

EASTERN CARNIVALS

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

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A carnival in the streets of Shou-town has attracted the youth of Phsant to a life of performance and travel. But does a darker purpose hide beneath the sights and sounds of the amusements or is the carnival a *convenient* scrape-goat for the people of Phsant? A *Living Forgotten Realms* adventure set in Thesk for characters of the Heroic tier (levels 1-10).

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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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are 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 about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), 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. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain 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:

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** 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 just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** 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 in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, 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 supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also

one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its 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 an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may 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. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

ADVENTURE BACKGROUND

A yearly event in the Theskian city of Phsant has drawn an unusual number of Damaran youths to the Shou-town section of the metropolis. A carnival typically frequented by the Shou of the district has become an attractive lure for teenagers of several wealthy families who live in the larger section of the city known as Phsant proper. Tipret Prenslylvar is one such wealthy merchant. She has become concerned that her daughter Pruhana has decided to join the Carnival. Although her daughter has always been a free spirit, Tipret is worried that the Carnival may be a ruse for more nefarious forces in Shou-town. The fact that other wealthy heirs have left their homes and taken up residence on the Carnival grounds has only furthered her suspicions.

Tipret Prenslylvar is the Head of the Shadowmasters Guild in Phsant. Her daughter has been both charmed and drugged by a rival organization of thieves that operates out of the Shou-town section of the City. The group known as the Nine Golden Swords, has lured several Shadowmasters children to the Carnival by sending personal invitations to their families. Once there the children are charmed into staying by a smooth-talking half-elf named Kadda. The Nine Golden Swords are a minor Yakuza gang operating within the Shou communities. They have employed a renegade former Shadowmasters agent, Kadda, whose kidnapping scheme is designed to wrestle concessions and power from the Shadowmasters in the city.

Tipret is aware of the many gangs that operate within Shou-town and is leery of retrieving her daughter herself on their own turf. A full out gang war would be bad for business. She tasks the PCs with finding her daughter and returning her safely home.

PHSANT

Phsant is a large city in the land of Thesk with a population around 30,000. It is where the armies of the western alliance put a stop to the advancing Tuigan Horde and is the cultural center of Thesk and a layover point for travel between east and west. It is a diverse city that supports a large population of civilized orcs and half-orcs. It is also home to the largest Shou-town in Faerûn, a crowded district home to almost 5,000 of these easterners displaced from small villages and settlements by the Tuigan's many years ago. Amid these mostly honest and industrious people there lurk other insidious aspects of the east, secret gang societies known as the yakuza, murderous thugs who came west in the shadows of their more upright peoples.

Phsant is the base of two of these secret societies of yakuza, the Nine Golden Swords and the Black Dragons. The Black Dragons clan is on top most of the time but the Nine Golden Swords, led by a mysterious figure known as the Golden Master, is gathering strength to challenge their rival Dragons. Both gangs realize that they exist only because they maintain a low profile and don't overtly harm trade, and keep their activities to the Shou district. However, the Nine Golden Swords are anxious to extend their reach into territories beyond the Shou district and gain a foothold in the domain of the Shadowmasters (who are the strongest of all the yakuza gangs throughout Thesk).

THE SHADOWMASTERS

Headquartered from out of the city of Telflamm, the Shadowmasters are a ruthless and sinister thieves' guild rivaled in Faerûn by only the Shadow Thieves of Amn or perhaps the Night Masks of Westgate. They secretly rule Thesk and many of the princes who make up the land's governing Council are either spies for, or intimidated by, the guild. While they virtually rule Telflamm through its weak Merchants' Council, they do not yet exercise the same political power in other cities, such as Escalant and Phsant. Within these cities the Shadowmasters operate with discretion and under secrecy, while at the same time exercising a surprising degree of control over the functioning of these smaller locales. These cells are also the eyes and ears for the entire organization and funnel information back to their overlords in Telflamm.

DM's INTRODUCTION

The adventure starts with a meeting on the streets of Phsant where the PCs are greeted by a herald of Tipret Prenskylvar. They are asked to meet Tipret, a wealthy merchant and negotiator in town in need of assistance from capable investigators.

Once the PCs meet with Tipret she explains to them that her daughter, Pruhana has decided to join a Carnival in the Shou-town section of the city. Tipret is not familiar with either the customs or the Carnival in the district. She tells the PCs that several other Damaran youths of families known to her have also decided to join the Carnival.

She suspects that her daughter and these other teenagers are being forced to stay. She has tried sending a few hirelings and servants to the Carnival to gather her daughter up and bring her home. However Pruhana has declined all these attempts to bring her home. Furthermore, from the reports given to Tipret by her servants Pruhana is under the careful watch of orc guards who become hostile with anyone attempting to speak with her daughter for any length of time.

Because of these past attempts Tipret has decided to send in fresh faces. The PCs are tasked with returning Pruhana back to Tipret's care. If possible they are also to investigate the other missing youths.

Tipret advises the PCs to either speak to the merchants in charge of the Carnival, who are the chief funders of the Carnival, or to speak directly to her daughter on the Carnival grounds. From the merchants, a Black Dragon Yakuza lord and a neutral merchant, PCs can learn about the Yakuza gangs operating within Shou-town and also have a chance to gain direct access to the overseer of the Carnival itself.

Once the PCs get to the grounds, they find that Pruhana and the other youths from Phsant Proper are training' on the outskirts of Shou-town.

In order to find Pruhana's current location they must interact with the overseer of the Carnival. Once this happens the overseer attempts to silence the PCs with his guards.

After defeating the guards and questioning the overseer the PCs must make their way to this half-elf's hideout without alerting him or his Yakuza gang, the Nine Golden Swords that they are coming. Once there, the PCs are confronted by the Kadda and his hengeyokai bodyguards. Prepared for a meeting with Shadowmaster operatives, Kadda attempts to convince the PCs that he is acting against Tipret. He reveals Tipret is the head of a shadowy thieves group. He claims the group is responsible for the death of his family (false). He explains that he is seeking vengeance for his

family by kidnapping the family of these Shadowmasters and holding them ransom in hopes of convincing them to leave the city. If the PCs believe him they have a chance to return to Tipret with the other youths, but not with Pruhana. If the PCs decide not to believe him, they can return to Tipret with all the hostages.

If the PCs return with all the hostages they are rewarded as promised by Tipret and granted a free nights lodging at one of her inn's a few streets away. As they exit Tipret's house and head for this inn they are ambushed by the remainder of the Nine Golden Swords gang. After this encounter, the adventure is over.

If the PCs acquiesced to Kadda's plea then as soon as they exit the warehouse they are immediately assaulted by assassins and spies that Tipret had sent to keep watch over the PCs as they performed their investigation. The spies explain that the PCs had only one task to perform, return Pruhana. That they failed this task is not an option in Tipret's eyes. The assassins fight to the death, knowing the consequences of failure. Once the PCs defeat the spies and assassins, then they are greeted by the Black Dragon Lord they might have met in Encounter 2. She informs the PCs that because of their defeat of the assassins and their failure at completing Tipret's mission, they are now enemies of the Shadowmasters. She tells the PCs that they are lucky however, because she can and does escort them out of the city; forcefully if necessary. After this encounter, the adventure is over.

RESTING

The adventure takes place over the course of the day, with the initial timeline setting the adventurers to return Tipret's daughter before the next night. However, once the PCs arrive on the Carnival grounds and dispatch the overseer's goons they must move quickly to intercept the gang before they are alerted to the PCs investigation. Once the PCs deal with the Kadda at his hideout, they also must immediately make their way back to Tipret's, leaving no time for an extended rest. The final encounter likewise regardless of whether or not the PCs believe the half-elf are attacked by either his forces or Tipret's before the end of the day.

PLAYER'S INTRODUCTION

You have traveled to the city of Phsant in the countryside of Thesk. Run by merchant princes and situated between Telflamm to the East and Mulsantir to the West, Phsant is a bustling city that sits on the Golden Road. It boasts a wide variety of goods and services throughout its many marketplaces.

You find yourself in one such marketplace, a known spot where adventurers such as yourselves can find opportunities for a quick coin. There are tables and merchants spread throughout the square with signs and offers of employment for all manner of jobs from the typical drudgery to the more exhaustive toil. Then there are tables displaying supplies and gear for every imaginable profession one could think of.

Moving through the crowd is a tall somber man who stops and seems to question a few of the vendors and merchants. After speaking with them briefly, he approaches you.

"If you are here for work, perhaps I can interest you in something better than menial labor or caravan guard? And something that can payout before sundown."

The man introduces himself as Jabal. He explains the following:

- He is a manservant to a wealthy merchant in town, a woman named Tipret.
- His employer is seeking investigators, or adventurers, such as the PCs to assist her in a matter that requires professionals of discreet character.
- His employer needs to see them immediately and is paying gold.

The PCs should introduce themselves. If they have questions about Phsant or Thesk, they can learn the following information with a History or Streetwise check:

- **Easy DC:** Thesk formed as a confederation of trading settlements. Trade along the Golden Way has made Theskians a comfortable people.
- **Moderate DC:** Following the invasion of the Tuigan Horde in 1360 DR and the unified resistance made by King Azoun of Cormyr, the horde was finally repulsed at Phsant. Still Thesk was in disarray for years after the attack. About half of Thesk's human population is made up of Shou humans from Kara-Tur. The other half is people of mixed Damaran and Rashemi blood. Many nonhumans including half-orcs make their home within Thesk and are welcomed by the populace.
- **Hard DC:** Various gangs are known to operate within Phsant. These gangs are supposedly ruled by one powerful criminal organization headquartered out of the city of Telflamm in western Thesk. Rumored to rule over many of the

leaders and princes of Thesk, the organization is supposed to have powerful members, spies and contacts throughout many industries and in all levels of local government. In Phsant however, there are other gangs known to operate within the various quarters inhabited by foreigners and monstrous humanoids. Within these other districts none of these rival groups are thought to pay fealty to this overseeing criminal empire.

- **Streetwise only (Hard DC + 10):** Tipret (the PCs' potential employer) is rumored to be associated with the Shadowmasters, but no one can confirm that. Her reputation is such that most fear to speak about her or risk being perceived to have crossed her.

Feel free to inform the PCs of any other information you feel pertinent that is listed in the adventure background or DM's introduction as well.

When the adventurers are ready for the meeting with Tipret, continue with Encounter 1.

PREVIOUS ADVENTURES IN PHSANT

Core 1-2 The Radiant Vessel of Thesk and *CORE1-6 The Incident at the Gorge of Gauros* both started in Phsant. However, neither adventure dealt with the Shou-town area of the city.

PCs with the Story Award *CORE05 Gratitude of Bhral* get assistance later in the adventure.

DRAGON COAST ADVENTURES

PCs that have played the Dragon Coast major quest *White Petal Demise* (DRAG1-4 thru DRAG1-6) have interacted with a Shou community previously and thus are familiar with Shou culture. PCs with favorable story awards from that series of adventures gain a +2 to Bluff, Diplomacy and Streetwise checks during this adventure.

PREVIOUS CONTACT WITH THE NINE GOLDEN SWORDS

PCs that have played the *DRAG1-2: The Thin Grey Line* might have favorably impressed members of the Nine Golden Swords operating in Westgate (Story Award *DRAG04 Enmity/Enemy of the Fire Knives*). The communication between the two cities is not such that the Story Award should have significant impact in this adventure.

ENCOUNTER 1: THE MERCHANT'S DAUGHTER

IMPORTANT NPCs

Jabal, male human, servant to Tipret Prenskeylvar;
Tipret Prenskeylvar, female human, Head of Shadowmasters Guild in Phsant (Bluff + 8, Insight + 6)

Jabal leads you to the front of a two-story stone house. He unlocks a giant set of iron doors and leads you down a narrow hallway into a waiting room on the first floor of the home. It is decorated lavishly with a variety of trinkets and expensive looking objects. The centerpiece of the room; a blazing green fireplace.

After a few minutes the doors open and you are presented with a short but athletic looking human woman with deep black hair. Her eyes shine with a saddened focused intensity.

"So, you're the best Jabal was able to scrounge up in the mercenaries marketplace hm? Very well then, I guess you'll do."

Tipret is a brisk talker, short and muscular and used to dealing with all manner of people.

She presents herself as a wealthy businesswoman and part of the local Merchant's Guild. If pressed into disclosing more information about herself she quickly instructs the adventurers to stick to the task at hand, reminding them that her daughter's well-being is at stake.

She explains the following to the PCs:

THE PROBLEM

- Tipret has become concerned that her daughter Pruhana, a girl of sixteen, has decided to join a local Carnival in the Shou-town section of Phsant.
- While her daughter has always been a free spirit, Tipret is worried that the Carnival may be a ruse for more nefarious forces in Shou-town. She has tried to contact her daughter through various servants but each attempt has been rebuffed.
- Pruhana has apparently decided to become a 'fire-dancer' in one of the main sections of the Carnival, a dangerous sight according to her servants, as she walks over hot-coals and does acrobatics tricks through flaming hoops of fire. She is called the 'Flaming Pruhana.'
- She tells the PCs that her wealth may be a factor in Pruhana's possible forced coercion.

- Tipret has not attempted to go to the Carnival herself, fearing that her own safety may be at stake should she set foot on the grounds.
- She insists that she believes Pruhana is not there of her own freewill because care-free or not, Pruhana has expensive tastes and would not take to the road without the monies to do so. If the PCs find that Pruhana is indeed there of her own choice, Tipret demands that she herself hear these words from her daughters own mouth face-to-face; that is the PCs must bring Pruhana back regardless of the teenagers' decisions.

OTHER RUNAWAYS

- Tipret's daughter is not the only Damaran in the city to take to the Carnival life; a number of heirs to other wealthy families in the city have all seemingly been enthralled by the performing arts and have taken up residence on the Carnival grounds. Like Tipret's daughter, these youngsters have refused to come home and have become impossible to reach by their own families. Like Pruhana, the majority of these youngsters are teenagers, none older than Pruhana or under the age of twelve.
- Tipret along with the other family members suspect the Carnival has somehow forced their children into becoming performers but fear any outright attempt to get their youngsters back without fully investigating the matter beforehand. They are angry though and several have gone to the Carnival grounds to look for their children. Once there they find that their youngsters seem to be in a trance. Their children inform whoever asks that they are fine, and if pressed further, they are quickly surrounded by Carnival goons who drive the seekers away. She is aware of at least nine other youngsters who have decided to join the Carnival.
- These other families have reached out to Tipret for assistance in returning their missing children. They are much too discreet to go to the authorities in Phsant, explaining that they do not wish their family business known outside of their own household except for Tipret. As such the PCs must take care in their investigations not to arouse too much attention.

WHY THE URGENCY?

- Tipret sent out a servant yesterday to collect her daughter once more and learned from his interaction with Pruhana that she had 'decided' to leave tomorrow evening with the bulk of the Carnival performers on their travel along the Golden Way. She fears that if Pruhana leaves she will never see her again. Hence there is urgency to her return.
- She's not exactly sure how or why this year's Festival has attracted so many Damaran's to Shou-town but she finds it unusual.

ANSWERS SHE CAN GIVE THE PCs:

Information on the Carnival:

- The Carnival is a yearly event that this time seems to have become much more involved and well-funded; the merchants backing the Carnival are clearly very interested in the venture and are probably intimately familiar with all aspects behind its operation.
- Tipret is also aware that members of the Carnival have been hired for private performances in other sections of Phsant but only for wealthy families. A merchant guild associate of hers, Otiben Chorster, a Damaran who lives in the same section of Phsant as Tipret, hired some performers for one such show. His own child, a teenage boy has also left to join the Carnival as well.

Carnival Backers:

- She knows of two Shou merchants who are funding the Carnival, Song Fei, a grain merchant, and Jiao Teng, a former acrobat who now owns a great deal of property in Shou-town and has recently begun buying some beyond the district.

The Area:

- The streets of Shou-town are much different from the rest of Phsant, which is known by those in the city as Phsant-proper. Most of the residents within Shou-town are distrustful of outsiders, but welcome outsiders as customers.

Tipret's Background:

- For tips on running Tipret and how to present her to the PCs see Appendix 1: Personalities.
- Tipret Prenslylvar is a wealthy merchant in Thesk. If asked, she explains that she is a trade merchant in town, meaning that she helps channel items from the Eastern lands to the West and vice-versa.

- She does mention that her 'guild' has come in contact at various points over the years with "sinister and organized" elements of the Shou-town underworld.

How she can help them:

- Tipret gives the PCs a Letter of Introduction that has her personal seal. She explains that this letter grants the PCs access to people as if she herself were requesting their audience.

Reward:

- Tipret offers each PC 25/45/75/150/225 gp for the successful return of her daughter Pruhana along with a few rare items of interest to the typical adventurer; but only upon the successful return of her daughter; this is the major objective of the adventure.
- At this point, though she is aware of the other missing children, her primary concern is the return of her own daughter. She would however be pleased if the PCs were able to return the other youngsters as well; this is a minor objective of the adventure. The reasoning behind this is that Tipret is secretly sending out her own forces to keep watch over the PCs and is reasonably confident that once her daughter is found, the remaining youth are likely to be returned as well.
- Lastly, if it turns out that nefarious means were behind Pruhana's decision to stay at the Carnival, then Tipret would like to 'question' the perpetrators; another minor objective of the adventure.
- As advice, Tipret explains that while the city watch may not be the most effective force, they would not take kindly to citizens turning up dead. Even if they are involved in such nefarious events like kidnapping. Likewise, the Shou have their own city watch, and from what she has heard, they do abide personal vigilantism either. Additionally, should there be nefarious forces at work; she would certainly like to speak to them herself if possible.

Once the PCs accept the offer, read the following:

With a final nod, Tipret bids you all on your way and exits the room with a glance towards Jabal who gives you a small slip of paper with the general layout of Phsant drawn upon it.

ENDING THE ENCOUNTER

The PCs first objective is to bring back the daughter. If the PCs discover that the estrangement of her daughter is part of some nefarious plot, Tipret wants them to bring the culprits to her so she can discover their reasons. If the PCs manage to convince the rest of the youngsters to return to their families that would be appreciated, but it is not essential.

Make it clear to the PCs that they have several methods on how to get in contact with Pruhana. Each involves interacting with various elements of the Shou-town scene, and that Tipret through various means has tried them all. If pressed for reasoning why she herself has not gone to speak to her daughter directly remind the PCs that Tipret is a wealthy merchant in town and does not wish to become entangled with a group of people who operate outside Phsant-proper's typical rules of business and that she fears she herself may come to harm should she make any attempt.

Once the PCs are briefed and accept the mission, continue with either Encounter 2: More Information or if time is short, you can jump directly to Encounter 4: Carnival Intrigue.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 2 : MORE INFORMATION

IMPORTANT NPCs

Jabal, male human, servant to Tipret Prenslylvar; (Perception +10, Insight +12)

Otiben Chorster, male human, merchant;

Song Fei, male human, merchant ;(Insight +13)

Jiao Teng, female human, Head of Black Dragons Clan in Phsant (Bluff + 8, Insight + 6);

The PCs have some locations that they can visit to gain more information regarding the Carnival. While they do not gain exact information regarding where Pruhana is currently the PCs can gain insights into the possible motives at play. The PCs can also gain tokens which might make getting information from the Carnival staff easier.

If the PCs do not ask to see Pruhana's room, the servant offers the opportunity to them.

Jabal waits patiently for your party to gather your items and depart, but before you do, he offers a suggestion. "Perhaps," he begins "Pruhana's room is a good place to start."

Note that success in the adventure is not dependent on the PCs talking to everyone nor is there a required order for the scenes to occur.

SCENE 1: PRUHANA'S ROOM

Pruhana's room is on the second floor of Tipret's home. It is not what one would expect compared to the rest of the house. Rather than a fairly formal and elegant if sparsely furnished room, it is a lavishly decorated scene. There are all manner of trinkets and oddities on haphazard display along with what appear to be musical instruments and bizarre looking baubles cluttered next to tomes with titles that range from the mundane to the esoteric.

Pruhana's room is filled with many objects that are not at all pertinent to her whereabouts. However, a successful search by the PCs can turn up an item of value in their investigation. Jabal remains in the room as the PCs search.

Perception [Easy DC]: The PC is able to discern that very few items of clothing, accessories and the like are missing from her room.

Perception [Moderate DC]: The PC is able to locate a small diary that was hidden amongst some other books on Theskian art and Shou history. If the PCs fail this check then they do not locate the diary.

If the PCs do not actively search for the journal but merely question Jabal if there is such an item in Pruhana's room then Jabal reveals the location of the diary, but refuses to allow them to take it with them. Jabal does however allow the PCs to take the invitation with them.

However the PCs are able to obtain the diary, once they have it in their possession, give them **Player's Handout 1: Pruhana's Diary**.

SCENE 2: OTIBEN'S SON

If the PCs decide to question Otiben, then read or paraphrase the following:

Otiben's home is a short distance away from Tipret's house. It is a lavish stone dwelling that sits on a busy street near one of Phsant's busy market-squares.

Otiben greets the PCs at his front door and escorts them inside. He is most upset by his son's decision to leave for a life on the road, and does not believe his son is doing so on his own.

- He explains to the PCs that his son is a quiet boy who was all too happy to follow in his own footsteps to becoming a clothier trader.
- All that changed when he hosted a birthday party for his son just two weeks ago.
- He hired some of the performers from the Shou Carnival for the party and his son became very intrigued by their performance. The next thing he knew, Torinn had decided to become a juggler!
- Otiben found out about the Carnival through an invitation to the grounds he received via messenger a month or so ago.
- He is aware of other families in the district, wealthy ones like himself receiving similar invitations.
- He was only able to gain entrance to his son's tent. When he attempted to speak to him he was immediately stopped and escorted off the grounds by orcs who threatened violence if he returned.
- The small glimpse he had of his son was of the boy with his eyes wide with delight as he was juggling what appeared to be knives.
- He's tried to contact the people in charge of the Carnival but has had no luck. He dealt with a man named Junichi to hire the performers but

has been unable to contact him since the day of his son's birthday party.

He begs the PCs to bring his son back explaining that he agrees to do anything they ask if they are able to do so.

SPEEDING THINGS UP

When running this at a convention or in a time sensitive environment role-playing out both merchant scenes could take too much time. If the PCs have already questioned one of the merchants, simply explain that they have a similar experience with the guards. Ask them what questions they have for the other merchant and quickly go over the results.

SCENE 3: THE MERCHANTS OF SHOU

The map that Jabal has given you includes both of the demesnes to the Shou merchants that Tipret mentioned. Song's lies just outside where the Carnival seems to be located, while the other, Jiao's is on the edge of Shou-town.

It is possible to question both merchants but doing so may be redundant. Once the PCs decide which Merchant to go see, proceed with the Scene indicating the merchant's name.

SCENE3A: SONG'S MANOR

The streets of Phsant gradually give way to the sights and sounds of Shou-town as you make your way to Song's Manor. All around you are the resplendent clothing and costumes of the Shou people who cast sidelong glances as your party goes by. Clearly the entire district is taking part in the festivities embodied by the Carnival.

Sturdy walls pierced by an ornate gate surround the buildings that make up Song Fei's home. Standing outside the complex are a few well-dressed guards each holding menacing weapons similar to pitchforks.

The guards are wary and protective. Getting in to see Song Fei for a Shou is not easy, for outsiders it is difficult. The guards are professional but are quick to make curt comments about any PC who appears to be pushy or overly aggressive. The guards question each PC in turn, asking for the names and their purpose in disturbing Song Fei. They take a keen interest in family names especially, asking the PCs to elaborate on their homelands and familial lines.

An **Insight** check (Easy DC) reveals that the PCs are not getting "special" treatment-this is their routine when dealing with outsiders.

A **History** check on the weapons held by the guards (Easy DC) to reveal that they are Sasumata's: a pole arm designed to capture opponents with a minimum of harm (Oriental Adventures, 74). Any martial PC who makes this check receives a bonus +2 to the roll. The guards themselves do not freely offer this information.

Diplomacy/Bluff [Hard DC]: The PCs convince the guards that they must gain an audience with Song Fei. If the PCs present the Letter from Tipret, a skill check is still required, but the DC is set to Moderate. The guards while Shou, are able to understand and speak with the PCs in Common.

If the PCs fail the check then the guards insist the PCs hand over all their weapons before they enter the demesne.

The guards eventually escort you inside to what can only be the center of the manor, an open garden filled with all manner of exotic plants and flowers arranged in asymmetrical beauty that surrounds a mini-pond filled with large golden and yellowish fish.

An elderly gentleman in long flowing white robes stands on a small bridge that bisects the pond, tossing small flakes into the waters to the delight of the fish below. A small white cat perched on the railing stares intently into the water but looks up as your party enters. Both it and the elderly man gaze as you approach with patient and observant eyes.

Song can be helpful to the PCs but he needs a reason to do so. Song dislikes investigating his own people, especially on the words of outsiders. He is a reserved individual but is willing to converse with the PCs provided they are respectful. For more information on Song see Appendix 1: Personalities.

Impressing Song: There are a variety of methods the PCs might use to gain his cooperation.

- An **Insight** check (Easy DC) informs the PCs that Song considers himself to be an honorable man as well as a business man.
- The PCs can impress him with their knowledge by complimenting him on specific details regarding his gardens and the fish in his pond (Nature Moderate DC)
- Present their arguments politely and not accuse him of wrong doing
- Asking him if he has heard of any reason why so many non-Shou children would want to join the traveling Carnival at one time.

- A Moderate DC Insight check (passive or active) Intimidation and lying (Bluff) are more likely to annoy Song rather than gain his cooperation

If the PCs attempt to use **Bluff**, after they have spun their tale then use an opposed Bluff vs. Song's Insight check (+13) to determine if he accepts it or chides them for believing he is so easily fooled. A Hard DC Diplomacy check is then needed to gain his cooperation.

Any attempt to **Intimidate** Song is immediately interrupted by the cat hengeyokai that is perched on the railing besides him. The cat transforms (minor action) into a slender muscular Shou figure that is dressed in white leather and who places himself between the PC and Song. Song asks them politely to leave immediately. If the PCs refuse more cats casually begin to appear and rub up against the PCs legs and stare up at them intently while making guttural noises like the hengeyokai in front of Song.

If the PCs are respectful and present their case logically Song Fei informs them that he is not aware of anything untoward occurring, but if there is he would like to find out. As a backer of the Carnival his reputation is at stake.

“Unfortunately like all cultures we have those who seem to thrive by indulging in criminal activities. It is possible that some such are at work here. If that is what is happening here then I want it stopped. It is not right that innocents are being involved in such affairs.”

- He tells the PCs that the overseer of the Carnival, a man named Junichi, is one of his most trusted managers, and suggests they speak to him once they get to the grounds.
- Song politely asks the PCs that, should there be nefarious forces at work on the grounds of his carnival, he would certainly like to see the perpetrators brought to justice; Shou justice. By this he means that any criminal elements are brought to Shou authorities.

He gives the PCs a single Jade token that he assures them grants them basic access to any part of the Carnival.

Song is not familiar with nor does he support any particular Yakuza gang. He believes there are those that are at work in every part of the city, not just in Xi-Jin Lu (Shou-town).

If the PCs ask about Jiao:

- She backed the Carnival purely for investment purposes

- It was felt that with proper management the Carnival could produce a good return.
- She has a somewhat colorful past and is not as experienced in management hence the use of one of my managers.
- I do not believe she has taken an interest in the day to day occurrences.

The PCs have enough information to proceed to Encounter 4: The Carnival if they wish. In the interest of time, scene 3b may be skipped or alluded to once the scene with Song has been completed (or vice versa). Simply describe Jiao and ask what questions they would have for her. She confirms everything Song Fei told them.

SCENE3B: JIAO'S ABODE

Jiao's home is located on the border of Shou-town and Phsant-proper. This section of the district seems especially well-to do as the people around you all are dressed in fine clothing and largely escorted by what are clearly servants and house-attendants.

Eventually you find yourselves in front of a large storied home of bright red and green tiles, exactly where Jabal marked on his map. Two well-armored guards stand at the entrance way, each with their hands ready on the hilt of lethal looking swords that hang too casually at their belt.

Like the prior scene, the PCs must present themselves to the guard in order to gain an audience with Jiao Teng.

These guards are much more gruff and hardened than Song's men. They are in fact Yakuza, members of the Black Dragon gang and are not afraid of intimidating the PCs and even making rude or insulting remarks to them. They do not care for the PCs names, but demand a reason for their disturbance to their Lady's abode.

An **Insight** check (Easy DC) reveals that the PCs are not getting "special" treatment, these men are well trained and this is their routine when dealing with anyone.

A character can attempt a History check on the weapons held by the guards (Moderate DC) to reveal that they are Katana's: a masterwork sword that is used by samurai. (Oriental Adventures, 71). The guards themselves do offer this information even when asked.

Diplomacy/Bluff [Hard DC]: The PCs convince the guards that they must gain an audience with Jiao. Even if the PCs present the Letter from Tipret, a skill check is still required. If the PCs do present the Letter they gain a +2 Bonus to this Check. (The difference between how this is handled in the scenes reflects the attitudes of the

guards.) The guards while Shou, are able to understand and speak with the PCs in Common.

If they succeed at the check, the guards allow them to keep one weapon and their armor; otherwise the PCs must surrender all before entering Jiao's presence

The guards escort you to a waiting room where four more heavily armored sentries take your party upstairs to a large ballroom. They position themselves around the room as a set of wide double-doors opens and in walks an athletic looking elderly woman, chaperoned by two ladies in waiting.

Jiao has a very relaxed but light-hearted demeanor and takes to the PCs quickly; enjoying the company of fellow sellswords. It is up to the PCs to convince her to aid them in the objective, which she does so quite readily. For more information on Jiao see Appendix 1: Personalities.

Insight [Hard DC]: The PC is able to tell that Jiao is that while she appears friendly gaining information from her that she does not want to reveal, would be impossible as would Intimidating her. A Moderate DC check reveals that Jiao is truly unaware of the missing heirs, and seems somewhat irritated by this fact.

Bluff/Diplomacy [Moderate DC]: Jiao is willing to help the PCs regardless of how they attempt to go about gaining her favor. The PC presents her with whatever details they feel necessary in order to convince her to aid them.

Jiao tells the PCs the following:

- She has invested heavily in the Carnival, but the operations are run on a day-to-day basis by Song' Fei's man, Junichi a fact which does not bother her as long as the investment is paying off.
- She and Song Fei decided to fund the Carnival this year because they saw the profitability of the venture if it was given the right management.

After the second success, the PCs learn the following from Jiao:

- She is not aware of any Damaran children on the grounds, but they are free to ask the manager, Song Fei's man Junichi, on her behalf.

Jiao grants the PCs an onyx token that she explains insures them access to the manager of the Carnival, Junichi, as well as to speak with whomever they desire on the grounds.

A failure results in Jiao laughing playfully at the PCs but nonetheless helping them along. She seems amused by their fumbling attempts at interaction and takes pity on them.

Intimidate: Any PC that attempts to Intimidate Jiao causes the guards including the ladies-in-waiting to immediately draw their weapons and escort the PCs out, ending the Scene in the process. A PC may make an immediate Diplomacy check (Hard DC) to allow the party to continue with the scene as Jiao does not stop her guards from taking these actions but wishes to help the PCs nonetheless as it furthers her own aims in process.

Once the PCs are finished speaking with Jiao they are escorted back to the room with their weapons and armor and back to the streets outside. The PCs may now proceed to Scene 4: The Carnival.

SCENE 4: THE CITY GUARD

The PCs may decide to ask around among the local city guard in Phsant. If so, read or paraphrase the following:

The Phsant guard station closest to you sits on a busy street and appears to be frequented by all manner of city dwellers. The doors to the building are open and a crowd of people come and go inside with apparent ease. However the general mood of the crowd is one of frustration and impatience as the guards seem annoyed when talking to any of the people and the walls are plastered with a myriad of decrees and ordinances that appear to prompt spontaneous arguments amongst the throngs of individuals reading and attempting to interpret the cities posted laws.

If the PCs question the local guards about the youths or the Carnival, the answers they are given are short.

- Several Damaran teenagers have gone to join the Carnival but the guards believe that the youngsters are there of their own volition.
- The Shou-town district is governed and watched by internal guardsmen. Go ask them about the Carnival.
- While the guards are not able to assist the PCs in their investigation, if the PCs do take the law into their own hands by killing citizens, good or bad, then the authorities will definitely get involved - and the PCs won't like the results.

At this point, it is not expected that the PCs are aware of the Shadowmasters operating within the city. The

Shadowmasters do not control or influence much of the city guard, instead preferring to leave the law as ill equipped to handle any true matters of concern as possible. In addition, the Shou gangs have their own influences within the guard and while not as major as their Western counterparts are able to effectively circumvent much of the law in Phsant proper. Because of this, none of the Shadowmasters sought out the guard to aid them in their wayward children.

SCENE 5: STREETS OF PHSANT

If the PCs decide to question people directly on the streets then read or paraphrase the following:

Taking to the streets of Phsant you attempt to find out what you can about the missing youth.

Diplomacy/Streetwise [Easy DC]: The PC questions a local citizen of Phsant about the missing Damaran youngsters. The PC learns that there are rumors that youngsters of prominent and connected families within Phsant have decided join the Shou carnival. Oddly enough only the more wealthy youths have succumbed to the lure of excitement. The PC thus learns only what Tipret has already explained.

ENDING THE ENCOUNTER

Once the PCs feel that they have enough information to venture to the carnival they are able to do so at any point during this encounter; have the PCs proceed to Encounter 4: Carnival Intrigue. Make note of any tokens the PCs have obtained as they affect the reactions of the NPCs in Encounter 4: Carnival Intrigue.

ENCOUNTER 4: CARNIVAL INTRIGUE

Once the PCs decide to make their way to the Carnival and begin looking for Pruhana themselves they find that they have to prove themselves to get the confidence of the Carnival workers. The guards are aware that the overseer is trying to juggle the conflicting interests of his employer Song Fei, the Black Dragons and the Nine Golden Swords. So even if the PCs have a token from Song Fei or Jiao Teng they misdirect the PCs long enough to warn him.

SPEEDING THINGS UP

If running this adventure at a convention or other time constrained situation you can have the PCs be taken immediately to the overseer. Ideally you want at least 2 hours available for play **after** this encounter.

SKILL CHALLENGE: PRUHANA'S WHEREABOUTS

Goal: Investigate what has happened to Tipret's daughter, Pruhana.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Varies by scene

Victory: The PCs discover that the youths are being held in another section of the district. They might also discover that the youths may be drugged or charmed into staying at the Carnival

Defeat: The PCs have raised suspicions throughout the Shou-town underworld, increasing the DCs for the Skill Challenge in Encounter 6.

The goal of this skill challenge is to uncover the whereabouts of the missing merchant's daughter along with the other heirs. The skill challenge is divided into individual scenes where each scene offers the chance for the PCs to interact with different members of the Carnival and gain new clues into the missing youngsters. The Encounter culminates in the final scene with the overseer where they learn that Pruhana and the rest of the youngsters were taken off the Carnival grounds on the prior night by members of the Nine Golden Swords Yakuza gang. Once the PCs learn this from the overseer Junichi he immediately calls out for his goons, leading directly into Scene 5.

SCENE 1: THE CARNIVAL GROUNDS (1 SUCCESS, 2 MAXIMUM)

The Carnival is being held in what was clearly a large open market square now converted to the task. Abutting the entire perimeter are low-tiled single-stored windowless buildings.

The grounds are filled with enormous tents that have crowds entering and exiting, as well as all manner of performers making their way through the throngs of spectators and gawkers. A giant 'dragon' winds its way through the crowd, a greenish looking puppet-thing who's many legs are the dozens of Carnival workers.

Also amongst the crowd are guards who keep a close eye on the entire place.

There are games and amusements all around you and some seem run by individuals who certainly look more in-tune with the goings-on of the carnival than meets the eye.

At this point the PCs must decide how to proceed. If the PCs spoke to the merchants, then they might have either or both tokens given to them by Song or Jiao. If they display the tokens to any of the Carnival guards they are informed that the overseer is currently making his rounds of the Carnival. They send the PCs to either Scene 2, 3 or 4 (Choose one that the group might enjoy the most). Mission oriented groups are going to want to talk to the overseer immediately while other groups might want to explore the Carnival and see what they can find out. Those who have a token from one of the backers once they have completed either Scene 2, 3 or 4 are informed that the overseer is back at his tent and led there by one of the guards. Go to Scene 5.

While they are on the Carnival grounds they may interact with whomever they see, including guards, spectators and Carnival performers. Feel free to role-play this section as you see fit, remembering the difficulty in obtaining even casual information for outsiders in Shou-town.

Alternatively the PCs also may approach a guard to attempt to question them about procuring performers for a private performance. If they do so, the guards take them to see Junichi, provided they offer some type of 'compensation' for the directions. (AL in gold as bribe, count this as 1 success in the skill challenge).

Acrobatics/Athletics [Moderate DC] (not a success or failure)

The PC is able to perform a stunt or feat of strength that catches the eye of one of the performers and impresses them so that they are more amenable to talking. The PC gets a +2 to their next Skill check for the Challenge.

Also they are told to try their strength against Jurga, the half-orc.

Bluff/Diplomacy/Streetwise [Hard DC] (1 success, 1 maximum)

The PC questions either a spectator or performer about the missing heirs and is told that there are a number of Damaran youth who are appearing in various tents throughout the Carnival. However, not all of the older performers are Shou either. The teenagers do seem unusually enthusiastic but they are young after all.

The individual questioned also tells the party if they want to know more gossip about the Carnival however, they should try either Minos the gnome or Tiny who runs the fish game.

A failure results in the PC being spoken to harshly and told to watch the revelries and leave them be.

Intimidate [Hard DC] (1 success, 1 maximum)

The PC corners a spectator or performer. The PCs learn that there are many gangs, or Yakuza operating in the Shou-town district. Many of them operate on the Carnival grounds, extorting money from the performers and pick-pocketing the spectators. The individual also tells the PCs to try speaking to Tiny who runs the fish game if they don't believe them.

A failure on this check causes the immediate arrival of guardsmen over to the scene where the PCs must explain themselves. A separate Bluff / Diplomacy / Streetwise check (Moderate DC) or bribe (ALx2gp) is needed to convince the guards that 'nothing is going on'. Otherwise, the PCs are immediately escorted to Junichi; proceed to Scene 5: The Overseer.

Perception [Moderate DC] (not a success or failure)

The PC notices that there are individuals moving amongst the crowd who are clearly eyeing everything that happens. Some of these individuals look like they are about ready to pick-pocket a spectator, while others look to be speaking in hushed tones with the guards or amongst themselves. Any PC that tries to engage one of these clandestine figures finds their actions futile as whoever they are attempting to

approach seem to meld into the crowd of spectators without a trace.

The PCs also notice that many of the culprits seem to disappear around a dart game being operated by a gnome.

SCENE 2: STRONG~ ARMING A HALF~ ORC (1 SUCCESS, 1 MAXIMUM)

A small crowd huddles around a tall wooden board propped up outside a yellow tent. A short man stands imploring the audience to best Jurga, "the half-orc with the strength of a god!"

A tall human rises to take on the challenge. He stands in front of the board and brings a huge mallet down on a little boxy contraption at the base of the wooden panel sending a puck flying up the plank, but it stops several feet from the top where a bell hangs unmoved.

You hear a booming laugh as a green-skinned individual, obviously Jurga, stands up from his wooden chair and brings his own huge mallet down on the boxy contraption, causing the puck to race upwards. The bell lets out an ear-piercing gong.

The PCs can attempt to test their mettle with the half-orc. Jurga is unimpressed by any tokens the PCs may have in their possession; sheer brawn is all that he delights in. That and the 2 silver pieces it costs to try their luck.

If a PC presents either of the tokens, lower the DC to Athletics/Endurance Check by 10 (making it only a Hard DC) as Jurga does not wish to be known as cheating a potential friend to the merchants in charge.

Athletics/Endurance [Hard DC + 10] (1 success, 1 maximum)

Each PC can try to ring the bell on this amusement. Any failure is greeted with loud jeering by Jurga at the puny attempt by such a weakling. If a PC succeeds, then they successfully cause the puck to race to the top of the wooden board, much to Jurga's astonishment. The half-orc lets out a well-earned laugh, hands them a gold piece and that PC can ask him questions. He can tell them the following:

- Jurga knows that there are indeed teenagers in the Carnival this year.
- They are always being guarded by friends of his; full-blooded orcs and they are according to these fellows, being persuaded to remain through powerful 'happy drinks'.
- The real person to speak to about the youngster though, is the overseer, Junichi.

Note that PCs with the Story Award CORE05 Gratitude of Bhral have the initial Athletics DC check set to Hard without the extra +10. This is due to the fact that Jurga recognizes them and fiddles with the contraption at the base before they take a swing, giving them a fair shot.

SCENE 3: DAGGER DARTS (1 SUCCESS, 1 MAXIMUM)

A long painted up wooden stock marks off the starting area of what is clearly a game of skill. At the far end of a small tent, beyond the wooden stock is an array of creatures painted on a huge wooden mural; dragons, tortoises, cranes and all manner of beasts are depicted, and deep gouges pockmark their wooden forms. A few daggers stick out from the scene as Carnival goers stand at the stock taking careful aim, hurling more of the sharp weapons into the backdrop. A sly looking gnome dressed in a long flowing sari smiles with each thud against the mural, none of which come close to any of the many dragon eyes that are clearly the targets.

The PCs can question the smirking gnome. At the outset, the gnome refuses to carry on a conversation with any PC until they first try their hand at his dart game, with his off-balanced dagger's, and only for the low price of 1 silver piece each throw. If the PCs show any token they have, the price is waved, but Minos still only speaks to those with talent.

Ranged attack vs. AC [Hard DC + 5] or Acrobatics/Thievery [Hard DC + 5] (1 success, 1 maximum)

The PC, despite the rigged dagger, is able to pierce a dragon's eye square in the center. Minos lets out a low whistle, offers up a glittering crane statuette, and asks the PC what's their business at the Carnival because with an arm like that they certainly have a lot to offer.

Regardless of how many PCs attempt this check, only 1 maximum failure can be obtained. Once the PCs succeed at this check, that PC can ask him questions. He can share the following:

- If the PCs ask about the missing Pruhana, Minos confesses to only hearing rumors.
- He tells the PCs that the youngsters were lured to the Carnival not by the sights and sounds, but by a slick con-man, slicker than himself: a half-elf, rumored to be a member of one of the gangs in Shou-town.
- The half-elf is from one of the smaller gangs, but they're certainly dangerous: probably about as tough as the non-Shou gangs in the city.

- If the PCs mention Tipret, Minos whistles and says he used to work for her, for a time, and earned quite a bit of gold, doing her dirty work. She is not, he emphasizes, someone to be crossed or disappointed.

SCENE 4: FISH IN A BOWL (1 SUCCESS, 1 MAXIMUM)

In an open air section of the Carnival is small squared off area bordered by colorful ribbons. Inside the ribbons are dozens upon dozens of narrow necked glass bowls. Swimming inside the bowls are baby koi fish. A crowd of gamers stand at the ribbons, small round white pellets held in their hands that they each try to fling inside the squared off area and land in one of the glass bowls. The buoyancy of the pellets though causes them to bounce harmlessly all over the scene in a delightful melody of chiming mayhem. A large, bald, tattooed man stands off to the side collecting pieces of copper from each expectant participator, watching in silent amusement as the pellets fail time after time to land in any of the glass holders.

A PC can try to flick one of the pellets into a glass bowl in the Fish Game run by Tiny who runs the installation. The cost to play is 50 copper pieces. If a PC displays either of the tokens from the merchants, the price for the game is waved, but Tiny is still only impressed by skill.

Ranged attack vs. AC [Hard DC + 5] or

Acrobatics [Hard DC + 5] (1 success, 1 maximum)

Tiny grunts at the PC's success and begrudgingly hands over a single silver piece. He tells the PC that at least their aims is better than an orcs, at which point he laughs at his own joke. That PC can ask him questions. He offers the following tidbits:

- The Carnival is run by Junichi, but Tiny believes it is actually being poached by two warring Yakuza gangs in Shou-town; one called The Swords and another group, the Dragons.
- One of those two gangs took the teenagers out of the Carnival the other night, and definitely not in a polite way, but Tiny doesn't know which gang it was.
- Whichever gang is behind the youngsters being in the district, all of them seem to come from rich, powerful families, families that would pay a great deal, or do a great deal, to get them back. And Junichi is in on the whole thing.

SCENE 5: FIRE DANCERS (1 SUCCESS, 1 MAXIMUM)

A large orange tent lies on the Eastern edges of the main Carnival area. Like all the tents on the grounds, there is a crowd of people standing outside, listening to a small Shou boy who is shouting what can only be a ploy to entice passerby's into the tent. As you approach you catch a glimpse through the open flaps where a stage within holds large flaming rings of fire arranged in a circular manner as colorfully dressed individuals jump through the flaming hoops.

The PCs proceed inside the tent. The fee for the performance is 1 silver each.

If the PCs present the onyx or jade tokens, they are allowed entrance without payment. Once inside the PCs can watch the performance which consists of Shou performers doing acrobatic tricks on stage through burning hoops and holding flaming weapons and objects as they walk over hot coals.

The PCs can question the spectators within as well as some of the performers who stand off-stage as they are taking small breaks. There are no places to hide within the tent. The stage is in the center with the spectators standing or sitting in chairs surrounding it.

Diplomacy/Streetwise [Moderate DC] (1 success, 1 maximum)

The PCs ask either a spectator or a performer about Pruhana or any of the other youths. They learn that there have been Damaran youngsters performing in the Fire Show and at other shows in the Carnival. They appear to be extremely enthusiastic during their performances and don't speak to anyone except each other and their 'trainers'. The trainers are all orcs who watch the youths as they perform and then escort them off-stage to wherever it is they are staying. None of the youths though have been seen since yesterday evening.

Once the PCs attempt this check, they are immediately approached by guards who escort them to Junichi, whether they wish to speak to him or not. Proceed to Scene 5: The Overseer.

SCENE 5: THE OVERSEER (1 SUCCESS, 2 MAXIMUM)

You are led to a large tent in what is clearly an out of the way section of the square. Inside sits an elderly man of Shou decent surrounded by desks and all manner books and paperwork. Each desk seems devoted towards a particular type of work. He is hunched over one of the desks and looks up as your group enters. He barks out a sharp string of sentences in Shou to the guard who brought you in. The guard

responds by bowing his head and offering a single Shou word in reply. At this the man at the desk blanches, smiles at your crew and stands, waving away the guard.

"Hello, I am Junichi. I am the overseer of this Carnival. How may I help you?"

If any of the PCs speak Shou, make the word the guard spoke to Junichi fit the particular path the PCs took to arrive at this scene; for instance if they have a jade token from Song, the guard may say simply "Master" or "Lord"; if the PCs went directly to the carnival, the guard may have simply said "Swords", implying that the PCs are questioning about the youth.

Once the PCs start questioning him, Junichi becomes very uncomfortable. Even on a failed Bluff or Diplomacy check he reveals:

- Carnival is indeed being overrun by forces within Shou-town that are criminal in nature.
- However he is much too afraid of both them, and losing his status in Song's eyes to mention any of these groups by name.

Once the PCs have either succeeded or failed with the skill challenge he immediately grows nervous and calls out for his guards, leading directly into the next encounter, Encounter 5: No More Questions Please.

If the PCs attempt to approach Junichi as wealthy merchants attempting to hire out performers, he immediately responds in the affirmative. He details the wages and fees, (ALx20 gp), that he charges the PCs, in advance.

Additionally if the PCs request to be hired themselves as carnival performers, Junichi requests the PCs demonstrate their skills, in which case the PCs can attempt the Athletics/Acrobatics/Endurance skill checks listed in this scene.

If the PCs went to Song Fei and have the Jade Token, the DCs for this Scene are reduced by 2.

Athletics, Acrobatics, or Endurance [Moderate DC] (1 success, 1 maximum)

If the PCs wish to convince Junichi to employ them, they need to demonstrate some skills in performing. On a success he perceives the PC as a potential source of income. The PC gains a +2 bonus to the next skill check they make for this encounter.

A failure on this check makes Junichi question the PC's motives, giving the next check made for this challenge at a -2 penalty.

Bluff [Moderate DC] (1 success, 1 maximum)

The PC attempts to con Junichi into revealing information about Pruhana and what's really going on. A success gets them the bulleted information below. But once he realizes how much he has told them he calls for the guards.

A failure on this check grants the same PC (only) a +2 to their next Diplomacy/Intimidate/Religion check, as they do learn a little bit more about what motivates Junichi. (The failure still counts toward the skill challenge, though.)

Diplomacy [Hard DC] (1 success, 1 maximum)

The PC attempts to talk civilly with Junichi who is amenable, explaining about the youths in question. (see bulleted list below) But once he realizes how much he has told them he calls for the guards.

A failure on this check grants a -2 penalty to any character's next Bluff/Intimidate check. Junichi is not a patient man.

Intimidate [Easy DC] (1 success, 2 maximum)

Junichi is used to being intimidated by all manner of elements in Shou-town and is therefore easy to intimidate. While he does not reveal much, he easily reveals that the youths the PCs are looking for are in fact being 'held' for training on the outskirts of Shou-town. He calls for the guards.

A failure on the first attempt raises the Intimidate DC to Moderate for all PCs. A second failure grants the party a -2 penalty on all their future Bluff/Diplomacy/Religion checks in this encounter. Junichi is used to dealing with *real* gangsters.

Religion [Moderate DC] (1 success, 1 maximum)

All of the pressures and dangers in his life have led Junichi back to his childhood faith, allowing any PC who appeals to his more moralistic values to cause him to reveal the fact of many criminal activities going on in the Carnival, none of which he is able to stop.

A failure on this check gives that same PC (only) a -2 penalty to their next check in this challenge.

Once the PCs have reached the required number of successes for the skill challenge then Junichi reveals the following:

- The youngsters all came to the Carnival because they were 'invited' there by the Nine Golden Swords gang through elaborate requests.
- Junichi does not know much about how the youths arrived at the Carnival. He knows only that they were lured to the Carnival by one the Swords and that he was threatened into having them remain on the grounds under constant watch by some of his goons.
- He suspects that the youngsters are being either drugged or charmed into staying. He also knows that they all were taken away last night and haven't been seen since then.

If the PCs fail at the skill challenge, then the bullet points above are not available to the PCs to learn, and the DCs for the skill challenge in Encounter 6 are increased by 2; the information above however is still gleaned at the end of the Encounter 5.

Once the PCs succeed or fail this challenge, Junichi immediately calls out for his guards, leading directly into Encounter 5: No More Questions Please.

ENDING THE ENCOUNTER

At the end of the skill challenge, the PCs have found out that Pruhana and the other youths from Phsant are being "trained" by half-orcs and that they are likely being drugged or charmed into staying at the Carnival. The PCs proceed to Encounter 5.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 5: NO MORE QUESTIONS PLEASE

ENCOUNTER LEVEL 0/2/4/6/8

CREATURES

This encounter has the following creatures at AL 2:

- 2 **orc freaks**
- 3 **orc savages**

This encounter has the following creatures at AL 4:

- 1 **half-orc scarthane**
- 2 **orc freaks**
- 5 **orc savages**

This encounter has the following creatures at AL 6, AL 8 and AL10:

- 1 **half-orc scarthane**
- 1 **orc freak**
- 1 **orc reaver**
- 5 **orc savages**

SCALING THE ENCOUNTER

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

Four PCs

- AL 2: Add 1 Orc Savage. Remove 1 Orc Freak.
- AL 4: Remove 1 Orc Freak.
- AL 6+: Add 1 Orc Savage. Remove 1 Orc Freak.

Six PCs

- AL 2: Add 2 Orc Savage.
- AL 4: Add 1 Orc Freak.
- AL 6+: Add 1 Orc Freak. Remove 1 Orc Savage.

SETUP

The PCs face Junichi's guards who he calls to his side.

During the fight, Junichi watches on, even if it is going badly for his forces. He eyes the exits of the tent throughout the exchange giving the impression that he is about to flee but remains. He also appears to support his guards throughout the fight, ordering them around even though they pay him no heed. He secretly wants the PCs to defeat his guards so that he can aid the PCs without appearing to do so freely. If the PCs actually attack him he faints in fear. (Treat as a minion with AC14, Fortitude 12, Reflex 14, Will 11)

The tent opens from the sides as several hulking orcish goons step inside, each armed with a deadly weapon. The leader grunts and smiles, speaking in Common: "Time to leave."

If the PCs should try to threaten Junichi or attempt to persuade the goons from attacking with the threat of harming Junichi, have Junichi order the goons to stop at once, but have them disregard this command. If the PCs should kill Junichi, then the information gleamed at the end of the encounter can be given to the PCs with much less detail by having the PCs search the paperwork. Included is note from Kadda demanding supplies with the rough address of his hideout.

FEATURES OF THE AREA

Illumination: The tent is lit by braziers throughout the area. As a minor action an adjacent creature can knock the braziers over into an adjacent square, dealing 1d4 points of damage to any creature in that square on a successful attack equal to the attacking creatures basic Melee versus the defending creatures Reflex.

Ceiling: The ceiling is 15 feet high.

Desks: There are several squares marked as desks on the map which count as difficult terrain. Each desk contains information on various aspects of the Carnival and the other businesses that Junichi is in charge of. A Perception Check (Easy DC) at the conclusion of the Encounter can yield information to the PCs as to the whereabouts of the Pruhana and the rest of the Damaran's. A creature can jump onto a desk with a successful Athletics check (Easy DC). In addition, small or prone characters gain partial cover while adjacent or under the desks.

Clutter: Junichi has left a pile of paperwork and books on the floor at the rear of the tent for discarding once he has some free time to get to it. This area counts as difficult terrain.

Table and Chairs: These count as difficult terrain and can be jumped on with a successful Athletics check (Easy DC). Characters do not gain concealment or cover from these squares.

SPEEDING THINGS UP

This combat is not meant to be a significant challenge (the Encounter Level is equal to the AL minus 2). If time is tight, consider running this battle in a more cinematic fashion rather than drawing out the battle map and spending a lot of time on PC and monster positioning. Do make sure that the PCs expend some resources, however.

TACTICS

This combat encounter is not meant to be difficult for the PCs, only to force them into using their resources and surges. As such, the enemies fight without restraint, using encounter powers and their most devastating attacks in the first round if possible. As typical goons, they target the weakest looking PCs first and attempt to separate them from their more armored allies. Only the scarthane, if present, attempts to engage the most intimidating PCs on the first round.

If any PC present has the Story Award CORE05 Gratitude of Bhral then the orc's offer to surrender when they are bloodied.

ENDING THE ENCOUNTER

None of the guards answer any questions the PCs may have, unless Junichi has been killed. They are only hired muscle, not true Yakuza or members of the Nine Golden Swords.

If the Intimidate Junichi or knock the guards unconscious he feels he can safely admit what details he knows. Otherwise he fears being seen as divulging information to them. Junichi tells the PCs:

- That he suspects the youngsters are being held by Kadda, his half-elf contact.
- Kadda, he explains, is a new member of the Nine Golden Swords
- Kadda and some of the gang are hiding out somewhere on the outskirts of Shou-town.
- He gives the PCs a brief description of how to get to the area he believes the youngsters are being held at, but is not familiar enough with that section of Shou-town to know the exact way to get there.
- He gives the PCs two street names (left to the discretion of the DM) where a warehouse is located that Junichi overheard Kadda speaking about as to where he was going to take the youngsters.

- He suggests to them that their best course of action would be to get there quickly and without attracting attention. or the gang might grow suspicious and move the youngsters before the PCs ever arrive.
- The Nine Golden Swords are already well aware of Tipret and the other families' attempts to retrieve their heirs. Any approach by outsiders in the district to the warehouse where the youngsters are being held would therefore be suspicious
- If pressed, he also reveals that the leader of the Nine Golden Swords is someone known only as the Golden Master, and is reputed to be guarded by a demonic creature that devours anyone who displeases its master.

Of course, the PCs must now determine what to do about the guards and Junichi. As for Junichi, he informs the PCs that if he disappears from the Carnival, he has much to do as the Carnival is scheduled to leave in a day's time. His absence would be immediately noticed. Also he must remain in Shou-town after the PCs are on their way regardless of what happens. The guards can be bribed to be slow about informing their employer regarding what has happened. (AL x 10 gp total is enough to bribe the group.)

If any PC present has the Story Award CORE05 Gratitude of Bhral and accepted the surrender of at least some of the orcs, the orcs give the PC's additional information about the area the PCs are going to. This results in the PCs gaining one success in the skill challenge.

MILESTONE

This encounter counts towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: NO MORE QUESTIONS PLEASE

(ADVENTURE LEVEL 2)

1-2 Orc Freak	Level 2 Skirmisher
Medium natural humanoid	XP 125
HP 38; Bloodied 19	Initiative +2
AC 15, Fortitude 15, Reflex 14, Will 11	Perception +5
Speed 6 (8 when charging)	Low-light vision
STANDARD ACTIONS	
m Battleaxe (weapon) • At Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8+6 damage.	
M Savage Strike (weapon) • Encounter	
Attack: Make two attacks; +6 vs. AC	
Hit: 2d6+7 damage per attack. If both attacks hit the same target, the target also takes ongoing 5 damage (save ends).	
Warrior's Surge (healing) • Encounter	
Requirement: usable only while bloodied	
Effect: The orc freak makes a melee basic attack and regains 9 hit points.	
Str 17 (+4)	Dex 15 (+3) Wis 8 (+0)
Con 14 (+3)	Int 8 (+0) Cha 7 (-1)
Alignment chaotic evil Languages Common, Giant	
Equipment hide armor, battleaxe x 2	

3-5 Orc Savage	Level 4 Minion Brute
Medium natural humanoid	XP 44
HP 1; a missed attack never damages a minion	Initiative +3
AC 16, Fortitude 16, Reflex 14, Will 12	Perception +1
Speed 6	Low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 8 damage, or 12 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); + 9 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Savage Demise • Encounter (Free)	
Trigger: The orc drops to 0 hit points.	
Effect: The orc takes a standard action.	
Str 16 (+5)	Dex 13 (+3) Wis 9 (+1)
Con 13 (+3)	Int 8 (+1) Cha 8 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment hide armor, chainmail, glaive	

ENCOUNTER 5: NO MORE QUESTIONS PLEASE

(ADVENTURE LEVEL 4)

Half-Orc Scarthane	Level 4 Brute
Medium natural humanoid	XP 175
HP 66; Bloodied: 33	Initiative +6
AC 17, Fortitude 19, Reflex 17, Will 14	Perception +2
Speed 6, (8 when charging)	Low-light vision
TRAITS	
Blood for Blood • Healing	
When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 5 hit points.	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d12 + 5 (crit 1d12 + 17) damage.	
M Bloodfury Attack (healing, weapon) • Encounter (usable only while bloodied)	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d12 - 1 damage, and the half-orc scarthane regains 10 hit points.	
TRIGGERED ACTIONS	
M Wounded Retaliation • Encounter	
Trigger: when first bloodied	
Effect (immediate reaction): The half-orc scarthane makes a greataxe attack.	
Furious Assault • Encounter	
Trigger: when the half-orc scarthane damages an enemy	
Effect (free): The scarthane's attack deals 1d10 extra damage.	
Skills Athletics +12, Endurance +10, Intimidate +6	
Str 16 (+5)	Dex 15 (+4)
Con 13 (+3)	Int 9 (+1)
Wis 12 (+2)	Cha 8 (+1)
Alignment unaligned	
Languages Common, Giant, Shou	
Equipment greataxe	

Added Shou to languages known to better fit adventure

3 Orc Savage	Level 4 Minion Brute
Medium natural humanoid	XP 44
HP 1; a missed attack never damages a minion	Initiative +3
AC 16, Fortitude 16, Reflex 14, Will 12	Perception +1
Speed 6	Low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 8 damage, or 12 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); +9 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (free): The orc takes a standard action.	
Str 16 (+5)	Dex 13 (+3)
Con 13 (+3)	Int 8 (+1)
Wis 9 (+1)	Cha 8 (+1)
Alignment chaotic evil	
Languages Common, Giant	
Equipment hide armor, chainmail, glaive	

1-3 Orc Freak	Level 2 Skirmisher
Medium natural humanoid	XP 125
HP 38; Bloodied 19	Initiative +2
AC 15, Fortitude 15, Reflex 14, Will 11	Perception +5
Speed 6 (8 when charging)	Low-light vision
STANDARD ACTIONS	
m Battleaxe (weapon) • At Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8+6 damage.	
M Savage Strike (weapon) • Encounter	
Attack: Make two attacks; +6 vs. AC	
Hit: 2d6+7 damage per attack. If both attacks hit the same target, the target also takes ongoing 5 damage (save ends).	
Warrior's Surge (healing) • Encounter	
Requirement: usable only while bloodied	
Effect: The orc freak makes a melee basic attack and regains 9 hit points.	
Str 17 (+4)	Dex 15 (+3)
Con 14 (+3)	Int 8 (+0)
Wis 8 (+0)	Cha 7 (-1)
Alignment chaotic evil	
Languages Common, Giant	
Equipment hide armor, battleaxe x 2	

ENCOUNTER 5: NO MORE QUESTIONS PLEASE

(ADVENTURE LEVEL 6)

Half-Orc Scarthane	Level 7 Brute
Medium natural humanoid	XP 300
HP 96; Bloodied: 48	Initiative +6
AC 20, Fortitude 22, Reflex 20, Will 17	Perception +3
Speed 6, (8 when charging)	low-light vision
TRAITS	
Blood for Blood • Healing	
When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 5 hit points.	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1(one creature); +10 vs. AC	
Hit: 1d12 + 8 (crit 1d12 + 20) damage.	
M Bloodfury Attack(healing, weapon) • Encounter (usable only while bloodied)	
Attack: Melee 1(one creature); +10 vs. AC	
Hit: 2d12 + 2 damage, and the half-orc scarthane regains 10 hit points.	
TRIGGERED ACTIONS	
M Wounded Retaliation • Encounter	
Trigger: when first bloodied	
Effect (immediate reaction): The half-orc scarthane makes a greataxe attack.	
Furious Assault • Encounter	
Trigger: when the half-orc scarthane damages an enemy	
Effect (free): The scarthane's attack deals 1d10 extra damage.	
Skills Athletics +13, Endurance +11, Intimidate +7	
Str 18 (+6)	Dex 16 (+5)
Con 14 (+4)	Int 10 (+2)
	Wis 13 (+3)
	Cha 9 (+1)
Alignment unaligned	
Languages Common, Giant, Shou	
Equipment greataxe	

Added Shou to languages known to better fit adventure

0-2 Orc Freak	Level 2 Skirmisher
Medium natural humanoid	XP 125
HP 38; Bloodied 19	Initiative +2
AC 15, Fortitude 15, Reflex 14, Will 11	Perception +5
Speed 6 (8 when charging)	low-light vision
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1(one creature); +6 vs. AC	
Hit: 1d8+6 damage.	
M Savage Strike (weapon) • Encounter	
Attack: Make two attacks; +6 vs. AC	
Hit: 2d6+7 damage per attack. If both attacks hit the same target, the target also takes ongoing 5 damage (save ends).	
Warrior's Surge (healing) • Encounter	
Requirement: usable only while bloodied	
Effect: The orc freak makes a melee basic attack and regains 9 hit points.	
Str 17 (+4)	Dex 15 (+3)
Con 14 (+3)	Int 8 (+0)
	Wis 8 (+0)
	Cha 7 (-1)
Alignment chaotic evil	
Languages Common, Giant	
Equipment hide armor, battleaxe x 2	

Orc Reaver	Level 5 Skirmisher
Medium natural humanoid	XP 200
HP 63; Bloodied: 31	Initiative +7
AC 19, Fortitude 18, Reflex 18, Will 16	Perception +3
Speed 6, (8 when charging)	low-light vision
TRAITS	
Charging Mobility	
While charging, the orc gains a +4 bonus to all defenses.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1(one creature); +10 vs. AC	
Hit: 1d10 + 8 damage.	
Effect: After the attack, the orc can shift 1 square	
R Javelin (weapon) • At-Will	
Attack: Ranged 20 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
M Blood-Crazed Charge • Encounter	
Trigger: The orc hits an enemy.	
Effect(Free Action): The orc charges an enemy.	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+6)	Dex 17 (+5)
Con 15 (+4)	Int 8 (+1)
	Wis 13 (+3)
	Cha 8 (+1)
Alignment chaotic evil	
Languages Common, Giant Shou	
Equipment hide armor, battleaxe, 4 javelins	
Added Shou to languages known to better fit adventure	

1-3 Orc Savage	Level 4 Minion Brute
Medium natural humanoid	XP 44
HP 1; a missed attack never damages a minion	Initiative +3
AC 16, Fortitude 16, Reflex 14, Will 12	Perception +1
Speed 6	low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1(one creature); +9 vs. AC	
Hit: 8 damage, or 12 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); + 9 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (free): The orc takes a standard action.	
Str 16 (+5)	Dex 13 (+3)
Con 13 (+3)	Int 8 (+1)
	Wis 9 (+1)
	Cha 8 (+1)
Alignment chaotic evil	
Languages Common, Giant	
Equipment hide armor, chainmail, glaive	

ENCOUNTER 5: NO MORE QUESTIONS PLEASE

(ADVENTURE LEVEL 8)

Half-Orc Scarthane	Level 9 Brute
Medium natural humanoid	XP 400
HP 116; Bloodied: 58	Initiative +7
AC 22, Fortitude 24, Reflex 22, Will 19	Perception +4
Speed 6, (8 when charging)	low-light vision
TRAITS	
Blood for Blood • Healing	
When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 5 hit points.	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1(one creature); +12 vs. AC	
Hit: 1d12 + 10 (crit 1d12 + 22) damage.	
M Bloodfury Attack(healing, weapon) • Encounter	
Requirement: usable only while bloodied	
Attack: Melee 1(one creature); +12 vs. AC	
Hit: 2d12 +4 damage, and the half-orc scarthane regains 10 hit points.	
TRIGGERED ACTIONS	
M Wounded Retaliation • Encounter	
Trigger: when first bloodied	
Effect (immediate reaction): The half-orc scarthane makes a greataxe attack.	
Furious Assault • Encounter	
Trigger: when the half-orc scarthane damages an enemy	
Effect (free): The scarthane's attack deals 1d10 extra damage.	
Skills Athletics +14, Endurance +12, Intimidate +8	
Str 18 (+7)	Dex 16 (+6)
Con 14 (+5)	Int 10 (+3)
Wis 13 (+4)	Cha 9 (+2)
Alignment unaligned	
Languages Common, Giant, Shou	
Equipment greataxe	
Added Shou to languages known to better fit adventure	
0-2 Orc Freak	Level 4 Skirmisher
Medium natural humanoid	XP 175
HP 54; Bloodied 27	Initiative +3
AC 17, Fortitude 17, Reflex 16, Will 13	Perception +6
Speed 6 (8 when charging)	low-light vision
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1(one creature); +8 vs. AC	
Hit: 1d8+8 damage.	
M Savage Strike (weapon) • Encounter	
Attack: Make two attacks; +8 vs. AC	
Hit: 2d6+9 damage per attack. If both attacks hit the same target, the target also takes ongoing 5 damage (save ends).	
Warrior's Surge (healing) • Encounter	
Requirement: usable only while bloodied	
Effect: The orc freak makes a melee basic attack and regains 9 hit points.	
Str 17 (+6)	Dex 15 (+4)
Con 14 (+4)	Int 8 (+1)
Wis 8 (+1)	Cha 7 (+0)
Alignment chaotic evil	
Languages Common, Giant	
Equipment hide armor, battleaxe x 2	

Orc Reaver	Level 7 Skirmisher
Medium natural humanoid	XP 300
HP 79; Bloodied: 39	Initiative +8
AC 21, Fortitude 20, Reflex 20, Will 18	Perception +4
Speed 6, (8 when charging)	low-light vision
TRAITS	
Charging Mobility	
While charging, the orc gains a +4 bonus to all defenses.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1(one creature); +12 vs. AC	
Hit: 1d10 + 10 damage.	
Effect: After the attack, the orc can shift 1 square	
R Javelin (weapon) • At-Will	
Attack: Ranged 20 (one creature); +12 vs. AC	
Hit: 2d6 + 8 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
M Blood-Crazed Charge • Encounter	
Trigger: The orc hits an enemy.	
Effect (Free Action): The orc charges an enemy.	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+7)	Dex 17 (+6)
Con 15 (+5)	Int 8 (+2)
Wis 13 (+4)	Cha 8 (+2)
Alignment chaotic evil	
Languages Common, Giant Shou	
Equipment hide armor, battleaxe, 4 javelins	
Added Shou to languages known to better fit adventure	

1-3 Orc Savage	Level 6 Minion Brute
Medium natural humanoid	XP 63
HP 1; a missed attack never damages a minion	Initiative +4
AC 18, Fortitude 18, Reflex 16, Will 14	Perception +2
Speed 6	low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1(one creature); +10 vs. AC	
Hit: 8 damage, or 12 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); + 9 vs. AC	
Hit: 8 damage.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect(free): The orc takes a standard action.	
Str 16 (+6)	Dex 13 (+4)
Con 13 (+4)	Int 8 (+2)
Wis 9 (+2)	Cha 8 (+2)
Alignment chaotic evil	
Languages Common, Giant	
Equipment hide armor, chainmail, glaive	

ENCOUNTER 5: NO MORE QUESTIONS PLEASE

(ADVENTURE LEVEL 10)

Half-Orc Scarthane	Level 11 Brute
Medium natural humanoid	XP 600
HP 136; Bloodied: 68	Initiative +8
AC 25, Fortitude 26, Reflex 24, Will 21	Perception +5
Speed 6, (8 when charging)	low-light vision
TRAITS	
Blood for Blood • Healing	
When the half-orc scarthane hits a bloodied target, the attack deals 1d6 extra damage, and the scarthane regains 10 hit points.	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1(one creature); +14 vs. AC	
Hit: 3d6 + 9 (crit 1d12 + 27) damage.	
M Bloodfury Attack(healing, weapon) • Encounter	
Requirement: usable only while bloodied	
Attack: Melee 1(one creature); +12 vs. AC	
Hit: 2d12 +6 damage, and the half-orc scarthane regains 10 hit points.	
TRIGGERED ACTIONS	
M Wounded Retaliation • Encounter	
Trigger: when first bloodied	
Effect (immediate reaction): The half-orc scarthane makes a greataxe attack.	
Furious Assault • Encounter	
Trigger: when the half-orc scarthane damages an enemy	
Effect (free): The scarthane's attack deals 1d10 extra damage.	
Skills Athletics +15, Endurance +13, Intimidate +9	
Str 18 (+8)	Dex 16 (+7)
Con 14 (+6)	Int 10 (+4)
	Wis 13 (+5)
	Cha 9 (+3)
Alignment unaligned	
Languages Common, Giant, Shou	
Equipment greataxe	

Added Shou to languages known to better fit adventure

0-2 Orc Freak	Level 6 Skirmisher
Medium natural humanoid	XP 250
HP 70; Bloodied 35	Initiative +4
AC 17, Fortitude 17, Reflex 16, Will 13	Perception +7
Speed 6 (8 when charging)	low-light vision
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1(one creature); +10 vs. AC	
Hit: 1d8+10 damage.	
M Savage Strike (weapon) • Encounter	
Attack: Make two attacks; +8 vs. AC	
Hit: 2d6+11 damage per attack. If both attacks hit the same target, the target also takes ongoing 5 damage (save ends).	
Warrior's Surge (healing) • Encounter	
Requirement: usable only while bloodied	
Effect: The orc freak makes a melee basic attack and regains 9 hit points.	
Str 17 (+7)	Dex 15 (+5)
Con 14 (+5)	Int 8 (+2)
	Wis 8 (+2)
	Cha 7 (+1)
Alignment chaotic evil	
Languages Common, Giant	
Equipment hide armor, battleaxe x 2	

Orc Reaver	Level 9 Skirmisher
Medium natural humanoid	XP 400
HP 95; Bloodied: 47	Initiative +9
AC 23, Fortitude 22, Reflex 21, Will 20	Perception +5
Speed 6, (8 when charging)	low-light vision
TRAITS	
Charging Mobility	
While charging, the orc gains a +4 bonus to all defenses.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1(one creature); +14 vs. AC	
Hit: 1d10 + 12 damage.	
Effect: After the attack, the orc can shift 1 square	
R Javelin (weapon) • At-Will	
Attack: Ranged 20 (one creature); +14 vs. AC	
Hit: 2d6 + 10 damage, and the orc can push the target 1 square.	
TRIGGERED ACTIONS	
M Blood-Crazed Charge • Encounter	
Trigger: The orc hits an enemy.	
Effect(Free Action): The orc charges an enemy.	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+8)	Dex 17 (+7)
Con 15 (+6)	Int 8 (+3)
	Wis 13 (+5)
	Cha 8 (+3)
Alignment chaotic evil	
Languages Common, Giant Shou	
Equipment hide armor, battleaxe, 4 javelins	
Added Shou to languages known to better fit adventure	

1-3 Orc Savage	Level 8 Minion Brute
Medium natural humanoid	XP 88
HP 1; a missed attack never damages a minion	Initiative +5
AC 20, Fortitude 20, Reflex 18, Will 16	Perception +3
Speed 6	low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1(one creature); +12 vs. AC	
Hit: 9 damage, or 13 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); + 9 vs. AC	
Hit: 9 damage.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect(free action): The orc takes a standard action.	
Str 16 (+7)	Dex 13 (+5)
Con 13 (+5)	Int 8 (+3)
	Wis 9 (+3)
	Cha 8 (+3)
Alignment chaotic evil	
Languages Common, Giant	
Equipment hide armor, chainmail, glaive	

ENCOUNTER 5: NO MORE QUESTIONS PLEASE

TILE SETS NEEDED

DT7-Fane of the Forgotten Gods, DU4-Arcane Towers



Place Junichi behind any table on the map
The orcs enter from the side entrances marked A.
The PCs can place themselves however they wish

ENCOUNTER 6: SHOU~ TOWN SHUFFLE

The PCs have been informed either by Junichi, his documents, or one of the guards of Pruhana and the other youths' whereabouts. They are also aware of the fact that the gangs that control Shou-town have spies and informants throughout the district. The Nine Golden Swords employed the goons who attempted to drive the PCs away from Junichi in the previous encounter, and the PCs must now make their way to the Kadda's hideout quickly without drawing too much attention to them.

If the PCs failed the Skill Challenge in Encounter 3 increase the DCs for all Skill checks by 2, as their attempts to inquire about the Carnival have already circulated throughout the Shou community, leaving the populace on suspicious edge towards outsiders. and likely to inform any gang affiliations they may have. Additionally, mark down the PCs as having already acquired a Failure for this challenge; in effect the PCs have only two more failures before they Fail this Encounter.

KEEP THINGS MOVING!

Keep the pace fast throughout this encounter. The players (and the PCs) should have a sense of urgency to reach the missing youths before it's too late.

When the PCs are ready, read or paraphrase the following:

The suspicious stares that greeted you once you entered Shou-town seem even that much more heated and it is possible that one of the gangs many spies could alert them about your presence at the Carnival grounds.

You must get there quickly, lest they move the teens beyond your reach.

SKILL CHALLENGE: GET TO THE WAREHOUSE

Goal: Get to the hideout where Pruhana and the rest of the kidnapped youth are being held without alerting the Nine Golden Swords of their approach.

Complexity: 1 (4 successes before 3 failures)

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

Victory: The PCs arrive at the warehouse without alerting the enemies of their approach.

Defeat: The PCs have caught the eye of a gang informant who alerts the enemies in the next encounter of their approach.

This skill challenge involves navigating the streets of Shou-town to get to the hideout. Because of the nature of the district, the streets are winding and narrow, and packed with all manner of merchants and storefronts. Getting to the there is no small task with street names and buildings and people communicating and displayed in the language of Shou. If any PC can read or speak Shou, decrease the DC for all checks by all PCs by 2; navigating the area becomes much easier, but the PCs must still draw little attention to themselves as they attempt to get to the gangs hideout before they are made aware.

Should the PCs desire to use mounts through the area the difficulty for all checks is reduced by 1.

If the PCs would like they can purchase a ride in a rickshaw. The aide of the individual peddling the rickshaw who can translate the signs and streets for the PCs decreasing the DC for all checks in this Challenge by 1. The price for a rickshaw is 1 silver per PC. Each rickshaw can accommodate up to 2 PCs. Animal companions and the like count as a PC for purposes of riders.

It is impossible to cover every contingency. Be flexible and allow bonuses to checks for imaginative and reasonable ideas.

You can insert some of the boxed text below to give the PCs a feel of the area of Shou-town. The first section of the area around the Carnival can be an extension of the open market-square grounds. Read this following paragraph aloud to give the PCs clues as to how to interact with the residents and also to point out the presence of the rickshaws mentioned above.

The streets around you are filled with all manner of peoples, both Shou and non-Shou. They are all decked out in a variety of clothing and attire. This section is clearly a-kin to a typical market square, but instead of a large center area, there are narrow streets leading in a myriad of directions with no apparent layout in mind. They are all packed with open air food-stalls along with all manner of household goods and furnishings. The strong pungent smell of spices and scintillating aroma of incense burns into your nostrils in a pleasant mix of flavor and temptation. Beyond the items on display are darkened entrances that lead into the buildings and storefronts where grim looking individuals eye your group as you walk by.

GRATITUDE OF BHRAL

If any PC has the Story Award CORE05 Gratitude of Bhral and accepted the surrender of at least some of the orcs in Encounter 5, the orcs give that PC additional information about the area the adventurers are going to. This results in one automatic success in the skill challenge.

Once the PCs have either one success or one failure (not counting any automatic failures they acquired from Encounter 4), read or paraphrase the following, indicating that the PCs have made their way out of the immediate vicinity of the Carnival area and are entering the residential streets just beyond:

Away from the crowded center of the district you find yourselves in the quieter areas of Shou-town. From the simple wooden-paneled buildings and occasional stone houses the people here are clearly more comfortable with a respected yet dignified way of appearances. The people here also seem less eager to interact with strangers, and the presence of guards is subtle yet apparent.

As the PCs enter the warehouse district, i.e. after they have three successes or two failures, feel free to give them the following descriptions:

A group of Shou laborers stand at the entrance to an alleyway, apparently on a break from the crates and boxes they seem to be loaded onto a waiting caravan. They eye your party with detached interest, but seem open to being approached.

Or if they have already reached 4 successes consider the following take for this section of the district:

You enter a much quieter section of the city and are that much closer to your goal. The area here is largely empty of people except for laborers hauling sacks and items like timber and stone into and out of large stone buildings and onto wagons and caravans. Your presence here seems to draw more attention though due to the secluded and empty nature of the scene.

Endurance [Moderate DC] (1 success, 2 maximum)

The PCs after locating the general direction towards the warehouse district race through the streets, hoping to get to the scene before word of their approach makes its way to the captors. In the process they begin to move through the crowds, enduring the sharp elbows and harsh stares as their haste draws them closer to their goal.

History [Moderate DC] (not a success or a failure)

The PC is able to recall some bit of information on the layout of the typical Shou-town district, aiding the PCs in making their way towards their goal. The PC gets a +2 to their next skill check for this challenge.

Insight [Moderate DC] (1 success, 2 maximum)

The PC gets a feel of the citizenry in the district, along with the directions they are headed. By taking note of the clothing and the types of people walking in various directions the PC is able to get a sense of who is more likely to be heading in the general direction of a warehousing district.

Perception [Moderate DC] (1 success, 2 maximum)

The PC is able to notice the layout of the streets and that they are heading in a direction that appears to be centered on trade and matches the description presented to them by Junichi.

On the second success the PC is able to notice a drow woman who is dressed in leather that appears to be watching the party intently. The drow disappears if any PC begins to approach.

Stealth [Moderate DC] (1 success, 1 maximum)

The PC is able to use their experience in the ways of being a quick and quiet advance to move through the streets with ease and lead the party towards an area of the district that is clearly oriented towards trade.

Streetwise [Moderate DC] (1 success, 2 maximum)

The PC is able to decipher the signs and layout of the streets from their experience in urban settings to make their way towards the likely outskirts of the district. They are also able to decipher from brief questions of individuals around them where the streets Junichi indicated can be found. Should the PCs ask for simple directions then this is the check they should make.

Thievery [Moderate DC] (1 success, 1 maximum)

The PC is able to use their experience with the criminal elements in town in order to track the movements of those around them who look suspicious and notice the direction they are headed in, and can make their way through the district. The PC is able to single out these individuals and question them about directions towards the trade storage section.

ENDING THE ENCOUNTER

Once the PCs have found their way through the streets of Shou-town they arrive at their destination; the intersection of the two streets Junichi mentioned. If the PCs fail the challenge, they still arrive at their goal, but Kadda and his gang know that they are approaching and are prepared for them.

Success: The party arrives at the warehouse where Pruhana and the other youth are being held, unbeknownst to the half-elf and his allies.

Failure: The party arrives at the warehouse where Pruhana and the other youth are being held, but are expected by Kadda and his allies. As such the Kadda has Pruhana and the other youngsters around them to use as diversions during the encounter.

Proceed to Encounter 7 when the players are ready.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 7: THE CON'S HIDEOUT

ENCOUNTER LEVEL 1/3/5/7/9

CREATURES

This encounter contains the following creatures at AL 2:

- 1 Kadda [half-elf con artist] (C)
- 1 badger hengeyokai chanshi (B1)
- 2 bandit leaders (L1/L2)

This encounter contains the following creatures at AL 4/6:

- 1 Kadda [half-elf con artist] (C)
- 1 badger hengeyokai chanshi (B1)
- 2 bandit leaders (L1/L2)
- 1 fox hengeyokai wu jen (F1)

This encounter contains the following creatures at AL 8:

- 1 Kadda [half-elf con artist] (C)
- 2 badger hengeyokai chanshi (B1/B2)
- 2 fox hengeyokai wu jen (F1/F2)
- 1 bandit leader (L1)

This encounter contains the following creatures at AL 10:

- 1 Kadda [half-elf con artist] (C)
- 1 badger hengeyokai chanshi (B1)
- 2 fox hengeyokai wu jen (F1/F2)
- 2 bandit leaders (L1/L2)

SCALING THE ENCOUNTER

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

Four PCs

- AL 2: Remove 1 bandit leader. (L2)
- AL 4: Remove 1 fox hengeyokai. (F1)
- AL 6: Remove 1 badger hengeyokai. (B1)
- AL 8/10: Remove 1 fox hengeyokai. (F1)

Six PCs

- AL 2: Add 1 bandit leader. (L3)
- AL 4: Add 1 fox hengeyokai. (F3)
- AL 6: Add 1 badger hengeyokai. (B3)
- AL 8/10: Add 1 fox hengeyokai. (F3)

SETUP

The PCs arrive at the building where Pruhan and the rest of the youth are being held. If the PCs were successful in Encounter 6, then Kadda and his allies are caught off guard. If the PCs were unsuccessful then the half-elf is expecting them, and has decided to put Pruhan and the rest of the youngsters in harms way should his ruse fail to entice the PCs into believing him.

When the PCs arrive at this encounter, read or paraphrase the following:

The building in question is clearly nothing more than a storage facility, with no windows and only a single set of wide doors at the front.

If the PCs were successful in the skill challenge in the prior encounter, Encounter 6: Shou-town Shuffle then read or paraphrase the following when they enter:

The doors to the warehouse swing inward into a dimly lit large empty floor. Tall paper lanterns provide illumination from within where figures in the gloom turn as the doors open, each looking as if they were just about to leave. One of them, a silver-haired half-elf by his looks smiles and speaks; his words smooth and polished.

"Well, you're certainly not expected my friends. But I'm quite used to things not going as planned. By the looks of you, I imagine you're here for the children yes? Well, first, allow me to introduce myself: my name is Kadda. And the woman you are working for, Tipret...killed my family. I wonder, will you further her and her Shadowmasters aims here in Shou-town, or will you listen to the truth of what's really going on?"

If the PCs were unsuccessful in the Encounter 6 Skill Challenge, then as soon as they open the front door read or paraphrase the following:

The doors to the warehouse swing inward into a dimly lit large empty floor. Tall paper lanterns provide illumination from within where figures in the gloom are seated around a small table. One of them is a young teenage girl who bears a close resemblance to Tipret. She is sitting next to a silver-haired half-elf who smiles at your party.

Standing behind them is a large badger looking humanoid in leather armor. Flanking the badger woman is a group of youngsters, non-Shou who gaze at your party with wide eyes.

The half-elf nods at you. His words and demeanor are smooth and polished.

“Well met, friends, I've been expecting you. I suppose you know by now what is going on here ... or do you?”

“Allow me to introduce myself: my name is Kadda and I am out to seek revenge on those who took my family from this world. The woman you are working for, Tipret? She is the reason my family is dead. Her daughter...”

[He points to the young woman he is sitting next to, who gazes at him with unchecked adoration]

“...is, unfortunately, a necessary part of my vengeance on Tipret and her Shadowmasters, a criminal gang here in Phsant.

“Now, I certainly don't wish this young lady or the other children of the Shadowmasters any ... harm ... but I must insist that you put down your weapons and listen to what is really going on.”

In addition to this version of the dialog, should the PCs fail, Kadda snaps his fingers at its conclusion and Akima the hengeyokai badger (B1 on the map) twirls her weapon and presents an obvious threat to the youngsters in the room. There are four of the Damaran youths situated around Akima, all of whom seem oblivious to the threat she presents to them.

In addition, as Kadda is explaining his story that follows he makes overtly threatening gestures towards Pruhana throughout the exchange to accentuate his point of view. Kadda insists that the PCs drop their weapons but accepts if they only sheath them, shields included, if the PCs refuse adamantly enough.

Whether the PCs were successful in the prior encounter or not, the half-elf explains the following points of information.

- The PCs' employer Tipret is actually the Guild Head of the Shadowmasters in Phsant. (True)
- Kadda was an adventurer like themselves who vowed to combat the Shadowmasters after they killed his family, even making a pledge to Hoar, the God of Vengeance, to do whatever it takes to avenge their deaths. (False)
- As part of his vengeance, Kadda has decided to use his skills to aid the people of Xi-Jin Lu, incidentally getting caught up in the process with the Golden Swords. (False)
- Tipret and her organization have steadily encroached upon the Golden Swords territory (True)
- While not the greatest organization the Nine Golden Swords in their own right kept the

Shadowmasters at bay. (only partly true, the Black Dragons are a bigger threat)

- But now the Shadowmasters have begun accosting the Shou citizens, forcing them to pay exorbitant “protection” and “customs” fees. (True)
- Kadda, and his group, while they may engage in questionable practices, have only kidnapped the heirs to convince Tipret and her Shadowmasters to leave their people alone. (False, he is trying to improve the position of his group in the area.)
- By helping the people of Xi-Jin Lu against the Shadowmasters, Kadda hopes to avenge his family bit by bit, and further his pledge to Hoar. (False)
- If the PCs believe his story, Kadda gladly hands over the rest of the youths but keeps Pruhana in exchange for the PCs explaining the terms of her release to Tipret. The terms of release are simple: the Shadowmasters must leave the Shou district entirely.
- As a further sign of good faith he tells the PCs that he will pay them whatever Tipret's offered immediately, explaining that the keeping the children hostage was not at all about money, but a way to stop the Shadowmasters.

For a more detailed background into Kadda's motivations and for role-playing tips on his character, read Appendix 1: Personalities.

If the PCs do not believe Kadda or his version of events or attempt to take all the hostages then combat begins (there is no possibility of a surprise round for either side).

If necessary an opposed Insight check on Kadda's story versus his Bluff roll allows the PCs to confirm when the half-elf is being untruthful. Note that the PCs are not required to make this check to disbelieve him. If the PCs failed the skill challenge in Encounter 6, then Kadda has already had enough time to cast Glib Limerick on himself, allowing him to roll twice for each Bluff attempt.

If combat begins, then the PCs may begin wherever they like on the map, but be mindful that in any case, whether they were successful or not in the prior encounter, Kadda does not allow them to get too close to him, to the hostages, or to any of his allies.

FEATURES OF THE AREA

Illumination: The area is lit by large floating paper lanterns spread throughout the warehouse floor as well as the light that spills in from the outside sun providing the entire warehouse interior with normal vision. The lanterns are magical in nature and do not have fire properties.

Boxes and Crates: Throughout the interior of the warehouse are boxes and crates that are difficult terrain and provide partial cover to creatures behind them.

Stack of Crates: Two of the squares with a stack of crates are terrain features. These are adjacent to B1 and F2 on the map. The stacks are unstable. (reskinned Bookcase terrain feature)

Stack of Crates	Single Use Terrain
<i>This large stack of mismatched crates is ready to fall over with just the right application of force.</i>	
Standard Action	
Requirement: You must be adjacent to the bookcase.	
Check: Athletics check (moderate DC) to topple the bookcase	
Success: The stack falls over. Make the following attack:	
Target: Each creature in a close blast 2 in the direction the bookcase fell.	
Attack: AL + 2 vs. Reflex	
Hit: 1d8 damage and the target is knocked prone and restrained until the end of its next turn.	
Effect: The blast becomes a zone of difficult terrain until the end of the encounter.	

Table and Chairs: These count as difficult terrain and can be jumped on with a successful Athletics check (Easy DC). Characters do not gain concealment or cover from these squares

Cellar Entrance: At the rear of the warehouse is the entrance to the cellar where the youths are being held. The door on the floor requires a minor action to open and is unlocked. The stairs leading down to the cellar count as difficult terrain. The youngsters are lounging at the time the PCs arrive, asleep or under the powerful effects of Agony in cellar below.

Special: If the encounter started with Pruhana and some of the other youngsters because the PCs failed the skill challenge in Encounter 6 then use the following additions to the features:

Pruhana & the Youths: Once combat begins Pruhana and the youngsters immediately start in a square adjacent to the enemies. One always starts adjacent to Kadda and the rest are left to the DM's discretion. There are a total of 6 youngsters on the map during the encounter. (if only 4 PCs reduce this

number to 5.) The remaining youngsters are in the cellar marked on the map.

- They grant the enemies partial cover as long as they are adjacent to the enemies, giving them a -2 to Melee and Ranged attacks made against them.
- The youth and Pruhana count as minions: speed 4 and all defenses 15.
- The effect of cover ends if the youngsters take damage, thus rendering them unconscious and dying, or if they are separated from a square adjacent to an enemy by the PCs.
- To separate one of the youngsters a PC must make an Athletics/Acrobatics check as a Standard action versus the Fortitude defense of the enemy they are adjacent to.
- A successful check allows the PC to shift one of the youngsters or Pruhana into an adjacent square of their choice.
- Once separated this way, a PC must use a minor action to keep the youngster from seeking refuge next to one of the enemies on the following turn.
- Once separated, any PC can use a minor action to keep any number of youngsters separated this way.
- The youngster's preference is to go to a square adjacent to Kadda, but any of the NPCs suffice. The youngsters and Pruhana act last each round.
- For mechanical effects, the youngsters and Pruhana are considered allies to the NPCs and enemies to the PCs until they are separated from the opponents or knocked unconscious at which point they become allies to the PCs and enemies to the Kadda and his forces.

TACTICS

Both the hengeyokai and bandit leader attempt to prone as many of the PCs on their respective turns as possible, attempting to lock down any opposing heavily armored opponents. Kadda focuses his attention on any heavy armored opponents as well, preferring to dominate the toughest looking PC and force them to assault their weakest ally with his *deceptive maneuver*. He opens up combat with his *pathetic appeal* attempting to catch as many PCs in the blast as possible and then retreating behind a set of boxes or crates where he can gain partial cover. The fox hengeyokai's attempt to use their *blazing eyes* against opponents engaged in melee combat with the soldiers.

All of the humans surrender individually if the battle is looking to end poorly especially if Kadda is killed or incapacitated. The hengeyokai's fight to the death, regardless of the odds, and only stop if Kadda commands them to do so. Kadda does not fight to the death, and attempts to escape past the PCs if combat is looking to end poorly for his side. He does not surrender unless Intimidated by the PCs.

If the youngsters and Pruhana are present during the combat, the enemies attempt to use them as cover as much as possible and move to stand next to them when able to.

For extra challenge, allow the half-elf to use his *gambler's suit* and *rod of beguiling*.

SPEEDING THINGS UP

Kadda is not the type to fight to the death. If the adventure is running long, you can end the combat once the hengeyokai have all been defeated and Kadda is bloodied. When he surrenders, this prompts the rest of the combatants to do so as well.

ENDING THE ENCOUNTER

If Kadda was successful in getting the PCs to believe his story, then they are free to leave with the rest of the youngsters and the treasure noted in the Treasure section of this encounter. If this is the case, then the youngsters appear distraught at leaving Kadda and a successful Bluff/Diplomacy check (Hard DC) is needed to calm them down. Or if the PCs are astute enough to ask, Kadda can perform the Check for them, explaining to the children that they are only going to be gone a short while. As soon as the PCs exit the warehouse proceed immediately to Encounter 8: Failure is Not An Option.

If the PCs attempt subdued or incapacitate Kadda the PCs proceed to Encounter 6: The Payout once combat is resolved.

If the PCs decide to bring Kadda to Tipret or to one of the Shou merchants from Encounter 4: Carnival Intrigue, or the City Watch (either one) they may do so.

Pruhana and the rest of the youth from Phsant proper are under the effects of powerful sedatives and charm magic so they are reluctant to leave Kadda. A Heal or Nature check reveals that the teenagers are under the effects of a drug that, combined with the Kadda's charming magic, have made them all loyal to both the carnival, and Kadda himself.

If Kadda is conscious when the PCs leave the warehouse, he convinces (charms) the youngsters to obediently follow the PCs; he does this even if the PCs

object to this form of coercion, as Kadda believes he shall be looked upon more favorably and possibly spared by helping the PCs out in this way. Once the hostages arrive back at Phsant proper and are away from Kadda, the charm magic that he used begins to wear off.

MILESTONE

This encounter counts towards a milestone.

TREASURE

If the PCs defeat the Kadda outright then they find the following items: *floating lantern*, *bloodcut armor* (+1 at AL 2 and AL 4 / +2 at AL 6 and above), a *staff of command* (AL 2, 4 and 6) OR *rod of beguiling* +2 (AL 8 and AL 10). In addition, the PCs find gold in the amount of 50 / 75 / 150 / 300 / 450 apiece.

If the PCs accept the half-elf's offer and change sides, he pays them the amount promised by Tipret; 25 / 45 / 75 / 150 / 225 gp per PC, along with a bonus of 50 / 75 / 150 / 300 / 450 gp each. The PCs do not find any of the treasure mentioned above; however they have the opportunity to do so in Encounter 8.

ENCOUNTER 7: THE CON'S HIDEOUT (ADVENTURE LEVEL 2)

Kadda, Half-Elf Con Artist	Level 5 Controller
Medium natural humanoid	XP 200
HP 61; Bloodied: 30	Initiative +6
AC 18, Fortitude 15, Reflex 18, Will 18	Perception +1
Speed 6	Low-light vision
TRAITS	
Combat Advantage	
A half-elf con artist deals 2d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Dagger (weapon) • At-will	
Attack: +10 vs. AC	
Hit: 2d6 + 6 damage	
m Deceptive Maneuver (charm) • At-Will	
Attack: +8 vs. Will	
Hit: The target makes a basic attack against one of its allies of the half-elf con artist's choice.	
R Silver Deception (charm) • Recharge 5-6	
Attack: Ranged 10 (one creature); +8 vs. Will	
Hit: The target is dominated until the end of the half-elf con artist's next turn.	
B Pathetic Appeal (charm) • Encounter	
Attack: Close burst 5; targets enemies; +8 vs. Will	
Hit: The target cannot attack the half-elf con artist (save ends). If the con artist makes an attack roll against the target, that target makes a saving throw against this effect.	
MOVE ACTIONS	
Grifter's Flight • Encounter	
The half-elf con artist shifts 6 squares and can make a Stealth check without a penalty for moving.	
Skills Bluff +10, Insight +5, Stealth +9, Thievery +9	
Str 8 (+1)	Dex 15 (+4) Wis 7 (+1)
Con 11 (+2)	Int 10 (+2) Cha 17 (+5)
Alignment unaligned Languages Common, Elven, Shou	
Equipment fine clothes, dagger	
Added Shou to Languages known to better fit adventure.	

Badger Hengeyokai Chanshi	Level 2 Brute
Medium fey magical beast (shapechanger)	XP 125
HP 44; Bloodied: 22	Initiative +5
AC 14 Fortitude 15, Reflex 14, Will 13	Perception +3
Speed 7, burrow 3 (badger form)	Low-light vision
STANDARD ACTIONS	
m Guan Dao (weapon) • At-will	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 2(one creature); +7 vs. AC	
Hit: 2d8 + 5 damage, or 3d8 + 6 damage if the target is prone.	
C Slashing Arc (Recharge when first bloodied)	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Close burst 1 (creatures in the burst); +7 vs. Reflex	
Hit: 2d8 + 5 damage, and the hengeyokai pushes the target 1 square.	
MINOR ACTIONS	
M Trip Up (weapon) • At-Will; (1/round)	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 2(one creature); +7 vs. Reflex	
Hit: The target falls prone.	
Nature's Mask (Polymorph) • At-will; (1/round)	
Effect: The hengeyokai alters its physical form to appear as a Tiny badger or as a Medium unique human or hybrid.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Requirement: The hengeyokai must be in human or hybrid form.	
Trigger: The hengeyokai drops to 0 hit points.	
Effect (Free Action): The hengeyokai takes a standard action.	
Skills Athletics +12, Endurance +10, Intimidate +7	
Str 17 (+6)	Dex 15 (+6) Wis 12 (+3)
Con 13 (+4)	Int 9 (+2) Cha 8 (+2)
Alignment unaligned Languages Common, Shou	
Equipment leather armor, guan dao	

1-3 Bandit Leader	Level 2 Soldier
Medium natural humanoid, human	XP 125
HP 39; Bloodied: 19	Initiative +5
AC 16, Fortitude 14, Reflex 13, Will 12	Perception +6
Speed 5	
STANDARD ACTIONS	
m Longspear (weapon) • At-Will	
Attack: Melee 2(one creature); +9 vs. AC	
Hit: 1d8 + 6 damage	
M Sweeping Strike (weapon) • Recharge 5-6	
Requires longspear;	
Attack: Melee 2(one creature); +9 vs. AC	
Hit: 1d8 + 6 damage and the target is knocked prone.	
R Crossbow (weapon) • At Will	
Attack: Range 15/30 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage	
Skills Streetwise +8, Thievery +9	
Str 15 (+4)	Dex 13 (+3) Wis 10 (+2)
Con 14 (+4)	Int 9 (+2) Cha 11 (+21)
Alignment Evil Languages Common, Shou	
Equipment chainmail, longspear, 20 bolts,	
Added Shou to Languages known to better fit adventure and adjusted equipment.	

ENCOUNTER 7: THE CON'S HIDEOUT (ADVENTURE LEVEL 4)

Kadda, Half-Elf Con Artist	Level 6 Controller
Medium natural humanoid	XP 250
HP 69; Bloodied: 34	Initiative +6
AC 19, Fortitude 16, Reflex 19, Will 19	Perception +2
Speed 6	Low-light vision
TRAITS	
Combat Advantage	
A half-elf con artist deals 2d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Dagger (weapon) • At-will	
Attack: +12 vs. AC	
Hit: 2d6 + 7 damage	
m Deceptive Maneuver (charm) • At-Will	
Attack: +10 vs. Will	
Hit: The target makes a basic attack against one of its allies of the half-elf con artist's choice.	
R Silver Deception (charm) • Recharge 5-6	
Attack: Ranged 10 (one creature); +10 vs. Will	
Hit: the target is dominated until the end of the half-elf con artist's next turn.	
B Pathetic Appeal (charm) • Encounter	
Attack: Close burst 5; targets enemies; +9 vs. Will	
Hit: The target cannot attack the half-elf con artist (save ends). If the con artist makes an attack roll against the target, that target makes a saving throw against this effect.	
MOVE ACTIONS	
Grifter's Flight • Encounter	
The half-elf con artist shifts 6 squares and can make a Stealth check without a penalty for moving.	
Skills Bluff +12, Insight +7, Stealth +11, Thievery +11	
Str 10 (+3)	Dex 17 (+6) Wis 9 (+2)
Con 13 (+4)	Int 12 (+4) Cha 19 (+7)
Alignment unaligned Languages Common, Elven, Shou	
Equipment fine clothes, dagger	

Added Shou to Languages known to better fit adventure.

Badger Hengeyokai Chanshi	Level 3 Brute
Medium fey magical beast (shapechanger)	XP 150
HP 54; Bloodied: 27	Initiative +5
AC 15 Fortitude 16, Reflex 15, Will 14	Perception +3
Speed 7, burrow 3 (badger form)	Low-light vision
STANDARD ACTIONS	
m Guan Dao (weapon) • At-will	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 2(one creature); +8 vs. AC	
Hit: 2d8 + 6 damage, or 3d8 + 6 damage if the target is prone.	
C Slashing Arc (recharge when first bloodied)	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Close burst 1 (creatures in the burst); +6 vs. Reflex	
Hit: 2d8 + 5 damage, and the hengeyokai pushes the target 1 square.	
MINOR ACTIONS	
M Trip Up (weapon) • At-Will ; (1/round)	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 2(one creature); +8 vs. Reflex	
Hit: The target falls prone.	
Nature's Mask (polymorph) • At-Will (1/round)	
Effect: The hengeyokai alters its physical form to appear as a Tiny badger or as a Medium unique human or hybrid.	
TRIGGERED ACTIONS	
Savage Demise • Encounter	
Requirement: The hengeyokai must be in human or hybrid form.	
Trigger: The hengeyokai drops to 0 hit points.	
Effect (Free Action): The hengeyokai takes a standard action.	
Skills Athletics +12, Endurance +10, Intimidate +7	
Str 18 (+6)	Dex 16 (+5) Wis 13 (+3)
Con 14 (+4)	Int 10 (+2) Cha 9 (+1)
Alignment unaligned Languages Common, Shou	
Equipment leather armor, guan dao	

ENCOUNTER 7: THE CON'S HIDEOUT (AL 4 CONTINUED)

2 Bandit Leader	Level 2 Soldier
Medium natural humanoid, human	XP 125
HP 39; Bloodied: 19	Initiative +5
AC 17, Fortitude 15, Reflex 14, Will 13	Perception +6
Speed 5	
STANDARD ACTIONS	
m Longspear (weapon) • At-Will	
Attack: Melee 2(one creature); +9 vs. AC	
Hit: 1d8 + 6 damage	
M Sweeping Strike (weapon) • Recharge 5-6	
Requires longspear;	
Attack: Melee 2(one creature); +9 vs. AC	
Hit: 1d8 + 6 damage and the target is knocked prone.	
R Crossbow (weapon) • At Will	
Attack: Range 15/30 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage	
Skills Streetwise +8, Thievery +9	
Str 16 (+4)	Dex 14 (+3) Wis 11 (+1)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)
Alignment Evil Languages Common, Shou	
Equipment chainmail, longspear, 20 bolts, key to youth's chains and rooms.	

Added Shou to Languages known to better fit adventure and adjusted equipment.

0-2 Fox Hengeyokai Wu Jen	Level 3 Artillery
Medium fey magical beast (shapechanger)	XP 150
HP 36; Bloodied: 18	Initiative +4
AC 17, Fortitude 14, Reflex 18, Will 16	Perception +3
Speed 7 (9 in fox form)	Low-light vision
Resist 10 fire	
TRAITS	
Elemental Mastery	
When the hengeyokai hits any creature with a fire power, that creature gains vulnerable 5 fire until the end of the hengeyokai's next turn.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 1(one creature); +8 vs. AC	
Hit: 2d6 + 2 damage.	
r Fiery Shuriken (fire, implement) • At-Will	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Ranged 10 (one or two creatures); +7 vs. Reflex. If the hengeyokai targets only creature with this power, it can make this attack twice against that creature.	
Hit: 3d4 + 2 fire damage.	
C Blazing Eyes (aura, charm, fire, implement) • Encounter	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Close blast 5 (enemies in the blast); +7 vs. Will	
Hit: Ongoing 5 fire damage, and the target is immobilized (save ends both).	
Effect: The hengeyokai activates an aura 5 of bright light that lasts until the end of the hengeyokai's next turn. Each enemy in the aura takes a -2 penalty to saving throws.	
Sustain Minor: The aura persists until the end of the hengeyokai's next turn.	
MINOR ACTIONS	
Augury • Encounter	
Effect: Roll a d20 and note the result. As a free action before the end of its next turn, the hengeyokai can use that result to replace the result of one d20 roll of its choice made by any creature it can see.	
Nature's Mask (polymorph) • At-Will (1/round)	
Effect: The hengeyokai alters its physical form to appear as a Tiny or as a Medium unique human or hybrid.	
TRIGGERED ACTIONS	
Fortuitous Wind • Recharge when first bloodied	
Trigger: An enemy ends its move adjacent to the hengeyokai.	
Effect (Immediate Reaction): The hengeyokai pushes the triggering enemy 1 square.	
Skills Arcana +8, Insight +8, Nature +8, Stealth +8	
Str 7 (+1)	Dex 14 (+5) Wis 13 (+4)
Con 10 (+1)	Int 10 (+2) Cha 17 (+5)
Alignment chaotic evil Languages Common, Kozakuran, Shou	
Equipment staff, bag of chicken bones	

ENCOUNTER 7: THE CON'S HIDEOUT (ADVENTURE LEVEL 6)

Kadda, Half-Elf Con Artist	Level 8 Controller
Medium natural humanoid	XP 350
HP 85; Bloodied: 42	Initiative +6
AC 21, Fortitude 18, Reflex 21, Will 21	Perception +2
Speed 6	Low-light vision
TRAITS	
Combat Advantage	
A half-elf con artist deals 2d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: +13 vs. AC	
Hit: 2d8 + 7 damage	
m Deceptive Maneuver (charm) • At-Will	
Attack: +11 vs. Will	
Hit: The target makes a basic attack against one of its allies of the half-elf con artist's choice.	
R Silver Deception (charm) • Recharge 5-6	
Attack: Ranged 10 (one creature); +11 vs. Will	
Hit: The target is dominated until the end of the half-elf con artist's next turn.	
B Pathetic Appeal (charm) • Encounter	
Attack: Close burst 5; targets enemies; +1 vs. Will	
Hit: The target cannot attack the half-elf con artist (save ends). If the con artist makes an attack roll against the target, that target makes a saving throw against this effect.	
MOVE ACTIONS	
Grifter's Flight • Encounter	
The half-elf con artist shifts 6 squares and can make a Stealth check without a penalty for moving.	
Skills Bluff +12, Insight +7, Stealth +11, Thievery +11	
Str 10 (+3)	Dex 17 (+6) Wis 9 (+2)
Con 13 (+4)	Int 12 (+4) Cha 19 (+7)
Alignment unaligned Languages Common, Elven, Shou	
Equipment fine clothes, dagger	

Added Shou to Languages known to better fit adventure.

0-2 Badger Hengeyokai Chanshi	Level 5 Brute
Medium fey magical beast (shapechanger)	XP 175
HP 74; Bloodied: 37	Initiative +5
AC 17, Fortitude 18, Reflex 17, Will 16	Perception +3
Speed 7, burrow 3(badger form)	Low-light vision
STANDARD ACTIONS	
m Guan Dao (weapon) • At-Will	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 2(one creature); +10 vs. AC	
Hit: 2d8 + 6 damage, or 3d8 + 6 damage if the target is prone.	
C Slashing Arc (Recharge when first bloodied)	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Close burst 1 (creatures in the burst); +8 vs. Reflex	
Hit: 2d8 + 6 damage, and the hengeyokai pushes the target 1 square.	
MINOR ACTIONS	
M Trip Up (weapon) • At-Will (1/round)	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 2(one creature); +8 vs. Reflex	
Hit: The target falls prone.	
Nature's Mask (polymorph) • At-Will (1/round)	
Effect: The hengeyokai alters its physical form to appear as a Tiny badger or as a Medium unique human or hybrid.	
TRIGGERED ACTIONS	
Savage Demise (free) • Encounter	
Requirement: The hengeyokai must be in human or hybrid form.	
Trigger: The hengeyokai drops to 0 hit points.	
Effect (Free Action): The hengeyokai takes a standard action.	
Skills Athletics +11, Endurance +9, Intimidate +6	
Str 18 (+6)	Dex 16 (+5) Wis 13 (+3)
Con 14 (+4)	Int 10 (+2) Cha 9 (+1)
Alignment unaligned Languages Common, Shou	
Equipment leather armor, guan dao	

ENCOUNTER 7: THE CON'S HIDEOUT (AL 6 CONTINUED)

2 Bandit Leader	Level 4 Soldier
Medium natural humanoid, human	XP 175
HP 55; Bloodied: 27	Initiative +6
AC 19, Fortitude 17, Reflex 16, Will 15	Perception +7
Speed 5	
STANDARD ACTIONS	
m Longspear (weapon) • At-Will	
Attack: Melee 2(one creature); +11 vs. AC	
Hit: 2d6 + 5 damage	
M Sweeping Strike (weapon) • Recharge 5-6	
Requires longspear;	
Attack: Melee 2(one creature); +10 vs. AC	
Hit: 2d8 + 6 damage and the target is knocked prone.	
R Crossbow (weapon) • At Will	
Attack: Range 15/30 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage	
Skills Streetwise +8, Thievery +9	
Str 16 (+4)	Dex 14 (+3) Wis 11 (+1)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)
Alignment Evil	
Languages Common, Shou	
Equipment chainmail, longspear, 20 bolts, key to youth's chains and rooms.	

Added Shou to Languages known to better fit adventure and adjusted equipment.

Fox Hengeyokai Wu Jen	Level 5 Artillery
Medium fey magical beast (shapechanger)	XP 200
HP 48; Bloodied: 24	Initiative +6
AC 18, Fortitude 15, Reflex 19, Will 16	Perception +5
Speed 7 (9 in fox form)	Low-light vision
Resist 10 fire	
TRAITS	
Elemental Mastery	
When the hengeyokai hits any creature with a fire power, that creature gains vulnerable 5 fire until the end of the hengeyokai's next turn.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 1(one creature); +10 vs. AC	
Hit: 2d6 + 3 damage.	
r Fiery Shuriken (fire, implement) • At-Will	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Ranged 10 (one or two creatures); +9 vs. Reflex. If the hengeyokai targets only creature with this power, it can make this attack twice against that creature.	
Hit: 3d4 + 3 fire damage.	
C Blazing Eyes (aura, charm, fire, implement) • Encounter	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Close blast 5 (enemies in the blast); +9 vs. Will	
Hit: Ongoing 5 fire damage, and the target is immobilized (save ends both).	
Effect: The hengeyokai activates an aura 5 of bright light that lasts until the end of the hengeyokai's next turn. Each enemy in the aura takes a -2 penalty to saving throws.	
Sustain Minor: The aura persists until the end of the hengeyokai's next turn.	
MINOR ACTIONS	
Augury • Encounter	
Effect: Roll a d20 and note the result. As a free action before the end of its next turn, the hengeyokai can use that result to replace the result of one d20 roll of its choice made by any creature it can see.	
Nature's Mask (polymorph) • At-Will (1/round)	
Effect: The hengeyokai alters its physical form to appear as a Tiny or as a Medium unique human or hybrid.	
TRIGGERED ACTIONS	
Fortuitous Wind • Recharge when first bloodied	
Trigger: An enemy ends its move adjacent to the hengeyokai.	
Effect (Immediate Reaction): The hengeyokai pushes the triggering enemy 1 square.	
Skills Arcana +10, Insight +10, Nature +10, Stealth +10	
Str 8 (+1)	Dex 15 (+6) Wis 14 (+5)
Con 11 (+1)	Int 11 (+2) Cha 18 (+6)
Alignment chaotic evil	
Languages Common, Kozakuran, Shou	
Equipment staff, bag of chicken bones	

ENCOUNTER 7: THE CON'S HIDEOUT (ADVENTURE LEVEL 8)

Kadda, Half-Elf Con Artist	Level 8 Controller
Medium natural humanoid	XP 350
HP 85; Bloodied: 42	Initiative +6
AC 21, Fortitude 18, Reflex 21, Will 21	Perception +2
Speed 6	Low-light vision
TRAITS	
Combat Advantage	
A half-elf con artist deals 2d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Dagger (weapon) • At-will	
Attack: +13 vs. AC	
Hit: 2d8 + 7 damage	
m Deceptive Maneuver (charm) • At-will	
Attack: +11 vs. Will	
Hit: the target makes a basic attack against one of its allies of the half-elf con artist's choice.	
R Silver Deception (charm) • Recharge 5-6	
Attack: Ranged 10 (one creature); +10 vs. Will	
Hit: the target is dominated until the end of the half-elf con artist's next turn.	
B Pathetic Appeal (charm) • Encounter	
Attack: Close burst 5; targets enemies; +11 vs. Will	
Hit: targets enemies; the target cannot attack the half-elf con artist (save ends). If the con artist makes an attack roll against the target, that target makes a saving throw against this effect.	
MOVE ACTIONS	
Grifter's Flight • Encounter	
The half-elf con artist shifts 6 squares and can make a Stealth check without a penalty for moving.	
Skills Bluff +12, Insight +7, Stealth +11, Thievery +11	
Str 10 (+3)	Dex 17 (+6) Wis 9 (+2)
Con 13 (+4)	Int 12 (+4) Cha 19 (+7)
Alignment unaligned Languages Common, Elven, Shou	
Equipment fine clothes, dagger	

Added Shou to Languages known to better fit adventure.

2 Badger Hengeyokai Chanshi	Level 4 Brute
Medium fey magical beast (shapechanger)	XP 175
HP 64; Bloodied: 32	Initiative +5
AC 16, Fortitude 17, Reflex 16, Will 15	Perception +3
Speed 7, burrow 3(badger form)	Low-light vision
STANDARD ACTIONS	
m Guan Dao (weapon) • At-will	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 2(one creature); +9 vs. AC	
Hit: 2d8 + 6 damage, or 3d8 + 6 damage if the target is prone.	
C Slashing Arc (Recharge when first bloodied)	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Close burst 1 (creatures in the burst); +7 vs. Reflex	
Hit: 2d8 + 6 damage, and the hengeyokai pushes the target 1 square.	
MINOR ACTIONS	
M Trip Up (weapon) • At-Will (1/round)	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 2(one creature); +7 vs. Reflex	
Hit: The target falls prone.	
Nature's Mask (polymorph) • At-Will (1/round)	
Effect: The hengeyokai alters its physical form to appear as a Tiny badger or as a Medium unique human or hybrid.	
TRIGGERED ACTIONS	
Savage Demise (free) • Encounter	
Requirement: The hengeyokai must be in human or hybrid form.	
Trigger: The hengeyokai drops to 0 hit points.	
Effect(Free Action): The hengeyokai takes a standard action.	
Skills Athletics +11, Endurance +9, Intimidate +6	
Str 18 (+6)	Dex 16 (+5) Wis 13 (+3)
Con 14 (+4)	Int 10 (+2) Cha 9 (+1)
Alignment unaligned Languages Common, Shou	
Equipment leather armor, guan dao	

ENCOUNTER 7: THE CON'S HIDEOUT (AL 8 CONTINUED)

Bandit Leader	Level 6 Soldier
Medium natural humanoid, human	XP 250
HP 71; Bloodied: 35	Initiative +7
AC 21, Fortitude 19, Reflex 18, Will 17	Perception +9
Speed 5	
STANDARD ACTIONS	
m Longspear (weapon) • At-Will	
Attack: Reach 2; +13 vs. AC;	
Hit: 2d6 + 7 damage, and the target is marked until the end of the leader's next turn.	
M Sweeping Strike (weapon) • Recharge 5-6	
Attack: Requires longspear; reach 2; +12 vs. AC	
Hit: 3d6 +5 damage, and the target is knocked prone.	
R Crossbow (weapon) • At-will	
Attack: Ranged 15/30 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
Skills Streetwise +9, Thievery +10	
Str 17 (+5)	Dex 15 (+5) Wis 13 (+3)
Con 16 (+5)	Int 12 (+3) Cha 14 (+4)
Alignment Evil	
Languages Common, Shou	
Equipment chainmail, longspear, 20 bolts, key to youth's chains and rooms.	

Added Shou to Languages known to better fit adventure.

1-3 Fox Hengeyokai Wu Jen	Level 8 Artillery
Medium fey magical beast (shapechanger)	XP 300
HP 66; Bloodied: 33	Initiative +7
AC 21, Fortitude 18, Reflex 19, Will 20	Perception +6
Speed 7 (9 in fox form)	Low-light vision
Resist 10 fire	
TRAITS	
Elemental Mastery	
When the hengeyokai hits any creature with a fire power, that creature gains vulnerable 5 fire until the end of the hengeyokai's next turn.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 6 damage.	
r Fiery Shuriken (fire, implement) • At-Will	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Ranged 10 (one or two creatures); +13 vs. Reflex. If the hengeyokai targets only creature with this power, it can make this attack twice against that creature.	
Hit: 3d4 + 5 fire damage.	
C Blazing Eyes (aura, charm, fire, implement) • Encounter	
Requirement: The hengeyokai must be in human or hybrid form.	
Attack: Close blast 5 (enemies in the blast); +10 vs. Will	
Hit: Ongoing 5 fire damage, and the target is immobilized (save ends both).	
Effect: The hengeyokai activates an aura 5 of bright light that lasts until the end of the hengeyokai's next turn. Each enemy in the aura takes a -2 penalty to saving throws.	
Sustain Minor: The aura persists until the end of the hengeyokai's next turn.	
MINOR ACTIONS	
Augury • Encounter	
Effect: Roll a d20 and note the result. As a free action before the end of its next turn, the hengeyokai can use that result to replace the result of one d20 roll of its choice made by any creature it can see.	
Nature's Mask (polymorph) • At-Will (1/round)	
Effect: The hengeyokai alters its physical form to appear as a Tiny or as a Medium unique human or hybrid.	
TRIGGERED ACTIONS	
Fortuitous Wind • Recharge when first bloodied	
Trigger: An enemy ends its move adjacent to the hengeyokai.	
Effect (Immediate Reaction): The hengeyokai pushes the triggering enemy 1 square.	
Skills Arcana +10, Insight +10, Nature +10, Stealth +11	
Str 9 (+2)	Dex 16 (+6) Wis 15 (+5)
Con 12 (+4)	Int 14 (+5) Cha 19 (+7)
Alignment chaotic evil	
Languages Common, Kozakuran, Shou	
Equipment staff, bag of chicken bones	

ENCOUNTER 7: THE CON'S HIDEOUT (ADVENTURE LEVEL 10)

Kadda, Half-Elf Con Artist	Level 10 Controller
Medium natural humanoid	XP 500
HP 101; Bloodied: 50	Initiative +7
AC 23, Fortitude 20, Reflex 23, Will 23	Perception +3
Speed 6	Low-light vision
TRAITS	
Combat Advantage	
A half-elf con artist deals 2d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Dagger (weapon) • At-will	
Attack: +15 vs. AC	
Hit: 2d8 + 9 damage	
m Deceptive Maneuver (charm) • At-will	
Attack: +13 vs. Will	
Hit: The target makes a basic attack against one of its allies of the half-elf con artist's choice.	
R Silver Deception (charm) • Recharge 5-6	
Attack: Ranged 10 (one creature); +13 vs. Will	
Hit: The target is dominated until the end of the half-elf con artist's next turn.	
B Pathetic Appeal (charm) • Encounter	
Attack: Close burst 5; targets enemies; +13 vs. Will	
Hit: The target cannot attack the half-elf con artist (save ends). If the con artist makes an attack roll against the target, that target makes a saving throw against this effect.	
MOVE ACTIONS	
Grifter's Flight • Encounter	
The half-elf con artist shifts 6 squares and can make a Stealth check without a penalty for moving.	
Skills Bluff +14, Insight +9, Stealth +13, Thievery +13	
Str 11 (+3)	Dex 18 (+7) Wis 10 (+2)
Con 14 (+4)	Int 13 (+4) Cha 20 (+8)
Alignment unaligned Languages Common, Elven, Shou	
Equipment fine clothes, dagger	

Added Shou to Languages known to better fit adventure.

Badger Hengeyokai Chanshi	Level 6 Brute
Medium fey magical beast (shapechanger)	XP 250
HP 84; Bloodied: 42	Initiative +6
AC 18, Fortitude 19, Reflex 18, Will 17	Perception +4
Speed 7, burrow 3(badger form)	Low-light vision
STANDARD ACTIONS	
m Guan Dao (weapon) • At-will	
<i>Requirement: The hengeyokai must be in human or hybrid form.</i>	
Attack: Melee 2(one creature); +11 vs. AC	
Hit: 2d8 + 7 damage, or 3d8 + 7 damage if the target is prone.	
C Slashing Arc (Recharge when first bloodied)	
<i>Requirement: The hengeyokai must be in human or hybrid form.</i>	
Attack: Close burst 1 (creatures in the burst); +9 vs. Reflex	
Hit: 2d8 + 7 damage, and the hengeyokai pushes the target 1 square.	
MINOR ACTIONS	
M Trip Up (weapon) • At-Will (1/round)	
<i>Requirement: The hengeyokai must be in human or hybrid form.</i>	
Attack: Melee 2(one creature); +9 vs. Reflex	
Hit: The target falls prone.	
Nature's Mask (polymorph) • At-Will (1/round)	
<i>Effect: The hengeyokai alters its physical form to appear as a Tiny badger or as a Medium unique human or hybrid.</i>	
TRIGGERED ACTIONS	
Savage Demise (free) • Encounter	
<i>Requirement: The hengeyokai must be in human or hybrid form.</i>	
<i>Trigger: The hengeyokai drops to 0 hit points.</i>	
<i>Effect (Free Action): The hengeyokai takes a standard action.</i>	
Skills Athletics +12, Endurance +10, Intimidate +7	
Str 19 (+7)	Dex 17 (+6) Wis 14 (+4)
Con 15 (+5)	Int 11 (+3) Cha 10 (+1)
Alignment unaligned Languages Common, Shou	
Equipment leather armor, guan dao	

ENCOUNTER 7: THE CON'S HIDEOUT (AL 10 CONTINUED)

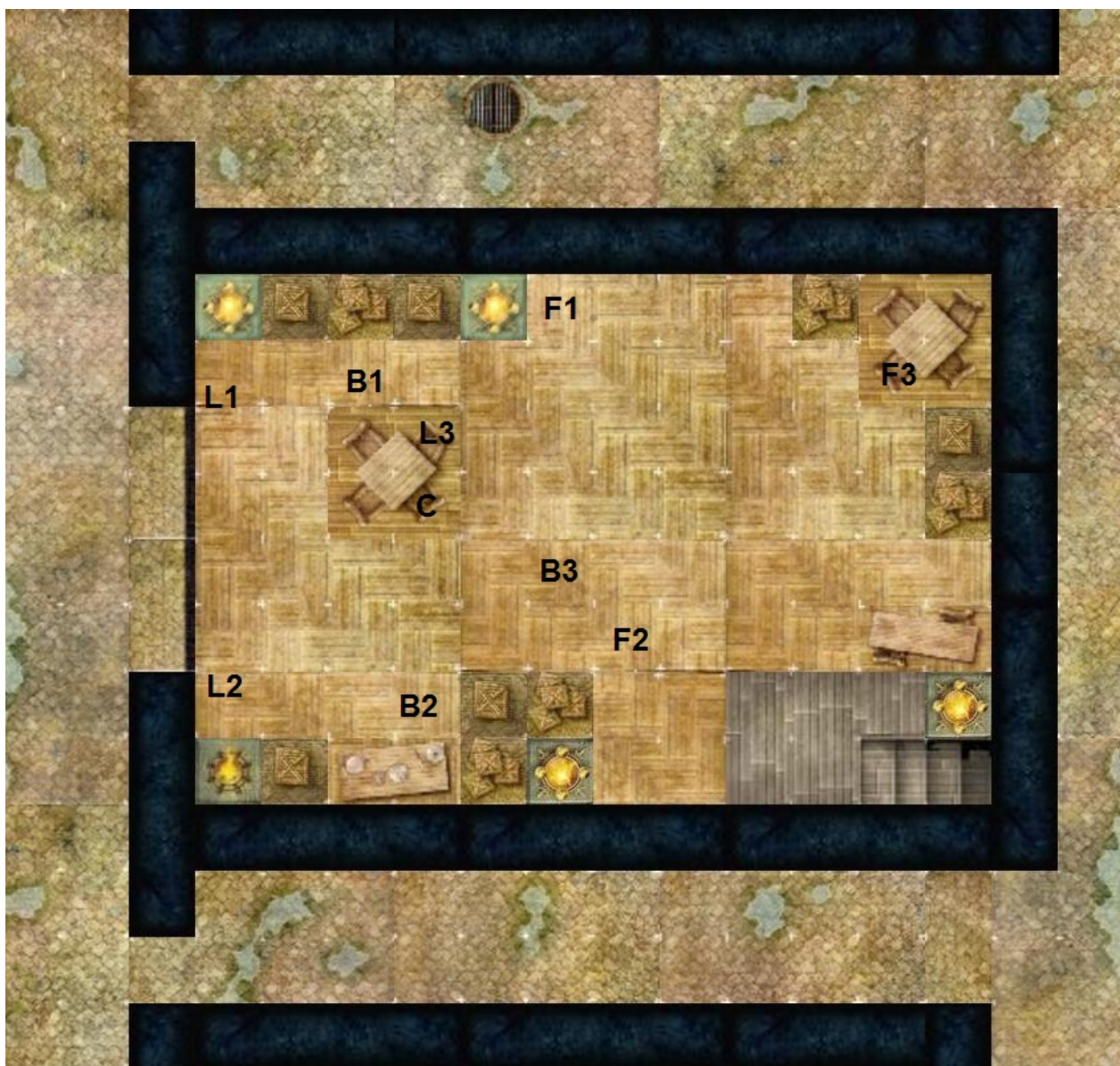
1-3 Fox Hengeyokai Wu Jen	Level 10 Artillery
Medium fey magical beast (shapechanger)	XP 500
HP 78; Bloodied: 40	Initiative +9
AC 24, Fortitude 21, Reflex 22, Will 23	Perception +7
Speed 7 (9 in fox form)	Low-light vision
Resist 10 fire	
TRAITS	
Elemental Mastery	
When the hengeyokai hits any creature with a fire power, that creature gains vulnerable 5 fire until the end of the hengeyokai's next turn.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
<i>Requirement: The hengeyokai must be in human or hybrid form.</i>	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage.	
r Fiery Shuriken (fire, implement) • At-Will	
<i>Requirement: The hengeyokai must be in human or hybrid form.</i>	
<i>Attack:</i> Ranged 10 (one or two creatures); +15 vs. Reflex. If the hengeyokai targets only creature with this power, it can make this attack twice against that creature.	
<i>Hit:</i> 4d4 + 5 fire damage.	
C Blazing Eyes (aura, charm, fire, implement) • Encounter	
<i>Requirement: The hengeyokai must be in human or hybrid form.</i>	
<i>Attack:</i> Close blast 5 (enemies in the blast); +13 vs. Will	
<i>Hit:</i> Ongoing 5 fire damage, and the target is immobilized (save ends both).	
<i>Effect:</i> The hengeyokai activates an aura 5 of bright light that lasts until the end of the hengeyokai's next turn. Each enemy in the aura takes a -2 penalty to saving throws.	
<i>Sustain Minor:</i> The aura persists until the end of the hengeyokai's next turn.	
MINOR ACTIONS	
Augury • Encounter	
<i>Effect:</i> Roll a d20 and note the result. As a free action before the end of its next turn, the hengeyokai can use that result to replace the result of one d20 roll of its choice made by any creature it can see.	
Nature's Mask (polymorph) • At-Will (1/round)	
<i>Effect:</i> The hengeyokai alters its physical form to appear as a Tiny or as a Medium unique human or hybrid.	
TRIGGERED ACTIONS	
Fortuitous Wind • Recharge when first bloodied	
<i>Trigger:</i> An enemy ends its move adjacent to the hengeyokai.	
<i>Effect (Immediate Reaction):</i> The hengeyokai pushes the triggering enemy 1 square.	
Skills Arcana +11, Insight +11, Nature +11, Stealth +12	
Str 10 (+2)	Dex 17 (+7)
Con 13 (+5)	Int 15 (+6)
	Cha 20 (+8)
Alignment chaotic evil	Languages Common, Kozakuran, Shou
Equipment staff, bag of chicken bones	

2 Bandit Leader	Level 8 Soldier
Medium natural humanoid, human	XP 300
HP 87; Bloodied: 43	Initiative +8
AC 23, Fortitude 21, Reflex 20, Will 19	Perception +10
Speed 5	
STANDARD ACTIONS	
m Longspear (weapon) • At-Will	
<i>Attack:</i> Reach 2; +15 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, and the target is marked until the end of the leader's next turn.	
M Sweeping Strike (weapon) • recharge 5-6	
<i>Attack:</i> Requires longspear; reach 2; +13 vs. AC	
<i>Hit:</i> 3d8 + 11 damage, and the target is knocked prone.	
R Crossbow (weapon) • At-Will	
<i>Attack:</i> Ranged 15/30 (one creature); +12 vs. AC	
<i>Hit:</i> 2d8 + 7 damage.	
Skills Streetwise +10, Thievery +11	
Str 18 (+6)	Dex 16 (+5)
Con 17 (+6)	Int 13 (+4)
	Cha 15 (+5)
Alignment Evil	Languages Common, Shou
Equipment chainmail, longspear, 20 bolts, key to youth's chains and rooms.	

ENCOUNTER 7: THE CON'S HIDEOUT

TILE SETS NEEDED

ET2-The City, DT3-Hidden Crypts, DU4-Arcane Towers, DU2-Streets of Shadow



Place PCs at the start of combat just outside of the doors to the warehouse.

C = Kadda, half-elf conman.

B = badger hengeyokai(s)

L = bandit leader(s)

F = fox hengeyokai(s)

ENCOUNTER 8: THE PAYOUT

The PCs return to Tipret bringing with them Pruhana and the other youngsters. At this point Tipret pays the party. In addition she tells the PCs that they are to be her guests at one of her inns for the evening as further reward for their service.

Just as dusk is beginning to settle over the city, Tipret's house comes into focus. The journey back to her house was uneventful despite the eyes you felt watching you the entire march. The youngsters have quieted down as they seem to realize the direction you are taking them but they are still upset and dazed. As your party approaches Tipret's home the doors open and Jabal materializes as if he knew you were almost there.

He hastily escorts your party once again to the waiting room taking the youngsters and Pruhana with him as he exits. He tells you that he will inform their parents immediately, once he's spoken to Tipret.

After a while, Tipret enters, flanked by two drow women in leather armor. She is beaming with a smile for your party. "Well, you certainly surprised me!"

At this point Tipret pays the PCs their agreed upon price for finding Pruhana and returning her safely to her home. She also rewards the adventurers with some magic items as outlined in the conclusion of the adventure. If pressed about the Kadda and his story, she says that she cannot confirm his story as regards his family but that she does indeed work for the Shadowmasters.

Tipret tells the PCs that all the youth kidnapped are heirs and children to various members of the Shadowmasters though none of them are as yet aware of their parent's true 'occupations'.

She suspected one of the Yakuza gangs may have been involved but was uncertain. She thought the Black Dragons, the Shadowmasters biggest rivals in the City from Shou-town would have been behind it. She has heard of the Nine Golden Swords, but believes that they were probably trying to make a name for themselves by doing this kidnapping scheme.

If Kadda is with the PCs then she tells the two drow guards, Tana and Erishti, to remove him from

the room. She refuses to interact with him in the presence of the PCs, only giving him an icy stare. A Passive Perception check (Moderate DC) allows any PC who unlocked the second Perception Check in Encounter 6: Shou-town Shuffle to identify one of the drow guards as the drow they spotted following them through the streets. If the PCs are able to recognize one of the drow this way, she nods at the PC and gives a curt smug.

Tipret tells the PCs that they have earned their trust, should they ever need the aid, and that the PCs have earned a measure of status in her 'guild' because of their actions. Inform the PCs that they have earned the story award **CORE76 Friend of the Shadowmasters**.

Once the PCs have been given their rewards and their payment she tells them that she has all manner of other matters to attend to. However she informs the PCs that in addition to their rewards she is granting them a free night at one of her inns, the Dragon's Tooth which is only a few blocks away. She insists upon this stating that she shall be gravely insulted should they refuse the offer. This ensures that the PCs remain together for the next Encounter which happens as the PCs are making their way to the inn. After this she waves the PCs away Jabal immediately appears and escorts the PCs out the back entrance to the house which is the Map for Encounter 9: Ambush!, explaining that the inn is located around back. As he does so he informs the PCs of the direction of the inn which is only a few blocks away. Inform the PCs at this point that night has begun to fall and then proceed to the next encounter, Encounter 9: Ambush!

ENDING THE ENCOUNTER

Jabal escorts the PCs out of Tipret's Manor. Continue with Encounter 9.

TREASURE

The PCs each receive 25 / 45 / 75 / 150 / 225 gp from Tipret. In addition, the PCs get access to any Uncommon neck item of their level + 1 or less from a player resource as one of their Treasure options.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 9: AMBUSH!

ENCOUNTER LEVEL 3/5/7/9/11

CREATURES

This encounter includes the following creatures at AL 2/4:

- 1 oni devourer
- 1 human transmuter
- 1 stonefist defender
- 1 human duelist
- 2 human thugs

This encounter includes the following creatures at AL 6 and 8:

- 1 oni overlord
- 1 human transmuter
- 1 human knife fighter
- 2 human thugs

This encounter includes the following creatures at AL 10:

- 1 oni overlord
- 1 human transmuter
- 1 human knife fighter
- 1 human duelist
- 3 human thugs

SCALING THE ENCOUNTER

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

Four PCs

- AL 2, AL 4: Remove 1 Human Duelist
- AL 6, AL 8: Remove 1 Knife Fighter and 1 Human Thug
- AL 10: Remove 1 Human Knife Fighter

Six PCs

- AL 2, AL 4: Add 1 Human Duelist
- AL 6, AL 8: Add 4 Human Thugs
- AL 10: Add 1 Human Knife Fighter

SETUP

The PCs are leaving Tipret's house after completing their mission and are on their way to the Dragon's Tooth Inn. They are ambushed by the rest of the Nine Golden Swords.

Night has fallen in the streets of Phsant, and as soon as Jabal closes the doors behind you the eerie silence of the alleyway becomes apparent.

Suddenly from an alleyway ahead of you as if out of thin air a hooded figure emerges. The thin shape pushes back its cowl to reveal an elderly man's face. He speaks at you from the distance, his voice carrying on arcane whispers into your ears.

"So, you are the fools who bested Kadda? I knew Tipret would dump you in her back alley. A good thing that she is at least that predictable. Let us see how you do against true Golden Swords."

He laughs as behind you more figures emerge from the shadows and surround your group.

FEATURES OF THE AREA

Illumination: This encounter takes place just after dusk and in the light shed from torches placed outside of buildings. The entire area is considered normal vision.

Buildings: Buildings are considered blocking terrain, and for movement effects, 'hard-corners'. They are twenty-feet (4-squares) high and an Athletics Check (DC 20) is needed for to scale them.

TACTICS

The human transmuter stays at a distance throughout the fight, attempting to capture as many PCs in his capricious *earth* spell as possible. He also attempts to slide the PCs around his melee combatants, particularly the oni so that they are forced to remain close to them throughout the fight. The stonefist defender and knife fighter stay close to the transmuter during the first round, stopping any PC from approaching until they can gain a flanking attack with any PCs engaged with the oni. The humans all attempt to engage the closest PC they can reach, charging into combat and then keeping them away from the transmuter. If the oni overlord is present all of his non-minion allies are aware of his aura and attempt to use it to their advantage or avoid it if it seems detrimental.

All of the enemies fight to the death.

TROUBLESHOOTING

Should the PCs become overwhelmed during this combat remind them that they are not far from the back entrance to Tipret's house and they may be able to call for help. However because this is the back alley

of the manor, there are no windows or doors other than the one that they were led out of so the PCs must make a great deal of noise to bring Tipret's guards to the scene. If this happens then the combat ends with the arrival of Tipret's forces and the escaping of the remaining enemies who are able to flee.

Also, if the PCs decide that the objectives given to them over the course of the adventure have been accomplished and decide to flee then so be it. The PCs should not be given access to the Treasures found in this encounter if they flee.

ENDING THE ENCOUNTER

If the PCs defeat the enemies in this encounter and allow them to live they may interrogate them. If they do so, only the humans offer any type of information. The goons, knife fighter and town guards each reveal that they are Nine Golden Swords yakuza and are part of this small but growing gang. They tell the PCs that the gang is not only here in Phsant but operates throughout all of Thesk. Tipret and her Shadowmasters they say are in for a hell storm along with any and all other Yakuza that the Nine Golden Swords can reach.

The transmuter declares to the PCs that they have earned the ire of these Nine Golden Swords. He tells them that their faces and names have already been circulated throughout the gang and they shall be hunted down wherever they travel in Thesk. What's more, he explains that the Golden Master shall seek retribution on them for their 'insolence'. Once he has said this he utters an arcane word and collapses in death.

Likewise the Oni only hurls insults at the PCs, describing them as fit solely as tasty morsels and not for talk.

Inform the PCs that they have earned the story award CORE78 Enemy of the Nine Golden Swords.

If the PCs return what enemies remain alive to Tipret's manor she takes them in and informs the PCs that once again their help is greatly appreciated. The

PCs may also think that Jabal and Tipret lead them into an ambush on purpose. However have both Jabal and Tipret, if the PCs confront them with this point, insist that this was not the case and have her offer an entire month's stay at the Dragon Tooth inn; while Jabal offers 'a thousand apologies'.

If the PCs attempt to return the enemies to either of the merchants in the second encounter only Jiao takes them in. Song refuses and tells them to leave them with the authorities. If the PCs take them to Jiao then she thanks them and explains that her 'guild' greatly appreciates the help, and asks the PCs if they would like a symbol of her gratitude. If a PC accepts then that PC has access to Treasure Bundle A (AL2 & AL4) or Treasure Bundle B (AL6, AL8 & AL10). At this point the PCs can safely proceed to the Dragon's Tooth Inn for a peaceful night's rest. The remaining Nine Golden Swords in the city do not disturb the PCs anymore, however they may do so should the PCs decide to journey throughout Thesk in future exploits. This concludes the adventure.

TREASURE

The PCs find a *quick weapon* (+1 AL 2 and AL 4; +2 at AL 6, 8, and 10) and *blending armor* (only at AL 6, 8, and 10).

Additionally, if the PCs return any of the Nine Golden Swords goons to Jiao, then they have access to Treasure A (AL 2, AL4) or Treasure B (AL 6, AL 8, and AL 10).

ENCOUNTER 9: AMBUSH! (ADVENTURE LEVEL 2)

Oni Devourer	Level 5 Soldier
Medium natural humanoid	XP 200
HP 62; Bloodied: 31	Initiative +5
AC 21, Fortitude 17, Reflex 17, Will 16	Perception +2
Speed 6, climb 4	darkvision
STANDARD ACTIONS	
m Claws • (At-Will)	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 4 damage, and the target is slowed (save ends).	
M Devour • Recharge 5, 6	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6 + 10 damage, and the target takes a -5 penalty to saving throws (save ends).	
R Hypnotic Glare (charm, gaze) • Encounter	
Attack: Ranged 10 (one creature); +10 vs. Will	
Hit: The target is pulled 5 squares and dazed (save ends).	
MINOR ACTIONS	
Deceptive Veil (illusion) • At-will	
The oni devourer can disguise itself to appear as any Medium natural humanoid. A creature can see through the disguise with a successful Insight check versus the devourer's Bluff check.	
Skills Bluff +12, Stealth +10	
Str 16 (+6)	Dex 16 (+5)
Con 13 (+4)	Int 9 (+2)
Wis 12 (+4)	Cha 13 (+4)
Alignment Evil	Languages Common, Giant, Shou

Added Shou to Languages known to better fit adventure.

2 Human Thug	Level 3 Minion Soldier
Medium natural humanoid, human	XP 38
HP 1; a missed attack never damages a minion	Initiative + 3
AC 18, Fortitude 16, Reflex 13, Will 14	Perception +2
Speed 6	
TRAITS	
Rush into Battle	
Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
Str 12 (+4)	Dex 9 (+2)
Con 11 (+3)	Int 8 (+2)
Wis 10 (+2)	Cha 11 (+3)
Alignment unaligned	Languages Common, Shou
Equipment club	

Added Shou to Languages known to better fit adventure.

Human Transmuter	Level 5 Controller
Medium natural humanoid	XP 200
HP 61; Bloodied: 30	Initiative 2
AC 19, Fortitude 16, Reflex 17, Will 18	Perception +10
Speed 6	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 4 damage.	
B Capricious Earth (charm, implement) • At-Will	
Attack: Area burst 2 within 5 (enemies in the burst); +8 vs. Will	
Hit: 2d10 + 4 damage, and the transmuter slides the target up to 3 squares.	
Miss: The transmuter can slide the target 1 square.	
R Beast Curse (implement, polymorph) • Recharge 4-6	
Attack: Ranged 5 one hexed enemy; +8 vs. Fortitude	
Hit: The transmuter alters the target's physical form to appear as a Tiny animal until the end of the transmuter's next turn. While in this form the target cannot use powers or make attacks.	
MOVE ACTIONS	
Hex Jump (teleportation) • Encounter	
Effect: Close burst 5 (one hexed creature in the burst). The transmuter and the target teleport, swapping positions.	
MINOR ACTIONS	
C Hex (charm, implement) • At-Will (1/round)	
Attack: Close burst 5 (one enemy in the burst); +8 vs. Will.	
Hit: The target is hexed until the end of the transmuter's next turn.	
While hexed, the target is slowed and takes a -2 penalty to attack rolls and damage rolls against the transmuter.	
Skills Arcana +9, Nature +10	
Str 9 (+2)	Dex 10 (+3)
Con 12 (+3)	Int 14 (+5)
Wis 16 (+6)	Cha 13 (+4)
Alignment unaligned	Languages Common, Shou
Equipment staff, robes	

Added Shou to Languages known to better fit adventure.

ENCOUNTER 9: AMBUSH! (AL 2 CONTINUED)

Stonefist Defender	Level 2 Skirmisher
Small natural animate (construct, homunculus)	XP 125
HP 38; Bloodied: 19	Initiative +6
AC 16, Fortitude 13, Reflex 14, Will 14	Perception +4
Speed 8	darkvision
Immune disease, poison	
TRAITS	
Guard Creature	
<i>Effect:</i> A stonefist defender gains a +2 bonus to attack rolls against any enemy adjacent to its guarded creature.	
Synchronized Flank	
While a stonefist defender is flanking an enemy with its guarded creature, its attack deal 1d6 extra damage against the flanked enemy.	
STANDARD ACTIONS	
m Spiked Fist • At-Will	
<i>Attack:</i> +7 vs. AC	
<i>Damage:</i> 1d8 + 5 damage	
MOVE ACTIONS	
Tumble • At-Will	
The stonefist defender shifts 3 squares.	
Skills Arcana +10, Nature +11	
Str 12 (+2)	Dex 17 (+4)
Con 14 (+3)	Int 11 (+1)
	Wis 17 (+4)
	Cha 7 (-1)
Alignment unaligned	
Languages Common, Shou	
Added Shou to Languages known to better fit adventure.	

0-2 Human Duelist	Level 3 Soldier
Medium natural humanoid, human	XP 150
HP 45; Bloodied: 22	Initiative +9
AC 19, Fortitude 15, Reflex 17, Will 15	Perception +5
Speed 6	
TRAITS	
Duelist's Poise	
Whenever the duelist hits an enemy granting combat advantage to it, the enemy is immobilized until the end of the enemy's next turn.	
STANDARD ACTIONS	
m Longsword (weapon) • At-will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2d8 + 2 damage.	
<i>Effect:</i> The duelist marks the target until the end of the swordsman's next turn.	
TRIGGERED ACTIONS	
M Advantageous Jab (weapon) • At-will	
<i>Trigger:</i> An enemy marked by the duelist makes an attack that doesn't include it as a target.	
<i>Attack (Immediate Interrupt):</i> Melee 1 (triggering enemy); +8 vs. AC	
<i>Hit:</i> 1d8 + 3 damage.	
<i>Effect:</i> The target takes a -2 penalty to attack rolls until the end of this turn.	
Skills Athletics +10	
Str 14 (+4)	Dex 18 (+8)
Con 11 (+3)	Int 9 (+3)
	Wis 15 (+5)
	Cha 7 (+1)
Alignment unaligned	
Languages Common, Shou	
Equipment leather armor, longsword	
Added Shou to Languages known to better fit adventure.	

ENCOUNTER 9: AMBUSH! (ADVENTURE LEVEL 4)

Oni Devourer	Level 7 Soldier
Medium natural humanoid	XP 300
HP 78; Bloodied: 39	Initiative +6
AC 23, Fortitude 19, Reflex 19, Will 18	Perception +3
Speed 6, climb 4	darkvision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 4 damage, and the target is slowed (save ends).	
M Devour • Recharge 5,6	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6 + 10 damage, and the target takes a -5 penalty to saving throws (save ends).	
R Hypnotic Glare (charm, gaze) • Encounter	
Attack: Ranged 10 (one creature); +12 vs. Will	
Hit: The target is pulled 5 squares and dazed (save ends).	
MINOR ACTIONS	
Deceptive Veil (illusion) • At-Will	
The oni devourer can disguise itself to appear as any Medium natural humanoid. A creature can see through the disguise with a successful Insight check versus the devourer's Bluff check.	
Skills Bluff +13, Stealth +11	
Str 17 (+6)	Dex 17 (+6) Wis 11 (+3)
Con 14 (+5)	Int 10 (+3) Cha 14 (+5)
Alignment Evil	Languages Common, Giant, Shou

Added Shou to Languages known to better fit adventure.

0-4 Human Thugs	Level 7 Minion Soldier
Medium natural humanoid, human	XP 75
HP 1; a missed attack never damages a minion	Initiative + 5
AC 21, Fortitude 20, Reflex 17, Will 18	Perception +4
Speed 6	
TRAITS	
Rush into Battle	
Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
Str 14 (+5)	Dex 11 (+3) Wis 12 (+4)
Con 13 (+4)	Int 10 (+3) Cha 13 (+4)
Alignment unaligned	Languages Common, Shou
Equipment club	

Added Shou to Languages known to better fit adventure.

Human Transmuter	Level 7 Controller
Medium natural humanoid	XP 300
HP 77; Bloodied: 38	Initiative +3
AC 21, Fortitude 18, Reflex 19, Will 20	Perception +11
Speed 6	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 6 damage.	
B Capricious Earth (charm, implement) • At-Will	
Attack: Area burst 2 within 5 (enemies in the burst); +10 vs. Will	
Hit: 2d10 + 6 damage, and the transmuter slides the target up to 3 squares.	
Miss: The transmuter can slide the target 1 square.	
R Beast Curse (implement, polymorph) • Recharge 4-6	
Attack: Ranged 5 one hexed enemy; +10 vs. Fortitude	
Hit: The transmuter alters the target's physical form to appear as a Tiny animal until the end of the transmuter's next turn. While in this form the target cannot use powers or make attacks.	
MOVE ACTIONS	
Hex Jump (teleportation) • Encounter	
Effect: Close burst 5 (one hexed creature in the burst). The transmuter and the target teleport, swapping positions.	
MINOR ACTIONS	
C Hex (charm, implement) • At-Will (1/round)	
Attack: Close burst 5 (one enemy in the burst); +10 vs. Will.	
Hit: The target is hexed until the end of the transmuter's next turn.	
While hexed, the target is slowed and takes a -2 penalty to attack rolls and damage rolls against the transmuter.	
Skills Arcana +10, Nature +11	
Str 10 (+3)	Dex 11 (+3) Wis 17 (+6)
Con 13 (+4)	Int 15 (+5) Cha 14 (+5)
Alignment unaligned	Languages Common, Shou
Equipment staff, robes	

Added Shou to Languages known to better fit adventure.

ENCOUNTER 9: AMBUSH! (AL 4 CONTINUED)

Stonefist Defender	Level 2 Skirmisher
Small natural animate (construct, homunculus)	XP 125
HP 38; Bloodied: 19	Initiative +6
AC 16, Fortitude 13, Reflex 14, Will 14	Perception +4
Speed 8	darkvision
Immune disease, poison	
TRAITS	
Guard Creature	
<i>Effect:</i> A stonefist defender gains a +2 bonus to attack rolls against any enemy adjacent to its guarded creature.	
Synchronized Flank	
While a stonefist defender is flanking an enemy with its guarded creature, its attack deal 1d6 extra damage against the flanked enemy.	
STANDARD ACTIONS	
m Spiked Fist • At-Will	
Attack: +7 vs. AC	
Damage: 1d8 + 5 damage	
MOVE ACTIONS	
Tumble • At-Will	
The stonefist defender shifts 3 squares.	
Skills Arcana +10, Nature +11	
Str 12 (+2)	Dex 17 (+4)
Con 14 (+3)	Int 11 (+1)
	Cha 7 (-1)
Alignment unaligned	Languages Common, Shou
Added Shou to Languages known to better fit adventure.	

Human Duelist	Level 2 Soldier
Medium natural humanoid, human	XP 125
HP 37; Bloodied: 18	Initiative +8
AC 18, Fortitude 14, Reflex 16, Will 16	Perception +4
Speed 6	
TRAITS	
Duelist's Poise	
Whenever the duelist hits an enemy granting combat advantage to it, the enemy is immobilized until the end of the enemy's next turn.	
STANDARD ACTIONS	
m Longsword (weapon) • At-will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d8 + 1 damage.	
<i>Effect:</i> The duelist marks the target until the end of the swordsman's next turn.	
TRIGGERED ACTIONS	
M Advantageous Jab (weapon) • At-will	
<i>Trigger:</i> An enemy marked by the duelist makes an attack that doesn't include it as a target.	
Attack (<i>Immediate Interrupt</i>): Melee 1 (triggering enemy); +7 vs. AC	
Hit: 1d8 + 2 damage.	
<i>Effect:</i> The target takes a -2 penalty to attack rolls until the end of this turn.	
Skills Athletics +9	
Str 13 (+4)	Dex 17 (+7)
Con 10 (+3)	Int 8 (+2)
	Cha 7 (+0)
Alignment unaligned	Languages Common, Shou
Equipment chainmail, halberd, crossbow, 20 bolts	
Added Shou to Languages known to better fit adventure.	

ENCOUNTER 9: AMBUSH! (ADVENTURE LEVEL 6)

Oni Overlord	Level 7 Elite Brute (Leader)
Large natural humanoid	XP 600
HP 246; Bloodied: 123	Initiative +5
AC 19, Fortitude 20, Reflex 19, Will 21	Perception +6
Speed 7, fly 8(clumsy)	darkvision
Saving Throws +2 Action Points 1	
TRAITS	
Threatening Leader (psychic) • Aura 5	
Each ally within the aura gains a +5 bonus to damage rolls and takes 5 psychic damage if it misses all targets with an attack.	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Reach 2; +10 vs. AC	
Hit: 3d8 + 11 damage, and each creature adjacent to the target takes 5 damage.	
M Overlord's Smash (weapon) • At-Will	
The oni overlord makes a greatclub attack, shifts 1 square and then makes a second greatclub attack against a different target.	
C Overlord's Blast (necrotic, poison) • Recharges when first bloodied	
Attack: Close blast 5; targets enemies; +11 vs. Fortitude	
Hit: 5d6 + 12 necrotic and poison damage, and the target gains vulnerable 5 necrotic and vulnerable 5 poison until the end of the oni overlord's next turn.	
MINOR ACTIONS	
Deceptive Veil (illusion) • At-Will	
The oni overlord can disguise itself to appear as any Medium or Large natural humanoid. A creature can see through the disguise with a successful Insight check versus the overlord's Bluff check.	
TRIGGERED ACTIONS	
C Crush the Will (fear) •; Recharge 5, 6	
Trigger: oni overlord damages an enemy	
Attack: (Free Action)Close burst 5; targets enemies; +10 vs. Will	
Hit: The target grants combat advantage to the overlord until the end of the overlord's next turn.	
Violent Reward • At-Will	
Trigger: an ally within 10 squares of the oni overlord damages an enemy	
Effect (immediate reaction): The triggering ally gains 5 tempoary hit points.	
Skills Arcana +13, Insight +11, Intimidate +15	
Str 19 (+9)	Dex 10 (+3) Wis 12 (+3)
Con 16 (+4)	Int 16 (+6) Cha 20 (+10)
Alignment Evil	Languages Common, Giant, Shou
Equipment hide armor, greatclub	
Added Shou to Languages known to better fit adventure.	

Human Transmuter	Level 8 Controller
Medium natural humanoid	XP 350
HP 85; Bloodied: 42	Initiative +3
AC 22, Fortitude 19, Reflex 20, Will 21	Perception +11
Speed 6	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1(one creature); +13 vs. AC	
Hit: 2d6 + 7 damage.	
B Capricious Earth (charm, implement) • At-Will	
Attack: Area burst 2 within 5 (enemies in the burst); +11 vs. Will	
Hit: 2d10 + 7 damage, and the transmuter slides the target up to 3 squares.	
Miss: The transmuter can slide the target 1 square.	
R Beast Curse (implement, polymorph) • Recharge 4-6	
Attack: Ranged 5 one hexed enemy; +11 vs. Fortitude	
Hit: The transmuter alters the target's physical form to appear as a Tiny animal until the end of the transmuter's next turn. While in this form the target cannot use powers or make attacks.	
MOVE ACTIONS	
Hex Jump (teleportation) • Encounter	
Effect: Close burst 5 (one hexed creature in the burst). The transmuter and the target teleport, swapping positions.	
MINOR ACTIONS	
C Hex (charm, implement) • At-Will (1/round)	
Attack: Close burst 5(one enemy in the burst); +11 vs. Will.	
Hit: The target is hexed until the end of the transmuter's next turn.	
While hexed, the target is slowed and takes a -2 penalty to attack rolls and damage rolls against the transmuter.	
Skills Arcana +10, Nature +11	
Str 10 (+3)	Dex 11 (+3) Wis 17 (+6)
Con 13 (+4)	Int 15 (+5) Cha 14 (+5)
Alignment unaligned	Languages Common, Shou
Equipment staff, robes	

Added Shou to Languages known to better fit adventure.

ENCOUNTER 9: AMBUSH! (AL 6 CONTINUED)

0-1 Human Knife Fighter	Level 5 Elite Skirmisher
Medium natural humanoid	XP 400
HP 146; Bloodied: 73	Initiative +7
AC 19, Fortitude 17, Reflex 17, Will 17	Perception +13
Speed 7	
Saving Throws +2, Action Points 1	
TRAITS	
Combat Advantage	
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.	
STANDARD ACTIONS	
m Wounding Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC (crit 19-20)	
Hit: 2d8 + 5 damage (crit 1d6 + 21) and ongoing 5 damage (save ends).	
M Dance of the Knife (weapon) • At-Will	
Attack: +10 vs. AC (crit 19-20)	
Hit: 2d8 + 5 damage (crit 1d6 + 21).	
Effect: The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares.	
MOVE ACTIONS	
Peerless Tumbler • Recharge 5, 6	
The human knife fighter shifts 4 squares, ignoring difficult terrain.	
Skills Stealth +10	
Str 14 (+4)	Dex 16 (+6) Wis 15 (+5)
Con 16 (+6)	Int 12 (+4) Cha 11 (+3)
Alignment unaligned Languages Common, Shou	
Equipment dagger, net	
Added Shou to Languages known to better fit adventure.	

1-6 Human Thug	Level 7 Minion Soldier
Medium natural humanoid, human	XP 75
HP 1; a missed attack never damages a minion	Initiative + 5
AC 21, Fortitude 20, Reflex 17, Will 18	Perception +4
Speed 6	
TRAITS	
Rush into Battle	
Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
Str 14 (+5)	Dex 11 (+3) Wis 12 (+4)
Con 13 (+4)	Int 10 (+3) Cha 13 (+4)
Alignment unaligned Languages Common, Shou	
Equipment club	
Added Shou to Languages known to better fit adventure.	

ENCOUNTER 9: AMBUSH! (ADVENTURE LEVEL 8)

Oni Overlord	Level 9 Elite Brute (Leader)
Large natural humanoid	XP 800
HP 286; Bloodied: 143	Initiative +6
AC 21, Fortitude 22, Reflex 21, Will 23	Perception +7
Speed 7, fly 8(clumsy)	darkvision
Saving Throws +2 Action Points 1	
TRAITS	
Threatening Leader (psychic) • Aura 5	
Each ally within the aura gains a +5 bonus to damage rolls and takes 5 psychic damage if it misses all targets with an attack.	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Reach 2; +12 vs. AC	
Hit: 3d6 + 11 damage, and each creature adjacent to the target takes 5 damage.	
M Overlord's Smash (weapon) • At-Will	
The oni overlord makes a greatclub attack, shifts 1 square and then makes a second greatclub attack against a different target.	
C Overlord's Blast (necrotic, poison) • Recharges when first bloodied	
Attack: Close blast 5; targets enemies; +13 vs. Fortitude	
Hit: 5d6 + 14 necrotic and poison damage, and the target gains vulnerable 5 necrotic and vulnerable 5 poison until the end of the oni overlord's next turn.	
MINOR ACTIONS	
Deceptive Veil (illusion) • At-Will	
The oni overlord can disguise itself to appear as any Medium or Large natural humanoid. A creature can see through the disguise with a successful Insight check versus the overlord's Bluff check.	
TRIGGERED ACTIONS	
C Crush the Will (fear) •; Recharge 5, 6	
Trigger: oni overlord damages an enemy	
Attack: (Free Action)Close burst 5; targets enemies; +12 vs. Will	
Hit: The target grants combat advantage to the overlord until the end of the overlord's next turn.	
Violent Reward • At-Will	
Trigger: an ally within 10 squares of the oni overlord damages an enemy	
Effect (immediate reaction): The triggering ally gains 5 temporary hit points.	
Skills Arcana +14, Insight +12, Intimidate +16	
Str 19 (+9)	Dex 10 (+3)
Con 16 (+4)	Int 16 (+6)
Cha 20 (+10)	
Alignment Evil	Languages Common, Giant, Shou
Equipment hide armor, greatclub	

Added Shou to Languages known to better fit adventure.

Human Transmuter	Level 10 Controller
Medium natural humanoid	XP 400
HP 93; Bloodied: 46	Initiative +3
AC 24, Fortitude 21, Reflex 22, Will 23	Perception +11
Speed 6	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1(one creature); +15 vs. AC	
Hit: 2d6 + 9 damage.	
B Capricious Earth (charm, implement) • At-Will	
Attack: Area burst 2 within 5 (enemies in the burst); +13 vs. Will	
Hit: 2d10 + 9 damage, and the transmuter slides the target up to 3 squares.	
Miss: The transmuter can slide the target 1 square.	
R Beast Curse (implement, polymorph) • Recharge 4-6	
Attack: Ranged 5 one hexed enemy; +13 vs. Fortitude	
Hit: The transmuter alters the target's physical form to appear as a Tiny animal until the end of the transmuter's next turn. While in this form the target cannot use powers or make attacks.	
MOVE ACTIONS	
Hex Jump (teleportation) • Encounter	
Effect: Close burst 5 (one hexed creature in the burst). The transmuter and the target teleport, swapping positions.	
MINOR ACTIONS	
C Hex (charm, implement) • At-Will (1/round)	
Attack: Close burst 5(one enemy in the burst); +11 vs. Will.	
Hit: The target is hexed until the end of the transmuter's next turn.	
While hexed, the target is slowed and takes a -2 penalty to attack rolls and damage rolls against the transmuter.	
Skills Arcana +11, Nature +12	
Str 10 (+4)	Dex 11 (+4)
Con 13 (+5)	Int 15 (+6)
Wis 17 (+7)	Cha 14 (+6)
Alignment unaligned	Languages Common, Shou
Equipment staff, robes	

Added Shou to Languages known to better fit adventure.

ENCOUNTER 9: AMBUSH! (ADVENTURE LEVEL 8)

0-1 Human Knife Fighter	Level 7 Elite Skirmisher
Medium natural humanoid	XP 600
HP 178; Bloodied: 89	Initiative +8
AC 21, Fortitude 19, Reflex 19, Will 19	Perception +14
Speed 7	
Saving Throws +2, Action Points 1	
TRAITS	
Combat Advantage	
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.	
STANDARD ACTIONS	
m Wounding Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC (crit 19-20)	
Hit: 2d8 + 7 damage (crit 1d6 + 23) and ongoing 5 damage (save ends).	
M Dance of the Knife (weapon) • At-Will	
Attack: Melee 1 (one or two creatures) +12 vs. AC (crit 19-20)	
Hit: 2d8 + 7 damage (crit 1d6 + 23).	
Effect: The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares.	
MOVE ACTIONS	
Peerless Tumbler • Recharge 5, 6	
The human knife fighter shifts 4 squares, ignoring difficult terrain.	
Skills Stealth +11	
Str 14 (+5)	Dex 16 (+7)
Con 16 (+7)	Int 12 (+5)
	Wis 15 (+6)
	Cha 11 (+4)
Alignment unaligned	Languages Common, Shou
Equipment dagger, net	
Added Shou to Languages known to better fit adventure.	

1-6 Human Thug	Level 9 Minion Soldier
Medium natural humanoid, human	XP 100
HP 1; a missed attack never damages a minion	Initiative + 6
AC 22, Fortitude 22, Reflex 19, Will 20	Perception +5
Speed 6	
TRAITS	
Rush into Battle	
Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage.	
Str 14 (+6)	Dex 11 (+4)
Con 13 (+5)	Int 10 (+4)
	Wis 12 (+5)
	Cha 13 (+5)
Alignment unaligned	Languages Common, Shou
Equipment club	
Added Shou to Languages known to better fit adventure.	

ENCOUNTER 9: AMBUSH! (ADVENTURE LEVEL 10)

Oni Overlord	Level 12 Elite Brute (Leader)
Large natural humanoid	XP 1,400
HP 296; Bloodied: 148	Initiative +7
AC 24, Fortitude 25, Reflex 24, Will 26	Perception +8
Speed 7, fly 8(clumsy)	darkvision
Saving Throws +2 Action Points 1	
TRAITS	
Threatening Leader (psychic) • Aura 5	
Each ally within the aura gains a +5 bonus to damage rolls and takes 5 psychic damage if it misses all targets with an attack.	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Reach 2(one creature); +13 vs. AC	
Hit: 3d8 + 11 damage, and each creature adjacent to the target takes 5 damage.	
M Overlord's Smash (weapon) • At-Will	
The oni overlord makes a greatclub attack, shifts 1 square and then makes a second greatclub attack against a different target.	
C Overlord's Blast (necrotic, poison) • Recharges when first bloodied	
Attack: Close blast 5; targets enemies; +11 vs. Fortitude	
Hit: 5d6 + 12 necrotic and poison damage, and the target gains vulnerable 5 necrotic and vulnerable 5 poison until the end of the oni overlord's next turn.	
MINOR ACTIONS	
Deceptive Veil (illusion) • At-Will	
The oni overlord can disguise itself to appear as any Medium or Large natural humanoid. A creature can see through the disguise with a successful Insight check versus the overlord's Bluff check.	
TRIGGERED ACTIONS	
C Crush the Will (fear) •; Recharge 5, 6	
Trigger: oni overlord damages an enemy	
Attack: (Free Action) Close burst 5; targets enemies; +15 vs. Will	
Hit: The target grants combat advantage to the overlord until the end of the overlord's next turn.	
Violent Reward • At-Will	
Trigger: an ally within 10 squares of the oni overlord damages an enemy	
Effect (immediate reaction): The triggering ally gains 5 temporary hit points.	
Skills Arcana +15, Insight +13, Intimidate +17	
Str 21 (+11)	Dex 12 (+7)
Con 18 (+10)	Int 18 (+10)
	Cha 22 (+12)
Alignment Evil	Languages Common, Giant, Shou
Equipment hide armor, greatclub	

Added Shou to Languages known to better fit adventure.

Human Transmuter	Level 10 Controller
Medium natural humanoid	XP 450
HP 101; Bloodied: 50	Initiative +4
AC 24, Fortitude 21, Reflex 21, Will 22	Perception +12
Speed 6	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1(one creature); +15 vs. AC	
Hit: 2d6 + 9 damage.	
B Capricious Earth (charm, implement) • At-Will	
Attack: Area burst 2 within 5 (enemies in the burst); +13 vs. Will	
Hit: 2d10 + 9 damage, and the transmuter slides the target up to 3 squares.	
Miss: The transmuter can slide the target 1 square.	
R Beast Curse (implement, polymorph) • Recharge 4-6	
Attack: Ranged 5 one hexed enemy; +10 vs. Fortitude	
Hit: The transmuter alters the target's physical form to appear as a Tiny animal until the end of the transmuter's next turn. While in this form the target cannot use powers or make attacks.	
MOVE ACTIONS	
Hex Jump (teleportation) • Encounter	
Effect: Close burst 5 (one hexed creature in the burst). The transmuter and the target teleport, swapping positions.	
MINOR ACTIONS	
C Hex (charm, implement) • At-Will (1/round)	
Attack: Close burst 5(one enemy in the burst); +10 vs. Will.	
Hit: The target is hexed until the end of the transmuter's next turn.	
While hexed, the target is slowed and takes a -2 penalty to attack rolls and damage rolls against the transmuter.	
Skills Arcana +11, Nature +12	
Str 11 (+3)	Dex 12 (+4)
Con 14 (+5)	Int 16 (+6)
	Cha 15 (+5)
Alignment unaligned	Languages Common, Shou
Equipment staff, robes	

3 Human Thug	Level 7 Minion Soldier
Medium natural humanoid, human	XP 75
HP 1; a missed attack never damages a minion	Initiative + 5
AC 21, Fortitude 20, Reflex 17, Will 18	Perception +4
Speed 6	
TRAITS	
Rush into Battle	
Whenever the thug hits a creature with a charge attack, the target grants combat advantage until the end of the thug's next turn.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
Str 14 (+5)	Dex 11 (+3)
Con 13 (+4)	Int 10 (+3)
	Cha 13 (+4)
Alignment unaligned	Languages Common, Shou
Equipment club	

Added Shou to Languages known to better fit adventure.

ENCOUNTER 9: AMBUSH! (AL 10 CONTINUED)

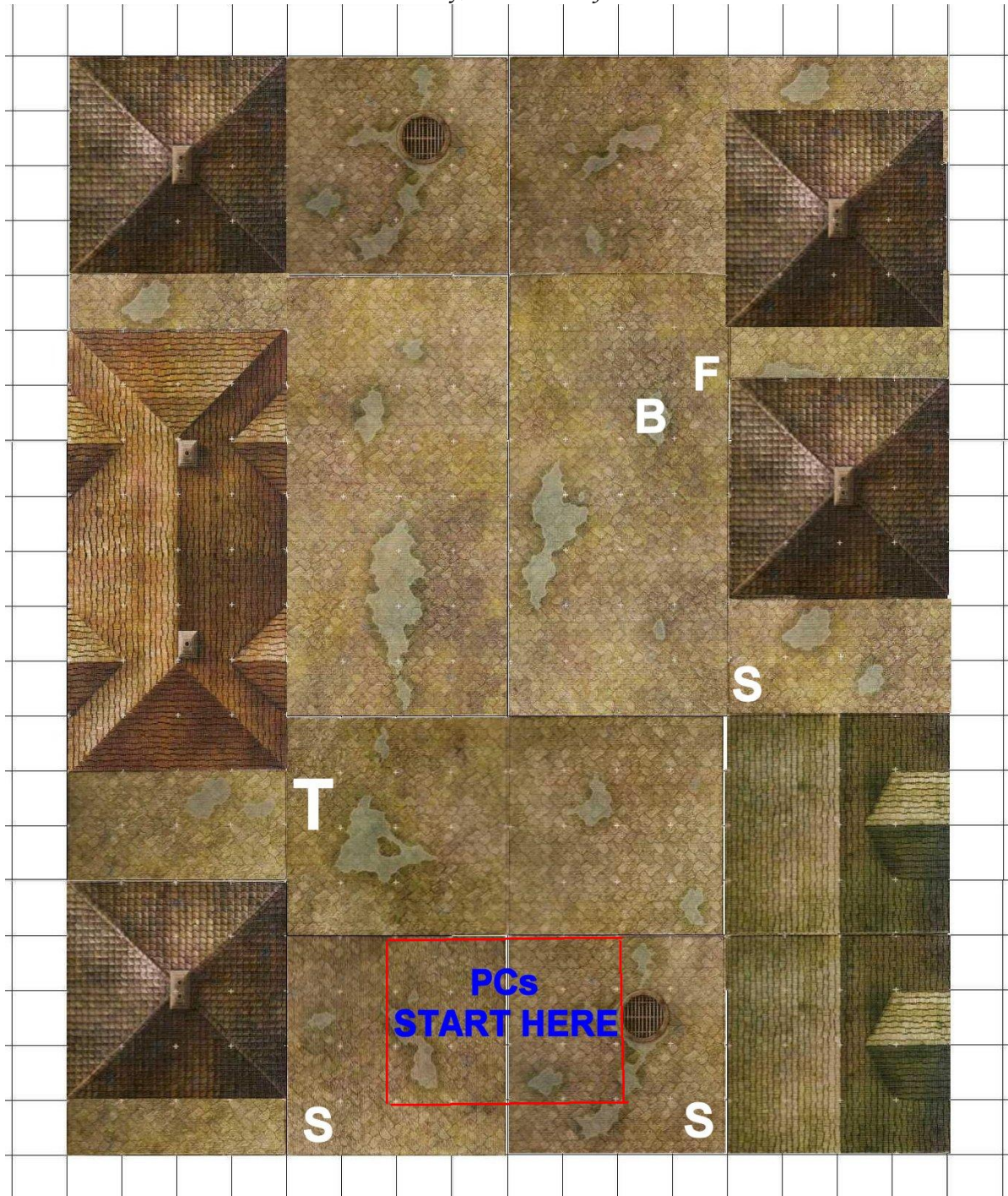
0-3 Human Knife Fighter	Level 7 Elite Skirmisher
Medium natural humanoid	XP 600
HP 162; Bloodied: 81	Initiative +8
AC 21, Fortitude 19, Reflex 19, Will 19	Perception +14
Speed 7	
Saving Throws +2 Action Points 1	
TRAITS	
Combat Advantage	
A human knife fighter deals 2d6 extra damage against any target granting combat advantage to it.	
STANDARD ACTIONS	
m Wounding Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC (crit 19-20)	
Hit: 1d6 + 6 damage (crit 1d6 + 12) and ongoing 5 damage (save ends).	
M Dance of the Knife (weapon) • At-Will	
Attack: +12 vs. AC (crit 19-20)	
Hit: 1d6 + 6 damage (crit 1d6 + 12).	
Effect: The human knife fighter shifts 2 squares after the attack and makes one more attack against the same target or a different one. The knife fighter then shifts 2 squares.	
MOVE ACTIONS	
Peerless Tumbler • Recharge 5, 6	
The human knife fighter shifts 4 squares, ignoring difficult terrain.	
Skills Stealth +11	
Str 15 (+5)	Dex 17 (+6)
Con 17 (+6)	Int 13 (+4)
	Wis 16 (+6)
	Cha 12 (+4)
Alignment unaligned	Languages Common, Shou
Equipment dagger, net	
Added Shou to Languages known to better fit adventure.	

Human Duelist	Level 8 Soldier
Medium natural humanoid, human	XP 350
HP 85; Bloodied: 42	Initiative +11
AC 24, Fortitude 20, Reflex 22, Will 20	Perception +7
Speed 6	
TRAITS	
Duelist's Poise	
Whenever the duelist hits an enemy granting combat advantage to it, the enemy is immobilized until the end of the enemy's next turn.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
Effect: The duelist marks the target until the end of the swordsman's next turn.	
TRIGGERED ACTIONS	
M Advantageous Jab (weapon) • At-Will	
Trigger: An enemy marked by the duelist makes an attack that doesn't include it as a target.	
Attack(Immediate Interrupt):Melee 1 (triggering enemy); +13 vs. AC	
Hit: 1d8 + 8 damage.	
Effect: The target takes a -2 penalty to attack rolls until the end of this turn.	
Skills Athletics +12	
Str 16 (+7)	Dex 20 (+9)
Con 13 (+5)	Int 10 (+4)
	Wis 17 (+7)
	Cha 9 (+3)
Alignment unaligned	Languages Common, Shou
Equipment leather armor, longsword	
Added Shou to Languages known to better fit adventure.	

ENCOUNTER 9: AMBUSH!

TILES SETS NEEDED

ET2-The City, DU2-Streets of Shadow



F = The human transmuter starts here.

B = Either the stonefist defender or the knife fighter begins here.

T = The oni starts here

S = The human goons/thugs/guardsmen and duelists should be placed in these locations.

*Note: For this combat the DM should try to surround the PCs at the beginning with enemies and make it difficult for them to easily get to the transmuter.

ENCOUNTER 10 : FAILURE IS NOT AN OPTION

ENCOUNTER LEVEL 3/5/7/9/11

CREATURES

This encounter includes the following creatures at AL 2:

- 1 eladrin fey knight
- 1 tiefling fury
- 3 gnome assassins
- 1 drow informant

This encounter includes the following creatures at AL 4 and AL 6:

- 1 eladrin fey knight
- 2 tiefling furies
- 1 gnome assassin
- 2 drow informants

This encounter includes the following creatures at AL 8/10:

- 1 eladrin fey knight
- 2 tiefling furies
- 2 gnome assassins
- 2 drow informants

SCALING THE ENCOUNTER

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

Four PCs

- AL 2/4/6: Remove 1 tiefling fury.
- AL 8/10: Remove 1 gnome assassin.

Six PCs

- AL 2/4/6: Add 1 tiefling fury.
- AL 8/10: Add 1 gnome assassin.

SETUP

The PCs have decided to believe the Kadda's story. They leave his hideout and are immediately accosted by Tipret's forces that have been secretly following the party as they investigated Pruhana's whereabouts. The spies briefly explain the situation to the PCs before they engage in combat. If the PCs are successful at defeating these spies and assassins then the Black Dragons arrive to 'assist' them in exiting the city and dealing with Kadda.

The streets of Shou-town are emptying out quickly as night approaches. Your party has barely made it more than a block away from the warehouse before you hear shouts coming from the hideout where you left Kadda and Tipret's daughter.

From the shadowy alleyways around you shapes emerge. A tall eladrin in dark armor nods to your group and speaks.

"Greetings, "she begins, "Tipret's orders were simple- locate her daughter and bring her back alive. You have failed in this task. Tipret does not tolerate failure."

The group of spies that Tipret sent to keep an eye on the PCs finally appears and engages with the party. If the PCs were successful in their Perception checks in Encounter 6, then they are able to recognize one of the drow as being one of spies from that encounter.

FEATURES OF THE AREA

Illumination: The entire area is light by magical lanterns common throughout the city that give the entire area dim illumination.

Buildings: Buildings are considered blocking terrain, and for movement effects, 'hard-corners'. They are twenty-feet (4-squares) high and an Athletics Check (Hard DC) is needed for a creature to scale them at half their normal speed.

Crates: Count as difficult terrain.

TACTICS

The fey knight and tiefling furies attempt to mark a single PC each and engage them in one-on-one combat. The skirmishers and lurkers attempt to engage ranged PCs and characters that appear to be healing their companions.

All of the enemies fight to the death as they are themselves the consequences of failure in the Shadowmasters organization.

Because at this point the PCs should be accompanied by the children, place markers for the nine youngsters anywhere on the map you feel comfortable with. For the purposes of the fight they count as minions with defenses of 11 and speed 4. They act at the end of each round, and the only action they take is to flee from the combat. If any of the children are harmed, either by the enemies or the PCs then they must make death saves. However the NPCs in this encounter go to great lengths not to harm them.

ENDING THE ENCOUNTER

Once the PCs defeat the assassins, they are greeted by Jiao Teng. She enters almost as soon as the combat is over flanked by a dozen Shou guards in full armor. The PCs therefore do not have a chance for a short rest. If the PCs spoke to her in a prior encounter she greets them with subdued warmth. If the PCs do not know her, then she is cold and distant and introduces herself accordingly.

Jiao Teng reveals the following to the PCs:

- She began investigating the matter of the missing youths as soon as the issue came to her attention earlier in the day (either by the PCs or other means if they did not go see her).
- She explains her organization, called the Black Dragons, is going to see to the returning of these children to Tipret. This is a perfect opportunity for her to gain favor with the rival guild leader. Regrettably, she is unwilling to allow the PCs the chance to complete their mission because of this.
- Kadda shall be dealt with accordingly, and the children be returned to their parents.
- The shouts coming from the warehouse were the second set of assassins and spies that went after Kadda and retrieved Pruhana. Jiao's own forces took out this group, but she can blame their deaths on the PCs. A Perception check (Moderate DC) grants the PCs a glimpse back at the warehouse where the youngsters are being forced outside by more of Jiao's guards.

If the PCs wish to use Insight (Moderate DC), they determine that Jiao is not lying about any of the details. If they reached a Hard DC on the check then they get the impression that Jiao may have even allowed the PCs to fight the spies and assassins that Tipret sent, hoping that both sides would perish.

- Jiao informs the PCs that they have unfortunately found themselves in the middle of a turf war. And while they were successful at finding the Shadowmasters' children, Jiao will be the one delivering them back to the guild, for the benefit of her own organization, the

Black Dragons. (She does offer them the amount of gold they are owed.)

- However, she does appreciate their "help" in locating the youngsters, but seeing as how they have killed Tipret's forces, they must understand that at this point, the Shadowmasters are not going to look kindly upon them. (Her people intend to kill any Shadowmasters that are merely unconscious.)
- Fortunately for the PCs, Jiao Teng and her own forces can quietly and discretely escort them out of Phsant. For this generosity, the PCs will of course be in debt to the Black Dragons for their fortuitous and benevolent aid.

The PCs at this point are going to be escorted out of the city by Jiao and her forces, whether they want to or not. The size of Jiao and her group is enough to make the possibility of the PCs succeeding against them unlikely, especially as they have not been given the opportunity for a short rest. If any of the PCs feel up for a fight regardless of the odds, then so be it. Jiao grows irritated and nods to some unseen alleyway behind the PCs, as darts suddenly shoot out from the darkness and knock the PCs unconscious, allowing them to wake up on the outskirts of town where Jiao's forces leave them.

Let the PCs know that they have earned the story awards **CORE77 Pawn of the Black Dragons** and **CORE76 Enemy of the Shadowmasters**. The method by which Jiao and her forces escort the PCs out of the city is up to the DM, but the adventure ends at the perimeter of the city as night has completely fallen over all of Phsant.

TREASURE

The PCs find *bloodcut armor* (+1 at AL 2 and AL 4 / +2 at AL 6 and above), a *staff of command* (AL 2, 4 and 6) OR *rod of beguiling* +2 (AL 8 and AL 10).

Additionally, once the PCs are escorted out of the city, Jiao has her forces offer the PCs a sign of their patronage to the Black Dragons: a tattoo that marks them as in debt to the gang, but also grants them powers that could prove beneficial. If a PC accepts, then they gain access to Treasure A as well.

ENCOUNTER 10: FAILURE IS NOT AN OPTION (ADVENTURE LEVEL 2)

Eladrin Fey Knight	Level 4 Soldier (Leader)
Medium fey humanoid	XP 175
HP 53; Bloodied : 26	Initiative +10
AC 20, Fortitude 16, Reflex 19, Will 14	Perception +3
Speed 5	low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Feywild Tactics • Aura 5	
Fey allies can score critical hits on rolls of 19-20 while in the aura.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1(one creature); +9 vs. AC	
Hit: 2d8 + 3 damage.	
m Stab of the Wild (weapon) • Recharge 5, 6	
Attack: Melee 1(one creature); +9 vs. AC	
Hit: 3d8 + 5 damage, and the target is restrained until the end of the eladrin's next turn.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
MINOR ACTIONS	
Feywild Challenge (radiant) • At-will	
Effect: Close burst 5 (one enemy in the burst). The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it takes 4 radiant damage whenever it ends its turn without attacking the eladrin.	
TRIGGERED ACTIONS	
Harvest's Sorrow • (At-will)	
Trigger: An attack damages an ally.	
Effect (Immediate Interrupt): Close burst 5(triggering ally in the burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Skills Athletics +12, Nature +9	
Str 17 (+6)	Dex 21 (+9) Wis 12 (+3)
Con 12 (+3)	Int 13 (+4) Cha 15 (+5)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, light shield, longsword	

0-2 Tiedling Fury	Level 3 Soldier
Medium natural humanoid	XP 150
HP 47; Bloodied : 23	Initiative +2
AC 19, Fortitude 16, Reflex 15, Will 16	Perception +1
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1(one creature); +8 vs. AC	
Hit: 1d8 + 6 damage.	
Effect: The tiedling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
M Tail Trip • At-Will	
Trigger: An enemy marked by the tiedling shifts.	
Attack(Immediate Interrupt): Melee 1 (triggering enemy); +8 vs. Reflex	
Hit: The target falls prone, and the tiedling uses <i>longsword</i> against it.	
Defiant Curse • At-Will	
Trigger: An enemy hits the tiedling.	
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The tiedling marks the target until the end of the target's next turn.	
Skills Bluff +9, Stealth +6	
Str 15 (+4)	Dex 10 (+2) Wis 9 (+1)
Con 14 (+4)	Int 13 (+3) Cha 15 (+4)
Alignment unaligned Languages Common	
Equipment leather armor, longsword	

ENCOUNTER 10: FAILURE IS NOT AN OPTION (AL 2 CONTINUED)

3 Gnome Assassin	Level 1 Skirmisher
Small fey humanoid	XP 100
HP 30; Bloodied: 15	Initiative +6
AC 15, Fortitude 12, Reflex 14, Will 13	Perception +6
Speed 5	Low-light vision
STANDARD ACTIONS	
m Katar (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC	
<i>Hit:</i> 2d6 + 2 damage, or 4d6 + 1 if the attack ended the gnome's <i>shade form</i> .	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will	
<i>Requirement:</i> The gnome must be adjacent to a creature.	
<i>Effect:</i> The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
MINOR ACTIONS	
Shade Form • Recharge when first bloodied	
<i>Effect:</i> The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment.	
<i>Sustain Minor:</i> The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth +9	
Str 7 (+2)	Dex 16 (+6) Wis 10 (+4)
Con 11 (+4)	Int 11 (+4) Cha 13 (+4)
Alignment unaligned Languages Common, Elven	
Equipment leather, 2 katars	

Drow Informant	Level 2 Lurker
Medium fey humanoid, drow	XP 125
HP 36; Bloodied: 18	Initiative +10
AC 16, Fortitude 14, Reflex 15, Will 13	Perception +8
Speed 6	darkvision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2d4 + 5 damage.	
Vanish into Thin Air • Recharge 4, 5, 6	
<i>Effect:</i> The drow becomes invisible, then shifts up to 3 squares. It remains invisible until the end of its next turn or until immediately after it attacks. If the invisible drow's next hits, the target takes 2d8 extra damage, and it is dazed until the end of its next turn.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
<i>Effect:</i> Close burst 1. The burst creates a zone that lasts until the end of the drows next turn. The zone blocks line of sight for all creatures except the drow. While entirely within the zone, any creature other than the drow is blinded.	
Skills Acrobatics +11, Bluff +9, Stealth +11, Thievery +11	
Str 14 (+5)	Dex 15 (+6) Wis 12 (+3)
Con 16 (+6)	Int 14 (+5) Cha 13 (+3)
Alignment evil Languages Common, Elven	
Equipment dagger, black cloak	

ENCOUNTER 10: FAILURE IS NOT AN OPTION (ADVENTURE LEVEL 4)

Eladrin Fey Knight	Level 5 Soldier (Leader)
Medium fey humanoid	XP 200
HP 61; Bloodied : 30	Initiative +10
AC 21, Fortitude 17, Reflex 19, Will 15	Perception +3
Speed 5	low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Feywild Tactics • Aura 5	
Fey allies can score critical hits on rolls of 19-20 while in the aura.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage.	
m Stab of the Wild (weapon) • Recharge 5,6	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6 + 8 damage, and the target is restrained until the end of the eladrin's next turn.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
MINOR ACTIONS	
Feywild Challenge (radiant) • At-Will	
Effect: Close burst 5 (one enemy in the burst). The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it takes 3 radiant damage whenever it ends its turn without attacking the eladrin.	
TRIGGERED ACTIONS	
Harvest's Sorrow • (At-Will)	
Trigger: An attack damages an ally.	
Effect (Immediate Interrupt): Close burst 5 (triggering ally in the burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Skills Athletics +11, Nature +8	
Str 18 (+6)	Dex 22 (+9) Wis 13 (+3)
Con 13 (+3)	Int 14 (+4) Cha 16 (+5)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, light shield, longsword	

1-3 Tiedling Fury	Level 4 Soldier
Medium natural humanoid	XP 175
HP 55; Bloodied : 27	Initiative +3
AC 20, Fortitude 17, Reflex 16, Will 17	Perception +2
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
Effect: The tiedling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
M Tail Trip • At-Will	
Trigger: An enemy marked by the tiedling shifts.	
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +9 vs. Reflex	
Hit: The target falls prone, and the tiedling uses <i>longsword</i> against it.	
Defiant Curse • At-Will	
Trigger: An enemy hits the tiedling.	
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The tiedling marks the target until the end of the target's next turn.	
Skills Bluff +10, Stealth +7	
Str 16 (+5)	Dex 11 (+2) Wis 10 (+2)
Con 15 (+4)	Int 14 (+4) Cha 16 (+5)
Alignment unaligned Languages Common	
Equipment leather armor, longsword	

ENCOUNTER 10: FAILURE IS NOT AN OPTION (AL 4 CONTINUED)

Gnome Assassin	Level 5 Skirmisher
Small fey humanoid	XP 200
HP 62; Bloodied: 31	Initiative + 8
AC 19, Fortitude 16, Reflex 18, Will 17	Perception +8
Speed 5	Low-light vision
STANDARD ACTIONS	
m Katar (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, or 4d6 + 6 if the attack ended the gnome's <i>shade</i> form.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will	
Requirement: The gnome must be adjacent to a creature.	
Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
MINOR ACTIONS	
Shade Form • Recharge when first bloodied	
Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment.	
Sustain Minor: The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth + 12	
Str 8 (+4)	Dex 17 (+8) Wis 11 (+5)
Con 12 (+5)	Int 12 (+5) Cha 14 (+6)
Alignment unaligned Languages Common, Elven	
Equipment leather, 2 katars	

2 Drow Informant	Level 3 Lurker
Medium fey humanoid, drow	XP 150
HP 44; Bloodied: 22	Initiative + 10
AC 17, Fortitude 15, Reflex 16, Will 14	Perception +8
Speed 6	darkvision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d4 + 6 damage.	
Vanish into Thin Air • Recharge 4, 5, 6	
Effect: The drow becomes invisible, then shifts up to 3 squares. It remains invisible until the end of its next turn or until immediately after it attacks. If the invisible drow's next hits, the target takes 2d8 extra damage, and it is dazed until the end of its next turn.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drows next turn. The zone blocks line of sight for all creatures except the drow. While entirely within the zone, any creature other than the drow is blinded.	
Skills Acrobatics + 12, Bluff +10, Stealth +12, Thievery +12	
Str 15 (+6)	Dex 19 (+7) Wis 13 (+3)
Con 17 (+7)	Int 15 (+6) Cha 13 (+5)
Alignment evil Languages Common, Elven	
Equipment dagger, black cloak	

ENCOUNTER 10: FAILURE IS NOT AN OPTION (ADVENTURE LEVEL 6)

Eladrin Fey Knight	Level 7 Soldier (Leader)
Medium fey humanoid	XP 300
HP 77; Bloodied: 38	Initiative +11
AC 23, Fortitude 19, Reflex 21, Will 17	Perception +4
Speed 5	low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Feywild Tactics • Aura 5	
Fey allies can score critical hits on rolls of 19-20 while in the aura.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1(one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
m Stab of the Wild (weapon) • Recharge 5, 6	
Attack: Melee 1(one creature); +12 vs. AC	
Hit: 3d8 + 8 damage, and the target is restrained until the end of the eladrin's next turn.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
MINOR ACTIONS	
Feywild Challenge (radiant) • At-Will	
Effect: Close burst 5 (one enemy in the burst). The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it takes 4 radiant damage whenever it ends its turn without attacking the eladrin.	
TRIGGERED ACTIONS	
Harvest's Sorrow • At-Will	
Trigger: An attack damages an ally.	
Effect (Immediate Interrupt): Close burst 5(triggering ally in the burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Skills Athletics +12, Nature +9	
Str 18 (+7)	Dex 22 (+9) Wis 13 (+4)
Con 13 (+4)	Int 14 (+5) Cha 16 (+6)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, light shield, longsword	

2 Tiefling Fury	Level 6 Soldier
Medium natural humanoid	XP 250
HP 71; Bloodied: 35	Initiative +3
AC 22, Fortitude 19, Reflex 18, Will 19	Perception +2
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1(one creature); +11 vs. AC	
Hit: 1d8 + 9 damage.	
Effect: The tiefling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
M Tail Trip • At-Will	
Trigger: An enemy marked by the tiefling shifts.	
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +11 vs. Reflex	
Hit: The target falls prone, and the tiefling uses <i>longsword</i> against it.	
Defiant Curse • At-Will	
Trigger: An enemy hits the tiefling.	
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The tiefling marks the target until the end of the target's next turn.	
Skills Bluff +10, Stealth +7	
Str 16 (+5)	Dex 11 (+2) Wis 10 (+2)
Con 15 (+4)	Int 14 (+4) Cha 16 (+5)
Alignment unaligned Languages Common	
Equipment leather armor, longsword	

ENCOUNTER 10: FAILURE IS NOT AN OPTION (AL 6 CONTINUED)

0-2 Gnome Assassin	Level 7 Skirmisher
Small fey humanoid	XP 300
HP 78; Bloodied: 39	Initiative + 9
AC 21, Fortitude 18, Reflex 20, Will 19	Perception +9
Speed 5	low-light vision
STANDARD ACTIONS	
m Katar (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 8 damage, or 4d6 + 8 if the attack ended the gnome's shade form.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will	
Requirement: The gnome must be adjacent to a creature.	
Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
MINOR ACTIONS	
Shade Form • Recharge when first bloodied	
Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment.	
Sustain Minor: The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth + 12	
Str 10 (+4)	Dex 19 (+7) Wis 13 (+4)
Con 14 (+5)	Int 14 (+5) Cha 16 (+6)
Alignment unaligned Languages Common, Elven	
Equipment leather, 2 katars	

2 Drow Informant	Level 5 Lurker
Medium fey humanoid, drow	XP 200
HP 54; Bloodied: 27	Initiative + 12
AC 19, Fortitude 17, Reflex 18, Will 16	Perception +10
Speed 6	darkvision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d4 + 8 damage.	
Vanish into Thin Air • Recharge 4, 5, 6	
Effect: The drow becomes invisible, then shifts up to 3 squares. It remains invisible until the end of its next turn or until immediately after it attacks. If the invisible drow's next hits, the target takes 2d8 extra damage, and it is dazed until the end of its next turn.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drows next turn. The zone blocks line of sight for all creatures except the drow. While entirely within the zone, any creature other than the drow is blinded.	
Skills Acrobatics + 13, Bluff +11, Stealth +13, Thievery +13	
Str 16 (+6)	Dex 20 (+8) Wis 14 (+5)
Con 18 (+7)	Int 16 (+6) Cha 14 (+6)
Alignment evil Languages Common, Elven	
Equipment dagger, black cloak	

ENCOUNTER 10: FAILURE IS NOT AN OPTION (ADVENTURE LEVEL 8)

Eladrin Fey Knight	Level 9 Soldier (Leader)
Medium fey humanoid	XP 400
HP 93; Bloodied: 46	Initiative +12
AC 25, Fortitude 21, Reflex 23, Will 18	Perception +5
Speed 5	low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Feywild Tactics • Aura 5	
Fey allies can score critical hits on rolls of 19-20 while in the aura.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
m Stab of the Wild (weapon) • Recharge 5, 6	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d8 + 10 damage, and the target is restrained until the end of the eladrin's next turn.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
MINOR ACTIONS	
Feywild Challenge (radiant) • At-Will	
Effect: Close burst 5 (one enemy in the burst). The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it takes 4 radiant damage whenever it ends its turn without attacking the eladrin.	
TRIGGERED ACTIONS	
Harvest's Sorrow • At-Will	
Trigger: An attack damages an ally.	
Effect (Immediate Interrupt): Close burst 5 (triggering ally in the burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Skills Athletics +13, Nature +10	
Str 19 (+8)	Dex 23 (+10) Wis 14 (+5)
Con 14 (+5)	Int 15 (+6) Cha 17 (+7)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, light shield, longsword	

2 Tiefling Fury	Level 6 Soldier
Medium natural humanoid	XP 250
HP 71; Bloodied: 35	Initiative +3
AC 22, Fortitude 19, Reflex 18, Will 19	Perception +2
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 9 damage.	
Effect: The tiefling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
M Tail Trip • At-Will	
Trigger: An enemy marked by the tiefling shifts.	
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +11 vs. Reflex	
Hit: The target falls prone, and the tiefling uses <i>longsword</i> against it.	
Defiant Curse • At-Will	
Trigger: An enemy hits the tiefling.	
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The tiefling marks the target until the end of the target's next turn.	
Skills Bluff +10, Stealth +7	
Str 16 (+5)	Dex 11 (+2) Wis 10 (+2)
Con 15 (+4)	Int 14 (+4) Cha 16 (+5)
Alignment unaligned Languages Common	
Equipment leather armor, longsword	

ENCOUNTER 10: FAILURE IS NOT AN OPTION (AL 8 CONTINUED)

0-4 Gnome Assassin	Level 8 Skirmisher
Small fey humanoid	XP 350
HP 86; Bloodied: 43	Initiative + 9
AC 22, Fortitude 19, Reflex 21, Will 20	Perception +9
Speed 5	Low-light vision
STANDARD ACTIONS	
m Katar (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 9 damage, or 4d6 + 9 if the attack ended the gnome's shade form.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will	
Requirement: The gnome must be adjacent to a creature.	
Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
MINOR ACTIONS	
Shade Form • Recharge when first bloodied	
Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment.	
Sustain Minor: The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth + 12	
Str 10 (+4)	Dex 19 (+7) Wis 13 (+4)
Con 14 (+5)	Int 14 (+5) Cha 16 (+6)
Alignment unaligned Languages Common, Elven	
Equipment leather, 2 katars	

2 Drow Informant	Level 6 Lurker
Medium fey humanoid, drow	XP 250
HP 60; Bloodied: 30	Initiative + 12
AC 20, Fortitude 18, Reflex 19, Will 17	Perception +10
Speed 6	darkvision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d4 + 9 damage.	
Vanish into Thin Air • Recharge 4, 5, 6	
Effect: The drow becomes invisible, then shifts up to 3 squares. It remains invisible until the end of its next turn or until immediately after it attacks. If the invisible drow's next hits, the target takes 2d8 extra damage, and it is dazed until the end of its next turn.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drows next turn. The zone blocks line of sight for all creatures except the drow. While entirely within the zone, any creature other than the drow is blinded.	
Skills Acrobatics + 13, Bluff +11, Stealth +13, Thievery +13	
Str 16 (+6)	Dex 20 (+8) Wis 14 (+5)
Con 18 (+7)	Int 16 (+6) Cha 14 (+6)
Alignment evil Languages Common, Elven	
Equipment dagger, black cloak	

ENCOUNTER 10: FAILURE IS NOT AN OPTION (ADVENTURE LEVEL 10)

Eladrin Fey Knight	Level 10 Soldier (Leader)
Medium fey humanoid	XP 500
HP 101; Bloodied: 50	Initiative +12
AC 26, Fortitude 22, Reflex 24, Will 19	Perception +5
Speed 5	low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Feywild Tactics • Aura 5	
Fey allies can score critical hits on rolls of 19-20 while in the aura.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 8 damage.	
m Stab of the Wild (weapon) • Recharge 5, 6	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d8 + 10 damage, and the target is restrained until the end of the eladrin's next turn.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: The eladrin teleports up to 5 squares.	
MINOR ACTIONS	
Feywild Challenge (radiant) • At-Will	
Effect: Close burst 5 (one enemy in the burst). The eladrin marks the target until the end of the encounter or until the eladrin uses this power again. While the enemy is marked by the eladrin, it takes 4 radiant damage whenever it ends its turn without attacking the eladrin.	
TRIGGERED ACTIONS	
Harvest's Sorrow • At-Will	
Trigger: An attack damages an ally.	
Effect (Immediate Interrupt): Close burst 5 (triggering ally in the burst). The target takes half damage from the triggering attack, and the eladrin takes an equal amount of damage.	
Skills Athletics +13, Nature +10	
Str 19 (+8)	Dex 23 (+10) Wis 14 (+5)
Con 14 (+5)	Int 15 (+6) Cha 17 (+7)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, light shield, longsword	

2 Tiefling Fury	Level 8 Soldier
Medium natural humanoid	XP 350
HP 87; Bloodied: 43	Initiative +3
AC 24, Fortitude 21, Reflex 20, Will 21	Perception +3
Speed 6	Low-light vision
Resist 10 fire	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d8 + 10 damage.	
Effect: The tiefling marks the target until the end of the target's next turn.	
TRIGGERED ACTIONS	
M Tail Trip • At-Will	
Trigger: An enemy marked by the tiefling shifts.	
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +13 vs. Reflex	
Hit: The target falls prone, and the tiefling uses <i>longsword</i> against it.	
Defiant Curse • At-Will	
Trigger: An enemy hits the tiefling.	
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The tiefling marks the target until the end of the target's next turn.	
Skills Bluff +11, Stealth +8	
Str 17 (+5)	Dex 12 (+3) Wis 11 (+2)
Con 16 (+5)	Int 15 (+4) Cha 17 (+5)
Alignment unaligned Languages Common	
Equipment leather armor, longsword	

ENCOUNTER 10: FAILURE IS NOT AN OPTION (AL 10 CONTINUED)

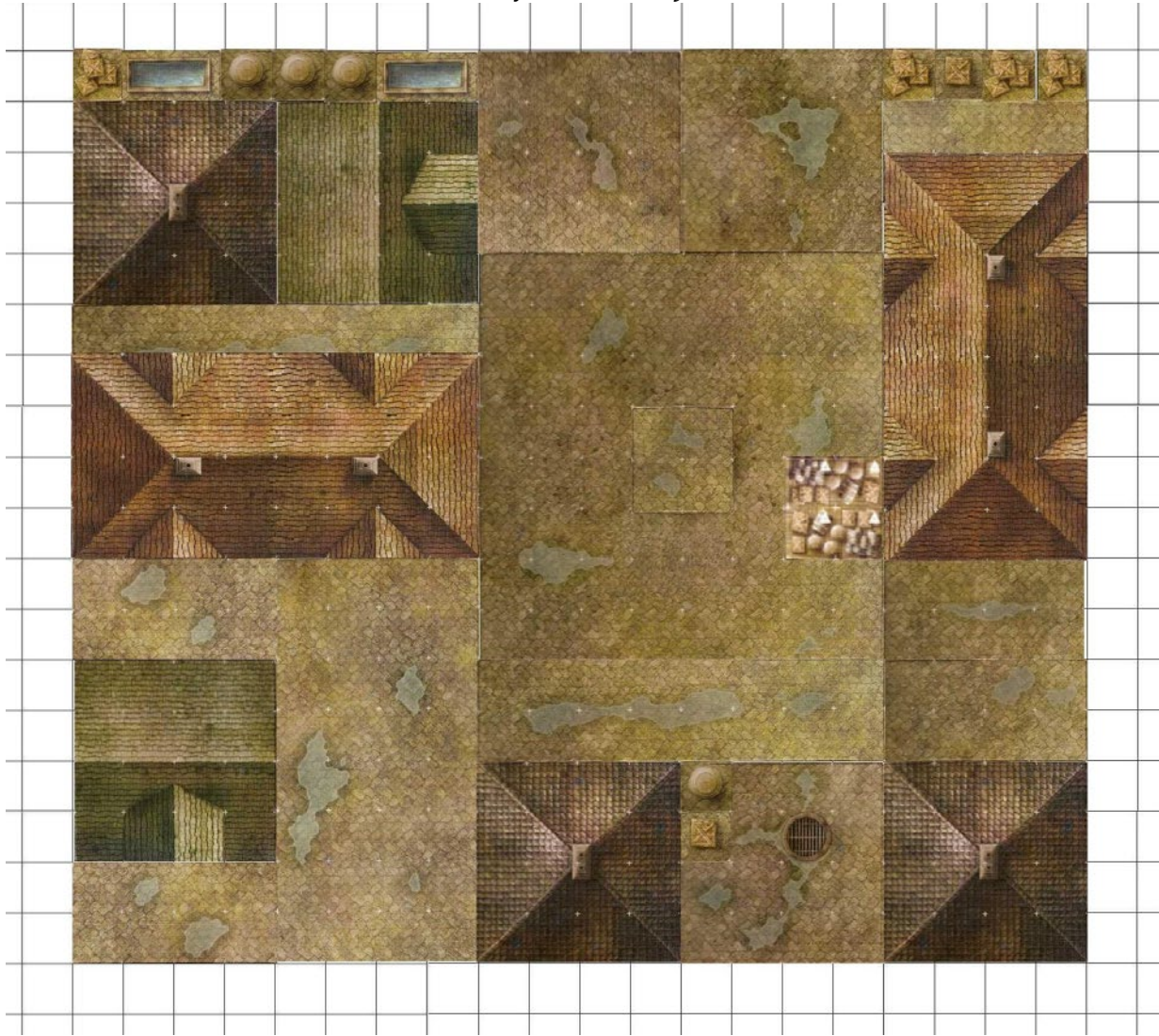
1-3 Gnome Assassin	Level 10 Skirmisher
Small fey humanoid	XP 500
HP 102; Bloodied: 51	Initiative + 10
AC 24, Fortitude 21, Reflex 23, Will 22	Perception +10
Speed 5	Low-light vision
STANDARD ACTIONS	
m Katar (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 10 damage, or 4d6 + 10 if the attack ended the gnome's shade form.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will	
Requirement: The gnome must be adjacent to a creature.	
Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
MINOR ACTIONS	
Shade Form • Recharge when first bloodied	
Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment.	
Sustain Minor: The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth + 13	
Str 11 (+4)	Dex 20 (+8) Wis 14 (+4)
Con 15 (+5)	Int 15 (+5) Cha 17 (+7)
Alignment unaligned Languages Common, Elven	
Equipment leather, 2 katars	

2 Drow Informant	Level 9 Lurker
Medium fey humanoid, drow	XP 250
HP 78; Bloodied: 39	Initiative + 13
AC 23, Fortitude 21, Reflex 22, Will 20	Perception +11
Speed 6	darkvision
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d4 + 10 damage.	
Vanish into Thin Air • Recharge 4, 5, 6	
Effect: The drow becomes invisible, then shifts up to 3 squares. It remains invisible until the end of its next turn or until immediately after it attacks. If the invisible drow's next hits, the target takes 2d8 extra damage, and it is dazed until the end of its next turn.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drows next turn. The zone blocks line of sight for all creatures except the drow. While entirely within the zone, any creature other than the drow is blinded.	
Skills Acrobatics +15, Bluff +15, Stealth +14, Thievery +14	
Str 17 (+6)	Dex 21 (+8) Wis 15 (+6)
Con 19 (+8)	Int 17 (+7) Cha 15 (+6)
Alignment evil Languages Common, Elven	
Equipment dagger, black cloak	

ENCOUNTER 10: FAILURE IS NOT AN OPTION

TILES SETS NEEDED

ET2-The City, DU2-Streets of Shadow



*Place PCs anywhere on the map with enemies surrounding them on street level.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 2

Minimum Possible XP: 225 XP per PC

Return Pruhana to Tipret: +130 XP

Return other children: +35 XP

Bring Kadda to Tipret: +35 XP

Maximum Possible XP: 425 XP

Base Gold per PC: 75 gp

(Encounter 5: 50 or 75 gp, Encounter 8: 25 gp)

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP per PC

Return Pruhana to Tipret: +180 XP

Return other children: +50 XP

Bring Kadda to Tipret: +50 XP

Maximum Possible XP: 600 XP

Base Gold per PC: 125 gp

(Encounter 5: 75 or 120 gp, Encounter 8: 45 gp)

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP per PC

Return Pruhana to Tipret: +250 XP

Return other children: 75 XP

Bring Kadda to Tipret: 75 XP

Maximum Possible XP: 850 XP per PC

Base Gold per PC: 225 gp

(Encounter 5: 150 or 225 gp, Encounter 8: 75 gp)

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP per PC

Return Pruhana to Tipret: +350 XP

Return other children: +105 XP

Bring Kadda to Tipret: +105 XP

Maximum Possible XP: 1200 XP

Base Gold per PC: 450 gp

(Encounter 5: 300 or 450 gp, Encounter 8: 150 gp)

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP per PC

Return Pruhana to Tipret: +500 XP

Return other children: +150 XP

Bring Kadda to Tipret: +150 XP

Maximum Possible XP: 1700 XP

Gold per PC: 675 gp

(Encounter 5: 450 or 675 gp, Encounter 8: 200 gp)

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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 Treasure, 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.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: *fireheart tattoo* (All ALs; level 4; Requires Story Award CORE77 Pawn of the Black Dragons)
Found in Encounter 9 or 10

Treasure B: *curse eye tattoo* (AL 6, AL 8, or AL 10 only; level 8; Requires Story Award CORE77 Pawn of the Black Dragons)
Found in Encounter 9 or 10

Treasure C: Any Uncommon neck slot item of the character’s level + 1 or less from a player resource
Found in Encounter 8

Treasure D: *floating lantern* (level 3) plus 25 gp
Found in Encounter 7

Treasure E: *bloodcut armor* (level 4 / +1 at AL 2/4; level 9 / +2 at AL 6+)
Found in Encounter 7 or 10

Treasure E: *quick weapon* (level 3 / +1 at AL 2/4; level 8 / +2 at AL 6+)
Found in Encounter 9

Treasure F: *+1 staff of command* (level 4; AL 4+ only)
Found in Encounter 7 or 10

Treasure G: *+2 rod of beguiling* (level 10; AL 8 and AL 10 only)
Found in Encounter 7 or 10

Treasure H: *+2 blending armor* (level 9; AL 10 only)
Found in Encounter 9

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player’s choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character’s level + 2 or less, or an Uncommon magic item of the character’s level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of clarity* (level 5) plus 0 gp
AL 4: *potion of clarity* (level 5) plus 25 gp
AL 6: *potion of clarity* (level 5) plus 100 gp
AL 8: *potion of clarity* (level 5) plus 250 gp
AL 10: *potion of clarity* (level 5) plus 400 gp

Treasure Z (More Gold): The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 50 gp
AL 4: 75 gp
AL 6: 150 gp
AL 8: 300 gp
AL 10: 450 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is not possible for a character to earn all of the listed Story Awards in this adventure. Pass out certificates to the players for their Story Awards.

All PCs earn CORE76, but the version they earn depends on the outcome of the adventure. Cross off the option that does not apply.

PCs who returned Pruhana to Tipret in Encounter 6 gain “friend” status with the Shadowmasters. Those who attempted to side with Kadda and ended up being escorted out of town by the Black Dragons gain “enemy” status.

CORE76 Friend or Enemy of the Shadowmasters

Friend: You completed a task for one of the guild leaders of the Shadowmasters criminal organization. You have been granted the status of “Friend.” This permits you to call upon their agents in the country of Thesk for simple matters such as gathering information. The DM may grant you one automatic success during a relevant skill challenge or a +5 bonus on a skill check.

Enemy: You have been framed as an enemy of the Shadowmasters. You are seen as an assassin who double-crossed one of the guild leaders. You have

therefore been assigned a Death Ticket of your own. This is only an issue in Thesk.

PCs who either turned over the Nine Golden Swords members to Jiao or were escorted out of town by the Black Dragons gain CORE77. (A PC who does not accept the tattoo can strike through the sentence that refers to it, but must still accept the Story Award.)

CORE77 Pawn of the Black Dragons

You have been aided by (or aided) the shadowy Yakuza clan known as the Black Dragons. However this act of friendship comes with a price, one that may turn out to be far greater than the favor you were given. If you openly display the sign of their favor (a tattoo) while in Thesk, you gain a +2 bonus on Intimidate checks. This might also come into play any time you are dealing with someone knowledgeable of Shou culture (either positive or negative) at the DM’s discretion.

PCs who succeeded in both Encounter 7 and Encounter 9 gain CORE78.

CORE78 Enemy of the Nine Golden Swords

Your actions in Phsant’s Shou-town have earned the ire of the Nine Golden Swords. The members of this Yakuza clan have vowed to seek revenge for their foiled plans.

APPENDIX 1: PERSONALITIES

TIPRET PRENSKYLVAR

Tipret is a brisk talker, short and muscular and used to dealing with all manner of people. As the Leader of the Shadowmasters Guild in Phsant she is used to being obeyed. She does not tolerate being double crossed and those who fail in their duties are harshly punished. Her one weak point is her daughter. She has protected her from the darker side of life. Tipret has no intention of actually bringing her daughter into the Shadowmasters.

While known to most of the merchants of Phsant, including the Shou-district, the knowledge of her association and standing in the Shadowmasters is not wide spread. She has not had any direct dealings with either Song or Jiao; however she is aware of their reputations.

If the PCs are successful in retrieving her daughter she takes a bit of pride in revealing her involvement in the Shadowmasters. She is subtly trying to recruit the PCs into the fold. Resourceful and competent people are assets in her eyes.

JABAL KAPOOR

Jabal is a short, well-mannered and well-dressed individual of Durparan decent. He speaks with a grave seriousness and has penetrating grey eyes. He is patient with the PCs and insistent about orders given to him from Tipret.

He is slightly afraid of Tipret, and not simply in terms of continued employment prospects. He knows that Tipret is not a woman accustomed to hearing the word no. She is also he explains, definitely not someone who suffers failure, or failures, for long.

A Hard+10 Diplomacy check on Jabal gets him to reveal that Tipret purchased him from a slaving Thayan caravan many years ago that came through Phsant, one bound for gladiator pits in the West and as such has committed his life and service to his new Lady.

Jabal talks quite fondly of Pruhana, stating that he has known the girl since she was a child of five years. He truly wishes for the girls return.

PRUHANA PRENSKYLVAR

A care-free girl of sixteen, Tipret's daughter is sullen when the PCs first meet her, but warms to them if they do not overly harm Kadda and his men and if they return her to Tipret's manor. Once she is reunited with her mother her demeanor becomes boisterous and positive.

SONG FEI

Song is a reserved individual, honest and hardworking. His loyalty and care for the people of Xi-Jin-Lu (the proper name for Shou-town) has engendered a fierce protectiveness in his employees.

Song is aware of the many gangs in Xi-Jin Lu, and would ultimately like to see their influence in the area wane. However he understands their pervasive influence and knows that the gangs in all likelihood are a necessary 'evil' within the community as in his eyes, they at least prevent the other evil, and outside forces native to Western Faerûn from preying on his people.

As a leading figure within the district he does not care for their actions however but sees the PCs as presenting him an opportunity to disrupt some of the influence of these gangs while not openly appearing to do so himself.

Additionally he is very interested in learning if something is indeed going on at the Carnival that he is not aware of. He presumes there are some criminal activities taking place on the carnival grounds but does not know the extent to which they control most of what goes on there.

Song knows of Tipret only by reputation as a skilled merchant. He is only vaguely aware of the Shadowmasters, and believes them to be one of the native Western forces that the Yakuza protect his people from.

JIAO TENG

Jiao has a very relaxed and light-hearted demeanor and takes to the PCs quickly; enjoying the company of fellow sellswords.

Jiao is a member of the cities Black Dragon's Yakuza. She is one of the Council members of the gang and is in fact the leader of the gang as it operates in Phsant. She is incredibly cognizant of the fact that the PCs were sent by Tipret, having spies within Tipret's organization.

In her youth she was an assassin for the Black Dragons, and used the cover story of being acrobat to travel throughout Thesk while she performed her actual 'work'. She is aware of the Yakuza involvement in the Carnival but thinks her own Clan of Dragons is operating all aspects of it.

She settled in Phsant over a decade ago after her earnings in the traveling life finally allowed her to begin buying property in the city, a hobby that proved to lead to her now incredibly wealthy status.

She has a variety of investment and business enterprises throughout the city, many of which involve Tipret and the Phsant's Merchant Guild.

As a former assassin she is cautious and never without guards. The two ladies-in-waiting attending to Jiao are actually her personal bodyguards.

She sees the PCs as useful pawns that may potentially uncover rival gang influence, or even Shadowmaster weaknesses in Phsant and in Shou-town. As such gives them the information they need to investigate further; provided they are diplomatic while attempting to obtain it. She has many dealings with the various Shou-town gangs and the Yakuza in the surround cities as well. She knows of the Nine Golden Swords, but believes they pay proper fealty and respect to the Black Dragons.

Once the PCs inform her what may be transpiring on the grounds of the carnival she see this as an opportunity. Not really caring what happens to the children, but seeing them as a way to get in the good graces of the Shadowmasters. She has her own forces investigate and looks for an opportunity to snatch profit from any mistakes the PCs make such as believing Kadda's tale.

JUNICHI

Junichi is a terrified man who has a large family, to protect. A good manager he has risen to being in charge of many of Song Fei's businesses. However, that has not turned out to be a blessing. He is now being intimidated by the gangs in the area into allowing them to operate with impunity at most of these businesses.

He does not easily show his fear but instead appears untrustworthy and appeasing. He is in constant fear of being fired if Song Fei finds out he has caved in to the gangs demands but fears for his family even more.

KADDA (KORTHIAL)

Kadda, whose true name is Korthial, He is a ruthless individual interested only in money and power.

He callously sacrificed his own family in order to achieve a better position within the Shadowmasters.

However he got too greedy for his own good. He was caught trying to steal from the Guild masters of Telflamm (a city in Thesk). He fled to the streets of Phsant and sought refuge with the Nine Golden Swords, offering up his knowledge of the Shadowmasters inner workings in exchange for a position within the Swords.

He does now wish to see the Shadowmasters out of Xi-Jin Lu, because he now considers the area as belonging to his new clan, the Swords. He used his knowledge to identify the families to target.

APPENDIX 2: REGIONAL LORE

The following information can be given to the PCs at the beginning of the adventure with a Moderate DC History or Streetwise check.

THESK

Thesk sits on the northeast shore of the Sea of Fallen Stars. Most of Thesk is an empty plain; the nation's major settlements crowd the Golden Way. Nicknamed the Gateway to the East, Thesk is where the fabled Golden Way trade road begins. From Telflamm to Mulsantir, this road is filled with caravans carrying all sorts of goods and people from Kara-Tur. Theskians are tolerant and imperturbable people. Exotic persons and diverse customs are normal where east meets west. In light of the Rashemi suspicion of foreigners, Thesk seems a welcoming place to settle. It even boasts a few civilized orcs, remnants of war against the Tuigan Horde.

Despite its mostly barren terrain, Thesk is a land rich in opportunity. Money is the only true authority here. Each settlement has a council of oligarchs to rule it, and the most prominent of these rulers form the Council of Thesk. Within Thesk, those who have the ambition and ability can rise to power through guile or heroics without the need for blue blood. Powerful criminal gangs and clans are deeply entrenched in Theskian cities and commerce, offering another sort of challenge or opportunity.

PHSANT

Phsant is a large city in the land of Thesk with a population around 30,000. It is where the armies of the western alliance put a stop to the advancing Tuigan Horde and is the cultural center of Thesk and a layover point for travel between east and west. It is a diverse city that supports a large population of civilized orcs and half-orcs. It is also home to the largest Shou-town in Faerûn, a crowded district home to almost 5,000 of these easterners displaced from small villages and settlements by the Tuigan's many years ago. Like most of the cities in Thesk, there are rumors that the entire town is in the grips of warring factions of gangs and criminal organizations, each looking to tip the scales of balance in their favor through any means necessary.

HANDOUT 1: PRUHANA'S DIARY

Pruhana's diary is a small book of parchment bound in silver casing that has the teenagers' scribbled thoughts over most of its pages along with sketches of figures and the city of Phsant that contain no small amount of talent.. The last few written entries detail her infatuation with a half-elf whom she apparently met at the Carnival in Shou-town. She does not mention him by name and only writes about his long, flowing silver hair, comparing it to a glistening waterfall in summertime. In the back cover, neatly folded is a letter addressed personally to her. It reads as follows:

To Lady Pruhana,

The Most Reverend and divinely favored citizen of Phsant,

Fare thee as well as I fare. And join us at the yearly majesty that the peoples of Shou-town present to all within the boundaries of this fine city. Come and bear witness to miracles of delight that will astound and enchant one for days on end. Test your strength, your dexterous skills and your senses with the sights, sounds and games you will encounter. Leave you all your cares and concerns and come to the Carnival of the Spring.

We the most humble performers and entertainers of this Carnival await your magnificent attendance...

NEW RULES

Blending Armor +2 Level 9 Uncommon

Level 9 +2 4,200gp

Armor: Cloth, leather or hide

Enhancement Bonus: AC

Property: You gain a +2 item bonus to Stealth checks.

Utility Power (Encounter): Move Action.

Effect: You gain a +2 power bonus to all defenses until the end of this turn, and you shift up to 3 squares.

Source: Mordenkainen's Magnificent Emporium pg13

Fireheart Tattoo Level 4 Uncommon

Wondrous Item: 840 gp

Property: When you spend an action point to take an extra action, you gain 5 temporary hit points.

Source: Adventurer's Vault 2 pg87

Curse Eye Tattoo Level 8 Uncommon

Wondrous Item: 3400 gp

Item Slot: Tattoo

Property: When you spend an action point to take an extra action, one enemy within 10 squares of you that you can see takes a -2 penalty to saving throws (save ends).

Source: Adventurer's Vault 2 pg87

Bloodcut Armor +1/+2 Level 4/9 Uncommon

Level 4 +1 840 gp

Level 9 +2 4,200gp

Armor: Leather, hide

Enhancement Bonus: AC

Power (Healing Surge) Encounter: (minor action).

While you are bloodied, use this armor to gain resist damage all 10 until the end of your next turn

Source: Player's Handbook pg 227

Floating Lantern Level 3 Common

Wondrous Item: 680 gp

Property: This lantern casts light in a 10-square radius, and it never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

As a move action, the last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from the commanding creature.

Any creature holding the floating lantern or adjacent to it can set its light to be bright (10-square radius), dim (5-square radius), or off as a minor action.

Source: Adventurer's Vault pg171

Rod of Beguiling +2 Level 10 Rare

Level 10 +2 5,000gp

Implement: Rod

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 psychic damage

Property: You gain a +2 item bonus to Diplomacy and Intimidate checks.

Utility Power (Daily): Minor Action

Effect: Until the end of your next turn, enemies cannot attack you, or target you with any effect that targets an enemy. An enemy ignores this effect if you attack it, if it is marked by you, or if it is in your defender aura.

Source: Mordenkainen's Magnificent Emporium pg48

Staff of Command +1 Level 4 Uncommon

Level 4 +1 840 gp

Implement: Staff

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 psychic damage

Property: You gain a +1 item bonus to Diplomacy checks.

Attack Power (Encounter): Free Action

Trigger: You hit a target with a charm power using this staff.

Effect: You slide the target up to a number of squares equal to the staff's enhancement bonus, and the target grants combat advantage to you until the end of your next turn.

Source: Mordenkainen's Magnificent Emporium gp50

Quick Weapon +1/+2 Level 3/8 Uncommon

Level 3 +1 680 gp

Level 8 +2 3,400gp

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action.

Use this power when you hit a target with this weapon. Make a basic attack with this weapon against a target of your choice.

Source: Adventurer's Vault pg76

EVENT SUMMARY: CORE4~1

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/CORE0401LFR>

The survey period closes on **01 November 2011**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

Question 1: What was the fate of Kadda?

- a. Kadda died.
- b. Kadda escaped.
- c. Kadda was taken to Tipert
- d. Kadda was taken to City Watch (either one) or Song Fei
- e. Kadda was handed over to Jiao Teng / the Black Dragons

Question 2: Did the PCs believe Kadda / go along with his ransom plan?

- a. Yes
- b. No
- c. The PCs never met Kadda

Question 3: Which of the children were rescued?

- a. All of them
- b. Purhana only
- c. Everyone except Purhana
- d. None of them

Question 4: How interested are the players in seeing more adventures set in Phsant?

- a. The players are extremely interested in seeing more Phsant adventures.
- b. The players are somewhat interested in seeing more Phsant adventures.
- c. The players expressed no preference, or were evenly divided.
- d. The players are somewhat disinterested in seeing more Phsant adventures.
- e. The players do not want to return to Phsant under any circumstances.

Question 5: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

Question 6: How do you, the DM, rate this adventure, using the same 5-point scale?

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
(cross out those not received)

CORE4~1 EASTERN CARNIVALS

CORE76 Friend or Enemy of the Shadowmasters

Friend: You completed a task for one of the guild leaders of the Shadowmasters criminal organization. You have been granted the status of "Friend." This permits you to call upon their agents in the country of Thesk for simple matters such as gathering information. The DM may grant you one automatic success during a relevant skill challenge or a +5 bonus on a skill check.

Enemy: You have been framed as an enemy of the Shadowmasters. You are seen as an assassin who double-crossed one of the guild leaders. You have therefore been assigned a Death Ticket of your own. This is only an issue in Thesk.

CORE77 Pawn of the Black Dragons

You have been aided by (or aided) the shadowy Yakuza clan known as the Black Dragons. However this act of friendship comes with a price, one that may turn out to be far greater than the favor you were given. If you openly display the sign of their favor (a tattoo) while in Thesk, you gain a +2 bonus on Intimidate checks. This might also come into play any time you are dealing with someone knowledgeable of Shou culture (either positive or negative) at the DM's discretion.

CORE78 Enemy of the Nine Golden Swords

Your actions in Phsant's Shou-town have earned the ire of the Nine Golden Swords and the rest of this Yakuza clan has vowed to seek revenge for their foiled plans.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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