaligned	Languages —	
Skills Stealth +14		
Str 14 (+2)	Dex 6 (-2)	Wis 8 (-1)
Con 10 (+0)	Int 1 (-5)	Cha 3 (-4)

Doppelganger Assassin		Level 8 Lurker
Medium natural humanoid (shapechanger)		XP 350
Initiative +13	Senses Perception +10	
HP 69; Bloodied 34		
AC 23; Fortitude 18, Reflex 21, Will 21		
Speed 6		
m Dagger (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d4 + 5 damage.		
M Shapeshifter Feint (minor; at-will)		
+11 vs. Reflex; the doppelganger assassin gains combat		

advantage against the target until the end of the doppelganger assassin's next turn.

C Cloud Mind (standard; sustain minor; encounter) ♦ **Charm**

Close burst 5; +11 vs. Will; the doppelganger assassin is invisible to the target. Affected targets are unable to see the doppelganger for as long as it sustains the effect, until the doppelganger attacks, or until it is hit by an attack.

Combat Advantage

The doppelganger assassin deals an extra 2d6 damage against any target it has combat advantage against.

Change Shape (minor; at-will) ♦ **Polymorph**

A doppelganger can alter its physical form to take on the appearance of any medium humanoid, including a unique individual (see Change Shape, page 280 MM)

Alignment Evil

Languages Common

Skills Bluff +15, Insight +12, Stealth +14

Str 12 (+5)

Dex 21 (+9)

Wis 12 (+5)

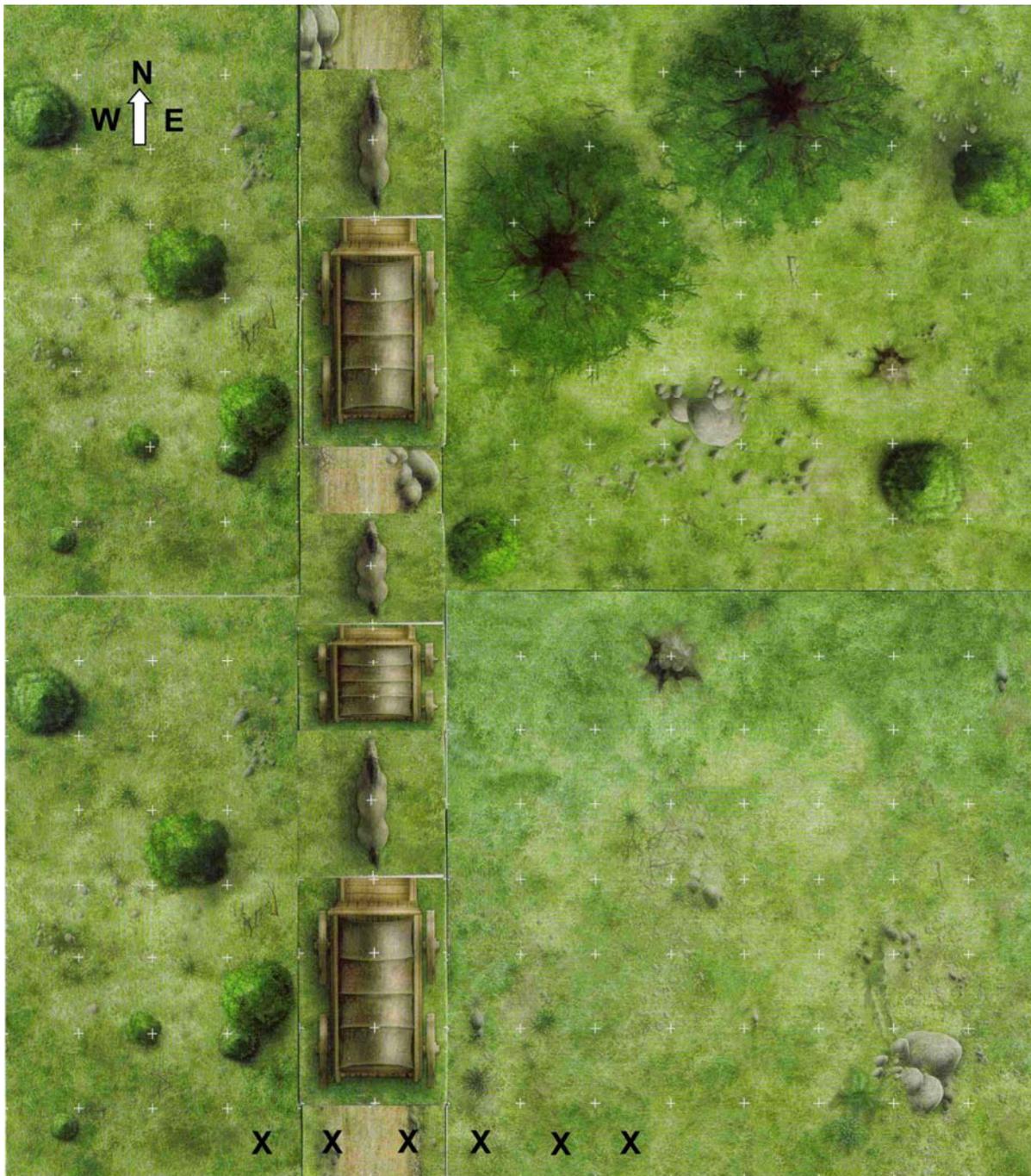
Con 15 (+6)

Int 13 (+5)

Cha 19 (+8)

Equipment dagger

ENCOUNTER 4: CARAVAN ATTACK MAP (FIGHT AREA)



RUINS OF THE WILD

Camp / Field w/Boulders	8x8	x1
Ruined Tower / Field w/Trees	8x8	x1
Large Skeleton / Field w/Trees	4x8	x 2
Stream / Road	2x8	x 2
Fallen Log/Wagon	4x2	x 3
Road/Horse	2x2	x 3

NON-CHALLENGE ENCOUNTER

ENCOUNTER 5: NATHLEKH

SETUP

The PCs have either successfully brought the caravan and Fan-Jia to Nathlekh or the doppelganger has replaced Fan-Jia. The caravan master Li-Mubi thanks them for their efforts so far, asking them to stay available in the foreign quarter until they are needed for the journey back.

The city of Nathlekh is a lot smaller than Westgate, and Shou architecture dominates the place. You learn that non-Shou are only allowed to frequent the foreign quarter of the city, the other section being reserved for Shou only. When your caravan arrives, Li-Mubi arranges accommodation for you and, asking you to be available should he need you, leaves you to your own devices for the day.

At this stage the PCs are free to do what they want. It should be stressed that they cannot enter the forbidden Shou section of the city. The foreign quarter offers all the normal attractions and distractions of a city, and you may play this as you see fit. The next morning Li-Mubi tracks the PCs' down for a new task.

Master Li-Mubi soon tracks you down. It seems he is not one for giving his employees much time off. With him is a small contingent of caravan guards. Also a few new guards that you learn are Neng clan members who have signed on for the journey back. He asks you to join his party and escort Fan-Jia around the foreign quarters market. He is keen to have your insight and skills.

- If the PCs agree, Li-Mubi asks them to keep their distance and to look for anyone acting suspicious so that they can intercept and head off any untoward events.
- If the PCs refuse then you need to find a way to involve them in this encounter, or draw them to the next.
- Once the PCs have become involved roll passive Perception checks to give them the feeling that they are actively involved in the over-watch of Fan-Jia, then read the following.

After several hours of following Fan-Jia around the foreign market, you notice the party is being followed by

a changing roster of young street urchins. The urchins are quite skilled and are keeping to the shadows.

If the PC's report this to Li-Mubi he tasks them with trying to corner and question one of these children, if the PCs decide to do this of their own accord, he is impressed with their initiative.

A street urchin is not difficult to corner. This is not a skill challenge, but if you want to draw it out a bit you may do so. The street urchin has the following information, and each piece of information can be negotiated with one bright shiny coin if you want to tax the PCs' a little. A full gold piece has the street urchin's eyes bulging and she tells them everything.

- She and some of her friends were promised good coin if they reported seeing the famed Fan-Jia out in the market place.
- Fan-Jia's has been described to the street urchins very accurately.
- Once Fan-Jia was spotted the street urchins where to report where they saw Fan-Jia to a Shou butcher called Lo-Yun
- His shop is located in the foreign quarter a few blocks from here.
- When they went to report that they had spotted Fan-Jia the butcher's shop was all closed up.
- Now they are sulking because they've done all this work for nothing.

Happy Fortune

What the street urchin does not know is that Lo-Yun has closed his shop for an hour. He is currently hosting a meeting of the White Petal tong in his basement so that they can plan their next attack.

If the PCs report this to Li-Mubi, he immediately asks them to investigate the butcher's shop while he takes Fan-Jia back to the Neng compound.

Alternatively the PCs can go and investigate on their own initiative. If the PCs do neither, you need to find a way to get them to investigate the butcher's shop. Otherwise they miss the final encounter and cannot gain the **Enmity of Madfox** story award.

If the PCs develop an elaborate plan on how they want to approach the butcher shop then go with their ideas and modify the text below to suit.

The Butcher's Shop.

The butcher's shop is fairly easy to track down. As the street urchin said, the butcher's shop is currently closed, a big, simply constructed shutter being pulled down to cover the counter area. Built behind the shop is a simple residence. It smells really bad here and there are six

well-fed pigs in a pen at the back of the residence that look at you with strangely intense stares.

The pigs are quite used to having humanoids on their diet and are particularly fond of humans. If the PCs investigate the shop or residence, they discover that the residence is currently occupied, but the occupant is not at home. At some stage during their investigation they should hear a muffled shout from what sounds like under the house.

The White Petal Tong have a large cellar under the house that they use as a dojo. They have soundproofed it somewhat, but, as they are currently in a heated debate, they are making some noise.

Allow the PCs to enter and discover a trapdoor that covers a stairway leading under the house. This ends at a door that is unlocked.

When the PCs open the door they trigger Encounter 6.

ENDING THE ENCOUNTER

This encounter ends when PCs open the door to the White Petal Tong dojo, at which point go to Encounter 6.

ENCOUNTER 6: TONG DOJO

ENCOUNTER LEVEL 6 / 7 (1250 / 1625 XP)

SETUP

This encounter includes the following creatures and hazards.

Low level

2 human White Petal Tong adepts
3 human White Petal Tong initiates
4 human White Petal Tong minions

High level

2 human White Petal Tong adepts
3 human White Petal Tong initiates
2 human White Petal Tong minions

The PCs have tracked down the White Petal tong's hideout and Dojo in Nathlekh city and have an opportunity to confront and destroy them. In the process may rescue the kidnapped Fan-Jia or they may find documents written by Madfox outlining his nefarious plan.

The doorway opens into a narrow stairwell that drops 40 ft. into the ground and ends in another door.

The door is unlocked and the PCs can easily enter. When they do, they discover the following.

The room before you is odd. What makes it odd are the two slowly spinning, floating platforms. The larger platform is the one closest to you. It floats off the ground some 10 ft. A smaller one sits behind it. Seated upon these platforms are a number of loosely robed Shou who leap into action as the door opens.

FEATURES OF THE AREA

Spinning Shuriken Platform: This large floating platform is 10 ft. off the ground and spins in a clockwise direction, moving 2 squares every turn. All of the White Petal Tong initiates and minions are seated upon this platform. A creature can make an Athletics check to leap up and grab the edge of the spinning platform. The check is successful if they clear the difference between their height and the 10 ft. height of the platform. If they fail, they take 6 points of damage from platform's blades

and drop to the ground. If a creature has hold of the edge they must make a DC 15 Athletics check to get onto the platform. A part square is the same as a full square on the platform.

The White Petal tong use this platform for their training as it teaches them balance and orientation. Other creatures upon the platform grant combat advantage to members of the White Petal tong because non-tong members are disorientated by the spinning motion of the platform.

High Ceiling: The height of the ceiling is 40 ft. from the floor.

Serpent Platform: This smaller floating platform is 10 ft. off the ground. The White Petal tong adepts are on this platform. A creature can make an Athletics check to leap up and grab the edge of the spinning platform. The check is successful if they clear the difference between their height and the 10 ft. of the platform. If a creature has hold of the edge they must make a DC 15 Athletics check to get onto the platform. This platform is magically enchanted and heals any member of the White Petal tong 5 hit points at the end of their turn if they are standing on it. A part square is the same as a full square on the platform.

TACTICS

The White Petal tong members have had no time to prepare for this attack and were not expecting a fight. They are all located in their dojo and are currently arguing about the next best course of action to use in order to fulfill Madfox's plans. When the PCs enter, the tong members are all sitting on their respective platforms taking instruction from one of the adepts. Nevertheless they react swiftly to the PCs' entry

The adepts' opening move is to obscure the large platform with their *snow fog* ability, placing the cloud so that the 10 ft. area below the platform remains clear. They then fly to the ceiling. An adept sustains the *snow fog* to give his allies the benefit of concealment, and uses *magic missile* on any PCs that come into line of effect. Their *magic missiles* look like lightning shuriken being hurled at the PC.

The minions and initiates use their *falling snow strikes* to move to and from the platforms, moving from a platform and attacking on one turn and then attacking and moving back to the platform on the other if they can. They use the concealment of the *snow fog* to good effect in these hit and run tactics.

This is a martial arts fight and, just like in any good martial arts movie, you should have some fun with the tong members' ability to maneuver about the platforms...they look like they're flying! They have no

trouble flying into the obscured squares to land on one of the platforms.

SCALING THE ENCOUNTER

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

Four PCs: Remove one initiate and one minion.

Six PCs: Add one initiate and one minion.

ENDING THE ENCOUNTER

This encounter ends when the PCs have defeated the White Petal Tong members and searched their hideout. Go to the conclusion.

EXPERIENCE POINTS

Each PC receives 250 / 325 experience points for this challenge.

TREASURE

In the dojo the PCs find the following magic items *strongheart weapon* +2, *implement* +2, and a *symbol of power* +2.

CONCLUSION

Once the PCs have killed the White Petal Tong members, they can search the area and gain one of the following story awards:

- If they did not prevent the switching of Fan-Jia by the doppelganger, they find Fan-Jia in a hidden cage here, drugged and unconscious. Once attended to she can reveal that, in the ambush on the caravan, she was hit from behind by someone. When she woke up she was here, and the Tong guards were taunting her about how once the Neng family member had been murdered by her look alike they would let her take the blame, ruining her family and the alliance in the process. The PCs do not receive the minor quest story as they failed to prevent her kidnapping and Master Fan-Ji is not entirely impressed. They also get the story awards: **Li-Mubi's Recommendation** and **Enmity of Madfox**.

Or

- If they did prevent the switching of Fan-Jia by the doppelganger, they find a contract from Madfox outlining the objectives of the kidnapping found in the introduction. It is revealing of this information combined with the fact that they

prevented the kidnapping that will earn the PCs the minor quest reward: **Trust of the Neng and Fan clans**. Remind the PCs of this if they forget. They also get the story award: **Enmity of Madfox**.

Finally, the PCs have an uneventful journey back to Westgate with the caravan and get paid by both Master Fan-Ji and Li-Mubi for their efforts. Li-Mubi also gives them his personal letter of recommendation.

TREASURE

Master Fan-Ji's payment 40 / 50 gp each. Li-Mubi's payment 40 / 50 gp each.

ENCOUNTER 6: TONG DOJO (LOW LEVEL)

Adept (White Petal Tong)		Level 6 Controller
Medium natural humanoid		XP 250
Initiative +8	Senses Perception +6	
HP 70; Bloodied 35		
AC 20; Fortitude 17, Reflex 20, Will 18		
Speed 6; fly 8		
m Dagger (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d4 damage.		
R Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +10 vs. Reflex; 2d4 + 4 damage.		
A Snow Fog (standard; encounter) ♦ Conjuration		
Area burst 4 within 20 squares, creating a zone of heavy fog that blocks line of sight until the adept's next turn. The fog cloud can be sustained as a minor action. As a move action, the adept can move the zone up to 6 squares.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Arcana +13, Diplomacy +9, Insight +11, Stealth +11		
Str 10 (+3)	Dex 16 (+6)	Wis 16 (+6)
Con 14 (+5)	Int 20 (+8)	Cha 12 (+4)
Equipment robes, dagger, wand		

Tong Minion (White Petal Tong)		Level 7 Minion
Medium natural humanoid		XP 75
Initiative +5	Senses Perception +6	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17, Reflex 14, Will 15		
Speed 6		
m Iron Hand Strike (standard; at-will)		
+12 vs. AC; 6 damage		
M Falling Snow Strike (standard; at-will)		
The tong minion can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing upon a solid surface. The tong initiate does not provoke opportunity attacks when moving away from the target of its attack.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Stealth +7		
Str 16 (+6)	Dex 11 (+3)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 13 (+4)
Equipment chainmail, halberd, crossbow with 20 bolts		

Tong Initiate (White Petal Tong)		Level 3 Soldier
Medium natural humanoid		XP 150
Initiative +5	Senses Perception +6	
HP 47; Bloodied 23		
AC 19; Fortitude 16, Reflex 15, Will 14		
Speed 5; see also <i>falling snow strike</i>		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2: +10 vs. AC; 1d10 + 3 damage and the target is marked until the end of the tong initiate's next turn.		
M Falling Snow Strike (standard; at-will)		
The tong initiate can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing upon a solid surface. The tong initiate does not provoke opportunity attacks when moving away from the target of its attack.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15 / 30; +10 vs. AC; 1d8 + 3 damage.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Streetwise +7, Stealth +7		
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)
Equipment chainmail, halberd, crossbow with 20 bolts		

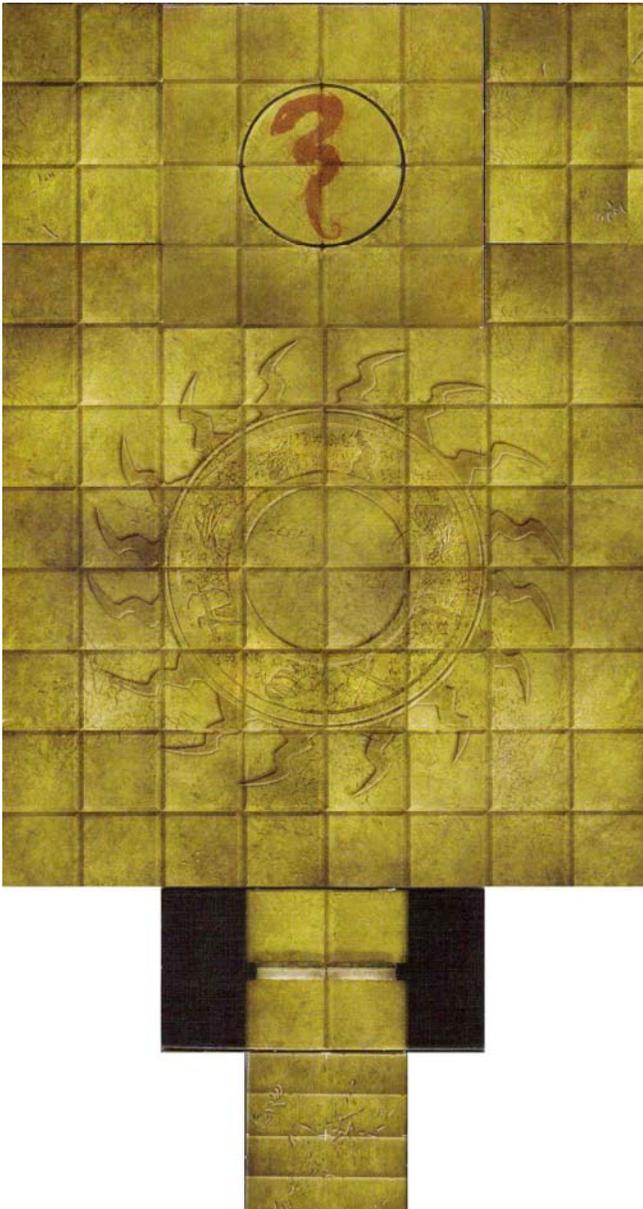
ENCOUNTER 6: TONG DOJO (HIGH LEVEL)

Adept (White Petal Tong) (Level 8)		Level 8 Controller
Medium natural humanoid		XP 350
Initiative +9	Senses Perception +7	
HP 86; Bloodied 43		
AC 22; Fortitude 19, Reflex 22, Will 20		
Speed 6; fly 8		
m Dagger (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d4 + 1 damage.		
R Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +12 vs. Reflex; 2d4 + 5 damage.		
A Snow Fog (standard; encounter) ♦ Conjuration		
Area burst 4 within 20 squares, creating a zone of heavy fog that blocks line of sight until the adept's next turn. The fog cloud can be sustained as a minor action. As a move action, the adept can move the zone up to 6 squares.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Arcana +14, Diplomacy +10, Insight +12, Stealth +12		
Str 10 (+4)	Dex 16 (+7)	Wis 16 (+7)
Con 14 (+6)	Int 20 (+9)	Cha 12 (+5)
Equipment robes, dagger, wand		

Tong Minion (White Petal Tong)		Level 7 Minion
Medium natural humanoid		XP 75
Initiative +5	Senses Perception +6	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17, Reflex 14, Will 15		
Speed 6		
m Iron Hand Strike (standard; at-will)		
+12 vs. AC; 6 damage		
M Falling Snow Strike (standard; at-will)		
The tong minion can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing upon a solid surface.		
The tong initiate does not provoke opportunity attacks when moving away from the target of its attack.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Stealth +7		
Str 16 (+6)	Dex 11 (+3)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 13 (+4)
Equipment chainmail, halberd, crossbow with 20 bolts		

Tong Initiate (White Petal Tong) (Level 6)		Level 6 Soldier
Medium natural humanoid		XP 250
Initiative +6	Senses Perception +7	
HP 71; Bloodied 35		
AC 22; Fortitude 19, Reflex 18, Will 17		
Speed 5; see also <i>falling snow strike</i>		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2: +13 vs. AC; 1d10 + 4 damage and the target is marked until the end of the tong initiate's next turn.		
M Falling Snow Strike (standard; at-will)		
The tong initiate can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing upon a solid surface. The tong initiate does not provoke opportunity attacks when moving away from the target of its attack.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15 / 30; +13 vs. AC; 1d8 + 4 damage.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Streetwise +8, Stealth +8		
Str 16 (+5)	Dex 14 (+4)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)
Equipment chainmail, halberd, crossbow with 20 bolts		

ENCOUNTER 6: TONG DOJO MAP



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.

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: Caravan Kow-Tow

100 / 140 XP

Encounter 3: The Taunt

50 / 60 XP

Encounter 4: Caravan Attack

200 / 375 XP

Encounter 6: Tong Dojo

250 / 325 XP

Minor Quest: Trust of the Fan and Neng clans

40 / 60 XP

Total Possible Experience

640 / 960 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 something else of value. Each player makes one and only one selection for their character; players may choose the same treasure 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. 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.

Gold Per PC

100 / 150 gp

(Encounter 4: 20 / 50 gp each, Conclusion: 80 / 100 gp each.)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *ironskin belt* (level 5) (low-level version only)

Found in Encounter 4

Bundle B: *summoned armor +2** (level 6)

Found in Encounter 4

Bundle C: *boots of free movement** (level 6)

Found in Encounter 4

Bundle D: *symbol of power +2* (level 7)

Found in Encounter 6

Bundle E: *implement +2* (level 6)

Found in Encounter 6

Bundle F: *strongheart weapon +2** (level 8)

Found in Encounter 6

Bundle G: *coif of mindiron** (level 8) (high-level version only)

Found in Encounter 4

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 125 / 250 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 125/250gp 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. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session.

DRAG06 Li-Mubi's recommendation

For your efforts in protecting Jia, you have gained the respect of caravan master Li-Mubi. He has provided you with a letter of recommendation.

DRAG07 Trust of the Neng and Fan clans

For preventing the switching of Jia and stopping the ruination of the alliance between the Fan and Neng clans you have earned their trust. This is the first component of a three part major quest.

DRAG08 Enmity of Madfox

For ruining the plans of Madfox he has sent you a little origami fish made of rice paper and stamped with his monograph—there's a dagger in its back.

ADVENTURE QUESTIONS

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

1. Did the PCs earn the respect of the Shou?

- a. Yes. The PCs knew their place and were polite, considerate and skilled.
- b. More or less. They showed to be skilled and brave, but the majority of the PCs were rude.
- c. No. The PCs were rude and inconsiderate and even failed to make a good impression through skill.

2. Did the PCs earn the story award DRAG07?

- a. No. They failed at one or more of the tasks.
- b. No. They were unable to finish the adventure.
- c. Yes.

NEW RULES

Boots of Free Movement Level 6

You deftly avoid entanglement in these well-crafted boots.

Item Slot: Feet 1,800 gp

Property: Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.

Power (Encounter): Minor Action. Make a saving throw against a slow, immobilize, or restrain effect that a save can end.

Reference: *Adventurer's Vault*, page 126.

Coif of Mindiron Level 8+

Your head and mind is guarded by this glistening mail hood.

Lvl 8 3,400 gp Lvl 28 2,125,000 gp

Lvl 18 85,000 gp

Item Slot: Head

Power (Encounter): Standard action. Immediate Interrupt. Use this power when you would be dazed by an attack that targets your Will defense. You are not dazed by the attack.

Level 18: Use this Power when you would be dazed or stunned by an attack that targets your Will defense. You are not dazed or stunned by the attack.

Level 28: Use this power when you would be dazed, dominated, or stunned by an attack that targets your Will defense. You are not dazed, dominated, or stunned by the attack.

Reference: *Adventurer's Vault*, page 140.

Strongheart Weapon Level 3+

You can overcome bodily weakness when you attack with this weapon.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Minor Action. Until the end of your next turn, you do not deal half damage while weakened.

Reference: *Adventurer's Vault*, page 79.

Summoned Armor Level 6+

One need never worry about being caught unarmored while possessing this extraordinary armor.

Lvl 6 +2 1,800 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp Lvl 26 +6 1,125,000 gp

Lvl 16 +4 45,000 gp

Armor: Any

Enhancement: AC

Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

Reference: *Adventurer's Vault*, page 53.

APPENDIX ONE: MAJOR NPCs AND ORGANIZATIONS:

- **Master Fan-Ji:** Head of the Fan clan, father of Fan-Jia and current head of the Nine Golden Swords fraternity.
- **Fan-Jia, (aka Jia):** Heir, brains and future of the Fan clan and the person the PCs need to keep alive. She is the daughter of Master Fan-Ji.
- **Neng Clan:** The pre-eminent, imperially connected and extremely lawful, ritualistic clan of the Shou on the Dragon Coast. Its head is called a walking god, or celestial relative. The Neng are the leaders of the Nine Wei clans of the Dragon Coast and the clan that Master Fan-Ji most needs to form an alliance with.
- **Wei:** This is a Shou concept and translates roughly to “power”, there are Nine Wei clans on the Dragon coast and they control most of Shou political life. The nine Wei clans occasionally have dealings with the Nine Golden Swords criminal organization, but only under conditions of extreme secrecy, or under conditions where they can deny all knowledge of the connections between their own dealings and the Swords.
- **Nine Golden Swords:** This shady criminal organization has its roots in Telflamm, but in Westgate claims to be ‘an organization of the people’, although the reality of this claim and its true nature cannot be proven.
- **Madfox:** A member of one of the nine Wei clans whose identity is not revealed in this adventure. Madfox seeks the demise of the Fan clan.
- **White Petal Tong:** A new fraternity amongst the Shou criminal elements, part bandit, part fighting school it is a clear rival of the Nine Golden Swords.