

DRAG2-1

DISCOMFORT

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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The body found floating in the harbor belongs to one of the Fire Knives, and now a gang war looms on the horizon. What will you do when you discover the truth about the death? A *Living Forgotten Realms* adventure set in the *Dragon Coast* for characters 11-14. Part of the *Pain and Suffering* major quest, which continues in CORM2-2 *Pain* (level 11-14) and concludes in DALE2-2 *Agony* (level 14-17).

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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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling 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 scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

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 session tracking sheet. If you're playing this adventure as part of an officially scheduled 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 11 - 14. 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

There are many small gangs in the ancient city of Westgate, but the two biggest criminal organizations are the Fire Knives and the Nine Golden Swords. The Fire Knives enjoy the patronage of House Bleth, the effective rulers of Westgate. As a result the Fire Knives are practically unopposed by the local authorities and much feared by the common populace. An outreach of the organized crime syndicate stretching up and down the

Dragon Coast, the Nine Golden Swords make the pretense of defending the common people. In truth, they are just as deeply involved in many unsavory activities.

Recently, a third large organization has appeared in Westgate. Smugglers sponsored by one or more of the Spicelords from Marsember have begun dealing the drug Agony, known in Westgate as Confidence. Many have found its effects appealing, even though the drug is very addictive and has severe and painful withdrawal symptoms. The smugglers' success irritates Westgate's other underworld elements as they expand their operations. However, some criminals don't care where they get their coin, and a body found in the harbor was the catalyst for a host of trouble.

The floating corpse was Tilver, a Fire Knives member working on the side for the smugglers. Tilver saw the drug's impact when his Shou lover overdosed, and, discomfited by the drugs' effects, chose to double-cross the smugglers by scuttling the product.

To accomplish this, he involved his brothers-in-arms, the Fire Knives. However, the greedy Knives realized the drug's monetary potential, and decided to take control of the drug and its distribution. They killed the naive Tilver and framed the smugglers—in particular, they chose Palik, Tilver's contact. The Knives now plan on using Tilver's death as an excuse to begin a gang war by dragging out the hunt for Tilver's supposed smuggler murderer, Palik.

The Fire Knives are further motivated by the support of the Haethmur family, which is affiliated with House Bleth. The Haethmurs have a long lasting feud with the Cormyran noble family Haldoneir. The origins of the feud are long forgotten. The Haethmurs believe that some of the Spice Lords of Marsember - to which the Haldoneirs belong - are involved in the smuggling. Crippling the drug trade would harm these Spice Lords and in turn, the Haethmurs hope, the Haldoneirs.

The Nine Golden Swords know about the situation through their connections with Tilver's Shou lover and know that the Knives are framing the smugglers. They also realize the danger the drug represents and the local toll the war will impose. However, they need to learn about both the smugglers' motivations and true sponsors. They have made a deal with the Watch to share this information in exchange for the leeway to do so—within reason. If they allow the Fire Knives to destroy the smugglers, they'll learn nothing. The Nine Golden Swords want to stop the Fire Knives' war by catching the supposed "killer," presenting him at a gang leadership summit and forcing a truce.

Into all of this come the adventurers. They might be allied with the Fire Knives, possibly worked with the Nine Golden Swords, or may be completely new to

Westgate. Overzealous members of one of the factions thrust the adventurers headlong into the turmoil before they even meet with their contact. With the thugs defeated, the group arrives at their patron's stronghold to learn the situation—explaining just enough about the circumstances to put the party to work.

Both the Fire Knives and the Nine Golden Swords want the party to capture the framed smuggler, hoping that fresh faces won't draw as much attention, and believe the newcomers will track the intended patsy much easier. Somewhere in Westgate, the smuggler Palik hides while barely aware of his peril. He thinks he can simply lay low for a while and doesn't realize the magnitude of the Fire Knives' plan.

DM'S INTRODUCTION

It is important to determine the party's allegiance as this adventure begins. Based on previous story awards, the PCs either ally themselves with the Fire Knives or the Nine Golden Swords. Even those characters with no affiliation have been asked by one of the two sides to assist in a task—the players must decide which faction their group favors, at least as this business begins (see Player's Introduction).

The party arrives in Westgate shortly after midday, and travels through the streets to an appointment with their contact in either the Nine Golden Swords or Fire Knives. The PCs are uncertain what this business is about, but know that they were asked to come with a sense of urgency.

The characters' employer asks the party to seek out the smuggler Palik (Encounter 2), starting with his known haunts (Encounter 3), capture him before the conference of gangs tomorrow at noon (Encounter 4), and bring him to them (Encounter 5). With the smuggler in hand, either side can force the political solution they desire (Encounter 6).

And thus, the adventure begins in the streets of Westgate, in the early afternoon of a pleasant spring day.

PLAYER'S INTRODUCTION

Prior to starting, determine which faction the players' group aligns itself with. Characters with these awards could align with the Nine Golden Swords:

- DRAG02 Enmity of the Fire Knives (DRAG1-1)
- DRAG03 Docks District Enforcer/Liberator/Meddler (DRAG1-2)
- DRAG04 Enmity/Enemy of the Fire Knives (DRAG1-2)
- DRAG05 Westgate Reputation: Enforcer (DRAG1-3)

- DRAG05 Westgate Reputation: Liberator (DRAG1-3)

Characters with these awards could align with the Fire Knives:

- DRAG03 Docks District Enforcer/Liberator/Meddler (DRAG1-2)
- DRAG05 Westgate Reputation: Meddler (DRAG1-3)

A party with members possessing a combination of these awards align with the faction they have more awards.

A party with no favors or an equal number of favors for either faction can choose with which faction they wish to align. In some cases, this may result in characters battling those they once supported. Their foes are unlikely to live to report their betrayal.

Players unfamiliar with either faction can easily learn:

- The Fire Knives are the largest criminal organization in Westgate and have the tacit support of House Bleth—the effective rulers of the city.
- The Nine Golden Swords are an organization with chapters in cities all along the Dragon Coast, and have a primarily Shou membership. In Westgate, they claim to operate with the common people's best interests in mind. Most of their actions confirm this (make sure the players know this – the Nine Golden Swords are best suited for more law-abiding adventurers).

Read or paraphrase the following to the players:

It is warm and humid. The trip through the streets of Westgate is a simple affair as your group makes its way across town. People of every race and creed fill the cobblestones, reinforcing the Trade City's reputation as a welcome place for anyone seeking their fortune.

You've arrived at the request of a respected member of one of the local factions <Pick depending on the PCs' choice:> Master Fan-ji of the Nine Golden Swords/Glass-Eye of the Fire Knives, to meet with him on a matter of "utmost urgency." The exact details were vague, only that you arrive by this afternoon.

As discussion carried on over what might be entailed, it suddenly became apparent that the background street chatter stopped, the pedestrians vanished, only to be replaced by the sounds of wounded men and clashing weapons.

Proceed to Encounter 1 if the PCs go towards the sounds of battle.

COMBAT ENCOUNTER 1: THE STREETS ARE BLEEDING

ENCOUNTER LEVEL 10/12 (2500/3750 XP)

SETUP (ALLIED WITH NINE GOLDEN SWORDS)

The characters are facing a gang of Fire Knives murderers. This encounter includes the following creatures at the low tier:

- 1 genasi fireblade (level 10) (F)
- 1 Fire Knives lieutenant (pirate captain) (L)
- 1 Fire Knives brawler (human knife fighter) (level 10) (B)
- 4 Fire Knives footmen (human lackeys) (level 10) (M)

This encounter includes the following creatures at the high tier:

- 1 genasi fireblade (F)
- 1 Fire Knives lieutenant (pirate captain) (L)
- 2 Fire Knives brawlers (human knife fighter) (level 10) (B)
- 5 Fire Knives footmen (human lackeys) (level 10) (M)

SETUP (ALLIED WITH FIRE KNIVES)

The characters face a band of the elite protectors of the Smugglers. This encounter includes the following creatures at the low tier:

- 1 shadar-kai blacksoul (level 10) (F)
- 1 smuggler lieutenant (pirate captain) (L)
- 2 half-orc smuggler bonebreakers (half-orc scarthanes) (level 10) (B)
- 4 smuggler bravos (human lackeys) (level 10) (M)

This encounter includes the following creatures at the high tier:

- 1 shadar-kai blacksoul (F)
- 1 smuggler lieutenant (pirate captain) (L)
- 3 half-orc smuggler bonebreakers (half-orc scarthanes) (level 10) (B)
- 6 smuggler bravos (human lackeys) (level 10) (M)

This encounter begins with the battle already joined between the two gangs. At this point, one side has won, and the survivors are fleeing. The group that remains to battle the characters depends on their affiliation—those

who side with the Fire Knives face the Smuggler forces, and those traveling to see the Nine Golden Swords battle the Fire Knives.

As the adventurers enter the area, read:

You turn the corner into a plaza—coming face to face with a brutal melee. The streets are red with the blood of the fallen. A number of defeated combatants are fleeing down an alley, while the victors laugh.

“That’s it, run! We’ll show you who owns Westgate!”

As soon the victors spot the characters:

The victors turn their collective gaze at you. One wipes the side of his nose with his thumb and speaks loudly, sneering.

“Lookit, boys. They thought they’d circle around us. I would have figured they’d already learned their lesson. Let’s give ‘em steel!” With a battle cry, they charge, apparently uninterested in parlay or explanations!

FEATURES OF THE AREA

Fountain: Moving up on to the rim of the fountain requires two squares of movement, and the knee-deep water within is considered difficult terrain. The water provides cover to small-sized creatures.

Exploding Fountainhead: If the central portion of the fountain is struck by an attack (AC 22) causing more than 15 points of damage, it explodes: Close burst 5; +13/+15 vs. Reflex; 2d6 + 5 and target is blinded (save ends).

Loose Cobblestones: The area where the adventurers begin is a section of cobblestones and mud. Footing in this region is difficult. It counts as difficult terrain. Characters who end their turn in the area (not counting the round of arrival) must make a DC 16/17 Acrobatics check or fall prone.

TACTICS

These groups believe they are fighting the early skirmishes of an imminent gang war, and strike to kill using all their powers. If more than half of the non-minion foes are killed, the survivors try to flee when bloodied. If somehow prevented, they realize the futility of attempting to escape and fight to the death. Under normal circumstances they do not surrender, given that they have just killed a half dozen people they believe to be allies and friends of the characters. Characters may be able to convince them otherwise, and get the gang members to surrender.

SCALING THE ENCOUNTER

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

Four PCs: At low tier, depending on the adventurers' affiliation, eliminate all 4 Fire Knives footmen or one of the smuggler bonebreakers.

At high tier, depending on the adventurers' affiliation, eliminate 4 Fire Knives footmen or smuggler bravos.

Six PCs: At low tier, depending on the adventurers' affiliation, add 1 human Fire Knives brawler or 1 smuggler lieutenant.

At high tier, depending on the adventurers' affiliation, add 1 genasi fireblade or 1 shadar-kai blacksoul.

ENDING THE ENCOUNTER

Any captured Fire Knives or Smugglers indicate that this was a gang skirmish, and that they believed the characters were part of the enemy. They hint that something big is going down soon. Unless steps are taken to prevent their capture, the Watch arrives to collect the prisoners after the battle. Witnesses absolve the characters if they insist on staying. Those characters on a good terms with the Watch learn that street battles like this one have become more common (although rarely involving elite members of the various gangs), and only rarely do the authorities arrive in time to intervene. The resources of the Watch have been stretched to their limit by this escalation.

If the PCs are aligned with the Nine Golden Swords, go to Encounter 2a. If they are aligned with the Fire Knives, go to Encounter 2b.

EXPERIENCE POINTS

The characters receive 500/750 experience points each for successfully defeating the enemy.

TREASURE

Quickly scanning the fallen or captive foes yields an *alliance band*, a *retribution weapon* +3 and 200/300 gold pieces per PC in various coins.

ENCOUNTER 1: THE STREETS ARE BLEEDING – ALLIED WITH NINE GOLDEN SWORDS STATISTICS (LOW LEVEL)

Genasi Fire Blade (level 10)	Level 10 Brute
Medium elemental humanoid (fire)	XP 500
Initiative +6 Senses Perception +7	
HP 129; Bloodied 64	
AC 22; Fortitude 24, Reflex 21, Will 20	
Resist 10 Fire	
Speed 6	
m Falchion (standard; at-will) ♦ Fire, Weapon	
+13 vs. AC; 2d4 + 6 damage (crit 4d4+14), and ongoing 5 fire damage (save ends).	
M Fiery Riposte (immediate reaction, when the genasi fireblade is hit by an enemy adjacent to it; at-will) ♦ Fire	
Targets the attacker; +12 vs. Reflex; the target takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.	
C Fan the Flames (standard; recharge 5-6) ♦ Fire	
Close burst 1; +11 vs. Reflex; the target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
Alignment Unaligned	Languages Common, Primordial
Skills Endurance +18, Intimidate +10	
Str 22 (+11)	Dex 13 (+6) Wis 15 (+7)
Con 19 (+9)	Int 17 (+8) Cha 11 (+5)
Equipment hide armor, falchion	

Human Pirate Captain	Level 10 Soldier (leader)
Medium natural humanoid	XP 500
Initiative +10 Senses Perception +12	
HP 104; Bloodied 52	
AC 26; Fortitude 22, Reflex 22, Will 22	
Speed 7	
m Cutlass (standard; at-will) ♦ Weapon	
+16 vs. AC; 2d6 + 6 damage, and the target is slowed (save ends).	
C Call to Arms (when first bloodied; encounter)	
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.	
C Vicious Mockery (minor; recharge 6)	
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.	
Rigging Monkey (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
Scurvy Dog's Flank	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
Alignment Unaligned	Languages Common
Skills Acrobatics +13, Athletics +13	
Str 16 (+8)	Dex 16 (+8) Wis 14 (+7)
Con 16 (+8)	Int 13 (+6) Cha 16 (+8)
Equipment cutlass (shortsword)	

Human Knife Fighter (level 10)	Level 10 Elite Skirmisher
Medium natural humanoid	XP 1,000
Initiative +10 Senses Perception +14	
HP 186; Bloodied 93	
AC 24; Fortitude 22, Reflex 22, Will 22	
Saving Throws +2	
Speed 7	
Action Points 1	
m Wounding Dagger (standard; at-will) ♦ Weapon	
+15 vs. AC (crit 19-20); 1d6 + 7 damage (crit 1d6 + 14) and ongoing 5 damage (save ends).	
M Dance of the Knife (standard; at-will) ♦ Weapon	
+15 vs. AC (crit 19-20); 1d6 + 7 damage (crit 1d6 + 14). Effect: The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares.	
Peerless Tumbler (move; recharge 5-6)	
The human knife fighter shifts 4 squares, ignoring difficult terrain.	
Combat Advantage	
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.	
Alignment Unaligned	Languages Common
Skills Stealth +11	
Str 15 (+7)	Dex 17 (+8) Wis 16 (+8)
Con 17 (+8)	Int 13 (+6) Cha 12 (+6)
Equipment dagger, net	

Human Lackey (level 10)	Level 10 Minion
Medium natural humanoid	XP 125
Initiative +4 Senses Perception +5	
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 20, Reflex 17, Will 18	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+14 vs. AC; 6 damage.	
Mob Rule	
A Fire Knives footman gains a +2 power bonus to all defenses while at least two other Fire Knives footmen are within 5 squares of it.	
Alignment Any	Languages Common
Str 16 (+8)	Dex 11 (+5) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 13 (+6)
Equipment leather armor, club	

ENCOUNTER 1: THE STREETS ARE BLEEDING – ALLIED WITH FIRE KNIVES STATISTICS (LOW LEVEL)

Shadar-kai Blacksoul (level 10)	Level 10 Controller
Medium shadow humanoid	XP 500
Initiative +8 Senses Perception +6; low-light vision	
HP 106; Bloodied 53	
AC 22; Fortitude 21, Reflex 24, Will 24	
Speed 7	
m Corrupting Blackfire (standard; at-will) ♦ Fire, Necrotic	
+15 vs. AC; 1d10 + 4 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (standard; at-will) ♦ Necrotic	
Ranged 10; +14 vs. Reflex; 3d6 + 4 necrotic damage, and the target is shrouded in gloom (save ends).	
R Corrupt Soul (standard; at-will) ♦ Charm	
Ranged 10; targets a creature shrouded in gloom; +14 vs. Will; the target is dominated (save ends).	
A Shadowburst (standard; recharge 6) • Necrotic	
Area burst 3 within 10; targets enemies; +12 vs. Reflex; 1d10 + 4 necrotic damage, and the target is shrouded in gloom (save ends). <i>Miss:</i> Half damage.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai blacksoul teleports 3 squares and becomes insubstantial until the start of its next turn.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned Languages Common	
Skills Arcana +17, Stealth +13	
Str 12 (+6)	Dex 16 (+8) Wis 12 (+6)
Con 18 (+9)	Int 24 (+12) Cha 20 (+10)
Equipment leather armor	

Human Pirate Captain	Level 10 Soldier (leader)
Medium natural humanoid	XP 500
Initiative +10 Senses Perception +12	
HP 104; Bloodied 52	
AC 26; Fortitude 22, Reflex 22, Will 22	
Speed 7	
m Cutlass (standard; at-will) ♦ Weapon	
+16 vs. AC; 2d6 + 6 damage, and the target is slowed (save ends).	
C Call to Arms (when first bloodied; encounter)	
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.	
C Vicious Mockery (minor; recharge 6)	
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.	
Rigging Monkey (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
Scurvy Dog's Flank	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
Alignment Unaligned Languages Common	
Skills Acrobatics +13, Athletics +13	
Str 16 (+8)	Dex 16 (+8) Wis 14 (+7)
Con 16 (+8)	Int 13 (+6) Cha 16 (+8)
Equipment cutlass (shortsword)	

Half-Orc Scarthane (level 10)	Level 10 Brute
Medium natural humanoid	XP 500
Initiative +8 Senses Perception +5; low-light vision	
HP 126; Bloodied 63; see also <i>wounded retaliation</i>	
AC 23; Fortitude 25, Reflex 23, Will 20	
Speed 6 (8 when charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d12 + 10 (crit 1d12 + 22) damage.	
M Wounded Retaliation (immediate reaction, when first bloodied; encounter)	
The half-orc scarthane makes a greataxe attack.	
M Bloodfury Attack (standard; usable only while bloodied; encounter) ♦ Healing, Weapon	
+13 vs. AC; 2d12 + 4 damage, and the half-orc scarthane regains 10 hit points.	
Blood for Blood ♦ Healing	
When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 5 hit points.	
Furious Assault (free, when the half-orc scarthane damages an enemy; encounter)	
The scarthane's attack deals 1d10 extra damage.	
Alignment Unaligned Languages Common, Giant	
Skills Athletics +15, Endurance +13, Intimidate +9	
Str 21 (+10)	Dex 17 (+8) Wis 11 (+5)
Con 16 (+8)	Int 10 (+5) Cha 8 (+4)
Equipment greataxe	

Human Lackey (level 10)	Level 10 Minion
Medium natural humanoid	XP125
Initiative +4 Senses Perception +5	
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 20, Reflex 17, Will 18	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+14 vs. AC; 6 damage.	
Mob Rule	
A Fire Knives footman gains a +2 power bonus to all defenses while at least two other Fire Knives footmen are within 5 squares of it.	
Alignment Any Languages Common	
Str 16 (+8)	Dex 11 (+5) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 13 (+6)
Equipment leather armor, club	

ENCOUNTER 1: THE STREETS ARE BLEEDING – ALLIED WITH NINE GOLDEN SWORDS STATISTICS (HIGH LEVEL)

Genasi Fireblade	Level 11 Brute
Medium elemental humanoid (fire)	XP 600
Initiative +6 Senses Perception +7	
HP 139; Bloodied 69	
AC 23; Fortitude 25, Reflex 22, Will 21	
Resist 10 Fire	
Speed 6	
m Falchion (standard; at-will) ♦ Fire, Weapon	
+14 vs. AC; 2d4 + 6 damage (crit 4d4+14), and ongoing 5 fire damage (save ends).	
M Fiery Riposte (immediate reaction, when the genasi fireblade is hit by an enemy adjacent to it; at-will) ♦ Fire	
Targets the attacker; +13 vs. Reflex; the target takes ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 5.	
C Fan the Flames (standard; recharge 5-6) ♦ Fire	
Close burst 1; +12 vs. Reflex; the target takes ongoing 5 fire damage (save ends), and the target takes a -2 penalty to saving throws against ongoing fire damage until the end of the encounter.	
Alignment Unaligned Languages Common, Primordial	
Skills Endurance +18, Intimidate +10	
Str 22 (+11) Dex 13 (+6) Wis 15 (+7)	
Con 19 (+9) Int 17 (+8) Cha 11 (+5)	
Equipment hide armor, falchion	

Human Pirate Captain	Level 10 Soldier (leader)
Medium natural humanoid	XP 500
Initiative +10 Senses Perception +12	
HP 104; Bloodied 52	
AC 26; Fortitude 22, Reflex 22, Will 22	
Speed 7	
m Cutlass (standard; at-will) ♦ Weapon	
+16 vs. AC; 2d6 + 6 damage, and the target is slowed (save ends).	
C Call to Arms (when first bloodied; encounter)	
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.	
C Vicious Mockery (minor; recharge 6)	
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.	
Rigging Monkey (minor; encounter)	
The human pirate captain gains a climb speed of 7 until the end of its next turn.	
Scurvy Dog s Flank	
A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
Alignment Unaligned Languages Common	
Skills Acrobatics +13, Athletics +13	
Str 16 (+8) Dex 16 (+8) Wis 14 (+7)	
Con 16 (+8) Int 13 (+6) Cha 16 (+8)	
Equipment cutlass (shortsword)	

Human Knife Fighter (level 10)	Level 10 Elite Skirmisher
Medium natural humanoid	XP 1,000
Initiative +10 Senses Perception +14	
HP 186; Bloodied 93	
AC 24; Fortitude 22, Reflex 22, Will 22	
Saving Throws +2	
Speed 7	
Action Points 1	
m Wounding Dagger (standard; at-will) ♦ Weapon	
+15 vs. AC (crit 19-20); 1d6 + 7 damage (crit 1d6 + 14) and ongoing 5 damage (save ends).	
M Dance of the Knife (standard; at-will) ♦ Weapon	
+15 vs. AC (crit 19-20); 1d6 + 7 damage (crit 1d6 + 14). Effect: The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares.	
Peerless Tumbler (move; recharge 5-6)	
The human knife fighter shifts 4 squares, ignoring difficult terrain.	
Combat Advantage	
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.	
Alignment Unaligned Languages Common	
Skills Stealth +11	
Str 15 (+7) Dex 17 (+8) Wis 16 (+8)	
Con 17 (+8) Int 13 (+6) Cha 12 (+6)	
Equipment dagger, net	

Human Lackey (level 10)	Level 10 Minion
Medium natural humanoid	XP125
Initiative +4 Senses Perception +5	
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 20, Reflex 17, Will 18	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+14 vs. AC; 6 damage.	
Mob Rule	
A Fire Knives footman gains a +2 power bonus to all defenses while at least two other Fire Knives footmen are within 5 squares of it.	
Alignment Any Languages Common	
Str 16 (+8) Dex 11 (+5) Wis 12 (+6)	
Con 14 (+7) Int 10 (+5) Cha 13 (+6)	
Equipment leather armor, club	

ENCOUNTER 1: THE STREETS ARE BLEEDING – ALLIED WITH FIRE KNIVES STATISTICS (HIGH LEVEL)

Shadar-kai Blacksoul	level 14 Controller
Medium shadow humanoid	XP 1,000
Initiative +10 Senses Perception +8; low-light vision HP 138; Bloodied 69 AC 26; Fortitude 25, Reflex 28, Will 28 Speed 7	
m Corrupting Blackfire (standard; at-will) ♦ Fire, Necrotic +19 vs. AC; 1d10 + 6 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (standard; at-will) ♦ Necrotic Ranged 10; +18 vs. Reflex; 3d6 + 6 necrotic damage, and the target is shrouded in gloom (save ends).	
R Corrupt Soul (standard; at-will) ♦ Charm Ranged 10; targets a creature shrouded in gloom; +18 vs. Will; the target is dominated (save ends).	
A Shadowburst (standard; recharge 6) ♦ Necrotic Area burst 3 within 10; targets enemies; +16 vs. Reflex; 1d10 + 6 necrotic damage, and the target is shrouded in gloom (save ends). <i>Miss:</i> Half damage.	
Shadow Jaunt (move; encounter) ♦ Teleportation The shadar-kai blacksoul teleports 3 squares and becomes insubstantial until the start of its next turn.	
Shrouded in Gloom While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned Languages Common Skills Arcana +19, Stealth +15 Str 12 (+8) Dex 16 (+10) Wis 12 (+8) Con 18 (+11) Int 24 (+14) Cha 20 (+12) Equipment leather armor	

Human Pirate Captain	Level 10 Soldier (leader)
Medium natural humanoid	XP 500
Initiative +10 Senses Perception +12 HP 104; Bloodied 52 AC 26; Fortitude 22, Reflex 22, Will 22 Speed 7	
m Cutlass (standard; at-will) ♦ Weapon +16 vs. AC; 2d6 + 6 damage, and the target is slowed (save ends).	
C Call to Arms (when first bloodied; encounter) Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.	
C Vicious Mockery (minor; recharge 6) Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.	
Rigging Monkey (minor; encounter) The human pirate captain gains a climb speed of 7 until the end of its next turn.	
Scurvy Dog s Flank A human pirate captain gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
Alignment Unaligned Languages Common Skills Acrobatics +13, Athletics +13 Str 16 (+8) Dex 16 (+8) Wis 14 (+7) Con 16 (+8) Int 13 (+6) Cha 16 (+8) Equipment cutlass (shortsword)	

Half-Orc Scarthane (level 10)	Level 10 Brute
Medium natural humanoid	XP 500
Initiative +8 Senses Perception +5; low-light vision HP 126; Bloodied 63; see also <i>wounded retaliation</i> AC 23; Fortitude 25, Reflex 23, Will 20 Speed 6 (8 when charging)	
m Greataxe (standard; at-will) ♦ Weapon +13 vs. AC; 1d12 + 10 (crit 1d12 +22) damage.	
M Wounded Retaliation (immediate reaction, when first bloodied; encounter) The half-orc scarthane makes a greataxe attack.	
M Bloodfury Attack (standard; usable only while bloodied; encounter) ♦ Healing, Weapon +13 vs. AC; 2d12 + 4 damage, and the half-orc scarthane regains 10 hit points.	
Blood for Blood ♦ Healing When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 5 hit points.	
Furious Assault (free, when the half-orc scarthane damages an enemy; encounter) The scarthane's attack deals 1d10 extra damage.	
Alignment Unaligned Languages Common, Giant Skills Athletics +15, Endurance +13, Intimidate +9 Str 21 (+10) Dex 17 (+8) Wis 11 (+5) Con 16 (+8) Int 10 (+5) Cha 8 (+4) Equipment greataxe	

Human Lackey (level 10)	Level 10 Minion
Medium natural humanoid	XP125
Initiative +4 Senses Perception +5 HP 1; a missed attack never damages a minion. AC 22; Fortitude 20, Reflex 17, Will 18 Speed 6	
m Club (standard; at-will) ♦ Weapon +14 vs. AC; 6 damage.	
Mob Rule A Fire Knives footman gains a +2 power bonus to all defenses while at least two other Fire Knives footmen are within 5 squares of it.	
Alignment Any Languages Common Str 16 (+8) Dex 11 (+5) Wis 12 (+6) Con 14 (+7) Int 10 (+5) Cha 13 (+6) Equipment leather armor, club	

ENCOUNTER 1: THE STREETS ARE BLEEDING MAP

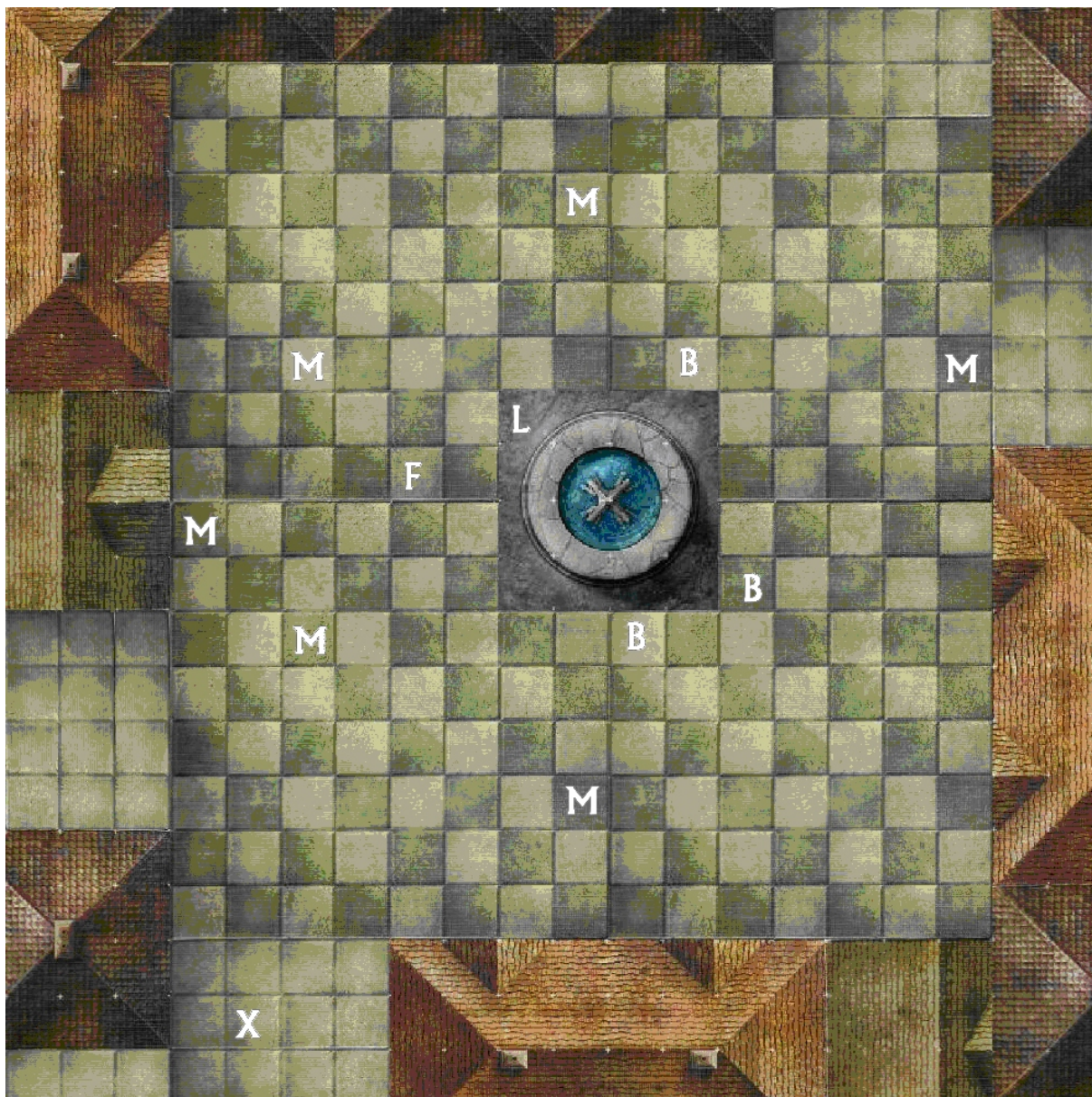
TILE SETS NEEDED

Dungeon Tiles x1

Fane of the Forgotten Gods x2

Hidden Crypts x1

Streets of Shadow x4



X - Party starts here

ENCOUNTER 2A: THE LAY OF THE LAND

SETUP

Important NPCs:

Master Fan-Ji, Shou male human.

Master Fan-Ji awaits the arrival of the adventurers and after explaining the situation to the group, outlines their proposed course of action. He promises their deeds help the greater good, and that the mercenary among them will see proper compensation.

Master Fan-Ji is a key player within the “tea-houses” of the Nine Golden Swords of Westgate. In fact he is head of the Fan clan, one of the nine Wei clans in power over the Shou of the Dragon Coast. In Westgate he also heads up the Nine Golden Swords crime syndicate, although the Nine Golden Swords themselves promote their organization as a “fraternity dedicated to protecting the interests of the people and free trade.”

The House of the Golden Cup is far a grand classic Shou structure. A silk-robed Shou maiden leads you silently shuffles forward, enigmatically smiling back at you. The stylized cosmetics accentuate her mouth and eyes. She pulls open a sliding wooden door and gestures to the low table inside. After you enter, she bows and closes the paper door behind you.

After a few moments, Master Fan-Ji enters through another panel. His fingernails are long and gilded, he wears a number of rings, and his hair is hidden beneath a round embroidered cap. He gives you a generous bow and then kneels.

“It is quite gracious of you to consider our request for aid. We greatly appreciate the speed with which you responded and sincerely hope you will be successful in this endeavor.” He smiles, “Allow me to explain the situation.”

Master Fan-Ji explains:

- The Fire Knives have blamed the murder of one of their number, named Tilver, on a smuggler named Palik. They intend to use this murder to start a gang war, attacking the smugglers all over Westgate in an attempt to capture Palik.
- The Fire Knives truly want to seize control of all drug trafficking involving a new drug, Confidence, and believe a gang war will enable this. Finding and extracting revenge against Palik is just an excuse.

- Another group is behind the smugglers. If the Fire Knives take over trafficking the drug, the Nine Golden Swords and the Watch will be unable to learn more about the forces behind the drug or their intentions.
- While the Watch and the Nine Golden Swords are often at odds, neither group wants to see the smuggler power base secured. They have agreed to work together in this endeavor.
- The smuggler is innocent, the Nine Golden Swords know this, but they do not care. The gang war will have an immense impact on the common people of Westgate, an unacceptable impact.
- Palik must be captured and brought to the House of the Golden Cup before dawn, so that he may be handed over to the Fire Knives at a conference tomorrow at noon. Once the gangsters have him, they are unable to prosecute their war, diffusing the situation for now.
- Palik must be brought back alive. His death simply allows the Fire Knives to blame the whole Smuggler organization. His living transfer ensures that there is no remaining vendetta.
- If successful, the adventurers are well compensated. Those who push for an exact amount are told, “over one thousand pieces of gold each.”
- Palik is often found in the Port district of the city, looking amongst the warehouses and seedy bars that cater to porters and longshoremen.

ENDING THE ENCOUNTER

With their mission and deadline established, any perfunctory questions answered, the adventurers are released to search for Palik.

EXPERIENCE POINTS

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

TREASURE

No treasure is found in this encounter.

ENCOUNTER 2B: THE WAY OF THE WORLD

SETUP

Important NPCs:

Glass-Eye, male human

Glass-Eye is a Fire Knife lieutenant who knows the score. He ordered the killing of Tilver and the framing of Palik with approval of his superiors. He avoids the question of who killed Tilver, or blatantly pins the murder on Palik. Continuing, he explains that the smugglers will pay for this, and the price is going to be their drug business in Westgate. Now he wants Palik in hand, so that there's no question how this is going down—and the characters are going to do it.

You make your way to the “Scuttled Cog,” a pub owned by your contact in the Fire Knives, a human called “Glass-Eye.” A well-kept and solid structure, half of the building stretches out over the water on a long pier. A number of small vessels appear moored at its far end.

Entering the tavern, you are quickly taken to a private room with a large and well-set dining table. The floor creaks slightly with the weight of your group. After a few minutes, the older Fire Knives known as Glass-Eye enters, indicating you should sit. His manner is crisp and professional, in stark contrast to his rough, weathered face. Glass-Eye’s mouth seems pressed in sinister scowl; a purplish scar cuts across the bridge of his nose.

“I’m glad you could come. Let me explain what we need.”

Over a pleasant meal, Glass-Eye explains:

- Palik is a smuggler who’s been dealing drugs in Westgate without permission. He killed the Fire Knife member, Tilver. Now he and his organization need to pay. They need to know that no one does that to the Fire Knives and gets away with it.
- He needs Palik captured and brought to him at the Scuttled Cog before noon tomorrow. He need not be alive, but he needs to be whole.
- There need be no witnesses to Palik’s capture.
- Tensions between the Fire Knives and the Smugglers have escalated recently—the characters’ battle on the way here doesn’t surprise him. In fact, he expects such skirmishes to become much more commonplace.

- It doesn’t matter if Palik killed Tilver, he’s been pinned for it and the Fire Knives want him. He’s a drug dealer, smuggler and cutthroat. Having him off the streets helps everyone.
- The group will be compensated handsomely, at least 1,000 gp each. Anything they pick up along the way is theirs. They have the blessing of the Fire Knives for this action.
- The Fire Knives requested the adventurers because they’re relatively unknown to this business and they’ll likely be headed out of town before long—that’s just the sort of operators needed in this case.
- Palik is often found in the Port district of the city, looking amongst the warehouses and seedy bars that cater to porters and longshoremen.

ENDING THE ENCOUNTER

With their mission and deadline established, any perfunctory questions answered, the adventurers are released to search for Palik.

EXPERIENCE POINTS

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

TREASURE

No treasure is found in this encounter.

SKILL CHALLENGE ENCOUNTER 3: HITTING THE BRICKS

**SKILL CHALLENGE LEVEL 10/12,
COMPLEXITY 3 (1500/2100 XP)**

SETUP

The characters are now unleashed on the streets of Westgate, hunting for the scapegoat, Palik. As prompted, they may begin their search in the Port district of the city, looking amongst the warehouses and seedy bars that cater to porters and longshoremen. Where they start is less important, however. Eventually, they find their way to the Smuggler Warehouse where Palik hides.

Departing the meeting, you head out into the sultry markets of Westgate. The echoing sound of porters, merchants, and busy people greets your ears. One thing is certain—this smuggler's not just going to surrender him self. Fortunately, a few of Palik's haunts are nearby and there's plenty of time before the conference.

Feel free to volunteer to the players through Glass-Eye, Master Fan-Ji or one of their nameless lieutenants, that Palik was known to frequent the Market, the Shrine of Tymora, and Shipbuilder's Fountain.

SKILL CHALLENGE: EYES ON THE GROUND

Goal: The characters seek out the smuggler in the alleys and warehouses of Westgate, perhaps learning more about the circumstances surrounding the Fire Knives Tilver's death.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Streetwise

Other Skills: Athletics, Endurance, Perception, Stealth, Thievery.

Victory: The characters surprise Palik in the warehouse.

Defeat: Palik is ready for the characters at his hideout.

Possible Scenes:

- Scene A: The Shipbuilder's Fountain Plaza
- Scene B: The Gorgon's Kiss, a local tavern.
- Scene C: The Full Harvest Inn Common Room
- Scene D: The Saddlehorn Alley Gang

- Scene E: The Dockside Market
- Scene F: The Steps to the Shrine to Tymora
- Scene G: The District Watch Station
- Scene H: Dealing with the Snitch

SCENE A: SHIPBUILDER'S FOUNTAIN PLAZA

Skills: Bluff, Diplomacy, Intimidate, Streetwise

DC 16/18 (1 success; 2 maximum, failure does not contribute to overall challenge victory)

You go to the plaza, asking a few of the street performers and beggars there if they know Palik and where he might be.

1st Success: He's been seen before, here or the Shrine to Tymora. He always chased them off, since he seemed to claim the area as his personal turf.

2nd Success: He goes to the Gorgon's Kiss tavern. He likes to flirt with a girl from the Full Harvest Inn who sometimes hangs out there.

SCENE B: GORGON'S KISS

Skills: Bluff, Diplomacy, Intimidate

DC 16/18 (1 success; 2 maximum, failure contributes to overall challenge victory)

You check with the bartender, asking him if Palik is about or has been to the bar recently.

1st Success: A lot of people seem to be looking for Palik at the moment - people from the Fire Knives.

2nd Success: Palik had spent much time in the company of Isabella, who works at the Full Harvest Inn. The Fire Knives ordered the bartender to keep Palik drinking until Isabella arrived to get him.

Failure: Permit an immediate Perception check (**DC 19/21**); Success indicates that the party member has noticed a suspicious-looking patron depart the area. If the PCs investigate, proceed to Scene H.

SCENE C: THE FULL HARVEST INN COMMON ROOM

Skills: Bluff, Diplomacy, Intimidate, Streetwise

DC 16/18 (1 success; 2 maximum)

You check with Isabella, the serving girl who works at the Inn where Palik regularly stays.

1st Success: Isabella was supposed to meet Palik, seduce him, and bring him to The Gorgon's Kiss, in Saddlehorn Alley.

2nd Success: When the Fire Knives came out of the doorways, she left. She didn't see what happened, but some of the local urchins were around, trying to impress the Fire Knives as ever.

Failure: Permit an immediate Perception check (DC 16/18); Success indicates that the party member has noticed a suspicious-looking patron depart the area. If the PCs investigate, proceed to Scene H.

SCENE D: THE SADDLEHORN ALLEY GANG

Skills: Bluff, Diplomacy, Intimidate, Streetwise
DC 16/18 (1 success; 2 maximum, failure contributes to overall challenge victory)

You question the pack of street kids who hang out in the Saddlehorn Alley, an area near Palik's known hangouts. Hopefully one of them saw something worthwhile.

1st Success: The urchins watched Palik being beaten up. The thugs took his dagger and his boot. They did something to the boot and threw it back, then punched Palik unconscious.

The urchins didn't take anything from Palik. They had been ordered to keep a lookout for the Fire Knives, and with that group it's wise to stick to instructions.

2nd Success: The urchins were given some money and instructed to dump Palik somewhere—the Shrine to Tymora, the Dockside Market, maybe the Shipbuilder's Fountain. However, he woke up along the way and took off, but he hangs out in those places anyway, so they wouldn't be surprised if that's where he ended up on his own.

Failure: Permit an immediate Perception check (DC 16/18); Success indicates that the party member has noticed a suspicious-looking patron depart the area. If the PCs investigate, proceed to Scene H.

SCENE E: THE DOCKSIDE MARKET

Skills: Bluff, Diplomacy, Streetwise
DC 16/18 (1 success; 2 maximum, failure contributes to overall challenge victory)

You check the vendors around the Market where Palik loiters.

1st Success: Palik hasn't been seen in a few days, not since he had a scuffle with the Fire Knives. The vendors guess he is hiding, since the Fire Knives hold grudges.

2nd Success: Palik is usually found here, the fountain or near the Shrine to Tymora. He was a layabout, a thug and a criminal. The vendors do not like him.

Failure: Permit an immediate Perception check (DC 16/18); Success indicates that the party member has noticed a suspicious-looking patron depart the area. If the PCs investigate, proceed to Scene H.

SCENE F: THE STEPS OF THE SHRINE TO TYMORA

Skills: Bluff, Diplomacy, Insight, Streetwise
Intimidate results in no information and an automatic +3 to the DC of all future checks in this scene.
DC 16/18 (1 success; 2 maximum)

Insight DC 16/18 (0 success, 1 maximum)

Does not contribute to challenge failure, but you learn that intimidation result in only making the situation more difficult.

You talk to the monks who tend the shrine, asking if they know Palik and where he might be.

1st Success: Palik has not been to the shrine since the day Tilver was pulled from the water. Just beforehand, he'd asked about becoming a monk, since his luck was bad and he'd been framed.

2nd Success: He often joked that he needed luck to catch the eye of a girl who worked at the inn where he lived, the Full Harvest.

SCENE G: THE DISTRICT WATCH STATION

Skills: Diplomacy, Insight, Streetwise
Intimidate results in no information and an automatic +3 to the DC of all future checks in this scene.
DC 16/18 (1 success, 2 maximum)

Insight DC 16/18 (0 success, 1 maximum)

Does not contribute to challenge failure, but you learn that intimidation result in only making the situation more difficult.

You talk to the guardsmen who operate out of this station, asking if they know Palik and where he might be. If pressed, they bring in Sgt. Featherby to explain matters for the 2nd Success.

1st Success: The Watch have seen him, but haven't caught him doing anything—yet. They suggest checking the Dockside Market, the Shipbuilder's Fountain or the Shrine to Tymora."

2nd Success: "On the quiet, the word is that the Watch should leave Palik alone for the next few days. They have orders not to get involved if it involves him. Everything is supposed to work out better that way.

They also note that Palik is not wanted for anything, so technically, it would be kidnapping him if the PCs bring him to the Watch.

SCENE H: DEALING WITH THE SNITCH

Skills: Athletics, Endurance, Stealth, Thievery.

DC 21/23 (1 success; 1 maximum)

You noticed a suspicious-looking person showing undue interest in your activities.

Note: this scene may only occur once, regardless of subsequent failures that may lead to it.

Success: You intercept a snitch thinking to make a quick bit of coin and change their mind. Negate a failure in the challenge.

ENDING THE ENCOUNTER

Success: With the last success, whichever NPC the characters are talking to directs them to Almer, a reputable pilot who works at the docks. Almer is a sun-browed wiry old man with a steady look about him. He explains that he has heard of the search for Palik and tells them the way to Palik's safehouse in the Warehouse district—Almer is the uncle of an overdosed addict and is too old to fear any retribution. They may proceed there and catch him unawares.

Failure: Almer approaches the characters soon after the check that resulted in the failure. He explains that word has passed around about their search and he wants to help. Almer truly is intent on assisting the characters, but just as he has heard about their actions, they can likely guess that others have as well. The adventurers are told the way to Palik's safehouse in the Warehouse district. They may proceed there but will find him waiting with a hostile reception. The Smugglers are hoping to eliminate this attempted capture by drawing the hunters into a trap.

EXPERIENCE POINTS

The characters receive 300/420 experience points for successfully completing the skill challenge.

TREASURE

There is no treasure for this encounter.

COMBAT ENCOUNTER 4: TO CATCH A KILLER

ENCOUNTER LEVEL 12/14 (3500/5000 XP)

SETUP

The adventurers arrive at Palik's warehouse hideout to find the forces of an opposing faction already there and ready:

IF THE PARTY ALIGNS WITH THE NINE GOLDEN SWORDS

This encounter includes the following creatures at the low tier:

- 2 phoelarch warriors (F)
- 1 maw of Acamar (level 14) (L)
- 1 Fire Knife slaver (human slaver) (level 11) (B)
- 1 Fire Knife marksman (human dire beast hunter) (level 11) (M)

This encounter includes the following creatures at the high tier:

- 3 phoelarch warriors (F)
- 1 maw of Acamar (L)
- 3 dark stalkers (B)
- 2 Fire Knives marksmen (human dire beast hunter) (level 11) (M)

IF THE PARTY ALIGNS WITH THE FIRE KNIVES

This encounter includes the following creatures at the low tier:

- 1 oni overlord (L)
- 1 oni nighthaunter (level 10) (M)
- 1 Shou goldenviper adept (human slaver) (level 11) (F)
- 1 Shou rooftop bolter (human dire beast hunter) (level 11) (B)

This encounter includes the following creatures at the high tier:

- 1 oni overlord (L)
- 1 oni nighthaunter (level 11) (M)
- 1 Shou goldenviper adept (human slaver) (level 11) (F)
- 3 Shou rooftop bolter (human dire beast hunter) (level 11)

IF THE PARTY FAILED ENCOUNTER 3: SMUGGLERS

This encounter includes the following creatures at the low tier:

- 1 shadar-kai painbearer (level 14) (F)
- 1 shadar-kai dawnkiller (level 13) (M)
- 1 human hexer (level 11) (L)
- 2 human slaver (level 11) (B)

This encounter includes the following creatures at the high tier:

- 1 shadar-kai painbearer (F)
- 1 shadar-kai dawnkiller (M)
- 2 human hexer (level 11) (L)
- 2 human slaver (level 11) (B)

IF THE PARTY SUCCESSFULLY COMPLETED ENCOUNTER 3

The characters arrive at Palik's safehouse just after their rivals from the other faction have begun to search for the smuggler. This forces Palik to hide until after the battle.

As the adventurers enter the area, read:

You arrive at a warehouse that blends in with the many other box-like buildings common in this part of Westgate. The door to Palik's chosen bolthole hangs on a single hinge. The force used to open the door scattered bits of wood across the ground. The sea air easily carries the voices of those inside. A malicious, deep voice clearly calls out orders.

"He's hiding here, somewhere. Take it apart until we find him."

As long as the party is not loud and careless, they gain a surprise round action against the enemies inside.

IF THE PARTY FAILED ENCOUNTER 3

The characters arrive at Palik's safehouse just after his fellows have arrived to escort him from danger. When the trouble begins, Palik hides until after the battle.

As the adventurers enter the area, read:

You arrive at a warehouse that blends in with the many other box-like buildings common in this part of Westgate. The door to Palik's chosen bolthole stands just cracked. The sea air easily carries the voices of those inside. A malicious, deep voice speaks clearly and with authority.

"Fool, you have no idea of the forces moving against you. Quickly, get your things so we can depart."

These smugglers are on the alert, and cannot be surprised.

FEATURES OF THE AREA

Illumination: This area is lit by bright light.

Crated Trouble: Forced movement—slides, pushes, and pulls can make opponents move through the stacks of crates. Moving through an active crate square triggers an attack (d6 to determine which):

- **(1-4) Stack of Crates:** Area Burst 1; +15 vs. Reflex; 1d10 + 5 (critical: target is knocked prone). *Effect:* Area becomes difficult terrain. Areas of difficult terrain do not trigger *crated trouble* attack.
- **(5-6) A Burst of Discomfort:** Area Burst 1; +15 vs. Fortitude; 1d8 + 5 and target is blinded until end of their next turn (critical: target is dazed). *Effect:* Area becomes difficult terrain. Areas of difficult terrain do not trigger *crated trouble* attack.

TACTICS

These enemies do not run away or surrender. They have been ordered to capture or escort Palik and the threat of punishment at the hands of their superiors outweighs any threat the characters might make. If questioned, they were to take Palik to an apartment building and await the signal on the roof.

Phoelarchs who become phoera depart the area.

SCALING THE ENCOUNTER

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

Four PCs: At low tier, depending on the adventurers' affiliation, remove a phoelarch warrior, an oni Nightshade, or a smuggler slaver. At high tier, depending on the adventurers' affiliation, remove a phoelarch warrior, a rooftop bolter, or a smuggler slaver.

Six PCs: At low tier, depending on the adventurers' affiliation, add a phoelarch warrior, an oni overlord, or a shadar-kai dawnkiller. At high tier, depending on the adventurers' affiliation, add a maw of acamar, an oni overlord, or a shadar-kai dawnkiller.

ENDING THE ENCOUNTER

With the enemy defeated, a detailed search reveals Palik hiding in a crate in the office. He pulls the trigger to a crossbow as they open the crate, but the weapon misfires, splitting the bolt and startling Palik. He begs for mercy and offers to bribe the party, suggesting the wealth of drugs available, positions within the smuggler

organization, or the power in their nascent faction. His patrons will not forget their generosity and he swears to depart town immediately.

If they choose to do so, then their objective shifts. They must now escort Palik to the docks and a ship called *Margaret's Dream*. Once there, he boards it and depart. The adventurers are given a secondary mission to acquire their reward. They must advocate for the Fire Knives to pursue their vendetta and attempt to draw the Nine Golden Swords into the conflict at the summit tomorrow. They will be presented the opportunity to make their case and shouldn't worry—the situation becomes obvious when it is time. Proceed to Encounter 5.

EXPERIENCE POINTS

The characters receive 700/1000 experience points for successfully defeating the enemy.

TREASURE

Quickly scanning the fallen or captive foes yields a *courtier's cape* +3 and a *horn of blasting*.

ENCOUNTER 4: TO CATCH A KILLER – ALIGNED WITH THE NINE GOLDEN SWORDS (LOW LEVEL)

Phoelarch Warrior	Level 12 Skirmisher
Medium natural humanoid (fire)	XP 350
Initiative +14 Senses Perception +8	
Phoenix Heat (Fire) aura 1; each creature that enters the aura or starts its turn there takes 5 fire damage.	
HP 114; Bloodied 57; see also <i>rise from the ashes</i>	
AC 26; Fortitude 23, Reflex 25, Will 25	
Resist 10 fire; Vulnerable 5 cold	
Speed 7	
m Burning Falchion (standard; at-will) ♦ Fire, Weapon	
+17 vs. AC; 2d4 + 6 fire damage (crit 4d4 +14 fire damage).	
C Rise from the Ashes (when the phoelarch warrior drops to 0 hit points) ♦ Fire, Zone	
Close burst 2; +13 vs. Reflex; 3d8 + 5 fire damage. Effect: The burst creates a zone of fire that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 5 fire damage. In addition, when the phoelarch warrior's next turn would occur, a phoera appears within the zone.	
Burning Step ♦ Fire	
Any creature that hits the phoelarch warrior with an opportunity attack takes 3d6 fire damage.	
Alignment Unaligned Languages Common, Primordial	
Skills Acrobatics +17, Athletics +12	
Str 13 (+7)	Dex 23 (+12) Wis 14 (+8)
Con 10 (+6)	Int 10 (+6) Cha 18 (+10)
Equipment falchion	

Maw of Acamar (level 14)	Level 14 Controller
Large aberrant humanoid	XP 1,000
Initiative +9 Senses Perception +11; darkvision	
Hungry Star aura 5; each creature within the aura must spend 3 extra squares of movement for each square it moves farther away from the maw of Acamar.	
HP 137; Bloodied 68	
AC 28; Fortitude 26, Reflex 25, Will 26	
Speed 6	
m Devouring Touch (standard; at-will)	
Reach 2; +18 vs. Reflex; the target takes ongoing 15 damage (save ends).	
C Corpse Star's Grip (minor; at-will)	
Close burst 5; +18 vs. Fortitude; the maw of Acamar pulls the target 3 squares.	
C Devouring Star (standard; at-will)	
Close burst 3; +18 vs. Fortitude; the target takes ongoing 10 damage (save ends).	
Destroyer of Life	
When an enemy adjacent to the maw of Acamar succeeds on a saving throw against ongoing damage, the ongoing damage is, reduced by 5 instead of ending.	
Life Devourer (Immediate reaction, when a creature within 2 squares of the maw of Acamar spend a healing surge; at-will)	
The reach of devouring touch and the burst areas of corpse star's grip and devouring star increase by 2 until the end of the maw's next turn.	
Alignment Chaotic Evil Languages telepathy 10	
Str 20 (+12)	Dex 15 (+9) Wis 19 (+11)
Con 17 (+10)	Int 11 (+7) Cha 16 (+10)

Human Slaver (level 11)	Level 11 Brute
Medium natural humanoid	XP 600
Initiative +8 Senses Perception +5	
HP 132; Bloodied 66	
AC 23; Fortitude 23, Reflex 23, Will 22	
Speed 6	
m Thump and Lash (standard; at-will) ♦ Weapon	
+14 vs. AC; 2d8 + 7 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (standard; requires a scourge; recharge 4-6) ♦ Weapon	
+14 vs. AC; 2d8 + 7 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Alignment Evil Languages Common	
Skills Intimidate +12	
Str 17 (+8)	Dex 16 (+8) Wis 10 (+5)
Con 12 (+6)	Int 10 (+5) Cha 14 (+7)
Equipment leather armor, mace, scourge (whip)	

Human Dire Beast Hunter (level 11)	Level 11 Artillery
Medium natural humanoid	XP 600
Initiative +9 Senses Perception +13	
HP 88; Bloodied 44	
AC 24; Fortitude 23, Reflex 24, Will 23	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d8 + 6 damage.	
r Poisoned Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 15/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R Trapping Net (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
Alignment Unaligned Languages Common	
Skills Acrobatics +14, Athletics +12, Endurance +13	
Str 14 (+7)	Dex 19 (+9) Wis 17 (+8)
Con 16 (+8)	Int 16 (+8) Cha 11 (+5)
Equipment crossbow with 40 poisoned bolts, spear, net	

ENCOUNTER 4: TO CATCH A KILLER – ALIGNED WITH THE FIRE KNIVES (LOW LEVEL)

Oni Overlord	Level 12 Elite Brute (leader)
Large natural humanoid	XP 1400
Initiative +7	Senses Perception +8; darkvision
Threatening Leader (Psychic) aura 5; each ally within the aura gains a +5 bonus to damage rolls and takes 5 psychic damage if it misses all targets with an attack	
HP 296; Bloodied 148	
AC 24; Fortitude 25, Reflex 24, Will 26	
Saving Throws +2	
Speed 7, fly 8 (clumsy)	
Action Points 1	
m Greatclub (standard; at-will) ♦ Weapon	
Reach 2; +15 vs. AC; 4d4 + 6 damage, and each creature adjacent to the target takes 5 damage.	
M Overlord's Smash (standard; at-will)	
The oni overlord makes a greatclub attack, shifts 1 square, and then makes a second greatclub attack against a different target.	
C Overlord's Blast (standard; recharges when first bloodied) ♦	
Necrotic, Poison	
Close blast 5; +16 vs. Fortitude; 5d6 + 5 necrotic and poison damage, and the target gains vulnerable 5 necrotic and vulnerable 5 poison until the end of the oni overlord's next turn.	
C Crush the Will (free, when the oni overlord damages an enemy; recharge 5-6) ♦ Fear	
Close burst 5; targets enemies; +15 vs. Will; the target grants combat advantage to the overlord until the end of the overlord's next turn.	
Violent Reward (immediate reaction, when an ally within 10 squares of the oni overlord damages an enemy; at-will)	
The triggering ally gains 5 temporary hit points	
Deceptive Veil (minor; at-will) ♦ Illusion	
The oni overlord can disguise itself to appear as any Medium or Large humanoid. A creature can see through the disguise with a successful Insight check versus the overlord's Bluff check.	
Alignment Evil	Languages Common, Giant
Skills Arcana +15, Insight +13, Intimidate +17	
Str 21 (+11)	Dex 12 (+7) Wis 14 (+8)
Con 18 (+10)	Int 18 (+10) Cha 22 (+12)
Equipment hide armor, greatclub	

Human Dire Beast Hunter (level 11)	Level 11 Artillery
Medium natural humanoid	XP 600
Initiative +9	Senses Perception +13
HP 88; Bloodied 44	
AC 24; Fortitude 23, Reflex 24, Will 23	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d8 + 6 damage.	
r Poisoned Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 15/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R Trapping Net (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
Alignment Unaligned	Languages Common
Skills Acrobatics +14, Athletics +12, Endurance +13	
Str 14 (+7)	Dex 19 (+9) Wis 17 (+8)
Con 16 (+8)	Int 16 (+8) Cha 11 (+5)
Equipment crossbow with 40 poisoned bolts, spear, net	

Oni Nighthunter (level 10)	Level 10 Elite Controller
Large natural humanoid	XP 1,000
Initiative +8	Senses Perception +6; darkvision
HP 212; Bloodied 106	
AC 26; Fortitude 25, Reflex 23, Will 24	
Saving Throws +2	
Speed 8, fly 8 (clumsy)	
Action Points 1	
m Morningstar (standard; at-will) ♦ Weapon	
Reach 2; +15 vs. AC; 1d12 + 6 damage, and a Medium or smaller target is pushed 1 square.	
C Hypnotic Breath (standard; recharges when first bloodied) ♦	
Charm, Sleep	
Close blast 5; +13 vs. Will; the target is dazed (save ends). <i>First Failed Save:</i> The target falls unconscious (no save).	
M Devour Soul (standard; at-will) ♦ Healing, Psychic	
Affects an unconscious target only; +15 vs. AC; 2d10 + 5 psychic damage, and the oni night hunter regains 10 hit points. This attack does not wake the unconscious target.	
Deceptive Veil (minor; at-will) ♦ Illusion	
The oni night hunter can disguise itself to appear as an elderly Medium or Large humanoid. A successful Insight check (opposed by the oni's Bluff check) pierces the disguise.	
Gaseous Form (standard; sustain standard; encounter) ♦ Polymorph	
The oni night hunter becomes insubstantial and gains a fly speed of 8 (hover). It can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window). It remains in this form as long as it sustains the power.	
Alignment Evil	Languages Common, Giant
Skills Bluff +14, Insight +11, Stealth +13, Thievery +11	
Str 20 (+10)	Dex 16 (+8) Wis 12 (+6)
Con 18 (+9)	Int 12 (+6) Cha 18 (+9)
Equipment morningstar	

Human Slaver (level 11)	Level 11 Brute
Medium natural humanoid	XP 600
Initiative +8	Senses Perception +5
HP 132; Bloodied 66	
AC 23; Fortitude 23, Reflex 23, Will 22	
Speed 6	
m Thump and Lash (standard; at-will) ♦ Weapon	
+14 vs. AC; 2d8 + 7 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (standard; requires a scourge; recharge 4-6) ♦ Weapon	
+14 vs. AC; 2d8 + 7 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Alignment Evil	Languages Common
Skills Intimidate +12	
Str 17 (+8)	Dex 16 (+8) Wis 10 (+5)
Con 12 (+6)	Int 10 (+5) Cha 14 (+7)
Equipment leather armor, mace, scourge (whip)	

ENCOUNTER 4: TO CATCH A KILLER – SMUGGLERS (LOW LEVEL)

Shadar-kai Painbearer (level 14)	Level 14 Skirmisher (leader)
Medium shadow humanoid	XP 1,000
Initiative +16 Senses Perception +11; low-light vision Shadow weft aura 5; each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack. HP 136; Bloodied 68 AC 28; Fortitude 26, Reflex 28, Will 26 Speed 7	
m Shadow Chain (standard; at-will) ♦ Weapon Reach 2; +19 vs. AC; 2d8 + 6 damage, and the target is shrouded in gloom (save ends).	
M Shadow Dance (standard; recharge 5-6) ♦ Necrotic The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends)..	
Shadow Boon (immediate reaction, when an ally within 10 squares of the shadar-kai painbearer misses with an attack; encounter) The triggering ally rerolls the attack roll.	
Shadowjaunt (move; encounter) ♦ Teleportation The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
Shrouded in Gloom While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned	Languages Common
Skills Acrobatics +19, Stealth +19	
Str 20 (+12)	Dex 24 (+14) Wis 18 (+11)
Con 16 (+10)	Int 14 (+9) Cha 11 (+7)
Equipment leather armor, spiked chain	

Shadar-kai Dawnkiller (level 13)	Level 13 Lurker
Medium shadow humanoid	XP 800
Initiative +17 Senses Perception +15; low-light vision HP 100; Bloodied 50 AC 27; Fortitude 25, Reflex 27, Will 24 Speed 7	
m Kukri (standard; at-will) ♦ Weapon +18 vs. AC; 2d6 + 5 damage, and the target is shrouded in gloom (save ends).	
M Shade Strike (standard; at-will) ♦ Necrotic +18 vs. AC; targets an enemy shrouded in gloom; 2d8 + 5 necrotic damage, and the target is blinded (save ends).	
Shadowjaunt (move; encounter) ♦ Teleportation The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
Shadows of the Raven Queen ♦ Necrotic The shadar-kai dawnkiller's melee attacks deal 2d6 extra necrotic damage against a target that cannot see the dawnkiller.	
Shrouded in Gloom While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned	Languages Common
Skills Acrobatics +18, Stealth +18	
Str 20 (+11)	Dex 24 (+13) Wis 18 (+10)
Con 16 (+9)	Int 14 (+8) Cha 11 (+6)
Equipment leather armor, 2 kukris	

Human Hexer (level 11)	Level 11 Controller
Medium natural humanoid	XP 600
Initiative +5 Senses Perception +18 HP 109; Bloodied 54 AC 24; Fortitude 21, Reflex 22, Will 23 Speed 6	
m Staff (standard; at-will) ♦ Weapon +16 vs. AC; 1d6 + 2 damage.	
R Beast Curse (standard; recharge 4-6) ♦ Polymorph Ranged 10; targets a hexed enemy; +15 vs. Fortitude; until the end of the human hexer's next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.	
C Hex (minor; at-will) ♦ Charm, Implement Close burst 10; targets enemies; +15 vs. Will; the target is hexed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls and damage rolls against the human hexer.	
A Capricious Earth (standard; encounter) ♦ Charm, Implement Area burst 3 within 10; targets hexed creatures; +15 vs. Will; 1d10 + 4 damage, and the human hexer slides the target 3 squares and the target is knocked prone.	
Hex Jump (move; encounter) ♦ Teleportation The human hexer either teleports 5 squares or swaps positions with one hexed creature within 5 squares of it.	
Alignment Unaligned	Languages Common
Skills Arcana +12, Nature +13	
Str 10 (+5)	Dex 11 (+5) Wis 17(+8)
Con 13 (+6)	Int 15 (+7) Cha 14 (+7)
Equipment robes, staff	

Human Slaver (level 11)	Level 11 Brute
Medium natural humanoid	XP 600
Initiative +8 Senses Perception +5 HP 132; Bloodied 66 AC 23; Fortitude 23, Reflex 23, Will 22 Speed 6	
m Thump and Lash (standard; at-will) ♦ Weapon +14 vs. AC; 2d8 + 7 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (standard; requires a scourge; recharge 4-6) ♦ Weapon +14 vs. AC; 2d8 + 7 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Alignment Evil	Languages Common
Skills Intimidate +12	
Str 17 (+8)	Dex 16 (+8) Wis 10 (+5)
Con 12 (+6)	Int 10 (+5) Cha 14 (+7)
Equipment leather armor, mace, scourge (whip)	

ENCOUNTER 4: TO CATCH A KILLER – ALIGNED WITH THE NINE GOLDEN SWORDS (HIGH LEVEL)

Phoelarch Warrior	Level 12 Skirmisher
Medium natural humanoid (fire)	XP 350
Initiative +14 Senses Perception +8	
Phoenix Heat (Fire) aura 1; each creature that enters the aura or starts its turn there takes 5 fire damage.	
HP 114; Bloodied 57; see also <i>rise from the ashes</i>	
AC 26; Fortitude 23, Reflex 25, Will 25	
Resist 10 fire; Vulnerable 5 cold	
Speed 7	
m Burning Falchion (standard; at-will) ♦ Fire, Weapon	
+17 vs. AC; 2d4 + 6 fire damage (crit 4d4 + 14 fire damage).	
C Rise from the Ashes (when the phoelarch warrior drops to 0 hit points) ♦ Fire, Zone	
Close burst 2; +13 vs. Reflex; 3d8 + 5 fire damage. Effect: The burst creates a zone of fire that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 5 fire damage. In addition, when the phoelarch warrior's next turn would occur, a phoera appears within the zone.	
Burning Step ♦ Fire	
Any creature that hits the phoelarch warrior with an opportunity attack takes 3d6 fire damage.	
Alignment Unaligned Languages Common, Primordial	
Skills Acrobatics +17, Athletics +12	
Str 13 (+7) Dex 23 (+12) Wis 14 (+8)	
Con 10 (+6) Int 10 (+6) Cha 18 (+10)	
Equipment falchion	

Maw of Acamar	Level 15 Controller
Large aberrant humanoid	XP 1,200
Initiative +9 Senses Perception +11; darkvision	
Hungry Star aura 5; each creature within the aura must spend 3 extra squares of movement for each square it moves farther away from the maw of Acamar.	
HP 145; Bloodied 77	
AC 29; Fortitude 27, Reflex 26, Will 27	
Speed 6	
m Devouring Touch (standard; at-will)	
Reach 2; +19 vs. Reflex; the target takes ongoing 15 damage (save ends).	
C Corpse Star's Grip (minor; at-will)	
Close burst 5; +19 vs. Fortitude; the maw of Acamar pulls the target 3 squares.	
C Devouring Star (standard; at-will)	
Close burst 3; +19 vs. Fortitude; the target takes ongoing 10 damage (save ends).	
Destroyer of Life	
When an enemy adjacent to the maw of Acamar succeeds on a saving throw against ongoing damage, the ongoing damage is reduced by 5 instead of ending.	
Life Devourer (Immediate reaction, when a creature within 2 squares of the maw of Acamar spend a healing surge; at-will)	
The reach of devouring touch and the burst areas of corpse star's grip and devouring star increase by 2 until the end of the maw's next turn..	
Alignment Chaotic Evil Languages telepathy 10	
Str 20 (+12) Dex 15 (+9) Wis 19 (+11)	
Con 17 (+10) Int 11 (+7) Cha 16 (+10)	

Dark Stalker	Level 10 Skirmisher
Small shadow humanoid	XP 500
Initiative +14 Senses Perception +7; darkvision	
HP 81; Bloodied 40; see also <i>killing dark</i>	
AC 24 (see also <i>dark step</i>), Fortitude 21, Reflex 24, Will 23	
Speed 6	
m Scimitar (standard; at-will) ♦ Weapon	
+15 vs. AC; 1d8 + 5 damage (crit 1d8+13).	
R Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +15 vs. AC; 1d4 + 5 damage.	
C Dark Fog (standard; sustain minor; encounter) ♦ Zone	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).	
C Killing Dark (when reduced to 0 hit points)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.	
Combat Advantage	
The dark stalker deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Dark Step (move; at-will)	
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Invisibility (minor; recharge 3-6) ♦ Illusion	
The dark stalker becomes invisible until the end of its next turn.	
Alignment Unaligned Languages Common	
Skills Stealth +15, Thievery +15	
Str 12 (+6) Dex 21 (+10) Wis 14 (+7)	
Con 15 (+7) Int 14 (+7) Cha 19 (+9)	
Equipment black garments, scimitar, 4 daggers	

Human Dire Beast Hunter (level 11)	Level 11 Artillery
Medium natural humanoid	XP 600
Initiative +9 Senses Perception +13	
HP 88; Bloodied 44	
AC 24; Fortitude 23, Reflex 24, Will 23	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d8 + 6 damage.	
r Poisoned Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 15/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R Trapping Net (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
Alignment Unaligned Languages Common	
Skills Acrobatics +14, Athletics +12, Endurance +13	
Str 14 (+7) Dex 19 (+9) Wis 17 (+8)	
Con 16 (+8) Int 16 (+8) Cha 11 (+5)	
Equipment crossbow with 40 poisoned bolts, spear, net	

ENCOUNTER 4: TO CATCH A KILLER – ALIGNED WITH THE FIRE KNIVES (HIGH LEVEL)

Oni Overlord	Level 12 Elite Brute (leader)
Large natural humanoid	XP 1400
Initiative +7	Senses Perception +8; darkvision
Threatening Leader (Psychic) aura 5; each ally within the aura gains a +5 bonus to damage rolls and takes 5 psychic damage if it misses all targets with an attack	
HP 296; Bloodied 148	
AC 24; Fortitude 25, Reflex 24, Will 26	
Saving Throws +2	
Speed 7, fly 8 (clumsy)	
Action Points 1	
m Greatclub (standard; at-will) ♦ Weapon	
Reach 2; +15 vs. AC; 4d4 + 6 damage, and each creature adjacent to the target takes 5 damage.	
M Overlord's Smash (standard; at-will)	
The oni overlord makes a greatclub attack, shifts 1 square, and then makes a second greatclub attack against a different target.	
C Overlord's Blast (standard; recharges when first bloodied) ♦	
Necrotic, Poison	
Close blast 5; +16 vs. Fortitude; 5d6 + 5 necrotic and poison damage, and the target gains vulnerable 5 necrotic and vulnerable 5 poison until the end of the oni overlord's next turn.	
C Crush the Will (free, when the oni overlord damages an enemy; recharge 5-6) ♦ Fear	
Close burst 5; targets enemies; +15 vs. Will; the target grants combat advantage to the overlord until the end of the overlord's next turn.	
Violent Reward (immediate reaction, when an ally within 10 squares of the oni overlord damages an enemy; at-will)	
The triggering ally gains 5 temporary hit points	
Deceptive Veil (minor; at-will) ♦ Illusion	
The oni overlord can disguise itself to appear as any Medium or Large humanoid. A creature can see through the disguise with a successful Insight check versus the overlord's Bluff check.	
Alignment Evil	
Languages Common, Giant	
Skills Arcana +15, Insight +13, Intimidate +17	
Str 21 (+11)	Dex 12 (+7) Wis 14 (+8)
Con 18 (+10)	Int 18 (+10) Cha 22 (+12)
Equipment hide armor, greatclub	

Human Dire Beast Hunter (level 11)	Level 11 Artillery
Medium natural humanoid	XP 600
Initiative +9	Senses Perception +13
HP 88; Bloodied 44	
AC 24; Fortitude 23, Reflex 24, Will 23	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d8 + 6 damage.	
r Poisoned Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 15/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R Trapping Net (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
Alignment Unaligned	
Languages Common	
Skills Acrobatics +14, Athletics +12, Endurance +13	
Str 14 (+7)	Dex 19 (+9) Wis 17 (+8)
Con 16 (+8)	Int 16 (+8) Cha 11 (+5)
Equipment crossbow with 40 poisoned bolts, spear, net	

Oni Nighthunter (level 11)	Level 11 Elite Controller
Large natural humanoid	XP 700
Initiative +8	Senses Perception +6; darkvision
HP 228; Bloodied 114	
AC 27; Fortitude 26, Reflex 24, Will 25	
Saving Throws +2	
Speed 8, fly 8 (clumsy)	
Action Points 1	
m Morningstar (standard; at-will) ♦ Weapon	
Reach 2; +16 vs. AC; 1d12 + 6 damage, and a Medium or smaller target is pushed 1 square.	
C Hypnotic Breath (standard; recharges when first bloodied) ♦	
Charm, Sleep	
Close blast 5; +14 vs. Will; the target is dazed (save ends). <i>First Failed Save:</i> The target falls unconscious (no save).	
M Devour Soul (standard; at-will) ♦ Healing, Psychic	
Affects an unconscious target only; +16 vs. AC; 2d10 + 5 psychic damage, and the oni night hunter regains 10 hit points. This attack does not wake the unconscious target.	
Deceptive Veil (minor; at-will) ♦ Illusion	
The oni night hunter can disguise itself to appear as an elderly Medium or Large humanoid. A successful Insight check (opposed by the oni's Bluff check) pierces the disguise.	
Gaseous Form (standard; sustain standard; encounter) ♦ Polymorph	
The oni night hunter becomes insubstantial and gains a fly speed of 8 (hover). It can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window). It remains in this form as long as it sustains the power.	
Alignment Evil	
Languages Common, Giant	
Skills Bluff +14, Insight +11, Stealth +13, Thievery +11	
Str 20 (+10)	Dex 16 (+8) Wis 12 (+6)
Con 18 (+9)	Int 12 (+6) Cha 18 (+9)
Equipment morningstar	

Human Slaver (level 11)	Level 11 Brute
Medium natural humanoid	XP 600
Initiative +8	Senses Perception +5
HP 132; Bloodied 66	
AC 23; Fortitude 23, Reflex 23, Will 22	
Speed 6	
m Thump and Lash (standard; at-will) ♦ Weapon	
+14 vs. AC; 2d8 + 7 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (standard; requires a scourge; recharge 4-6) ♦	
Weapon	
+14 vs. AC; 2d8 + 7 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Alignment Evil	
Languages Common	
Skills Intimidate +12	
Str 17 (+8)	Dex 16 (+8) Wis 10 (+5)
Con 12 (+6)	Int 10 (+5) Cha 14 (+7)
Equipment leather armor, mace, scourge (whip)	

ENCOUNTER 4: TO CATCH A KILLER – SMUGGLERS (HIGH LEVEL)

Shadar-kai Painbearer	Level 15 Skirmisher (leader)
Medium shadow humanoid	XP 1,200
Initiative +16 Senses Perception +11; low-light vision	
Shadow weft aura 5; each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.	
HP 144; Bloodied 72	
AC 29; Fortitude 27, Reflex 29, Will 27	
Speed 7	
m Shadow Chain (standard; at-will) ♦ Weapon	
Reach 2; +20 vs. AC; 2d8 + 6 damage, and the target is shrouded in gloom (save ends).	
M Shadow Dance (standard; recharge 5 6) ♦ Necrotic	
The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends)..	
Shadow Boon (immediate reaction, when an ally within 10 squares of the shadar-kai painbearer misses with an attack; encounter)	
The triggering ally rerolls the attack roll.	
Shadowjaunt (move; encounter) ♦ Teleportation	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned	Languages Common
Skills Acrobatics +19, Stealth +19	
Str 20 (+12)	Dex 24 (+14)
Con 16 (+10)	Int 14 (+9)
	Cha 11 (+7)
Equipment leather armor, spiked chain	

Shadar-kai Dawnkiller	Level 14 Lurker
Small natural humanoid	XP 1,000
Initiative +18 Senses Perception +16; low-light vision	
HP 106; Bloodied 53	
AC 28; Fortitude 26, Reflex 28, Will 25	
Speed 7	
m Kukri (standard; at-will) ♦ Weapon	
+19 vs. AC; 2d6 + 6 damage, and the target is shrouded in gloom (save ends).	
M Shade Strike (standard; at-will) ♦ Necrotic	
+19 vs. AC; targets an enemy shrouded in gloom; 2d8 + 6 necrotic damage, and the target is blinded (save ends)..	
Shadowjaunt (move; encounter) ♦ Teleportation	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
Shadows of the Raven Queen ♦ Necrotic	
The shadar-kai dawnkiller's melee attacks deal 2d6 extra necrotic damage against a target that cannot see the dawnkiller.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned	Languages Common
Skills Acrobatics +19, Stealth +19	
Str 20 (+12)	Dex 24 (+14)
Con 16 (+10)	Int 14 (+9)
	Cha 11 (+7)
Equipment leather armor, 2 kukris	

Human Hexer (level 11)	Level 11 Controller
Medium natural humanoid	XP 600
Initiative +5 Senses Perception +18	
HP 109; Bloodied 54	
AC 24; Fortitude 21, Reflex 22, Will 23	
Speed 6	
m Staff (standard; at-will) ♦ Weapon	
+16 vs. AC; 1d6 + 2 damage.	
R Beast Curse (standard; recharge 4-6) ♦ Polymorph	
Ranged 10; targets a hexed enemy; +15 vs. Fortitude; until the end of the human hexer's next turn, the target becomes a Tiny animal. While in this form, the target cannot use powers.	
C Hex (minor; at-will) ♦ Charm, Implement	
Close burst 10; targets enemies; +15 vs. Will; the target is hexed (save ends). While the target is hexed, it takes a -2 penalty to attack rolls and damage rolls against the human hexer.	
A Capricious Earth (standard; encounter) ♦ Charm, Implement	
Area burst 3 within 10; targets hexed creatures; +15 vs. Will; 1d10 + 4 damage, and the human hexer slides the target 3 squares and the target is knocked prone.	
Hex Jump (move; encounter) ♦ Teleportation	
The human hexer either teleports 5 squares or swaps positions with one hexed creature within 5 squares of it.	
Alignment Unaligned	Languages Common
Skills Arcana +12, Nature +13	
Str 10 (+5)	Dex 11 (+5)
Con 13 (+6)	Int 15 (+7)
	Wis 17(+8)
	Cha 14 (+7)
Equipment robes, staff	

Human Slaver (level 11)	Level 11 Brute
Medium natural humanoid	XP 600
Initiative +8 Senses Perception +5	
HP 132; Bloodied 66	
AC 23; Fortitude 23, Reflex 23, Will 22	
Speed 6	
m Thump and Lash (standard; at-will) ♦ Weapon	
+14 vs. AC; 2d8 + 7 damage, and the target takes a -2 penalty to melee attack rolls until the end of its next turn.	
M Slaver's Tangle (standard; requires a scourge; recharge 4-6) ♦ Weapon	
+14 vs. AC; 2d8 + 7 damage, and the target is immobilized and takes a -2 penalty to melee attack rolls until the end of its next turn.	
Alignment Evil	Languages Common
Skills Intimidate +12	
Str 17 (+8)	Dex 16 (+8)
Con 12 (+6)	Int 10 (+5)
	Wis 10 (+5)
	Cha 14 (+7)
Equipment leather armor, mace, scourge (whip)	

ENCOUNTER 4: TO CATCH A KILLER

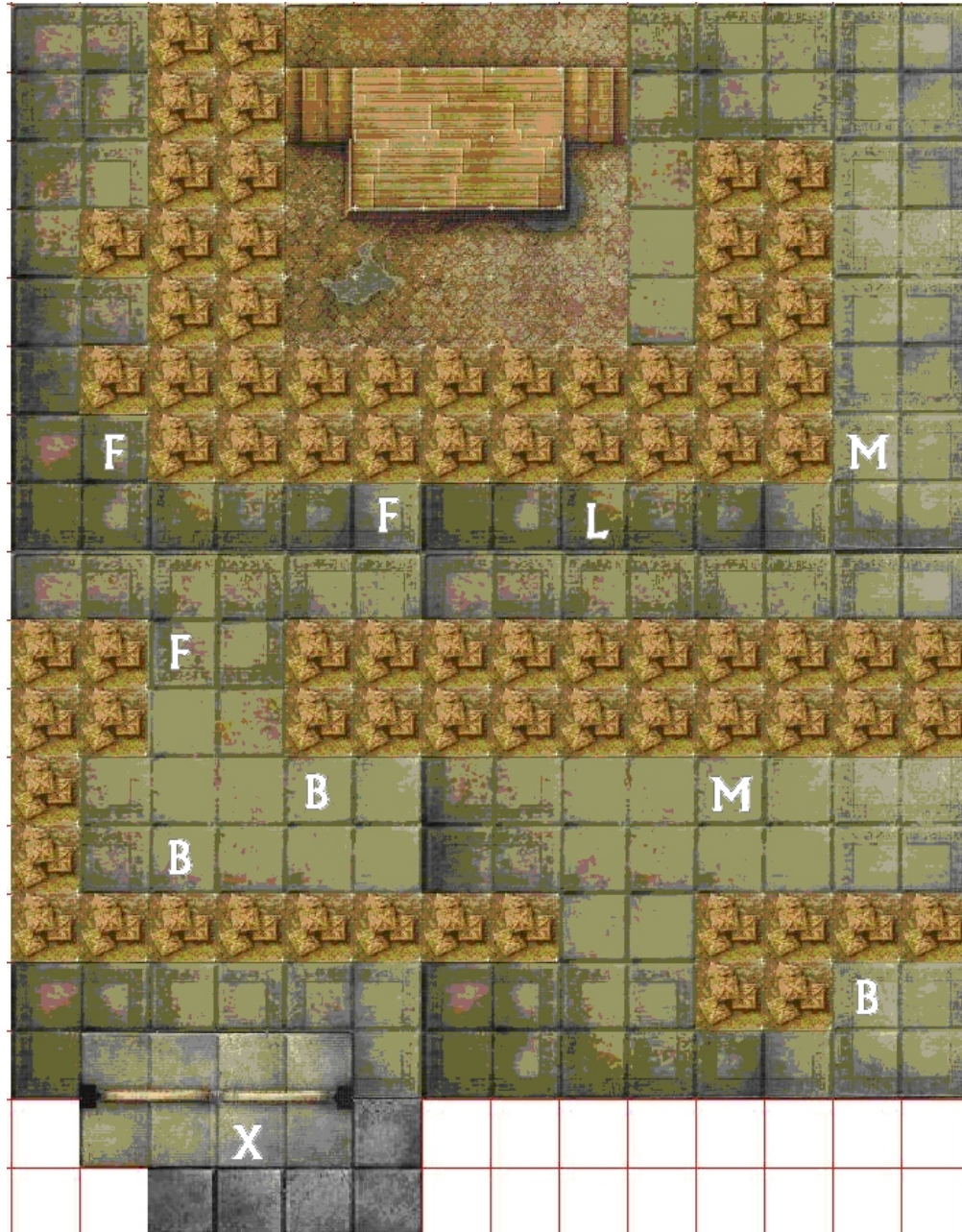
TILE SETS NEEDED

Dungeon Tiles x1

Halls of the Giant Kings x2

Hidden Crypts x1

Streets of Shadow



X - Party starts here.

COMBAT ENCOUNTER 5: CROSS TOWN SECOND CHANCE.

ENCOUNTER LEVEL 12/14 (3525/5000 XP)

SETUP

If the group succeeded in Encounter 3, serves the Nine Golden Swords or the Fire Knives and did not agree to Palik's offer, they face the smugglers.

If the group succeeded in Encounter 3 and previously served the Nine Golden Swords or the Fire Knives but decided to join the smugglers, they are attacked by the Fire Knives.

If the group failed Encounter 3 and previously served the Nine Golden Swords but accepted Palik's offer, they face the Fire Knives.

If the group failed Encounter 3 and previously served the Fire Knives but accepted Palik's offer, they face the Nine Golden Swords.

If the group failed Encounter 3 and did not agree to Palik's offer, then they face the smugglers.

IF THE PARTY IS ALIGNED WITH THE 9 GOLDEN SWORDS

This encounter includes the following creatures at the low tier:

- 1 kenku assassin (level 10) (F)
- 1 slaughterstone slicer (L)
- 1 Fire Knife marksman (human dire beast hunter) (level 11) (B)
- 4 Fire Knives footmen (human lackeys) (level 11) (M)

This encounter includes the following creatures at the high tier:

- 1 rakshasa assassin (F)
- 1 slaughterstone slicer (L)
- 1 rakshasa archer (B)
- 8 Fire Knives footmen (human lackeys) (level 10) (M)

IF THE PARTY IS ALIGNED WITH THE FIRE KNIVES

This encounter includes the following creatures at the low tier:

- 1 golden swordmaster (human gladiator) (level 11) (F)
- 1 goldensword mystic (human pirate) (level 13)
- 1 Shou deadeye bolter (human dire beast hunter) (level 11) (L)

4 Shou goldensword initiates (human lackey) (level 11) (M)

This encounter includes the following creatures at the high tier:

- 1 golden swordmaster (human gladiator) (F)
- 4 Shou deadeye bolter (human dire beast hunter) (level 11) (L)
- 6 Shou goldensword initiates (human lackey) (level 10) (M)

IF THE PARTY FAILED ENCOUNTER 3: SMUGGLERS

This encounter includes the following creatures at the low tier:

- 1 shadar-kai gloomlord (level 13) (F)
- 2 abyssal eviscerator (level 12) (L)
- 1 smuggler sniper (human dire beast hunter) (level 11) (B)
- 4 smuggler bravos (human lackey) (level 10) (M)

This encounter includes the following creatures at the high tier:

- 2 shadar-kai gloomlord (F)
- 1 abyssal eviscerator (level 10) (B)
- 1 deva zealot (L)
- 8 smuggler bravos (human lackey) (level 10) (M)

The enemies here attempt to kill the party and kill or capture Palik while they are on their way to the delivery location. During the fight Palik cowers near the "X," unwilling to run. He has defenses of 23 and 100 hit points.

As the adventurers enter the area, read:

The buildings loom above you in this older section of Westgate, gabled slate roofs and the occasional grotesque carved rainspout.

From the darkness of a narrow alley, a voice calls out. "No worries, Palik. We'll take care of this lot."

If the adventurers face the smugglers, continue with this text, paraphrasing as necessary:

A shadar-kai steps from the shadows, fist raised in a symbol of parlay.

"Peace. There is no need for violence. Consider," he spreads his palms in entreaty. "Palik has not harmed you. Palik did not kill Tilver. The only victim here is a bloodthirsty gangster who likely died at the hands of his own greedy fellows. Why should Palik suffer for their avarice?"

He waves at Palik, suggesting that he join them. “Why not allow him to depart with us? Tell your employers he escaped. Say we ambushed you and took him.”

He sniffs. “We know about the meeting tomorrow. Should draw the Fire Knives into this conflict and provoke the Nine Golden Swords into participating as well...”

He smiles a shark-like smile, “Criminal men will shed each others’ blood. The community will be left free of those who oppress it. The people suffer least in that situation, and the greater good is served. For your trouble, we will ensure you are compensated.”

The shadar-kai offers an open palm, “What say you? Must we spill blood? Or are you willing to let hard men kill hard men, an innocent man to go free and allow the community to benefit in the process?”

If the party agrees to the shadar-kai’s arrangement and frees Palik, they are awarded full experience for this encounter and are given a mission. They must advocate for the Fire Knives to pursue their vendetta and attempt to draw the Nine Golden Swords into the conflict at the summit tomorrow. They will be presented the opportunity to make their case and shouldn’t worry—the situation becomes obvious when it is time.

If the party does not agree, the smugglers try to free Palik through violence.

FEATURES OF THE AREA

Illumination: The street has dim illumination.

Rooftops: All rooftops are sloped, coming to a peak in the middle, and are considered challenging terrain. To reach a rooftop, PCs must make a DC 15 Athletics checks. 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 saving throw to catch-hold and avoid falling 40 feet to the street below.

Central Obelisk: Those within 1 square of the obelisk gain a +1 to a defense of their choice and are inherently aware of the obelisk’s other power. They may choose to gain a +3 bonus to a defense of their choice until the start of their next turn as an immediate interrupt in response to being hit by an attack. The individual may not benefit more than once from the obelisk in this encounter.

TACTICS

These enemies fight with a savage ferocity, attempting to kill the party or capture/free Palik, if possible.

SCALING THE ENCOUNTER

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

Four PCs: At low tier, depending on the adventurers’ affiliation, remove 4 Fire Knives footmen; reduce the golden swordmaster’s hit points by 54 points, or remove a greater abyssal eviscerator. At high tier, depending on the adventurers’ affiliation, remove a slaughterstone slicer, a deadeye bolter, or a shadar-kai gloomlord.

Six PCs: At low tier, depending on the adventurers’ affiliation, add a phoelarch warrior, a goldensword mystic, or a shadar-kai painbearer. At high tier, depending on the adventurers’ affiliation, add a rakshasa archer, a golden swordmaster, or an abyssal eviscerator.

ENDING THE ENCOUNTER

With this encounter resolved, the group proceeds to Master Fan-Ji’s teahouse or Glass-Eye’s tavern without further incident.

TROUBLESHOOTING

Should the adventurers bring Palik to the Watch, he is readily accepted. The party must decide if they want to lie to their employers or even if they return to report their failure.

With Palik in the hands of the Watch, he is then handed over to the party’s employers—either by an official on the pay of the Fire Knives or one working with the Nine Golden Swords.

If the party returns to report their failure, their employer laughs and congratulates them on using the Watch to deliver Palik. They should have expected heroes of their caliber to use such a clever ruse.

If the adventurers choose to hand Palik over to the Watch but fail to report back to their employer, they receive appropriate payment as indicated but do not gain access to any story awards or experience for Encounter 6.

EXPERIENCE POINTS

The characters receive 705/1,000 experience points for successfully defeating the enemy.

TREASURE

Quickly scanning the fallen or captive foes yields a *lightning weapon* +3, a suit of *loamweave armor* +3 and a *talisman of fortune*.

ENCOUNTER 5: CROSS TOWN SECOND CHANCE – ALIGNED WITH NINE GOLDEN SWORDS STATISTICS (LOW LEVEL)

Kenku Assassin (level 10)	Level 10 Elite Skirmisher
Medium natural humanoid	XP 1,000
Initiative +11 Senses Perception +9; low-light vision	
HP 186; Bloodied 93	
AC 24; Fortitude 21, Reflex 22, Will 21	
Saving Throws +2	
Speed 6	
Action Points 1	
m Venomous Stab (standard; at-will) ♦ Poison, Weapon	
+15 vs. AC; 1d6 + 8 damage, and the target is slowed (save ends).	
r Venomous Shot (standard; at-will) ♦ Poison, Weapon	
Ranged 15/30; +15 vs. AC; 1 d8 + 7 poison damage, and the target is slowed (save ends).	
M Fluttering Attack (standard; at-will)	
The kenku assassin shifts 4 squares and uses venomous stab during that move.	
M Gouging Talons (immediate reaction, when an enemy attacks the kenku assassin; at-will)	
Targets the triggering enemy; +15 vs. AC; 1d6 + 5 damage.	
C Feather Burst (minor; encounter)	
Close burst 2; targets enemies; no attack roll; the target is blinded until the end of the kenku assassin's turn.	
Flock Effect	
A kenku assassin gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
Mimicry	
A kenku assassin can mimic sounds and voices. A successful Insight check opposed by the assassin's Bluff check allows a listener to determine that the effect is faked.	
Alignment Unaligned	Languages Common
Skills Bluff +12, Stealth +14, Thievery +14	
Str 13 (+6)	Dex 18 (+9) Wis 9 (+4)
Con 15 (+7)	Int 13 (+6) Cha 15 (+8)
Equipment leather armor, shortbow, shortsword, 20 arrows	

Human Dire Beast Hunter (level 11)	Level 11 Artillery
Medium natural humanoid	XP 600
Initiative +9 Senses Perception +13	
HP 88; Bloodied 44	
AC 24; Fortitude 23, Reflex 24, Will 23	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d8 + 6 damage.	
r Poisoned Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 15/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R Trapping Net (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
Alignment Unaligned	Languages Common
Skills Acrobatics +14, Athletics +12, Endurance +13	
Str 14 (+7)	Dex 19 (+9) Wis 17 (+8)
Con 16 (+8)	Int 16 (+8) Cha 11 (+5)
Equipment crossbow with 40 poisoned bolts, spear, net	

Human Lackey (level 11)	Level 11 Minion
Medium natural humanoid	XP150
Initiative +5 Senses Perception +6	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 21, Reflex 18, Will 19	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+15 vs. AC; 8 damage.	
Mob Rule	
A human lackey initiate gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Any	Languages Common
Str 16 (+8)	Dex 11 (+5) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 13 (+6)
Equipment leather armor, club	

Slaughterstone Slicer	Level 11 Elite Brute
Large natural animate (construct)	XP 1,200
Initiative +11 Senses Perception +5; darkvision	
Whirling Blades aura 2; each creature that starts its turn within the aura takes 5 damage.	
HP 276; Bloodied 138	
AC 23; Fortitude 24, Reflex 23, Will 19	
Immune disease, poison, sleep	
Saving Throws +2	
Speed 6	
Action Points 1	
m Slicing Blade (standard; at-will)	
Reach 2; +14 vs. AC; 2d8 + 6 damage (crit 4d8+22).	
C Whirling Bladestorm (standard; at-will)	
Close burst 2; +14 vs. AC; 2d8 + 6 damage (crit 4d8 + 22).	
C Bloodied Bladestorm (free, when first bloodied; encounter)	
Whirling bladestorm recharges, and the slaughterstone slicer uses it.	
Critical Malfunction (when the slaughterstone slicer scores a critical hit or is subject to a critical hit)	
The slicer is dazed until the end of its next turn.	
Tunnel Fighting	
A slaughterstone slicer takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.	
Alignment Unaligned	Languages --
Str 22 (+11)	Dex 18 (+9) Wis 10 (+5)
Con 18 (+9)	Int 1 (+0) Cha 3(+1)

ENCOUNTER 5: CROSS TOWN SECOND CHANCE - ALIGNED WITH FIRE KNIVES STATISTICS (LOW LEVEL)

Human Gladiator (level 11)	Level 11 Elite Soldier
Medium natural humanoid	XP 1,200
Initiative +10 Senses Perception +7	
Fighting Focus aura 1; each enemy that starts its turn within the aura is marked until the start of its next turn.	
HP 228; Bloodied 114	
AC 27; Fortitude 23, Reflex 23, Will 21	
Saving Throws +2	
Speed 6	
Action Points 1	
m Gladius (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d8 + 4 damage.	
M Knock to the Dirt (minor; encounter)	
+16 vs. Fortitude; the target is knocked prone.	
M Well-Placed Kick (minor; recharge 5-6)	
+16 vs. Reflex; the target is dazed and slowed (save ends both).	
M Sand in the Eyes (minor; encounter)	
+16 vs. Fortitude; the target is blinded (save ends).	
C Gladius Display (standard; at-will) ♦ Weapon	
Close burst 1; targets enemies; +16 vs. Reflex; 2d8 + 4 damage.	
Alignment Unaligned Languages Common	
Skills Acrobatics +13, Athletics +15	
Str 22 (+11)	Dex 16 (+8) Wis 14 (+7)
Con 18 (+9)	Int 12 (+6) Cha 17 (+8)
Equipment light shield, scale armor, gladius (short sword)	

Human Dire Beast Hunter (level 11)	Level 11 Artillery
Medium natural humanoid	XP 600
Initiative +9 Senses Perception +13	
HP 88; Bloodied 44	
AC 24; Fortitude 23, Reflex 24, Will 23	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d8 + 6 damage.	
r Poisoned Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 15/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R Trapping Net (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
Alignment Unaligned Languages Common	
Skills Acrobatics +14, Athletics +12, Endurance +13	
Str 14 (+7)	Dex 19 (+9) Wis 17 (+8)
Con 16 (+8)	Int 16 (+8) Cha 11 (+5)
Equipment crossbow with 40 poisoned bolts, spear, net	

Human Pirate (level 13)	Level 13 Skirmisher
Medium natural humanoid	XP 800
Initiative +10 Senses Perception +7	
HP 137; Bloodied 68	
AC 27; Fortitude 25, Reflex 25, Will 24	
Speed 7	
m Cutlass (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d6 + 7 damage	
Rigging Monkey (minor; encounter)	
The human pirate gains a climb speed of 7 until the end of its next turn.	
Scurvy Dog s Flank	
A human pirate gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 2d6 extra damage to that creature.	
Alignment Unaligned Languages Common	
Skills Acrobatics +13, Athletics +13	
Str 14 (+8)	Dex 15 (+8) Wis 12 (+7)
Con 15 (+8)	Int 9 (+5) Cha 11 (+6)
Equipment cutlass (short sword)	

Human Lackey (level 11)	Level 11 Minion
Medium natural humanoid	XP150
Initiative +5 Senses Perception +6	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 21, Reflex 18, Will 19	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+15 vs. AC; 8 damage.	
Mob Rule	
A human lackey initiate gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Any Languages Common	
Str 16 (+8)	Dex 11 (+5) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 13 (+6)
Equipment leather armor, club	

ENCOUNTER 5: CROSS TOWN SECOND CHANCE – SMUGGLERS

STATISTICS (LOW LEVEL)

Shadar-kai Gloom Lord (level 13)	Level 13 Artillery
Medium shadow humanoid	XP 800
Initiative +0 Senses Perception +7; low-light vision	
HP 102; Bloodied 51	
AC 25; Fortitude 24, Reflex 27, Will 25	
Speed 7	
m Corrupting Blackfire (standard; at-will) ♦ Fire, Necrotic	
+18 vs. AC; 2d8 + 5 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (standard; at-will) ♦ Necrotic	
Ranged 10; +18 vs. Reflex; 2d8 + 5 necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowcage (standard; at-will) ♦ Necrotic	
Ranged 10; targets a creature shrouded in gloom; +18 vs. Reflex; 3d6 + 5 necrotic damage, and the target is restrained and cannot see creatures more than 2 squares away from it (save ends both).	
Shadowjaunt (move; encounter) ♦ Teleportation	
The shadar-kai gloom lord teleports 3 squares and becomes insubstantial until the start of its next turn.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned	Languages Common
Skills Arcana +18, Stealth +14	
Str 12 (+7)	Dex 16 (+9) Wis 12 (+7)
Con 18 (+10)	Int 24 (+13) Cha 20 (+11)
Equipment leather armor	

Abyssal Eviscerator (level 12)	Level 12 Brute
Medium elemental humanoid (demon)	XP 700
Initiative +9 Senses Perception +8	
HP 163; Bloodied 81	
AC 24; Fortitude 26, Reflex 23, Will 22	
Resist 15 variable (2/encounter)	
Speed	
m Claw (standard; at-will)	
+15 vs. AC; 2d10 + 5 damage.	
M Grab (standard; at-will)	
+13 vs. Reflex; 2d6 + 5 damage, and the target is grabbed.	
M Eviscerating Talons (minor 1/round, 3/round while bloodied; at-will)	
Targets a creature grabbed by the abyssal eviscerator; no attack roll; 5 damage.	
Alignment Chaotic Evil	Languages Abyssal
Skills Athletics +17	
Str 23 (+12)	Dex 17 (+9) Wis 15 (+8)
Con 23 (+12)	Int 7 (+4) Cha 11 (+6)

Human Dire Beast Hunter (level 11)	Level 11 Artillery
Medium natural humanoid	XP 600
Initiative +9 Senses Perception +13	
HP 88; Bloodied 44	
AC 24; Fortitude 23, Reflex 24, Will 23	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d8 + 6 damage.	
r Poisoned Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 15/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R Trapping Net (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
Alignment Unaligned	Languages Common
Skills Acrobatics +14, Athletics +12, Endurance +13	
Str 14 (+7)	Dex 19 (+9) Wis 17 (+8)
Con 16 (+8)	Int 16 (+8) Cha 11 (+5)
Equipment crossbow with 40 poisoned bolts, spear, net	

Human Lackey (level 11)	Level 11 Minion
Medium natural humanoid	XP150
Initiative +5 Senses Perception +6	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 21, Reflex 18, Will 19	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+15 vs. AC; 8 damage.	
Mob Rule	
A human lackey initiate gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Any	Languages Common
Str 16 (+8)	Dex 11 (+5) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 13 (+6)
Equipment leather armor, club	

ENCOUNTER 5: CROSS TOWN SECOND CHANCE – ALIGNED WITH NINE GOLDEN SWORDS STATISTICS (HIGH LEVEL)

Rakshasa Assassin	Level 17 Skirmisher
Medium natural humanoid	XP 1,600
Initiative +16 Senses Perception +16; low-light vision	
HP 160; Bloodied 80	
AC 31; Fortitude 29, Reflex 31, Will 29	
Speed 6; see also <i>shadow form</i>	
m Shortsword (standard; at-will) ♦ Weapon	
+22 vs. AC; 1d6 + 6 damage.	
M Double Attack (standard; at-will) ♦ Weapon	
The rakshasa assassin makes two melee basic attacks.	
C Phantom Distraction (minor; recharge 5-6) ♦ Illusion	
Close Burst 1; +20 vs Will; the target is dazed until the end of the rakshasa assassin's next turn.	
Combat Advantage	
The rakshasa assassin deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Deceptive Veil (minor; at-will) ♦ Illusion	
The rakshasa archer can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.	
Shadow Form	
If the rakshasa assassin moves at least 2 squares, it gains the phasing quality (see glossary) until the end of its turn.	
Alignment Evil	Languages Common
Skills Acrobatics +18, Athletics +16, Bluff +17, Stealth +10	
Str 18 (+12)	Dex 22 (+14) Wis 16 (+11)
Con 16 (+11)	Int 12 (+9) Cha 18 (+12)
Equipment chainmail, 2 short swords	

Slaughterstone Slicer	Level 11 Elite Brute
Large natural animate (construct)	XP 1,200
Initiative +11 Senses Perception +5; darkvision	
Whirling Blades aura 2; each creature that starts its turn within the aura takes 5 damage.	
HP 276; Bloodied 138	
AC 23; Fortitude 24, Reflex 23, Will 19	
Immune disease, poison, sleep	
Saving Throws +2	
Speed 6	
Action Points 1	
m Slicing Blade (standard; at-will)	
Reach 2; +14 vs. AC; 2d8 + 6 damage (crit 4d8+22).	
C Whirling Bladestorm (standard; at-will)	
Close burst 2; +14 vs. AC; 2d8 + 6 damage (crit 4d8 + 22).	
C Bloodied Bladestorm (free, when first bloodied; encounter)	
Whirling bladestorm recharges, and the slaughterstone slicer uses it.	
Critical Malfunction (when the slaughterstone slicer scores a critical hit or is subject to a critical hit)	
The slicer is dazed until the end of its next turn.	
Tunnel Fighting	
A slaughterstone slicer takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.	
Alignment Unaligned	Languages --
Str 22 (+11)	Dex 18 (+9) Wis 10 (+5)
Con 18 (+9)	Int 1 (+0) Cha 3(+1)

Rakshasa Archer	Level 15 Artillery
Medium natural humanoid	XP 1,200
Initiative +12 Senses Perception +16; low-light vision	
HP 110; Bloodied 55	
AC 28; Fortitude 24, Reflex 26, Will 25	
Speed 6	
m Claw (standard; at-will)	
+19 vs. AC; 1d8 + 3 damage.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +20 vs. AC; 1d10 + 5 damage.	
R Double Attack (standard; at-will) ♦ Weapon	
The rakshasa archer makes two longbow attacks against a single target or against two targets within 3 squares of one another.	
R Ghost Arrow (standard; recharge 5-6) ♦ Necrotic, Weapon	
Requires longbow; ranged 20/40; +20 vs. Reflex; 1d10+5 necrotic damage, and the target cannot spend healing surges (save ends).	
Deceptive Veil (minor; at-will) ♦ Illusion	
The rakshasa archer can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.	
Alignment Evil	Languages Common
Skills Bluff +14, Intimidate +14	
Str 17 (+10)	Dex 20 (+12) Wis 18 (+11)
Con 14 (+9)	Int 12 (+8) Cha 14 (+9)
Equipment Longbow, quiver of 30 arrows	

Human Lackey (level 10)	Level 10 Minion
Medium natural humanoid	XP125
Initiative +5 Senses Perception +6	
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 20, Reflex 17, Will 18	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+15 vs. AC; 8 damage.	
Mob Rule	
A human lackey initiate gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Any	Languages Common
Str 16 (+8)	Dex 11 (+5) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 13 (+6)
Equipment leather armor, club	

ENCOUNTER 5: CROSS TOWN SECOND CHANCE – ALIGNED WITH FIRE KNIVES STATISTICS (HIGH LEVEL)

Human Gladiator	Level 14 Elite Soldier
Medium natural humanoid	XP 2,000
Initiative +12 Senses Perception +9	
Fighting Focus aura 1; each enemy that starts its turn within the aura is marked until the start of its next turn.	
HP 276; Bloodied 138	
AC 30; Fortitude 26, Reflex 26, Will 24	
Saving Throws +2	
Speed 6	
Action Points 1	
m Gladius (standard; at-will) ♦ Weapon	
+21 vs. AC; 2d8 + 6 damage.	
M Knock to the Dirt (minor; encounter)	
+19 vs. Fortitude; the target is knocked prone.	
M Well-Placed Kick (minor; recharge 5-6)	
+19 vs. Reflex; the target is dazed and slowed (save ends both).	
M Sand in the Eyes (minor; encounter)	
+19 vs. Fortitude; the target is blinded (save ends).	
C Gladius Display (standard; at-will) ♦ Weapon	
Close burst 1; targets enemies; +19 vs. Reflex; 2d8 + 6 damage.	
Alignment Unaligned	Languages Common
Skills Acrobatics +15, Athletics +18	
Str 22 (+13)	Dex 16 (+10) Wis 14 (+9)
Con 18 (+11)	Int 12 (+8) Cha 17 (+10)
Equipment light shield, scale armor, gladius (short sword)	

Human Lackey (level 10)	Level 10 Minion
Medium natural humanoid	XP125
Initiative +5 Senses Perception +6	
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 20, Reflex 17, Will 18	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+15 vs. AC; 8 damage.	
Mob Rule	
A human lackey initiate gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Any	Languages Common
Str 16 (+8)	Dex 11 (+5) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 13 (+6)
Equipment leather armor, club	

Human Dire Beast Hunter (level 11)	Level 11 Artillery
Medium natural humanoid	XP 600
Initiative +9 Senses Perception +13	
HP 88; Bloodied 44	
AC 24; Fortitude 23, Reflex 24, Will 23	
Speed 6	
m Spear (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d8 + 6 damage.	
r Poisoned Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 15/30; +18 vs. AC; 2d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R Trapping Net (standard; requires a net; encounter)	
Ranged 3; +18 vs. Reflex; the target is restrained (save ends).	
Alignment Unaligned	Languages Common
Skills Acrobatics +14, Athletics +12, Endurance +13	
Str 14 (+7)	Dex 19 (+9) Wis 17 (+8)
Con 16 (+8)	Int 16 (+8) Cha 11 (+5)
Equipment crossbow with 40 poisoned bolts, spear, net	

ENCOUNTER 5: CROSS TOWN SECOND CHANCE – SMUGGLERS

STATISTICS (HIGH LEVEL)

Shadar-kai Gloom Lord	Level 14 Artillery
Medium shadow humanoid	XP 1,000
Initiative +10 Senses Perception +8; low-light vision	
HP 108; Bloodied 54	
AC 26; Fortitude 25, Reflex 28, Will 26	
Speed 7	
m Corrupting Blackfire (standard; at-will) ♦ Fire, Necrotic	
+19 vs. AC; 2d8 + 6 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (standard; at-will) ♦ Necrotic	
Ranged 10; +19 vs. Reflex; 2d8 + 6 necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowcage (standard; at-will) ♦ Necrotic	
Ranged 10; targets a creature shrouded in gloom; +19 vs. Reflex; 3d6 + 6 necrotic damage, and the target is restrained and cannot see creatures more than 2 squares away from it (save ends both).	
Shadowjaunt (move; encounter) ♦ Teleportation	
The shadar-kai gloom lord teleports 3 squares and becomes insubstantial until the start of its next turn.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned	Languages Common
Skills Arcana +19, Stealth +15	
Str 12 (+8)	Dex 16 (+10) Wis 12 (+8)
Con 18 (+11)	Int 24 (+14) Cha 20 (+12)
Equipment leather armor	

Abyssal Eviscerator (level 10)	Level 10 Brute
Medium elemental humanoid (demon)	XP 500
Initiative +8 Senses Perception +7	
HP 153; Bloodied 76	
AC 23; Fortitude 25, Reflex 22, Will 21	
Resist 15 variable (2/encounter)	
Speed	
m Claw (standard; at-will)	
+14 vs. AC; 2d10 + 4 damage.	
M Grab (standard; at-will)	
+12 vs. Reflex; 2d6 + 4 damage, and the target is grabbed.	
M Eviscerating Talons (minor 1/round, 3/round while bloodied; at-will)	
Targets a creature grabbed by the abyssal eviscerator; no attack roll; 4 damage.	
Alignment Chaotic Evil	Languages Abyssal
Skills Athletics +16	
Str 23 (+11)	Dex 17 (+8) Wis 15 (+7)
Con 23 (+11)	Int 7 (+3) Cha 11 (+5)

Deva Zealot	Level 14 Skirmisher
Medium immortal humanoid	XP 1,000
Initiative +15 Senses Perception +15	
HP 135; Bloodied 67	
AC 28; Fortitude 25, Reflex 27, Will 25 (+1 to all defenses against bloodied enemies)	
Resist 10 necrotic, 10 radiant	
Speed 6	
m Falchion (standard; at-will) ♦ Radiant, Weapon	
+19 vs. AC; 4d4 + 5 damage (crit 8d4 + 21) plus 1d6 radiant damage.	
M Path of Virtue (standard; encounter)	
The deva zealot shifts half its speed and makes one falchion attack against each enemy within reach during the move.	
Dazzling Soul (minor; recharge 4-6)	
The deva zealot gains concealment until the start of its next turn, and any other square within 6 squares of the zealot is illuminated by bright light. Any square within 12 squares of the zealot is illuminated by dim light.	
Radiant Retribution (free, when an enemy hits the deva zealot on the zealot's turn; at-will) ♦ Radiant	
The triggering enemy takes half the attack's damage as radiant damage.	
Memory of a Thousand Lifetimes (free, when the deva zealot makes an attack roll, a skill check, or an ability check and dislikes the result; encounter)	
The zealot adds 1d6 to the triggering roll.	
Skirmish ♦ Radiant	
If a deva zealot ends its move at least 4 squares from the square where it started the move, its attacks deal 1d6 extra radiant damage until the start of its next turn.	
Alignment Unaligned	Languages Common,
Skills Acrobatics +18, Religion +16, Stealth +10	
Str 20 (+12)	Dex 22 (+13) Wis 16 (+10)
Con 15 (+9)	Int 14 (+9) Cha 20 (+12)
Equipment leather armor, falchion	

Human Lackey (level 10)	Level 10 Minion
Medium natural humanoid	XP125
Initiative +5 Senses Perception +6	
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 20, Reflex 17, Will 18	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+15 vs. AC; 8 damage.	
Mob Rule	
A human lackey initiate gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Any	Languages Common
Str 16 (+8)	Dex 11 (+5) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 13 (+6)
Equipment leather armor, club	

ENCOUNTER 5: CROSS TOWN SECOND CHANCE MAP

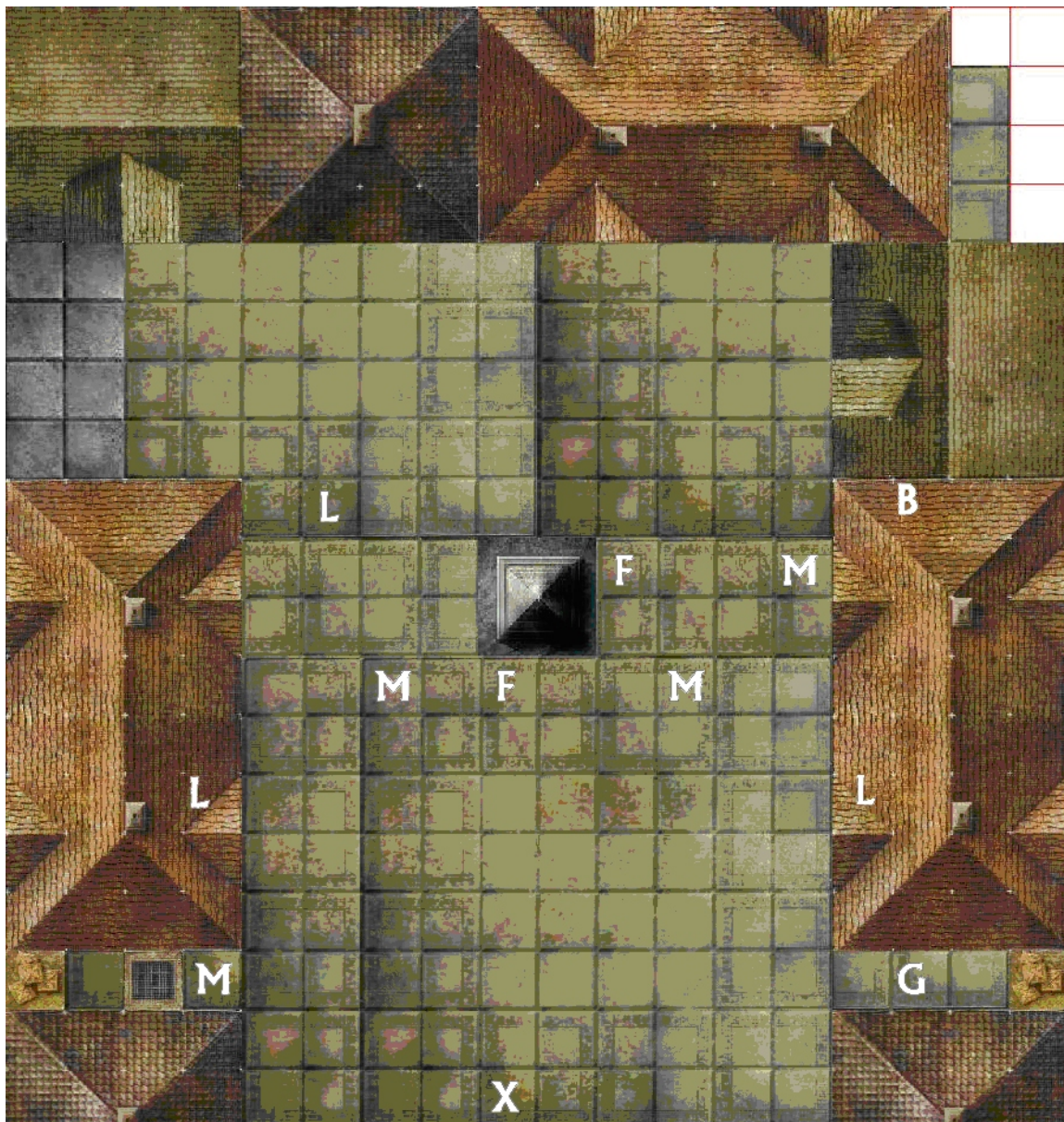
TILE SETS NEEDED

Dungeon Tiles x1

Halls of the Giant Kings x2

Hidden Crypts x1

Streets of Shadow x3



X - Party starts here.

ENCOUNTER 6: A TRIFECTA OF LIES

**SKILL CHALLENGE LEVEL 11/13,
COMPLEXITY 2 (1200/1600 XP)**

SETUP

Master Fan-Ji, Shou male human

Glass-Eye, male human (+15 Bluff)

Tarun Haethmur, male human, an associate of House Bleth

Ren Hakate Chiang of the Chiang Emporium, female Shou human (+14 Bluff)

Xhui Fan of the Nine Golden Swords, male Shou human (+12 Bluff)

This skill challenge begins as the characters are called to testify regarding their hunt for Palik. Either they will be lying about his escape, his capture, or his gloating regarding the death of Tilver.

With your efforts complete, your group joins the entourage headed to the summit—being held in the neutral ground of the Westgate Market Commons. This long hall usually serves as the winter site for small and traveling merchants, but it maintains a few conference rooms to accommodate other transactions. A number of interested parties seem to be in attendance, lining the outer wall of the room and standing next to chairs.

Streetwise DC 15: The adventurers recognize the notable people surrounding the meeting and listed in the Setup.

Tarun Haethmur is a member of the Haethmur family that sponsors the Fire Knives. He can provide the PCs with a lead towards Marsembler. His hatred of the Haldoneirs is so great that he does this even if the meeting falls out unfavorable to the Fire Knives.

Ren Hakate Chiang is the third daughter of Yuin Chiang, who heads of the Chiang Emporium in Westgate. The Chiangs are an all-female Shou clan. They are traders, and not directly involved in the Nine Golden Swords. They back up the Swords in this isolated case, hoping to end the drug trade and undo the damage the drug has done to their reputation (events detailed in DRAG1-7 Crafts).

Read or paraphrase the following read aloud text, remembering to break apart if necessary to allow the characters to engage.

The other group files in, taking up their seats. With everyone settled, the Shou elder, Master Fan-Ji stands to speak.

“The Nine Golden Swords know the Fire Knives suffered a tragic loss in the death of their man, Tilver. We cannot, however, condone this plan for revenge. The Fire Knives cannot seek revenge against an entire organization for the sins of one member. The prohibitive toll imposed upon the community assures this.” He folds his hands and nods to his opposite number.

The Fire Knives capo, Glass-Eye stands. “Our family suffered a loss, and your condolences are appreciated. But we won’t have our actions dictated to us. If we choose to seek out Palik in revenge, we’ll seek him no matter where he hides. Blood for our brother is only just! Let those uninvolved stand aside!”

Both leaders pause, taking small drinks of water. Blinking, (Glass-Eye /Master Fan-Ji) touches his throat, looking to you. He seems to have lost his voice. Grimacing, he pushes away the glass and whispers to the aide seated to his left.

“It would appear someone conspired to steal my Lord’s voice, but that does not matter. These agents of our cause labored hard seeking out Palik. They know the facts and speak in our stead!”

Thus, the party becomes the advocate for either the Fire Knives or the Nine Golden Swords, or if they freed Palik and sided with the Smugglers, attempt to sabotage this gathering by turning this into a three-sided conflict.

SKILL CHALLENGE: STRENGTH IN TESTIMONY

Goal: Fire Knives: Convince the Nine Golden Swords to remain neutral as the Fire Knives engage the Smugglers in a gang war.

Nine Golden Swords: Avert the Fire Knives’ intended gang war and save the community from its impact.

Smugglers: Turn the Nine Golden Swords against the Fire Knives while pulling the Fire Knives into overcommitting their resources in a three-way war.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Heal, History, Intimidate, Streetwise, Thievery

Other Skills: Insight, Perception

Victory: Fire Knives: You convince the Nine Golden Swords to remain neutral as the gang prosecutes its war against the Smugglers.

Nine Golden Swords: You convince the Fire Knives to admit that their quarrel is with Palik, and that if he

were delivered, the issue would be resolved. Palik is then delivered.

Smugglers: Convince the groups involved that the Nine Golden Swords must participate in the gang war against the Fire Knives. The Fire Knives believe Palik is dead and demand a limited reprisal.

Defeat: Fire Knives: The Nine Golden Swords refuse to stand down and declare their intent to participate in the coming gang war.

Nine Golden Swords: The Fire Knives take Palik and extend their vendetta against the whole Smuggler organization—initiating the gang war.

Smugglers: The Fire Knives realize that Palik is alive and insist on retribution. The Nine Golden Swords agree to remain impartial.

Bluff DC 16/18 (1 success; no maximum)

You use your silver tongue and nimble rhetoric to strengthen your position without ceding anything. You cast aspersions on the motivations of your foes.

Diplomacy DC 16/18 (1 success; no maximum)

You emphasize the justice inherent in your position, the righteousness of your cause and the weaknesses in your opponent's argument. You appeal to the possibility of a similar situation in the near future and the rights of the victims.

Heal DC 16/18 (1 success; 1 maximum)

You expound upon the nature of Tilver's wounds, how the state of his body reinforces your case. How he must have been killed in the manner supporting your hypothesis—either by nautical weapons, or by common gang weapons.

History DC 16/18 (1 success; 1 maximum)

You discuss precedents of vendetta and revenge. You review the aftermaths of previous gang skirmishes. You highlight the examples and results that strengthen your cause and demonstrate the weakness of your opponent's position.

Insight DC 16/18 (0 success; no maximum)

You analyze your opponent's argument, finding the flaws in his logic and the weaknesses in his demeanor. Add +2 to your next check.

Intimidation DC 19/21 (1 success; 2 maximum)

You attempt to threaten, browbeat, and in no uncertain terms, make clear what the consequences of your opponent's plan and the path it will make. These are hard men, though, and this is more difficult than it seems.

Perception DC 16/18 (0 success; no maximum)

You analyze your opponent's argument, finding the flaws in his logic and the weaknesses in his demeanor. Add +2 to your next check.

Streetwise DC 16/18 (1 success; 2 maximum)

You attempt to exploit your opponent's reputation and social standing, explaining how their course of action will weaken their community.

Thievery DC 16/18 (1 success; 2 maximum)

Through casual slight of hand, knowledge of roguish activities, and understanding of the criminal mind, you put a dark spin on the course of action suggested by your opponent—weakening his position and forcing them to doubt their decisions.

ENDING THE ENCOUNTER

Success: Proceed to Concluding the Adventure.

Failure: Proceed to Concluding the Adventure.

EXPERIENCE POINTS

The characters receive 240/320 experience points for successfully completing the skill challenge.

TREASURE

There is no treasure present in this encounter.

CONCLUDING THE ADVENTURE

If the group succeeds for the Fire Knives, they happily retreat back to their hideouts and prepare for the coming war! Glass-Eye pays them happily and congratulates them on a job well done. The PCs earn **DRAG18**.

If the group fails for the Fire Knives, they retreat knowing that the Nine Golden Swords will oppose them in the coming gang war. Glass-Eye is displeased, but pays them for their efforts.

If the group succeeds for the Nine Golden Swords, Palik is brought in as the group makes their conclusions and the Fire Knives concede. The Nine Golden Swords return jubilantly to the community centers of the Shou in Westgate, knowing that they have stymied the Fire Knives' attempts to initiate a gang war. Master Fan-Ji pays them for a job well done. The PCs earn **DRAG19**, and receive the minor quest award.

If the group fails for the Nine Golden Swords, they return knowing that the Fire Knives consider their threats empty and weak, fully intending to commence a gang war with the Smugglers. Palik is never presented, but kept as a hostage of the Nine Golden Swords. Master

Fan-Ji is disappointed, but compensates them for their efforts.

If the group succeeds for the Smugglers, they quietly continue to expand their drug business and work to undercut the Fire Knives where possible. When the opportunity presents itself, they try to attack the Nine Golden Swords or the Fire Knives and frame the other group. The Smugglers pay the adventurers for their outstanding betrayal. The PCs earn **DRAG20**.

If the group fails for the Smugglers, they evoke the vengeful fury of the Fire Knives, assisted by the Nine Golden Swords. An anonymously delivered sack of gold coins arrives for the PCs with a note indicating, "You do not know the good your failure spurs."

Unless the PCs argue for the smugglers, Tarun Haethmur approaches them after the meeting. He knows the drug is no longer actually produced, so the smugglers are dealing with a dwindling supply (information he kept from the Fire Knives). Most of the drugs that were left were shipped off. The trader shipping them was Sartra Fowler, a merchant from Marsember in Cormyr. He suggests the PCs take up the matter there - and leave Westgate.

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 1: Blood on the Streets

500 / 750 XP

Encounter 3: Hitting the Bricks

300 / 420 XP

Encounter 4: To Catch a Killer

700 / 1000 XP

Encounter 5: Cross-town Second Chance

705 / 1000 XP

Encounter 6: A Trifecta of Lies

240 / 320 XP

Minor Quest: Head off a gang war in Westgate

140 / 200 XP

Total Possible Experience

2240 / 3200 XP*

* Total possible XP is 2585 / 3690, but 2240 / 3200 is the maximum that can be earned by a character.

Gold per PC

1200 / 2200 gp

(Encounter 1: 200/300 gp, Encounter 6: 1000/1900 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: *Retribution weapon +3** (low-level version only) (level 12; *Adventurer's Vault*)

Found in Encounter 1

Bundle B: *Courtier's cape +3** (low-level version only) (level 13; *Adventurer's Vault* 2)

Found in Encounter 4

Bundle C: *Loamweave armor +3** (level 14; *Adventurer's Vault*)

Found in Encounter 5

Bundle D: *Talisman of fortune** (level 15; *Adventurer's Vault*)

Found in Encounter 5

Bundle E: *Alliance band** (level 15; *Adventurer's Vault* 2)

Found in Encounter 1

Bundle F: *Horn of blasting** (high-level version only) (level 17; *Adventurer's Vault*)

Found in Encounter 4

Bundle G: *Lightning weapon +3** (high-level version only) (level 15; *Player's Handbook*)

Found in Encounter 5

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of vitality* plus 300/1100 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 1300/2100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

DRAG18 Favor of the Fire Knives

"Anything goes, and anything has a price." You've gained the appreciation of the ruthless Fire Knives. They recall your discretion, efficiency and honor. Rare and uncommon, your actions established your reputation with the elite in Westgate and powerful within the Fire Knives. This favor eliminates previous enmity of the Fire Knives.

While you have disrupted the smugglers plans in Westgate, the drugs' masterminds elude you. This story awards starts the PCs on the "Pain and Suffering" major quest, which continues in CORM2-2 *Pain* and DALE2-2 *Agony*.

DRAG19 Gratitude of the Nine Golden Swords

"Enough is a feast." The Shou of the Nine Golden Swords recognize the dedication, bravery and selflessness of the adventurers. Their actions in this endeavor have established their heroic reputation and impressed elders in the Shou community of Westgate and members of the Watch with whom they cooperated.

While you have disrupted the smugglers plans in Westgate, the drugs' masterminds elude you. This story awards starts the PCs on the "Pain and Suffering" major quest, which continues in CORM2-2 *Pain* and DALE2-2 *Agony*.

DRAG20 Spice Lords' Appreciation

"Shadows stretch long and deep." The characters could not stand to see a man sacrificed for a crime he did not commit. His superiors take note of the characters' actions, remembering their names and faces for the

future. The consequences of their actions will ripple beyond this night.

ADVENTURE QUESTIONS

Mark the answer to the following adventure question on the tracking form.

1. Did the party allow Palik to escape and aid the Smugglers?

- a. Yes.
- b. No. Palik was delivered to the Fire Knives.
- c. No. Palik is kept as a hostage by the Nine Golden Swords.

2. What was the outcome of the final meeting of the syndicates?

- a. The Nine Golden Swords remain neutral.
- b. The Nine Golden Swords become involved in the gang war.
- c. The Fire Knives admit their quarrel is with Palik, who is delivered to them.
- d. The Fire Knives take Palik and continue the gang war.
- e. Both a and d.

NEW RULES

RETRIBUTION WEAPON +3

Level: 12

Price: 13,000 gp

Weapon: Any melee

Enhancement: +3 attack rolls and damage rolls

Critical: +3d6 damage

Property: Whenever an enemy scores a critical hit against you, your next attack with this weapon against that enemy deals +1d6 damage per plus of this weapon. The effect ends at the end of your next turn.

Source: *Adventurer's Vault*

COURTIER'S CAPE +3

Level: 13

Price: 17,000 gp

Item Slot: Neck

Enhancement: +3 Fortitude, Reflex, and Will

Property: You gain a +2 item bonus to saving throws against charm and fear effects.

Power (Daily * Charm): Immediate Interrupt. Trigger: An enemy targets you with a charm or fear power. Effect: You change the target of that power from yourself to any other creature within 5 squares of you.

Source: *Adventurer's Vault 2*

LOAMWEAVE ARMOR +3

Level: 14

Price: 21,000 gp

Armor: Cloth

Enhancement: +3 AC

Power (Daily): Minor Action. Use this power on a target within 10 squares of you that is standing on soil or sand. Grasping arms of earth and entangling vines seize the target, and it is restrained (save ends).

Source: *Adventurer's Vault*

TALISMAN OF FORTUNE

Level: 15

Price: 25,000 gp

Wondrous Item

Power (Daily): Minor Action. You must spend an action point to use this power. When you do, roll 1d20 and add +1 to the result for each milestone you've reached today. The total result determines the power's effect(s):

1-9: Lose 1 healing surge, or take damage equal to onequarter of your maximum hit point total if you

have no healing surges remaining. Gain one extra daily use of a magic item in your possession (your choice, not including the talisman of fortune) until the end of the encounter. You also renew the power of the talisman.

10-19: Recover one expended healing surge and gain a +1 power bonus to attack rolls and all defenses until the end of your next turn.

20 or higher: As 10-19, and you renew the power of the talisman.

Source: *Adventurer's Vault*

ALLIANCE BAND

Level: 15

Price: 25,000 gp

Item Slot: Ring

Property: When you use your second wind, one ally adjacent to you regains 10 hit points.

Power (Daily * Healing): Minor. You spend a healing surge but regain no hit points. Instead, one ally adjacent to you regains hit points equal to your healing surge value.

If you've reached at least one milestone today, the ally regains additional hit points equal to your level.

Source: *Adventurer's Vault 2*

HORN OF BLASTING

Level: 17

Price: 65,000 gp

Wondrous Item

Power (Daily • Thunder): Standard Action. When you sound the horn, make an attack: Close blast 5; +19 vs. Fortitude; on a hit, the target takes 2d10 thunder damage and is dazed and deafened until the end of your next turn; on a miss, the target takes half damage and is deafened until the end of your next turn. On a critical hit, the target is also pushed 1 square and knocked prone.

Source: *Adventurers' Vault*