

BLACK BLOOD

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

BY JEAN-PHILIPPE 'JP' CHAPLEAU

REVIEWED BY SHAWN MERWIN

PLAYTESTED BY JOSIAH CASSEL, TENA DEVOLL, TIM FISCHER, LEONARD LOGAN, DUSTIN SHORT, JOHN ROGERS, AARON BROSMAN, JOEL LOFGREN, JOSHUA HORNBARGER, BOB MIDKIFF, JILLIAN BROSMAN, FRED HALLMON, JACOB PEREZ, JASON PEREZ, FRANK MCGINLEY, MARYALYCE RENZA, KONRAD BRANDEMUEHL, SHANE CROCKETT, CAROL HERRING, SEAN HERRING, JUSTIN HUDSON, LINDSEY SLOAN, JEFF WITHEY

The Black Blood tribe holds sway over much of the island of Moray. An ambitious young man wants to break their power and make the island safe again. However, he cannot do it alone. Part 2 of "The Fisherman" Major Quest. A *Living Forgotten Realms* adventure set in the Moonshae Isles 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, 2012.

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 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 lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

MORAY ISLAND

Though human settlements still exist on the coast of Moray Island, Malarites and their humanoid servants control most of the interior. The civilized settlements are

under constant threat from the Malarites. Moonshavian authority on Moray is limited to small enclaves.

One of the biggest groups of Malarites is the tribe known as the Black Blood. This powerful group has been growing more organized of late, and their attacks have grown bolder.

Not all who belong to the Black Bloods are lycanthropes or even Malarites. The Black Bloods command orc and giant tribes that serve as troops. A number of other powerful monsters have allied with them, including a purple dragon named Whitescar.

DAFFYD MAC LYRR

Daffyd Mac Lyrr, son of the local chief Brenden Mac Lyrr, is a young man eager to prove himself in battle. A devoted of Tempus, Daffyd dreams of glorious battle and heroic actions that bring glory to his name. Earlier this year, he took command of his first expedition across the Moonshae Isles: an expedition that took him from Warlsbry to Nordland where he met with his grandfather, King Ragnar (in *MOON1-2 The Sea Drake*). On the way, Daffyd resupplied Moray.

With the success of his first expedition, Daffyd dreamed of a greater military action. He discussed with some of his grandfather's generals and allies a plan to liberate the island of Moray from the Black Bloods. Daffyd's youth and ambition talked directly to the Northlander blood in his grandfathers' warriors. The young ones agreed to follow him to glorious war.

A few months later, Daffyd has now gathered a flotilla filled with eager but inexperienced warriors. The flotilla assembles in Warlsbry as the PCs arrive in town.

A SMALL MISTAKE

In the meantime, Daffyd found an old map showing the location of the Black Blood's temple. He formed a plan to destroy the leaders of the cult. But the young man made a crucial mistake: While the location indicated on the map is controlled by the Black Blood, it is not their main temple. In fact, it is the lair of one of the tribe's allies: the purple dragon Whitescar.

THE FISHERMAN

The Fisherman was introduced in *MOON1-3 Black Gold* as an off-screen villain. PCs playing that adventure may have the **MOON08 Enmity of the Fisherman** story award, which means they are in the middle of the "Fisherman" major quest.

In this adventure, "the Fisherman's" henchmen try to make an alliance with members of the Black Blood. The Fisherman is on Snowdown and encourages banditry, chaos and mayhem on the other islands,

particularly Alaron, but he has his hands in a number of plots.

PLAYER'S INTRODUCTION

Read or paraphrase the following:

Your ship is approaching Warlsbry on the island of Alaron. The small village—nestled between the mountains, the Sea of Moonshae, verdant fields and deep woods—is a common stopping place for adventurers. The local population is mostly of Efolk stock, but Northlanders are also present.

The morning fog gives way to some sharp, stinging rain that whips you all the way to Warlsbry. “Land ho!” called the crow’s nest. “Warships in port! Northlander Warships!”

As everyone rushes to see if they should prepare for battle, fears are quickly alleviated. Though there are warships, they are not arrayed for battle. Four Northlander dragon ships are beached in the harbor, floating the colors of house Mac Lyrr.

If the PCs ask questions about the boats, they are told that they should talk to the leaders of the flotilla, who are currently at the Once Dry Toad Inn.

The Once Dry Toad Inn is the adventurers’ haunt in Warlsbry, where music and rejoicing can be heard from afar.

Within are a number of Northlander warriors dressed in furs and horned helmets, drinking large quantities of ale and mead. They are very vocal.

Over the roaring crowd, a young Northlander skald tells about the life of Rugar the Great, who almost conquered all the Moonshaes many years ago but was felled by a lovely elven maiden. The crowd reacts to his tale with groans, hisses or laughs.

The skald (or bard), whose name is Leif, is quite talented and knows a number of stories, especially Northlander folklore. He particularly enjoys trading stories with fellow performers. If one of the PC is a performer, he can join in the performance, but the Northlanders boo any other type of entertainment.

The warriors are rather tight-lipped about what they are doing here, except to PCs who have earned **MOON05 Impressed King Ragnar** (from **MOON1-2 The Sea Drake**). To those PCs, the warriors open up and say why they are here. The warriors wait for better weather to leave. Seamus Duffee, the inn’s owner, is very worried because his ale reserves are getting quite low. This unexpected boom in business is great, but he

worries about what might happen if he has to tell the gathered Northlanders that he is out of drink.

DM'S INTRODUCTION

This adventure contains two “tracks” that the PCs might follow. If the PCs can convince Daffyd to let them lead the assault on the temple, they will play Encounters 3-5 and skip Encounters 6-8. If they cannot convince Daffyd, or choose not to lead the assault and instead guard the mine, they skip Encounters 3-5 and play Encounters 6-8.

Also, there is a chance that the PCs will want to have detailed tactical discussions with Daffyd about the assault on the temple. There is a chance that this adventure may run long, so only embark on such a detailed discussion if you are not playing in a timed environment. In this case, feel free to make up the details of the size of Daffyd’s force, the layout of the temple apart from the areas mapped in the adventure, the potential number of Black Blood foes, the defenses of the mine, etc.

ENCOUNTER 1: A GENERAL

SETUP

Important NPCs

Brenden Mac Lyrr Ffolk male, mid-forties, chieftain of Warlsbry and former adventurer

Daffyd Mac Lyrr Northlander male, mid-teens, ship's captain and son of Brenden

Grunhild Mac Lyrr Northlander female, mid-thirties, wife of Brenden, mother of Daffyd

The PCs are recruited by Daffyd Mac Lyrr directly to join his expedition.

If the PCs earned rewards from previous Moonshae adventures, they are contacted by some of the local NPCs to meet privately with requests.

The doors open, allowing the precious warmth to escape the Once Dry Toad. A young man of obvious Northlander ancestry dressed in furs enters the Inn. The men immediately stand and raise their glasses to him.

"Hail Daffyd! Hail the conqueror of Moray!" they shout as one.

Smiling to the crowd, he exchanges a few handshakes before making his way to your table.

"I'm Daffyd Mac Lyrr, and I have need of you," he says.

Daffyd tells the PCs he heard that a group of seasoned adventurers had arrived in town. Daffyd is particularly friendly to PCs who earned **MOON03 Thanks of the Mac Lyrr** or any other story awards favorable to the Mac Lyrrs or King Ragnar.

He tells the PCs the following, hoping to recruit them. He is reluctant to share details at this time:

- He praises the PCs' exploits (if Daffyd heard of the PCs' adventures abroad).
- He is leading an expedition to Moray Island to destroy the Black Blood tribe and grant respite to the beleaguered defenders of the island.
- Victory would make every member of the expedition forever the subject of songs.
- Though he cannot promise any gold initially, the spoils are to be shared by all.
- He consulted a priest of Tempus, who assured him that victory would be greatly beneficial to all the Moonshaes.
- The same priest told him that the night before he sailed, Tempus would send him a great boon in the form of very experienced warriors. This boon, he believes, is the PCs.

- He has recruited warriors from his grandfathers' tribe and other Ffolk chiefs.
- Having a group of seasoned adventurers with them would definitely strengthen their small army and increase their chance of victory.
- His army is gathering both here and in the city of Moray itself.

PRIVATE TALKS

The following mini-encounters are designed to be run privately between an NPC and those PCs who have earned a previous Moonshae Isles story awards. Do not run a given PC through both meetings.

The NPCs contact PCs they have met before. The DM should run those mini-encounters as he sees fit. The two NPCs (Brenden and Grunhild) are Daffyd's parents. They wish to impart the following to the PCs:

- Daffyd needs experienced help in his expedition.
- Daffyd and his men are young and overconfident.
- The PCs are the most seasoned members of the expedition.
- They want the PCs to lead any major offensive that Daffyd proposes, convince him if need be and keep him out of trouble.
- They make it clear they hold the PCs responsible for the safety of their son.

BRENDEN MAC LYRR

If the PCs have earned **MOON01 Favor of the Mac Lyrr** are invited to meet with him by the warships. Brenden is the local chieftain and Daffyd's father. A former adventurer, Brenden is worldlier than most Moonshavians, very informal and friendly to those PCs with his favor.

GRUNHILD MAC LYRR

If the PCs have earned **MOON05 Impressed King Ragnar** are invited to meet with Grunhild, daughter of King Ragnar and Daffyd's mother, in her home. Grunhild is a proud Northlander woman. Grunhild comes across as standoffish. She is deeply concerned about lineage and inheritance.

ENDING THE ENCOUNTER

Once the PCs are done with Daffyd (and his parents), proceed to Encounter 2.

ENCOUNTER 2: OFF TO MORAY

SETUP

Important NPCs:

Daffyd Mac Lyrr: Northlander male, mid-teens.

Captain Ruary O'Bannon: Ffolk soldier, early 30s.

Vondal Greyhammer: Dwarf veteran

The flotilla sets sail toward Moray. The PCs are invited to travel on the *Sea Drake*, Daffyd's own ship. During the voyage, Daffyd explains to the PCs his plan to lead the assault against the temple personally.

Having left Warlsbry two days ago, the flotilla is now proceeding slowly through the Strait of Oman. The rain and fog so commonly found in the Moonshaes have barely let up. Daffyd Mac Lyrr calls the other captains to the Sea Drake, his flagship. You have been invited because of your experience.

Daffyd explains his plan. He and most of the warriors will lead the assault on the temple. Meanwhile, the PCs are to protect a nearby coal mine, which will serve as the base camp for the small army.

The other captains have no problem with the plan proposed by Daffyd (or any other plan). Daffyd adds the following:

- The King's army protects heavily fortified towns and important locations (such as mines).
- The Moonshavians are constantly under attack from lycanthropes, orcs, ogres and ettins.
- The Black Blood tribe is one of the most powerful groups of lycanthropes on Moray. They control many tribes of orcs and ettins.
- The temple of Malar they are attacking is the main temple where the leaders of the tribe reside. (This is not true, but Daffyd and the captains believe it is).

The PCs, through their observation of the warriors they travel with, quickly realized the warriors are inexperienced and would have difficulty against lycanthropes and ogres. Most are ill-equipped to deal with any threat greater than a wild boar.

Daffyd asks the PCs what they think of his plan. It is up to them now. To convince him not to lead the attack requires a Diplomacy check DC 30. However, the following bonuses apply.

Bonus	Condition
+1	for each PC with MOON01, MOON03 and MOON05 story awards.
+2	for each Moonshavian PC in the party.
+10	for each PC with a divine power source who is devoted to Tempus
-5	Mentioning his parents
+0 - +5	for good role-playing

If the PCs fail to convince Daffyd, they get a second chance when they reach Moray. Once the meeting is over, the captains return to their ships and the preparations continue.

A few days later, the flotilla reaches the fortified city of Moray.

MORAY

Moray is a military outpost. A series of towers protect the town. A sturdy but worn palisade surrounds a series of homes. Moray houses at most a few hundred souls.

Anchored within the harbor, three Ffolk warships fly colors of a number of smaller islands and clans. A single Amnite merchantman flying the colors of Snowdown is anchored with the other ships.

Daffyd asks the PCs to come with him to meet with the captain of the garrison, Captain O'Bannon. On the way, Daffyd meets with a number of other captains who have agreed to join him. Those captains are young and inexperienced as well.

Captain Ruary O'Bannon is a rough, no-nonsense native of Moray, well-liked by the populace. His initial reaction to the arrival of the PCs and the small army is one of delight. He assumes Daffyd is bringing an army to assist with the defenses of Moray.

His enthusiasm soon gives way to sourness. The captain tells Daffyd that the area they are heading into is infested with orcs, and the Black Blood are very powerful. He says he would rather have the army reinforce Moray, something Daffyd rejects without thought.

Daffyd explains his plan once again to the new captains. Once again, this gives the PCs a chance to convince him to let them lead the assault instead. This time, because of Captain O'Bannon's objections, the DC goes down to 25, and the same bonuses apply.

Captain O'Bannon can offer the following information about Moray:

- He believes the world does not really care for Moray. (Daffyd's presence shows this is not quite true.)

- He talks about the orcs and ettins as “mere nuisances”. He admits, however, they are extremely numerous and dangerous nuisances.
- Though he does not say so out loud, he is grateful for Daffyd’s help in killing some of the menaces.
- Most of his men serve on the walls of Moray or as caravan guards heading back and from the coal mines around Moray.
- Some of his men are here for short periods of time before they “rotate out.” These men are loaned by ships captains and nobles from other islands.
- He hates the lycanthropes of the Black Blood tribe with a passion.

IN MORAY

The PCs may be interested in finding out what is happening in Moray. Note that Moray is the final place where the PCs can get supplies or equipment.

THE AMNITES

The Amnites have been in town for about a week. They brought a large number of arrows and weapons. The Amnites, consisting of mainly humans with a few tieflings, have also been serving on the walls with the rest of the garrison.

Although most of the locals dislike the Amnites, they are glad the Amnites brought them support. The soldiers have only good things to say about them.

The Amnites are in town until the delegation they sent to Whitespace returns. These Amnites have no idea why they are here or for how long. They know they brought supplies to sell, and they all want to leave as soon as possible.

THE REST OF THE WARRIORS

The other warriors who have come to join Daffyd are almost universally young and inexperienced. They are mostly human or half-elf with a variety of weaponry. For most of them, this promises to be their first real battle against anything more than wild game.

TRAVEL TO THE MINE

A day or two after arriving in Moray, the army sets out for the mine. The road is little more than a glorified path. It takes about 6 days for the bulk of the army to reach the mine itself.

Along the way, the army disperses a number of small orcish war bands. During those skirmishes, the army takes a number of casualties. Many of the young men get seriously wounded.

Daffyd privately calls the PCs to his tent one night to discuss the casualties the army is taking and get their opinions. If they have not yet convinced Daffyd of the need for them to lead the assault, they get one final chance here. The DC of the Diplomacy check is now down to 20.

THE MINE

Located in the shadow of the Orcskull Mountains, the mine is surrounded by a heavily fortified village.

Like Moray, the mine is frequently under attack by Malarites, orc, ogres and ettins. The mine still exports enough coal to pay for soldiers. Most of the soldiers here are dwarves, with a few humans as well.

Before being allowed inside the mining village, each PC is asked to cut himself with a steel blade. The guards then look to make sure the wound does not heal immediately. They are making sure the PCs are not lycanthropes (for whom the wound would heal almost immediately). Once that check is done, the PCs are asked their purpose here.

The mood is even more dour here than in Moray. Everyone is armed and armored at all times. Even the few children here carry daggers and wear leather vests.

The leader of both the settlement and the garrison is a gruff dwarf named Vondal Greyhammer. Upon arrival, Daffyd tells the PCs that he is meeting with Vondal to inform him of the plan. He orders the PCs to assist the army setting up camp.

Vondal meets with Daffyd in private about his expedition. Daffyd goes over the plan he has discussed with the PCs. Vondal grumbles because the army is not here to reinforce his men but does not oppose the plan.

TROUBLESHOOTING: NOT CONVINCED AND NOT FOLLOWING ORDERS

It is possible that the PCs fail to convince Daffyd and still refuse to stay behind and help protect the mine. This requires some extra work on the DM’s part.

If this is the case, run the PCs through Encounter 3 through 5. However, when they get to the temple, they find a number of entrances (instead of one). The army splits up and the young warriors (including Daffyd) get cut to pieces in their own entrances.

If the PCs decide to stick to Daffyd like glue, the young man gets himself killed during the fight by taking unnecessary risks, using poor tactics, provoking attacks of opportunity, etc.

No statistics are provided for Daffyd in this adventure. If he is with the PCs, count him as an extra PC present (if that would make the party total 7, adjust as though there are 6 PCs twice, except against

Whitescar. If Daffyd heads to the temple, HE DIES. Use whatever devious means you can think of to get him killed.

ENDING THE ENCOUNTER

Where the PCs go from here depends on whether they have convinced Daffyd or not.

If they convinced Daffyd or if they are forced to accompany him, proceed to Encounter 3. If Daffyd leads the expedition to the temple and the PCs stay behind at the mine, proceed to Encounter 6.

ENCOUNTER 3: BLACK BLOOD

ENCOUNTER LEVEL 9/12 (2300/3100 XP)

SETUP

This encounter includes the following creatures.

2 human mages (H)

minotaur warrior (M) (high level only)

4 wererats (R)

werewolf battle champion (W)

Note: Run this encounter only if the PCs convince Daffyd to let them lead the attack on the temple.

It takes a few days for the PCs to travel from the mine to the entrance of the Temple. Gigantic statues of large bestial creatures are carved on the walls of the many canyons and ravines that line the trail into the Orcsckull Mountains. During this trip the PCs disperse a number of small orcish war bands.

The gods depicted in these carvings have aspects tied to the dark powers of nature and beasts. It is obvious that all of them are evil. A DC 18 Religion checks recognize the statues as Malar (Evil lord of beasts), Gruumsh (Chaotic Evil lord of savagery) and Auril (Chaotic Evil lady of winter). Malar is obviously the dominant god amongst them.

Finally, the PCs reach the entrance to the temple.

The entrance to the temple finally comes into view. Carved of dark stone, the entrance resembles the large gaping maw of some type of large bear-like creature. The entrance does not seem to be guarded, but torchlight can be seen within.

There are no evident guards (they are inside). Still, because the PCs have been travelling in the lands of the Black Blood, the lycanthropes are aware of the PCs' arrival and are waiting for them.

FEATURES OF THE AREA

Illumination: The areas inside are brightly lit.

Bone Piles: The many piles of bones in the room are about 4 feet high (12 feet high for the large one), granting cover to anyone hiding behind them. They can be crossed by spending 3 squares of movement. Anyone ending their movement on a pile of bones must succeed at an Acrobatics DC 19/21 or fall prone. The piles are composed of bones of beasts, humanoids and giants.

Crevasses: The crevasses are 40 feet deep. Anyone falling into them takes 4d10+5 damage. Climbing out of a crevasse requires a DC 18 Athletics check.

Glowing Circle: The glowing circle at the top of the stairs recognizes those who do not enter with the intent of worship (such as the PCs). Any non-Malarite standing on this tile suffers a -2 penalty to all attacks and all defenses, including AC. The effect can be recognized as a minor action with a DC 15/17 Religion check.

Statues (large): These statues represent Malar. The braziers burn vile offerings and generate a vile stench.

Statues (small): These statues represent lycanthropes of all types. They are just a little larger than human-sized and provide cover.

Skulls Symbols: The tiles with a skull symbol upon them represent unholy symbols of Malar (a beast) and are made of bloodstone. Any worshipper of Malar (and only them) standing on those tiles gain the benefits of bloodstone—they score a critical hit on 19 or 20. The creatures are all worshippers of Malar. As a minor action, a PC can say a prayer to Malar with a DC 19/21 Religion check and gain the same benefit until the end of the encounter.

TACTICS

The Black Bloods employ simple, animalistic tactics. The werewolf charges one of the PCs and the wererats move to gain combat advantage on that PC. The werewolf uses its *battle lord tactics* by setting up flanks. The lycanthropes use their *bite* attack to infect PCs before changing to weapons.

The Malarite human mage stays back and uses his powers to support and help the lycanthropes.

If present, the minotaur charges using *goring charge* and either tries to keep another PC busy or supports the werewolf.

SCALING THE ENCOUNTER

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

Four PCs: Remove one wererat.

Six PCs: Add one Malarite human mage and one wererat. At high level, add one minotaur warrior instead.

ENDING THE ENCOUNTER

If the PCs are defeated, they are later rescued by Daffyd and his men. Proceed to Encounter 9.

Any captured Black Blood spend most of their time screaming for help. They are more scared of Whitescar than of the PCs.

If compelled into talking, they know this place used to be a temple of Malar but was abandoned in favor of a better location. They do not know where the new base is. They tell the PCs that their army is almost ready to attack the human settlements. They have never been allowed to meet with Whitescar, who “is always hidden in shadow.” Most of them assume he is some extremely powerful cleric of Malar.

Depending on the situation, the DM has the choice here to either allow the PCs to move on to the next encounter, or to run the combat of the next encounter on the map for this encounter. This saves the time of setting up the new map. Also, if the PCs are having an easy time, you can run the next combat before the PCs have a chance to finish a short rest.

EXPERIENCE POINTS

The characters each receive 460/620 experience points for successfully defeating the creatures.

ENCOUNTER 3: BLACK BLOOD STATISTICS (LOW LEVEL)

Human Mage (level 6)	Level 6 Artillery
Medium natural humanoid	XP 250
Initiative +5 Senses Perception +6	
HP 54; Bloodied 27	
AC 19; Fortitude 15, Reflex 16, Will 17	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d8+1 damage.	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +9 vs. Reflex; 2d4+5 force damage	
R Dancing Lightning (standard; encounter) ♦ Lightning	
The mage makes a separate attack against 3 different targets; ranged 10; +9 vs. Reflex; 1d6+5 lightning damage	
A Thunder Burst (standard; encounter) ♦ Thunder	
Area burst 1; ranged 10; +9 vs. Fortitude; 1d8+5 thunder damage and the target is dazed (save ends).	
Alignment Evil Languages Common	
Skills Arcana +12	
Str 10 (+3) Dex 14 (+5) Wis 17 (+6)	
Con 12 (+4) Int 18 (+7) Cha 12 (+4)	
Equipment robes, quarterstaff, wand	

Wererat (level 6)	Level 6 Skirmisher
Medium natural humanoid (shapechanger)	XP 250
Initiative +9 Senses Perception +8; low-light vision	
HP 72; Bloodied 36	
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 20; Fortitude 18, Reflex 19, Will 16	
Immune filth fever (see below)	
Speed 6, climb 4 (not in human form)	
m Short sword (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d6+6 damage.	
m Bite (standard; at-will) ♦ Disease	
+11 vs. AC; 1d4+4 damage, and the target takes ongoing 2 (save ends), and contracts filth fever (see below).	
Change Shape (minor; at-will) ♦ Polymorph	
A wererat can alter its physical form to appear as a dire rat or a unique human (see Change Shape, page 280). It loses its bite attack in human form.	
Combat Advantage	
The wererat does an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Alignment Evil Languages Common	
Skills Bluff +8, Stealth +12, Streetwise +8, Thievery +12	
Str 10 (+3) Dex 18 (+7) Wis 12 (+4)	
Con 16 (+6) Int 10 (+3) Cha 11 (+3)	
Equipment cloak, short sword	

Filth Fever	Level 3 Disease
Endurance worsen DC10 or lower, stable DC11, improve DC16	
* Target is cured	
* Initial Effect: Target loses 1 healing surge	
* The target takes a -2 penalty to AC, Fortitude defense and Reflex Defense.	
* Final State: The target takes a -2 penalty to AC, Fortitude defense and Reflex defense. The target loses all healing surges and cannot regain hit points.	

Werewolf Battle Champion (Level 9) Elite Soldier (Leader)	Level 8 Disease
Medium natural humanoid (Shapechanger)	XP 800
Initiative +7 Senses Perception +11; low-light vision	
HP 188; Bloodied 94	
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 23; Fortitude 23, Reflex 20, Will 19	
Saving Throws +2	
Action Point 1	
Immune moon frenzy (see below)	
Speed 6 (8 in wolf form)	
m Greatclub (standard; at-will) ♦ Weapon	
+13 vs. AC; 2d4+4 damage; see also <i>blood rage</i> .	
m Bite (standard; at-will) ♦ Disease	
+13 vs. AC; 1d6+4 damage plus ongoing 5 damage (save ends), and the target contracts moon frenzy (see below); see also <i>blood rage</i> .	
Blood Rage	
The werewolf's melee attacks deal 4 extra damage against a bloodied target.	
Change Shape (minor; at-will) ♦ Polymorph	
A werewolf can alter its physical form to appear as a grey wolf or a unique human (see Change Shape). It cannot use its bite attack in human form and cannot make greatclub attacks in wolf form	
Battle Lord Tactics	
The battle champion and its allies deal an extra 1d6 damage against enemies that the battle champion flanks.	
Battle Talent	
The battle champion can score critical hits on attack rolls of natural 19 or 20.	
Inspiring Assault	
Whenever it scores a critical hit, the battle champion and all allies within 5 squares of it regain 4 hit points.	
Alignment Evil Languages Common	
Skills Bluff +9, Insight +11, Intimidate +9, Nature +11	
Str 19 (+8) Dex 16 (+7) Wis 14 (+6)	
Con 18 (+8) Int 10 (+4) Cha 11 (+4)	
Equipment leather armor, greatclub	

Moon Frenzy	Level 8 Disease
Endurance worsen DC19 or lower, stable DC20, improve DC24	
* Target is cured	
* Initial Effect: Target takes -2 penalty to Will defense.	
* While bloodied, the target must make a saving throw at the end of each turn. If he fails, on his next turn, he makes a melee attack against a random target within 5 squares of him. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.	
* Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.	

ENCOUNTER 3: BLACK BLOOD STATISTICS (HIGH LEVEL)

Human Mage (level 6)	Level 6 Artillery
Medium natural humanoid	XP 250
Initiative +5 Senses Perception +6	
HP 54; Bloodied 27	
AC 19; Fortitude 15, Reflex 16, Will 17	
Speed 6	
m Quarterstaff (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d8+1 damage.	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +9 vs. Reflex; 2d4+5 force damage	
R Dancing Lightning (standard; encounter) ♦ Lightning	
The mage makes a separate attack against 3 different targets; ranged 10; +9 vs. Reflex; 1d6+5 lightning damage	
A Thunder Burst (standard; encounter) ♦ Thunder	
Area burst 1; ranged 10; +9 vs. Fortitude; 1d8+5 thunder damage and the target is dazed (save ends).	
Alignment Evil Languages Common	
Skills Arcana +12	
Str 10 (+3) Dex 14 (+5) Wis 17 (+6)	
Con 12 (+4) Int 18 (+7) Cha 12 (+4)	
Equipment robes, quarterstaff, wand	

Minotaur Warrior	Level 10 Soldier
Medium natural humanoid	XP 500
Initiative +7 Senses Perception +14	
HP 106; Bloodied 53; see also <i>ferocity</i>	
AC 26; Fortitude 27, Reflex 21, Will 23;	
Speed 5	
m Battleaxe (standard; at-will) ♦ Weapon	
+16 vs. AC; 1d10+7 damage, and the target is marked until the end of the minotaur warrior's next turn.	
M Goring Charge (standard; at-will)	
The minotaur warrior makes a charge attack; +17 vs. AC; 1d6+6, and the target is knocked prone.	
Ferocity (when reduced to 0 hit points)	
The minotaur warrior makes a melee basic attack.	
Alignment Evil Languages Common	
Skills Dungeoneering +12, Intimidate +11, Nature +9	
Str 23 (+11) Dex 10 (+5) Wis 14 (+7)	
Con 18 (+9) Int 9 (+4) Cha 13 (+6)	
Equipment scale armor, heavy shield, battle axe	

Wererat (level 6)	Level 6 Skirmisher
Medium natural humanoid (shapechanger)	XP 250
Initiative +9 Senses Perception +8; low-light vision	
HP 72; Bloodied 36	
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 20; Fortitude 18, Reflex 19, Will 16	
Immune filth fever (see below)	
Speed 6, climb 4 (not in human form)	
m Short sword (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d6+6 damage.	
m Bite (standard; at-will) ♦ Disease	
+11 vs. AC; 1d4+4 damage, and the target takes ongoing 2 (save ends), and contracts filth fever (see below).	
Change Shape (minor; at-will) ♦ Polymorph	
A wererat can alter its physical form to appear as a dire rat or a unique human (see Change Shape, page 280). It loses its bite attack in human form.	
Combat Advantage	
The wererat does an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Alignment Evil Languages Common	
Skills Bluff +8, Stealth +12, Streetwise +8, Thievery +12	
Str 10 (+3) Dex 18 (+7) Wis 12 (+4)	
Con 16 (+6) Int 10 (+3) Cha 11 (+3)	
Equipment cloak, short sword	

Filth Fever	Level 3 Disease
Endurance worsen DC10 or lower, stable DC11, improve DC16	
* Target is cured	
* Initial Effect: Target loses 1 healing surge	
* The target takes a -2 penalty to AC, Fortitude defense and Reflex Defense.	
* Final State: The target takes a -2 penalty to AC, Fortitude defense and Reflex defense. The target loses all healing surges and cannot regain hit points.	

Werewolf Battle ChampionLevel 10 Elite Soldier (Leader)		
Medium natural humanoid (Shapechanger)		XP 1,000
Initiative +8	Senses Perception +12; low-light vision	
HP 204; Bloodied 102		
Regeneration 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)		
AC 24; Fortitude 24, Reflex 21, Will 20		
Saving Throws +2		
Action Point 1		
Immune moon frenzy (see below)		
Speed 6 (8 in wolf form)		
m Greatclub (standard; at-will) ♦ Weapon		
+14 vs. AC; 2d4+5 damage; see also <i>blood rage</i> .		
m Bite (standard; at-will) ♦ Disease		
+14 vs. AC; 1d6+5 damage plus ongoing 5 damage (save ends), and the target contracts moon frenzy (see below); see also <i>blood rage</i> .		
Blood Rage		
The werewolf's melee attacks deal 4 extra damage against a bloodied target.		
Change Shape (minor; at-will) ♦ Polymorph		
A werewolf can alter its physical form to appear as a grey wolf or a unique human (see Change Shape). It cannot use its bite attack in human form and cannot make greatclub attacks in wolf form		
Battle Lord Tactics		
The battle champion and its allies deal an extra 1d6 damage against enemies that the battle champion flanks.		
Battle Talent		
The battle champion can score critical hits on attack rolls of natural 19 or 20.		
Inspiring Assault		
Whenever it scores a critical hit, the battle champion and all allies within 5 squares of it regain 5 hit points.		
Alignment Evil	Languages Common	
Skills Bluff +10, Insight +12, Intimidate +10, Nature +12		
Str 19 (+9)	Dex 16 (+8)	Wis 14 (+7)
Con 18 (+9)	Int 10 (+5)	Cha 11 (+5)
Equipment leather armor, greatclub		

Moon Frenzy	Level 8 Disease
Endurance worsen DC13 or lower, stable DC14, improve DC19	
* Target is cured	
* Initial Effect: Target takes -2 penalty to Will defense.	
* While bloodied, the target must make a saving throw at the end of each turn. If he fails, on his next turn, he makes a melee attack against a random target within 5 squares of him. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.	
* Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.	

ENCOUNTER 3: BLACK BLOOD MAP

DUNGEON TILES

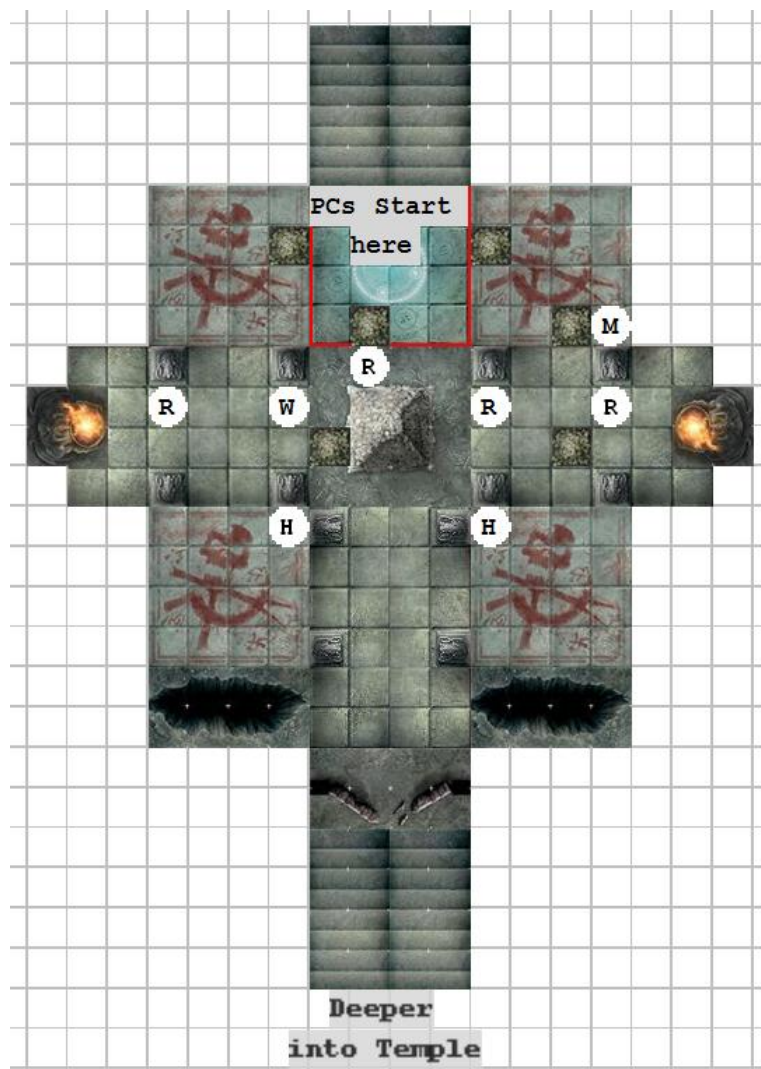
Crevasse / Floor	4x2	x2
Stairs / Floor	4x2	x4
Water Fountain / Magic Circle	4x4	x1

ARCANE CORRIDORS

Broken Doors / Floor	4x2	x1
Pool / Hall w/ Statues	4x8	x3
Skull Pile / Floor	1x1	x7

HIDDEN CRYPTS

Skull Pile / Blood Symbol	4x4	x5
Statue w/ Fire / Floor	2x2	x2



ENCOUNTER 4: THE AMNITES

ENCOUNTER LEVEL 8/11 (1550/2500 XP)

SETUP

This encounter includes the following creatures

dragonborn gladiator (D)

green dragon wyrmling companion (W)

mezzodemon (M)

tiefling heretic (T) (low-level only)

This encounter can take place either in its own area OR using the same map as above (see “Ending the Encounter”) in Encounter 3. If set in the same area, use the Features as above.

The moment this group of creatures sees the PCs, they immediately recognize them as trespassers. A DC 20 Streetwise or History check recognizes the others as Amnites. They are envoys from the Fisherman here to strike a deal with the Black Bloods. This would secure trade rights for the Amnites on Moray once the settlements have fallen.

The Fisherman sent a wyrmling in his employ to secure the alliance. When the PCs arrive, the talks have just concluded, with the Black Blood and Whitscar striking a deal with the Amnite delegation.

FEATURES OF THE AREA

Illumination: The inside of the cave is brightly lit. There are eight large braziers that give off a constant glow from a magical source.

Stairs: The many stairways in the room count as 2 squares of movement going up them and 1 going down or sideways.

Statues: The statues of Auril the Frostmaiden and Gruumsh the Conqueror function as bloodstone. Anyone standing in any square adjacent to them scores a critical hit on a 19 or 20.

“Yellow Areas”: The “yellow” areas (tiles from the Dire Tombs set) represent areas ten feet lower than the main floor (the “Grey Tiles”). The only areas where this is not true are the braziers that are on the “main floor.”

TACTICS

The Amnites target first PCs who have **MOON08 Enmity of the Fisherman**, as they received orders to kill those PCs if they ever saw them. However, they do not put themselves in any additional danger to do so (by provoking opportunity attacks, for example).

The dragonborn gladiator moves to engage the PCs’ defenders. The wyrmling flies above the PCs and uses its *breath weapon* and *luring gaze* to move weaker PCs toward the gladiator and mezzodemon.

The mezzodemon stays behind the dragonborn and uses his trident to immobilize any defenders. The tiefling heretic tries to add more damage to those PCs fighting in melee.

SCALING THE ENCOUNTER

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

Four PCs: At low-level remove the tiefling heretic, and at high-level use the low-level version of the mezzodemon.

Six PCs: Add another green dragon wyrmling companion.

ENDING THE ENCOUNTER

THE PAPERS

The PCs find a satchel with a number of letters on the wyrmling establishing connections and commercial ties between “Whitscar, Lord of the Black Blood” and “The Fisherman.” It is pretty obvious that both seek the swift destruction of Moonshavian control on Moray Island. The Fisherman requests some slaves and control of a number of mines in return for quality steel weapons and ammunition.

EXPERIENCE POINTS

The characters each receive 310/500 experience points for successfully defeating the creatures.

TREASURE

On the bodies of the Amnites, the PCs can find a *frost weapon* +2, *bloodcut armor* +2, *battlestrider greaves* (high level), an *implement* +3 (*orb, rod or wand*) (high level), plus loot worth 50 /75 gold pieces per PC.

ENCOUNTER 4: THE AMNITES STATISTICS (LOW LEVEL)

Dragonborn Gladiator	Level 10 Soldier (Leader)
Medium natural humanoid	XP 500
Initiative +9	Senses Perception +6
HP 106; Bloodied 53; see also <i>dragonborn fury</i>	
AC 24; Fortitude 23, Reflex 20, Will 21	
Speed 5	
m Bastard Sword (standard; at-will) ♦ Weapon	
+15 vs. AC (+16 while bloodied); see also <i>lone fighter</i> ; 1d10+5 damage.	
M Finishing Blow (standard; at-will) ♦ Weapon	
Target must be bloodied; +15 vs. AC (+16 while bloodied); 2d10+5 damage, and the dragonborn gladiator's allies gains a +2 bonus to attack rolls until the end of the dragonborn gladiator's next turn.	
C Dragon Breath (minor; encounter) ♦ Fire	
Close blast 3; +12 vs. Reflex (+13 while bloodied); 1d6+4 fire damage.	
Dragonborn Fury (only while bloodied)	
A dragonborn gains a +1 to racial bonus to attack rolls.	
Gladiator's Strike	
When the dragonborn gladiator hits an enemy with an opportunity attack, the target is knocked prone.	
Lone Fighter	
The dragonborn gladiator gains a +2 bonus to melee attack rolls when adjacent to only one enemy.	
Alignment Unaligned	Languages Common, Draconic
Skills Athletics +15, History +7, Intimidate +15	
Str 21 (+10)	Dex 15 (+7) Wis 12 (+6)
Con 18 (+9)	Int 10 (+5) Cha 16 (+8)
Equipment scale armor, bastard sword	

Green Dragon Wyrmling Companion	Level 7 Skirmisher
Small natural magical beast (dragon)	XP 300
Initiative +9	Senses Perception +4; darkvision
HP 80; Bloodied 40; see also <i>breath weapon</i>	
AC 21; Fortitude 18, Reflex 20, Will 19	
Resist 5 poison	
Speed 8, fly 8 (hover)	
m Bite (standard; at-will) ♦ Poison	
+12 vs. AC; 1d8+5 damage, and the target takes ongoing 5 poison damage.	
m Claw (standard; at-will)	
+12 vs. AC; 1d6+5 damage.	
R Luring Gaze (minor; at-will) ♦ Charm	
Ranged 10; +10 vs. Will; the target slides 1 square.	
C Dragon Breath (standard; recharges when first bloodied; encounter) ♦ Poison	
Close blast 3; +8 vs. Fortitude; 3d8+4 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
Alignment Evil	Languages Draconic
Skills Bluff +11, Diplomacy +11, Insight +9, Intimidate +11	
Str 13 (+4)	Dex 19 (+7) Wis 13 (+4)
Con 16 (+6)	Int 13 (+4) Cha 16 (+6)
Equipment satchel with letters	

Mezzodemon (level 10)	Level 10 Brute
Large elemental humanoid (demon)	XP 500
Initiative +9	Senses Perception +13; darkvision
HP 105; Bloodied 52	
AC 26; Fortitude 24, Reflex 21, Will 22	
Resist 20 poison, 10/variable (2/encounter)	
Speed 6	
m Trident (standard; at-will) ♦ Weapon	
Reach 2; +17 vs. AC; 1d8+5 damage.	
M Skewering Tines (standard; at-will) ♦ Weapon	
Requires trident; reach 2; +17 vs. AC; 1d8+5 damage, ongoing 5 damage and the target is restrained (save ends both). While the target is restrained, the mezzodemon can't make trident attacks.	
C Poison Breath (standard; recharge 5 6) ♦ Poison	
Close blast 3; target enemies; +15 vs. Fortitude; 2d6+3 poison damage, and ongoing 5 poison damage (save ends).	
Alignment Chaotic Evil	Languages Abyssal
Skills Intimidate +11	
Str 20 (+10)	Dex 15 (+7) Wis 16 (+8)
Con 17 (+8)	Int 10 (+5) Cha 13 (+6)
Equipment trident	

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 vs. bloodied target); 1d4+2 damage.	
r Balefire (standard; at-will) ♦ Fire	
Ranged 10; +9 vs. Reflex; (+10 vs. 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 vs. bloodied target); 1d6+5 psychic damage, and ongoing 5 psychic damage (save ends)	
Cloak of Escape (immediate action, 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 points of damage.	
Alignment Evil	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	

ENCOUNTER 4: THE AMNITES STATISTICS (HIGH LEVEL)

Dragonborn Warmaster Level 10 Elite Soldier (Leader)		
Medium natural humanoid		XP 1,000
Initiative +9	Senses Perception +6	
HP 212; Bloodied 106; see also <i>dragonborn fury</i>		
AC 26; Fortitude 25, Reflex 22, Will 21		
Saving Throws +2		
Action Point 1		
Speed 5		
m Bastard Sword(standard; at-will) ♦ Weapon		
+15 vs. AC (+16 while bloodied); see also <i>lone fighter</i> ; 1d10+7 damage.		
M Dual Strike (standard; at-will)		
The dragonborn gladiator makes two bastard sword attacks.		
M Finishing Blow (standard; at-will) ♦ Weapon		
Target must be bloodied; +15 vs. AC (+16 while bloodied); 2d10+7 damage, and the dragonborn gladiator's allies gains a +2 bonus to attack rolls until the end of the dragonborn gladiator's next turn.		
C Dragon Breath (minor; encounter) ♦ Fire		
Close blast 3; +12 vs. Reflex (+14 while bloodied); 1d6+6 fire damage.		
Dragonborn Fury (only while bloodied)		
A dragonborn gains a +1 to racial bonus to attack rolls.		
Gladiator's Strike		
When the dragonborn gladiator hits an enemy with an opportunity attack, the target is knocked prone.		
Lone Fighter		
The dragonborn gladiator gains a +2 bonus to melee attack rolls when adjacent to only one enemy.		
Alignment Unaligned		Languages Common, Draconic
Skills Athletics +15, History +7, Intimidate +15		
Str 21 (+10)	Dex 15 (+7)	Wis 12 (+6)
Con 18 (+9)	Int 10 (+5)	Cha 16 (+8)
Equipment scale armor, bastard sword		

Green Dragon Wyrmling Companion Level 10 Skirmisher		
Medium natural magical beast (dragon)		XP 500
Initiative +11 Senses Perception +6; darkvision		
HP 104; Bloodied 52; see also <i>breath weapon</i>		
AC 24; Fortitude 21, Reflex 22, Will 22		
Resist 5 poison		
Speed 8, fly 8 (hover)		
m Bite (standard; at-will) ♦ Poison		
+15 vs. AC; 1d8+7 damage, and the target takes ongoing 5 poison damage.		
m Claw (standard; at-will)		
+15 vs. AC; 1d6+7 damage.		
R Luring Gaze (minor; at-will) ♦ Charm		
Ranged 10; +13 vs. Will; the target slides 1 square.		
C Dragon Breath (standard; recharges when first bloodied; encounter) ♦ Poison		
Close blast 3; +11 vs. Fortitude; 3d8+6 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).		
Alignment Evil		Languages Draconic
Skills Bluff +13, Diplomacy +13, Insight +11, Intimidate +13		
Str 13 (+6)	Dex 19 (+9)	Wis 13 (+6)
Con 16 (+8)	Int 13 (+6)	Cha 16 (+8)
Equipment satchel with letters		

Mezzodemon Fighter		Level 10 Elite Brute
Large elemental humanoid (demon)		XP 1,000
Initiative +9 Senses Perception +13; darkvision		
HP 202; Bloodied 101		
AC 26; Fortitude 26, Reflex 21, Will 22		
Resist 20 poison, 10/variable (2/encounter)		
Saving Throws +2		
Action Point 1		
Speed 6		
m Trident (standard; at-will) ♦ Weapon		
Reach 2; +18 vs. AC; 1d8+5 damage.		
M Skewering Tines (standard; at-will) ♦ Weapon		
Requires trident; reach 2; +18 vs. AC; 1d8+5 damage, ongoing 5 damage and the target is restrained (save ends both). While the target is restrained, the mezzodemon can't make trident attacks.		
M Cleave (standard; at-will) ♦ Martial, Weapon		
Requires trident; reach 2; +18 vs. AC; 2d8+5 damage, and another enemy adjacent to the mezzodemon fighter takes 5 damage.		
M Covering Attack (standard; encounter) ♦ Martial, Weapon		
Requires trident; reach 2; +18 vs. AC; 1d8+5 damage, and an ally of the mezzodemon that is adjacent to the target can shift 2 squares.		
M Brute Strike (standard; daily) ♦ Martial, Weapon		
Requires trident; reach 2; +18 vs. AC; 3d8+5 damage.		
C Poison Breath (standard; recharge 5 6) ♦ Poison		
Close blast 3; target enemies; +15 vs. Fortitude; 2d6+3 poison damage, and ongoing 5 poison damage (save ends).		
Unstoppable (minor; daily) ♦ Martial		
The mezzodemon fighter gains 2d6+3 temporary hit points.		
Combat Superiority		
The mezzodemon fighter gains +3 to attack rolls on opportunity attacks. An enemy struck by an opportunity attack stops moving if a move provoked the attack.		
Combat Challenge		
The mezzodemon fighter marks any target it attacks. The mark lasts until the mezzodemon fighter's next turn. If the marked target makes an attack that does not include the mezzodemon, the attack is made at -2. In addition, when a marked target adjacent to the mezzodemon shifts or makes an attack that does not include the mezzodemon, the mezzodemon can make an attack against the marked creature as an immediate interrupt.		
Alignment Chaotic Evil		Languages Abyssal
Skills Intimidate +11		
Str 20 (+10)	Dex 15 (+7)	Wis 16 (+8)
Con 17 (+8)	Int 10 (+5)	Cha 13 (+6)
Equipment trident		

ENCOUNTER 4: AMNITES MAP

DUNGEON TILES

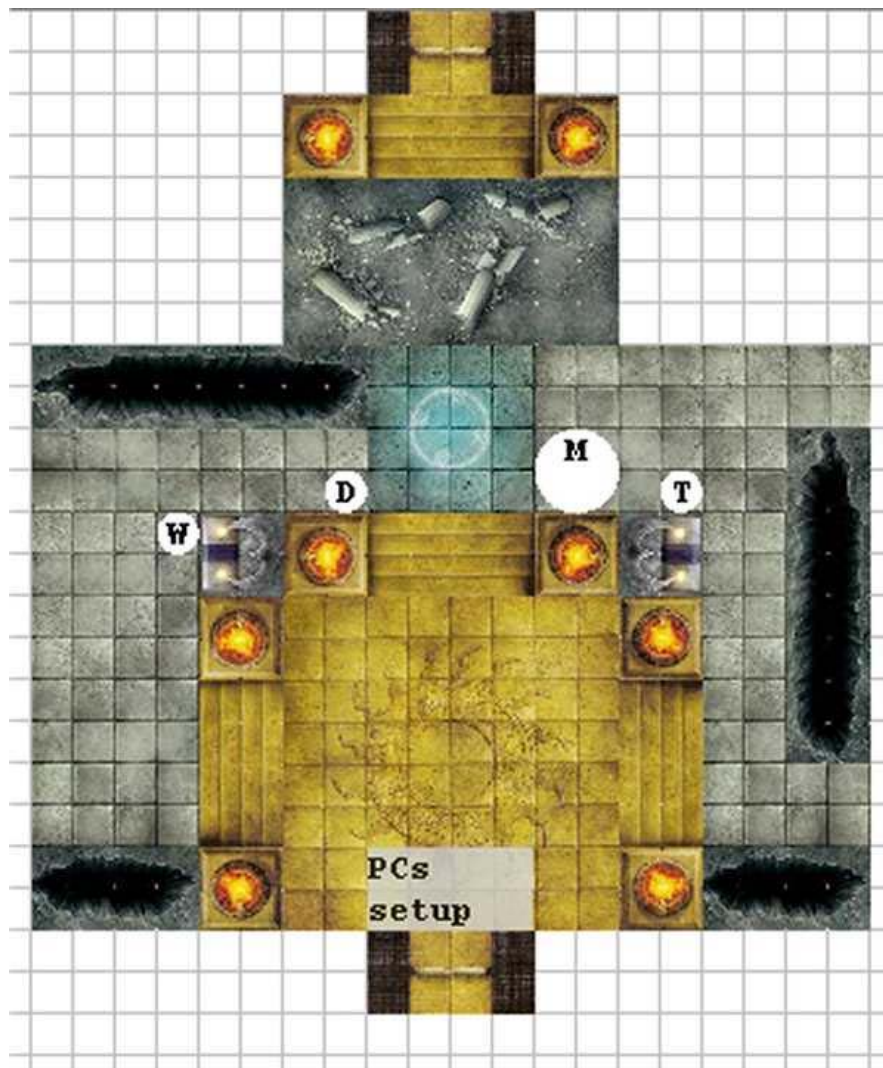
Cave / Floor	4x8	x4
Crevasse / Floor	4x2	x2
Crevasse / Floor	8x2	x2
Ruins / Floor	4x8	x1
Water Fountain / Magic Circle	4x4	x1

HIDDEN CRYPTS

Statue w/ Altar / Floor	2x2	x2
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DIRE TOMBS

Doors in Hall / Hallway	4x2	x2
Stairs with Cauldrons / Webs in Hall	8x2	x4
Throne Room / Sun Room	8x8	x1



ENCOUNTER 5: WHITESCAR

ENCOUNTER LEVEL 8/10 (1750/2500 XP)

SETUP

This encounter includes the following creature.

Whitescar, young purple dragon (W)

A few empty rooms deeper into the lair, the PCs finally reach the main chamber where once the Black Blood gathered to worship Malar. The temple has since been abandoned and given over to Whitescar, a purple dragon who works with the cult.

As the adventurers enter the area, read:

The room ahead is enormous. In spite of its size, sounds do not echo. The darkness here is deep, almost palpable. A silky and venomous voice resounds through the cave, coming from deep within.

“More visitors? What have you come to offer me? Gold this time, I hope.”

Some PCs may wish to try and bluff or talk their way out of this encounter. This can be done but requires a large payment in gold to be successful. Whitescar is very greedy and any talks require gold or coin to convince him to agree. This should be an extended and very difficult skill challenge. Whitescar is interested in territory and dominion over inferior beings (which includes pretty much everyone and anything) as well as large amount of treasure.

Even if the PCs succeed in talking their way out of fighting Whitescar, this means the Black Bloods still have one of their most powerful allies in the area and their power remains unbroken. Proceed to Encounter 9.

FEATURES OF THE AREA

Illumination: There is no light in this room.

Ceilings: The ceilings here are 30 feet high.

“Crevasses”: Those are not holes, but pillars that support the ceiling.

Dragon Statues: Those statues represent Malar as a large draconic-style creature ready to pounce on anyone who comes into the inner temple.

Dragon Skull: This skull belonged to a very ancient beast lost to time. The walking on the skull costs 2 squares of movement.

Water Pool: This pool is full of clear, fresh water. Crossing the water costs three squares of movement but

being in the water provides cover and a +1 bonus to defenses and saving throws against attacks with the fire descriptor.

TACTICS

Whitescar prefers to stay away and uses its *breath weapon* and *frightful presence* to disrupt the PCs' formations and force the PCs to move around. It uses its *dominating gaze* to daze and stun strikers.

SCALING THE ENCOUNTER

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

Four PCs: Lower the level of the dragon by 1 (-1 to all attacks and defenses; hit points go down to 172/336).

Six PCs: Increase the level of the dragon by 1 (+1 to all attacks and defenses; hit points go up to 336/400).

ENDING THE ENCOUNTER

With the defeat of Whitescar, the Black Blood have lost a major ally in the area. As news of its demise spreads, the stranglehold of the Black Blood on the tribes of the area begins to crumble. Proceed to Encounter 9.

EXPERIENCE POINTS

The characters each receive 350/500 experience points for successfully defeating Whitescar.

TREASURE

Whitescar keeps most of its treasure deeper in its lair, in a cave accessible only to it with its *dark phase* ability. It has since stripped anything of value from the temple.

Whitescar has loot with him worth 50/75 gold pieces per PC. The PCs also find a ritual book containing Seek Rumor and Shadow Bridge (and Status at high-level), and a *cloak of survival* +2.

ENCOUNTER 5: WHITESCAR STATISTICS (LOW LEVEL)

Whitescar, Young Purple Dragon		Level 8 Solo Controller
Large natural magical beast (dragon)		XP 1750
Initiative +7 Senses Perception +8; darkvision		
HP 304; Bloodied 152; see also <i>bloodied breath</i>		
AC 26; Fortitude 23, Reflex 24, Will 27		
Resist 20 psychic		
Saving Throws +5		
Speed 7, fly 7 (hover), overland flight 14		
Action Point 2		
m Bite (standard; at-will)		
Reach 2; +13 vs. AC; 1d8+2 damage, and the target 5 ongoing psychic damage.		
m Claw (standard; at-will)		
Reach 2; +13 vs. AC; 1d10+3 damage.		
M Double Attack (standard; at-will)		
The dragon makes two claw attacks.		
C Breath Weapon (standard; recharge 5 6) ♦ Psychic		
Close blast 5; +12 vs. Fortitude; 1d8+6 psychic damage, and the target take ongoing 5 psychic damage and is dazed (save ends both). Each time the target fails the saving throw against this effect, the purple dragon can slide it 3 squares. <i>Miss</i> : Half damage and the target is not dazed and does not take ongoing damage.		
C Bloodied Breath (free, when first bloodied; encounter) ♦ Psychic		
The dragon's <i>breath weapon</i> recharges and the dragon uses it immediately.		
R Dominating Gaze (minor; at-will) ♦ Charm, Gaze		
Ranged 10; target a stunned or dazed creature; +12 vs. Will; the target is dominated until the end of the dragon's next turn. The purple dragon can use <i>dominating gaze</i> on only one creature at a time.		
C Frightful Presence (standard; encounter) ♦ Fear		
Close burst 5; targets enemies; +12 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect</i> : The target takes a -2 penalty to attack rolls (save ends).		
Dark Phase (minor; recharge 3 4 5 6)		
The dragon gains the phasing quality until the end of its turn.		
Harmed by Sunlight		
An adult purple dragon that begins its turn in direct sunlight can only take a single standard action on its turn. If it ends the turn in direct sunlight it takes 76 damage.		
Alignment Evil		Languages Common, Draconic
Skills Bluff +14, Diplomacy +14, Dungeoneering +11, Intimidate +14, Insight +11		
Str 12 (+5)	Dex 15 (+7)	Wis 14 (+6)
Con 12 (+5)	Int 13 (+5)	Cha 20 (+9)

ENCOUNTER 5: WHITESCAR STATISTICS (HIGH LEVEL)

Whitescar, Adult Purple Dragon		Level 10 Solo Controller
Large natural magical beast (dragon)		XP 2,500
Initiative +8 Senses Perception +9; darkvision		
HP 368; Bloodied 184; see also <i>bloodied breath</i>		
AC 28; Fortitude 25, Reflex 26, Will 29		
Resist 15 psychic		
Saving Throws +5		
Speed 7, fly 7 (hover), overland flight 14		
Action Point 2		
m Bite (standard; at-will)		
Reach 2; +15 vs. AC; 1d8+3 damage, and the target 5 ongoing psychic damage.		
m Claw (standard; at-will)		
Reach 2; +15 vs. AC; 1d10+4 damage.		
M Double Attack (standard; at-will)		
The dragon makes two claw attacks.		
C Breath Weapon (standard; recharge 5 6) ♦ Psychic		
Close blast 5; +14 vs. Fortitude; 1d8+7 psychic damage, and the target take ongoing 5 psychic damage and is dazed (save ends both). Each time the target fails the saving throw against this effect, the purple dragon can slide it 3 squares. <i>Miss</i> : Half damage and the target is not dazed and does not take ongoing damage.		
C Bloodied Breath (free, when first bloodied; encounter) ♦ Psychic		
The dragon's <i>breath weapon</i> recharges and the dragon uses it immediately.		
R Dominating Gaze (minor; at-will) ♦ Charm, Gaze		
Ranged 10; target a stunned or dazed creature; +14 vs. Will; the target is dominated until the end of the dragon's next turn. The purple dragon can use <i>dominating gaze</i> on only one creature at a time.		
C Frightful Presence (standard; encounter) ♦ Fear		
Close burst 5; targets enemies; +14 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect</i> : The target takes a -2 penalty to attack rolls (save ends).		
Dark Phase (minor; recharge 3 4 5 6)		
The dragon gains the phasing quality until the end of its turn.		
Harmed by Sunlight		
An adult purple dragon that begins its turn in direct sunlight can only take a single standard action on its turn. If it ends the turn in direct sunlight it takes 76 damage.		
Alignment Evil		Languages Common, Draconic
Skills Bluff +15, Diplomacy +15, Dungeoneering +13, Intimidate +15, Insight +13		
Str 12 (+6)	Dex 15 (+8)	Wis 14 (+7)
Con 12 (+6)	Int 13 (+6)	Cha 20 (+10)

ENCOUNTER 5: WHITESCAR MAP

DUNGEON TILES

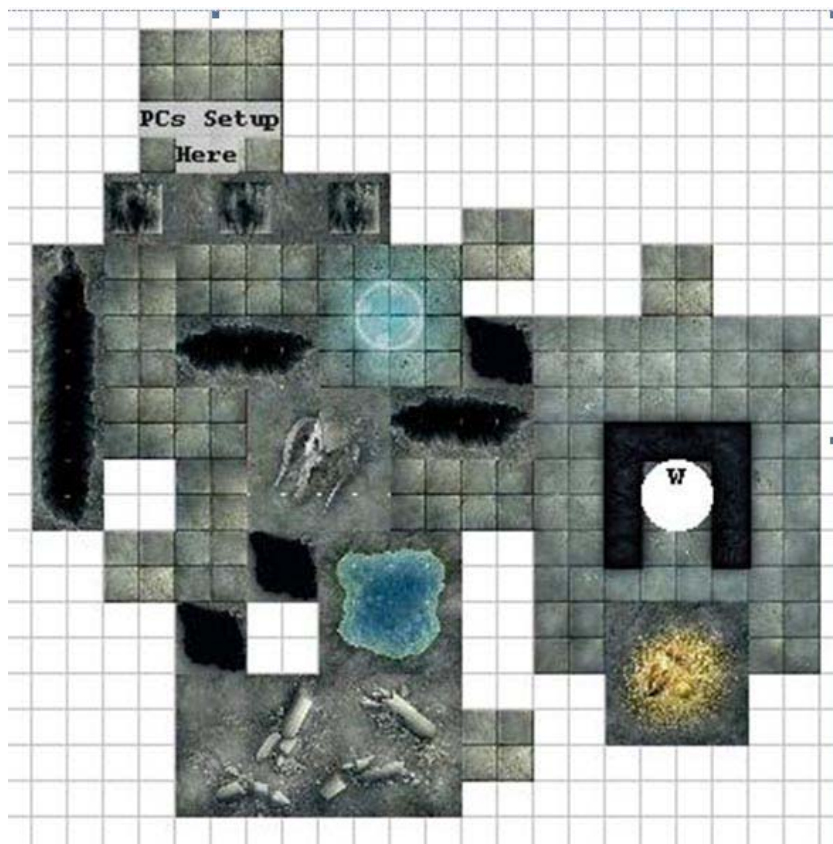
Crevasse / Floor	4x2	x2
Crevasse / Floor	8x2	x1
Dragon Statues / Floor	8x2	x1
Ground / Floor	2x2	x4
Pit / Floor	4x4	x1
Pool / Floor	4x4	x2
Ruins / Floor	4x8	x1
Stairs / Floor	4x2	x5
Treasure / Platform	4x4	x6
Water Fountain / Magic Circle	4x4	x1

HIDDEN CRYPTS

Barn / Empty Crypt	8x10	x1
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LOST CAVERNS OF THE UNDERDARK

Floor w/Debris / Cave Pillar	2x2	x3
Dragon Skull / Tunnel Bend	4x4	x1



ENCOUNTER 6: THE AMBASSADORS

ENCOUNTER LEVEL 8/11 (1550/2500 XP)

SETUP

This encounter includes the following creatures:

dragonborn gladiator (D)

green dragon wyrmling companion (W)

mezzodemon (M)

tiefling heretic (T) (low-level only)

Use the creature statistics from Encounter 4 for this encounter.

If the PCs could not convince Daffyd to let them lead the assault (or if they did not even try), they are asked to stay behind and defend the mines and the village. Vondal Greyhammer assigns the PCs to patrol the area, for he fears a counterattack. He tells them that anything out of the ordinary should be killed on sight: Only enemies of Moray roam the nearby hills.

The first four days are passed chasing away small bands of orcs and the occasional ogre. The creatures do not seem very interested in fighting and usually flee when they realize they face organized resistance.

On the fifth day, the PCs spot a group of folk on the path. They are heading east toward Moray. The moment the PCs see this group of creatures, the PCs immediately recognize them as foreigners.

A DC 20 Streetwise or History check recognizes them as Amnites. They are envoys from the Fisherman here to strike a deal with the Black Blood. This would secure trade rights for the Amnite on Moray once the settlements have fallen.

The Fisherman sent a wyrmling in his employ to secure the alliance. When the PCs encounter them, the Amnites are returning to their ship on Moray. Their mission is successful. They all have valid travel papers with the seal of the King of Snowdown. This seal is genuine (and the Amnites know it), but a DC 20 History or Streetwise check indicates that this seal is not valid here. There is no authority on Moray who recognizes those papers, and any provisions of protection within cannot be upheld outside the cities.

If any of the PCs has **MOON08 Enmity of the Fisherman**, the Amnites attack immediately. Otherwise, the Amnites are willing to talk to the PCs. They pretend they came to Moray in search of a great treasure but were not able to find it and are returning to town to board their ship.

Any violent action on the part of the PCs starts a fight. The Amnites are willing to talk, but they do not tolerate anyone trying to force them into anything. They consider their mission to be too important.

SUCCESSFUL TALKS

If the PCs successfully talk to the Amnites, they can learn a number of useful information.

- They came here looking for treasure. They did not find any and now they are heading back to Snowdown. (False)
- Although they are Amnites, they all call Snowdown their home (except the mezzodemon who does not answer). The wyrmling is the only one who was both borne and raised on Snowdown.
- They work for a man called “the Fisherman”.
- They do not know much about the man, but he pays them well and keeps them busy adventuring.
- He controls great resources including mines, fisheries and mercenaries, many of them gathered in the Moonshaes.
- None of them care for the Moonshae Isles, considering them a “backwater hell hole” only good to enrich themselves.
- None are willing or interested in helping the PCs or Daffyd. They prefer to “let the locals to their own problems.”
- They met a young man with an army of “frothing, raging savages” a few days ago. They reckon he met his end in the mountains.

FEATURES OF THE AREA

Illumination: The encounter starts at dusk. The light is quickly dying, giving way to the night. This counts as dim light.

Rain: The light rain that falls on the battlefield imparts a -2 penalty to attacks targeting creatures 5 or more squares away.

Standing Stones: Those are simple stones except for Good or Lawful Good-aligned PCs with the story award **MOON04 Earth Node on Moray**. To those PCs, whenever they enter the circle, they gain a +2 bonus to all defenses and AC. Those PCs feel the protective area emanating from the stones.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

TACTICS

The Amnites first target PCs who have **MOON08 Enmity of the Fisherman**, as they received orders to kill those PCs on sight. However, they do not put themselves in any additional danger to do so (do not provoke opportunity attacks).

The dragonborn gladiator moves to engage the PCs' defenders. The wyrmling flies above the PCs and uses its *breath weapon* and *luring gaze* to move weaker PCs toward the gladiator and mezzodemon.

The mezzodemon stays behind the dragonborn and uses his trident to immobilize any defenders. The tiefling heretic tries to add more damage to those PCs fighting in melee.

SCALING THE ENCOUNTER

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

Four PCs: At low-level remove the tiefling heretic, and at high-level use the low-level version of the mezzodemon.

Six PCs: Add another green dragon wyrmling companion.

ENDING THE ENCOUNTER

After the PCs resolve their dealings with the Amnites and rest for 10 minutes, they hear the alarm horn back at the mines. The mines are under attack! It takes about 15-20 minutes for the PCs to reach the mine from their current location. If the PCs wait more than 10 minutes to move back to the village, they each lose 1 healing surge as they battle their way through many foes toward the village.

INTERROGATION

If the PCs interrogate any of the Amnites, refer to the "Successful Talks" section, above.

THE PAPERS

The PCs find a number of papers on the wyrmling establishing connections and commercial ties between "Whitescar, Lord of the Black Blood" and "the Fisherman." It is pretty obvious that both seek the swift destruction of Moonshavian control on Moray Island. The Fisherman requests some slaves and control of a number of mines in return for quality steel weapons and ammunitions.

EXPERIENCE POINTS

The characters each receive 310/500 experience points for successfully defeating the creatures.

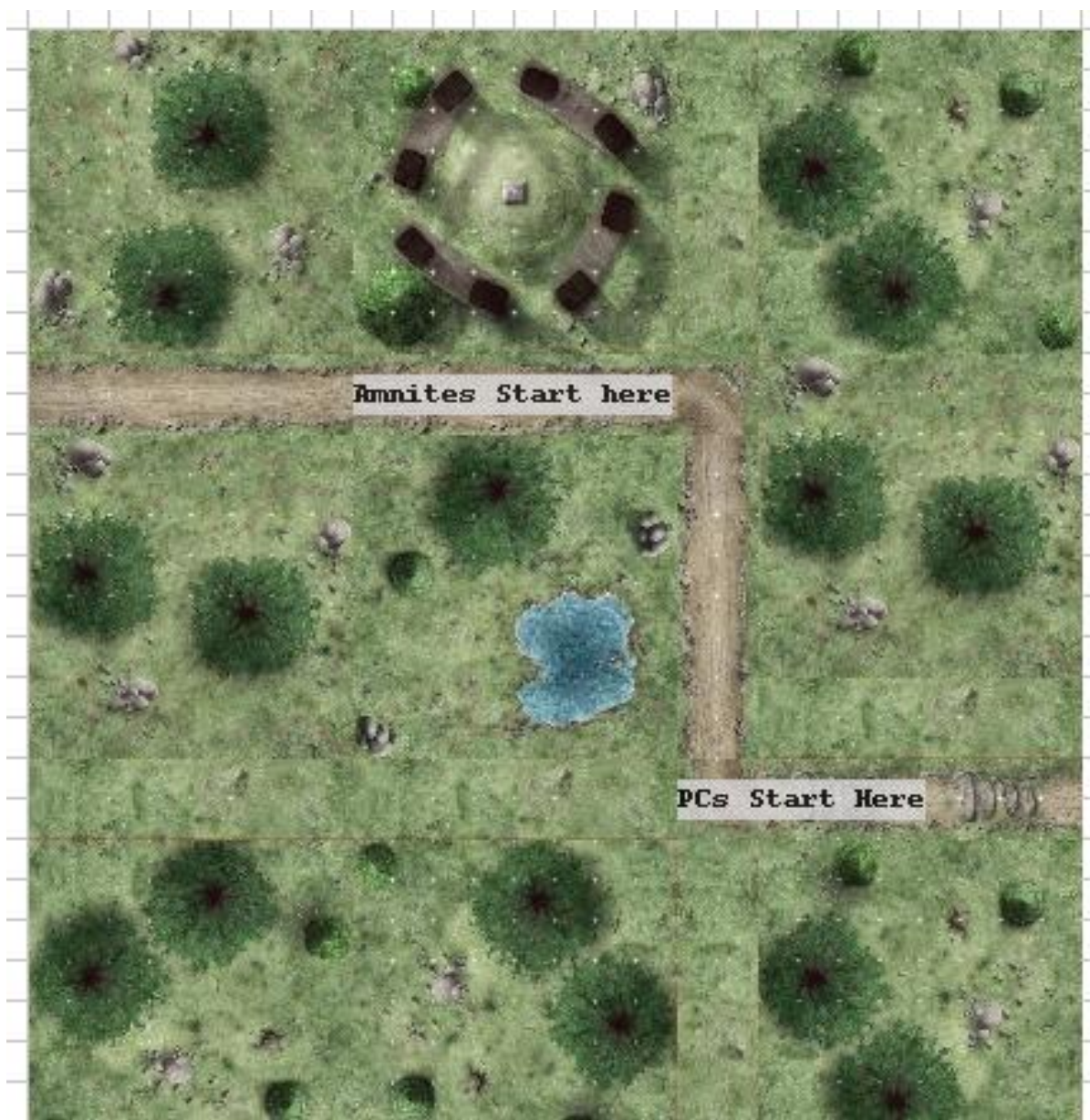
TREASURE

On the bodies of the Amnites, the PCs can find a *frost weapon* +2, *bloodcut armor* +2, *battlestrider greaves* (high level), an *implement* +3 (*orb, rod or wand*) (high level), plus loot worth 50 /75 gold pieces per PC.

ENCOUNTER 6: THE AMBASSADORS

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x3
Stream / Road	8x2	x3
Stonehenge / Field w/Pond	8x8	x2
Ruined Tower / Field w/Trees	8x8	x4
Stream Bend / Road Bend	2x2	x1
Horse / Road Bend	2x2	x1
Road w/ Steps / Fallen Pillar	4x2	x2
Field / Road	8x2	x5



ENCOUNTER 7: NIGHT RAID

ENCOUNTER LEVEL 9/12 (2300/3100 XP)

SETUP

This encounter includes the following creatures.

2 human mages (H)

minotaur warrior (M) (high level only)

4 wererats (R)

werewolf battle champion (W)

Use the creature statistics from Encounter 3 for this encounter.

While Daffyd and most of his army are at the Temple of Malar, Whitespace launches his army against the small mine. Because of his own weakness in sunlight, the dragon waits for nightfall to launch his attack.

Obviously there are way more combatants than are represented here. Those orcs and ogres attack the walls directly, bypassing the PCs. The PCs easily defeat a number of small groups of orcs and wererats outside the walls.

A battle is a chaotic affair, especially a nighttime battle. The PCs should not be given a clear picture of what is happening. Fiery arrows fly in both directions, screams of the dying cover the ambient noise, war drums resound in the background. The result is a massive assault.

The defenders do not open the doors while the attack is underway. They stay on the walls and let loose volleys upon volleys of arrows, missiles and sling bullets. The attackers use standard siege tactics: ladders, battering rams and missile fire to try and take the mine. During the battle, you may allow each PC to make a very high (DC 30+) Perception check to notice a large and dark shape flying over the assembled army.

FEATURES OF THE AREA

Illumination: Because this battle takes place at night on a cloudy night, there is no light. PCs and creatures with low-light vision consider everywhere as dimly lit (provides concealment). The Malarite mages carry a torch.

Rain: The light rain that falls on the battle field imparts a -2 bonus to non-close ranged attacks only. This penalty is cumulative with the illumination penalty above.

Stray Arrow: Every other round, one random combatant (randomize between the PCs and creature) may be hit by a stray arrow. This arrow has a +7/+10 vs. AC and does 4/5 damage.

Ruined Tower: The tower is a pile of ruins. The walls can be crossed anywhere for 2 squares of movement. The clear squares cost no additional movement.

TACTICS

The Black Bloods employ simple, animalistic tactics. The werewolf charges one of the PCs and the wererats move to gain combat advantage on that PC. The werewolf uses its *battle lord tactics* by setting up flanks. The lycanthropes use their *bite* attack to infect PCs before changing to weapons.

The Malarite human mage stays back and uses his powers to support and help the lycanthropes.

If present, the minotaur charges using *goring charge* and either tries to keep another PC busy or supports the werewolf.

SCALING THE ENCOUNTER

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

Four PCs: Remove one wererat.

Six PCs: Add one Malarite human mage and one wererat. At high level, add one minotaur warrior instead.

ENDING THE ENCOUNTER

To increase the overall challenge, start Encounter 8: Night Raid Part 2 before the PCs can take a short rest. Proceed to Encounter 8.

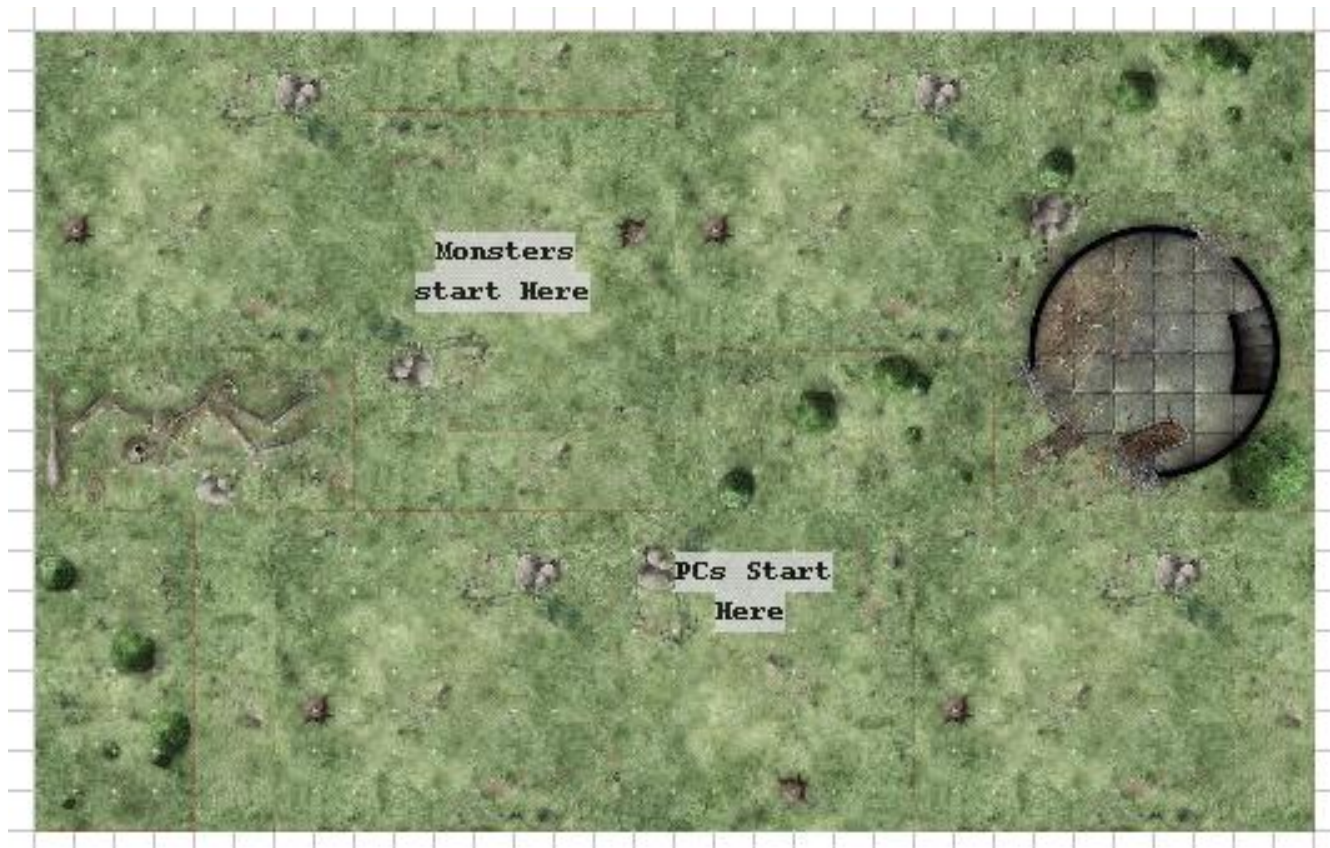
EXPERIENCE POINTS

The characters each receive 460/620 experience points for successfully defeating the creatures.

ENCOUNTER 7: NIGHT RAID

RUINS OF THE WILD

Camp / Field	8x8	x6
Ruined Tower / Field w/Trees	8x8	x1
Field / Skeleton	4x8	x4
Field / Road	8x2	x4



ENCOUNTER 8: NIGHT RAID PART 2

ENCOUNTER LEVEL 8/10 (1750/2500 XP)

SETUP

This encounter includes the following creature.

Whitescar, young purple dragon (W)

For the statistics of Whitescar, refer to Encounter 5.

This encounter takes place on the same location as the previous encounter. To increase the challenge, do not allow the PCs a short rest, but grant them a milestone if they reached one.

FEATURES OF THE AREA

This battle takes place in the same location as Encounter 7. The same features apply.

TACTICS

Whitescar prefers to stay away and uses its *breath weapon* and *frightful presence* power to disrupt the PCs' formations and force the PCs to move around. It uses its dominating gaze to daze and stun strikers.

Whitescar flies and tries to break the PCs' formation as much as possible before moving down. Whenever possible, he stays away from defenders and focuses his attacks on those with ranged attacks first.

SCALING THE ENCOUNTER

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

Four PCs: Lower the level of the dragon by 1 (-1 to all attacks and defenses; hit points go down to 172/336).

Six PCs: Increase the level of the dragon by 1 (+1 to all attacks and defenses; hit points go up to 336/400).

ENDING THE ENCOUNTER

With the defeat of Whitescar, the Black Blood army turns on itself and quickly routs. As news of Whitescar's demise spreads, the stranglehold of the Black Blood on the tribes of the area begins to crumble. Proceed to Encounter 9.

EXPERIENCE POINTS

The characters receive 350/500 experience points for successfully defeating Whitescar.

TREASURE

The routed army drops loot worth 50/75 gold pieces per PC. The PCs also find a ritual book containing *Seek Rumor* and *Shadow Bridge* (and *Status* at high-level), and a *cloak of survival* +2.

ENCOUNTER 9: AFTER THE ORDEAL

SETUP

Important NPCs:

Daffyd Mac Lyrr Northlander male, mid teens, ship's captain and son of Brenden

Captain Ruary O'Bannon: Ffolk veteran soldier, early 30s.

Vondal Greyhammer: Old Dwarf veteran

Because there are a number of possible outcomes to this adventure, this encounter ties a number of elements together.

WHITESCAR WAS NOT KILLED

If Whitescar was not killed by the PCs, the mine is quickly overrun by the Black Blood after the PCs leave the area. Daffyd goes against the dragon by himself and gets killed.

The PCs' names become synonymous with failure in the Moonshaes. The PCs earn the **MOON09 Ire of the Mac Lyrr** story award.

DAFFYD HEADED OUT TO THE TEMPLE

The PCs did not convince Daffyd to let them lead the assault. This results in Daffyd and his army getting crushed by the Black Blood. Very few warriors return from the temple. The PCs earn the **MOON09 Ire of the Mac Lyrr** story award.

THE PCs WENT TO THE TEMPLE AND KILLED WHITESCAR

As the PCs travel back from the Temple, they can see that the cohesiveness of the Black Blood is now broken. Orc tribes squabble with each other; ogres fight ettins, and so forth. The death of Whitescar has broken the power of the Black Blood in the area.

When they reach the mine, they find Daffyd and his men smiling. While the PCs were away, they repelled a major Black Blood attack. After a long siege, their army suddenly dissolved into chaos and broke without explanation.

TREASURE

From the spoils of war, the PCs receive 50/50 gold pieces each. They also are presented with an *amulet of health* +2.

CONCLUSION

Read only those parts that apply AND the Epilogue section to all.

WHITESCAR IS DEAD

With the death of the purple dragon Whitescar, the Black Blood in the area is broken. Orcs, ogres and ettin tribes turn on their former masters and each other.

The Moonshavian forces on Moray have been granted a respite from the constant assaults of the Black Blood. This victory, your victory, has given hope to the defenders of Moray.

DAFFYD IS DEAD

Upon your return to Warlsbry, both Brenden and Grunhild Mac Lyrr summon you to their home. In a few short words, you are told of their displeasure with you and your incapacity to protect their son. Their words are short and very clear. Any liking they might have taken to you in the past is now gone.

EPILOGUE

This scene foreshadows the final part of the "Fisherman" major quest.

The inn was almost empty when the tall man entered and headed for the barkeep.

"My Lord... we did not expect you tonight!" stumbled the inn keeper.

"I need you to find some people for me... I have a score to settle with them. Get them here... I don't not care how you do it I want them here. Here are their names." The man handed a letter to the inn keeper.

"Yes my lord, I will do as you wish." The inn keeper shakes visibly, even after the other man has left the inn.

Every PC earns **MOON08 Fisherman Quest Part 2**.

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.

The PCs can get experience only for encounters 3-5 OR 6-8.

Encounter 3: The Black Blood
460/620 XP

Encounter 4: The Amnites
310/500 XP

Encounter 5: Whitescar
350/500 XP

or

Encounter 6: The Ambassadors
310/500 XP

Encounter 7: Night Raid
460/620 XP

Encounter 8: Night Raid part 2
350/500 XP

Total Possible Experience
1,120/1,600 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 the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

The PCs can get gold for encounters 3-5 OR 6-8.

Gold Per PC

150 / 200 gp

(Encounter 4: 50 / 75 gp, Encounter 5: 50 / 75 gp, Encounter 9: 50 / 50 gp)

OR

(Encounter 6: 50 / 75 gp, Encounter 8: 50 / 75 gp, Encounter 9: 50 / 50 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *bloodcut armor* +2

Found in Encounter 4 or 6

Bundle B: *cloak of survival* +2

Found in Encounter 5 or 8

Bundle C: *frost weapon* +2

Found in Encounter 4 or 6

Bundle D: *amulet of health* +2

Found in Encounter 9

Bundle E: *magic implement +3 (orb, staff, wand)* (high-level version only)

Found in Encounter 4 or 6

Bundle F: *battlestrider greaves* (high-level only)

Found in Encounter 4 or 6

Bundle G: ritual book with Seek Rumor and Shadow Bridge. At high-level, add Status.

Found in Encounter 5 or 8

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. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session. Make sure to mark the story award codes next to each character that earned them on the tracking form.

MOON08 War Hero of Moray

You have killed the purple dragon Whitescar and have given the people of Moray a respite from the incessant attacks of the Black Blood. Your name will be sung by bards throughout the Moonshae Isles for years to come. You have also once again got embroiled in the Fisherman's affair. This is Part 2 of the Fisherman Major Quest set in the Moonshae Isles. Part 1 is *MOON1-3 Black Gold* and concludes in the upcoming Moonshae adventure *Black Heart*.

MOON09 Ire of the Mac Lyrr

Daffyd Mac Lyrr was killed and his family holds you responsible. Although he was later brought back to life, the Mac Lyrr hold a grudge against you for it.

Earning this award immediately cancels out **MOON01 Favor of the Mac Lyrr**, **MOON03 Thanks of the Mac Lyrr**, and **MOON04 Impressed King Ragnar**.

ADVENTURE QUESTIONS

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

1. Did the PCs convince Daffyd not to go on the temple assault?

a. Yes.

b. No, Daffyd went.

c. The PCs kept him from going by some other means.

d. Daffyd went, but the PCs went with him.

2. Did Daffyd die?

a. Yes

b. No

3. Did the PCs defeat Whitescar?

a. Yes

b. No

4. At what tier did you play the adventure?

a. Low tier

b. High tier

c. A mix of the two tiers

5. Did the Amnite delegation escape?

a. Yes

b. No.

6. Did the PCs play Encounters 3-5 or 6-8?

a. 3-5: They assaulted the temple.

b. 6-8: They defended the mines.