

CORM1-3

HEAD ABOVE WATER

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

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The Valwater family has fallen on hard times but believes that a secret near their family's decaying estates may redeem their good name. Can the PCs uncover the truth that will restore the family's honor? A Living Forgotten Realms adventure set in Cormyr for characters levels 7-10.

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

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

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or

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

ADVENTURE BACKGROUND

Lord Delshan and Lady Mersha Valwater, last scions of the once-noble Valwater family, are down on their luck and at a crossroads. A merchant from Sembia (actually a Shadovar agent) is offering the Valwaters a substantial price for the remains of their estate in the Vast Swamp. Delshan is of the opinion that they should sell and live, clean and dry, in Suzail. Mersha, however, believes that restoring the family's honor might bring a rise in their fortunes and an influx of aid from the Crown. She's heard of illegal gladiatorial rings in the swamps, and she suspects that's where Delshan has gambled away their remaining fortune. However, the family is nearly out of money and may have to sell their lands just to survive.

With a family history thick with rebels and would-be royal assassins, the word of a Valwater is worthless on its own. Hiring the adventurers is Mersha's last hope to prove, to herself and to the kingdom, that the Valwaters are worth something—and to keep their lands out of enemy hands.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

When you answered the summons from Lady Mersha Valwater, you hadn't quite expected to find yourself on a crumbling estate in the middle of the Vast Swamp. The mansion might have once been beautiful, but now its pillars are faded and its lands are engulfed by swamp.

Lady Mersha implied that this job might once more bring prosperity to the Valwater family, and it is up to you to restore the Valwater name—assuming, of course, that the lady can actually pay what she promised.

DM'S INTRODUCTION

The Valwater estate is located along the ruins of the Way of the Manticore, and though parts of the trade route still show through the mire, the impression the PCs should have of this place is of a once-civilized area given over to the wild. The air is hot and muggy, and the footing anything but stable.

PCs with the Story Award **CORM03 Valwater's Gratitude** from *CORM1-2 Gangs of Wheloon* already know all of the following details without needing to make a check. In that adventure, the PCs meet—and have the opportunity to free—Lady Mersha's son Jerrick Valwater from the prison-city of Wheloon. PCs without that Story Award learn the information with a successful History check (higher checks reveal all information from the lower DCs as well).

- **DC 17:** The Valwater family fell on hard times in recent years, and much of the family fortune was lost.
- **DC 22:** Jerrick Valwater, once a prominent bard and eldest son of Lady Mersha, blamed the King's Writ, which he considered over-taxation, for his family's misfortune, and he made an attempt to poison King Foril at a banquet several years ago.
- **DC 27:** While the Valwaters had enough friends in Court to allay a summary execution, Jerrick was sentenced to life in the prison-city of Wheloon, and he is assumed dead. That event took away what little credibility the Valwater family had, and they have been heavily taxed in order to make "restitution" for Jerrick's actions.

PCs also received the following information from Lady Mersha:

- Despite the reputation the family has for being out of favor with the Crown, Mersha does not seem to place any blame, and instead she seeks restitution of the family fortune and name.
- While the estate is certainly not up to its former glory, Mersha has promised payment for the task she has requested for the PCs.

The DM should also be aware that this adventure offers the PCs various paths, based on the decisions of the PCs and to whom the PCs consult during the adventure. Even if you are running this adventure without proper time to prepare, the adventure runs much more smoothly if you at least understand that you should not run every encounter here.

ENCOUNTER 1: HARD TIMES

SKILL CHALLENGE LEVEL 6/8, COMPLEXITY 1 (250/350 XP)

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Diplomacy, Insight, Streetwise

Secondary Skill: Bluff, Heal

Once the PCs approach the manor, they are greeted by one of the few remaining servants of the Valwater estate: Terin Statford, who does not bother to introduce himself unless asked, simply escorting the PCs into a decaying parlor.

A middle-aged, dour-looking servant leads you into the estate's parlor, mumbling something under his breath about "so many visitors coming out of the woodwork these past few days." Without pause, he excuses himself and leaves to fetch Lady Mersha. The parlor might once have been lovely, but the drapes that remain appear centuries out of fashion, and the furniture looks to have been mended several times over. The bookshelves hold only a few remaining volumes, and there is little to browse until your hostess arrives.

The PCs are engaged in a social skill challenge, letting them interact with the few remaining members of the Valwater estate and their other visitor, a Sembian merchant in the employ of the Shadovar. Plenty of information can be gathered here, and for ease of running the adventure, that information is divided into "scenes" where the PCs interact with each of the estate's current inhabitants. The PCs can continue after they fail or succeed at the skill challenge, as there is more information here than is represented by four successes.

If a PC wants to use a skill that is not listed here but seems applicable, they need to make a DC 16/18 check with that skill. Checks that do not seem particularly applicable but might be used to aid their party must pass a DC 18/20 check and grant a +2 bonus to other checks.

Due to both the social nature of this skill challenge and the structure, only one success or one failure from each scene count toward the final goal. In part this is because the NPCs have information for the players related to the plot of the adventure, and the PCs should have ample time to investigate these opportunities—or ignore them—as they see fit. If they fail in three scenes

before reaching the fourth, however, the fourth scene is not available to them.

The PCs may also decide to search rooms, eavesdrop, or attempt other techniques for gathering information from the Valwater estate. Feel free to add additional scenes and skill checks based on the ideas and actions of the PCs. These successes and failures would count as normal toward the skill challenge and are not limited by scene.

SCENE 1: LADY MERSHA

When Lady Mersha Valwater enters the room, it is clear that this is a woman who commands respect from those who surround her, even if she is no longer accustomed to such treatment. Still beautiful in her old age, she carries herself as a noble ought: full of class and gracious to a fault. Her clothing may be decades out of style, but she wears them proudly.

Lady Mersha speaks quietly and calmly, not quite in a monotone, but without the type of inflection that would give away her emotions. She offers a large portion of this information without the PCs having to make a skill check.

- Mersha explains that the Valwater family has fallen out of favor, though she does not dwell on this or mention the plight of her eldest son Jerrick.
- If asked directly, she admits that one of her sons, Jerrick, attempted to assassinate the king, which certainly did not improve their already-tenuous standing in court.
- Her younger son, Delshan, wagered a portion of what remained of the family fortune against some sort of betting ring. Mersha is convinced the illegal gambling is happening in the swamp.
- Mersha wants the PCs to find the gambling ring and gather evidence of its presence while leaving the gambling ring intact. The Crown is unlikely to begin an investigation of the Vast Swamp on the word of a Valwater, thus evidence is required. By that same token, the gambling ring must remain in operation until Crown investigators can verify its existence and act against it. The Vast Swamp swallows all, and a burnt-out location is proof of nothing. And the confession or admission of one or two guilty people would not be enough to sway investigators.
- Though Mersha does not know the exact location of this organization, or even what form or structure it takes, she believes that her son headed south, deeper into the swamp, most probably only a few hours' journey, as he was

never gone for more than a day. She is aware that he lost money gambling, and that the last time he traveled there he came home with a black eye and a limp, but otherwise, she has little information.

- Mersha can pay PCs 150/200 gp each for gathering enough information to prove the presence of the gambling circuit in the swamp, including its location and what type of gambling occurs there.
- Mersha also tells the PCs, if they ask, that there are five people residing in the manor: her, her son Delshan, two servants (Terin and Rochelle), and a guest, Casadryn Baen, a merchant from Sembia.

Insight (DC 14/16): You sense that Lady Mersha is more concerned about her family's reputation than about money—but it is clear that the money is necessary. Your empathy for her situation helps her to admit to you that increased standing in Court means financial aid to the family.

History (DC 12/14): You suspect that the problem the Valwaters are experiencing is due to high taxation, which improved court standing would reduce.

Diplomacy (DC 14/16): Your manner has won over Lady Mersha, and she shares with you further information: the reason your task is so pressing is that a merchant from Sembia, Casadryn Baen, has arrived and imposed upon the hospitality of the Valwaters. Casadryn is trying to convince them to sell the estate to an unnamed client. Lady Mersha wants nothing to do with this woman, whom she finds uncouth and rude, but Delshan insists she is their last chance to recoup something from their losses.

SCENE 2: LORD DELSHAN

Lord Delshan Valwater, the heir to what estate remains, is nearing 30 years old and has none of his brother's reputed charm. Irritable and mussed, he is his mother's opposite: a noble without a cause. He is found in a room that looks like a ballroom, though the sconces have been removed from the walls, and rather than dancing, Lord Delshan merely paces, a slight limp marring the rhythm of his steps.

Lord Delshan is brusque with the PCs, uninterested in his mother's plan to restore their reputation, and hopeless that anyone can help them. If the PCs have Story Award **CORM03 Valwater's Gratitude** from **CORM1-2 Gangs of Wheloon** and show Delshan the ring (a prompt from the DM to remind them they have it may be helpful), that counts as an automatic success for

this scene and awards them the information listed in the Diplomacy check below.

Insight (DC 12/14): Delshan is worried about the state of the family. When he realizes your empathy, he admits his fears. PCs receive a +2 to their Diplomacy check in this scene. The first PC to pass this check also realizes that Bluff and Intimidate do not work well with Delshan (they have hard DCs). This does not count as a success for the skill challenge.

Streetwise (DC 12/14): You've heard rumors about Sembian merchants on the prowl for land in Cormyr, and with a couple of leading questions, Delshan mentions the possibility of selling what remains of the estate to interested parties that Casadryn Baen represents.

Diplomacy (DC 17/19): Your words persuade Delshan that you might actually be able to help, and he acknowledges that he heard of a gambling ring in the swamps through friends in Sembia. The gambling ring consists of gladiatorial fights between warriors. Delshan offers a map through the swamp, circling the location of the gladiatorial camp.

Streetwise (DC 12/14): (after receiving information about the gambling ring): You've heard of gambling rings like this, and they almost always involve slavery. Delshan agrees and suspects that not all of the fighters were there of their own free will, which means that not only is the gambling illegal, but the owners might possibly be dealing in a slave trade.

Heal (DC 12/14): Delshan sports a black eye, which looks like it must have been much worse a week ago. Your sympathy for his causes him to admit that he was set upon by bandits on his way back from the gladiatorial camp the last time.

Bluff/Intimidate (DC 24/26): Unwilling to suspend his skepticism and unwilling to be intimidated by those of low birth, Delshan strongly resists any attempts made with these two skills.

SCENE 3: TERIN AND ROCHELLE

Venturing down to the kitchen, you see the middle-aged steward and butler who ushered you in, working with a round woman about his same age. "Greetings, mistresses and/or masters," says the woman. "Can I get you anything to eat?"

Terin and Rochelle are exceedingly loyal to their mistress—less so to her so—and they are willing to help the PCs as long as the PCs are helping the Valwaters. Both are fairly uneducated but hold themselves proudly, as they are the last two servants to support Lady Mersha, whom they adore. Terin, who is rather taciturn, serves as the steward, butler, valet, hostler, and stableman. He is

married to Rochelle, a chatty and amiable hostess who serves as the maid, cook, seamstress, and lady's assistant. Rochelle attempts to feed the PCs the entire time they are in the kitchen.

While the PCs are at the estate, Terin attempts to stay at Rochelle's side—he doesn't particularly want her going on about the fey she believes she has encountered in the Vast Swamp. He is skeptical of such things, and he contradicts Rochelle, even when the PCs succeed at skill checks to gain Rochelle's information.

Terin and Rochelle offer the following to the PCs without checks:

- Lady Mersha is extremely concerned about the estate, and she's spending some of the last reserve to hire the adventurers.
- The last time Lord Delshan came home from "that place," he was extremely hurt, and Rochelle had to bandage him up to keep Lady Mersha from noticing. It would have broken her heart to see her son that way.
- Lord Delshan has been looking to get rich quickly rather than put in any work governing the estate. He was laughed away from court and is bitter.
- Rochelle talks about the banquets she learned how to cook at the knee of her grandmother, who worked for the Valwaters all her life. Her grandmother taught her to leave out milk in a saucer overnight, just in case the wee folk wanted some. Terin, who has also worked for the Valwaters his whole life, rolls his eyes at this.
- Terin also recalls the glory days, discussing the horses that the Valwaters used to keep and the hunts the family used to host. He remembers stories of a time before the waters shifted, when the estate was further from the swamp, when there were fox hunts that entertained even the wealthiest nobles.

Insight (DC 13/15) (if the PCs ask about Casadryn Baen): You notice that Rochelle tenses as soon as you mention the Sembian merchant. While ashamed to gossip, she thinks Casadryn Baen is preying on Lord Delshan, convincing him that if they sell the estate, Lord Delshan can live fat and happy in Suzail. Lady Mersha is completely against this plan, as she wants to restore the family honor instead, proving to herself and the Crown that the Valwaters are still worth something.

Streetwise (DC 15/17) (if the PCs ask about Casadryn Baen): You have heard that some Sembian merchants have close ties to the Shadovar, and when you mention this, Rochelle makes a holy sign of protection. She is convinced Casadryn Baen

is working for some evil folk. Terin thinks his wife is just superstitious.

Diplomacy (DC 12/14) (if asked about the gladiatorial camp): Rochelle and Terin do not know the location of the gladiatorial camp, but Rochelle describes a route into the swamp that borders the lands of the "fair folk." They're certain to know the location of the camp and will surely aid travelers in need of directions, she thinks. Her husband, again, waves this information off as superstition.

SCENE 4: CASADRYN BAEN

In long hall, looking at portraits of past generations of Valwaters, is a frowning human woman with dark hair threaded with pearls, dressed in the latest Sembian garb. Judging by her jewelry and demeanor, she is better off than any part of the Valwater household.

Casadryn Baen talks through her nose and laughs a high, wheezing laugh. She is a flirt and an accomplished liar, though she sees no reason to misdirect the PCs, whom she views as harmless. However, on a failure, Baen says that her client's business is confidential.

Insight (DC 16/18): You notice how intently Baen is looking at the portraits and point out a detail, hoping to draw her into conversation. She brushes away the comment, noting that once her business here is complete, the Valwaters will simply be a part of the land's history—like these paintings—and nothing more.

Streetwise (DC 12/14): Knowing that Sembia is a well-known client-state of Netheril, you make a casual mention of their potential as employers. Baen gleefully recounts an encounter she had with some well-off Netherese in the marketplace, and she states emphatically that anyone with half a brain would love to work for Netheril. (This opens use of Bluff.)

Diplomacy (DC 15/17): You seem actively interested in Baen's work, such that she is inclined to tell you that she does, in fact, have other contacts in the region. Her organization tends to attract a very diverse array of people, from the more common civilized races to people normally considered monstrous. She approves of this equal-opportunity approach.

Bluff (DC 17/19): You express desire to learn more about working for the Netherese, and Baen says off-handedly that there are sure to be opportunities, as the Netherese are taking interest in more than just the Vast Swamp in Cormyr.

The PCs know without a check that the Crown would certainly want to know about Sembia's interest in the

Valwater estate. Given the desire of Lady Mersha to restore the family name, however, the Crown learning about Sembian interest before Lady Mersha herself could report it would likely undermine her efforts.

ENDING THE ENCOUNTER

Even if the PCs fail the skill challenge, they receive enough information to start plodding through the swamp toward the gladiatorial ring. Which path they take (and which encounter they play) depends on whose directions they follow. If they rush off without getting directions from Lord Delshan or Rochelle, they play Encounter 2a. If they follow Delshan's direction, they play Encounter 2b instead. If they take Rochelle's path, they play Encounter 2c.

Success: The PCs have received enough information about the location and the type of people they'll find there to earn one automatic success in Encounters 3b, 3c, or 3d (whichever they attempt).

Failure: Due to their insufficient understanding of the location and nature of the gladiatorial ring, they find themselves at a disadvantage in Encounter 3. Add 2 shadar-kai chainfighters to encounter 3a. Otherwise, increase the difficulties of the skill challenges in Encounters 3b, 3c, and 3d by two.

After the PCs have succeeded in the skill challenge, they may continue talking to the NPCs until they are ready to head into the swamp (Encounter 2).

EXPERIENCE POINTS

The PCs each receive 50/70 experience for successfully completing this encounter.

TREASURE

There is no treasure from this encounter.

ENCOUNTER 2: INTO THE WILD

SKILL CHALLENGE LEVEL 6/8, COMPLEXITY 1 (250/350 XP)

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Acrobatics, Athletics, Endurance, Nature

The PCs are venturing out into the Vast Swamp.

The Vast Swamp stretches beyond the southern horizon, hiding dangerous creatures, disease, and, most probably, the place you seek.

If the PCs learned of the path from Delshan and choose to follow his directions, they find a path of sorts: broken planks laid out across the terrain. Following Delshan's path grants them one immediate success.

If the PCs learned of the path from Rochelle and choose to follow her directions, their path is marked by mists and amused laughter. Following Rochelle's path grants them one immediate success.

If a PC wants to use a skill that is not listed here but seems applicable, they need to make a DC 16/18 check with that skill. Checks that do not seem particularly applicable but might be used to aid their party must pass a DC 18/20 check and grant a +2 bonus to other checks.

Some talking points for the skill challenge might be:

- Describe the way the swamp muck sucks at the boots of the PCs.
- Have the PCs bothered by various insects that buzz around their ears and necks.
- Mention shadows that move just beyond the PCs' line of sight in the mists that surround them.

SKILL CHALLENGE

Endurance (DC 14/16): Each character must make an Endurance check to represent forging the way for the party through the swamp. A failed check indicates the loss of one healing surge for the PC who failed. Use of this skill does not count as a success or failure for the skill challenge.

Acrobatics (DC 12/14): The swamp is treacherous, but you nimbly balance along sturdier ground, leaping from one small patch of dry land to the next.

Athletics (DC 16/18): Slogging through the muck and mire, you push your way through the swamp waters.

Nature (DC 12/14): This terrain is familiar enough to you that you are able to see the dangers before you hit them. And occasionally, you are able to spot them before your party members find them as well. Use of this skill counts as a success and grants a +2 bonus to the next skill check attempted by another PC.

ENDING THE ENCOUNTER

Success: The Vast Swamp? No problem! The PCs navigate their way through the dangers of the swamp easily.

Failure: If the PCs fail this skill challenge, all members of the party take a -10 penalty to their initiative roll in the next combat due to exhaustion.

If the PCs forged ahead without heed to anyone's advice, go to Encounter 2a.

If the PCs followed Delshan's advice, go to Encounter 2b.

If the PCs followed Rochelle's advice, go to Encounter 2c.

EXPERIENCE POINTS

The PCs receive 50/70 experience for successfully completing this encounter.

TREASURE

There is no treasure from this encounter.

ENCOUNTER 2A: FULL SPEED AHEAD!

ENCOUNTER LEVEL 8/10 (1900/2700 XP)

SETUP

This encounter includes the following creatures.

2 vine horror spellfiends (V)

1 bog hag (H)

2 trolls (T)

After dealing with the consequences of the skill challenge, the adventurers travel deep into the swamp.

As the adventurers enter the area, read:

Scraggly trees and shrubs grow out of what little dry land there is to be found, making it difficult to see any distance. Things move just beyond the edge of your vision, and the trees sometimes appear at first to be humanoid.

The vine horror spellfiends and the hag are considered "well hidden." Make a Stealth check (+12) against the PCs' passive Perception to see if the vine horror spellfiends and the bog hag get a surprise round. The trolls, due to their size and lack of finesse, stay completely out of sight and do not act in the surprise round even if there is one. If there is no surprise round, the trolls cannot act in the first round.

The creatures have no intention of playing games with the PCs—they're after a fresh dinner of meat that hasn't been fouled by swamp living!

FEATURES OF THE AREA

Illumination: The Vast Swamp is considered dimly lit due to the constant mist. The mist causes no penalties to visibility beyond the lighting.

Field: The field is normal (though damp) terrain.

Trees: The trees are scraggy and twisted, and are cover terrain. The trunks are blocking terrain.

Water: The muddy ponds, clear ponds, and river represent particularly deep areas of water. These are areas of challenging terrain. Moving through these areas requires an Athletics check DC 14, or the character is restrained. Restrained PCs must succeed at an Athletics check DC 16 to be able to move out of or through the terrain. They can, however, take other actions as normal. The DC to escape increases by 1 for each round the PC

remains stuck. An adjacent ally can free a restrained PC with a DC 15 Strength check as a standard action.

Rocks and Logs: Rocks and logs on the map represent impassable terrain.

Brambles: The brambles offer cover and are difficult terrain.

TACTICS

Neither the bog hag nor the vine horrors spellfiends are affected by the deep water. At the start of combat, the spellfiends drop *caustic clouds* on as many of the PCs as often as they can without hitting the trolls.

The bog hag relies on her *evasive charge* maneuver to get into the middle of combat, attack, and remove herself from danger. If she cannot get out of a threatened square, she uses a minor action to change shape to an appealing form and claims she is under a horrible curse and is compelled to attack until those horrible monsters are dead (Bluff +7 vs. the PCs' passive Insights to make the lie plausible). If the lie seems to pass, she'll fight until her allies are destroyed and then thank the PCs profusely for rescuing her and retreat, planning to target an easier group the next time. The bog hag flees if reduced to 10 hit points or fewer.

The trolls wade into the middle of combat, targeting controllers, strikers, or those dealing fire/acid damage.

SCALING THE ENCOUNTER

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

Four PCs: Remove one vine horror spellfiend.

Six PCs: Add one vine horror spellfiend.

ENDING THE ENCOUNTER

Although the bog hag is willing to flee if the situation gets too dire, the spellfiends and the trolls fight to the death. Once the PCs have concluded the fight, they have time to take a short rest before continuing through the swamp to Encounter 3.

EXPERIENCE POINTS

The PCs receive 380/540 experience for successfully completing this encounter.

TREASURE

The PCs find the following items that the bog hag has taken from other travelers:

cloak of survival +2 (level 9) (low level only)

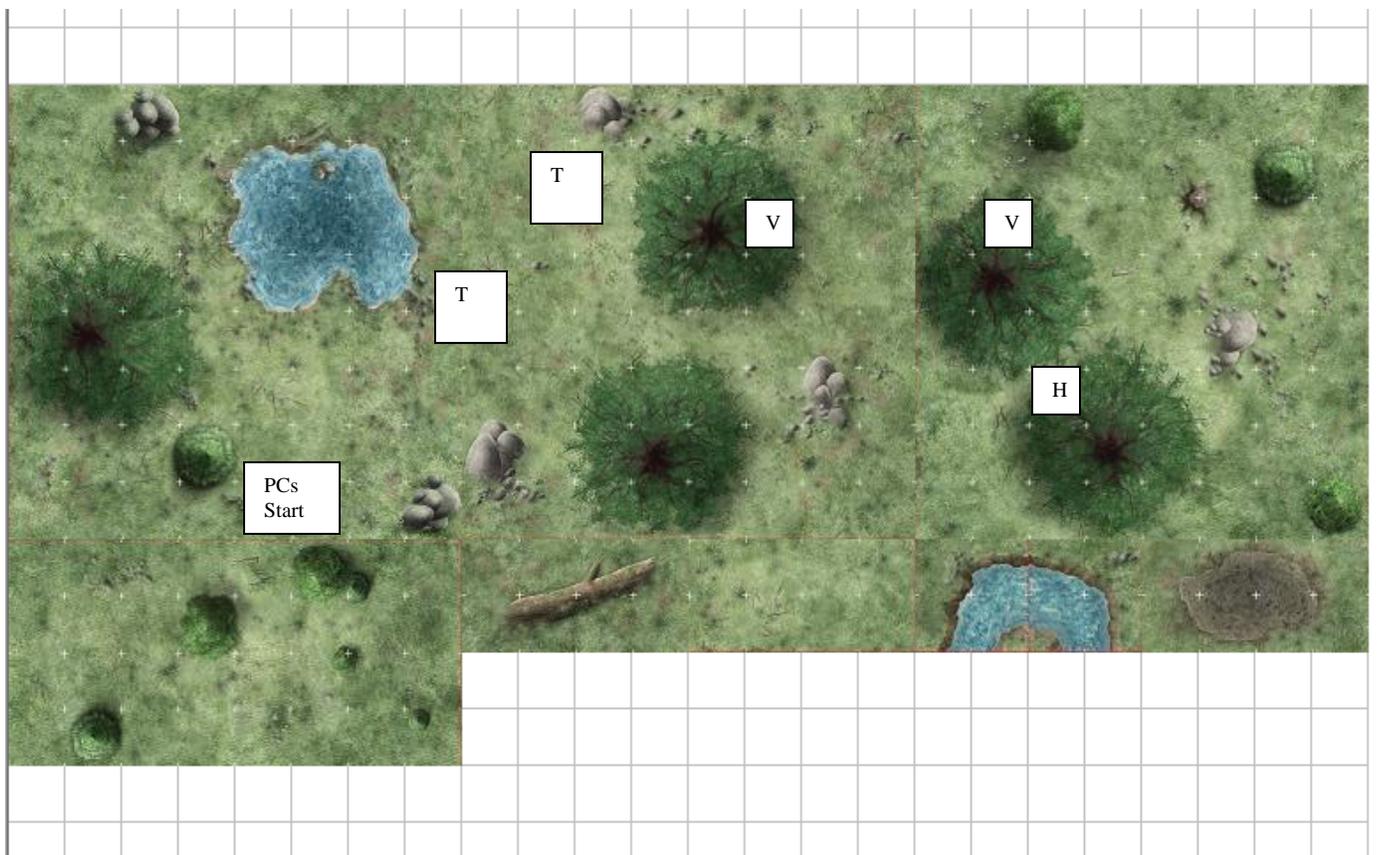
elven boots (level 11)

sylvan armor (level 13) (high level only)

ENCOUNTER 2A: FULL SPEED AHEAD MAP

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x1
Ruined Tower / Field w/Trees	8x8	x1
Field/Skeleton	8x2	x1
Stonehenge / Field w/Pond	8x8	x1
Covered Wagon / Field w/Log	4x2	X1
Field / Rock Outcropping	4x2	x1
Field w/Statue / Muddy Pond	4x2	x1
Stream Bend / Horse	2x2	x1
Stream Bend / Road Bend	2x2	x1



ENCOUNTER 2A: FULL SPEED AHEAD STATISTICS (LOW LEVEL)

Vine Horror Spellfiend		Level 7 Artillery
Medium natural humanoid (plant)		XP 300
Initiative +7	Senses Perception +10; blindsight 10	
HP 65; Bloodied 32		
AC 19; Fortitude 18, Reflex 17, Will 15		
Speed 6 (forest walk, swamp walk), swim 6		
m Claw (standard; at-will)		
+10 vs. AC; 1d8+4 damage		
R Shock Orb (standard; at-will) ♦ Lightning		
Ranged 10; +12 vs. AC; 1d8+4 lightning damage.		
R Lashing Vine of Dread (standard; at-will) ♦ Fear		
Ranged 5; +10 vs. Reflex; 1d6+4 damage, and the target is pushed 5 squares		
A Caustic Cloud (standard; recharge 4 5 6) ♦ Acid		
Area burst 1 within 10; +10 vs. Fortitude: 1d6+3 acid damage, and the target takes ongoing 5 acid damage and is blinded (save ends both).		
Malleability		
The vine horror can compress its body enough to squeeze through a 1-inch-wide-crack. Cracks and other openings that are more than 1 inch wide do not slow the vine horror at all.		
Alignment Evil		Languages Common, Elven
Skills Stealth +12		
Str 18 (+7)	Dex 18 (+7)	Wis 14 (+5)
Con 17 (+6)	Int 11 (+3)	Cha 10 (+3)

Bog Hag		Level 10 Skirmisher
Medium fey humanoid (aquatic)		XP 500
Initiative +11	Senses Perception +7; low-light vision	
Unwholesome Presence aura 3; enemies in the aura gain only half the normal hit points from spending healing surges.		
HP 107; Bloodied 53; see also <i>rending claws</i>		
AC 24; Fortitude 23, Reflex 21, Will 19		
Speed 8 (swamp walk), swim 8		
m Claw (standard; at-will)		
+15 vs. AC; 1d8+6 damage.		
M Rending Claws (standard; recharged when first bloodied)		
The bog hag makes two claw attacks against the same target; if both claws hit, the hag deals an extra 5 damage to the target.		
Change Shape (minor; at-will) ♦ Polymorph		
A bog hag can alter its physical form to appear as a beautiful young female elf, half-elf, eladrin, or human (see Change Shape, p. 280).		
Evasive Charge		
The bog hag shifts 2 squares after charging.		
Alignment Evil		Languages Common, Elven
Skills Intimidate +12, Nature +12, Stealth +14		
Str 22 (+11)	Dex 18 (+9)	Wis 15 (+7)
Con 19 (+9)	Int 12 (+6)	Cha 14 (+7)

Troll		Level 9 Brute
Large natural humanoid		XP 400
Initiative +7	Senses Perception +11	
HP 100; Bloodied 50; see also <i>troll healing</i>		
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
AC 20; Fortitude 21, Reflex 18, Will 17		
Speed 8		
m Claw (standard; at-will)		
Reach 2; +13 vs. AC; 2d6+6 damage; see also <i>frenzied strike</i> .		
M Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)		
The troll makes a claw attack.		
Troll Healing ♦ Healing		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment Chaotic Evil		Languages Giant
Skills Athletics +15, Endurance +14		
Str 22 (+10)	Dex 16 (+7)	Wis 14 (+6)
Con 20 (+9)	Int 5 (+1)	Cha 10 (+4)

ENCOUNTER 2A: FULL SPEED AHEAD STATISTICS (HIGH LEVEL)

Vine Horror Spellfiend (level 9)	Level 9 Artillery
Medium natural humanoid (plant)	XP 400
Initiative +8 Senses Perception +11; blindsight 10	
HP 77; Bloodied 38	
AC 21; Fortitude 20, Reflex 19, Will 17	
Speed 6 (forest walk, swamp walk), swim 6	
m Claw (standard; at-will)	
+12 vs. AC; 1d8+5 damage.	
R Shock Orb (standard; at-will) ♦ Lightning	
Ranged 10; +14 vs. AC; 1d8+5 lightning damage.	
R Lashing Vine of Dread (standard; at-will) ♦ Fear	
Ranged 5; +12 vs. Reflex; 1d6 +5 damage, and the target is pushed 5 squares	
A Caustic Cloud (standard; recharge 4, 5, 6) ♦ Acid	
Area burst 1 within 10; +12 vs. Fortitude; 1d6+4 acid damage, and the target takes ongoing 5 acid damage and is blinded (save ends both).	
Malleability	
The vine horror can compress its body enough to squeeze through a 1-inch-wide-crack. Cracks and other openings that are more than 1 inch wide do not slow the vine horror at all.	
Alignment Evil	Languages Common, Elven
Skills Stealth +13	
Str 18 (+8)	Dex 18 (+8) Wis 14 (+6)
Con 17 (+7)	Int 11 (+4) Cha 10 (+4)

Bog Hag (level 12)	Level 12 Skirmisher
Medium fey humanoid (aquatic)	XP 700
Initiative +12 Senses Perception +8; low-light vision	
Unwholesome Presence aura 3; enemies in the aura gain only half the normal hit points from spending healing surges.	
HP 123; Bloodied 61; see also <i>rending claws</i> .	
AC 26; Fortitude 25, Reflex 23, Will 21	
Speed 8 (swamp walk), swim 8	
m Claw (standard; at-will)	
+17 vs. AC; 1d8+7 damage.	
M Rending Claws (standard; recharges when first bloodied)	
The bog hag makes two claw attacks against the same target; if both claws hit, the hag deals an extra 5 damage to the target	
Change Shape (minor; at-will) ♦ Polymorph	
A bog hag can alter its physical form to appear as a beautiful young female elf, half-elf, eladrin, or human (see Change Shape, p. 280).	
Evasive Charge	
The bog hag shifts 2 squares after charging.	
Alignment Evil	Languages Common, Elven
Skills Intimidate +13, Nature +13, Stealth +15	
Str 22 (+12)	Dex 18 (+10) Wis 15 (+8)
Con 19 (+10)	Int 12 (+7) Cha 14 (+8)

Troll (level 11)	Level 11 Brute
Large natural humanoid	XP 600
Initiative +8 Senses Perception +12	
HP 120; Bloodied 60; see also <i>troll healing</i>	
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)	
AC 22; Fortitude 23, Reflex 20, Will 19	
Speed 8	
m Claw (standard; at-will)	
Reach 2; +15 vs. AC; 2d6+7 damage; see also <i>frenzied strike</i> .	
M Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)	
The troll makes a claw attack.	
Troll Healing ♦ Healing	
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.	
Alignment Chaotic Evil	Languages Giant
Skills Athletics +16, Endurance +15	
Str 22 (+11)	Dex 16 (+8) Wis 14 (+7)
Con 20 (+10)	Int 5 (+2) Cha 10 (+5)

ENCOUNTER 2B: MIND THE PATH

ENCOUNTER LEVEL 8/10 (1950/2750 XP)

SETUP

This encounter includes the following creatures.

- 1 tiefling heretic (H)
- 2 tiefling darkblades (D)
- 2 cambion hellswords (C)
- 1 succubus (S)

After dealing with the consequences of the skill challenge, the adventurers plunge deep into the swamp, keeping to the path that Delshan's map indicated.

As the adventurers enter the area, read:

By following the path on Delshan's map, you wind your way through the Vast Swamp with sturdy footing. Midway through the journey, you to see a beautiful young woman sitting on a log bridge, all by herself.

There are several perfect places for an ambush, and the bandit troupe the PCs encounter here knows exactly how to use them. The bandits just want cash—they'd rather avoid a fight if they can get easy money.

The encounter begins with the succubus in a human or elven form. She attempts to fool the PCs with a sob story about the money she needs to free her uncle from the evil slavers in gladiatorial pits. If the PCs offer her anything over 500 gold (which is the amount she requires), she takes it and the PCs avoid combat.

The tieflings and cambions hide, and they can be seen with a DC 18 Perception check.

FEATURES OF THE AREA

Illumination: The Vast Swamp is dimly lit.

Field: Though the map makes it appear as though the swamp is dry, all of the land that is not the "road" is difficult terrain. However, unlike normal difficult terrain, PCs may shift on the swamp.

Road: The road is actually a series of planks that can be easily traversed, rather than a sturdy path. It is the only normal terrain on the map.

Trees: The trees are scraggy and twisted, and are cover terrain. The trunks are blocking terrain.

Water: The muddy ponds, clear ponds, and river represent areas of water. These are areas of challenging terrain. Moving through these areas requires an

Athletics check DC 14, or the character is restrained. Restrained PCs must succeed at an Athletics check DC 16 to be able to move out of or through the terrain. They can, however, take other actions as normal. The DC to escape increases by 1 for each round the PC remains stuck. An adjacent ally can free a restrained PC with a DC 15 Strength check as a standard action.

Rocks/Logs: Rocks/logs are impassable terrain.

Brambles: The brambles offer cover.

TACTICS

The succubus begins combat with a *charming kiss* on the closest PC (regardless of gender). If the kiss succeeds, bandits ignore that PC until the rest are defeated. The succubus attempts to *dominate* the strongest PC, directing that PC to attack his allies.

The tiefling heretic begins with his *serpent curse* on a defender or striker. He concentrates his *balefire* at bloodied targets. The tiefling darkblades target a controller. The cambion hellswords start with *whirlwind charge*, and then focus on single enemies until they fall.

The tieflings and succubus attempt to flee if bloodied and a majority of the group is defeated. The cambion hellswords, however, fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one cambion spellsword.

Six PCs: Add one cambion spellsword.

ENDING THE ENCOUNTER

The PCs may attempt to negotiate or bluff their way out of the situation as a skill challenge level 17 complexity 1 using DC 25/27 checks with primary skills Bluff, Insight, and Perception. Any unlisted skills must succeed at DC 27/29. If the PCs offer a creative solution to avoid combat, allow them to bypass the fight. This should be a challenge; the bandits want gold, not stories!

After the PCs bypass/defeat the bandit troupe, they make their way further into the swamp to Encounter 3.

EXPERIENCE POINTS

The PCs receive 390/550 xp each for this encounter.

TREASURE

The PCs find the following items that the succubus and her bandits have stolen from other people:

cloak of survival +2 (level 9) (low level only)

elven boots (level 11)

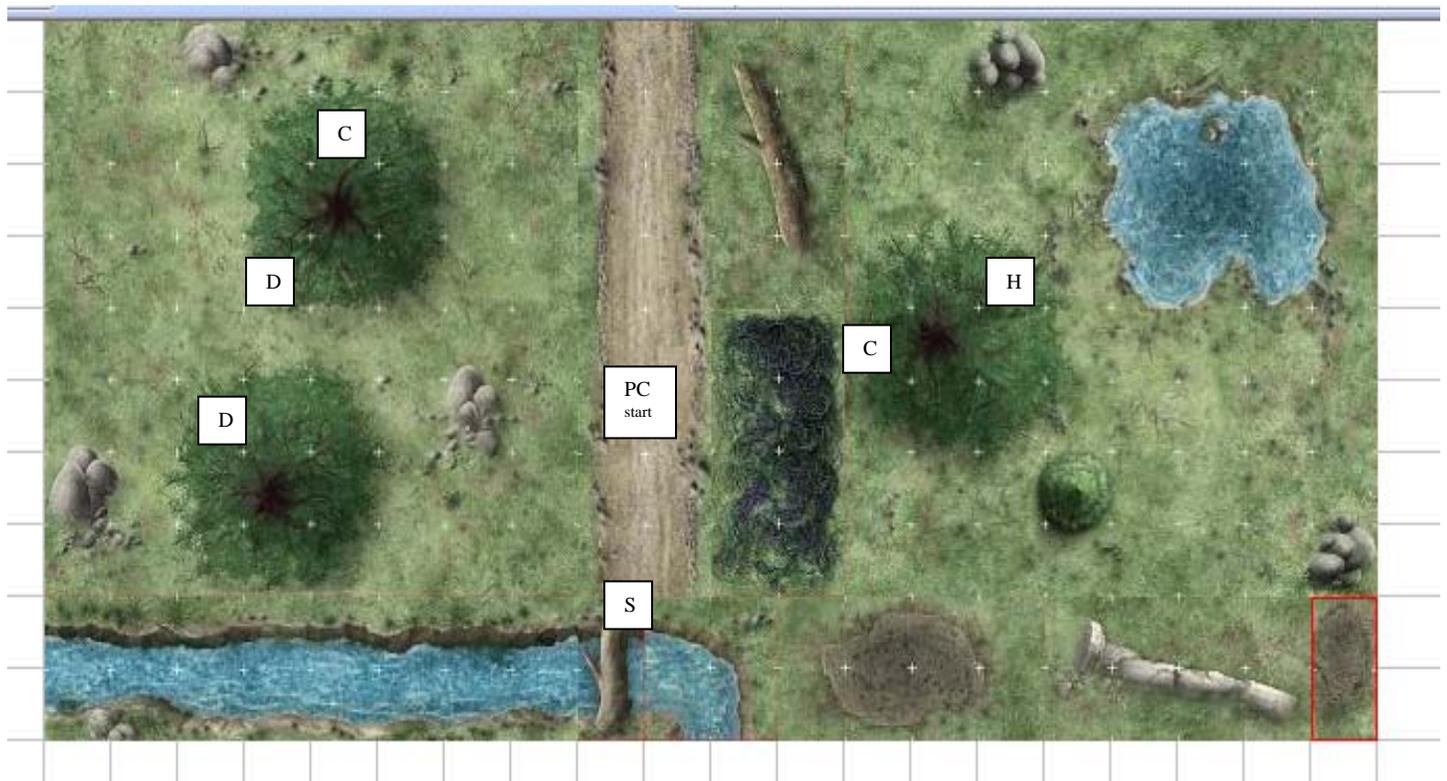
sylvan armor (level 13) (high level only)

ENCOUNTER 2B: MIND THE PATH MAP

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x1
Stonehenge / Field w/Pond	8x8	x1
Covered Wagon / Field w/Log	4x2	X1
Fallen Statue / Mud Puddle	2x1	x1
Field w/Statue / Muddy Pond	4x2	x1
Road / Crevasse	8x2	x1
Stream / Crevasse	8x2	x1
Log Bridge / Treasure Chest	1x2	x1
Stream Bend / Road Bend	4x2	X1
Graves / Briar	4x2	x1
Road w/Steps / Broken Pillar	4x2	x1

C = Cambion Hellsword D = Tiefling Darkblade H = Tiefling Heretic
S = Succubus M = bandits



ENCOUNTER 2B: MIND THE PATH STATISTICS (LOW LEVEL)

Tiefling Darkblade		Level 7 Lurker
Medium natural humanoid		XP 300
Initiative +12 Senses Perception +5; low-light vision		
HP 64; Bloodied 32		
AC 20; Fortitude 17, Reflex 19, Will 17		
Resist 12 fire		
Speed 6; see also <i>cloak of lurking</i>		
m Poisoned Short Sword (standard; at-will) ♦ Poison, Weapon		
+12 vs. AC (+13 against a bloodied target); 1d6+5 damage, and the tiefling darkblade makes a secondary attack against the same target. <i>Secondary Attack</i> : +10 vs. Fortitude; ongoing 5 poison damage (save ends).		
Cloak of Lurking (move; recharge 6) ♦ Teleportation		
The tiefling darkblade teleports 5 squares and becomes invisible until the end of its next turn.		
Infernal Wrath (minor; encounter)		
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic's last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 3 damage.		
Alignment Unaligned		Languages Common
Skills Bluff +13, Stealth +15		
Str 13 (+4)	Dex 20 (+8)	Wis 14 (+5)
Con 16 (+6)	Int 13 (+4)	Cha 16 (+6)
Equipment leather armor, poisoned short sword		

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

Succubus		Level 9 Controller
Medium immortal humanoid (devil; shapechanger)		XP 400
Initiative +8 Senses Perception +8; darkvision		
HP 90; Bloodied 45		
AC 23; Fortitude 17, Reflex 21, Will 23		
Resist 20 fire		
Speed 6; fly 6		
m Corrupting Touch (standard; at-will)		
+14 vs. AC; 1d6 + 6 damage.		
M Charming Kiss (standard; at-will) ♦ Charm		
+14 vs. AC; on a hit, the succubus makes a secondary attack against the same target; <i>Secondary Attack</i> : +12 vs. Will; the target cannot attack the succubus, and if the target is adjacent to the succubus when the succubus is targeted by a melee or a ranged attack, the target interposes itself and becomes the target of the attack instead. The effects last until the succubus or one of its allies attacks the target or until the succubus dies. If the target is still under the effect of this power at the end of the encounter, the succubus can sustain the effect indefinitely by kissing the target once per day. The succubus can affect only one target at a time with its <i>charming kiss</i> .		
R Dominate (standard; at-will) ♦ Charm		
Ranged 5; +12 vs. Will; the target is dominated until the end of the succubus's next turn.		
Change Shape (minor; at-will) ♦ Polymorph		
The succubus can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, p. 280 MM).		
Alignment Evil		Languages Common, Supernal
Skills Bluff +15, Diplomacy +15, Insight +13		
Str 11 (+4)	Dex 18 (+8)	Wis 19 (+8)
Con 10 (+4)	Int 15 (+6)	Cha 22 (+10)

Cambion Hellsword		Level 8 Brute
Medium immortal humanoid (devil)		XP 350
Initiative +8 Senses Perception +7; darkvision		
HP 106; Bloodied 53		
AC 20; Fortitude 20, Reflex 18, Will 21		
Resist 10 fire		
Speed 6, fly 8 (clumsy)		
m Greatsword (standard; at-will) ♦ Fire, Weapon		
+10 vs. AC; 1d10+5 damage, and ongoing 5 fire damage (save ends).		
Whirlwind Charge		
When a hellsword charges an enemy, it can make a greatsword attack against each enemy within its reach at the end of its charge.		
Triumphant Surge		
The cambion hellsword gains 5 temporary hit points each time it bloodies an enemy or reduces an enemy to 0 hit points or fewer.		
Alignment Evil		Languages Common, Supernal
Skills Athletics +13, Intimidate +14		
Str 20 (+9)	Dex 18 (+8)	Wis 16 (+7)
Con 16 (+7)	Int 10 (+4)	Cha 21 (+9)
Equipment chainmail, greatsword		

ENCOUNTER 2B: MIND THE PATH STATISTICS (HIGH LEVEL)

Tiefling Darkblade (level 9)		Level 9 Lurker	
Medium natural humanoid		XP 400	
Initiative +13 Senses Perception +6; low-light vision			
HP 76; Bloodied 38			
AC 22; Fortitude 19, Reflex 21, Will 19			
Resist 12 fire			
Speed 6; see also <i>cloak of lurking</i>			
m Poisoned Short Sword (standard; at-will) ♦ Poison, Weapon			
+14 vs. AC (+15 against a bloodied target); 1d6+6 damage, and the tiefling darkblade makes a secondary attack against the same target. <i>Secondary Attack</i> : +12 vs. Fortitude; ongoing 6 poison damage (save ends).			
Cloak of Lurking (move; recharge 6) ♦ Teleportation			
The tiefling darkblade teleports 5 squares and becomes invisible until the end of its next turn.			
Infernal Wrath (minor; encounter)			
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic's last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 3 damage.			
Alignment Unaligned		Languages Common	
Skills Bluff +14, Stealth +16			
Str 13 (+5)	Dex 20 (+9)	Wis 14 (+6)	
Con 16 (+7)	Int 13 (+5)	Cha 16 (+7)	
Equipment leather armor, poisoned short sword			

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

Succubus (level 11)		Level 11 Controller	
Medium immortal humanoid (devil; shapechanger)		XP 600	
Initiative +9 Senses Perception +9; darkvision			
HP 106; Bloodied 53			
AC 25; Fortitude 19, Reflex 23, Will 25			
Resist 20 fire			
Speed 6; fly 6			
m Corrupting Touch (standard; at-will)			
+16 vs. AC; 1d6+7 damage.			
M Charming Kiss (standard; at-will) ♦ Charm			
+16 vs. AC; on a hit, the succubus makes a secondary attack against the same target; <i>Secondary Attack</i> : +14 vs. Will; the target cannot attack the succubus, and if the target is adjacent to the succubus when the succubus is targeted by a melee or a ranged attack, the target interposes itself and becomes the target of the attack instead. The effects last until the succubus or one of its allies attacks the target or until the succubus dies. If the target is still under the effect of this power at the end of the encounter, the succubus can sustain the effect indefinitely by kissing the target once per day. The succubus can affect only one target at a time with its <i>charming kiss</i> .			
r Dominate (standard; at-will) ♦ Charm			
Ranged 5; +14 vs. Will; the target is dominated until the end of the succubus's next turn.			
Change Shape (minor; at-will) ♦ Polymorph			
The succubus can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, p. 280 MM).			
Alignment Evil		Languages Common, Supernal	
Skills Bluff +16, Diplomacy +16, Insight +14			
Str 11 (+5)	Dex 18 (+9)	Wis 19 (+9)	
Con 10 (+5)	Int 15 (+7)	Cha 22 (+11)	

Cambion Hellsword (level 10)		Level 10 Brute	
Medium immortal humanoid (devil)		XP 500	
Initiative +9 Senses Perception +8; darkvision			
HP 126; Bloodied 63			
AC 22; Fortitude 22, Reflex 20, Will 23			
Resist 10 fire			
Speed 6, fly 8 (clumsy)			
m Greatsword (standard; at-will) ♦ Fire, Weapon			
+12 vs. AC; 1d10+6 damage, and ongoing 5 fire damage (save ends).			
Whirlwind Charge			
When a hellsword charges an enemy, it can make a greatsword attack against each enemy within its reach at the end of its charge.			
Triumphant Surge			
The cambion hellsword gains 5 temporary hit points each time it bloodies an enemy or reduces an enemy to 0 hit points or fewer.			
Alignment Evil		Languages Common, Supernal	
Skills Athletics +14, Intimidate +15			
Str 20 (+10)	Dex 18 (+9)	Wis 16 (+8)	
Con 16 (+8)	Int 10 (+5)	Cha 21 (+10)	
Equipment chainmail, greatsword			

ENCOUNTER 2c: ON ALERT

ENCOUNTER LEVEL 8/10 (1950/2700 XP)

SETUP

This encounter includes the following creatures.

1 satyr piper (P)

3 satyr rakes (S)

4 satyr dancers (human lackeys) (M)

1 bloodfire harpy (H)

1 dryad (D)

After dealing with the consequences of the skill challenge, the adventurers plunge deeper into the swamp, finding themselves on the edge of the Feywild. This occurs if they follow the path suggested by Rochelle.

As the adventurers enter the area, read:

Music tumbles through the air, floating toward you on a breeze that seems fresher than the air you've felt before in the swamp. As you near the source of the music, you see anything but a pleasant dance: a group of half-men, half-goats are attacking a young woman while a female creature with claws and wings watches from atop a rock, delighting in their violence. The tormented woman's form shifts from an elf to a creature that looks like a tree and then back again as the other creatures continue their attack.

The dryad is being tormented. The PCs can easily gain the attention of the satyrs, who are distracted by conversation and do not immediately attack the PCs in case there is new fun to be had. The harpy tells the PCs to mind their own business, and the dryad calls out for their help.

FEATURES OF THE AREA

Illumination: The Vast Swamp is considered dimly lit, due to the constant mist that clouds visibility. The mist causes no other penalties to visibility beyond the lighting.

Field: The field is normal (though damp) terrain.

Trees: The trees are scraggy and twisted, and are cover terrain. The trunks are blocking terrain.

Water: The muddy ponds, clear ponds, and river represent particularly deep areas of water. These are areas of challenging terrain. Moving through these

areas requires an Athletics check DC 14, or the character is restrained. Restrained PCs must succeed at an Athletics check DC 16 to be able to move out of or through the terrain. They can, however, take other actions as normal. The DC to escape increases by 1 for each round the PC remains stuck. An adjacent ally can free a restrained PC with a DC 15 Strength check as a standard action.

Rocks: The rocks are challenging terrain and require a DC 14 Athletics check to climb or jump onto them as a move action.

TACTICS

The dryad has been horribly injured by the harpy and satyrs. As soon as the PCs move to rescue her, she uses her *treestride* to teleport to the tree furthest from combat, where she waits until the PCs have finished off her tormentors. If the PCs wait more than two rounds to engage the satyr rakes still tormenting her, the dryad falls unconscious.

For the satyrs, this combat is just a new form of fun. The satyr piper plays its pipes to bolster its allies and daze the PCs, trying to keep the satyr rakes between him and the PCs. One of the satyr rakes continues to torment the dryad until the PCs get in the way. The satyr dancers, which carry shillelaghs, have no actual strategy: their attacks are chaotic and random. If all three rakes are bloodied, the satyrs call a retreat, leaving the harpy to fend for herself.

The harpy uses her *cloud of ash* as often as possible. She refuses to back down now that her fun has been spoiled, and she fights to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one satyr rake.

Six PCs: Add one satyr piper.

ENDING THE ENCOUNTER

The PCs may attempt to negotiate or bluff their way out of the situation. However, interrupting the satyrs of their fun—in this case, violence—is a challenge, and the harpy eggs the satyrs on, encouraging them to ignore the PCs. If the PCs attempt this, it can be treated as a skill challenge level 17 complexity 1. They must make 4 successes beating a DC 25/27 before three failures, with primary skills Acrobatics (joining in with the satyrs dancing goes a long way toward distracting them), Diplomacy, and Nature (displaying knowledge of fey traditions also makes the satyrs

pause). Any unlisted skills must succeed at DC 27/29. If the PCs come up with a creative solution that avoids combat, allow them to defeat the encounter by bypassing it. If they succeed and come up with a creative solution that avoids combat with the satyrs and rescues the dryad, they receive full experience for defeating the encounter.

The PCs may also choose to simply ignore the dryad's plight. In that case, they risk nothing, but also gain no experience for the encounter.

If the PCs succeed in rescuing the dryad, she tells them all she knows about the gladiatorial camp, if they ask:

- Many people of different humanoid races come to exchange gold over the results of brutal battles between fighters.
- Most of the fighters seem to be unwilling participants.
- She has also seen gold change hands and one of the humanoids take one of the fighters with them, usually in iron chains.
- She has seen shadow people (shadar-kai) among the people in the camp.

- The dryad also explains that there are many fey in the swamp who see what is going on and want it to stop. She has heard that one of the local eladrin lords will soon take matters into his own hands. If the PCs want to further pursue an interaction with these fey, go to encounter 2d.

After the PCs bypass/defeat the satyrs, they make their way further into the swamp and into Encounter 3.

EXPERIENCE POINTS

The PCs receive 390/540 experience for successfully completing this encounter.

TREASURE

If the PCs rescue the dryad, she offers them the following items:

- cloak of survival +2 (level 9) (low level only)*
- elven boots (level 11)*
- sylvan armor (level 13) (high level only)*

ENCOUNTER 2c: ON ALERT STATISTICS (LOW LEVEL)

Satyr Rake		Level 7 Skirmisher	
Medium fey humanoid		XP 300	
Initiative +9	Senses Perception +9; low-light vision		
HP 80; Bloodied 40			
AC 21; Fortitude 18, Reflex 19, Will 19			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+12 vs. AC; 1d6+4 damage.			
R Shortbow (standard; at-will) ♦ Weapon			
Ranged 15/30; +12 vs. AC; 1d8+4 damage.			
M Feint (move; at-will)			
+10 vs. Reflex; the satyr rake gains combat advantage against the target (see below).			
M Harrying Attack (standard; recharge 5 6) ♦ Weapon			
The satyr rake makes a basic attack, shifts 3 squares, and makes another basic attack.			
Combat Advantage			
The satyr rake deals an extra 2d6 damage against any target it has combat advantage against.			
Alignment Unaligned		Languages Elven	
Skills Bluff +12, Nature +9, Stealth +12			
Str 12 (+4)	Dex 18 (+7)	Wis 12 (+4)	
Con 16 (+6)	Int 10 (+3)	Cha 18 (+7)	
Equipment leather armor, short sword, shortbow, quiver of 30 arrows			

Satyr Piper		Level 8 Controller (Leader)	
Medium fey humanoid		XP 350	
Initiative +8	Senses Perception +10; low-light vision		
HP 86; Bloodied 43			
AC 22; Fortitude 18, Reflex 20, Will 21			
Speed 6			
m Gore (standard; at-will)			
+11 vs. AC; 1d8 damage, and the target is knocked prone.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +12 vs. AC; 1d10+4 damage.			
C Wooden Pipes (standard; sustain standard; at-will)			
Close burst 5; deafened creatures are immune; the satyr piper plays one of the following tunes on its pipes.			
Dazing Melody (Charm) : Targets enemies; +11 vs. Will; the target is dazed until the end of the satyr piper's next turn. The piper must make a new attack roll when it sustains this effect.			
Feral Overture : Allies in the burst gain a +1 bonus to attack rolls and a +2 bonus to damage rolls until the end of the satyr piper's next turn.			
Leaping Stag Dance : Allies in the burst can shift 2 squares immediately.			
Song of Freedom : Allies in the burst can each make a free saving throw against an effect that a save can end.			
Alignment Unaligned		Languages Elven	
Skills Bluff +14, Nature +10, Stealth +13			
Str 10 (+4)	Dex 18 (+8)	Wis 13 (+5)	
Con 14 (+6)	Int 13 (+5)	Cha 20 (+9)	
Equipment longbow, quiver of 30 arrows, wooden pipes			

Bloodfire Harpy		Level 9 Soldier	
Medium fey humanoid		XP 400	
Initiative +10	Senses Perception +11		
Burning Song (Fire) aura 20; enemies within the aura at the start of their turns take 5 fire damage (deafened creatures are immune).			
HP 100; Bloodied 50			
AC 25; Fortitude 23, Reflex 22, Will 23			
Resist 10 fire			
Speed 6, fly 8 (clumsy)			
m Claw (standard; at-will)			
+14 vs. AC; 1d8 + 2 damage plus 1d8 fire damage.			
C Cloud of Ash (standard; recharge 4 5 6) ♦ Fire			
The bloodfire harpy disgorges a cloud of burning ash. Close blast 3; +12 vs. Fortitude; 1d10 + 5 fire damage, and the target is blinded (save ends).			
Alignment Evil		Languages Common, Elven	
Str 15 (+6)	Dex 18 (+8)	Wis 14 (+6)	
Con 20 (+9)	Int 12 (+5)	Cha 21 (+9)	

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

ENCOUNTER 2C: ON ALERT STATISTICS (HIGH LEVEL)

Satyr Rake (level 9)		Level 9 Skirmisher	
Medium fey humanoid		XP 400	
Initiative +10 Senses Perception +10; low-light vision			
HP 96; Bloodied 48			
AC 23; Fortitude 20, Reflex 21, Will 21			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+14 vs. AC; 1d6+5 damage.			
R Shortbow (standard; at-will) ♦ Weapon			
Ranged 15/30; +14 vs. AC; 1d8+5 damage.			
M Feint (move; at-will)			
+12 vs. Reflex; the satyr rake gains combat advantage against the target (see below).			
M Harrying Attack (standard; recharge 5 6) ♦ Weapon			
The satyr rake makes a basic attack, shifts 3 squares, and makes another basic attack.			
Combat Advantage			
The satyr rake deals an extra 2d6 damage against any target it has combat advantage against.			
Alignment Unaligned		Languages Elven	
Skills Bluff +13, Nature +10, Stealth +13			
Str 12 (+5)		Dex 18 (+8)	
Con 16 (+7)		Wis 12 (+5)	
		Cha 18 (+8)	
Equipment leather armor, short sword, shortbow, quiver of 30 arrows			

Satyr Piper (level 10)		Level 10 Controller (Leader)	
Medium fey humanoid		XP 500	
Initiative +9 Senses Perception +11; low-light vision			
HP 102; Bloodied 51			
AC 24; Fortitude 20, Reflex 22, Will 23			
Speed 6			
m Gore (standard; at-will)			
+13 vs. AC; 1d8+1 damage, and the target is knocked prone.			
r Longbow (standard; at-will) ♦ Weapon			
Ranged 20/40; +14 vs. AC; 1d10+5 damage.			
C Wooden Pipes (standard; sustain standard; at-will)			
Close burst 5; deafened creatures are immune; the satyr piper plays one of the following tunes on its pipes.			
Dazing Melody (Charm) : Targets enemies; +13 vs. Will; the target is dazed until the end of the satyr piper's next turn. The piper must make a new attack roll when it sustains this effect.			
Feral Overture : Allies in the burst gain a +1 bonus to attack rolls and a +2 bonus to damage rolls until the end of the satyr piper's next turn.			
Leaping Stag Dance : Allies in the burst can shift 2 squares immediately.			
Song of Freedom : Allies in the burst can each make a free saving throw against an effect that a save can end.			
Alignment Unaligned		Languages Elven	
Skills Bluff +15, Nature +11, Stealth +14			
Str 10 (+5)		Dex 18 (+9)	
Con 14 (+7)		Wis 13 (+6)	
		Cha 20 (+10)	
Equipment longbow, quiver of 30 arrows, wooden pipes			

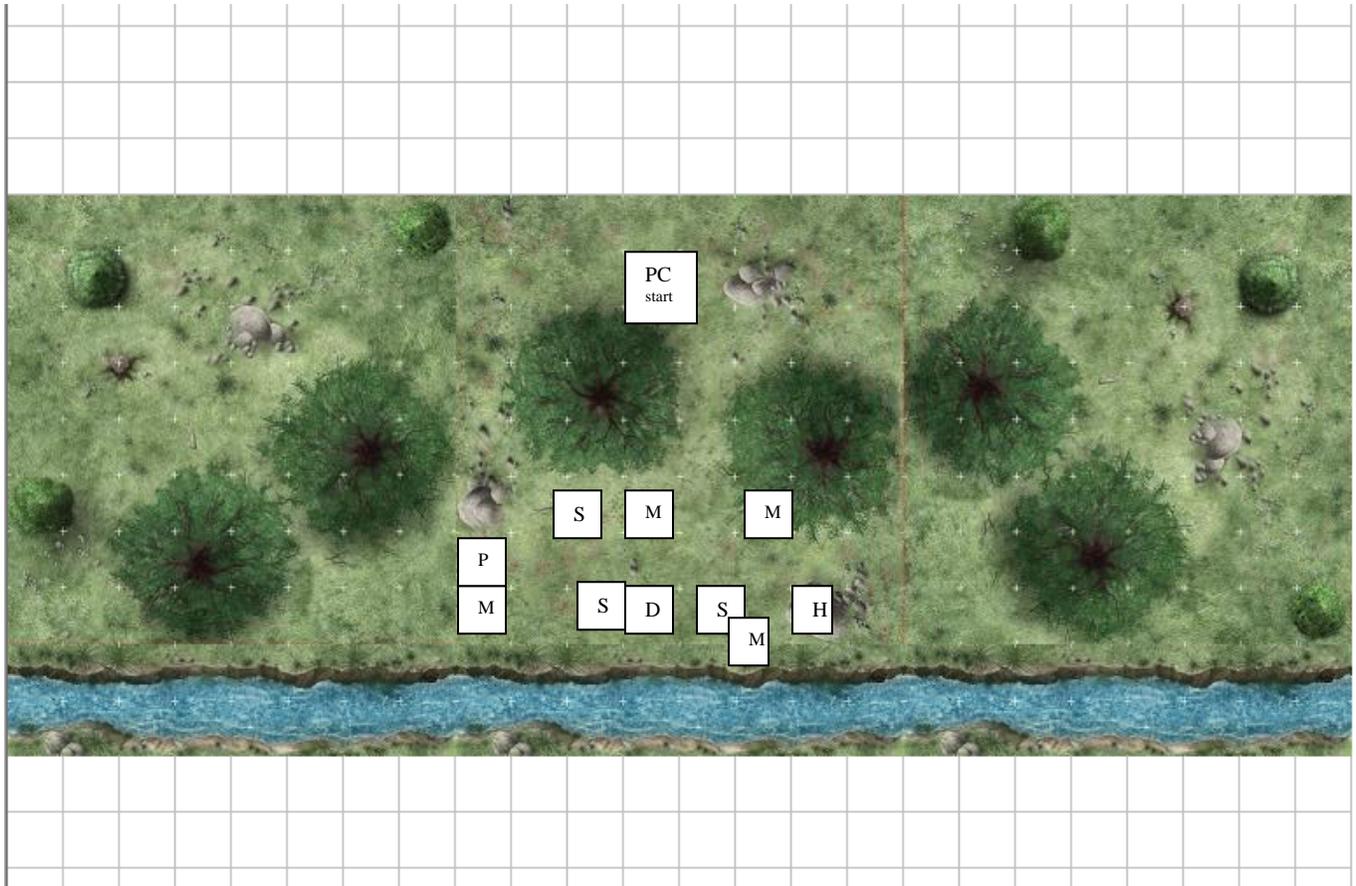
Bloodfire Harpy (level 11)		Level 11 Soldier	
Medium fey humanoid		XP 600	
Initiative +11 Senses Perception +12			
Burning Song (Fire) aura 20; enemies within the aura at the start of their turns take 5 fire damage (deafened creatures are immune).			
HP 116; Bloodied 58			
AC 27; Fortitude 25, Reflex 24, Will 25			
Resist 10 fire			
Speed 6, fly 8 (clumsy)			
m Claw (standard; at-will)			
+16 vs. AC; 1d8+3 damage plus 1d8 fire damage.			
C Cloud of Ash (standard; recharge 4 5 6) ♦ Fire			
The bloodfire harpy disgorges a cloud of burning ash. Close blast 3; +14 vs. Fortitude; 1d10+6 fire damage, and the target is blinded (save ends).			
Alignment Evil		Languages Common, Elven	
Str 15 (+7)		Dex 18 (+9)	
Con 20 (+10)		Wis 14 (+7)	
		Cha 21 (+10)	

Human Lackey (level 9)		Level 9 Minion	
Medium natural humanoid		XP 100	
Initiative +4 Senses Perception +5			
HP 1; a missed attack never damages a minion.			
AC 21; Fortitude 19, Reflex 16, Will 17; see also <i>mob rule</i>			
Speed 6			
m Club (standard; at-will) ♦ Weapon			
+14 vs. AC; 6 damage.			
Mob Rule			
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.			
Alignment Unaligned		Languages Common	
Str 16 (+7)		Dex 11 (+4)	
Con 14 (+6)		Wis 12 (+5)	
		Cha 13 (+5)	
Equipment leather armor, club			

ENCOUNTER 2C: ON ALERT MAP

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x1
Stream / Crevasse	8x8	x2
Ruined Tower / Field w/Trees	8x8	x2
Stream / Road	8x8	x1



ENCOUNTER 2D: FEY CAVALRY

SETUP

Run this encounter if the PCs have requested audience with the local fey activists. The dryad, wanting to help her rescuers, leads them through the mists that form the border between the Vast Swamp and the Feywild to meet the local eladrin lords.

As the dryad leads you through the mists, the clammy air swirls around you with the sound of tiny bells. You find yourselves entering what looks like a forest glen. In the center of a ring of toadstools stand three eladrin. The dryad curtseys and vanishes into the mists.

The eladrin are delighted that people from beyond the Feywild are willing to take care of their own issues. They also remain suspicious of the PCs, not fully trusting that the outsiders have wholly good intentions. Use the following conversation points to interact with the PCs:

- The eladrin want the gladiator camp gone. It is a seed of evil that has the potential to grow into something much darker, corrupting the Vast Swamp and encroaching into the Feywild.
- Along with other fey, the eladrin have mounted guerilla attacks on the camp, hoping that by harrying the gamblers they might put a dent in the camp's profitability. So far their efforts have netted no results, but they lack the resources to mount a more concerted assault.
- The eladrin believe that with the help of the PCs, they can destroy the camp.
- They believe that slaves are being harvested all along the Dragonmere coast, from Suzail in the west to the Neck at the eastern border of Cormyr.
- Many merchants from Sembia and elsewhere have come to purchase or sell gladiators for their own private collections. This further disgusts the eladrin.
- If the PCs ask for the eladrin to help them attack the camp, the eladrin readily agree. If the PCs ask for a distraction to allow them to get in and out of the camp unnoticed, however, the eladrin reject the idea, believing that the only solution to the problem of the camp is eliminating it entirely.

- If the PCs refuse to destroy the camp (because they need to save the evidence), the eladrin attempt to sweeten the deal by offering to open negotiations with the kingdom of Cormyr regarding trade and border security. This would be a major diplomatic coup in the region, and the PCs would doubtless be rewarded handsomely by the Crown for their involvement.

ENDING THE ENCOUNTER

The eladrin lead the PCs back into the Vast Swamp, placing them near the gladiator camp. Go to Encounter 3.

TREASURE

The eladrin lords offer the PCs the Drawmij's Instant Summons ritual scroll (low-level only) or the Linked Portal ritual scroll (high-level only), once the battle(s) at the gladiator camp is over.

ENCOUNTER 3: MORTAL COMBAT

SETUP

Once the PCs have made their way through the swamp, they near the gladiatorial camp. The camp is so deep in the swamps that the people running their illegal operation have not taken great precautions to remain hidden—in fact, there are many lit torches and loud conversations, making the place seem a haven for lost travelers.

After facing the dangers of the swamp, the signs of something like civilization come upon you quickly. The sounds of conversation and battle reach your ears and torchlight glows in the distance.

If the PCs made a deal with the eladrin to destroy the camp, read the following:

As the eladrin lords surround the camp, it seems as if the very swamp has risen up behind them. Mounds of earth and vines reach the edges of the camp, edging closer to the trolls standing guard.

This is a chance for the PCs to get an idea of how they intend to approach getting the evidence they need. Skills that they use to gather this information may be used as a bonus to their skill challenge rolls, according to the DM's judgment. They can also gain information provided in the skill challenges, if they attempt to do so preemptively. Here is information the PCs can easily discern before heading into any of the sub-encounters.

- The arena is roughly 100 foot square, and is built on wooden platforms that are roped together. These appear to either be braced on solid ground or floating on particularly damp areas of the swamp. A couple other buildings, acting as barracks and slave cells, are built around the arena and attached via raised platforms and bridges. The tents of the dwellings are tents.
- Part of the camp appears to be on pilings or stilts.
- Several trolls in the area stand guard.
- Judging by the noise or the people the PCs can see, there might be from 20 to 50 patrons.

- Sounds of cheering and booing are timed to sounds of battle.
- A path (the ones the PCs followed if they took Delshan's advice), also made of roped-together wooden platforms, leads into the camp. This appears to be unguarded.
- Several cobbled-together buildings block the PCs from seeing the center of the camp until they get closer.
- If the PCs take some time to observe the camp, they also notice several dwarves bringing a body to the edge of the platforms and dumping it into the swamp.
- If the PCs continue to wait and deliberate, they notice a young man attempting to fight his way free of a troll's grip. The troll beats the young man over the head with his fist until the young man slumps, unconscious.
- **Perception DC 25:** Several of the trolls appear to be gathered in one area of the camp, close to a particularly ramshackle building.

ENDING THE ENCOUNTER

The PCs may approach the camp in several ways:

- If the PCs cannot stand to see such wrongdoing in front of them, or if they made a deal with the eladrin to destroy the camp immediately, they may charge in, ready to stop the operation. Go to Encounter 3a.
- If the PCs plan to accomplish their mission for the Valwaters by stealth, go to Encounter 3b.
- If the PCs hope to infiltrate the camp with guile, go to Encounter 3c.
- If the PCs plan to sabotage the camp or cause a distraction to get the information they need, go to Encounter 3d.

It is possible for the PCs to come up with a plan that combines more than one of the listed skill challenges. Let them be creative, and combine the skill challenges as best you can.

If the PCs try to wager on the outcome of a battle, including their own, the people running the betting refuse to take bets (or allow the PCs to fight in a gladiatorial battle) unless they relinquish all of their weapons, armor, implements, magic items, and other equipment. PCs foolish enough to do this should be quickly overwhelmed and captured.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3A: THIS SHALL NOT STAND!

ENCOUNTER LEVEL 10/12 (2700/3800 XP)

SETUP

This encounter includes the following creatures.

1 war troll (T)

1 medusa archer (A)

4 shadar-kai chainfighters (M)

If the PCs decide that they have to end this now, they can charge headfirst into battle. Describe how they charge the camp, creating chaos in their wake as gamblers and patrons flee. They easily reach the gladiatorial arena, where the real combat challenge begins.

- If the PCs allied with the eladrin, fey attack the outskirts of the camp: describe shambling mounds and giant crocodiles devouring the camp's slavers as the eladrin free the slaves.
- If the PCs did not previously ally with the eladrin, the fey see the PCs' attack as an opportunity to destroy the camp. It might be hard for the PCs to tell if these new attackers are friends or foes.

As the PCs reach the center of the camp, read the following:

Enemies fall before you and gamblers flee in your wake as you charge into the camp. In the chaos of battle, you pass under an archway into a checkerboard arena of wooden platforms. A packed crowd cheers wildly as a portcullis slams down behind you. A cloaked woman looks down at you from the pilings before throwing back her hood, revealing a mass of snakes instead of hair. "You should not stand in the way of commerce," she hisses.

With a DC 15 Perception check (passive or active), the PCs can hear that the crowd is betting on the fate of the gambling ring itself.

A DC 20 Insight check reveals that the medusa is the head of the camp, all the creatures here defer to her, and without her the operation would fall apart.

FEATURES OF THE AREA

Illumination: The area is brightly lit by firelight emanating from the braziers on top of the columns.

Light Squares of the Arena: The light squares on the map are unsteady wooden platforms set on stilts above the bog. Creatures that fall prone on a light square must make a saving throw or slide 1 square in a random direction into a nearby bog (dark square). Any successful attack directed specifically against the stilts (AC 15, Reflex 15) sends the platform crashing into the bog.

Dark Squares of the Arena: The dark squares represent bog. These are areas of challenging terrain. Moving through these areas requires an Athletics check DC 14, or the character is restrained. Restrained PCs must succeed at an Athletics check DC 16 to be able to move out of or through the terrain. They can, however, take other actions as normal. The DC to escape increases by 1 for each round the PC remains stuck. An adjacent ally can free a restrained character with a DC 15 Strength check as a standard action.

Edge of the Arena: A 15-ft. high wall surrounds the arena and can be climbed with a DC 19 Athletics check.

Columns: The columns around the edge of the arena are set with large braziers. Standing in a square with a brazier causes 5 ongoing fire damage (save ends). The braziers can be overturned from above the arena to spill a wash of flaming oil. An overturned brazier makes an attack into one adjacent square: +11 vs. Reflex; 2d6+5 fire damage.

Passageways: The tiles between the stairs (including the one behind the portcullis) are passageways out of the arena.

Portcullis: The portcullis can be raised with a DC 23 Strength check.

Stairs: The stairs represent bleachers filled with desperate gamblers. The gamblers attempt to make room for the combatants, but it is nonetheless difficult terrain.

Throne: The throne is 20 feet above the arena (5 feet above the edge of the arena) with its own entrance and exit (behind the curtain). The wall up to the throne can be climbed with a DC 15 Athletics check.

TACTICS

The medusa snipes at the PCs from her place upon the throne. She avoids hitting her allies with her petrifying gaze, but freely hits the bleachers full of gamblers.

The shadar-kai chainfighters attempt to stay clear of the war troll. They focus their attacks on prone targets or PCs who are stuck in the bog and cannot easily retaliate. When bloodied restrained, they use *shadow jaunt* to move to the edge of the arena where they kick over braziers and take advantage of their reach weapons.

As the troll is large, he doesn't risk falling into the bog unless someone destroys enough platforms that he is entirely within a bog space. He uses his *sweeping strike* to knock PCs into the bog, uncaring of shadar-kai caught in the blast.

As the fate of the gambling ring hangs in the balance (the medusa's reputation would never recover from her failure), all creatures fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove 2 chainfighters.

Six PCs: Add 2 chainfighters.

ENDING THE ENCOUNTER

Success: If the PCs succeed, the camp is utterly destroyed, and the eladrin (whether the PCs have previously met them or not) congratulate them on ridding the Vast Swamp of this foul pit of slavery. The PCs proceed directly to the conclusion (skipping Encounter 4).

Failure: If the PCs are defeated, they discover that they have not been killed, but captured and forced into the same barracks with the slaves that they had intended to free. This is treated the same as the character death rules: the cost of freedom is 500 gold pieces.

EXPERIENCE POINTS

The PCs receive 540/760 experience points each for successfully completing this encounter.

TREASURE

The war troll gathered the following from his defeated adversaries:

helm of the eagle (level 12)

+2 *thunderburst weapon* (level 8)

ENCOUNTER 3A: THIS SHALL NOT STAND! STATISTICS (LOW LEVEL)

War Troll (level 12)	Level 12 Soldier
Large natural humanoid	XP 700
Initiative +11 Senses Perception +14	
HP 94; Bloodied 47; see also <i>troll healing</i>	
Regeneration 10 (if the war troll takes acid or fire damage, regeneration does not function until the end of its next turn)	
AC 28; Fortitude 27, Reflex 23, Will 23	
Speed 7	
m Greatsword (standard; at-will) ♦ Weapon	
Reach 2; +18 vs. AC; 1d12 + 6 damage, and the target is marked until the end of the war troll's next turn.	
m Claw (standard; at-will)	
Reach 2; +18 vs. AC; 2d6 + 6 damage.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +18 vs. AC; 1d12 + 2 damage.	
C Sweeping Strike (standard; at-will) ♦ Weapon	
Requires greatsword; close blast 2; +18 vs. AC; 1d12+6 damage, and the target is knocked prone.	
Blood Pursuit (immediate reaction, when a bloodied enemy within 2 squares of the war troll moves or shifts; at will)	
The war troll shifts 1 square closer to the enemy.	
Threatening Reach	
The war troll can make opportunity attacks against all enemies within its reach (2 squares)	
Troll Healing ♦ Healing	
If the war troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 15 hit points.	
Alignment Chaotic evil	Languages Giant
Skills Athletics +16, Endurance +14	
Str 24 (+13)	Dex 16 (+9) Wis 16 (+9)
Con 20 (+11)	Int 10 (+6) Cha 12 (+7)
Equipment plate armor, greatsword, longbow, quiver of 30 arrows	

Medusa Archer	Level 10 Elite Controller
Medium natural humanoid	XP 1000
Initiative +10 Senses Perception +13	
HP 212; Bloodied 106	
AC 26; Fortitude 12, Reflex 24, Will 14	
Immune petrification; Resist 10 poison	
Speed 7	
Action Points 1	
m Snaky Hair (standard; at-will) ♦ Poison	
+15 vs. AC; 1d6 + 5, and the target takes ongoing 10 poison damage and takes a -2 penalty to Fortitude defense (save ends both).	
r Longbow (standard; at will) ♦ Poison, Weapon	
Ranged 20/40; +15 vs. AC; 1d10 + 5 damage, and the medusa archer makes a secondary attack against the same target.	
<i>Secondary Attack</i> : +13 vs. Fortitude; the target takes ongoing 10 poison damage and takes a -2 penalty to Fortitude defense (save ends both).	
C Petrifying Gaze (standard; at-will) ♦ Gaze	
Close blast 5; blind creatures are immune; +14 vs. Fortitude; the target is slowed (save ends). <i>First Failed Save</i> : The target is immobilized instead of slowed (save ends). <i>Second Failed Save</i> : The target is petrified (no save).	
Alignment Evil	Languages Common
Skills Bluff +16, Diplomacy +16, Intimidate +16, Stealth +15	
Str 16 (+8)	Dex 21 (+10) Wis 17 (+8)
Con 18 (+9)	Int 12 (+6) Cha 22 (+11)
Equipment hooded cloak, longbow, quiver of 30 arrows	

Shadar-kai Chainfighter	Level 6 Skirmisher
Medium shadow humanoid	XP 250
Initiative +9 Senses Perception +5; low-light vision	
HP 68; Bloodied 39	
AC 20; Fortitude 19, Reflex 19, Will 17	
Speed 6; see also <i>dance of death</i> and <i>shadow jaunt</i>	
m Spiked Chain (standard; at-will) ♦ Weapon	
Reach 2; +11 vs. AC; 2d4 + 3 damage.	
M Dance of Death (standard; recharge 6) ♦ Necrotic, Weapon	
The shadar-kai chainfighter shifts 6 squares and makes 3 spiked chain attacks at any points during his move. He can attack a given enemy only once, but he deals an extra 1d6 necrotic damage with each successful hit.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of his next turn.	
Alignment Unaligned	Languages Common
Skills Acrobatics +14, Stealth +14	
Str 17 (+6)	Dex 18 (+7) Wis 14 (+5)
Con 12 (+4)	Int 10 (+3) Cha 11 (+3)
Equipment leather armor, spiked chain	

ENCOUNTER 3A: THIS SHALL NOT STAND! STATISTICS (HIGH LEVEL)

War Troll	Level 14 Soldier
Large natural humanoid	XP 1000
Initiative +12 Senses Perception +15	
HP 110; Bloodied 55; see also <i>troll healing</i>	
Regeneration 10 (if the war troll takes acid or fire damage, regeneration does not function until the end of its next turn)	
AC 30; Fortitude 29, Reflex 25, Will 25	
Speed 7	
m Greatsword (standard; at-will) ♦ Weapon	
Reach 2; +20 vs. AC; 1d12 + 7 damage, and the target is marked until the end of the war troll's next turn.	
m Claw (standard; at-will)	
Reach 2; +20 vs. AC; 2d6 + 7 damage.	
R Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +20 vs. AC; 1d12 + 3 damage.	
C Sweeping Strike (standard; at-will) ♦ Weapon	
Requires greatsword; close blast 2; +20 vs. AC; 1d12 + 7 damage, and the target is knocked prone.	
Blood Pursuit (immediate reaction, when a bloodied enemy within 2 squares of the war troll moves or shifts; at will)	
The war troll shifts 1 square closer to the enemy.	
Threatening Reach	
The war troll can make opportunity attacks against all enemies within its reach (2 squares)	
Troll Healing ♦ Healing	
If the war troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 15 hit points.	
Alignment Chaotic evil	Languages Giant
Skills Athletics +17, Endurance +15	
Str 24 (+14)	Dex 16 (+10) Wis 16 (+11)
Con 20 (+12)	Int 10 (+7) Cha 12 (+9)
Equipment plate armor, greatsword, longbow, quiver of 30 arrows	

Medusa Archer (level 12)	Level 12 Elite Controller
Medium natural humanoid	XP 1400
Initiative +11 Senses Perception +14	
HP 244; Bloodied 122	
AC 28; Fortitude 25, Reflex 26, Will 27	
Immune petrification; Resist 10 poison	
Speed 7	
Action Points 1	
m Snaky Hair (standard; at-will) ♦ Poison	
+17 vs. AC; 1d6 + 6, and the target takes ongoing 10 poison damage and takes a -2 penalty to Fortitude defense (save ends both).	
r Longbow (standard; at will) ♦ Poison, Weapon	
Ranged 20/40; +17 vs. AC; 1d10 + 6 damage, and the medusa archer makes a secondary attack against the same target.	
<i>Secondary Attack:</i> +15 vs. Fortitude; the target takes ongoing 10 poison damage and takes a -2 penalty to Fortitude defense (save ends both).	
C Petrifying Gaze (standard; at-will) ♦ Gaze	
Close blast 5; blind creatures are immune; +16 vs. Fortitude; the target is slowed (save ends). <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). <i>Second Failed Save:</i> The target is petrified (no save).	
Alignment Evil	Languages Common
Skills Bluff +17, Diplomacy +17, Intimidate +17, Stealth +16	
Str 16 (+9)	Dex 21 (+11) Wis 17 (+9)
Con 18 (+10)	Int 12 (+7) Cha 22 (+12)
Equipment hooded cloak, longbow, quiver of 30 arrows	

Shadar-kai Chainfighter (level 8)	Level 8 Skirmisher
Medium shadow humanoid	XP 350
Initiative +10 Senses Perception +6; low-light vision	
HP 84; Bloodied 47	
AC 22; Fortitude 21, Reflex 21, Will 19	
Speed 6; see also <i>dance of death</i> and <i>shadow jaunt</i>	
m Spiked Chain (standard; at-will) ♦ Weapon	
Reach 2; +13 vs. AC; 2d4 + 4 damage.	
M Dance of Death (standard; recharge 6) ♦ Necrotic, Weapon	
The shadar-kai chainfighter shifts 6 squares and makes 3 spiked chain attacks at any points during his move. He can attack a given enemy only once, but he deals an extra 1d6 necrotic damage with each successful hit.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of her next turn.	
Alignment Unaligned	Languages Common
Skills Acrobatics +15, Stealth +15	
Str 17 (+7)	Dex 18 (+8) Wis 14 (+6)
Con 12 (+5)	Int 10 (+4) Cha 11 (+4)
Equipment leather armor, spiked chain	

ENCOUNTER 3B: BY SHADOW AND STEALTH

**SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 3 (1050/1500 XP)**

SETUP

Number of Successes: 8

Number of Failures: 3

Primary Skills: Perception, Stealth, Thievery

Secondary Skills: Insight (unlocked by Perception)

Use this encounter if the PCs have decided that their best option is sneaking into the camp, trying to remain unseen while they gather evidence. Whether this is documentation or an eye witness (rescuing a slave, for example), the goal is to remain unnoticed.

If a PC wants to use a skill that is not listed here but seems applicable, they need to make a DC 19/21 check with that skill to garner a success. (Insight rolls made before Insight is unlocked also use DC 19/21.) Checks that do not seem particularly applicable but might be used to aid their party must pass a DC 19/21 check and grant a +2 bonus.

Some talking points for the skill challenge might be:

- Describe the camp. There are several tents and buildings, some of which appear to be empty.
- Describe the people wandering around, from the troll guards to the gambling patrons, all of whom seem to be paying attention to something else.
- Describing the shouts of the crowd from deeper in the camp.
- PCs might notice how the planks holding up the city fit together and use that to their advantage.
- There are a few actual buildings: the ramshackle structure that appears to house the slaves; and a few central structures closer to the gladiatorial ring, which appear to belong to the head organizers. The rest of the dwellings are tents.

SKILL CHALLENGE

Perception (DC 14/16): The PC can keep watch (giving his party a +2 to their Stealth or Thievery checks). The first success of this skill unlocks use of Insight as a primary skill. This counts as a success toward the skill challenge.

Insight (DC 17/19): The PC notices the timing between the cheers and boos, and is able to predict

when the next round of applause can cover up any noise. This counts as a success toward the skill challenge.

Stealth (DC 16/18): The PCs slip past troll guards or sleeping gamblers. They might sneak into a building or a tent.

Thievery (DC 18/20): The PCs slit open a tent or open the locked doors to get into a building. Perhaps they steal a key off the belt of a sleeping guard or snatch some delicate papers from the desk of one of the organizers.

ENDING THE ENCOUNTER

Success: The PCs manage to get away without anyone noticing their presence. They have the evidence they need (in the form of documentation or an eye witness), and they are ready to head back. Go to Encounter 4b.

Failure: As stealthy as the PCs intended to be, their efforts were noticed. If they made 6 or more successes before they hit 3 failures, they gathered the information they needed, but were caught in the act. Each member of the party loses 2 healing surges. Go to Encounter 4a.

EXPERIENCE POINTS

The PCs receive 210/300 experience points each for successfully completing this encounter.

TREASURE

While sneaking around the camp, the PCs collect incriminating documentation against the people running the camp. The PCs also discover a ritual book containing the Drawmij's Instant Summons ritual (low-level only) or the Linked Portal ritual (high-level only).

ENCOUNTER 3c: FACE FIRST

**SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 3 (1050/1500 XP)**

SETUP

Number of Successes: 8

Number of Failures: 3

Primary Skills: Bluff, Insight, Streetwise, Diplomacy

Use this encounter if the PCs have decided that their best option is joining the crowd, acting as though they are exactly the type of people who frequent this establishment. Perhaps they'll drop a few coins on dice games or on the fighting itself. They'll certainly engage in conversation, and make every attempt to get the information they need through guile.

If a PC wants to use a skill that is not listed here but seems applicable, they must make a DC 19/21 check with that skill to garner a success. (Diplomacy rolls made before Diplomacy is unlocked also use DC 19/21.) Checks that do not seem particularly applicable but might be used to aid their party must pass a DC 19/21 check and grant a +2 bonus.

Some talking points for the skill challenge might be as follows:

- Describe Sembian merchants wandering about among the gamblers.
- Describe the crowd roaring at the gladiatorial battle from the center of the camp as the PCs wander through the makeshift arena raised onto pilings.
- Discuss the latest games with one of the gamblers, who might describe where to place bets or buy drinks.
- Slaves are selling for 50 to 5000 gold pieces, depending on how many times they've won in the arena.

SKILL CHALLENGE

Insight (DC 17/19): The PC picks up on exactly the right things to say, and finds a way to empathize with the gamblers. This counts as a success and the first success unlocks use of Diplomacy as a primary skill.

Diplomacy (DC 14/15): After getting an understanding of how these people think, the PC finds a way to tell the exact truth in such a way that she implies something completely different. Ah, the art of the diplomat!

Bluff (DC 16/18): The PC might convince a fellow gambler that he's in the market for a retired fighter as a slave. Or perhaps he just lies about who he is or where he's going, asking leading questions to get the information he needs.

Streetwise (DC 17/19): People like talking to the PC about exactly the type of thing the PC wants to know. The PC might get the name of the people in charge, an idea for where the slave gladiators are imported from, how the operation works, or just which fighter is most likely to give a return on the money.

ENDING THE ENCOUNTER

Success: The PCs manage to leave the camp with no one the wiser. If they stole (rather than purchased) a slave or lie outrageously in such a way that someone is likely to pick up on it shortly after they're gone, go to Encounter 4a. If the PCs are so subtle and daring that no one should even notice that something has gone wrong, go to Encounter 4b.

Failure: The PCs are caught in the act. If they made 6 or more successes before they hit 3 failures, they gathered the information they needed but were caught in the act. On a failure, each member of the party loses 2 healing surges in the escape. Go to Encounter 4a.

EXPERIENCE POINTS

The PCs receive 210/300 experience for successfully completing this encounter.

TREASURE

While sneaking around the camp, the PCs collect incriminating documentation against the people running the camp. The PCs also discover a ritual book containing the Drawmij's Instant Summons ritual (low-level only) or the Linked Portal ritual (high-level only).

ENCOUNTER 3D: LOST IN THE CHAOS

**SKILL CHALLENGE LEVEL 8/10,
COMPLEXITY 3 (1050/1500 XP)**

SETUP

Number of Successes: 8

Number of Failures: 3

Primary Skills: Dungeoneering, Nature, Streetwise, Thievery

Secondary Skills: Athletics

What better way to both meet their goal of getting the information they need *and* putting a kink in this nefarious operation than sabotaging the place? Use this encounter if the PCs plan to make a scene, either as a distraction or as the main attraction. The main difference between the plan in Encounter 3a and the plan in this encounter is that they're attempting to affect the entire operation, not just take on a small band.

If a PC wants to use a skill that is not listed here but seems applicable, they need to make a DC 19/21 check with that skill to garner a success. (Athletics rolls made before Athletics is unlocked also use DC 19/21.) Checks that do not seem particularly applicable but might be used to aid their party must pass a DC 19/21 check and grant a +2 bonus.

There are some obvious ways to create chaos that are related to powers rather than skills: for example, dropping a fireball in the center of the arena would certainly cause some havoc! Any reasonable use of a power or attack that seems in line with the purpose of the challenge can be used as a success, if the DM feels it is appropriate.

Some talking points for the skill challenge might be as follows:

- Describe the way the camp is put together. There are ropes attaching parts of the city to each other, and the pilings are major supports for what appears to be the arena in the center.
- Describe the materials used to put the camp together (wood, tarp for the tents, vines holding the buildings together).
- The flow of the swamp in this particular area seems to be directed toward the south, and there is some actual current here, as opposed to the stagnant waters the PCs have been traveling through.

SKILL CHALLENGE

Dungeoneering (DC 15/17): The PC has a good idea of how the camp has to be supported in order to stand on the water, and can find a weak spot in the pilings. Use of this skill counts as a success, the first success unlocks Athletics as a primary skill.

Nature (DC 14/16): The PC has an understanding for the way the natural world surrounding the camp can be used to damage the camp's structure. Use of this skill counts as a success, and the first success unlocks Athletics as a primary skill.

Athletics (DC 14/16): The PC swims beneath the city or crawls under the pilings to find the weak points he's been directed to sabotage.

Streetwise (DC 17/19): You notice how the flow of traffic seems to be moving and are able to pick out what point in the camp would have the most damaging effect for the population. (Most likely the makeshift tavern!)

Thievery (DC 16/18): Disabling that bridge into the city is a piece of cake! A few slices with a dagger and the whole place might start falling apart.

ENDING THE ENCOUNTER

Success: The PCs successfully create such a disturbance that they can get their documentation or eye witness in the thick of the chaos they've created. However, it won't be long before someone figures out what they've done. Go to Encounter 4a.

Failure: Not only are the PCs unable to get the information they need, but the villains are onto their plans. The PCs lose 2 healing surges in the chaos they created. Go to Encounter 4a.

EXPERIENCE POINTS

The PCs receive 210/300 experience points for successfully completing this encounter.

TREASURE

While sneaking around the camp, the PCs collect incriminating documentation against the people running the camp. The PCs also discover a ritual book containing the Drawmij's Instant Summons ritual (low-level only) or the Linked Portal ritual (high-level only).

ENCOUNTER 4A: IT'S THE PITS

ENCOUNTER LEVEL 8/10 (1750/2450 XP)

SETUP

This encounter includes the following creatures.

1 troll (T)

2 dwarf hammerers (D)

1 human mage (P)

6 human lackeys (M)

As the PCs head out of the camp, the gamblers and slavers are hot on their tails. Because the PCs have to run ahead, they can choose their ground anywhere on the map; the gamblers and slavers all begin by crossing the log bridge or the running water.

As the adventurers enter the area, read:

You may be quick, but the people in pursuit of you know the swamp better than you do--and they're gaining quickly! You have just a moment to choose your ground.

The dwarves and humans look incredibly angry at having to chase down the PCs. The troll just looks confused, but that won't stop it from smashing the PCs as hard as it can.

FEATURES OF THE AREA

Illumination: The Vast Swamp is considered dimly lit, due to the constant mist that clouds visibility. The mist causes no other penalties to visibility beyond the lighting.

Field: The field is relatively dry swamp land, and is normal (though damp) terrain.

"Road": The eladrin guerilla fighters have sabotaged the "road" here. What was once a sturdy series of planks and roped together platforms is now difficult terrain that requires 2 squares of movement.

Trees: The trees are scraggy and twisted, and are covering terrain. The trunks are blocking terrain.

Water The muddy ponds, clear ponds, and river represent particularly deep areas of water. These are areas of challenging terrain. Moving through these areas requires an Athletics check DC 14, or the character is restrained. Restrained PCs must succeed at an Athletics check DC 16 to be able to move out of or through the terrain. They can, however, take other

actions as normal. The DC to escape increases by 1 for each round the PC remains stuck. An adjacent ally can free a restrained character with a DC 15 Strength check as a standard action.

Rocks and Logs: Rocks and logs on the map represent hindering terrain that cannot be moved through.

Brambles: The brambles offer cover.

TACTICS

The troll starts the fight from the water (because there's just not enough room for it to cross the bridge). Just like the PCs, the troll must make the Athletics check or become stuck. The human lackeys charge ahead, trying to catch up to the PCs. The dwarf hammerers also get right into the thick of combat. They use *shield bash* as often as they can in order to grant combat advantage to their allies by knocking the PCs prone or forcing them into a flank.

The human mage fights from the distance, keeping the troll and the hobgoblins between him and any melee combatants. He uses *dancing lightning* and *thunder burst* as early as he can if he can get a good tactical position, hoping to do a lot of damage early on.

SCALING THE ENCOUNTER

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

Four PCs: Remove one dwarf hammerer.

Six PCs: Add one dwarf hammerer.

ENDING THE ENCOUNTER

Success: If the PCs succeed, they are free to make their way back to the Valwater household with news of their success--or failure.

Failure: If the PCs are defeated, they discover that they have not been killed, but captured and forced into the same barracks with the slaves that they had intended to free. This is treated the same as the character death rules: the cost of freedom is 500 gold pieces.

EXPERIENCE POINTS

The PCs receive 350/490 experience points each for successfully completing this encounter.

TREASURE

The PCs find the following in the troll's bag.

helm of the eagle (level 12)

+2 *thunderburst weapon* (level 8)

ENCOUNTER 4A: IT'S THE PITS STATISTICS (LOW LEVEL)

Troll (level 8)		Level 8 Brute	
Large natural humanoid		XP 350	
Initiative +7	Senses Perception +11		
HP 90; Bloodied 45; see also <i>troll healing</i>			
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)			
AC 19; Fortitude 20, Reflex 17, Will 16			
Speed 8			
m Claw (standard; at-will)			
Reach 2; +12 vs. AC; 2d6 + 6 damage; see also <i>frenzied strike</i> .			
M Frenzied Strike (free, when the troll's attack bloodies an enemy; at will)			
The troll makes a claw attack.			
Troll Healing ♦ Healing			
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.			
Alignment Chaotic Evil		Languages Giant	
Skills Athletics +15, Endurance +14			
Str 22 (+10)	Dex 16 (+7)	Wis 14 (+6)	
Con 20 (+9)	Int 5 (+1)	Cha 10 (+4)	

Dwarf Hammerer (level 8)		Level 8 Soldier	
Medium natural humanoid		XP 350	
Initiative +4	Senses Perception +4; low-light vision		
HP 88; Bloodied 44			
AC 26; Fortitude 21, Reflex 18, Will 20			
Saving Throws +5 against poison effects			
Speed 5			
m Warhammer (standard; at-will) ♦ Weapon			
+14 vs. AC; 1d10 + 5 damage.			
M Shield Bash (minor; recharge 5 6)			
+12 vs. Fortitude; 2d6 + 5 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).			
R Throwing Hammer (standard; at-will) ♦ Weapon			
Ranged 5/10; +13 vs. AC; 1d6 + 5 damage.			
Stubborn (immediate interrupt, when an enemy tries to push the dwarf hammerer or knock it prone; at-will)			
The hammerer makes a melee basic attack against the enemy.			
Stand Your Ground			
When an effect forces a dwarf to move--through a pull, a push, or a slide--the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.			
Alignment Evil		Languages Common, Dwarven	
Skills Dungeoneering +11, Endurance +5			
Str 17 (+7)	Dex 10 (+4)	Wis 14 (+6)	
Con 16 (+7)	Int 11 (+4)	Cha 2 (+5)	
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers			

Human Mage (level 6)		Level 6 Artillery	
Medium natural humanoid		XP 250	
Initiative +4	Senses Perception +5		
HP 64; Bloodied 32			
AC 20; Fortitude 16, Reflex 17, Will 18			
Speed 6			
m Quarterstaff (standard; at-will) ♦ Weapon			
+7 vs. AC; 1d8 + 2 damage.			
r Magic Missile (standard; at-will) ♦ Force			
Ranged 20; +9 vs. Reflex; 2d4 + 6 force damage.			
R Dancing Lightning (standard; encounter) ♦ Lightning			
The mage makes a separate attack against 3 different targets: ranged 10; +9 vs. Reflex; 1d6 + 6 lightning damage.			
A Thunder Burst (standard; encounter) ♦ Thunder			
Area burst 1 within 10; +9 vs. Fortitude; 1d8 + 6 thunder damage, and the target is dazed (save ends).			
Alignment Evil		Languages Common	
Skills Arcana +11			
Str 10 (+4)	Dex 14 (+6)	Wis 17 (+7)	
Con 12 (+5)	Int 18 (+8)	Cha 12 (+5)	
Equipment robes, quarterstaff, wand			

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

ENCOUNTER 4A: IT'S THE PITS STATISTICS (HIGH LEVEL)

Troll (level 10)		Level 10 Brute	
Large natural humanoid		XP 500	
Initiative +8	Senses Perception +11		
HP 110; Bloodied 55; see also <i>troll healing</i>			
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)			
AC 21; Fortitude 22, Reflex 19, Will 18			
Speed 8			
m Claw (standard; at-will)			
Reach 2; +14 vs. AC; 2d6 + 7 damage; see also <i>frenzied strike</i> .			
M Frenzied Strike (free, when the troll's attack bloodies an enemy; at will)			
The troll makes a claw attack.			
Troll Healing ♦ Healing			
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.			
Alignment Chaotic Evil		Languages Giant	
Skills Athletics +16, Endurance +15			
Str 22 (+11)	Dex 16 (+8)	Wis 14 (+7)	
Con 20 (+10)	Int 5 (+2)	Cha 10 (+5)	

Dwarf Hammerer (level 10)		Level 10 Soldier	
Medium natural humanoid		XP 500	
Initiative +5	Senses Perception +5; low-light vision		
HP 104; Bloodied 57			
AC 28; Fortitude 23, Reflex 20, Will 22			
Saving Throws +5 against poison effects			
Speed 5			
m Warhammer (standard; at-will) ♦ Weapon			
+16 vs. AC; 1d10 + 6 damage.			
M Shield Bash (minor; recharge 5/6)			
+14 vs. Fortitude; 2d6 + 6 damage, and the target is knocked prone or pushed 1 square (dwarf hammerer's choice).			
R Throwing Hammer (standard; at-will) ♦ Weapon			
Ranged 5/10; +15 vs. AC; 1d6 + 6 damage.			
Stubborn (immediate interrupt, when an enemy tries to push the dwarf hammerer or knock it prone; at-will)			
The hammerer makes a melee basic attack against the enemy.			
Stand Your Ground			
When an effect forces a dwarf to move--through a pull, a push, or a slide--the dwarf moves 1 square less than the effect specifies.			
When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.			
Alignment Evil		Languages Common, Dwarven	
Skills Dungeoneering +12, Endurance +6			
Str 17 (+8)	Dex 10 (+5)	Wis 14 (+7)	
Con 16 (+8)	Int 11 (+5)	Cha 2 (+6)	
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers			

Human Mage (level 8)		Level 8 Artillery	
Medium natural humanoid		XP 350	
Initiative +45	Senses Perception +6		
HP 76; Bloodied 38			
AC 22; Fortitude 18, Reflex 19, Will 20			
Speed 6			
m Quarterstaff (standard; at-will) ♦ Weapon			
+9 vs. AC; 1d8 + 3 damage.			
r Magic Missile (standard; at-will) ♦ Force			
Ranged 20; +11 vs. Reflex; 2d4 + 7 force damage.			
R Dancing Lightning (standard; encounter) ♦ Lightning			
The mage makes a separate attack against 3 different targets ranged 10; +11 vs. Reflex; 1d6 + 7 lightning damage.			
A Thunder Burst (standard; encounter) ♦ Thunder			
Area burst 1 within 10; +11 vs. Fortitude; 1d8 + 7 thunder damage, and the target is dazed (save ends).			
Alignment Evil		Languages Common	
Skills Arcana +12			
Str 10 (+5)	Dex 14 (+7)	Wis 17 (+8)	
Con 12 (+6)	Int 18 (+9)	Cha 12 (+6)	
Equipment robes, quarterstaff, wand			

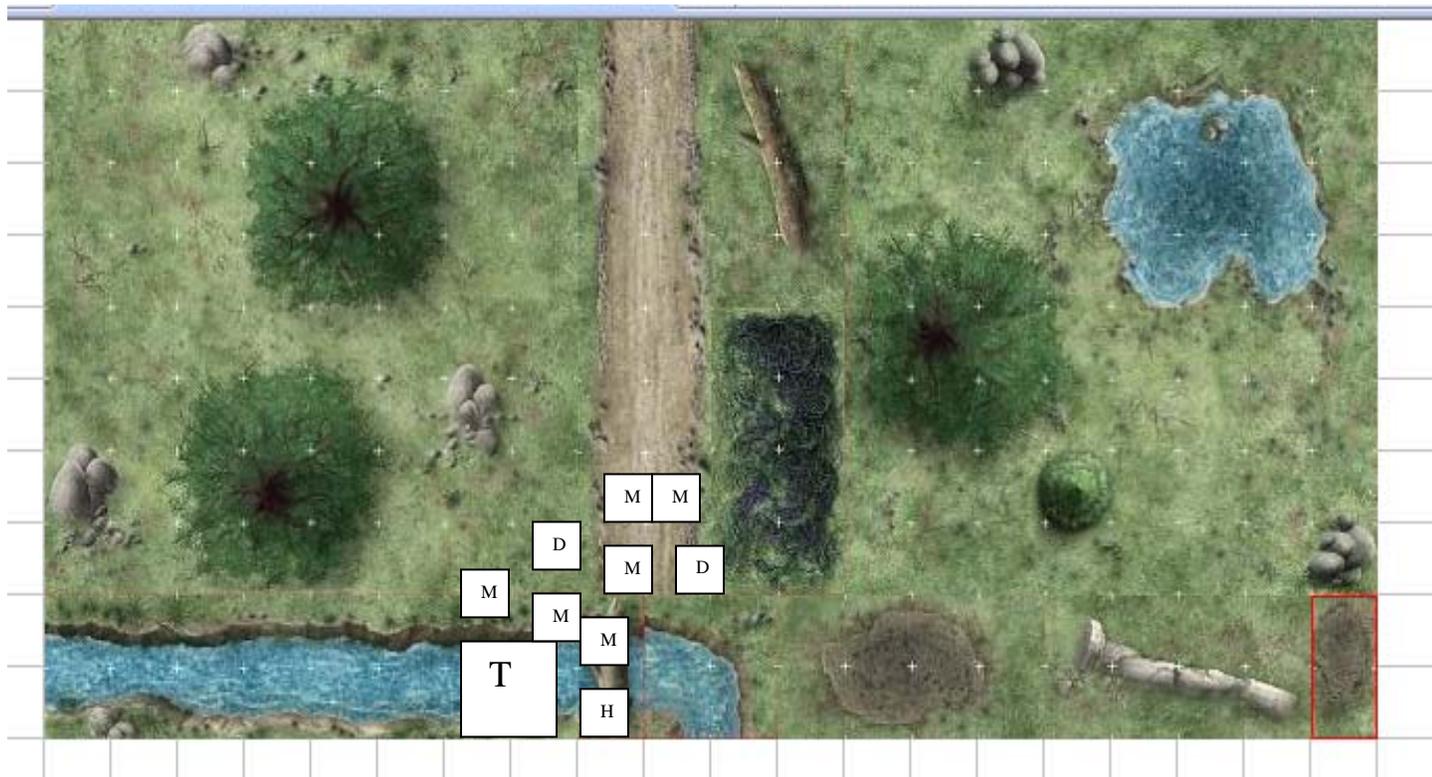
Human Lackey (level 9)		Level 9 Minion	
Medium natural humanoid		XP 100	
Initiative +4	Senses Perception +5		
HP 1; a missed attack never damages a minion.			
AC 21; Fortitude 19, Reflex 15, Will 16; see also <i>mob rule</i>			
Speed 6			
m Club (standard; at-will) ♦ Weapon			
+14 vs. AC; 7 damage.			
Mob Rule			
The human lackey gains a +2 power bonus to all defenses while at least two other bandits are within 5 squares of it.			
Alignment Unaligned		Languages Common	
Str 16 (+7)	Dex 11 (+4)	Wis 12 (+5)	
Con 14 (+6)	Int 10 (+4)	Cha 13 (+5)	
Equipment leather armor, club			

ENCOUNTER 4A: IT'S THE PITS MAP

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x1
Stonehenge / Field w/Pond	8x8	x1
Covered Wagon / Field w/Log	4x2	X1
Fallen Statue / Mud Puddle	2x1	x1
Field w/Statue / Muddy Pond	4x2	x1
Road / Crevasse	8x2	x1
Stream / Crevasse	8x2	x1
Log Bridge / Treasure Chest	1x2	x1
Stream Bend / Road Bend	4x2	X1
Graves / Briar	4x2	x1
Road w/Steps / Broken Pillar	4x2	x1

T = troll D = dwarven hammerer M = human lackeys H = Human Mage



ENCOUNTER 4B: SWAMP THING

ENCOUNTER LEVEL 8/10 (1750/2500 XP)

SETUP

This encounter should only be played if the PCs do not play Encounter 4a, and it includes the following creatures.

1 eladrin twilight incanter (I)

2 eladrin fey knight (K)

1 shambling mound (M)

1 dryads (D)

On their way back to the Valwater estate, the PCs are attacked by fey opposed to the gambling and slavery operation.

As the adventurers enter the area, read:

Pleased at not being caught at your work, it seems that all might be smooth sailing from here out. That is, until you see the eladrin, dressed in chainmail that sparkles like starlight despite the mists of the swamp, standing in your path. "No longer shall we stand your kind in our domain!" he cries.

There is no surprise here: the eladrin both believe the PCs to be people who frequent the gambling establishment. If the PCs have already interacted with the eladrin, the eladrin believe that they have been betrayed, and that the PCs have not upheld their end of the bargain to rid the Vast Swamp of the gladiatorial slave ring. Even if the PCs explain their mission, the eladrin, who seek to end the evil being done there, refuse to understand and pursue their attack.

The dryads (neither of which is the one the PCs may have saved earlier) and the shambling mound are also clearly visible.

FEATURES OF THE AREA

Illumination: The Vast Swamp is considered dimly lit, due to the constant mist that clouds visibility. The mist causes no other penalties to visibility beyond the lighting.

Field: The field is relatively dry swamp land, and is normal (though damp) terrain.

"Road": The eladrin have sabotaged the "road" here. What was once a sturdy series of planks and

roped together platforms is now difficult terrain that requires 2 squares of movement for every 1.

Trees: The trees are scraggy and twisted, and are cover terrain. The trunks are blocking terrain.

Water: The muddy ponds, clear ponds, and river represent particularly deep areas of water. These are areas of challenging terrain. Moving through these areas requires an Athletics check DC 14, or the character is restrained. Restrained PCs must succeed at an Athletics check DC 16 to be able to move out of or through the terrain. They can, however, take other actions as normal. The DC to escape increases by 1 for each round the PC remains stuck. An adjacent ally can free a restrained character with a DC 15 Strength check as a standard action.

Rocks and Logs: Rocks and logs on the map represent impassable terrain.

Brambles: The brambles offer cover terrain.

TACTICS

The enemies prefer to stay off the road, but work to keep the PCs on it, to keep them unbalanced. The eladrin fey knight issues a *feywild challenge* to whoever appears to be leading the PCs (not necessarily the Leader).

SCALING THE ENCOUNTER

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

Four PCs: Remove one eladrin fey knight.

Six PCs: Add one eladrin fey knight.

ENDING THE ENCOUNTER

If the eladrin are truly beaten (the two of them have less than a quarter of their hit points left, the shambling mound is dead, and the dryads are bloodied or worse), they surrender with honor, giving the PCs another chance to explain their mission and maybe talk some sense into the fey (Diplomacy DC 19). The PCs might defeat the eladrin so soundly that they never get a chance to talk like civilized creatures.

EXPERIENCE POINTS

The PCs receive 350/500 experience points each for successfully completing this encounter.

TREASURE

The PCs find the following in the body of the shambling mound.

helm of the eagle (level 12)

+2 *thunderburst weapon* (level 8)

ENCOUNTER 4B: SWAMP THING STATISTICS (LOW LEVEL)

Shambling Mound		Level 9 Brute
Large natural animate (plant)		XP 400
Initiative +5 Senses Perception +4; darkvision		
HP 120; Bloodied 60		
AC 21; Fortitude 23, Reflex 18, Will 17		
Immune lightning; also see lightning affinity		
Speed 4 (swamp walk)		
m Tendrils (standard; at-will)		
Reach 2; +12 vs. AC; 1d8 + 6 damage.		
M Enveloping Double Attack (standard; at-will) ♦ Healing		
The shambling mound makes two basic attacks. If both attacks hit the same Medium or smaller target, the shambling mound makes a secondary attack against the target. <i>Secondary Attack:</i> +12 vs. Fortitude; the target is pulled into the shambling mound's space and restrained (save ends). While the target is restrained, no creature has line of sight or line of effect to it. At the start of the shambling mound's turn each round, the enveloped target takes 10 damage and the shambling mound regains 10 hit points. The shambling mound can envelop up to 2 creatures at a time. When the target makes its save, it reappears in a square of its choice adjacent to the shambling mound.		
Lightning Affinity (immediate reaction, when hit by a lightning attack; at will) ♦ Healing		
The shambling mound regains 10 hit points.		
Alignment Unaligned		Languages --
Skills Stealth +10		
Str 22 (+10)	Dex 12 (+5)	Wis 10 (+4)
Con 20 (+9)	Int 5 (+1)	Cha 10 (+4)

Eladrin Twilight Incanter		Level 8 Controller
Medium fey humanoid		XP 350
Initiative +7 Senses Perception +5; low-light vision		
HP 82; Bloodied 41		
AC 22; Fortitude 19, Reflex 21, Will 21		
Speed 6; see also <i>fey step</i>		
m Spear (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d8 + 1 damage, and the target is slowed until the end of the eladrin twilight incanter's next turn		
R Binding Bolt (standard; at-will)		
Ranged 10; +12 vs. Reflex; 1d8 + 3 damage, and the target is immobilized until the end of the eladrin twilight incanter's next turn.		
R Teleporting Bolt (standard; at-will) ♦ Teleportation		
Ranged 10; +12 vs. Reflex; 1d8 + 2 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.		
C Dazzling Blast (standard; recharge 5 6) ♦ Radiant		
Close blast 3; +9 vs. Will; 2d6 +3 radiant damage, and the target is blinded until the end of the eladrin twilight incanter's next turn.		
Fey Step (move; encounter) ♦ Teleportation		
The eladrin fey knight can teleport 5 squares.		
Alignment Good		Languages Common, Elven
Skills Arcana +16, History +16, Nature +10		
Str 12 (+5)	Dex 16 (+7)	Wis 12 (+5)
Con 10 (+4)	Int 20 (+9)	Cha 16 (+7)
Equipment robes, spear		

Eladrin Fey Knight		Level 7 Soldier (Leader)
Medium fey humanoid		XP 300
Initiative +11 Senses Perception +4; low-light vision		
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit, however).		
HP 77; Bloodied 38		
AC 23; Fortitude 17, Reflex 19, Will 17		
Saving Throws +5 against charm effects		
Speed 5; see also <i>fey step</i>		
m Longsword (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8 + 4 damage.		
M Stab of the Entangling Wild (standard or opportunity attack; recharge 5 6) ♦ Weapon		
Requires longsword; +12 vs. AC; 3d8 + 4 damage, and the target is restrained until the end of the eladrin fey knight's next turn. The eladrin fey knight cannot attack with its longsword while the target is restrained.		
Feywild Challenge (standard; encounter)		
Ranged 10; the target is marked until the end of the encounter or until the eladrin fey knight dies, taking 4 damage each round it does not attack the eladrin fey knight.		
Fey Step (move; encounter) ♦ Teleportation		
The eladrin fey knight can teleport 5 squares.		
Harvest's Sorrow (immediate reaction, when an ally within 5 squares of the fey knight is damaged; at-will)		
Half the attack's damage is negated, and the eladrin fey knight takes the other half.		
Alignment Good		Languages Common, Elven
Skills Athletics +12, Arcana +7, History +7, Nature +9		
Str 18 (+7)	Dex 22 (+9)	Wis 13 (+4)
Con 13 (+4)	Int 14 (+5)	Cha 16 (+6)
Equipment chainmail, light shield, longsword		

Dryad		Level 9 Skirmisher
Medium fey humanoid (plant)		XP 400
Initiative +9 Senses Perception +12		
HP 92; Bloodied 46		
AC 23; Fortitude 22, Reflex 21, Will 21		
Speed 8 (forest walk)		
m Claws (standard; at-will)		
+14 vs. AC; 1d8 + 4 damage, or 1d8 +9 damage if the target is the only enemy adjacent to the dryad.		
Deceptive Veil (minor; at will) ♦ Illusion		
The dryad can disguise itself to appear as any Medium humanoid, usually a beautiful elf or eladrin. A successful Insight check (opposed by the dryad's Bluff check) pierces the disguise.		
Treestride (move; at-will) ♦ Teleportation		
The dryad can teleport 8 squares if it begins and ends adjacent to a tree, a treant, or a plant of Large size or bigger.		
Alignment Unaligned		Languages Elven
Skills Bluff +10, Insight +12, Stealth +12		
Str 19 (+8)	Dex 17 (+7)	Wis 17 (+7)
Con 12 (+5)	Int 10 (+4)	Cha 13 (+5)

ENCOUNTER 4B: SWAMP THING STATISTICS (HIGH LEVEL)

Shambling Mound (level 11)		Level 11 Brute	
Large natural animate (plant)		XP 600	
Initiative +6 Senses Perception +5; darkvision			
HP 140; Bloodied 70			
AC 23; Fortitude 25, Reflex 20, Will 19			
Immune lightning; also see lightning affinity			
Speed 4 (swamp walk)			
m Tendrils (standard; at-will)			
Reach 2; +14 vs. AC; 1d8 + 7 damage.			
M Enveloping Double Attack (standard; at-will) ♦ Healing			
The shambling mound makes two basic attacks. If both attacks hit the same Medium or smaller target, the shambling mound makes a secondary attack against the target. <i>Secondary Attack</i> : +14 vs. Fortitude; the target is pulled into the shambling mound's space and restrained (save ends). While the target is restrained, no creature has line of sight or line of effect to it. At the start of the shambling mound's turn each round, the enveloped target takes 11 damage and the shambling mound regains 11 hit points. The shambling mound can envelop up to 2 creatures at a time. When the target makes its save, it reappears in a square of its choice adjacent to the shambling mound.			
Lightning Affinity (immediate reaction, when hit by a lightning attack; at will) ♦ Healing			
The shambling mound regains 10 hit points.			
Alignment Unaligned		Languages --	
Skills Stealth +11			
Str 22 (+11)	Dex 12 (+6)	Wis 10 (+5)	
Con 20 (+10)	Int 5 (+2)	Cha 10 (+5)	

Eladrin Twilight Incanter (level 10)		Level 10 Controller	
Medium fey humanoid		XP 500	
Initiative +8 Senses Perception +6; low-light vision			
HP 98; Bloodied 49			
AC 24; Fortitude 21, Reflex 23, Will 23			
Speed 6; see also <i>fey step</i>			
m Spear (standard; at-will) ♦ Weapon			
+12 vs. AC; 1d8 + 2 damage, and the target is slowed until the end of the eladrin twilight incanter's next turn			
R Binding Bolt (standard; at-will)			
Ranged 10; +14 vs. Reflex; 1d8 + 4 damage, and the target is immobilized until the end of the eladrin twilight incanter's next turn.			
R Teleporting Bolt (standard; at-will) ♦ Teleportation			
Ranged 10; +14 vs. Reflex; 1d8 + 4 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.			
C Dazzling Blast (standard; recharge 5 6) ♦ Radiant			
Close blast 3; +11 vs. Will; 2d6 + 4 radiant damage, and the target is blinded until the end of the eladrin twilight incanter's next turn.			
Fey Step (move; encounter) ♦ Teleportation			
The eladrin fey knight can teleport 5 squares.			
Alignment Good		Languages Common, Elven	
Skills Arcana +17, History +17, Nature +11			
Str 12 (+6)	Dex 16 (+8)	Wis 12 (+6)	
Con 10 (+5)	Int 20 (+10)	Cha 16 (+8)	
Equipment robes, spear			

Eladrin Fey Knight (level 9)		Level 9 Soldier (Leader)	
Medium fey humanoid		XP 400	
Initiative +12 Senses Perception +5; low-light vision			
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit, however).			
HP 93; Bloodied 46			
AC 25; Fortitude 19, Reflex 21, Will 19			
Saving Throws +5 against charm effects			
Speed 5; see also <i>fey step</i>			
m Longsword (standard; at-will) ♦ Weapon			
+14 vs. AC; 1d8 + 5 damage.			
M Stab of the Entangling Wild (standard or opportunity attack; recharge 5 6) ♦ Weapon			
Requires longsword; +14 vs. AC; 3d8 + 5 damage, and the target is restrained until the end of the eladrin fey knight's next turn. The eladrin fey knight cannot attack with its longsword while the target is restrained.			
Feywild Challenge (standard; encounter)			
Ranged 10; the target is marked until the end of the encounter or until the eladrin fey knight dies, taking 5 damage each round it does not attack the eladrin fey knight.			
Fey Step (move; encounter) ♦ Teleportation			
The eladrin fey knight can teleport 5 squares.			
Harvest's Sorrow (immediate reaction, when an ally within 5 squares of the fey knight is damaged; at-will)			
Half the attack's damage is negated, and the eladrin fey knight takes the other half.			
Alignment Good		Languages Common, Elven	
Skills Athletics +13, Arcana +8, History +8, Nature +10			
Str 18 (+8)	Dex 22 (+10)	Wis 13 (+5)	
Con 13 (+5)	Int 14 (+6)	Cha 16 (+7)	
Equipment chainmail, light shield, longsword			

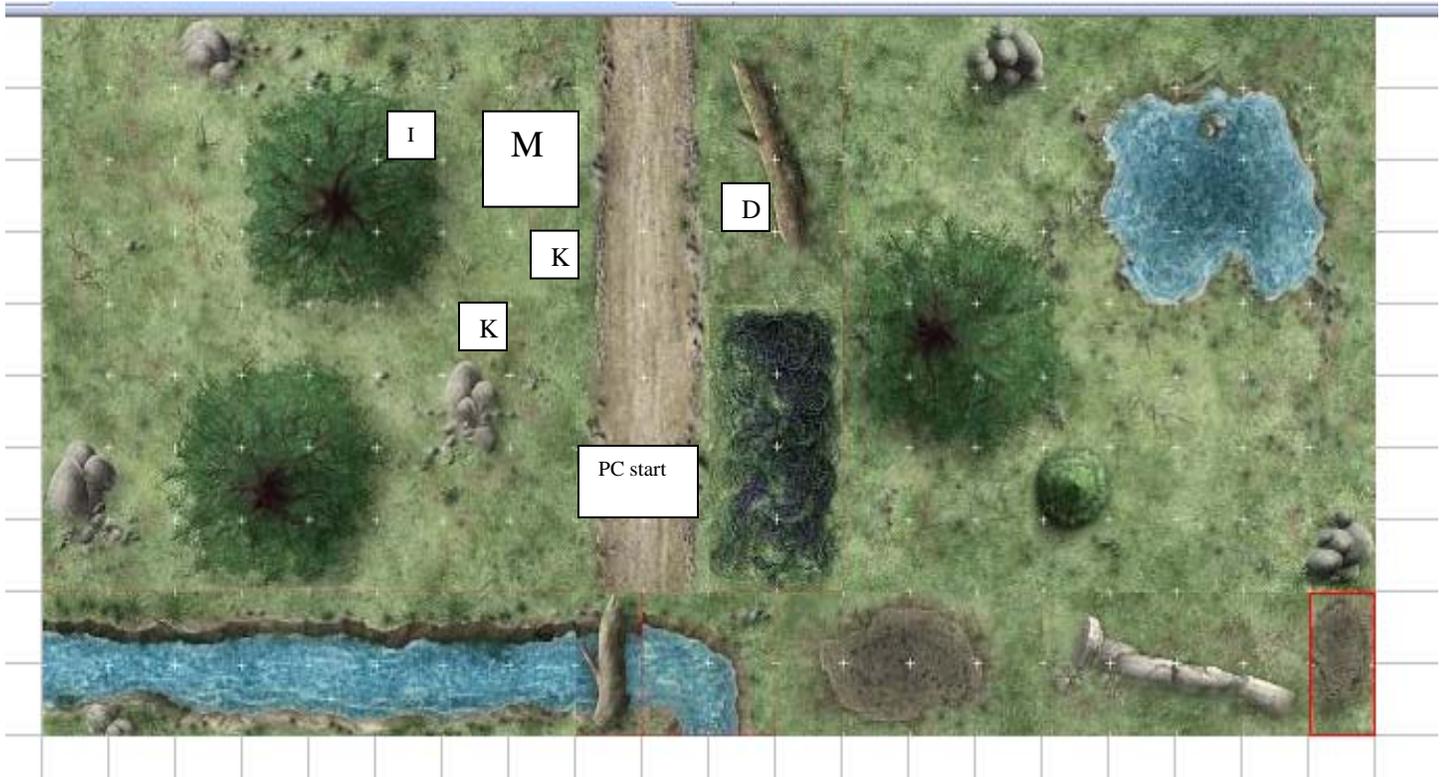
Dryad (level 11)		Level 11 Skirmisher	
Medium fey humanoid (plant)		XP 600	
Initiative +10 Senses Perception +13			
HP 108; Bloodied 54			
AC 25; Fortitude 24, Reflex 23, Will 23			
Speed 8 (forest walk)			
m Claws (standard; at-will)			
+16 vs. AC; 1d8 + 5 damage, or 1d8 + 10 damage if the target is the only enemy adjacent to the dryad.			
Deceptive Veil (minor; at will) ♦ Illusion			
The dryad can disguise itself to appear as any Medium humanoid, usually a beautiful elf or eladrin. A successful Insight check (opposed by the dryad's Bluff check) pierces the disguise.			
Treestride (move; at-will) ♦ Teleportation			
The dryad can teleport 8 squares if it begins and ends adjacent to a tree, a treant, or a plant of Large size or bigger.			
Alignment Unaligned		Languages Elven	
Skills Bluff +11, Insight +13, Stealth +13			
Str 19 (+9)	Dex 17 (+8)	Wis 17 (+8)	
Con 12 (+6)	Int 10 (+5)	Cha 13 (+6)	

ENCOUNTER 4B: SWAMP THING MAP

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x1
Stonehenge / Field w/Pond	8x8	x1
Covered Wagon / Field w/Log	4x2	X1
Fallen Statue / Mud Puddle	2x1	x1
Field w/Statue / Muddy Pond	4x2	x1
Road / Crevasse	8x2	x1
Stream / Crevasse	8x2	x1
Log Bridge / Treasure Chest	1x2	x1
Stream Bend / Road Bend	4x2	X1
Graves / Briar	4x2	x1
Road w/Steps / Broken Pillar	4x2	x1

K = Eladrin Fey Knight D = Dryad I = Eladrin Twilight Incanter S = Shambling Mound



ENCOUNTER 5: SWAMP REDEMPTION OR HIGH AND DRY?

SETUP

The PCs return to Valwater Estate, perhaps a little dank and dreary, but they have survived their mission. Whether they have succeeded, however, is another matter entirely.

Lady Mersha wrings her hands as she anxiously awaits your report on the events that transpired. She knows that her fate, and the fate of her family, hangs in the balance.

Allow the PCs to explain what happened. Act out Lady Mersha's reactions as appropriate. If the PCs rescued a slave (or several!), Lady Mersha sends Rochelle for bath water and warm meals for everyone. If the PCs brought back documentation, Lady Mersha scrutinizes it.

If the PCs decided to destroy the camp without getting the information the Valwaters needed, Lady Mersha reacts as one might expect: thin-lipped and angry, but still the model of nobility. She thanks the PCs for their time and requests that they depart from her estates immediately.

ENDING THE ENCOUNTER

If the PCs allied with the eladrin or rescued the slaves from the gladiatorial camp (as eye witnesses), they may argue that they can still aid the Valwaters by giving Lady Mersha credit for their accomplishments. If the PCs name Lady Mersha the negotiator or go-between for Cormyr and the eladrin lords, for example, the PCs may accomplish both goals of aiding the Valwaters and ending the slavery in the swamps. This should not be an easy ending, however—if the PCs make an extremely good case for being able to succeed on all fronts, and the DM feels they have justified their actions, adjust the conclusions to suit the efforts of the PCs, and reward story awards accordingly.

TREASURE

If the PCs succeeded in aiding the Valwaters, they receive 150/200 gp each.

CONCLUSION

If the PCs aided the Valwaters, use the following text as a starting point for their conclusion and offer them the CORM04 Noblesse Oblige story award:

With coin in your pocket and a good deed accomplished for a noble family, you make your way home. A few weeks later, you hear that Lady Mersha Valwater has been asked to attend court in Suzail.

If the PCs aided the Valwaters without destroying the gladiatorial ring, offer the following:

The Crown made a very public show of clearing the gladiatorial ring from the Vast Swamp, and many of the slaves you saw have been given a new start in Suzail. The Crown has also begun to provide for the families of those who were kidnapped and never rescued—and those who didn't survive until the Crown came to the rescue.

If the PCs have story award CORM03 Valwater's Gratitude from CORM 1-2 Gangs of Wheloon, also offer the following:

You also hear that the Crown has extended a full pardon to the exiled Jerrick Valwater, whose ballads have remained popular even after his disgrace. There is much buzz in the capital about how a man who attempted regicide has been welcomed back into the court of the king he attempted to murder. You suspect that your once-nefarious contact may be in a position to help you in the future—if he can keep himself out of trouble!

If the PCs undermined the slave operation without providing the Valwaters with evidence and did not discover the Netheril threat or ally with the eladrin, offer them the following concluding text:

While the Valwaters continue to suffer, you know you did the right thing in ending the evil that was in front of you. A few weeks after your journey into the Vast Swamp, you hear that merchants from Sembia have purchased the Valwater estate, and rumors about a Shadovar presence in south-eastern Cormyr abound. Of course, these are only rumors...

If the PCs did not succeed in helping the Valwaters or destroying the camp, but did discover the Netheril threat, read the following:

While you were unable to root the gladiatorial camp out of the Vast Swamp, the Cormyran spymaster was troubled by your news of the Netheril threat. When the Crown discovered that Netherese agents were interested in purchasing the Valwater estate, Cormyr acquired it, claiming that back taxes had not been paid. The only way for the Valwaters to get out of such debt was to surrender their family lands. But at least the threat of the Netherese was stopped, and Cormyr remains free of their evil influence.

If the PCs made an alliance with the eladrin in the Vast Swamp, read the following and offer them the CORM05 Eladrin's Blessing story award:

The eladrin lords were as good as their word: based on your efforts to destroy evil in their lands, they have extended an offer of friendship to Cormyr. It looks to be

the beginning of a very prosperous relationship—a far better result for Cormyr on the whole than the restoration of one noble family.

If the PCs ended up as slaves, use the text as a starting point for their conclusion:

After spending time in the gladiatorial pits as a slave yourself, you wish there had been more you could do to help either the Valwaters or the gladiators of the camp. But despite your regained freedom, you know that no one is likely to believe your tale—associating with the Valwaters has tarnished your reputation, and your own eye-witness testimony is worth less than the Valwater estate. It seems that the Sembian merchant procured the lands for her clients, the Shadovar, and they will soon establish a stronghold in south-eastern Cormyr—if they haven't already.

REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

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

EXPERIENCE POINTS

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

Encounter 1: Hard Times

50 / 70 XP

Encounter 2: Into the Wild

50 / 70 XP

Encounter 2a: Full Speed Ahead!

380 / 540 XP

Encounter 2b: Mind the Path

390 / 550 XP

Encounter 2c: On Alert

390 / 540 XP

Encounter 3a: This Shall Not Stand!

540 / 760 XP

Encounter 3b: By Shadow and Stealth

210 / 300 XP

Encounter 3c: Face First

210 / 300 XP

Encounter 3d: Lost in the Chaos

210 / 300 XP

Encounter 4a: It's the Pits

350 / 490 XP

Encounter 4b: Swamp Thing

350 / 500 XP

Major Quest: Foiling the Netherese

(See story object)

350 / 500 XP

Total Possible Experience

1400 / 1990 XP

TREASURE

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

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

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

Gold Per PC

150 / 200 gp

(Encounter 5: 150/200 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *cloak of survival +2* (low-level version only)
Found in Encounter 2a, 2b, 2c

Bundle B: *elven boots*

Found in Encounter 2a, 2b, 2c

Bundle C: *sylvan armor* +3 (high-level version only)

Found in Encounter 2a, 2b, 2c

Bundle D: Drawmij's Instant Summons ritual book (low-level version only)

Found in Encounter 2d, 3b, 3c, 3d

Bundle E: Linked Portal ritual scroll (high-level version only)

Found in Encounter 2d, 3b, 3c, 3d

Bundle F: *helm of the eagle*

Found in Encounter 3a, 4a, 4b

Bundle G: +2 *thunderburst weapon*

Found in Encounter 3a, 4a, 4b

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

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. For this adventure only, the PCs may take all three Story Awards. Make sure to mark the story award codes next to each character that earned them on the tracking form.

CORM04 Noblesse Oblige

The Valwaters would be nowhere without you, and they recognize that debt. Along with giving you a ring with the family crest, they have pledged to help you in your future endeavors.

CORM05 Eladrin's Blessing

You have impressed the eladrin lords of the feywild bordering the Vast Swamp with both your skills and your valor. As the relationship between the eladrin and Cormyr blossoms, the eladrin also pledge to return the favor you have done them.

CORM06 Foiling the Netherese

If the PC has story award **CORM01 Badge of Temperance** from CORM1-1, story award **CORM03 Valwater's Gratitude** from CORM1-2, and discovered Casadryn Baen's intent, they have completed a major quest. They have undermined the presence of the Shadovar in Cormyr, for now.

ADVENTURE QUESTIONS

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

1. Did the PCs succeed in aiding the Valwaters?

- a. Yes.
- b. No.

2. Did the PCs encounter the eladrin lords and make them allies?

- a. Yes, they took the fey road and requested a meeting, then joined forces.
- b. No.
- c. They met the eladrin lords, but decided to help the Valwaters instead.

3. Did the PCs discover the Netherese threat?

- a. No.
- b. Yes.