

DRAG1-7

CRAFTS

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

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Westgate, the City of Coin is a haven for all races and creeds. But now the Docks and Moonside districts hide something more sinister, an affliction that threatens to spread to all corners of the city if it is not dealt with in its infancy. With madness and agony the result, it is up to the PCs to discover and eradicate the cause. A Living Forgotten Realms adventure set in the Dragon Coast for character levels 1-4. A part of the 'Arts & Crafts' major quest. The other part is *DALE1-7 Arts*. Successfully completing both adventures in any order completes the major quest. This major quest is a prequel to the paragon level 'Pain and Suffering' arc, which starts in *DRAG2-1 Discomfort*.

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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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

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 1–4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

The Sisters of Selûne - who recently established a temple to the Moon goddess in Westgate (as per DRAG1-1) - have a big problem, one that has repercussions for the whole city. A new, cheap highly

addictive drug known as 'Confidence' has appeared on the streets of Westgate.

The drug's real name is Agony, and has both a fast effect on its user and a fast onset of withdrawal. Initially it makes its victims feel brave and bold, able to take on any task with confidence. But confidence is all that the drug offers its users (no bonuses), who often find themselves out of their depth as a result. The drug also has the secondary effect of making the user more susceptible to magical suggestion and command. Finally, it inflicts severe withdrawal symptoms of intense physical pain and temporary insanity should the user cease taking the drug.

The drug's presence in Westgate is through the Chi'Dor, a trading company supposedly based out of the Chiang Emporium, but actually an elaborate front meant to implicate the Chiang Emporium in the drug trade. Through the unscrupulous help of a profiteering Chiang merchant lady the drug cartel has been using the legitimate trade operations of the merchant house to hide their illicit activities, allowing the drug cartel to use Westgate as a gateway to spread the drug's influence further.

With the drug's relatively cheap cost, its use has spread quickly through the poorer sections of Westgate where many would risk anything to change their current station in life and are drawn in by the drug's false sense of empowerment. The Sisters are becoming quickly overwhelmed by the increase in people needing their aid. With their infirmary filled with victims and no means to deal with the source of the problem themselves, the Sisters go in search of adventurers, hoping to engage some of the friends they have in that profession.

DM'S INTRODUCTION

This adventure is a part of the *Arts and Craft* cross-regional arc between the Dalelands and the Dragon Coast. *DALE1-7 Arts* is the part set in the Dalelands. Both adventures broach the subject of drugs and drug use, a subject that should not be popularized in this adventure arc. The protagonists of this adventure are villains, preying on the weak and disadvantaged, with no remorse for their actions. They have eyes only for the profits of their crime, which has become a substantial amount in a surprisingly short period of time.

PC's who have already played *DALE1-7 Arts* were involved in stopping the testing of the drug Agony - known in Westgate as Confidence - at a boarding school for rich Cormyreans in Highdale, in the Dalelands. In this circumstance, the DM may need to adjust the storyline slightly to account for this, perhaps by having

the Sisters aware of the PCs' previous activities. In that case the PCs are also likely to get involved in the adventure by backtracking the drugs delivery from said school to Westgate.

As the PCs begin investigating the drug and its victims, they soon discover that the drug in question has spread quickly through the city in only a short period of time. As the PCs narrow their search, the Chiang merchant tries to silence the PCs herself along with assassins working for the cartel (Encounter 3). Encounter 3 can be used to pick up the action in Encounter 2—there are several scenes that may attract the notice of the drug cartel and their agents. After their encounter with the assassins the PCs are approached by a member of the Fire Knives, who offers further proof as to the cartel's location and promises to keep other groups involved in the conspiracy out of the equation (Fire Knives, city officials and the like, all linked to the cartel).

Finally, the PCs have to infiltrate the Chi'Dor compound in an attempt to stop the drugs at their source. The compound, although owned by the Chiang Emporium, is under the control of the drug cartel who are using the workers as slave labor to help ship their product. This encounter should be run as a both a skill challenge and a combat encounter—where every success or failure changes the number of guards the PCs encounter. The PCs can use a variety of options to help them in this skill challenge, from enlisting the aid of the city watch or other groups to provide a distraction, using a Trojan horse concept to smuggle themselves inside, or by using brute force in a frontal assault. Regardless of their method of entry in the compound, once the alarm sounds they have to take on the drug cartel (Encounter 6) without the benefit of a short rest if they are to stop them from escaping.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You have journeyed to the free city of Westgate, the central hub of trade and travel for the Dragon Coast and beyond. Known as the city of coin, Westgate is a place where everything has its price if you can afford it, and is open to all races and creeds.

You find yourselves in the Gentle Moon Inn, enjoying the hospitality and fine breakfast for which the inn is famous in these parts. It is a typically busy morning in the Gentle Moon, with only the shrill voice of its owner, Madame Maritza carrying over the buzz of conversation in the room.

The PCs are all seated together, either due to previous association or as a result of the lack of available seating during the inn's busy breakfast hour. Allow the PCs a brief moment to introduce themselves and get acquainted if they have not already met, and let them place their order for the morning's meal.

During this time the PCs can pick up various topics of discussion:

- There is some sort of affliction spreading through the Docks and Moonside districts of Westgate, leaving its victims in terrible pain.
- The Aboleth Sovereignty has made a secret deal with the city's administrators to attack any unauthorized ship smuggling goods into and out of Westgate.
- There is some sort of schism in the ranks of the Fire Knives—there have been several grisly murders and assassinations as members jostle for position.
- There is some unrest amongst the merchant houses at the concessions allowed to the newest group to set up business in Westgate—a delegation of Chiang Emporium merchants from Nathlekh City.
- There are several conversations in the inn, regarding a new 'wonder' drug that makes you stronger, smarter and faster, though no one talking about it has actually tried the drug as yet.
- A Shou male at the main counter is telling stories about himself—stories that seem almost impossible to comprehend or understand. The inn crowd is mostly ignoring him at present, but he doesn't seem to be aware of this fact.
- Traders report that the dreaded Queen of Thorns is awakening, and will bring about the doom of Cormyr.
- There is an increasing presence of shadow creatures in western Cormanthor.
- Common folk have raised objections against the increase of trade and 'urbanisation' of the town of New Velar in Harrowdale. Some fear the Burghers are heading to a confrontation with Sembia over the control of trade routes in the Dragon Reach

Once the PCs have had their fill of breakfast and the conversation permeating the inn, proceed with Encounter 1.

ENCOUNTER 1: CHARMING TO THE LAST

SETUP

Important NPCs:

Vin-Shu, male Shou

Sisters Midnight, Sunrise and Twilight, female human Sisters of Selûne

- Sister Midnight has long, trailing red hair that sweeps past her shoulders and down her back to her slender waist. She is quite “bookish”, though she reserves a cute little smile for any PC who takes an interest in her love of books and history. Midnight is talkative and more than happy to chat about the progress she and her sisters are making with their newly established temple.
- Sister Sunrise has soft, fair skin and golden hair tied back in a braid and large blue eyes. Sunrise is quiet and shy, but is insightful and has an understated authority.
- Sister Twilight has short, black hair and an olive complexion. She is forthright and businesslike, though friendly. If a PC flirts with her, she is quick to intimidate the PC and make it very clear that she will have “none of that sort of thing, thank you very much”.

The Sisters of Selûne have a problem. They have been sheltering and tending to victims of the new drug ‘Confidence’ and are becoming alarmed at the spread and severity of the affliction. They have come to The Gentle Moon Inn in search of their adventuring friends who may be able to help with their situation and discover the source of the problem.

As the Sisters enter, however, Vin-Shu (a young Shou male) tries his romantic charms on the youngest sister to her obvious discomfort. If the PCs intervene, his charm turns to bluster as he tries to impress the sister with his confidence and skill—challenging the PCs in any fashion.

Note this is a roleplaying encounter only and any skill checks are mostly irrelevant, with a low DC (this is not a skill challenge, although it may seem so to the players).

As you are finishing up your breakfast the inn’s doors open as a trio of slender figures enter the room. Throwing back their hoods, three striking women scan the room, seeming to look for someone or something.

- Any PCs that have played DRAG1-1 *Many Hands Make Light Work* recognize the three women as the Sisters of Selûne—Sisters Midnight, Sunrise and Twilight. The sisters also recognize these PC(s) themselves, and all turn their gaze to the PC(s) in question with a visible sigh of relief.
- This recognition can also be made with a DC 15 Streetwise check, as the PCs catch a glimpse of their holy symbols and deduce their identity for themselves.

After a moment’s glance around the room, the gaze of all three women falls on your table. Boldly and purposefully, two of them cross the room heading in your direction, while the third shyly remains near the doorway.

As this occurs, a young Shou male sets down his drink and approaches the shy woman. He begins looking her over and smiling seductively and within moments he has her cornered. It is obvious that he is intent on forcing his romantic intentions upon her, with no regard for her feelings or consent. With a look of discomfort and almost terror the priestess’s eyes meet your own.

During this encounter Vin-Shu is overconfident and mostly out of his depth—he stumbles badly (both physically and conversationally), humoring the tavern crowd, but the laughter does not seem to faze him.

Vin-Shu is under the effects of Confidence and is experiencing heightened levels of bravado at this time—in a few minutes the effect ends and the withdrawal symptoms begin to set in, triggering bouts of intense pain.

- A DC 13 Insight check reveals this behavior is unlike normal Shou males, to whom honor and duty are paramount.
- A second DC 15 Insight check reveals that Vin-Shu is single minded in his romantic pursuit of Sister Midnight, with a confidence and bravado that seems to cloud any embarrassment on his part, or any concern he might feel for the sister’s discomfort.

If the PCs intervene, Vin-Shu is confident that he can show the sister how impressive and irresistible he really is—so he treats any intervening PC as another romantic admirer and challenges the PC accordingly. There are a number of ways for the DM or the PCs to handle this

encounter and the nature of the challenge Vin-Shu presents. A few suggestions are listed below:

- Any attempts to reason with Vin-Shu or convince him to end his romantic approach fall upon deaf ears, earning a scornful look and a sneer.
- One way to get his attention is to join him in ‘wooing’ Sister Midnight—at which time he turns away from the sister (letting her go) and directs his full attention at the offending PC, treating them as a rival admirer.
- Another way to get Vin-Shu’s attention is to taunt and berate him, which infuriates him and distracts him from his romantic aspirations—DC 13 Bluff or Intimidate check.
- Vin-Shu begins reciting bad poetry to the sister—so bad that the inn crowd howls with raucous laughter. Any PC can try to counter this with poetry of their own, or they can berate Vin-Shu for his bad rendition with a DC 10 Diplomacy or Bluff check.
- Vin-Shu grabs hold of the sister’s arm and begins kissing her hand—her struggles to escape do not seem to faze him in the slightest. Any PC can attempt to break her free or grab Vin-Shu themselves with a DC 11 Athletics check.

ENDING THE ENCOUNTER

Finally, after repeated interruptions by the PCs the Shou male retreats in shame. His previous confidence and bravado erodes as the drug wears off. As he leaves the inn he clutches his head screaming with terrible pain. A DC 12 Insight check reveals madness in his eyes as he flees into the streets—granting the PCs a glimpse into the side effects of the new drug that is the cause of the sisters’ problems.

Once Vin-Shou has left, the sisters thank the PCs for their actions, but ask if they would be able to help them with another troubling matter and if the adventurers would accompany them back to their church to discuss the matter.

- If the PCs try to chase Vin-Shu, the sisters inadvertently block them, shaking hands and expressing their thanks and gratitude. This grants enough time for Vin-Shu to turn down a side street and elude the PCs for now.
- Note that it is not imperative that Vin-Shu gets away—if the PCs really want to capture him don’t thwart them—but modify the scene in Encounter 2 that deals with locating him (Scene 7) to reflect this outcome.

If the PCs refuse to accompany the sisters back to their church, Sister Twilight promises to find a way to suitably reward their efforts, but at that exact moment she cannot give an exact value. Once she has had time to review the temple’s coffers she might have a more accurate idea. She is clearly disappointed with any PC(s) that asks for money and treats them coldly in the next encounter. If the PCs refuse to accompany the sisters, they have to begin investigations into the situation themselves or the adventure is over.

EXPERIENCE POINTS

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

TREASURE

There is no treasure to be gained in this encounter.

ENCOUNTER 2: THE SISTER'S PROBLEM

**SKILL CHALLENGE LEVEL 1/3,
COMPLEXITY 3 (300/450 XP)**

SETUP

Goal: The PCs attempt to discover the culprits behind the drug's presence in Westgate, and learn that although it is being produced at a number of locations, the finished product is being sent to the Chi'Dor Trading Company for transport to other parts of Faerun.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Diplomacy, Insight, Streetwise

Other Skills: Arcana, Athletics, Bluff, Dungeoneering, Heal, Intimidate, Perception, Stealth, Thievery

Victory: The PCs discover the true culprits behind the drug's spread in Westgate and learn the location where the drugs are being transported. This draws the attention of the culprits, who send assassins to deal permanently with the PCs in Encounter 3, but the assassins do not have a chance to set up a proper ambush and do not gain a surprise round against the PCs.

Defeat: The PCs still discover the true culprits and their location, but the assassins in Encounter 3 get the jump on the PCs, gaining a surprise round.

This is an ongoing skill challenge that has several scenes to explore—more than is necessary to achieve success and discover the clues leading to Encounters 5 and 6 of this adventure.

During this encounter the PCs begin their investigation into the drug's emergence. They start at the Sisters' church infirmary and can then undertake a variety of actions—everything from tracking down a dealer of the drug and obtaining a sample to examine, to checking with the watch investigation into the matter, or even tracking down Vin-Shu from Encounter 1. Finally the PCs learn the location of the Chi'Dor merchant compound that is the transport hub for the drug's spread beyond Westgate.

- During each scene the PCs can generate a maximum of 2 successes or 1 failure towards this skill challenge.
- In some scenes there is more information available than can be gained with 2 successful skill checks. PCs can attempt to use additional skills to learn the information, but do not incur

successes or failures to the skill challenge once they have achieved the maximum for the scene.

- The PCs do not have to complete all the scenes listed in this encounter—a variety of scenes has been provided to cover a variety of PC actions. In fact, it is imperative that DMs keep a careful eye on the amount of time the players spend in this encounter if they are playing in a time-limited environment.
- Scenes marked with an * in the list (below) are those that yield the most information about the location of the drug lord's hideout. If time is an issue, the DM should encourage the PCs to focus on these scenes only. Also, the DM can allow more than two successes to be earned in each scene if this is necessary to complete the adventure within time.
- The DM can also skip ahead to Encounter 3 to pick up the pace in this adventure if running time is a factor. Upon learning of the PC's investigations, the drug cartel sends some of its operatives to deal with the PCs permanently. Encounter 4 leads on from this encounter and contains enough information to lead the PCs to the final two encounters.
- Should the PCs come up with a course of action not covered in any of the scenes provided for this encounter, the DM is free to modify an existing scene or come up with an alternative scene on their own.
- Once the PCs have achieved the total number of successes or failures for this skill challenge, skip ahead to **Ending the Encounter** for details on the outcome of this skill challenge.

To make it easier for the DM to run this encounter, the various Scene headings are listed here:

- **Scene 1***—Church Infirmary
- **Scene 2**—Word on the Streets
- **Scene 3***—Peddling the Peddler
- **Scene 4**—Alchemical Analysis
- **Scene 5***—Backyard Lab
- **Scene 6***—Attention of the Watch
- **Scene 7**—A Shou Victim
- **Scene 8**—Merchants of Death

SCENE 1*: CHURCH INFIRMARY

Important NPCs:

Sisters Midnight, Sunrise and Twilight (Sisters of Selûne)

During this scene the PCs follow the sisters back to their church. Inside, the sisters have set up an infirmary that is bursting at the seams with victims, allowing the PCs see first hand the debilitating affects of the withdrawal symptoms of Confidence, and to learn more about the drug's harmful effects from some of the more coherent ones.

It is the sister's hope that the PCs investigate the source of the new drug and hopefully put a stop to its spread before it encompasses the entire city.

It is only a short journey across the streets of the Moonside district to the temple of Selûne. As you accompany them, the sisters are pensive, clearly troubled about something you suspect you're about to discover for yourselves.

Arriving at the temple it is soon evident what the Sister's thoughts have been dwelling on. The majority of the temple's interior has been turned into an infirmary, with approximately two dozen people lying on makeshift pallets and beds throughout the room. These victims are moaning and crying out in varying degrees of pain, filling the temple with a cacophony of suffering that is distressing to hear. Without another word, sisters Sunrise and Midnight move away to begin tending some of their 'guests' while Sister Twilight turns to you all...

Sisters Midnight and Sunrise are tending to the some of the victims who are in the greatest pain, leaving Sister Twilight to explain the situation to the PCs. All three sisters are distraught but hide it well.

- Sister Twilight begins to explain that the problem started only three weeks ago, when they encountered a young man wallowing in his own misery and suffering intense bouts of pain. They brought him back to the temple, but were unable to relieve his suffering, as they could find no sign of injury or disease.
- Within days they began discovering more victims with the same symptoms, and within a week were tending to more than a dozen people.
- Once the sisters began to talk to the victims during moments of lucidity they learned that all the victims had used a new drug that has been selling cheaply on the streets of Westgate.
- The drug is known as 'Confidence', and initially gives its users heightened levels of confidence and bravado, making them feel ten-feet tall and invincible. The sisters have seen no signs of any

overt physical manifestation of this confidence, and can only conclude that it is a placebo effect.

- Sister Twilight believes this effect is nothing more than a false sense of confidence, providing no real benefit and actually creating a potentially dangerous situation where users extend themselves beyond their actual abilities. She also suspects there are many more users that may have met an untimely end as a result of this elevated confidence.
- The onset and duration of the withdrawal symptoms seems to vary among the victims, but does not seem to depend on size, sex or race. Once the symptoms set in, the victims experience initial short bouts of pain and agony varying in intensity, followed by chronic aches that last several days in some, yet only hours in others—again this seems to vary among victims with no clue as to the reason.
- These withdrawal symptoms have driven some victims insane, as they are unable to stand the intensity of the pain they are suffering.
- The sisters have treated over fifty cases, with the bulk of these coming in the past week or so. They have been able to call in friends and worshippers to help in dealing with the situation, although there is little they have been able to do for victims apart from keeping them as safe and as comfortable as they can.
- The problem with the drug and its spread amongst the city's population is something beyond the Sisters' ability to deal with. Because of their experience in enlisting the help of adventurers before (in *DRAG1-1 Many Hands make Light Work*), the sisters decided to head to the Gentle Moon Inn and look up their previous friends, or others, in that profession.
- The sisters would like the PCs to investigate this drug further and try to determine its source and possibly come up with some means to stop its spread.

Diplomacy or Streetwise DC 10/11 (1 success, no maximum)

PCs try to talk to those victims that are lucid and able to do so. A successful check reveals that the drug was purchased off the streets for a relatively cheap price (1-4sp per dose). Talking to more victims reveals it can be obtained from a number of different peddlers, with the majority of these peddlers located around the back streets behind the Moonside district markets.

Heal DC 10/11 (1 success, 1 maximum)

PCs examine the victims themselves if they wish. A successful check confirms what they have been told so far by Sister Twilight, but also reveals differences in some victims' complexions, breathing, and other visible symptoms, suggesting that there may be variations of the drug available in the city, some of which might have been cut with different substances that could cause the variations discovered so far.

Insight DC 10/11 (0 success, no maximum)

The suffering in the room is all too real, and PCs can attempt to soothe the victims by understanding their pain. A successful check calms a victim enough for the PCs to learn that the initial effect of the drug is intoxicating, leaving its users with a desire to try it again. The victim also reveals that taking subsequent doses immediately removes the withdrawal pains, but does increase their intensity once the drug's effects wear off, so many victims are repeat users of the drug as a result.

SCENE 2: WORD ON THE STREETS

During this scene the PCs can take to the streets to learn more about the drug's spread throughout the Moonside and Docks districts. They can also try to locate a peddler of the drug.

Streetwise DC 10/11 (0 success, no maximum)

PCs can use their street contacts to learn more about the increasing instances of the drug's use in the city. A successful check reveals that the drug's use has begun to spread beyond the Moonside and Dock districts where the affliction first began. The speed of this spread indicates that numerous dealers are peddling the substance and there may be more than one source of the drug.

Streetwise DC 12/13 (1 success, no maximum)

PCs can also use their street contacts to track down a seller of the drug - a local bully by the name of Avrad Barg, a known haunt of the Red Dog Tavern (one of the more seedier establishments in the Moonside district). A successful check enables them to learn the location of a peddler who is currently working the streets not far from their current location (Scene 3 below).

SCENE 3*: PEDDLING THE PEDDLER

Important NPCs:

Avrad Barg, human thug

During this scene the PCs witness the sale of the drug by a local dealer and can attempt to shake him down for details about his sources, or purchase a sample of the

drug for analysis. The drug during this scene is in a liquid form, contained in a miniature glass vial.

It is on a shadowy street corner that you see the exchange. A young street urchin by the looks of him, has made the purchase from a grubby, middle-aged man. The exchange itself was brief, with a short discussion followed by the purchase itself through cupped, covered hands that hid the true nature of the transaction. Within moments the youth moves off, while the drug peddler appears to wait for his next customer...

Avrad is a boorish and greedy man and feels that he personally owns the streets surrounding the Red Dog Tavern. He is totally unscrupulous and cares not for the victims of the new drug, only that they keep coming back to him to buy more and more. Thanks to his physical size and reputation he has managed to keep other peddlers of the drug away from his location - a situation he intends to keep fostering.

If he spots adventurers in his area he initially keeps a low profile, both concerned that they may be looking for him, but also hopeful that they may be potential customers with more coin available than his usual clients.

Athletics DC 10/11 (opened by Avrad attempting to flee; 1 success, 1 maximum)

PCs can try to catch Avrad if he tries to get away. A successful check results in the PC being able to tackle the peddler to the ground and the use of the Intimidate or Thievery skill. Once this skill is used, the Bluff, Streetwise and Diplomacy skill checks listed below are no longer available to the PCs in this scene, though they can use them in place of the Intimidate skill during Avrad's interrogation (see Intimidate skill below). If the check fails, the peddler dodges the PC and gets away, meaning that no other skill check is possible in this scene.

Bluff or Streetwise DC 10/11 (0 success, 1 maximum before Avrad becomes suspicious)

PCs can pose as a buyer of the drug to obtain a sample or as a buyer that needs a much larger quantity than Avrad is currently carrying. A successful check allows a PC to successfully purchase a sample of the drug for 4 sp, or convinces Avrad that the PCs are the big buyers he has been waiting for and he agrees to meet with them at the drug lab's location in one hour (Move to Scene 5). A failed check causes Avrad to become suspicious of the PCs' motives, and he attempts to flee the scene as quickly as possible, opening up the use of the Athletics skill.

Diplomacy DC 16/18 (1 success, 1 maximum)

PCs can attempt to bribe Avrad or even trick him into revealing his source of the drug. A successful check causes Avrad to give up his source—the backyard lab in Scene 5. A failed check causes Avrad to become suspicious and he attempts to flee the scene opening up the use of the Athletics skill.

Intimidate DC 16/18 (1 success, no maximum)

PCs can pose as a city official or criminal group and attempt to scare the peddler into giving up his drugs or his source. A successful check causes Avrad to panic and try to bribe the PCs with his product in order to get them to let him go. If the PCs have used the Athletics skill to capture Avrad, they can use this skill to force him to reveal the location of the backyard laboratory where he obtained the drugs (Scene 5).

Thievery DC 16/18 (0 success, no maximum)

PCs can attempt to use sleight of hand to acquire a sample of the drug from Avrad. A successful check obtains a sample without alerting Avrad to its theft (opening Scene 4 below). A failed check fails to obtain a sample and alerts Avrad to the attempt and he attempts to flee the scene as quickly as possible, opening up the use of the Athletics skill.

SCENE 4: ALCHEMICAL ANALYSIS

If the PCs have obtained a sample of the drug, they can attempt to learn more about the makeup and composition of the drug.

Arcana DC 10/11 (trained only; 0 success)

PCs use their knowledge of magical properties to determine the drug's magical components if any. A successful check reveals the presence of an abyssal taint to the substance, which is obviously a derivative of a much stronger liquid that is much more potent. A second success means the PCs also discover that the drug has a secondary effect, making the user more susceptible to mind-affecting suggestions and commands.

Nature DC 10/11 (1 success, 1 maximum)

PCs use their knowledge of plants and herbs to try to determine the identity of some of the ingredients. A successful check identifies small flakes of an underground fungus floating in the liquid, as well as a powder that has not dissolved completely. This success opens up the use of the Dungeoneering skill. See Scene 8 for what the PCs can do with this knowledge.

Dungeoneering DC 10/11 (opened only by a successful Nature check; 1 success, 1 maximum)

If the PCs were successful with a Nature check, they can use Dungeoneering to identify the powder they also found in the liquid. A successful check reveals the powder is limestone, a commodity traded in Westgate. See Scene 8 for what the PCs can do with this knowledge.

SCENE 5: BACKYARD LAB

Important NPCs:

Erik & Matherson, human guards

Jani, Wilhelm, Formi & Jacon, human lab workers

In this scene the PCs have learned the location of one of a few “laboratories” in the district producing the drug and can, covertly or otherwise, further investigate events at the lab.

This scene is broken up further into two parts—successfully completing the first part of the scene gains the PCs entry into the lab, whilst successful completion of the second part gains the information present within.

The lab is a nondescript building ahead of you, unremarkable in its placement and appearance, but with little details that give away its true purpose—a couple of guards that don't look like guards, patrol the exterior and watch the streets for any sign of trouble, along with a smattering of obvious drug users and victims who are too close to the source for their own good.

The laboratory is a simple operation housed inside the vacant building and manned by a handful of scantily clad people handling and mixing various substances to produce the final product. There doesn't seem to be anyone in charge at the location, as the owners do not want to be caught in the vicinity of the lab during a bust. This allows the PCs to ask questions as they see fit once they make it inside, although they cannot learn as much information that they could have if they were to capture someone important.

GAINING ENTRY

Bluff or Intimidate DC 10/11 (1 success, no maximum)

PCs attempt to pass themselves off as city officials, the drug overlords or even as Fire Knives. A successful check convinces the guards they are who they say they are and gains them entry to the lab, either through guile or the threat that the PCs may represent.

Diplomacy DC 10/11 (1 success, no maximum)

PCs can attempt to convince the guards that they are in a situation too deep and should walk away. A successful check convinces the guards to leave willingly.

Perception DC 10/11 (0 success, no maximum)

PCs watch the patrolling guards for a window of opportunity in which to attempt a stealthy entry. A successful Perception check does not count as a success towards the skill challenge, but grants a +2 bonus to Stealth checks to sneak into the laboratory.

Stealth DC 10/11 (1 success, no maximum)

PCs can attempt to sneak into the backyard lab for a closer look. A successful check gets them inside, where they can investigate the happenings in side further. Using this skill requires all PCs attempting to gain entry to attempt the skill check—2 or more failures by individual PCs constitutes a failure for the entire group, and the skill challenge.

INSIDE THE LABORATORY

Bluff DC10/11 (1 success, no maximum)

PCs can pass themselves off as city officials, the drug overlords or even as Fire Knives in an attempt to learn more about the lab's connections, contacts and the like from the workers inside. A successful check reveals that the lab is not directly connected to the main organization but is run by private owners who are not present. The owners cut and produce a diluted form of the drug from a more concentrated form (taking a quantity of the drug for themselves), and then transport the remainder, via couriers, to one of the Chiang merchant compounds. The workers do not know the destination is the Chi'Dor compound unless this check yields the final success in this skill challenge (see Ending the Encounter for further details).

Note that the PCs can also obtain a sample of the drug during this scene, allowing them to analyze its components (Scene 4).

Diplomacy DC 10/11 (1 success, no maximum)

PCs can try to talk to the workers inside to learn more about the lab's connections, contacts and the like. A successful check reveals the same information as a successful Bluff check (see above).

Intimidate DC 10/11 (1 success, no maximum)

PCs can use the Intimidate skill to force workers to give up the lab's connections, contacts and the like. A successful check reveals the same information as a successful Bluff check (see above).

SCENE 6*: ATTENTION OF THE WATCH

Important NPCs: Orson Featherby: male human watch sergeant (Diplomacy +11, Intimidate +11)

In this scene the PCs have obtained an audience with Sergeant Featherby and may bring any evidence they have discovered to the attention of the city watch, or attempt to find out what the watch has discovered so far.

Watch Sergeant Featherby enters the room, his gruff features and demeanor a full foot in front of him as he walks.

“I have important things to do and no time to do them, so this had better be good. You here to tell or to ask?”

Orson Featherby is the head of the watch for the Moonside and Docks District and is a no nonsense man with little humor. He is even grumpier than usual, being worried about the drug spreading throughout his district and the fact none of his efforts are stemming the flow.

Diplomacy DC 10/11 (1 success, no maximum)

PCs can try to talk to Featherby about the drug, either to tell him information they have learned themselves or to get him to reveal some of the watch's investigation so far. A successful check earns the sergeant's attention, and the PCs can learn some or all of the information listed below. Additionally Featherby encourages the PCs to continue investigating and asks them to keep him in the loop, although he won't go so far as to deputize any PC or give them official authorization to do so.

- The watch first started seeing cases involving the drug a few weeks ago—coinciding with a sudden increase in petty theft and assaults.
- Perpetrators were brazen and bold, and most didn't even bother to deny their actions when caught in the very act of the crime.
- Not long after they were taken into custody, however, the criminals began experiencing short bouts of terrible pain and agony as the drug's withdrawal symptoms set in, bringing on signs of madness in some, as the pain appeared to be too much for them to bear.
- With concerns about the new drug and the escalating crimes associated with its use, the watch immediately began investigating the source of the drugs and shut down a laboratory producing it.

- But that was only the beginning, as several other labs cutting, diluting and spreading the drug were discovered and shut down. Since then the watch has shut down two more separate labs, yet the drug's use continues to spread throughout the district and is beginning to spread into other parts of the city.
- If PCs haven't done Scene 5, Sergeant Featherby also knows the location of another lab that he is planning to shut down today—he tells the PCs the location so they can investigate the lab if they wish.
- The equipment confiscated from these labs is made up of simple materials used to dilute and cut a concentrated form to produce larger quantities of the drug. The set up in these buildings are little more than backyard mixing houses—easy and quick to establish and dismantle.
- There was also evidence that large quantities of the drug had been cut and produced at one of the labs shut down by the watch and shipped to another location or locations unknown.
- One stockpile would have been enough for thousands of doses of the drug on the streets. This quantity has since been destroyed by the watch, but Featherby suspects that much more has been produced and moved from these labs already.
- If this location can be discovered, it may reveal the real perpetrators behind this drug's creation. Featherby suspects that these backyard labs are being used to produce enough of the drug for it to be spread to other cities across Faerun, using legitimate trade out of Westgate to hide the shipments.
- If this is true, then one of the merchant companies must be behind the drug's spread.

Note: If the PCs mention their incident with Vin-Shu in Encounter 1, Featherby tells them Vin-Shu is a relative of his wife and he has heard of the incident at the Inn. He also says Vin-Shu is now under family care as he goes through the symptoms of withdrawal. This enables PCs to use one further Diplomacy check to ask Featherby if they can see Vin-Shu. A successful check in this situation convinces Featherby to help the PCs and he arranges for them to be able to visit his relative, unlocking Scene 7—A Shou Victim.

SCENE 7: A SHOU VICTIM

Important NPCs: Vin-Shu, male Shou

In this scene the PCs can track down Vin-Shu whom they met in Encounter 1. The PCs need to possess the story award **DALE01 Favor of the Chiang Emporium** in order to have enough influence among the Shou community to be able to locate and get to see Vin-Shu. Alternatively, if the PCs have completed Scene 6 and mentioned the incident in Encounter 1 to Sergeant Featherby, he can get them in to see Vin-Shu.

Vin-Shu is now only a shadow of the figure you last saw at the Gentle Moon Inn. It is obvious that the withdrawal symptoms have hit the young man hard, both physically and mentally.

Vin-Shu is immediately apologetic to the PCs and asks them to repeat his apology for his actions in Encounter 1 to Sister Midnight. He tells the PCs that he did not willingly take the drug and must have had it placed in one of his drinks at a business meeting prior to his arrival at the Gentle Moon Inn. However the whole incident is a clouded memory to him, and the PCs need to talk him through the incident for him to remember any important details.

Diplomacy DC 10/11 (1 success, no maximum)

PCs try to talk Vin-Shu through the encounter at the inn. A successful check discovers that he was heading home after a business meeting with the Chi'Dor Trading Company—a merchant house affiliated with the Chiang Emporium. During the meeting he'd been offered a drink of tea, which he'd accepted.

Heal DC 10/11 (0 successes, no maximum)

PCs try to ease Vin-Shu's suffering, clearing his mind and enabling him to focus on the events leading up to and during Encounter 1. Success with this skill does not constitute a success for the skill challenge, but instead grants a +2 bonus to any checks made to get Vin-Shu to remember details during and leading up to the incident in Encounter 1.

Insight DC10/11 (1 success, no maximum)

PCs try to help Vin-Shu remember details of the incident during and leading up to Encounter 1. A successful check causes him to remember a brief business meeting with the Chi'Dor Trading Company prior to events at the inn. He remembers negotiating aggressively for certain concessions, but now that he thinks about it they aren't as important as he thought back then—almost as if he was arguing for the point of the argument. During the meeting he was offered a drink of tea, which he accepted. He also remembers that

the Chiang representative concentrated on negotiations involving the use of Shou caravans for transport of Chi'Dor goods, rather than those of the Chiang Emporium, which he found strange to understand.

SCENE 8: MERCHANTS OF DEATH

In this scene the PCs can talk to merchants on the streets to compare the timing of arrival in Westgate against the start of the drug problem, or track down merchants dealing in limestone or an underground fungus (two of the components of the drug as discovered in Scene 4).

This scene is broken up into two parts—the first part involves discovering that the Chi'Dor Trading Company are merchants with links to the drug's production, whilst the second part allows the PCs to learn more about the Chi'Dor company, including their compound's location.

IDENTIFYING THE MERCHANTS INVOLVED

Streetwise DC 10/11 (1 success, no maximum)

PCs try to talk to the merchants or people on the streets regarding trading companies that deal in fungus or limestone. A successful check helps PCs find merchants that deal in these commodities, opening up the special use of the Diplomacy or Intimidate skill (see below).

Diplomacy DC 10/11 (unlocked by a successful use in the Streetwise check above; 1 success, no maximum)

If the PCs have found the merchant companies that deal in fungus or limestone, they can attempt to question them regarding their customers. A successful check reveals that the Chi'Dor Trading Company has been buying large quantities of both substances.

Intimidate DC 10/11 (unlocked by a successful use in the Streetwise check above; 1 success, no maximum)

If the PCs have found the merchant companies that deal in commercial quantities of seaweed or limestone, they can attempt to question them regarding their customers. A successful check learns the same information as a success with the Diplomacy skill unlocked in the same manner (see above).

INVESTIGATING THE CHI'DOR TRADING COMPANY

Streetwise DC14/16 (1 success, no maximum)

The PCs attempt to learn about the Chi'Dor Company from other merchants in the district. A successful check reveals that the company set up operations in Westgate only a month ago, just before the drug problem started. This success also reveals the

location of the Chi'Dor compound to the PCs—in the Foreign District.

ENDING THE ENCOUNTER

The skill challenge ends when the PCs achieve 8 successes or 3 failures. Regardless of the result the PCs investigations so far has come to the attention of those behind the drug shipments, who send a group of assassins to deal with the PCs permanently—move to Encounter 3.

Note: It is possible that the PCs have not yet learned that the Chi'Dor Trading Company is the central hub where the drugs are being taken for shipment to other parts of Faerun. It does not matter if they have not learned this information, as the member of the Fire Knives they meet in Encounter 4 offers the PCs this information, leading them directly to the Chi'Dor compound and Encounter 5.

Success: If the PCs are successful in the skill challenge then the assassins in Encounter 3 do not catch up with them in time to set up an ambush—the assassins do not gain a surprise round against the PCs in Encounter 3.

Failure: If the PCs fail this skill challenge, the assassins have been alerted to their investigation and have set up an ambush to take the PCs out for good. This grants the assassins a surprise round against the PCs during Encounter 3. In addition, the PCs needed more time to complete their investigation and were more obvious about it. This results in a higher security level in Encounter 5, raising the DCs in that skill challenge by 2.

EXPERIENCE POINTS

For successfully completing the skill challenge each PC gains 60/90 XP. If the PCs failed the skill challenge they earn half the listed XP instead.

TREASURE

The only treasure to be gained in this encounter is a couple of magical items provided by the Sisters of Selûne during Scene 1: +1 *symbol of life* (low level only), *ironskin belt*

ENCOUNTER 3: UNWANTED ATTENTION

ENCOUNTER LEVEL 1/3 (500/731 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 shadowborn stalker (Wei Chiang) (level 1) (S)
- 1 human bandit (B)
- 1 human guard (level 1) (G)
- 3 human rabble (level 1) (E)

This encounter includes the following creatures at the high tier:

- 1 shadowborn stalker (Wei Chiang) (level 3) (S)
- 1 human bandit (B)
- 1 human guard (G)
- 5 human rabble (E)

In this encounter the PCs' investigations have brought them to the attention of those behind the drug shipments, who send a group of assassins to permanently deal with the PCs. One of the assassins (the shadowborn stalker) is Wei Chiang, the merchant that runs the Chi'Dor Trading Company. She wants to silence the PCs for another reason—so that her mother, Yui Chiang, who runs the Chiang Emporium's interests in Westgate, does not learn of Wei's involvement with the drug cartel.

When adventurers enter the ambush site, read:

As you return to the streets, following your last point of call, you notice it is eerily quiet...almost too quiet. In moments your suspicions are confirmed as a group of cloaked figures emerges from the side streets and alleys to confront you. A sultry, almost seductive female voice says, "You should have stay out of this, adventurers. Now your meddling will be the end of you..."

The PCs see that their attackers are all women dressed in dark clothing and form-fitting armor along with masks covering their faces (except for their eyes). The street is devoid of any other people, and the alleyways leading into the street are cloaked in shadows, possibly hiding further assailants.

Note that the shadowborn stalker and the bandit do not reveal themselves until they attack, using the rooftops to shoot at the PCs from behind cover or superior cover.

FEATURES OF THE AREA

This encounter takes place in an empty street not far from the last scene undertaken by the PCs in Encounter 2. Four narrow alleyways connect to the main street at this location, flanked by buildings that cast dark shadows over them.

Illumination: The afternoon sunlight casts normal illumination in the main street. However, each of the alleyways is treated as having dim illumination beyond the first two squares.

Buildings: All buildings are considered blocking terrain. All their doors are locked, but can be unlocked with a successful DC 20 Thievery check. PCs utilizing windows and doorways gain cover from attackers, but also suffer the usual penalties for attacking around corners. Internal stairs lead to attics, but do not give access to the roof. The buildings are two storeys tall (20 ft. high).

Puddles: All the puddles are shallow, stagnant pools of moss-filled water and are considered challenging terrain, requiring a DC 5 Acrobatics check for a PC or creature to move through successfully. Failure results in the individual falling prone.

Rooftops: All rooftops are sloped, coming to a peak in the middle, and are considered challenging terrain. To reach a rooftop, PCs must make successful Athletics checks to climb the outside of the building. Moving on the rooftops requires a successful DC 10 Acrobatics check. Failure results in the individual losing their footing and sliding down the slope to the edge of the roof, where they can attempt a DC 15 Athletics check to catch-hold and avoid falling 20 feet to the street below. Any individual who is 1 square from the top of the arch has cover and concealment from any individuals on the ground on opposite side of the building. Any individual who is two squares from the top of the arch (or prone 1 square away) is considered to have the advantage of superior cover and total concealment.

TACTICS

The human guard(s) attacks first by throwing a flask of *alchemical fire* or *acid* (depending on level; see below), and then boldly steps out to directly confront the PCs. She flanks with the human rabble and attempts to tie up any defender PCs with the rabble's support. In addition to her halberd, the human guard is equipped with two vials of *alchemist's fire* (at low level) or with two vials of *alchemist's acid* (at high level).

At low level, add the following attack power to her stats:

r **Alchemist's Fire** (standard; consumable) ♦ **Fire**
Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire

damage; on a miss, deal half damage.

At high level, add the following attack power to her stats:

† **Alchemist's Acid** (standard; consumable) † **Acid**

Ranged 5/10; +4 vs. Reflex; on a hit, deal 1d10 acid damage and ongoing 5 acid damage (save ends); on a miss, half damage and no ongoing damage.

In addition to their clubs, the human rabble is equipped with crossbows, for which they have 20 bolts. Add the following attack power to their stats:

† **Crossbow** (standard; at-will) † **Weapon**

Ranged 15/30; +3/+4 vs. AC; 5 damage.

The shadowborn stalker and the bandit do not reveal themselves until they attack, using the rooftops to shoot at the PCs from behind cover or superior cover, enabling them to utilize their ranged attacks with combat advantage. The shadowborn stalker uses her *cloak of shadows* and *cloud of darkness* abilities to gain total concealment from any PCs targeting her, and focuses on any PCs using ranged attacks with combat advantage.

If the fight is going badly for the assassins, the shadowborn stalker attempts to escape, deserting the rest of the assassins if necessary.

SCALING THE ENCOUNTER

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

Four PCs: Remove the human guard.

Six PCs: Add one additional human guard.

ENDING THE ENCOUNTER

Once the PCs have defeated the assassins, they can have a closer look at their assailants. All of the assassins are female, including the shadowborn stalker. Except for the shadowborn stalker, however, the assassins are definitely not Chiang or Shou women. This gives the PCs a clue to the nature of the drug cartel that has taken over the Chi'Dor compound and their attempts to masquerade as traditional Chiang merchants.

If the PCs capture any of the assassins other than the shadowborn stalker they do not cooperate unless forced. A DC 15/17 Intimidate check gets them to reveal the following:

- They were hired by the Chiang Emporium to deal with the PCs permanently (A DC 15 Insight check reveals that this is a scripted response and all too well rehearsed).
- If the PCs press them on this response, they confess it is what they were told to say if captured - they are part of a smuggling group from the Dalelands operating out of the Chi

'Dor Trading company compound. They do not know why they were told to implicate the Chiang Emporium.

- The shadowborn stalker was sent with them to ensure the job was completed.

If the PCs capture the shadowborn stalker, she is more mercenary in her dealings and tells the PCs what she knows in return for her freedom. If the PCs do not make her this offer, a DC 15/17 Intimidate check gets her to reveal the following information:

- Her name is Wei Chiang.
- She runs the Chi'Dor trading company, having been given the post by her mother Yuin Chiang, who runs Chiang Emporium's operations in Westgate.
- The drug lords forced Wei to cooperate because they wanted to use the company's trade operations to hide their illicit activities.
- This last part is false, as she is a willing participant in the drug trade and has imprisoned her own Chiang staff at the compound at the behest of the drug lords—an Insight check that defeats Wei's Bluff check reveals that she is not telling the truth about her involvement, and a successful Intimidate check versus Wei's Will defense forces her to admit her involvement in the hopes of gaining enough profit to impress her mother with her business acumen.
- She asks the PCs to let her go, because she is as good as dead once her mother learns about her activities, and the smugglers learn about her failure. She promises not to alert the smuggler's compound about the PCs—a DC 10/11 Insight check confirms she is telling the truth and that she is terrified of being caught by her family.
- Wei also informs the PCs that the drug smugglers hold most of the Chiang family's people prisoner in the Chi'Dor compound, keeping them from seeking outside help or informing the Chiangs of the true nature of their trade. She does not tell them that holding the servants was her idea, although a successful Insight check opposed by Wei's Bluff check and followed by an Intimidate that overcomes Wei's Will defense can force her to admit this.

The PCs need to decide what to do with Wei Chiang (or any other assassins captured). If they let Wei go she quickly flees the scene and attempts to get out of Westgate as quickly as possible in order to elude her

family's and the smugglers' wrath, as do any other captured assassins.

If the PCs state they plan to turn her in (either to the city watch or to her mother) she tries to escape, and waits for her *cloak of shadows* or *cloud of darkness* powers to replenish so she can do so. Unless the PCs keep Wei unconscious she probably succeeds—but it is up to the DM to decide how effective her escape plan turns out. Any other assassins captured do not have similar resources to aid their escape, so it is likely they are resigned to their fate at the hands of the PCs or local authorities.

Before the PCs can do anything else but question her, a member of the Fire Knives arrives on the scene—move to Encounter 4.

EXPERIENCE POINTS

The characters receive 100/146 experience points each for defeating the assassins.

TREASURE

The PCs may discover another vial of *alchemist's fire* (at low level) or *alchemist's acid* (at high level) packed very carefully in the human guard's belt pouch, depending on how many she threw to open the combat.

ENCOUNTER 3: UNWANTED ATTENTION STATISTICS (LOW LEVEL)

Human Bandit	Level 2 Skirmisher
Medium natural humanoid	
XP 125	
Initiative +6 Senses Perception +1	
HP 37; Bloodied 18	
AC 16; Fortitude 12, Reflex 14, Will 12	
Speed 6	
m Mace (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d8 + 1 damage and the human bandit shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.	
M Dazing Strike (standard; encounter) ♦ Weapon	
Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.	
Combat Advantage	
The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Unaligned Languages Common	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Equipment leather armor, mace, 4 daggers	

Human Guard (Level 1)	Level 1 Soldier
Medium natural humanoid	
XP 100	
Initiative +4 Senses Perception +5	
HP 31; Bloodied 15	
AC 16; Fortitude 14, Reflex 13, Will 12	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +8 vs. AC; 1d10 + 2 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; recharge 5-6) ♦ Weapon	
Requires halberd; reach 2; +8 vs. AC; 1d10 + 6 damage, and the target is knocked prone.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +7 vs. AC; 1d8 + 1 damage.	
Alignment Unaligned Languages Common	
Skills Streetwise +6	
Str 16 (+3)	Dex 14 (+2) Wis 11 (+0)
Con 15 (+2)	Int 10 (+0) Cha 12 (+1)
Equipment chainmail, halberd, crossbow with 20 bolts	

Human Shadowborn Stalker (Level 1)	Level 1 Elite Skirmisher
Medium natural humanoid (shadow)	
XP 200	
Initiative +5 Senses Perception +0; Darkvision	
HP 58; Bloodied 29	
AC 17; Fortitude 13, Reflex 15, Will 13	
Speed 6	
Saving Throws +2	
Action Point 1	
m Mace (standard; at-will) ♦ Weapon	
+3 vs. AC; 1d8 + 1 damage and the shadowborn stalker shifts 1 square.	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +5 vs. AC; 1d4 + 3 damage.	
M Dazing Strike (standard; encounter) ♦ Weapon	
Requires mace; +3 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the shadowborn stalker's next turn, and the shadowborn stalker shifts 1 square.	
Cloak of Shadows (minor; encounter)	
The shadowborn stalker is invisible until the end of its next turn.	
Cloud of Darkness (minor; encounter)	
Close burst 1; this power creates a zone of darkness that remains in place until the end of the shadowborn stalker's next turn. The zone blocks line of sight for all creatures except the shadowborn stalker. A creature entirely within the area (except the shadowborn stalker) is blinded.	
Combat Advantage	
The shadowborn stalker deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Alignment Unaligned Languages Common	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+1)	Dex 17 (+3) Wis 11 (+0)
Con 13 (+1)	Int 10 (+0) Cha 12 (+1)
Equipment leather armor, mace, 4 daggers	

Note: Human bandit with the Shadow Born template from the DMG.

Human Rabble (Level 1)	Level 1 Minion
Medium natural humanoid	
XP 25	
Initiative +0 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 14; Fortitude 12, Reflex 10, Will 10; see also mob rule	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+5 vs. AC; 4 damage.	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
Alignment Unaligned Languages Common	
Str 14 (+2)	Dex 10 (+0) Wis 10 (+0)
Con 12 (+1)	Int 9 (-1) Cha 11 (+0)
Equipment club	

ENCOUNTER 3: UNWANTED ATTENTION STATISTICS (HIGH LEVEL)

Human Bandit		Level 2 Skirmisher	
Medium natural humanoid			
Initiative +6		Senses Perception +1	
HP 37; Bloodied 18			
AC 16; Fortitude 12, Reflex 14, Will 12			
Speed 6			
m Mace (standard; at-will) ♦ Weapon			
+4 vs. AC; 1d8 + 1 damage and the human bandit shifts 1 square.			
r Dagger (standard; at-will) ♦ Weapon			
Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.			
M Dazing Strike (standard; encounter) ♦ Weapon			
Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.			
Combat Advantage			
The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.			
Alignment Unaligned		Languages Common	
Skills Stealth +9, Streetwise +7, Thievery +9			
Str 12 (+2)	Dex 17 (+4)	Wis 11 (+1)	
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)	
Equipment leather armor, mace, 4 daggers			

Human Guard		Level 3 Soldier	
Medium natural humanoid			
Initiative +5		Senses Perception +6	
HP 47; Bloodied 23			
AC 18; Fortitude 16, Reflex 15, Will 14			
Speed 5			
m Halberd (standard; at-will) ♦ Weapon			
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.			
M Powerful Strike (standard; recharge 5, 6) ♦ Weapon			
Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.			
R Crossbow (standard; at-will) ♦ Weapon			
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.			
Alignment Unaligned		Languages Common	
Skills Streetwise +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			

Human Shadowborn Stalker (Level 3)		Level 3 Elite Skirmisher	
Medium natural humanoid (shadow)			
Initiative +6		Senses Perception +1; Darkvision	
HP 90; Bloodied 45			
AC 19; Fortitude 15, Reflex 17, Will 15			
Speed 6			
Saving Throws +2			
Action Point 1			
m Mace (standard; at-will) ♦ Weapon			
+5 vs. AC; 1d8 + 1 damage and the shadowborn stalker shifts 1 square.			
r Dagger (standard; at-will) ♦ Weapon			
Ranged 5/10; +7 vs. AC; 1d8 + 2 damage.			
M Dazing Strike (standard; encounter) ♦ Weapon			
Requires mace; +5 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the shadowborn stalker's next turn, and the shadowborn stalker shifts 1 square.			
Cloak of Shadows (minor, encounter)			
The shadowborn stalker is invisible until the end of its next turn.			
Cloud of Darkness (minor, encounter)			
Close burst 1; this power creates a zone of darkness that remains in place until the end of the shadowborn stalker's next turn. The zone blocks line of sight for all creatures except the shadowborn stalker. A creature entirely within the area (except the shadowborn stalker) is blinded.			
Combat Advantage			
The shadowborn stalker deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.			
Alignment Unaligned		Languages Common	
Skills Stealth +9, Streetwise +7, Thievery +9			
Str 12 (+2)	Dex 17 (+4)	Wis 11 (+1)	
Con 13 (+2)	Int 10 (+1)	Cha 12 (+1)	
Equipment leather armor, mace, crossbow with 20 bolts			

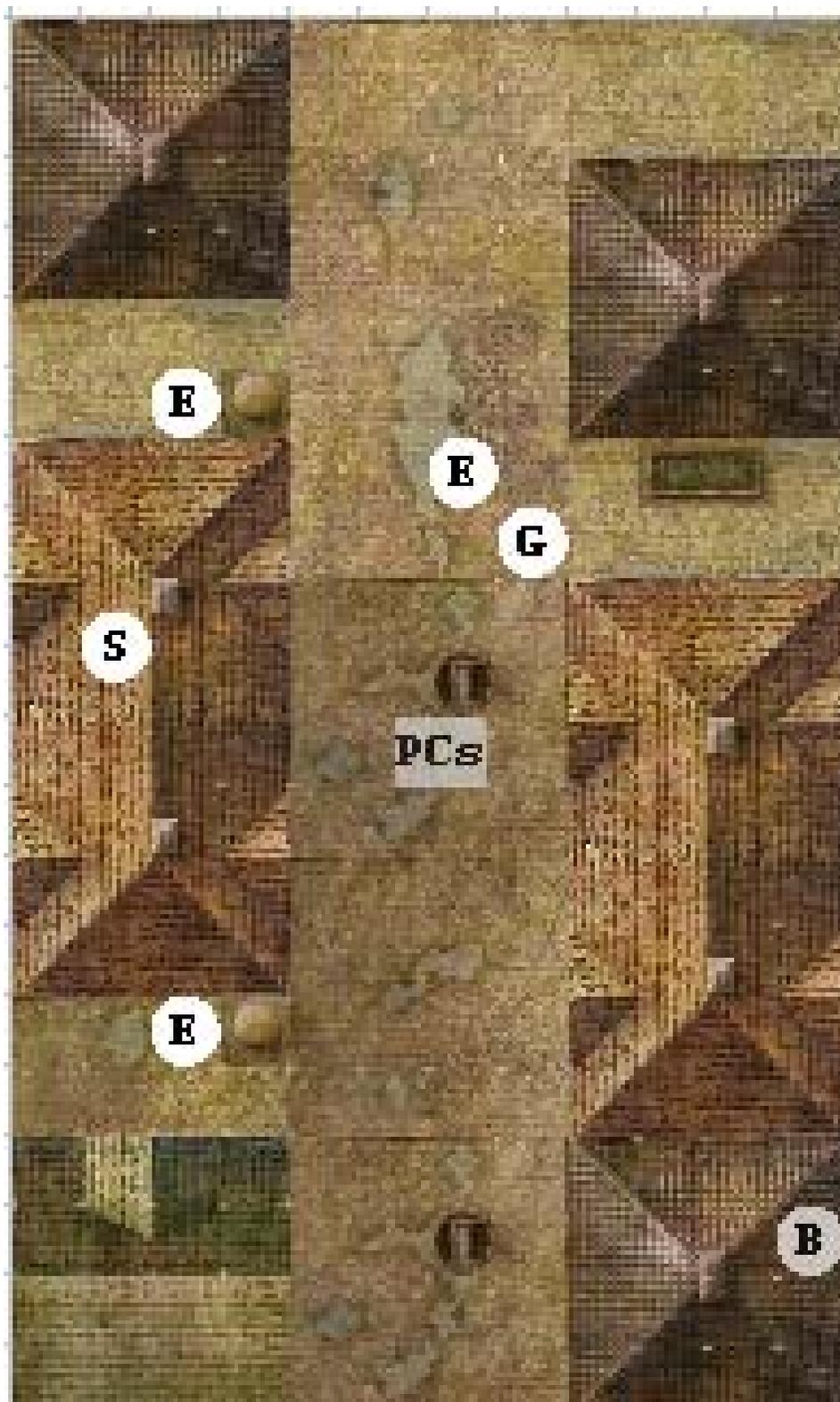
Note: Human bandit with the Shadow Born template from the DMG.

Human Rabble		Level 2 Minion	
Medium natural humanoid			
Initiative +1		Senses Perception +1	
HP 1; a missed attack never damages a minion.			
AC 15; Fortitude 14, Reflex 12, Will 11; see also mob rule			
Speed 6			
m Club (standard; at-will) ♦ Weapon			
+6 vs. AC; 4 damage.			
Mob Rule			
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.			
Alignment Unaligned		Languages Common	
Str 14 (+3)	Dex 10 (+1)	Wis 10 (+1)	
Con 12 (+2)	Int 9 (+0)	Cha 11 (+1)	
Equipment club			

ENCOUNTER 3: UNWANTED ATTENTION MAP

TILE SETS NEEDED

Streets of Shadow x2



ENCOUNTER 4: DICING WITH FIRE

SETUP

Julian Bleth, human male (Intimidate +10, Stealth +17)

Gronx, shadow hound

In this scene the PCs investigation has come to the attention of some Fire Knives who do not like the fact that a rival organization is dealing drugs in their city. To make things more complicated, the drug lords have had some help from other members of the Fire Knives who have been using their ill-gotten gains to further their own ambitions in the organization, resulting in a collection of murders in a grab for power amongst members.

One patriotic member against the drug trade and all that it represents has decided to help the PCs in their investigation. Because there are more powerful Fire Knives involved and he does not know the extent of the conspiracy, Julian cannot act openly—he instead helps the PCs, putting them on the right path, leading them straight to the Chi'Dor Trading Company and offers assistance in keeping other potential threats to the PCs' actions out of the equation.

Just as you are about to leave the area after your encounter with the assassins, another pair of figures enters the area. The first is a young man, dressed in the fancy clothes of a noble of some sort, but it is his animal friend that draws your immediate attention, a medium-sized hound as black as the night itself. As he approaches you, the young man holds up his hands and speaks.

“Adventurers, please forgive my intrusion. I am not here to fight you, but to talk if you are willing to listen. You are headed for a dangerous situation and I may be able to help you if you are interested...”

Julian introduces himself as a noble son of House Bleth, and his faithful companion as Gronx (A DC 15 Arcana check identifies Gronx as a shadow hound).

- He tells the PCs he represents an organization that has major interests in Westgate. He doesn't come out and say it, but PCs can make a DC 15 Streetwise check to realize he means he represents the Fire Knives, the major criminal syndicate in Westgate.

- His organization is angry that another organization has moved in on their turf, and is playing with fire as long as they remain (a hint as to who he represents).
- To make matters worse, this new group is dealing in drugs, a situation that is abhorrent to himself and his organization's leaders.
- However his organization is unable to act directly, as it suspects that this new group has subverted some of their members with the quick and high profits associated with the drug trade. There have been several incidents within his organization that have shifted the balance of power somewhat, incidents he suspects are funded and instigated by members working on behalf of this new group. Any direct action against the drug lords by his group could be compromised due to the spies in his organization's ranks.
- He also hints that a much larger organization outside Westgate is responsible for the drug's trade, and as a result, his organization's leaders have decided they cannot act openly at this stage, due to concerns about reprisals that could be made against them and possibly the city.
- Julian tells the PCs this is where they come in—as outsiders they can act against the drug lords without giving their foes warning or risking reprisals against the city itself, but to do so they need his help.
- Firstly Julian tells the PCs about the Chi'Dor Trading Company, informing them that this group is behind the drug's spread in Westgate. (The PCs may have already discovered this for themselves.) Note that Julian also knows that the drug cartel has taken over the compound and has the legitimate Chiang merchants and servants as little more than prisoners at this time—if the PCs have learned this information from Wei Chiang in Encounter 3 and tell him, he is surprised to learn they have discovered this also.
- He tells the PCs the drug lords' location, and advises them that they need to come up with a way to get inside the compound undetected if they are to have the best chance of succeeding in stopping the drug trade operation.
- Julian offers to keep any other forces off the PCs' backs, including members of his own group and involved city officials who may try

to stop them. He also has some magical items that may help the PCs in their endeavor—items they can keep if they are successful in shutting down the drug lords' operation in Westgate.

- The only thing he asks in return is information. Should the PCs discover anything linking city officials, merchant companies or any other individuals or groups to the smugglers' trading company he wants to know—so his organization can do some housecleaning of its own.
- Julian advises the PCs to move **quickly** to infiltrate to compound - his sources have determined that the drug cartel is winding up its part in this operation and if the PCs do not move quickly the real villains behind the drug's spread likely **escape**.

ENDING THE ENCOUNTER

Julian is sincere in his offer of help and wants the PCs to succeed.

- PCs that are suspicious of his intentions can make a DC 15 Insight check to confirm this fact.
- Julian also hints that the PCs earn some favor with his organization should they take on this task and that it would be good for the PCs to have powerful friends in Westgate.

Note that if the PC still have Wei Chiang in their custody, Julian advises that they do not waste time handing her over to the Chiang Emporium, but should hand her over to the watch instead. (It would be quicker than dealing with the Chiangs). Otherwise the PCs may take too long in the handover, allowing the drug lords to escape.

Once the PCs have finished asking Julian any questions they have and that he is willing to answer, he hands over the magic items he has brought for their use and takes his leave. It is now up to the PCs as to how they proceed with their infiltration of the Chi'Dor compound—move to Encounter 5.

EXPERIENCE POINTS

There are no experience points gained in this encounter and it does not count towards a milestone.

TREASURE

Julian Bleth hands the PCs one set of each of the following items to help them in their endeavor: *boots of stealth, sylvan armor +1*

ENCOUNTER 5: LAIR OF THE DRUG LORDS

**SKILL CHALLENGE LEVEL 3/5,
COMPLEXITY 2 (300/400 XP)**

PLUS

**COMBAT ENCOUNTER LEVEL 1/3
(175/243 XP)**

SETUP

Special Note: This encounter is a combined skill challenge and combat encounter. Success or failure in the skill challenge affects the number of opponents the PCs face in the combat encounter.

- The PCs can also attempt this encounter entirely as a combat encounter—in this case they encounter more opponents and face them at the gates to the compound instead of inside.
- If running time is a factor this encounter can also be run solely as a skill challenge - in this case this encounter becomes a Complexity 5 skill challenge (12 successes before 6 failures).

Refer to the skill challenge and combat encounter sections below for further details on how to run this encounter.

Refer to Appendix 1 for an overview map of the Chi'Dor compound.

Important NPCs: Varies—see skill challenge options below

In this encounter the PCs must gain entry into the Chi'Dor merchant compound and confront the masterminds behind the drug. They can either attempt to gain entry by force, or use a stealthier means to enter, reducing the number of guards they have to face. They may also try to enlist the help of the watch or other concerned citizens and get them to provide a suitable distraction to help them get inside. Once inside they need to avoid the guards in order to get to the main building unseen.

If the PCs fail the skill challenge, the number of combatants in this encounter is increased as the PCs attract more attention. Regardless of the PCs' approach, once they are discovered they need to

tackle Encounter 6 without resting if they are to stop the drug lords from escaping...

The Chi'Dor Trading Company's compound is a large, enclosed area at the end of one of the wide roads in the foreign district. The compound is surrounded by a 10-foot wall made of stone and iron, with a pair of massive wrought-iron gates providing the only entry inside. Through the iron bars you can see the compound interior, which consists of a large open area filled with caravans and two huge warehouses with smaller buildings on either side. A large, multi-storey building of exotic design dominates the centre of the compound, with delicate and intricate balconies and awnings stretching out from the main structure and a broad marble staircase leading up to a set of gilded doors.

At this stage the PCs have to decide how they plan to gain entry and can have a look at the activity within the compound to help reach their decision. By observing the compound the PCs learn the following:

- There is plenty of activity inside, with workers unloading and loading wagons, and the gates being opened frequently, allowing smaller wagons entry and exit.
- All the guards are female, whilst all the workers are male. A DC 15 Perception check reveals that whilst the male workers are Shou the guards, although dressed in Shou-style clothing and armor are not. A DC 15 History or Streetwise check reveals that they lack the correct insignia to be members of the Chiang Emporium or household guard.
- The worker activity is concentrated near the huge warehouses on either side of the compound. The workers inside are dressed in similar clothing of a sort, making them look like Chiang peasants (which they are for the most part).
- There are approximately a score of guards patrolling the compound interior, and they cover a large amount of terrain in the process. The largest concentration of guards is located near the warehouses. A DC 10 Insight check reveals that most of the guards seem more intent on guarding the workers than the compound.
- There are over a dozen large wagons around the compound, each big enough for a person to hide behind or inside. An equal amount of smaller wagons are present as well, though

they are mostly near the warehouses and are in various stages of being loaded or unloaded.

- There seems to be only the one entrance into the main building. The lower balconies are 20 ft. above ground level, offering another possible entry point.
- If the PCs wait until nightfall, they notice the activity near the warehouses continues under numerous light sources, but that the open courtyard is shrouded in darkness and empty of activity except for a few key locations (the main doors, warehouses and gate areas).

INFILTRATING THE COMPOUND

Goal: To get inside the compound and into the main building.

Complexity: 2 (6 successes before 3 failures, hard DCs)

Primary Skills: Acrobatics, Athletics, Bluff, Diplomacy, Stealth and Streetwise

Secondary Skills: Insight and Perception

Special Note: This skill challenge is split into two parts—gaining entry to the compound itself and making it across the compound interior to the building unseen. If the PCs wait for nightfall to make their attempt, they gain a +2 bonus to any Stealth checks made to enter or move about within the compound. Also, if the PCs failed the skill challenge in Encounter 3 then the DCs for all the skills used in this challenge are increased by 2.

Victory: If the PCs succeed in this challenge, they do not encounter any guards until they get inside the main building. The number of failures incurred in this skill challenge also affects the setup of the combat element of this encounter - refer to the combat section for further details.

Defeat: If the PCs fail in this skill challenge, they encounter guards outside the main building as well as those inside, fighting them on the steps leading up to the gilded doors.

GAINING ENTRY TO THE COMPOUND

To gain entry into the compound, the PCs may take one of the following approaches:

- Climb over the compound wall
- Talk their way past the compound guards
- Hide within wagons headed inside
- Enter via the sewers

Of course if the PCs decide on a course of action not covered above, adapt as necessary to cover their approach.

The various skills listed below that are marked with an asterisk are skills that can only be attempted as part of a group skill check. If the PCs choose to use one of these skills, each PC must attempt a skill check using an asterisked skill (but they do not have to attempt all of the asterisked skills)—they can attempt to use the same skill or they can split up and use different skills and meet up again once they are inside the compound. If half or more of the PCs fail, then it constitutes a single failure for this skill challenge.

- If the PCs incur one failure for this skill challenge then the guards in the compound are suspicious but not on full alert. They may move to investigate a noise or disturbance, but then shrug it off as a nothing before they fully investigate.
- If the PCs incur two failures, then the guards are alert on their patrol and actively looking for possible intruders, but do not find the PCs at this time—describe a near miss as the PCs are almost discovered.

*Acrobatics DC 15/17 (1 success, 1 maximum)

The PCs can attempt to grab on to the undercarriage of one of the wagons entering the compound. A successful check allows that PC to gain entry into the compound. Use of this skill also requires the PCs to attempt a group Stealth check to remain unseen (see below).

Bluff DC 15/17 (1 success, 1 maximum)

The PCs can pass themselves off as merchants or city officials in an attempt to gain entry into the compound. A successful check gets them inside the compound, but they find that they are watched carefully and suffer a -2 penalty to Stealth checks for the remainder of this encounter.

*Athletics DC 15/17 (1 success, 1 maximum)

The PCs can attempt to climb the wall surrounding the compound. A successful check gains that PC entry into the compound. Use of this skill also requires the PCs to attempt a group Stealth check to remain unseen (see below).

Diplomacy DC 15/17 (1 success, 1 maximum)

The PCs can attempt to call on the aid of Watch Sergeant Featherby or the Sisters of Selune to help create a distraction to get them inside. A successful check results in receiving the desired help, granting them a success in this skill challenge as well as a +2 bonus to Stealth checks while they are within the compound.

The PCs may also look to enlist the help of the Chiang Merchant house or other citizens with trade connections, getting them to smuggle the PCs inside the Chi'Dor compound inside a wagon or carriage. A successful check gets the desired help, but the PCs will also need to attempt a group Stealth check (see below) gaining a +2 bonus to the check.

Insight or Perception DC 15/17 (0 successes, no maximum)

The PCs can watch the activity inside the compound to choose the best time to make their attempt to gain entry. A successful check does not constitute a success for this skill challenge, but does spot an opening in the guard's patrols granting the PC a +2 bonus to their next skill check. This bonus stacks with the bonus gained through the use of Diplomacy (see above).

***Stealth DC 10/11** (1 success, no maximum)

This skill must be attempted as a group skill check if the PCs choose to climb the wall to gain entry (Athletics—see above), or hide within a wagon as it enters the compound (Acrobatics—see above). If half or more of the PCs fail this check it constitutes a single failure for this skill challenge. A successful group Stealth check gains the PCs entry into the compound unseen.

Streetwise DC 15/17 (1 success, 1 maximum)

The PCs can look for a sewer entrance or other concealed entry point that leads into the Chi'Dor compound. A successful check finds the desired entry point, enabling the PCs to enter the compound unseen. A failed check results in a wrong turn, costing the PCs time and causing them to each lose one healing surge—they can then reattempt this skill check if they choose. If the PCs have incurred the third failure in this skill challenge with this check, then the compound guards ambush the PCs as they exit the sewers inside the compound.

INSIDE THE COMPOUND

The PCs must attempt at least two group Stealth checks at some point inside the compound if the party is to succeed at this skill challenge, unless they use the Bluff skill (see below)—in which case they only need to make one Stealth check. Two or more failures in total constitute a failure for this challenge.

Bluff DC 15/17 (1 success, 1 maximum)

The PCs can pass themselves off as merchants that were allowed entry into the compound. A

successful check means they evade the guard's attention briefly, but they find that their presence is later noted and they are watched carefully from then on, suffering a -2 penalty to Stealth checks for the rest of this encounter. Under no circumstances can the PCs use this skill to approach the main building—they need to attempt a Stealth check (see below) to get to the main building.

Perception DC 15/17 (1 success, no maximum)

The PCs can watch the activity inside the compound in order to calculate the best time to make their next move. A successful check does not constitute a success for this skill challenge, but does spot an opening in the guards' patrols, granting the PCs a +2 bonus to their next skill check. This bonus can stack with the bonus gained through the use of Diplomacy (see above).

Stealth DC 10/11 (1 success; 2 minimum, no maximum)

The PCs attempt to remain unseen and sneak across the compound using the wagons for cover. Each PC must attempt this skill check as part of a group skill check—two group checks (minimum) are required to cross the compound. Two or more total failures by individual PCs constitute a failure for this skill challenge.

COMBAT ENCOUNTER LEVEL 1/3 (175/243 XP)

SETUP

The setup of this combat encounter depends on the degree of success / failure in the previous skill challenge. There are additional opponents if the PC fail the challenge or elect to attack the compound outright.

If the PCs attempted the skill challenge and were successful then the number of failures incurred has an impact on the setup of this combat encounter.

- If the PCs succeed without incurring any failures, then the guards are caught off guard when they discover the PCs inside the main building, allowing the PCs a surprise round against them.
- If the PCs incurred only one failure then the guards in the compound are suspicious but not on full alert. Subsequently they are not surprised when the PCs are finally discovered inside the main building.

- If the PCs incurred two failures, then the guards are alert on their patrol and actively looking for possible intruders, but do not find the PCs until they get inside the main building.

This combat encounter can take place in a variety of locations, depending on the PCs' success in the challenge or if they did not attempt the challenge at all.

- If the PCs successfully completed the skill challenge, they face their opponents just inside the front doors of the main building.
- If the PCs failed the challenge, they face their opponents on the steps outside the main building, or at the sewer grate if they incurred the 3rd failure with the streetwise check (above).
- If the PCs elected to avoid the challenge and take on the compound using force alone they face their opponents at the entry gates to the compound.

SUCCESSING AT THE SKILL CHALLENGE:

This encounter includes the following creatures at the low tier:

- 1 human guard (level 1) (G)**
- 3 human rabble (level 1) (E)**

This encounter includes the following creatures at the high tier:

- 1 human guard (G)**
- 3 human rabble (E)**

FAILING THE SKILL CHALLENGE:

This encounter includes the following creatures at the low tier:

- 2 human guards (level 1) (G)**
- 5 human rabble (level 1) (E)**

This encounter includes the following creatures at the high tier:

- 2 human guards (G)**
- 5 human rabble (E)**

DEALING WITH THIS ENCOUNTER WITHOUT ATTEMPTING THE SKILL CHALLENGE:

This encounter includes the following creatures at the low tier:

- 3 human guards (level 1) (G)**
- 7 human rabble (level 1) (E)**

This encounter includes the following creatures at the high tier:

- 3 human guards (G)**
- 7 human rabble (E)**

Regardless of the PCs' success during the skill challenge, the guards within the compound or the main building eventually discover them. When the PCs are discovered, the alarm is sounded—a series of loud bells begins to ring out, alerting the compound to their presence and calling the guards to action.

As in Encounter 3, the PCs can see that their opponents are all female, but are not Shou women. However, the guards are all dressed in chainmail armor and wield halberds, swords and crossbows, and they are not cloaked as they were in the previous encounter.

FEATURES OF THE AREA

Illumination: This depends on the timing of the PCs' incursion into the compound

During the afternoon, sunlight casts normal illumination in the compound with dim illumination on the east side of any large obstacle.

During the night the compound is treated as having dim illumination, except for the areas out front and inside the main building, which are considered to have normal illumination.

Buildings: All of the warehouses and buildings are considered blocking terrain.

Wagons and Caravans: All of the wagons and caravans are considered covering terrain. These obstacles can be climbed with a DC 10 Athletics check.

Staircase: The staircase in front of the main building is considered difficult terrain. Moving into any of these squares costs one additional square of movement.

Rubble: Any squares containing rubble are considered difficult terrain. Moving into any of these squares cost one additional square of movement.

TACTICS

The PCs are initially engaged by the human guard(s) whilst the rabble announces their arrival with a single round of ranged attacks before joining the melee.

- If the combat takes place just inside the main doors, the human guard is near the doorway with the human rabble moving from the stairs inside the building.
- If the PCs failed the skill challenge the human guard and rabble engage the PCs on the steps

- If the combat occurs at the gates to the compound, the guards engage the PCs directly, with the rabble focusing on ranged attacks from within the compound using the cover there to their advantage.

In addition to their clubs, the human rabble is also equipped with crossbows, for which they have 20 bolts. Add the following attack power to their stats:

<p>r Crossbow (standard; at-will) ✦ Weapon Ranged 15/30; +3/+4 vs. AC; 5 damage.</p>

All the combatants fight until the end, fearing that their fate is far worse if they do not stop the PCs.

SCALING THE ENCOUNTER

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

- Four PCs:** Remove the human guard.
- Six PCs:** Add one additional human guard.

ENDING THE ENCOUNTER

Once the PCs have defeated their opponents they can continue inside the building to search for the drug lords themselves. Because the alarm has already been rung, the drug lords are already moving to escape the area. Read aloud the following:

With the alarm bells now ringing the activity within the merchant house erupts with a fevered frenzy. As the servants scramble for any exit you realize that the true culprits behind the drug's spread in Westgate will also be looking to make their escape. Your group will have to move quickly if you are to stop them from getting away...

Let the players know that taking a short rest at this time isn't a good idea. They'll need to move quickly if they are to stop the leaders from escaping, especially now that the alarm has been raised. If the PCs choose to take a short rest, the drug lords escape before the PCs encounter them—the DM should stress the urgency of the situation to the PCs, and encourage them to move on to the next encounter without taking a short rest.

If the PCs are unable to defeat the compound guards, they are captured—allowing the cartel members to escape without being encountered by the

PCs. If the PCs are captured, skip ahead to the Conclusion.

EXPERIENCE POINTS

The characters receive 60/80 experience points each for successfully completing the skill challenge, and 35/49 experience points each for defeating the compound guards. If the PCs failed the skill challenge or elected to take on the compound forces directly they receive a similar number of experience points for defeating the additional compound guards faced.

TREASURE

The PCs discover a total of 25/40 gp per PC in the pockets of the guards they defeat in this encounter.

ENCOUNTER 5: LAIR OF THE DRUG LORDS STATISTICS (LOW LEVEL)

Human Rabble (Level 1)		Level 1 Minion
Medium natural humanoid		XP 25
Initiative +0	Senses Perception +0	
HP 1; a missed attack never damages a minion.		
AC 14; Fortitude 12, Reflex 10, Will 10; see also <i>mob rule</i>		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+5 vs. AC; 4 damage.		
Mob Rule		
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.		
Alignment Unaligned		Languages Common
Str 14 (+2)	Dex 10 (+0)	Wis 10 (+0)
Con 12 (+1)	Int 9 (-1)	Cha 11 (+0)
Equipment club		

Human Guard (Level 1)		Level 1 Soldier
Medium natural humanoid		XP 100
Initiative +4	Senses Perception +5	
HP 33; Bloodied 16		
AC 16; Fortitude 14, Reflex 13, Will 12		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +8 vs. AC; 1d10 + 2 damage, and the target is marked until the end of the human guard's next turn.		
M Powerful Strike (standard; recharge 5-6) ♦ Weapon		
Requires halberd; reach 2; +8 vs. AC; 1d10 +6 damage, and the target is knocked prone.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +7 vs. AC; 1d8 +1 damage.		
Alignment Unaligned		Languages Common
Skills Streetwise +6		
Str 16 (+3)	Dex 14 (+2)	Wis 11 (+0)
Con 15 (+2)	Int 10 (+0)	Cha 12 (+1)
Equipment chainmail, halberd, crossbow with 20 bolts		

ENCOUNTER 5: LAIR OF THE DRUG LORDS STATISTICS (HIGH LEVEL)

Human Rabble		Level 2 Minion
Medium natural humanoid		XP 31
Initiative +1	Senses Perception +1	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+6 vs. AC; 4 damage.		
Mob Rule		
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.		
Alignment Unaligned		Languages Common
Str 14 (+3)	Dex 10 (+1)	Wis 10 (+1)
Con 12 (+2)	Int 9 (+0)	Cha 11 (+1)
Equipment club		

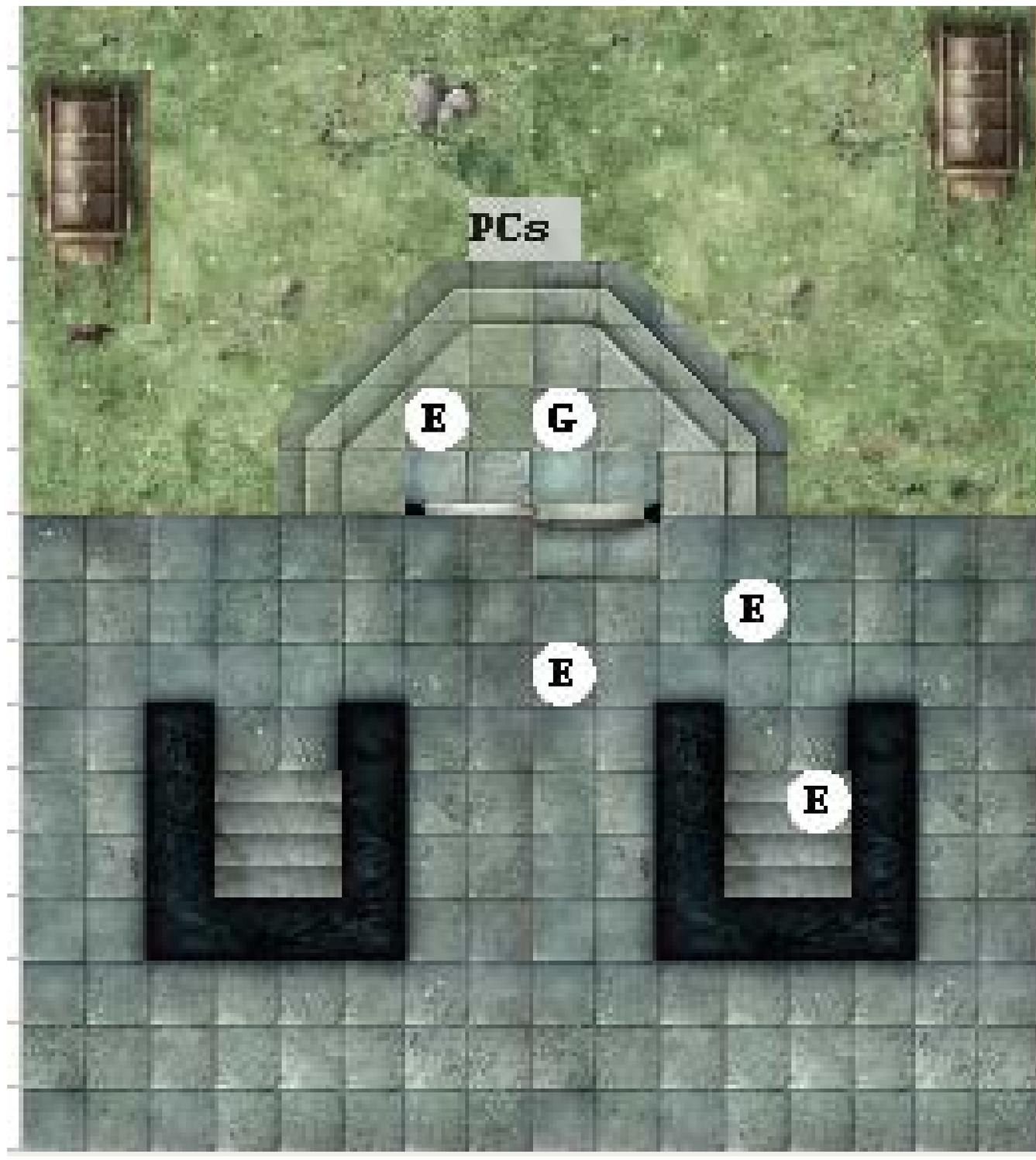
Human Guard		Level 3 Soldier
Medium natural humanoid		XP 150
Initiative +5	Senses Perception +6	
HP 47; Bloodied 23		
AC 18; Fortitude 16, Reflex 15, Will 14		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.		
M Powerful Strike (standard; recharge 5-6) ♦ Weapon		
Requires halberd; reach 2; +10 vs. AC; 1d10 +7 damage, and the target is knocked prone.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.		
Alignment Unaligned		Languages Common
Skills Streetwise +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 5: LAIR OF THE DRUG LORDS MAP

TILE SETS NEEDED

Hidden Crypts x1

Ruins of the Wild x 1



ENCOUNTER 6: STOPPING THE ESCAPE

ENCOUNTER LEVEL 2/4 (650/850 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 human guards (level 1) (G)
- 2 human berserkers (level 2) (B)
- 1 human mage devastator (level 3) (M)

This encounter includes the following creatures at the high tier:

- 1 human guards (G)
- 2 human berserkers (level 3) (B)
- 1 human mage devastator (level 5) (M)

After making it inside the main building in the compound, the PCs must move quickly to stop the drug lords from escaping.

As the adventurers enter the area, read:

Following your defeat of the compound guards, you can now move through the building and locate the real perpetrators behind the drug's spread in Westgate. But if you don't move quickly, it is likely that the true villains will escape.

The interior of the merchant house is filled with opulence. Two broad stairwells of polished marble stretch towards the high vaulted ceiling, with gleaming brass banisters that stretch along their entire length. The floor in the entryway is covered with elaborate rugs of Shou design and numerous ornate statues populate every corner of the main hall.

With the alarm bell still ringing, it seems the entire household is in an uproar. Servants scatter at your approach with some cowering in the corners, avoiding your gaze at all costs.

Let the players know that taking a short rest at this time isn't a good idea. They'll need to move quickly if they are to stop the leaders from escaping, especially now the alarm has been raised.

As they move through the building in search of their quarry the PCs encounter several servants (non-combatants) who cower away from them in an effort to avoid their wrath.

- A successful DC 10 Diplomacy or Intimidate check convinces the servants to reveal the location of the drug lords, who are currently in a laboratory set up in the building's basement.
- The servants also tell the PCs that they have been prisoners of the drug lords like all of the other Chiang workers in the compound,
- They also tell the PCs that the person controlling the Chiang Emporium's interests in the Chi'Dor Trading Company, Wei Chiang, is in league with the drug cartel and has sold out her own people for a quick profit (but they haven't seen Wei since earlier today).

The PCs can quickly find the stairs that lead down to the basement. Note that the doors and the stairs are not trapped, even though the PCs may suspect that they are.

Once the PCs head down the staircase to the cellars continue with the read-aloud text below.

Descending the stairs it is not long before you find them opening out into a large basement filled with benches covered in alchemical equipment. All manner of vials, bottles, jars and boxes are stacked across benches throughout the room.

At the far end of the room a group of armed women are busily gathering books and loose notes at the behest of another who is dressed in crimson robes. Seeing you, the robed woman points, calling the others to attack....

The robed woman's name is Morana Tar. She is the chief alchemist responsible for creating the drug in Westgate. It is her notes and designs on creation of the drug that the others have been gathering up, which she plans to take with her in her escape via the door located on the eastern wall of the basement if the fight turns against them.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The entire basement is brightly lit from a variety of sources throughout the room.

Tables and Benches: Any square that contains tables or benches is considered cover terrain. Tables and benches can be climbed or jumped onto with a successful DC 10 Athletics check. Anyone jumping or climbing onto a table bearing alchemy equipment must make a DC 15 Acrobatics check in order to avoid knocking over this equipment and causing it to explode (see Alchemy Equipment below).

Alchemy Equipment: Some of the tables and benches contain alchemical equipment. Treat the equipment as a target with 5 hp and defenses of 5. Destroying this equipment causes the substances inside to explode, creating a blast 1 effect centered on the two originating squares. Once a table containing this equipment is destroyed it cannot be used to set off another explosion.

The exploding substance attacks all creatures in the blast and deals damage depending on the tier played:

- Low Tier: +4 vs. Reflex; if it hits, it deals 1d6 acid damage and ongoing 2 acid damage (save ends). If it misses, it deals half damage and no ongoing damage.
- High Tier: +6 vs. Reflex; if it hits, it deals 1d10 acid damage and ongoing 5 acid damage (save ends); if it misses, it deals half damage and no ongoing damage.

TACTICS

Once the PCs are noticed, the mage devastator uses her *dancing lightning* power against the strongest-looking PCs before dropping prone behind a desk to gain total cover. She waits until the PCs have moved near the tables and benches containing the alchemical equipment before unleashing her *thunder burst* power, which may also damage the equipment causing it to explode (see Alchemy Equipment under Features of the Area). She uses her *endless power* ability to regain use of her *thunder burst* attack, and tries to target more alchemical equipment in subsequent attacks. Thanks to her *spell shaper* ability she can exclude up to two allies from damage within the blast area of her attacks, but she is not above sacrificing the others if necessary and does not shy away from including any of her companions in an alchemical explosion if she can also target several PCs.

The guards quickly move to engage the PCs in melee and attempt to intercept anyone trying to get to the mage. They also use their halberds to attack the alchemy equipment using reach, so they are not caught in the blast radius.

The berserkers open the attacks by throwing their hand axes, targeting the alchemical equipment if any PCs are within 1 square of a table or bench bearing the equipment. Then they focus their attacks on any PCs they can engage in melee, targeting spell casters in preference if they can get to them without too much trouble.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the human berserkers and reduce the amount of alchemical equipment in the room by half.

Six PCs: Add another human berserker and two more squares of alchemical equipment to the room.

ENDING THE ENCOUNTER

Once the PCs defeat the mage and her allies, they can investigate the room and gather up all the notes and formulas on the drug's creation, production and distribution. From reading the various notes in the basement they can learn the following information:

- The drug has been created to have a secondary effect, making any user more susceptible to magical or mental suggestion and command.
- One of the components of the drug is the brain fluids of an illithid (a creature also known as a mind flayer), though the notes do not mention the source of this substance.
- The main ingredient of the drug is a liquid that originated from the Abyss, but the substance is not named.
- The PCs also find records that show a majority of the completed drug has been shipped from Westgate to the Dalelands via the Cormyrean city of Marsember. Following this trail leads to *DALE1-7 Arts* (or if already played, this is nothing new to the PCs since they backtracked that delivery to here).
- The PCs also find a map showing the locations of all the backyard labs producing the final cut of the drug in Westgate, as well as a list of known distributors. The names on this list are linked to many names of victims and the withdrawal effects each victim suffered is detailed in a small book dedicated to this subject.
- The PCs also find some tomes containing the alchemical formulas for Alchemist's Fire, and Alchemist's Acid.

EXPERIENCE POINTS

The characters receive 130/170 experience points each for defeating the mage and her allies.

TREASURE

The mage has a backpack containing 50/60gp, along with several samples of Agony. The PCs also find the

following stash of magical items: +1 orb of inevitable continuance, dwarven greaves (high level only), alchemical formula for Alchemist's Fire or Alchemist's Acid

CONCLUDING THE ADVENTURE

With the PCs defeat or capture of the alchemist the merchant compound is soon turned upside down as Sergeant Featherby and the city watch arrives on the scene. While his men begin rounding up all of the Chiang workers, servants and guards, Featherby locates the PCs and congratulates them on their efforts for the day.

As you exit the main building, you see officers of the city watch rounding up and arresting workers, servants and guards. Another group of officers is closing off the warehouses and securing the wagons in preparation for searching them for any hidden drugs.

With a rare smile on his face, Sergeant Featherby moves over to talk to you.

“Well, you look to have done some good after all. Maybe now we can shut down this drug trade for good and end the blight this stuff has had on our city. Let me thank you all for your actions today, the city is in your debt.

The PCs can stay to talk further with Featherby as he coordinates the watch investigation of the compound. The investigation takes some time, but it isn't long before some preliminary information comes in.

- Only a relatively small amount of the drug has been found within the compound so far—enough to condemn the Chi'Dor merchant house, but not as much as Featherby expected from what he's seen of the lab production.
- Even though the PCs were able to stop the chief alchemist from escaping, it seems the other cartel members had already left the compound prior to the PCs' arrival, leaving only guards and workers behind.
- There are references to contacts with unknown distributors in the Dalelands. (This evidence is only found if the PCs have yet to play DALE1-7 Arts.)

If the PCs give Sergeant Featherby the notes they discovered in the basement laboratory, they earn the **DRAG15 Linked to the Law** story award. The sergeant is troubled by the amount of drug that has already been shipped out of Westgate. Even though the city is his main concern, he is concerned that other cities may face the same threat in the future. He takes the notes as

evidence to be produced at the trial of any surviving drug lords or at the meeting he needs to hold in order to inform the Chiangs of their connections (albeit unwitting) with the trade. PCs who hand over the notes to Sergeant Featherby do not receive the **DRAG16 Connection with Fire** story award, as Julian Bleth is unwilling to accept a copy or their word—he cannot afford to make mistakes.

If the PCs give Julian Bleth the notes, they earn the **DRAG16 Connection with Fire** story award. Julian takes the notes as a solid, provable point from which to spark the Fire Knives' house cleaning operation (as well as his own investigations). He does not accept a copy of the names or notes found in the basement. Even if the PCs make a copy of the notes to give to Sergeant Featherby, they do not earn the **DRAG15 Linked to the Law** story award, as a mere copy, even backed by their word is not enough to fully clear them from suspicions aroused by their refusal to turn over the originals. Not to mention that the sergeant and the Fire Knives are no friends of each other.

If the PCs were successful in discovering and shutting down the drug cartel's manufacturing and smuggling operations in Westgate, they receive the minor quest experience for stopping the drug supply in Westgate, and this should be noted on their character records.

If the PCs have already played DALE1-7 Arts, and have earned the **DALE21 Arts and Crafts** story award, and were further successful in discovering and shutting down the drug cartel's smuggling operations in Westgate, they receive the major quest experience for Defeating Agony, and the **DRAG17 Defeating Agony** story award.

ENCOUNTER 6: STOPPING THE ESCAPE STATISTICS (LOW LEVEL)

Human Berserker (Level 2)		Level 2 Brute
Medium natural humanoid		XP 125
Initiative +2	Senses Perception +1	
HP 46; Bloodied 23; see also <i>battle fury</i>		
AC 13; Fortitude 13, Reflex 12, Will 12		
Speed 7		
m Greataxe (standard; at-will) ♦ Weapon		
+5 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).		
M Battle Fury (free, when first bloodied; encounter)		
The human berserker makes a melee basic attack with a +2 bonus to the attack roll and deals an extra 1d6 damage on a hit.		
R Handaxe (standard; at will) ♦ Weapon		
Ranged 5/10; +3 vs. AC; 1d6 + 2 damage.		
Alignment Unaligned	Languages Common	
Skills Athletics +8, Endurance +8		
Str 17 (+4)	Dex 12 (+2)	Wis 11 (+1)
Con 16 (+4)	Int 10 (+1)	Cha 12 (+2)
Equipment hide armor, greataxe, 2 handaxes		

Human Guard (Level 1)		Level 1 Soldier
Medium natural humanoid		XP 100
Initiative +4	Senses Perception +5	
HP 31; Bloodied 15		
AC 16; Fortitude 14, Reflex 13, Will 12		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +8 vs. AC; 1d10 + 2 damage, and the target is marked until the end of the human guard's next turn.		
M Powerful Strike (standard; recharge 5-6) ♦ Weapon		
Requires halberd; reach 2; +8 vs. AC; 1d10 + 6 damage, and the target is knocked prone.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +7 vs. AC; 1d8 + 1 damage.		
Alignment Unaligned	Languages Common	
Skills Streetwise +6		
Str 16 (+3)	Dex 14 (+2)	Wis 11 (+0)
Con 15 (+2)	Int 10 (+0)	Cha 12 (+1)
Equipment chainmail, halberd, crossbow with 20 bolts		

Human Mage Devastator (level 3)		Level 3 Elite Artillery
Medium natural humanoid		XP 300
Initiative +3	Senses Perception +4	
HP 66; Bloodied 33		
AC 18; Fortitude 12, Reflex 15, Will 14		
Speed 6		
Saving Throws +2		
Action Point 1		
m Quarterstaff (standard; at-will) ♦ Weapon		
+3 vs. AC; 1d8 damage.		
r Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +6 vs. reflex; 2d4 + 4 force damage.		
R Dancing Lightning (standard; encounter) ♦ Lightning		
The mage devastator makes a separate attack against 3 different targets; ranged 10; +6 vs. Reflex; 1d6 + 4 lightning damage.		
R Thunder Burst (standard; encounter) ♦ Thunder		
Area burst 1 within 10; +6 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).		
Spell Shaper		
Whenever the mage devastator uses a close burst or an area attack power, it can choose up to two allies in the powers area of effect. Those allies are not targeted by the power.		
Endless Power (minor; recharge 6)		
The mage devastator regains the use of an expended encounter power.		
Alignment Evil	Languages Common	
Skills Arcana +10		
Str 10 (+1)	Dex 14 (+3)	Wis 17 (+4)
Con 12 (+2)	Int 18 (+5)	Cha 12 (+2)
Equipment robes, quarterstaff, wand		

ENCOUNTER 6: STOPPING THE ESCAPE STATISTICS (HIGH LEVEL)

Human Berserker (Level 3)		Level 3 Brute
Medium natural humanoid		XP 150
Initiative +2	Senses Perception +2	
HP 56; Bloodied 28; see also <i>battle fury</i>		
AC 14; Fortitude 14, Reflex 13, Will 13		
Speed 7		
m Greataxe (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).		
M Battle Fury (free, when first bloodied; encounter)		
The human berserker makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.		
R Handaxe (standard; at will) ♦ Weapon		
Ranged 5/10; +4 vs. AC; 1d6 + 2 damage.		
Alignment Unaligned	Languages Common	
Skills Athletics +8, Endurance +8		
Str 17 (+4)	Dex 12 (+2)	Wis 11 (+1)
Con 16 (+4)	Int 10 (+1)	Cha 12 (+2)
Equipment hide armor, greataxe, 2 handaxes		

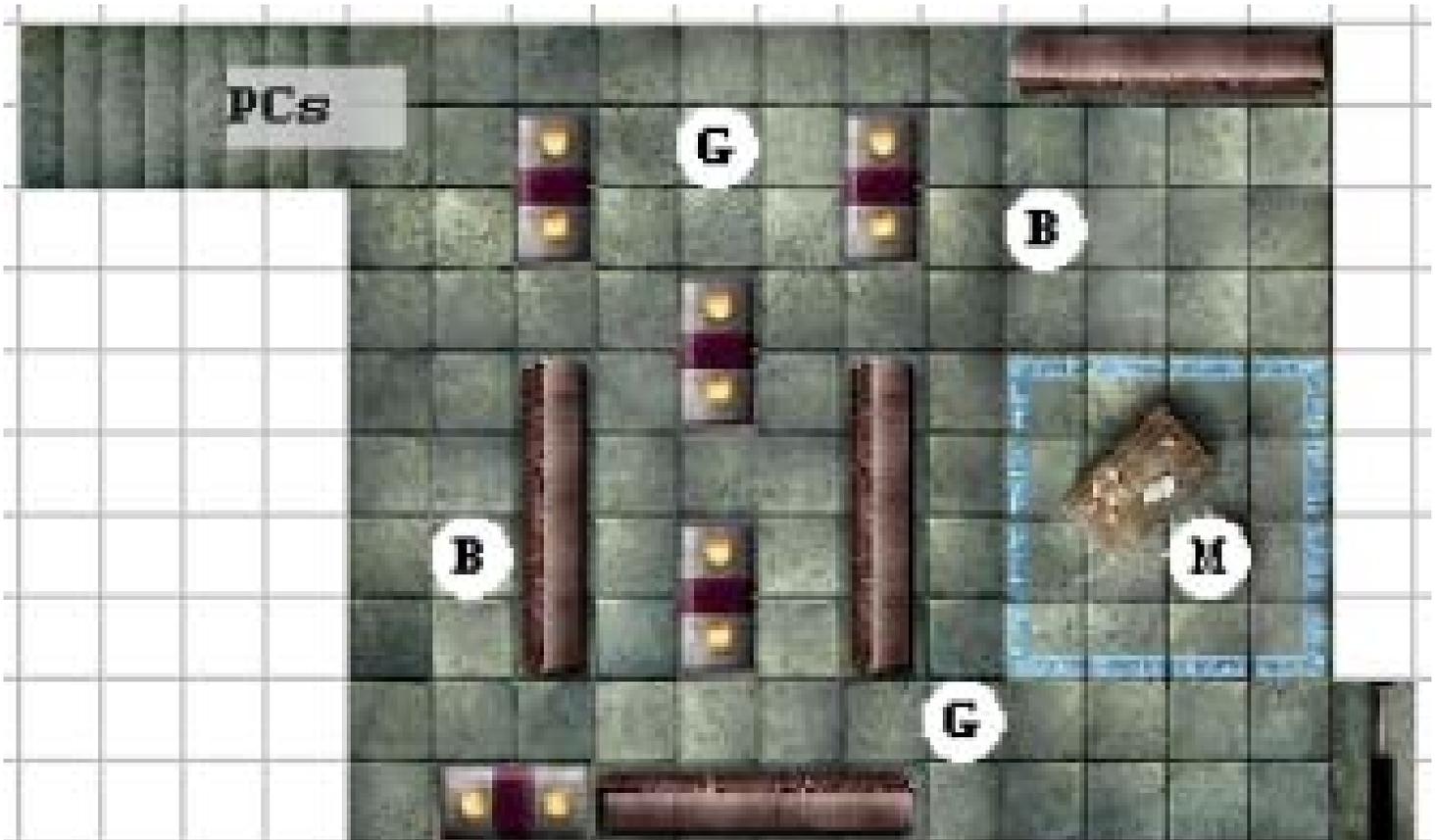
Human Guard		Level 3 Soldier
Medium natural humanoid		XP 150
Initiative +5	Senses Perception +6	
HP 47; Bloodied 23		
AC 18; Fortitude 17, Reflex 16, Will 14		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.		
M Powerful Strike (standard; recharge 5, 6) ♦ Weapon		
Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.		
Alignment Unaligned	Languages Common	
Skills Streetwise +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		

Human Mage Devastator (Level 5)		Level 5 Elite Artillery
Medium natural humanoid		XP 400
Initiative +4	Senses Perception +5	
HP 90; Bloodied 45		
AC 20; Fortitude 14, Reflex 17, Will 16		
Speed 6		
Saving Throws +2		
Action Point 1		
m Quarterstaff (standard; at-will) ♦ Weapon		
+5 vs. AC; 1d8 +1 damage.		
r Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +8 vs. reflex; 2d4 + 5 force damage.		
R Dancing Lightning (standard; encounter) ♦ Lightning		
The mage devastator makes a separate attack against 3 different targets; ranged 10; +8 vs. Reflex; 1d6 +5 lightning damage.		
R Thunder Burst (standard; encounter) ♦ Thunder		
Area burst 1 within 10; +8 vs. Fortitude; 1d8 +5 thunder damage, and the target is dazed (save ends).		
Spell Shaper		
Whenever the mage devastator uses a close burst or an area attack power, it can choose up to two allies in the powers area of effect. Those allies are not targeted by the attack.		
Endless Power (minor; recharge 6)		
The mage devastator regains the use of an expended encounter power.		
Alignment Evil	Languages Common	
Skills Arcana +11		
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)
Equipment robes, quarterstaff, wand		

ENCOUNTER 6: STOPPING THE ESCAPE MAP

TILE SETS NEEDED

Arcane Corridors x1



REWARDS SUMMARY

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

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: The Sisters Problem

60 / 90 XP

Encounter 3: Unwanted Attention

100 / 146 XP

Encounter 5: Lair of the Drug Lords

95 / 129 XP

Encounter 6: Stopping the Escape

130 / 170 XP

Minor Quest: Stopping the Drug Supply in Westgate

25 / 35 XP

Major Quest: Defeating Agony

125 / 175 XP

Total Possible Experience

400 / 560* XP (525 / 735 XP with Major Quest)

* Total possible XP is 410 / 570, but 400 / 560 is the maximum that can be earned by a character.

Gold per PC

75 / 100 gp

(Encounter 5: 25 / 40 gp, Encounter 6: 50 / 60 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. 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.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *+1 symbol of life* (low-level version only) (level 2; *Players Handbook*)

Found in Encounter 2

Bundle B: *sylvan armor +1* (level 3; *Players Handbook*)

Found in Encounter 4

Bundle C: *boots of stealth** (level 3; *Adventurer's Vault*)

Found in Encounter 4

Bundle D: *+1 orb of inevitable continuance* (level 3; *Players Handbook*)

Found in Encounter 6

Bundle E: *ironskin belt* (level 5; *Players Handbook*)

Found in Encounter 2

Bundle F: *dwarven greaves* (high-level version only) (level 6; *Players Handbook*)

Found in Encounter 6

Bundle G: Alchemical formula book containing *alchemist's fire** or *alchemist's acid** (select one and note it when selecting this award (*Adventurer's Vault*))

Found in Encounter 6

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 vial of *alchemist's fire* or *alchemist's acid* plus 30 / 55 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the

listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

DRAG15 Linked to the Law

For handing over the original notes to Sergeant Featherby, you prove yourself an ally of Westgate's Law. If they need outside assistance in the future they may just come to you.

DRAG16 Connection with Fire

By delivering the names on the drug cartel's notes to Julian you have gained a possible ally within the Fire Knives. As long as it does not compromise his organization, Julian has promised to keep in contact with you in the future.

DRAG17 Defeating Agony

For discovering and shutting down the production and testing of the drug known as Agony on the south of the Dragon Mere, you have drawn the attention of the secretive drug cartel trading in it. While this could mean greater difficulties for you should you come across them again, you are also armed with foreknowledge of their activities, giving you an edge in the fight against them and those that support them.

This story award is part of the Arts and Crafts major quest. The other part occurs in *DALE1-7 Arts*.

ADVENTURE QUESTIONS

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

1. Did the PCs contact the City Watch during their investigation?

- Yes, they spoke to Sergeant Featherby to find out what he knew about the drug
- Yes, they spoke to Sergeant Featherby and told him what had learned about the drug
- Both A and B
- No, they did not contact the city watch.

2. What did the PCs do about Wei Chiang (the shadowborn stalker from Encounter 3)?

- They killed her.
- They captured her, but let her go.
- She escaped.
- They turned her into the city watch.
- They turned her into the Chiang Emporium.

3. How did the PCs infiltrate the Chi'Dor Compound?

- They bluffed their way past the compound guards.
- They asked the Sisters of Selûne or City Watch to provide a distraction and used stealth to gain entry.
- They trusted their own skills and used stealth to enter the compound
- They entered the sewers and used stealth to move unseen through the compound.
- They used brute force to gain entry.

4. How did the PCs deal with the alchemist behind the drug in Encounter 6?

- They killed her and her associates
- They captured her and/or her associates
- She was able to escape during their encounter.
- They never encountered the alchemist

5. What did the PCs do with the drug cartel's notes?

- They handed them over to Sergeant Featherby
- They handed them to Julian Bleth
- Both a & b (they created a copy).
- They kept it for themselves
- They destroyed the notes

NEW RULES

ALCHEMIST'S ACID

LEVEL 1+

When shattered, this glass vial releases a spray of acid.

Lvl 1	20 gp	Lvl 16	1,800 gp
Lvl 6	75 gp	Lvl 21	9,000 gp
Lvl 11	350 gp	Lvl 26	45,000 gp

Alchemical Item

Power (Consumable ♦ Acid): Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, deal 1d10 acid damage and ongoing 5 acid damage (save ends); on a miss, half damage and no ongoing damage.

Level 6: +9 vs. Reflex; 1d10 acid damage and ongoing 5 acid damage (save ends)

Level 11: +14 vs. Reflex; 2d10 acid damage and ongoing 5 acid damage (save ends)

Level 16: +19 vs. Reflex; 2d10 acid damage and ongoing 10 acid damage (save ends)

Level 21: +24 vs. Reflex; 3d10 acid damage and ongoing 10 acid damage (save ends)

Level 26: +29 vs. Reflex; 3d10 acid damage and ongoing 15 acid damage (save ends)

Reference: *Adventurer's Vault*, page 24.

ALCHEMIST'S FIRE

LEVEL 1+

When shattered, this flask fills an area with alchemical flame.

Lvl 1	20 gp	Lvl 16	1,800 gp
Lvl 6	75 gp	Lvl 21	9,000 gp
Lvl 11	350 gp	Lvl 26	45,000 gp

Alchemical Item

Power (Consumable ♦ Fire): Standard Action. Make an attack: Area burst 1 within 10; +4 vs. Reflex; on a hit, deal 1d6 fire damage; on a miss, deal half damage.

Level 6: +9 vs. Reflex; 2d6 fire damage

Level 11: +14 vs. Reflex; 3d6 fire damage

Level 16: +19 vs. Reflex; 3d6 fire damage

Level 21: +24 vs. Reflex; 4d6 fire damage

Level 26: +29 vs. Reflex; 4d6 fire damage

Reference: *Adventurer's Vault*, page 24.

Boots of Stealth

Level 3+

The soft leather soles and down lining of these supple boots quiet your footsteps.

Lvl 3	680 gp	Lvl 23	425,000 gp
Lvl 13	17,000 gp		

Item Slot: Feet

Property: Gain a +2 item bonus to Stealth checks.

Level 13: +4 item bonus.

Level 23: +6 item bonus.

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

APPENDIX I: MAP OF THE CHI'DOR COMPOUND

