

DRAG1-2

THE THIN GRAY LINE

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

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Shady people making even shadier deals are commonplace in the docks district of Westgate. Locals have learnt that siding with the lesser of many evils is the only way to scratch out a living, but when a new chief sergeant upsets the delicate balance of power, the fallout threatens to affect the entire docks district. A *Living Forgotten Realms* adventure set in the Dragon Coast for character levels 4-7.

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

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

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill

challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

The waterfront of Westgate's docks district is abuzz after recent outbreaks of violence and the arrest of local merchants in connection with the Fire Knives. The newly appointed chief sergeant of the Watch has declared a crusade of sorts against the power groups controlling the illegal trade of the district. Locals fear the consequences, as various thugs, thieves and merchants scramble to take advantage of the unrest.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Westgate. Renowned throughout Faerun as the most open of all cities: open to all creeds, colors and, most importantly, open to all coin.

The heartbeat of the city resides in the docks district, of which bards proclaim unanimously as the 'true Westgate' (and a place to be avoided at all costs)!

It is here that you find yourself: empty of belly and responsibility, perusing the local fish market for the catch of the day...

Allow the heroes to introduce themselves and explain what brings them to such an adventurous place. If the heroes all know each other, allow the group the chance to come up with a good reason for them all to be in Westgate. Try to weave some of their reasons into the fabric of this adventure, where possible.

DM'S INTRODUCTION

The adventure begins in Westgate's dock district. A merchant requests assistance and has corralled the party. Please note any characters that have the DRAG1 and/or DRAG2 story awards, as they are factors in this adventure.

Encounter 1 puts the party members in mid-conversation with the merchant, as if they've just snapped out of a daydream and missed the last moments of the discussion. The adventure hook is provided as the merchant recaps his plight.

Encounter 2 sees the introduction of Orson Featherby, newly appointed chief sergeant of the Watch. Featherby, who insists on being referred to as "Chief Sergeant", is a recently emigrated Cormyrian. He has little, if any, empathy with the residents of the district.

Encounter 3 introduces Fan-Ji a Shou man representing the Nine Golden Swords, a self-professed "people's organization". Fan-Ji provides advice to the

party; but his true motives, and that of the Nine Golden Swords, are hidden.

From Encounter 3 onwards, the intention is for a moderate sense of urgency to be imparted to the players. The timeline runs from around 8 pm to 10 pm, when the PCs go down the manhole. There should be time for the party to be creative in how they approach the situation, but events move ahead with or without their intervention.

The PC's actions in this adventure heavily influence local opinion of them. To this end, some encounters result in PCs being awarded points toward one of three possible story awards, *Enforcer*, *Liberator* or *Meddler*. The category with the most points at the end of the adventure is how the locals in the docks district perceive the PC and influences their behavior in subsequent adventures set in Westgate.

ENCOUNTER 1: A DESPERATE MAN

SETUP

Important NPCs:

Gareth Grayson: male human distiller and owner of *Grayson's Distillery*

Gabby Grayson: female human daughter of Gareth Grayson

Gareth Grayson, a local distiller and owner of *Grayson's Distillery*, approaches the adventurers. Grayson has been paying protection money to a corrupt watchman who was recently sacked. Fearing punitive action by the Fire Knives (and various other shady operators), he asks the adventurers to act as bodyguards for himself and his daughter Gabby. He also wants the party to protect his shop.

For all Westgate's reputation as a city where coin is king and the penniless perish, the only scavengers you can see on the docks this fine, sunny morning are seagulls coasting high in the onshore breeze.

The fish market is exactly as advertised, with boisterous merchants and screeching fishwives hawking freshly caught wares, just meters from the trawlers that bought them ashore.

Your train of thought is broken as you focus on the somewhat overweight gent standing before you. Clearing his throat noisily and somewhat pointedly, he stammers, "So, uh, do we have a deal, sellsword, or do I need to go over this again?"

The merchant standing in front of the party is Gareth Grayson, a local distiller of a gulletfire called *Grayson's Premium*. He is intended to be a sympathetic figure whose good intentions have left him a target of various underworld figures in the district.

Gareth has gathered a number of adventurers, either individually or together, for an impromptu meeting. He makes a point of telling any PC who has the DRAG1 story award, *Gratitude of the Silverstars* that they come very highly recommended by the priestesses after their heroic deeds.

- Up until recently he has been paying protection money to a watchman to keep local organized crime off his back. As a small-time merchant, paying protection money is an unfortunate reality in

Westgate and he chose to invest in a watchman, rather than criminals, to help keep his nose clean.

- The watchman he paid to keep organized crime away from his business was recently fired for corruption from a zealous new Chief Sergeant of the Watch.
- Fearing retribution for rejecting the overtures of the Fire Knives (a local thieves' guild), Gareth requests adventurers to act as security for him, his teenage daughter and his shop, starting tonight.
- For the job, he offers 2 gp per person, per night, plus all the *Grayson's Premium* a PC can drink (while off duty, of course).

ENDING THE ENCOUNTER

If any member of the party does not want to take up the job, have Gareth's daughter, Gabby come looking for her father and personally implore the adventurers to help them.

Fifteen-year-old Gabby Grayson is clearly doted on by her father. This is evidenced by the lack of maturity she displays for a girl her age that's grown up on the mean streets of the docks district. She turns her girlish charms on anyone who refuses, but she is otherwise a quiet girl. She overuses terms such as *galad!* (radical) *brightstar!* (awesome) and *glim!* (that's hot).

If Gabby's request falls on deaf ears, run Encounter 2 with the chief sergeant turning up at the adventurers' inn to ask questions. In this case, the major encounters in the adventure occur in or near the inn.

Happily roll with any obstacles the players may put in your way with regard to motivation, as there are several places in the adventure to seamlessly reinsert them into the story as written.

Allow the PCs an opportunity to discuss any finer details of the offer and to explore the docks district before proceeding to Encounter 2.

ENCOUNTER 2: AN OBSESSED MAN

SETUP

Important NPCs:

Orson Featherby (Diplomacy +11, Intimidate +11)

Early that night, while guarding the shop (or at their hostel, if they didn't accept the mission), the party is interviewed by the zealous Chief Sergeant of the Watch as to the nature of their involvement with the merchant, deemed a 'person of interest'. They are asked to report any suspicious activity in the area.

Selûne has newly risen in the night sky when the warm glow of a lantern lights the alleyway, betraying a large armored figure approaching the shop.

Pausing for a moment as if to size up the party, he sports the garb of a Watchman, with a red armband indicating he is a figure of authority. In a crisp Cormyrian accent, he addresses you, "I am Chief Sergeant Featherby. I wish to ask you a number of questions, if I may, regarding your relationship with Mr Grayson."

Orson Featherby is a good-intentioned, if somewhat fanatical head of the Watch in this district. He recently took up the post after immigrating from Cormyr to marry a Shou girl.

A successful DC 15 Insight check reveals Featherby as over-eager to make an arrest, as if to prove to the neighborhood he really is in charge. He wastes little time in communicating, scribbling the details of each response in a notebook.

- What, if any information the PCs have with regard to Grayson's involvement with any organized crime (none).
- Local gangs such as the Fire Knives are believed to use legitimate businesses, such as Grayson's as a front for their activities.
- Locals are proving reluctant to assist the Watch in their investigations; however, other members of the Watch are conducting thorough interviews with other 'persons of interest' in the district.

Gareth is having dinner inside with Gabby and refuses to come to the door to speak with the chief sergeant. He expects the PCs to tell Featherby that he is innocent of

dealing with the Fire Knives or any organized crime (true).

ENDING THE ENCOUNTER

Featherby thanks them for their cooperation and leaves as soon as he is content that the merchant is not involved in any illegal activity. Any party members remaining on guard outside notice Featherby direct five watchmen to continue down the street to interview other merchants.

Allow the PCs an opportunity to discuss any ramifications of their conversation with Featherby before proceeding to Encounter 3.

ENCOUNTER 3: URBAN TENSIONS

**SKILL CHALLENGE LEVEL 6 / 8,
COMPLEXITY 2 (400 / 700 XP)**

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, Insight, Intimidate, Perception, Streetwise

Important NPCs:

Fan-Ji (Bluff +8, Diplomacy +8, Stealth +9)

Britt the watchman: tiefling male

Mart the watchman: human male

Alia the watchman: half-elf female.

Shortly after the chief sergeant leaves the shop, a squad of watchmen begins making arrests, based on information provided by a nearby merchant. They have arrested the local beer brewer and intend to arrest Gareth; however, a small crowd of locals, outraged at their heavy-handed tactics has started to harass them.

The inexperienced watchmen are torn between pride (at finally being empowered to do their job properly) and apprehension (at being harassed by the crowd and having to go through experienced adventurers to arrest their suspect).

The unmistakable sound of a whistle being urgently blown alerts you to a disturbance not far from the shop. It appears to be drawing nearer, as shouts of protest drown out the shrill whistling. Coming around the corner into your line of sight, a small crowd of people look to be harassing a number of figures.

Two of the watchmen continue straight onto the Watchhouse, leaving the remaining three with the task of arresting Gareth and avoiding the upset locals. If the PCs investigate they find:

- The watchmen have raided another merchant and arrested him for selling stolen goods.
- This is the third such arrest in four days and at face value, all the arrested men operate legitimate businesses.
- A small crowd of onlookers grows increasingly restless as two of the watchmen continue on, hauling the popular brewer away in his nightgown.
- Gareth pleads his innocence imploring both the adventurers and the crowd for help.

- Perceptive PCs may notice a Shou man in the crowd trying to get their attention to help the merchant escape arrest by bolting down a side street.

SCENE 1: ARREST!

The sight of battle-ready PCs on the scene gives everyone pause as they wait to see what the adventurers will do.

Diplomacy (DC 17 / 18): Discuss the arrest with the watchmen as Gareth comes to the door. A failure results in them grabbing Gareth and beginning to roughly escort him away before the crowd turns ugly. The PC must immediately make a DC 15 Insight check or add an additional failure towards the skill challenge. Failure triggers Scene 2.

Success convinces the watchmen to explain their actions to the crowd and the party receives a +2 bonus to Diplomacy checks in Scene 2. This also goes some way to calming the rabble.

Insight (DC 17 / 18): Understand why the crowd is upset over the arrest and fed up with the Watch. On a failure, a PC may not contribute to freeing Gareth as they struggle to understand why the crowd is angry. A success also grants a +2 bonus on Diplomacy and Bluff checks in Scene 2 as the PC has quickly and accurately assessed the mood of the crowd and reacts appropriately.

Perception (DC 12 / 13): Notice Gareth make eye contact with a Shou man in the crowd. Failure to spot this exchange imparts a -2 penalty to any skill checks involving freeing him, as the PC is unaware of a key ally in convincing or distracting the watchmen.

SCENE 2: MOB JUSTICE?

The PCs must decide whether to assist the watchmen by calming the crowd and supporting the judicial process or flaunt the law by aiding Gareth in escaping arrest.

Alternatively, the PCs can passively observe as the watchmen are heckled all the way to the lockup. This negatively impacts on subsequent interactions with the Watch.

Bluff (DC 17 / 18): Attempt to distract the watchmen to allow Gareth to make a break for it. On a failure, the PCs also incur a -4 penalty to Intimidate checks as the watchmen have a chuckle at their expense. A success allows Gareth to break free and run for the nearest alleyway, with the crowd preventing the watchmen from grabbing him before he disappears down a side street.

Diplomacy (DC 17 / 18): Attempt to reason with the crowd or request that the Watch release Gareth. A failure results in the watchmen immediately leaving the scene, to heckling by the crowd. Success eases the tension and the PC manages to communicate to both parties the need for a peaceful resolution.

Streetwise (DC 17 / 18): Maneuver your way into a good position between the unsettled crowd and the watchmen to act as a barrier. On a failure, a PC takes a -2 penalty to Diplomacy and Bluff checks and may not contribute to freeing Gareth as they are too far away from the action. A success also enables the PC to position themselves between the two groups and notice a small alleyway, gaining a +2 bonus to Perception checks for the encounter.

Intimidate (DC 17 / 18): Attempt to bully the crowd or watchmen. Failure to bully the crowd into letting the watchmen pass peacefully also costs the PC 1 healing surge as they are jostled out of the way, while success clears a path and allows an immediate DC 17 / 18 Insight check to realize they now need to leave the scene or become the focus of the crowd's wrath.

Success in intimidating the watchmen results in Gareth breaking free of their grasp and making a run for it. Any Intimidation attempt on the watchmen negatively affects any future interaction with Featherby and his crew, manifesting in a -2 penalty to Bluff and Diplomacy checks in Encounter 5.

Perception (DC 17 / 18): Notice the Shou and identify a potential escape route for the merchant. Failure to spot either an escape route or Fan-Ji eliminates the option of assisting the merchant's escape. A success also allows any party member to make an immediate DC 17 / 18 Bluff check to distract the watchmen and allow Fan-Ji to assist Gareth's escape.

ENDING THE ENCOUNTER

Any attack on the watchmen results in the crowd swiftly restraining the offender. As much as they feel the arrest is unjust, striking an officer of the law in such a blatant and public manner is too much even for the docks. The PCs immediately fail the skill challenge and proceed to Encounter 4. Award the PCs three *Meddler* points.

Success: The Watch earns the respect of the crowd as they are just doing an honest day's work. This gives the PCs a +4 bonus to skill checks in Encounter 5. Award the PCs one *Enforcer* point.

Alternatively, Gareth escapes their grasp and the crowd recognizes the part played by the PCs in the 'liberation'. Unfortunately, Featherby is informed of their role, resulting in a -4 penalty to skill checks in Encounter 5. Award the PCs two *Liberator* points.

Failure: The PCs are perceived to be interfering in matters that are none of their concern. Both the Watch and the crowd resent them as the merchant is hauled away.

The watchmen report their involvement in the incident to Featherby and his lowered opinion of them manifests as a -2 penalty to skill checks in Encounter 5. Award the PCs two *Meddler* points.

At the resolution of the encounter, immediately proceed to Encounter 4.

EXPERIENCE POINTS

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

ENCOUNTER 4: NINE HELPING HANDS

SETUP

Important NPCs:

Fan Ji (Bluff +8, Diplomacy +8, Stealth +9)

In the aftermath of the confrontation in the street, Fan-Ji, introduces himself to the party and asks them for a favor.

The mob disperses in all directions as tension eases on the street. From a nearby alleyway, a slight man strides confidently toward you, his dress and features betraying his Shou heritage.

“Please be at ease. I am Fan-Ji. I stand before you to humbly ask for assistance in a matter near to my heart.”

Fan-Ji communicates the following to the PCs before excusing himself, promising to make later contact. He strongly urges the PCs to go immediately to the Watchhouse and discuss the matter with the chief sergeant.

- He is a member of the Nine Golden Swords, a group consisting mainly of Shou. They present themselves as ‘protectors of the people’ and actively oppose the machinations of organized crime. In the docks district, organized crime is dominated by the Fire Knives.
- While not friends of the Watch, they are by far the lesser evil compared to the Fire Knives, Zhentarim and other criminal groups operating in Westgate.
- The Fire Knives are much too cunning for the Watch to overthrow and the only people who will suffer in this conflict are the unfortunate citizens of Westgate who are caught in the middle.
- All the recent law enforcement activity will achieve is turning the populace against the Watch, leading to the Fire Knives gaining an increased stranglehold on the district.
- The Fire Knives may be somehow feeding the Watch information on the operations of rival groups. It certainly seems that each heavy-handed arrest increases the Fire Knives’ stranglehold on illegal trade.
- The PCs are encouraged to try and convince the chief sergeant to adjust his tactics in the docks, for the good of everyone in the district.

ENDING THE ENCOUNTER

What if the PCs refuse to leave the shop/Gareth alone? Gareth agrees with Fan-Ji that the PCs must discuss the matter with Featherby. He waves away any protests by explaining that in business, striking while the iron is hot yields the most profitable outcome. The crowd unrest is an excellent opportunity to show the chief sergeant that arresting everyone is not the answer.

What if the PCs ask Fan-Ji to go in their place or stay to guard Gareth? After attempting to, or succeeding at, aiding arrested wanted man escape custody, Fan-Ji is in no mood to linger in the area. He is uncomfortable staying this long and only does so as the matter is urgent.

When the PCs are ready to travel to the Watchhouse, proceed to Encounter 5.

ENCOUNTER 5: MAKING A POINT

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

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, History, Insight

Important NPCs:

Orson Featherby (Diplomacy +11, Intimidate +11), male human chief sergeant of the Watch.

The PCs meet with the chief sergeant, where a frank exchange of ideas takes place. The actions of the PCs in Encounter 3 heavily influence the tone of the discussion and it is important to take into account the skill modifiers from that encounter.

This encounter is useful for giving the players a better idea of the factors in play in Westgate and that every action has ramifications. This is absolutely not a case of choosing between light and dark; there is plenty of gray area.

The short walk to the Watchhouse is fairly uneventful by Westgate standards, if you consider a fistfight between two tavern patrons and a fry-pan-wielding woman chasing a man clad only in a bed sheet down the street an everyday occurrence.

You are swiftly ushered into the office of the chief sergeant, where he closes the door behind you and stares intently. "I assume this is about that little fiasco you just involved yourselves in?"

It is clear that the Cormyrian does not grasp the social climate of the docks. Sick of compromise and the 'shades of gray' approach to enforcement, he advocates a zero tolerance policy on crime. So far, his crusade has only unearthed corrupt watchmen and citizens' selling stolen goods; although he believes a breakthrough is not far away.

If Gareth was taken by the Watch, Featherby avoids discussing him directly, steering the conversation towards his methods of bringing order to the streets. If the PCs demand Gareth's release before doing anything, Featherby acknowledges his squad's error and dispatches an underling to fetch him. While the adventurers wait, the skill challenge can continue.

SCENE 1: THE PITCH

The heroes pitch the idea of going easier on the locals.

Bluff (DC 15 / 16): Tell Featherby you weren't involved at all. On a failure, the party takes a -2 penalty to Diplomacy checks for the encounter. Success also negates any penalties to skill checks from Encounter 3.

Diplomacy (DC 15 / 16): Suggest that Featherby goes a little easier on the locals for a while. On a failure, he demands to know how going easier on crime in a district that is so lawless. A successful check sees the chief sergeant explain that his methods just need time to work and the PC may make an immediate DC 15 / 17 Insight check to understand that Featherby doesn't have much faith in the watchmen at his disposal and is starting to run out of ideas. This triggers Scene 2.

History (DC 15 / 16): Draw on Westgate's history of liberal attitudes toward organized crime. On a successful check, the PC gains a +2 bonus to Diplomacy checks in this encounter as Featherby concedes he is somewhat ignorant of Westgate's customs, as they differ so wildly from those in Cormyr. This skill can only be used once in this way during the challenge.

SCENE 2: THE RESOLUTION

The heroes and the chief sergeant search for common ground in the discussion.

Diplomacy (DC 15 / 16): Convince Featherby to adopt the heroes' proposal. A failure results in the PCs being told to stop meddling. Success eases the tension and the PC manages to communicate to both parties the need for a peaceful resolution.

Insight (DC 15 / 16): A successful Insight check enables the PC to realize what argument might work best with the chief sergeant, also granting a +2 bonus to the next Intimidate or Diplomacy check made by that PC. Featherby wants to hear ways in which the locals will be more likely to assist him, such as if he is less confrontational or rigid in applying the law.

Failure means the PC misreads the chief sergeant totally and Featherby reprimands them for being condescending. The party receives a -2 penalty to the next Intimidate or Diplomacy check in the encounter.

Intimidate (DC 17 / 18): Bully Featherby into doing what the heroes want. Only the somewhat dispirited state of his fellow watchmen allows any chance of success through intimidation. Failure in the attempt sees Featherby laugh at the PC in question, telling them they "need a few more hairs on their chest before that trick will work on me."

ENDING THE ENCOUNTER

Success: The PCs convince Featherby to treat the docks citizens more kindly. Award them one *Liberator* point.

If the PCs successfully complete the encounter but accrue even one failure, Featherby concedes the argument; however, he asks them for assistance in purging the Fire Knives from the docks district. If the party agrees, award them one *Enforcer* point.

Failure: The PCs fail to convince Featherby to alter his methods. He tells them to stay well out of his business, as their meddling ways were sure to incur the wrath of the Watch if they continued. Award the PCs two *Meddler* points.

Before proceeding, add the total of *Enforcer*, *Liberator* and *Meddler* points accrued by the PCs. This affects Encounter 7 and decides a story award for the adventure.

Proceed to Encounter 6.

EXPERIENCE POINTS

Each PC receives 35 / 50 experience points for this challenge. The PCs get half experience points if they fail the challenge.

ENCOUNTER 6: BARRELS OF FUN

ENCOUNTER LEVEL 5 / 8 (1000 / 1750 XP)

SETUP

This encounter includes the following creatures:

Low level

- 1 Shadar-kai warrior (W)
- 1 Human twilight incanter (level 6) (I)
- 3 Human lackeys (L)
- 1 mini-skill challenge (level 4)
- 1 stack of flammable rum barrels (red label) hazard

High level

- 2 Shadar-kai warriors (W)
- 1 Human twilight incanter (level 10) (I)
- 4 Human lackeys (L)
- 1 mini-skill challenge (level 6)
- 1 Flammable rum barrels (black label) hazard

Fresh from speaking with the chief sergeant, the PCs return to the shop and interrupt footpads setting the shop alight and attempting to kidnap Gabby.

Rounding the corner, you see a number of figures milling around Grayson's Distillery. The warm glow through the windows and crackling sound coming from inside indicates something is amiss. Grayson's is under attack!

The adventurers must attempt to extinguish the flames before they envelop the building, while also preventing the kidnapping of Gabby. Gareth is unconscious on the bed and Gabby is held over the shoulder by the human lackey standing beside her father.

It is clear that the fire will swiftly engulf the shop, but not before reaching the rum barrels on the mezzanine level.

SKILL CHALLENGE (COMPLEXITY 1, LEVEL 4 / 6)

Number of Successes: 6

Number of Failures: see * below

Primary Skills: Acrobatics, Athletics, Nature

Acrobatics, Athletics or Nature (DC 17 / 19): Extinguish or smother the fire. In order to attempt a check, the PC must be either on the mezzanine level or 1 square away on the ground level.

* The fire reaches the barrels on the mezzanine level after 3 rounds. If the fire is not extinguished by the end of the third round, the flammable rum barrels hazard activates. After 6 rounds, the fire has taken hold of the building and cannot be put out.

FEATURES OF THE AREA

Terrain Feature: The mezzanine level of the shop is 10 feet above ground level and is where Gabby and Gareth are being accosted. There is a large stock of rum barrels on the mezzanine, which explode if the skill challenge fails by allowing the fire to reach them.

Rum flows on the floor level as the Fire Knives assailants have broken several barrels. As a result, unimpeded movement on the mezzanine requires a successful DC 15 Acrobatics check. Failure means all squares for that turn count as difficult terrain as the PC slips and slides in rum.

TACTICS

The human lackeys attempt to create a path for the kidnappers to get Gabby out the door. The human twilight incanter uses his *teleporting bolt* power to move the PCs out of the way, and into the path of the fire and flammable rum barrels hazard. The shadar-kai warrior attempts to create havoc, attacking the closest PCs with reckless abandon. The assailants know when the fire reaches the rum barrels, the hazard activates and attempt to lure PCs into the blast radius.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of all of the enemies by 1 (-8 hit points, -1 to attacks, -1 to defenses).

Six PCs: Add 1 shadar-kai warrior.

ENDING THE ENCOUNTER

If the Fire Knives get away with Gabby, Encounter 7 triggers immediately. Gareth frantically demands the PCs go immediately to rescue Gabby. He stays to put the fire out and salvage some small part of his livelihood.

EXPERIENCE POINTS

Each PC receives 250 / 350 experience points for this challenge.

TREASURE

The incanter carries the following treasure: a *duelist's weapon* +2, as well as 40 / 50 gp per PC.

ENCOUNTER 6: BARRELS OF FUN STATISTICS (LOW LEVEL)

Shadar-kai Warrior		Level 8 Soldier	
Medium shadow humanoid		XP 350	
Initiative +11 Senses Perception +6; low-light vision			
HP 86; Bloodied 43			
AC 24; Fortitude 19, Reflex 20, Will 17			
Speed 5; see also <i>shadow jaunt</i>			
m Katar (standard; at-will) ♦ Weapon			
+13 vs. AC; 1d6 + 3 damage (crit 1d6+9).			
M Double Attack (standard; at-will) ♦ Weapon			
The shadar-kai warrior makes two katar attacks.			
M Cage of Gloom (standard; recharge 5,6)			
The shadar-kai warrior makes a katar attack. If the attack hits, the shadar-kai warrior makes a secondary attack as strands of shadow coil around the target. <i>Secondary Attack</i> : +11 vs. Reflex; the target is restrained (save ends).			
Shadow Jaunt (move; encounter) ♦ Teleportation			
The shadar-kai warrior teleports 3 squares and becomes insubstantial until the start of its next turn.			
Alignment Unaligned		Languages Common,	
Skills Acrobatics +15, Stealth +15			
Str 17 (+7)	Dex 20 (+9)	Wis 14 (+6)	
Con 14 (+6)	Int 12 (+5)	Cha 11 (+4)	
Equipment shadowmail, 2 katars			

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

Human Twilight Incanter (level 6)		Level 6 Controller	
Medium natural humanoid		XP 250	
Initiative +7 Senses Perception +5			
HP 58; Bloodied 29			
AC 20; Fortitude 17, Reflex 19, Will 19			
Speed 6			
m Spear (standard; at-will) ♦ Weapon			
+8 vs. AC; 1d8 damage, and the target is slowed until the end of the human twilight incanter's next turn.			
R Blinding Bolt (standard; at-will)			
Ranged 10; +10 vs. Reflex; 1d8 +2 damage, and the target is immobilized until the end of the human twilight incanter's next turn.			
R Teleporting Bolt (standard; at-will) ♦ Teleportation			
Ranged 10; +10 vs. Reflex; 1d8 +1 damage, and target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.			
R Dazzling Blast (standard; recharge 5,6) ♦ Radiant			
Close blast 3; +7 vs. Will; 2d6 +2 radiant damage, and the target is blinded until the end of the human twilight incanter's next turn.			
Alignment Any		Languages Common	
Skills Arcana +16, History +16, Nature +10			
Str 12 (+5)	Dex 16 (+7)	Wis 12 (+5)	
Con 10 (+4)	Int 20 (+9)	Cha 16 (+7)	
Equipment robes, spear			

Flammable Rum Barrels (Red label)		Level 4 Blaster	
Hazard		XP 175	
<i>The heat from the roaring fire causes the barrels of Grayson's Premium to explode with deadly force.</i>			
Hazard : The barrels combust when triggered. Thereafter, one explodes every round for 3 rounds on its initiative.			
Perception			
♦ DC 12: The character notices the fire creeping closer to a row of rum barrels on the mezzanine level. The fire will reach them in three rounds.			
Additional Skills : Nature or Insight			
♦ DC 12: The character recognizes that if the fire reaches the barrels, the rum inside them will cause them to combust.			
Initiative +6			
Trigger			
The fire will reach the mezzanine level at the beginning of round 4 and trigger a chain reaction of explosions that last for 4 rounds. When triggered, the barrels roll initiative.			
Attack			
Standard Action		Close burst 3	
Targets : Creatures in burst			
Attack : +9vs. Reflex			
Hit : 3d8 +4 fire damage and follow-up.			
Follow-up: +7 vs. Reflex			
Hit: Ongoing 5 fire damage and dazed (save ends)			
Miss : Half damage			
Countermeasures			
♦A character in the burst can minimize the danger of the explosion with a DC 17 Acrobatics check made as an immediate interrupt before the barrel's attack. With a successful check, a character takes half damage if the barrel hits and no damage if it misses.			

ENCOUNTER 6: BARRELS OF FUN STATISTICS (HIGH LEVEL)

Shadar-kai Warrior		Level 8 Soldier
Medium shadow humanoid		XP 350
Initiative +11	Senses Perception +6; low-light vision	
HP 86; Bloodied 43		
AC 24; Fortitude 19, Reflex 20, Will 17		
Speed 5; see also <i>shadow jaunt</i>		
m Katar (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d6 + 3 damage (crit 1d6+9).		
M Double Attack (standard; at-will) ♦ Weapon		
The shadar-kai warrior makes two katar attacks.		
M Case of Gloom (standard; recharge 5,6)		
The shadar-kai warrior makes a katar attack. If the attack hits, the shadar-kai warrior makes a secondary attack as strands of shadow coil around the target. <i>Secondary Attack</i> : +11 vs. Reflex; the target is restrained (save ends).		
Shadow Jaunt (move; encounter) ♦ Teleportation		
The shadar-kai warrior teleports 3 squares and becomes insubstantial until the start of its next turn.		
Alignment Unaligned		Languages Common,
Skills Acrobatics +15, Stealth +15		
Str 17 (+7)	Dex 20 (+9)	Wis 14 (+6)
Con 14 (+6)	Int 12 (+5)	Cha 11 (+4)
Equipment shadowmail, 2 katars		

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

Human Twilight Incanter (level 10)		Level 10 Controller
Medium natural humanoid		XP 350
Initiative +7	Senses Perception +5	
HP 106; Bloodied 53		
AC 24; Fortitude 21, Reflex 23, Will 23		
Speed 6		
m Spear (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8 + 2 damage, and the target is slowed until the end of the human twilight incanter's next turn.		
R Blinding Bolt (standard; at-will)		
Ranged 10; +14 vs. Reflex; 1d8 +4 damage, and the target is immobilized until the end of the human twilight incanter's next turn.		
R Teleporting Bolt (standard; at-will) ♦ Teleportation		
Ranged 10; +14 vs. Reflex; 1d8 +3 damage, and target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.		
R Dazzling Blast (standard; recharge 5,6) ♦ Radiant		
Close blast 3; +11 vs. Will; 2d6 +4 radiant damage, and the target is blinded until the end of the human twilight incanter's next turn.		
Alignment Any		Languages Common
Skills Arcana +16, History +16, Nature +10		
Str 12 (+5)	Dex 16 (+7)	Wis 12 (+5)
Con 10 (+4)	Int 20 (+9)	Cha 16 (+7)
Equipment robes, spear		

Flammable Rum Barrels (black label)		Level 6 Blaster
Hazard		XP 250
<i>The heat from the roaring fire causes the barrels of Grayson's Premium to explode with deadly force.</i>		
Hazard : The barrels combust when triggered. Thereafter, one explodes every round for 3 rounds on its initiative.		
Perception		
♦ DC 14: The character notices the fire creeping closer to a row of rum barrels on the mezzanine level. The fire will reach them in three rounds.		
Additional Skills : Nature or Insight		
♦ DC 14: The character recognizes that if the fire reaches the barrels, the rum inside them will cause them to combust.		
Initiative +7		
Trigger		
The fire will reach the mezzanine level at the beginning of round 4 and trigger a chain reaction of explosions that last for 4 rounds. When triggered, the barrels roll initiative.		
Attack		
Standard Action	Close burst 3	
Targets : Creatures in burst		
Attack : +11 vs. Reflex		
Hit : 3d10+4 fire damage and follow-up.		
Follow-up: +9 vs. Reflex		
Hit: Ongoing 5 fire damage and dazed (save ends)		
Miss : Half damage		
Countermeasures		
♦ A character in the burst can minimize the danger of the explosion with a DC 19 Acrobatics check made as an immediate interrupt before the barrel's attack. With a successful check, a character takes half damage if the barrel hits and no damage if it misses.		

ENCOUNTER 6: BARRELS OF FUN MAP

HIDDEN CRYPTS

FANE OF THE FORGOTTEN GODS

Wall / Floor	1x4	x1
Wooden Floor / Floor	4x2	x2
Wooden Platform 2 / Floor	4x2	x1

Semi Circle / Table & Chair	1x2	x1
Checkerboard floor / Outdoor Shrine	8x8	x1
Bed / Semi-Circle	1x2	x1
Table & Chairs / Alcove	2x2	x2
Carpeted Floor / Floor w/Divider	2x4	x1
Flaming Basin / Broken Statue	1x1	x1
Closed Wood Doors / Open Wood Doors	1x2	x1
Ladder / Flaming Cauldron	1x1	x2



ENCOUNTER 7: A HELPFUL MAN

SETUP

Important NPCs:

Fan Ji (Bluff +8, Diplomacy +8, Stealth +9), or

Orson Featherby (Diplomacy +11, Intimidate +11)

The previous actions of the PCs determine the course of events in this encounter. If the PCs performed actions that gained them *Liberator* or *Meddler* status, Fan-Ji informs them that he knows the route the Fire Knives take to return to their headquarters. His contact in the guild warned him of a plan to ambush the chief sergeant by providing false information through a corrupt watchman.

If Fan-Ji speaks to the PCs, read or paraphrase the following:

You've barely caught your breath from the battle, when a distressed-looking Fan-Ji hurriedly approaches the shop.

"Friends, I come bearing dire news! I have been warned the Fire Knives will assassinate the chief sergeant of the Watch tonight. Even now, he heads into a deadly ambush, you must prevent this!"

Gareth is either comforting a distressed Gabby or mourning her abduction. He asks the PCs to help not only him, but also all the people of the docks district by preventing the ambush on the chief sergeant.

PCs that gained the *Enforcer* status from earlier encounters have the chief sergeant and five watchmen rush to the scene of the battle. There, Featherby excitedly informs them that he has information on where the Fire Knives' headquarters are and requests their assistance.

No sooner have the final flickers of the blaze been extinguished, that a squad of watchmen, led by chief sergeant Featherby, hustle in formation toward the shop.

"Adventurers, I have it on good authority the Fire Knives headquarters lay below us in the sewers. Come, I have assembled what force I can at short notice and request your assistance in a surprise raid. If we approach them from two sides, we can flush these sewer rats out of their hole!"

Featherby gives the PCs directions to the sewer entrance, stating that his squad will attack from the

opposite side. He hopes to meet with the party at the Fire Knives' headquarters and strike a blow for justice.

Ironically, Fan-Ji and Featherby both have the same goal in enlisting the aid of the PCs. Eliminating, or at least damaging the Fire Knives' stranglehold on the docks district eases the pressure on the common folk and strengthens the reputation of the Watch.

Gareth is either comforting a distressed Gabby or mourning her abduction. In any case, he advocates "kicking them where they live" in revenge for the damage done to his shop.

ENDING THE ENCOUNTER

If the PCs choose to ignore the pleas from Fan-Ji, Featherby and Gareth, the adventure ends here. All party members receive the *Meddler* story award regardless of points accrued otherwise.

This encounter serves as a short rest with regard to regaining powers and abilities. When the PCs are ready to enter the sewers, proceed to Encounter 8.

ENCOUNTER 8: INTERVENTION

ENCOUNTER LEVEL 6 / 8 (1250 / 1750 XP)

SETUP

This encounter includes the following creatures and hazards.

Low level

2 Bloodweb spider swarms

2 Tiedfling heretics (T)

1 Halfling prowler (P)

High level

2 Bloodweb spider swarms (level 7)

2 Tiedfling heretics (level 9) (T)

1 Halfling prowler (level 8) (P)

Following either Fan-Ji or Featherby's directions, the adventurers enter the sewer complex and fight a number of Fire Knives. A magically barred gate blocks further travel into the complex. Somewhere beyond the gate are the guild headquarters and the Watch.

If Gabby was abducted, a human lackey from Encounter 6 is also with the group.

As the adventurers enter the area, read:

Shortly after lowering yourselves down a manhole and into the sewers, it is apparent that this pathway is used for more than transporting human waste.

Not that the smell is any different, of course, but the echo of distant footsteps suggests the directions you were given are leading directly to your destination.

The path leads to a large double door blocking your way. Muffled voices on the other side betray the presence of guards.

A successful DC 19 Perception check identifies three or four voices about 50 feet away discussing fellow Fire Knives planning battle nearby and their happiness at dodging that duty. A subsequent successful DC 15 Insight check reveals that they are unlikely to be expecting company and are at ease. The door is not locked.

If Gabby was abducted, add a human lackey from Encounter 6, with his hostage unconscious in the SW corner.

TACTICS

The bloodweb spider swarms do not appear until round 2, and they scurry up through the grate in the middle of the room to attack the nearest adventurers.

The tiedfling heretics use their *serpent curse* ability before the bloodweb spider swarms appear, and then they attack any PC in the swarm with *balefire*. They use their *cloak of escape* to maintain a safe distance away and fight to the death to protect the entrance to the headquarters.

The halfling prowler attempts to keep the bloodweb spider swarms between them and the PCs, using a hand crossbow at range.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 bloodweb spider swarm.

Six PCs: Add 1 bloodweb spider swarm.

ENDING THE ENCOUNTER

The gate leading further down the sewer complex is magically barred and requires a password to activate. None of the guards know today's password and in any case, it is usually activated from the inside.

PCs looking at through the grate where the bloodweb spider swarms came out or making a DC 19 Perception check notice it is rusted shut but something bright is down there. A successful DC 15 Strength check pries it open and reveals a treasure parcel.

There is nothing else to do but return to the surface.

EXPERIENCE POINTS

Each PC receives 250 / 350 experience points for this encounter.

TREASURE

This area is a staging point, where the Fire Knives dump their ill-gotten gains for sorting by the quartermaster. In the NE corner of the room is a number of chests containing the following treasure parcel; *diadem of acuity* (low-level version only) or *helm of heroes* (high-level version only). One chest also contains 40 / 30 gp each.

PCs opening the grate find a +2 *orb of reversed polarities* (high-level version only); or a +2 *orb of inevitable continuance* (low-level version only).

CONCLUSION

The gate that leads further into what appears to be an altogether different tunnel complex is magically barred

and does not open. All evidence suggests that the headquarters of the Fire Knives in the docks district lies somewhere beyond.

A DC 17 Arcana check identifies the magic barring the gate as a more advanced version of the Arcane Lock ritual. The gate appears to require a password or key of some sort to open.

A successful DC 17 History check reveals that the tunnel beyond the gate may be a part of an ancient complex known as Undergate. More than a century ago, Undergate was used as a 'thieves highway' and contained several large staging areas to smuggle stolen goods.

After attempts at continuing onto the Fire Knives' headquarters were thwarted by the strange magical gate, you retrace your steps and return to street level.

Returning to Grayson's Distillery, Gareth sits slumped in a burnt-out corner of the building, looking to have aged twenty years since sundown.

"As if setting fire to my shop wasn't enough, the chief sergeant is missing - there'll be calbrin over this!" he cries in exasperation.

"I thank you from the bottom of my heart for all your help. I have some extra gold for you, the rum business has been good to me over the years so I can afford it.

"Gabby and I are going to spend some time with the Silverstars while we rebuild. It might do you some good to take a long holiday from the docks as well. The Fire Knives happily took on the Watch for interfering in their affairs, so they'll be right darburl at you lot too. Lammath Drios"

Gareth hands the adventurers a slightly scorched sack containing 20 / 50 gp each.

If the PCs managed to prevent the fire from completely engulfing the distillery, as well as preventing Gabby from being kidnapped, they are awarded the **Guardian of the Grayson Family** minor quest completion.

Add up the *Enforcer*, *Liberator* and *Meddler* points accrued in Encounters 3 and 5. The category with the most points determines the status for the DRAG3 story award. In the case of a tie, determine the most appropriate attribute based on the roleplaying of the party.

Successfully subduing or killing the Fire Knives in Encounter 8 gives the PCs the DRAG4 story award. Fan-Ji is very pleased.

ENCOUNTER 8: INTERVENTION STATISTICS (LOW LEVEL)

Bloodweb Spider Swarm		Level 6 Soldier	
Medium natural beast (spider, swarm)		XP 250	
Initiative +12	Senses Perception +6; tremorsense 5		
Swarm Attack aura 1; the bloodweb spider swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that enters or starts its turn in the aura is slowed (save ends) by strands of crimson webbing.			
HP 66; Bloodied 33			
AC 20; Fortitude 15, Reflex 19, Will 15			
Resist half damage from melee and ranged attacks. Vulnerable 10 against close and area attacks			
Speed 4, climb 4 (spider climb)			
m Swarm of Fangs (standard; at-will) ♦ Poison			
+9 vs. Reflex; 2d6 + 2 damage and ongoing 5 poison damage (save ends).			
Alignment Unaligned		Languages -	
Skills Stealth +15			
Str 14 (+5)	Dex 24 (+10)	Wis 16 (+6)	
Con 16 (+6)	Int 1 (-2)	Cha 8 (+2)	
Equipment leather armor, spear, 8 javelins in sheaf			

Tiefling Heretic		Level 6 Artillery	
Medium natural humanoid		XP 250	
Initiative +8	Senses Perception +6; low-light vision		
HP 60; Bloodied 30			
AC 20; Fortitude 17, Reflex 18, Will 18			
Speed 6			
m Dagger (standard; at-will) ♦ Weapon			
+10 vs. AC (+11 against a bloodied target); 1d4 +2 damage.			
R Balefire (standard; at-will) ♦ Fire			
Ranged 10; +9 vs. Reflex (+10 against a bloodied target); 1d8 +5 fire damage, and ongoing 5 fire damage (save ends).			
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic			
Ranged 10; illusory snakes appear and attack the target; +9 vs. Will 10 against a bloodied target; 1d6+5 psychic damage, and ongoing 5 psychic damage (save ends).			
Cloak of Escape (immediate reaction when the tiefling is hit by a melee attack; at-will) ♦ Teleportation			
The tiefling heretic teleports 5 squares.			
Infernal Wrath (minor; encounter)			
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic's last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 5 damage.			
Alignment Unaligned		Languages Common	
Skills Bluff +15, Insight +11, Stealth +15			
Str 15 (+5)	Dex 20 (+8)	Wis 16 (+6)	
Con 18 (+7)	Int 13 (+4)	Cha 20 (+8)	
Equipment dagger			

Halfling Prowler		Level 6 Lurker	
Small natural humanoid		XP 250	
Initiative +11	Senses Perception +8		
HP 52; Bloodied 26			
AC 18; Fortitude 14, Reflex 17, Will 15; see also <i>crowd shield</i> and <i>nimble reaction</i>			
Saving Throws +5 against fear effects			
Speed 6			
m Short Sword (standard; at-will) ♦ Poison, Weapon			
+10 vs. AC; 1d6 +4 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +8 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).			
r Hand Crossbow (standard; at-will) ♦ Poison, Weapon			
Ranged 10/20; +10 vs. AC; 1d6 +4 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +8 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).			
Catfall			
If the halfling prowler falls, reduce the distance by 20 feet when determining how much damage it takes.			
Crowd Shield			
The halfling prowler gains a +2 bonus to its AC and Reflex defense if it has one creature adjacent to it, or a +4 bonus if two or more creatures are adjacent to it.			
Nimble Reaction			
Halflings gain a +2 racial bonus to AC against opportunity attacks.			
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)			
The halfling prowler forces the attacker to reroll the attack and take the new result.			
Alignment Unaligned		Languages Common, Elven	
Skills Acrobatics +14, Athletics +9, Stealth +12, Streetwise 10, Thievery +14			
Str 12 (+4)	Dex 18 (+7)	Wis 10 (+3)	
Con 10 (+3)	Int 10 (+3)	Cha 15 (+5)	
Equipment leather armor, poisoned short sword, hand crossbow with 10 poisoned bolts, thieves' tools			

ENCOUNTER 8: INTERVENTION STATISTICS (HIGH LEVEL)

Bloodweb Spider Swarm (level 7)		Level 7 Soldier
Medium natural beast (spider, swarm)		XP 300
Initiative +12	Senses Perception +6; tremorsense 5	
Swarm Attack aura 1; the bloodweb spider swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that enters or starts its turn in the aura is slowed (save ends) by strands of crimson webbing.		
HP 80; Bloodied 40		
AC 21; Fortitude 16, Reflex 20, Will 16		
Resist half damage from melee and ranged attacks. Vulnerable 10 against close and area attacks		
Speed 4, climb 4 (spider climb)		
m Swarm of Fangs (standard; at-will) ♦ Poison		
+10 vs. Reflex; 2d6 + 2 damage and ongoing 5 poison damage (save ends).		
Alignment Unaligned	Languages -	
Skills Stealth +15		
Str 14 (+5)	Dex 24 (+10)	Wis 16 (+6)
Con 16 (+6)	Int 1 (-2)	Cha 8 (+2)
Equipment leather armor, spear, 8 javelins in sheaf		

Tiefling Heretic (level 9)		Level 9 Artillery
Medium natural humanoid		XP 400
Initiative +8	Senses Perception +6; low-light vision	
HP 99; Bloodied 49		
AC 23; Fortitude 20, Reflex 21, Will 21		
Speed 6		
m Dagger (standard; at-will) ♦ Weapon		
+13 vs. AC (+14 against a bloodied target); 1d4 +3 damage.		
R Balefire (standard; at-will) ♦ Fire		
Ranged 10; +12 vs. Reflex (+13 against a bloodied target); 1d8+6 fire damage, and ongoing 5 fire damage (save ends).		
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic		
Ranged 10; illusory snakes appear and attack the target; +12 vs. Will (+13 against a bloodied target); 1d6+6 psychic damage, and ongoing 5 psychic damage (save ends).		
Cloak of Escape (immediate reaction when the tiefling is hit by a melee attack; at-will) ♦ Teleportation		
The tiefling heretic teleports 5 squares.		
Infernal Wrath (minor; encounter)		
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic's last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 5 damage.		
Alignment Unaligned	Languages Common	
Skills Bluff +15, Insight +11, Stealth +15		
Str 15 (+5)	Dex 20 (+8)	Wis 16 (+6)
Con 18 (+7)	Int 13 (+4)	Cha 20 (+8)
Equipment dagger		

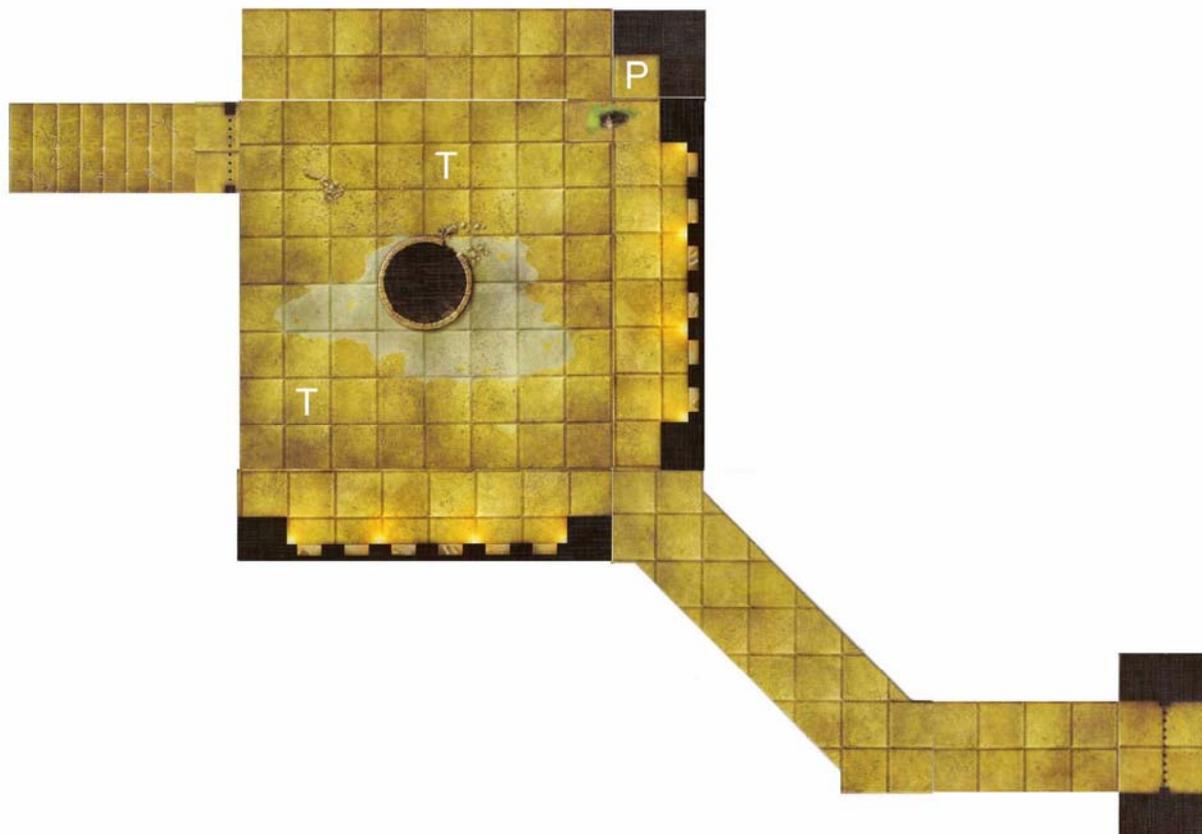
Halfling Prowler (level 8)		Level 8 Lurker
Small natural humanoid		XP 350
Initiative +11	Senses Perception +8	
HP 70; Bloodied 35		
AC 20; Fortitude 16, Reflex 19, Will 17; see also <i>crowd shield</i> and <i>nimble reaction</i>		
Saving Throws +5 against fear effects		
Speed 6		
m Short Sword (standard; at-will) ♦ Poison, Weapon		
+12 vs. AC; 1d6 +5 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +10 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).		
r Hand Crossbow (standard; at-will) ♦ Poison, Weapon		
Ranged 10/20; +12 vs. AC; 1d6 +5 damage, and the halfling prowler makes a secondary attack. <i>Secondary Attack</i> : +9 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).		
Catfall		
If the halfling prowler falls, reduce the distance by 20 feet when determining how much damage it takes.		
Crowd Shield		
The halfling prowler gains a +2 bonus to its AC and Reflex defenses if creatures are adjacent to it.		
Nimble Reaction		
Halflings gain a +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)		
The halfling prowler forces the attacker to reroll the attack and take the new result.		
Alignment Unaligned	Languages Common, Elven	
Skills Acrobatics +14, Athletics +9, Stealth +12, Streetwise 10, Thievery +14		
Str 12 (+4)	Dex 18 (+7)	Wis 10 (+3)
Con 10 (+3)	Int 10 (+3)	Cha 15 (+5)
Equipment leather armor, poisoned short sword, hand crossbow with 10 poisoned bolts, thieves' tools		

ENCOUNTER 8: INTERVENTION

MAP

DIRE TOMBS

Altar / Portcullis	2x1	x1
Broken Tablet / Broken Vase	2x1	x1
Corner / Floor	2x2	x1
Doors in Hall / Hallway	4x2	x1
Stairs / Hall	4x2	x2
Floor w/crevasse / Hall	8x2	x1
Shelves / Hall	8x2	x2
Diagonal Floor / Diagonal Floor	7x7	x1
Runes / Pool	8x8	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.

IMPORTANT DM INFORMATION

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

EXPERIENCE POINTS

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

Encounter 3: Urban Tensions

100/140 XP

Encounter 5: Making a Point

50/60 XP

Encounter 6: Barrels of Fun

200/350 XP

Encounter 8: Intervention

250/350 XP

Minor Quest: Guardian of the Grayson Family

40/60 XP

Total Possible Experience

640/960 XP

TREASURE

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

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

Gold Per PC

100 / 150 gp

(Encounter 6: 40 / 50 gp, Encounter 8: 60 / 100 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *diadem of acuity* (low-level version only)

Found in Encounter 8

Bundle B: *+2 orb of inevitable continuance* (low-level version only)

Found in Encounter 8

Bundle C: *duelist's weapon +2*

Found in Encounter 6

Bundle D: *helm of heroes* (high-level version only)

Found in Encounter 8

Bundle E: *+2 orb of reversed polarities* (high-level version only)

Found in Encounter 8

Potion Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 75 / 200 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session.

DRAG03 Docks District Enforcer/Liberator /Meddler

Your public involvement in recent events in the docks district has seen you gain somewhat of a reputation with the locals. In every Dragon Coast adventure set in Westgate, you must inform your DM of your status as an Enforcer/Liberator/Meddler as this will affect NPC attitudes toward you. Please note the reputation you have earned on your Adventure Log.

DRAG04 Enmity/Enemy of the Fire Knives

Fire Knives have struck a stunning blow to law and order in the docks district. A hero with the Enmity of the Fire Knives is individually targeted during any combat involving a member of this notorious organization. Heroes with the **DRAG02** story award are considered an Enemy of the Fire Knives. The Nine Golden Swords like your style and may invite you to a business lunch the next time you visit Westgate.

ADVENTURE QUESTIONS

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

1. What is the reputation of the heroes in the docks district?

- a. Enforcer
- b. Liberator
- c. Meddler

2. How badly was Grayson's Distillery damaged?

- a. The rum barrels did not explode.
- b. The fire was contained before combat ended.
- c. It, uh, yeah, it kinda burnt to the ground.