

WHITE FLOWER FALLING

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Intrigue and conflict flow through Nathlekh's underbelly. A subversive organization has taken over the gambling trade in Nathlekh City's foreign quarter and is using its new-found influence to reshape politics in the region. Extortion, murder and martial arts combine in this exotic city at the end of the Golden Way. A *Living Forgotten Realms* adventure set in the Dragon Coast for characters of level 7-10.

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

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This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

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

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

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

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

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

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

The PCs are commissioned to track down and eliminate the heart of a new criminal organization within Nathlekh, the White Petal Tong. The Tong has gained a hand in the local gambling trade and is using it to

manipulate clan politics and force foreigners from the city. The PCs snoop around the foreign quarter and in the process of their investigations attract the attention of the Tong whose attempts to eliminate the PCs draw the characters deeper into the adventure, eventually leading them to the organization's headquarters where they are able to eliminate the threat.

There are three ways PCs can enter this adventure:

Firstly, if the majority of PCs have gained **DRAG07 Trust of the Neng and Fan Clans**, they are contacted by a representative of the Neng clan who wishes to hire them to investigate and eliminate a new criminal organization which has become active in Nathlekh's foreign quarter. Give the players Handout 1.

Secondly, if the majority of the PCs have the **DRAG01 Sister's Gratitude** award, or possess **CORE02 Tymora's Token** award, they are approached by the temple of Tymora to investigate mysterious disappearances amongst the church's gambler worshippers in Nathlekh. Give the players Handout 2.

Otherwise they are approached by a representative of the Neng clan who has heard of their exploits from Shou agents. Give the players Handout 3.

DM'S INTRODUCTION

This adventure is styled very much after the Shou-Ling type of movies and should have a Hong Kong action movie feel, especially for fight scenes such as those found in the Bear Pit and at the dye factory.

After the players have met their employer at the Flying Tiger Inn they begin their investigations into the White Petal tong by snooping around the foreign quarter. Their investigations lead them to a gambling house called the Snow Blossom which is owned and run by the White Petal tong. There they encounter Ling Po, who runs most of the tong's activities in Nathlekh. Thanks to his spy network, Ling Po is aware of the PCs' mission before they are, and is ready for them. He takes the opportunity to study them at the Snow Blossom so he can learn their strengths and weaknesses before inviting them to another of his gambling houses, called the Bear Pit, for some evening entertainment.

When they arrive at the Bear Pit, the PCs rapidly discover that they are the evening's entertainment. To the cheers of the happy punters they must battle their way out of the trap and take on Ling Po and his lackeys. When things start looking bad for the tong gang members, Ling Po attempts to flee. If the PCs pursue him, Ling Po leads them on a merry chase through the back alleys of Nathlekh to the gang's secret HQ at the Old Ho Fan Dye Works. If the PCs kill Ling Po or fail to pursue him they may make further investigations in the

foreign quarter which leads them to the dye works by an alternative route.

Once at the Ho Fan Dye Works the PCs engage in a brawl with a host of tong minions and probably Ling Po as well, if he managed to escape the Bear Pit. After they defeat Ling Po and his minions they are able to search the offices at the dye works and discover the tong's ledgers and information which leads them to a secret rendezvous with the tong's Grandmaster and possibly the subsequent destruction of the tong itself.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Lying as it does at the end of the Golden Way, Nathlekh is a city at odds with itself. When the Shou representatives of Clan Neng and its allies journeyed west hundreds of years ago it was here that they put down their roots. Now the city is almost exclusively populated by Shou, a foreign enclave where non Shou are restricted to one small part of the city, dubbed the foreign quarter.

You feel like strangers in a strange land—the streets are crowded with Shou, often wearing colorful hats woven from reeds growing on the banks of Long Arm Lake to the northwest of the town. Non-Shou are few—here you see a red-bearded dwarf working at a forge outside his smithy, there a Westgate merchant with a wagonload of trade goods. Traditional western buildings rub shoulders with exotic Shou designs.

The letter you hold tells you that you will meet a representative of your employer at the Flying Tiger Inn. You find the inn without trouble. A beautiful painted sign depicting a winged tiger soaring over misty mountains hangs above its door.

ENCOUNTER 1: THE FLYING TIGER

SETUP

Important NPCs:

Master Woo, male human (Shou) proprietor of the Flying Tiger Inn

Foo Shen of Clan Neng, male human (Shou)

Markle, male human priest of Tymora

Yung, male human (Shou) stable boy (Bluff +5)

It is midmorning when the PCs arrive at the Flying Tiger and the inn is almost empty. Read or paraphrase the following for the players:

The Flying Tiger Inn is a cultural crossroads. On the outside it resembles any of the many of inns you have visited in your travels throughout the Realms. Inside, however, it is decorated in Shou style, with exotic carvings on the walls and paper lanterns hanging in strings from the ceiling. A short Shou man with a bald pate and a white moustache that reaches down to his belly bobs his head and greets you warmly.

The short Shou is Master Woo is the owner of the Flying Tiger. When he learns who the PCs are, he immediately dispatches a servant to fetch their employer, either Foo Shen or Markle. While the PCs are waiting for their employer, they have a chance to speak to Master Woo.

Master Woo is under a great deal of stress. If the PCs make a DC 15 Diplomacy check, Master Woo is willing to speak of his problems. He has no foreign wine because his supplier left town in a hurry, having been extorted over gambling debts incurred at the Snow Blossom gambling house.

After about a quarter of an hour their employer arrives to discuss their mission, either Foo Shen of the Neng Clan or the Tymoran priest, Markle. Foo Shen wears a long black cloak and both wear a Shou reed hat pulled low over their eyes to disguise their appearance. Markle is wearing his traditional priestly robes. Master Woo takes them all to a private dining room and brings them tea. From their employer, the PCs learn that the power in Nathlekh's foreign quarter is shifting to a less tolerant base. Several prominent businessmen and merchants, particularly non-Shou with a weakness for gambling, have disappeared or mysteriously left town. Markle is particularly worried about these gamblers because they come under Tymora's protection and he fears that their luck is being manipulated. Clan politics have been affected as well. Foo Shen, in particular, complains of the loss of a vote from a minor clan which

cost the Neng Clan some valuable trade concessions. The clan in question was said to have a major gambling debt at the Snow Blossom, but its members are now living comfortably.

Both the Neng Clan and the Church of Tymora are suspicious of a group called the White Petal Tong who has gained control of a large slice of the illicit gambling action in the foreign quarter. They want the group investigated and dealt with quickly and quietly before the situation becomes untenable. The tong seems to have spies everywhere and to know everything that is going on. The Neng Clan has attempted to infiltrate the organization but all their spies just disappear. Foo Shen fears his own organization is compromised. This is why the Neng Clan is hiring outside help in the form of the PCs. It is also why Foo Shen has met the PCs at the Flying Tiger in disguise in an attempt to keep their involvement a secret.

No matter who employs them, the PCs are offered a fee of 50 / 100 gp and warned of the delicate nature of conducting an investigation in the foreign quarter, and the importance of respecting the rights of its citizens. The Neng Clan has no control over the watch in this part of the city and even fears that the White Petal Tong could have some of this quarter's officials in their pockets, so the PCs can expect no help from the law.

The Neng Clan and the Church of Tymora are mutually aware of each other's interest in the activities of the White Petal Tong. Whichever group employs the PCs suggests that the party visits the other (either at the Four Winds Tea House or the temple of Tymora). If the PCs seem hesitant about how to proceed the NPC further suggests a visit to the Snow Blossom gambling house, a known front for the White Petal Tong.

While the PCs are discussing these issues with their employer, the PCs are spied upon by the stable boy, Yung, who lurks outside the window. He is working off his father's gambling debt to the White Petal Tong by being their eyes and ears. The PCs notice him with a DC 15 Perception check. If they catch and interrogate him, he says he just wanted to see some foreign adventurers. If they persist, he spills the beans—he only knows that he reports anything he hears at the inn to a man called Tak Mei at the Snow Blossom.

ENDING THE ENCOUNTER

At this point, the heroes may wish to follow up on some of the leads they have been given. If so, go to Encounter 2. If they are uncertain of which direction to take, have their employer contact them and urge them to visit the Snow Blossom to see what they can discover. If they go directly to the Snow Blossom, go to Encounter 3.

ENCOUNTER 2: FOLLOWING LEADS FROM THE FLYING TIGER

SETUP

Important NPCs:

Elmund Ironhand, male dwarf smith

Foo Shen of Clan Neng, male Shou

Markle, male human priest of Tymora

Yu Mak Won, elderly male Shou

If the PCs feel so inclined they may investigate a few other sources, including:

- **Four Winds Tea House:** This is a traditional Shou tea house owned and operated by Clan Neng. The PCs only need to visit this establishment if they are employed by Markle. If they are employed by the Neng Clan, Foo Shen warns them to stay away from here. He thinks he has a spy in his camp and doesn't want their mission compromised. It is here that the PCs find Foo Shen if they need him. Characters who are not employed by Clan Neng find themselves greeted coolly, and must make a DC 20 Diplomacy check to avoid making a social blunder and being asked to leave. If they succeed in the check they may meet Foo Shen and he tells them what he knows of the White Petal Tong. When he discovers they are out to destroy the Tong he promises his support and offers them a gift of the *exodus knife* should they succeed.
- **Temple of Tymora:** The temple of Tymora in Nathlekh is a beautiful building. It is run by the priest, Markle, and his two underlings, Brother Berak, a human from Westgate, and a Shou named Brother Mu. They greet all visitors warmly and are more than happy to discuss their concerns with the PCs. If the PCs are employed by the Neng Clan and Markle learns that the PCs are out to destroy the White Petal Tong, he promises them his support and offers a gift of a lucky elixir (an *elixir of aptitude*) for each PC should they succeed. When the PC's leave the Temple of Tymora they should make a DC 15 Perception check. If they succeed they notice a scruffy looking Shou across the street who seems to be taking an inordinate amount of interest in them. If they approach him he drifts off down the street. Should they follow him he

heads into a busy market area and they lose him in the crowd. This watcher has been placed by Ling Po who is aware of Markle's interest in him. He reports the PCs' involvement back to Ling Po at the Snow Blossom gambling house.

- **Ironhand's Forge:** This small but neat smithy stocks a variety of arms and armor as well as more mundane goods. The proprietor, Elmund Ironhand is a shield dwarf and he has lived and worked in Nathlekh for the past decade. Elmund is happy to talk to anyone, especially dwarves, but only if they can put up with the ringing of his hammer on the anvil. He finds the Shou haughty and proud, but fair, and has enjoyed his years amongst them. Recently, however, his business has been dropping off as some of his major customers have transferred their custom to inferior Shou smiths. He is at a loss to explain why. If things keep going the way they are, he probably has to move his business. He does not gamble, and knows nothing of the dealings of the White Petal Tong. He is unaware that they are driving off his customers with a combination of blackmail and bullying in order to force him out of town.
- **Mak Won Emporium:** PCs may also visit a local apothecary next door to the Flying Tiger which is run by an elderly Shou by the name of Yu Mak Won. The store is cluttered with exotic goods, bottles and jars, and boxes filled with all manner of strange goods. Characters with the Alchemy feat can find all they need in this fascinating shop. Yu Mak Won is clearly worried, but it takes a DC 20 Diplomacy check to get him to open up. He complains that the White Petal Tong is taking his profits as payment for his gambling debt accrued at the Snow Blossom, and that he could lose everything. If the PCs tell him that they are out to get the White Petal Tong and may be able to save his business, he is extremely grateful. He offers to reward them with an ancient Shou book of alchemy.

ENDING THE ENCOUNTER

At this point, the heroes may wish to visit the Snow Blossom to see what they can discover. If they do so, go to Encounter 3. If they do not, then their employer urges them to do so.

ENCOUNTER 3: THE SNOW BLOSSOM GAMBLING HOUSE

SETUP

Important NPCs:

Tak Mei, male human (Shou) proprietor of the Snow Blossom (Bluff +7, Insight +6)

Ling Po, male human (Shou) White Petal tong adept (Bluff +4, Insight +13)

Baykura, male human gambler

Gun Ying, male human (Shou) gambler

The PCs' investigations lead them to a local gambling house called the Snow Blossom which is run by the White Petal Tong. Ling Po, a White Petal tong adept who runs the business side of the operation, is expecting them. He has been informed of the PCs' meddling by the spy at the Flying Tiger, the spy at the Four Winds Tea House or the watcher at the Temple of Tymora.

The Snow Blossom gambling house is a classic example of Shou design. An exotic building lacquered in red and green with golden trim and a flared roof surmounted by an elaborately carved roof beam in the shape of a sleeping dragon. An archway in the building's façade leads into a courtyard scattered with cane furniture and shaded by beautiful snow blossom trees. A wide veranda surrounds the courtyard and patrons throng throughout, engaged in a variety of games, some familiar and some not.

As you take in this sight a smiling Shou approaches, he identifies himself as Tak Mei, the manager of the Snow Blossom, and welcomes you to his humble establishment.

After Tak Mei makes the PCs comfortable at a table and brings them tea, he reports to Ling Po. If the PCs succeed in a DC 15 Perception check they see Tak Mei approach Ling Po and whisper something in his ear and then observe the knowing look and subtle nod that Tak Mei throws in their direction.

Ling Po then approaches their table and suggests a friendly game of dragon tiles (a Shou game similar to Mah Jong). The game can be simulated by a few Bluff and Insight rolls. While they play, Ling Po questions them about their previous adventures in order to learn each PC's strengths and weaknesses. PCs who succeed in a DC 14 Insight check become aware that they are being sized up and that Ling Po is a potentially dangerous individual. After the game, Ling Po

commends them on their skill (or sympathizes with their lack of luck) and asks them if they have ever experienced bear baiting, a popular pastime in his homeland where dogs are released into a pit with a bear to fight for the gamblers' enjoyment. He then suggests that the PCs join him that night at another gambling house called the Bear Pit for some quality entertainment. A further DC 20 Insight check at this time may give the PCs the unnerving feeling that he is looking at them the same way a predator looks at its prey.

Unfortunately for the PCs, the public setting means they can take no action at this time and have to content themselves with gathering information. If they do make trouble, Tak Mei calls the watch (whom he has bribed) and has the PCs escorted from the building. If the PCs continue to make trouble they are taken to the office of the watch and locked in a cell. Both Foo Shen and Markle have friends amongst the watch and rapidly learn of their incarceration. Let the PCs stew for a while and then have Foo Shen appear to bail them out, either by his own initiative or as a favor to Markle. The PCs are then able to continue with the adventure but gain the **DRAG09 In Trouble with the Wei** story award. Furthermore Foo Shen does not honor them with the gift of the *exodus knife* at the completion of the adventure, and Markle does not gift them the *elixir of aptitude*.

After talking to Ling Po, the PCs have a chance to mingle with the locals and play some games, during which they may learn the following:

- If the PCs investigate the Snow Blossom's gambling techniques for signs of cheating, they are unlikely to discover much of interest. A DC 20 Perception check might reveal some markings on some of the tiles and cards, but the markings seem more like natural wear and tear, and make no other sense.
- The Tong mostly gains their edge by employing card sharks (who can manipulate the cards in a manner that is hard to prove) and con men (who can persuade punters to place unwise bets) to circulate amongst the patrons, than by using marked decks and tiles. The PCs may also notice some of these individuals amongst the crowd and can note their subtle operations on a DC 25 Perception or Insight check. If confronted, they react angry, denying any such charges. A DC 20 Bluff or Diplomacy check gets Tak Mei to order the culprit thrown out, otherwise the con man is believed and the PC is thrown out instead.

- A Shou gambler named Gun Ying warns them that they should be careful about getting into debt with the Snow Blossom. If the PCs make a DC 20 Diplomacy check, he goes on to say that, while Tak Mei may run the Snow Blossom, Ling Po is the real boss. He suggests that people who cross Ling Po have a way of mysteriously disappearing.
- PCs may also meet a down-and-out human from Westgate named Baykura who has just lost the last of his money. He complains that he was just laid off from his job in favor of a Shou worker. Now he's out of money and thinks he should leave town.
- PCs who succeed in a DC 15 Perception check may also notice some rough-looking thugs keeping an eye on things (or even escorting a not-so-happy gambler from the premises). Those who make a DC 20 Perception check notice strange dye stains on the thugs' hands.
- The PCs can mingle amongst the crowd and even gamble a bit, earning at the most a few coins. These earnings cannot exceed the cap of the adventure. High stakes games are by invitation only (Ling Po does not give an invite, using a busy schedule as an excuse).

ENDING THE ENCOUNTER

It is very important that the PC's learn of the Bear Pit while they are here at the Snow Blossom. If they somehow don't learn about it from Ling Po, they should be invited to visit it by Gun Ying.

If they don't find out about it, then their employer tells them about it, having received new information from somewhere else. One of Ling Po's spies overhears this conversation and passes the information on to Ling Po so he is prepared for their arrival.

After they finish at the Snow Blossom the PCs have a few hours before the Bear Pit opens and may wish return to some of the sources in Encounter 2 or just do some sightseeing. If they decide to visit the Bear Pit early they find it closed, its doors secured by chains. If investigated it turns out to be an ordinary warehouse, devoid of life.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 4: THE BEAR PIT

ENCOUNTER LEVEL LEVEL 7 / 9 (1600 / 2200 XP) OR LEVEL 8 / 10 (1950 / 2700 XP)

SETUP

This encounter includes the following creatures at both low and high tiers:

1 White Petal tong adept (D) (only if Ling Po is present)

4 White Petal tong initiates (E)

1 dire bear (C)

That evening the PCs should proceed to the White Petal Tong's underground gambling house, aptly named the Bear Pit.

When you arrive at the Bear Pit you see a shabby three-story western-style warehouse building. A large double freight door, big enough for wagons to pass through, fronts the building, with a smaller access door set into its left hand side. As you approach the building, a shifty-eyed Shou gives you a nod and lifts a heavy locking-bar, opening the smaller door. He smiles and waves you inside.

If the PC's proceed through the door they enter a short corridor that leads toward a large open area. From ahead they hear the babble of many voices. Behind them the Shou closes the door. A DC 15 Perception check let them hear the ominous 'thunk' of the locking bar dropping back into place.

If the PCs proceed down the corridor they enter a large open area surrounded by first- and second-floor balconies filled with enthusiastically cheering punters.

Before you are able to orient yourself, Ling Po appears on the third-level balcony at the far end of the room. He looks down on you coldly.

"Welcome, my foreign friends," he says menacingly. "I'm afraid your investigation is over. Now, as you die, you can at least be courteous enough to provide my guests with some entertainment. You play the part of the dogs!"

As he speaks, a door in the far side of the room opens and a massive bear shamles into the arena. The punters scream with excitement and you see betting

slips swiftly changing hands as the bear's evil red eyes fix on you and it roars its challenge.

PC who make a DC 15 Perception check see the dog kennels beyond the door when the bear is let in. They might also hear the dogs barking.

FEATURES OF THE AREA

Illumination: The floor of the warehouse is brightly lit by torches and lanterns. However, the first- and second-floor balconies are shrouded in shadows. This means that although the PCs can see normally on the warehouse floor, the balconies are considered dimly lit.

Front Door: The front door is made from wood and barred on the outside. In order to break it open they have to succeed in a DC 20 Strength check.

Balconies: The first-level balcony is about ten feet above the warehouse floor. It can be reached with a DC 15 Athletics check, magical means or via the ladders marked 'A' on the map (the ladders are old and rickety and require a DC 5 Athletics check to climb). The second-level balcony is another ten feet above the first.

The balconies are ten-feet wide and crowded with enthusiastic punters, providing cover for Ling Po and the White Petal Tong adepts. The DM should stress that the punters are innocent victims and should discourage the PCs from wild missile fire and area attacks on the balconies. Should the PCs ignore these warnings, then the results of their reckless actions bring them into disrepute with the Wei and they earn the **DRAG09 In Trouble with the Wei** story award. Furthermore Foo Shen does not honor them with the gift of the *exodus knife* at the completion of the adventure. In addition, Markle is displeased that the heroes have put worshippers of Tymora at risk and does not reward them with the *elixir of aptitude* or the **DRAG11 Blessing of Tymora** story award.

The closely packed crowd makes the balcony the equivalent of difficult terrain, costing one extra square of movement for each balcony square entered, unless the character has gained the favor or disfavor of the crowd. See 'Crowd' below.

Kennels: The door that the dire bear comes through (marked B on the map) gives access to a single-level kennel area at the back of the building. A corridor lined with cages runs for 20 feet to a door leading out into the alley at the rear of the warehouse. A few of the cages contain fighting dogs. The cages are locked and take a DC 25 Thievery or Strength check to open. If the dogs are freed they do not fight, but wait for orders from their master. There is also a big cage that obviously held the dire bear.

Crowd: The balconies are crowded with punters determined to get their money's worth of entertainment. Right now, the PCs are it. If an adventurer pulls off a particularly impressive stunt during combat, they impress this crowd and are likely to be met with approval rather than resistance. Use DC 18 / 20 skill checks to help deciding whether or not a particular action earn the crowds approval. Crowd approval means the crowd moves aside to allow for easier movement (removing the movement penalty for characters attempting to negotiate the balcony). If the PC has the crowd's favor, then targets on the balcony lose the benefit of cover, as the crowd clears the PC's line of sight. If the crowd is given a reason to dislike the character—for instance, members of the audience are injured by careless tactics—then negotiating the balconies, or targeting opponents on the balconies becomes more difficult.

TACTICS

Initially the PCs are engaged by the dire bear on the ground floor of the warehouse. It charges them at the earliest opportunity, attempting to maul the closest PC and draw him or her into an *ursine crush*. When the bear is bloodied or any of the PCs attempt to climb up to the second- or third-floor, the tong initiates open fire with their crossbows from the balcony.

As indicated by the battle map, some of the initiates position themselves at the top of the ladders. If any PC attempts to climb the ladder, the initiate gain an opportunity attack on the PCs as they climb. Remember that if a PC takes damage when climbing they must make an additional Athletics check or fall from their current height. If the attack makes the character bloodied then the DC is increased by 5. The initiates also attempt to position themselves above characters climbing without the aid of the ladder, with similar effect. If the initiates are bloodied on the first-level balcony, they use their *falling snow strike* to fly to the second-level balcony, having an attack and not provoking an attack of opportunity when they do so.

Ling Po refrains from joining the encounter and flees as soon as the dire bear is killed. He also flees if any initiate is bloodied and retreats to the second floor balcony or if any initiate is killed or if any of the characters reach the second-floor balcony. If he is able to retreat to the ground floor he exits through the door marked 'B'. This door leads through the kennels to another door opening into the alley at the back of the building. He could also employ his *falling snow walk* to fly out the window behind him onto the roof of the kennel building, and from there into the alley beyond. Ling Po

uses his *snow fog* to cover his retreat, if necessary. If he is attacked directly he defends himself to the best of his ability, fighting to the death if necessary.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 of the White Petal Tong initiates (2 at high level) and reduce the level of the dire bear by one (remove 20 hit points, and lower the bears defenses and attack rolls by 1).

Six PCs: Add 1 White Petal Tong initiate (2 at high level) and increase the level of the dire bear by one (add 20 hit points, and increase the bears defenses and attack rolls by 1).

ENDING THE ENCOUNTER

If Ling Po escapes, the PCs may pursue him. They are able to follow him to the tong HQ at the dye works. If they kill Ling Po, or fail to pursue him, they have to discover the location of the dye works through their own investigations. Both of these options are covered by separate skill challenges in the next encounter and the DM should pick whichever challenge best suits the circumstances. If the PCs pursue Ling Po immediately, go to Encounter 5A: Option 1. If they need to locate the dye works through research, go to Encounter 5A: Option 2.

EXPERIENCE POINTS

The characters receive 320 / 440 experience points each for completing the encounter if Ling Po escapes. If the characters kill Ling Po in this encounter they receive 390 / 540 experience points each instead.

TREASURE

If Ling Po escapes he takes the week's takings from the Bear Pit with him, in a small carved wooden box. The box contains 50 gp per PC value worth of coins, jewelry and other valuables that are profits from the week's gambling. It also contains a small wad of I.O.U.s. One of the pieces of jewelry is actually a *healer's brooch* +2 (low-level version only) or *amulet of protection* +3 (high-level version only). If the PC's kill Ling Po at the Bear Pit they gain this treasure here.

ENCOUNTER 4: THE BEAR PIT STATISTICS (LOW LEVEL)

Adept (White Petal Tong) (level 8) Level 8 Controller	
Medium natural humanoid, human (Shou)	XP 350
Initiative +7	Senses Perception +7
HP 72; Bloodied 36	
AC 21; Fortitude 19, Reflex 21, Will 20	
Speed 6; Fly 8	
m Dagger (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d4 + 1 damage.	
R Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +13 vs. Reflex; 2d4 + 5 damage.	
A Snow Fog (standard; encounter) ♦ Conjuration	
Area Burst 8 within 20 squares; The burst creates a zone of heavy fog that blocks line of sight until the adept's next turn. The fog cloud can be sustained as a minor action. As a move action, the adept can move the zone up to 6 squares.	
Falling Snow Walk (standard; encounter)	
The adept has a fly speed of 8, which it can sustain for the duration of the encounter. If the adept does not sustain it, then she floats to the ground without taking falling damage.	
Alignment Evil	Languages Common, Chondathan, Shou
Skills Arcana +10, Diplomacy +9, Insight +13, Stealth +13	
Str 10 (+4)	Dex 16 (+7) Wis 16 (+7)
Con 14 (+6)	Int 12 (+5) Cha 10 (+4)
Equipment robes, dagger, wand	

Tong Initiate (White Petal Tong) (level 5) Level 5 Soldier	
Medium natural humanoid, human (Shou)	XP 200
Initiative +6	Senses Perception +7
HP 63; Bloodied 31	
AC 20; Fortitude 18, Reflex 17, Will 16	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +12 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the Tong Initiate's next turn.	
M Falling Snow Strike (standard; at-will)	
The tong initiate can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing up on a solid surface. The tong initiate does not provoke opportunity attacks when moving away from the target of its attack.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +12 vs. AC; 1d8 +3 damage.	
Alignment Evil	Languages Common, Chondathan, Shou.
Skills Streetwise +8, Stealth +8	
Str 16 (+5)	Dex 14 (+4) Wis 11 (+2)
Con 15 (+4)	Int 10 (+2) Cha 12 (+3)
Equipment chainmail, halberd, crossbow with 20 bolts.	

Dire Bear (level 9) Level 9 Elite Brute	
Large natural beast	XP 800
Initiative +7	Senses Perception +8
HP 236; Bloodied 118	
AC 23; Fortitude 23, Reflex 20, Will 21	
Saving Throws +2	
Speed 8	
Action Points 1	
m Claw (standard; at-will)	
Reach 2; +13 vs. AC; 2d8 + 5 damage.	
M Maul (standard; at-will)	
The dire bear makes two claw attacks. If both claw attacks hit the same target, the dire bear makes a secondary attack against the target. <i>Secondary attack</i> : +11 vs. AC; the target is grabbed (until escape).	
M Ursine Crush (standard; at-will)	
The dire bear deals 4d8 +5 damage to a grabbed creature (no attack roll required).	
Alignment Unaligned	Languages –
Str 23 (+10)	Dex 16 (+7) Wis 18 (+8)
Con 18 (+8)	Int 2 (+0) Cha 16 (+7)

ENCOUNTER 4: THE BEAR PIT STATISTICS (HIGH LEVEL)

Adept (White Petal Tong) (level 10) Level 10 Controller		
Medium natural humanoid, human (Shou)		XP 500
Initiative +8	Senses Perception +8	
HP 88; Bloodied 44		
AC 23; Fortitude 21, Reflex 23, Will 22		
Speed 6; Fly 8		
m Dagger (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d4 +2 damage.		
R Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +15 vs. Reflex; 2d4 + 6 damage.		
A Snow Fog (standard; encounter) ♦ Conjuration		
Area Burst 8 within 20 squares; the burst creates a zone of heavy fog that blocks line of sight until the adept's next turn. The fog cloud can be sustained as a minor action. As a move action, the adept can move the zone up to 6 squares.		
Falling Snow Walk (standard; encounter)		
The adept has a fly speed of 8, which it can sustain for the duration of the encounter or for 5 minutes. If the adept does not sustain it, then she floats to the ground without taking falling damage.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Arcana +11, Diplomacy +10, Insight +14, Stealth +14		
Str 10 (+5)	Dex 16 (+8)	Wis 16 (+8)
Con 14 (+7)	Int 12 (+6)	Cha 10 (+5)
Equipment robes, dagger, wand		

Tong Initiate (White Petal Tong) (level 6) Level 6 Soldier		
Medium natural humanoid, human (Shou)		XP 200
Initiative +7	Senses Perception +8	
HP 71; Bloodied 35		
AC 21; Fortitude 19, Reflex 18, Will 17		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +13 vs. AC; 1d10 +5 damage, and the target is marked until the end of the Tong Initiate's next turn.		
M Falling Snow Strike (standard; at-will)		
The Tong initiate can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing up on a solid surface. The Tong initiate does not provoke the opportunity attacks when moving away from the target of its attack.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +13 vs. AC; 1d8 + 4 damage.		
Alignment Evil	Languages Common, Chondathan, Shou.	
Skills Streetwise +9, Stealth +9		
Str 16 (+5)	Dex 14 (+4)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)
Equipment chainmail, halberd, crossbow with 20 bolts.		

Dire Bear		Level 11 Elite Brute
Large natural beast		XP 1,200
Initiative +8	Senses Perception +9	
HP 276; Bloodied 138		
AC 25; Fortitude 25, Reflex 22, Will 23		
Saving Throws +2		
Speed 8		
Action Points 1		
m Claw (standard; at-will)		
Reach 2; +15 vs. AC; 2d8 + 6 damage.		
M Maul (standard; at-will)		
The dire bear makes two claw attacks. If both claw attacks hit the same target, the dire bear makes a secondary attack against the target. <i>Secondary attack</i> : +13 vs. AC; the target is grabbed (until escape).		
M Ursine Crush (standard; at-will)		
The dire bear deals 4d8 +6 damage to a grabbed creature (no attack roll required).		
Alignment Unaligned		Languages –
Str 23 (+11)	Dex 16 (+8)	Wis 18 (+9)
Con 18 (+9)	Int 2 (+1)	Cha 16 (+8)

ENCOUNTER 4: THE BEAR PIT MAP

TILE SETS NEEDED

Arcane Corridors x2

Hidden Crypts x1

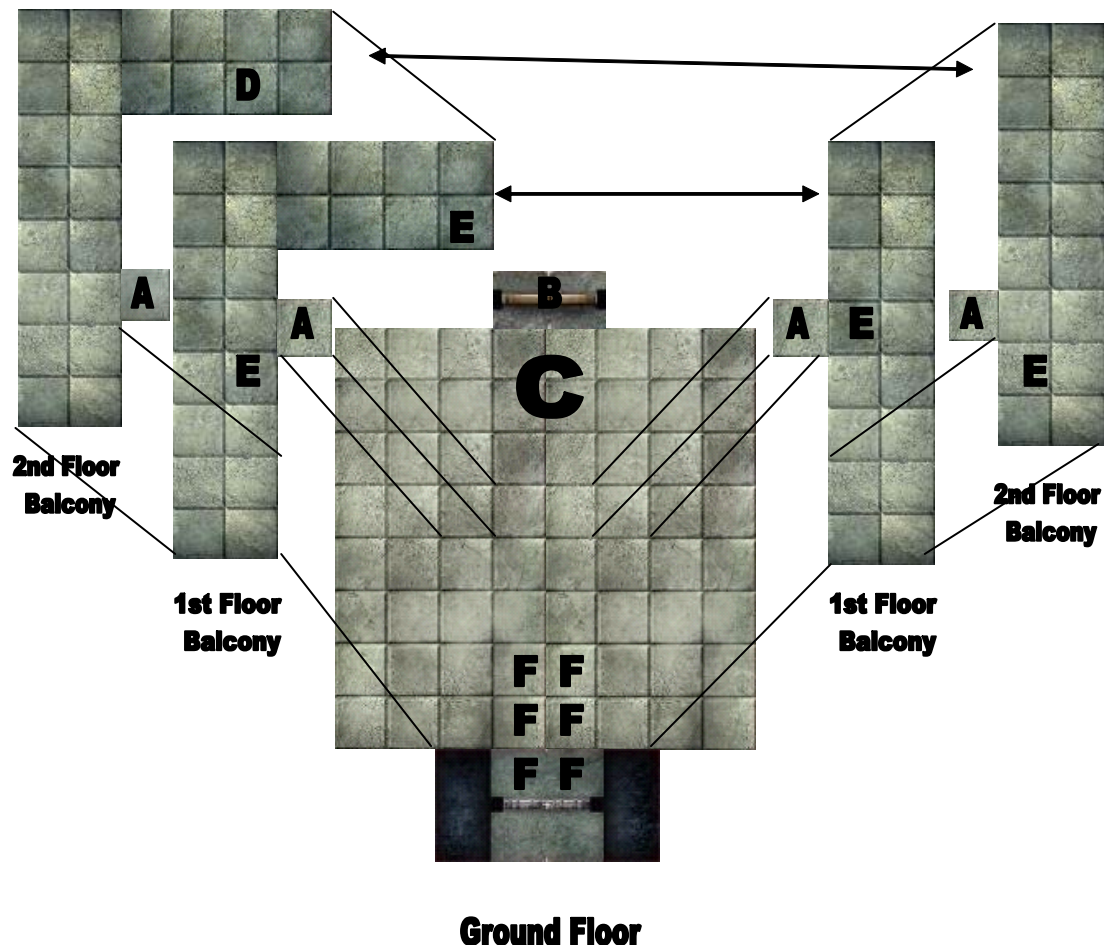
KEY

Ladders	A
Door to Kennels	B
Dire Bear	C
Ling Po	D
Tong Initiates	E
Player Starting Point	F

The areas marked as the 1st and 2nd level balconies rest above the ground floor. They can be reached by the ladders marked A or by climbing. The door at B leads to the kennels and is situated on the ground floor, it does not connect to the balcony.

The arrows indicate points of connection between tiles.

The 3D effect shows the positioning of the balconies over the outer 2 squares of the ground floor.



ENCOUNTER 5A: IN THE STREETS OF NATHLEKH

**SKILL CHALLENGE LEVEL 7 / 9,
COMPLEXITY 1 (300 / 400 XP)**

SETUP

The group is most likely together at the beginning of this encounter. If they are not, adjust to suit your particular group's set-up. Describe the scene to them, ask them what they do, translate their actions into skill checks, and then describe the next scene. Continue this process until the group has achieved four successes or three failures.

The players might ask questions about the environment; describe the town's dynamics and inhabitants so that they understand how they can use their skills. If the PCs split up, describe the environment for each group of characters separately.

The buildings of the foreign quarter are a mix of traditional western and Shou designs. The majority of buildings are constructed of wood but some of the older western buildings are made of stone or brick. Most are two or three stories high and crowd over the alleyways. Clotheslines and strings of paper lanterns are hung between the upper stories, creating a net above the PC's heads. The inhabitants of the foreign quarter keep mostly to themselves. The Shou are distrustful of strangers and few speak any language other than their own. They frequently stop what they are doing and shutter their windows if the PCs pay them too much attention.

The following scenes are provided as examples. Feel free to customize them based on what the PCs do, and give hints to the PCs about what skills might be useful if they're having trouble deciding what to do. If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 19 / 20 check with that skill to garner a success.

Depending on the outcome of Encounter 4, this Skill Challenge could have two different formats.

Option 1: If Ling Po escapes the Bear Pit, the PCs chase him through the streets of the foreign quarter to the White Petal Tong's HQ at the dye works. Soon after they leave the Bear Pit, the dogs held in pens at the back of the building are released. If the PCs fail the skill challenge, the dogs catch them and they are forced into combat.

Option 2: If the PCs kill Ling Po at the Bear Pit, or take a short rest after the fight, they have to conduct further investigations in the foreign quarter that lead

them to the Tong's HQ at the dye works. This is represented by a separate skill challenge of equivalent difficulty to that of Option 1. If the PCs fail this challenge they come to the attention of some White Petal Tong thugs who try to silence them.

OPTION 1: IN HOT PURSUIT

Goal: The PCs engage in a skill challenge to pursue Ling Po through the streets of Nathlekh.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Diplomacy, Endurance, Nature, Perception, Streetwise

Victory: If the PCs succeed on this skill challenge, they chase Ling Po all the way to the Ho Fan Dye Works. He slips through a side door no more than 20 feet ahead of them.

Defeat: If the PCs fail the skill challenge they end up some distance behind Ling Po. They arrive at the end of a long street in time to see Ling Po slip through a side door into the old Ho Fan Dye Works. As they pause to catch their breath the dogs erupt from an alley behind them and immediately attack. If this happens, go to Encounter 5B: Dog Fight.

SCENE 1

During this scene each PC should make an attempt at either the Acrobatics or Athletics check. When each PC has made an attempt at one of these checks, whether successful or not, the challenge should progress to Scene 2. Only 2 successes in this scene count towards an overall success in the challenge.

Out the back of the Bear Pit is a filthy alley with boxes and crates piled high against its walls. At the end of the alley you see the sinister figure of Ling Po looking back at you with hatred in his eyes. He pushes over a big stack of crates and disappears down a side alley.

Acrobatics DC 19/20 (1 success, 1 maximum for each PC)

The PC takes off after Ling Po, dodging through the falling boxes. On a failure, a PC knocks their leg against a falling box and loses a healing surge.

Athletics DC 19/20 (1 success, 1 maximum for each PC)

The PC runs up the street after Ling Po, leaping over the pile of boxes blocking the alley. On a failure, the PC falls and strains an arm or a leg, losing a healing surge.

SCENE 2

Scene 2 is an intermediate scene which earns no successes or failures for the skill challenge. Each PC

must make an Endurance check, if an individual PC fails they lose a healing surge. Once each PC has attempted this skill check the skill challenge should progress to Scene 3.

The pursuit leads you into a maze of filthy alleys squeezed between decrepit buildings that lean so far overhead that they almost block out the night above. Strings of lanterns and laundry festoon the space between. From behind you here the baying of dogs and you realize that the fighting dogs from the Bear Pit are on your tail and the hunter is at risk of becoming the prey.

Endurance DC 19/20 (0 successes, 0 maximum)

The chase through the alleyways is exhausting. Each PC should make a single endurance check to carry on with the pursuit, success at this check does not count toward completion of the skill challenge. On a failure however, the PC loses a healing surge.

SCENE 3

This is the final scene of the skill challenge. Continue with this scene until the PCs have earned either 4 successes or 3 failures, at which point the skill challenge is concluded.

You burst out of an alleyway into a street, near the edge of the industrial area. The stink of tanners and the fumes from smelters hang in the air and buildings are dirty and smeared with soot. Your footsteps echo loudly in the quiet streets and the baying of the hounds seems louder than ever.

Diplomacy DC 19/20 (1 success, 1 maximum)

Having temporarily lost Ling Po the PC asks a street vendor whether they have seen such a man pass this way. Success yields an affirmative response. Failure earns a brisk shake of the head as the vendor packs up his stall and moves on. If the PC offers a bribe of a least 5 gp to the vendor they gain a +2 on the roll for this check.

Nature DC 19/20 (1 success, 1 maximum)

The PC drops some food for the dogs in order to discourage their pursuit and buys themselves some time.

Perception DC 19/20 (1 success, 1 maximum)

The PC hears Ling Po running down a side alley and hears the dogs behind.

Streetwise DC 18/20 (1 success, 1 maximum)

The PC knows enough about the layout of urban environments to gain an idea of where Ling Po is heading. Calling to his friends he moves to intercept via a short cut. Failure means the PCs took a wrong turn, or misjudged the number of people in the area at the time of the day.

OPTION 2: FINDING THE FACTORY

Goal: The PCs engage in a skill challenge to conduct further investigations in Nathlekh's foreign quarter.

Complexity: 1 (4 successes before 3 failures)

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

Victory: If the PCs succeed in this skill challenge their investigations lead them to conclude that the White Petal tong's HQ must be located at the old Ho Fan Dye Works in the industrial area of the foreign quarter.

Defeat: If the PCs fail in this encounter, their investigations lead them to conclude that the White Petal tong's HQ must be located somewhere in the industrial area of the foreign quarter. While they are looking around they are ambushed by a gang of tong minions set upon them by Ling Po. If they are ambushed by the tong minions, go to Encounter 5C: Street Ambush

SCENE 1

Despite having killed Ling Po and cleaned out the gambling house you are no closer to finding the Tong's base. You need to conduct further investigations. Nathlekh's foreign quarter is bustling with activity. The streets are lit by strings of paper lanterns in a bewildering array of colors. Hawkers compete loudly for the attention of the crowd.

PCs may gain a maximum of 2 successes in this scene. Once they do, move on to the next scene.

Bluff DC 19/20 (1 success, 1 maximum)

The PC spends some time at the Snow Blossom pretending to be a normal gambler. Once back inside, they can find out the Tong operates out of the east side of town, and potentially see Tak Mei gathering the weeks take in a small carved wooden box, and/or notice some suspicious-looking people with blue stains on their hands (see Perception below). Success opens up the Stealth check option below.

Diplomacy DC 19/20 (1 success, 1 maximum)

The PC talks to the merchants and businessmen. They suggest the White Petal Tong must have some sort of business as a front to launder their money. They also

suggest that the White Petal Tong seems to operate mostly out of the area around East Street.

Perception DC 19/20 (1 success, 1 maximum)

The PC stakes out the Snow Blossom, and sees Tak Mei leaving the Snow Blossom with this week's take in a small, carved wooden box. They see him talk to some suspicious-looking thugs with purple stains on their hands before he walks off toward the east end of town. Success opens up the Stealth option below.

Stealth DC 19/20 (1 success, 1 maximum)

This option is only available after a successful Bluff or Perception roll in this scene, where they've seen Tak Mei leave with the box. They can try to tail Tak Mei or some of the folks from the Snow Blossom. These folk lead the PCs to the industrial area around East Street.

Streetwise DC 19/20 (1 success, 1 maximum)

The PC talks to some locals and discovers that the White Petal Tong has been most active on the east side of town near the industrial area. It seems that they mostly take recruits from the working class.

SCENE 2

You narrow the investigation to the area around East Street, near the edge of the industrial area. The stink of tanners and the fumes from smelters hang in the air and buildings are dirty and smeared with soot.

PCs must gain their final two successes for the challenge in this scene.

Diplomacy DC 19/20 (1 success, 1 maximum)

The PC talks to a shoemaker working out the front of his shop near the tannery. He tells him that workers from the dye works down the road have been extorting local businessmen. Success at this check opens up the Intimidate option below.

Intimidate DC 19/20 (1 success, 1 maximum)

The PC is able to bully some workers from the dye works down the street. The workers admit that the boss is into more than just dye. If pressed they identify the boss as Ling Po.

Perception DC 19/20 (1 success, 1 maximum)

The PC stakes out East Street and sees some suspicious Shou that he recognizes as thugs from the Snow Blossom. They are headed in the direction of the old Ho Fan Dye Works.

Stealth DC 19/20 (1 success, 1 maximum)

The PC sees Tak Mei walking down East Street. Follow him to the area around the dye works.

Streetwise DC 19/20 (1 success, 1 maximum)

The PC narrows down the possibilities to the area around the old Ho Fan Dye Works.

ENDING THE ENCOUNTER

No matter what form the skill challenge takes the PCs should end the encounter at the Ho Fan Dye Works. If the fail option 1 they run across the dogs on their trail, proceed with Encounter 5B. If they fail option 2, the PCs are attacked by thugs, proceed with Encounter 5C. If the PCs were successful at the challenge, proceed with Encounter 6.

EXPERIENCE POINTS

For finding the dye factory quickly (whether succeed at option 1 or 2), each PC receives 60 / 80 XP. They may gain additional experience points from defeating the dogs or thugs (see below), but may not exceed the experience cap for the adventure by doing so.

ENCOUNTER 5B: DOG FIGHT

successfully completing the skill challenge (Option 1 and this encounter) as a whole.

ENCOUNTER LEVEL 1 / 1 (125 / 250 XP)

SETUP

This encounter includes the following creatures at the low tier:

1 gray wolf (dog)

This encounter includes the following creatures at the high tier:

2 gray wolves (dogs)

Only run this encounter if the PCs fail the skill challenge in Encounter 5A. If they succeed, the dogs do not have a chance to catch up to them. If you run the adventure at a time sensitive environment, do not run the fight, instead describe the easy victory, although it does cost a few precious rounds in which the White Petal tong can prepare.

This encounter is generic to any number of players; it is not scaled for 4 or 6 PCs.

To conduct the combat encounter, simply use two 4 square by 6 square tiles assembled end to end in order to represent the street. Allow the PCs to place themselves anywhere they like on the first tile and then you place the dogs on the second tile.

The dogs charge the closest PC at the first available opportunity. Don't spend too much on time on this encounter.

FEATURES OF THE AREA

Illumination: Illumination in the street at night is considered to be dim

TACTICS

The dogs charge the closest PC at the first available opportunity. If the dogs are able to isolate a single PC they surround that PC in order to gain combat advantage. The dogs will fight to the death.

EXPERIENCE POINTS

This combat encounter is a continuation of the 'In Hot Pursuit' skill challenge. Although the party may gain 25 / 50 experience points from defeating the dogs they may not exceed the experience cap for the adventure by doing so. The characters may receive a maximum of 50 / 80 experience points each for

ENCOUNTER 5B: DOG FIGHT (LOW AND HIGH LEVEL)

Gray Wolf		Level 2 Skirmisher
Medium natural beast		XP 125
Initiative +5	Senses Perception +7; low-light vision	
HP 38; Bloodied 19		
AC 16; Fortitude 14, Reflex 14, Will 13		
Speed 8		
M Bite (standard; at-will)		
+7 vs. AC; 1d6 + 2 damage, or 2d6 + 2 damage against a prone target.		
Combat Advantage		
If the gray wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Alignment Unaligned		Languages -
Str 13 (+2)	Dex 16 (+5)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-1)	Cha 10 (+1)

ENCOUNTER 5C: STREET AMBUSH

ENCOUNTER LEVEL 1 / 1 (150 / 200 XP)

SETUP

This encounter includes the following creatures at the low tier:

3 tong minions

This encounter includes the following creatures at the high tier:

4 tong minions

Only run this encounter if the PCs fail the 'Finding the Factory' challenge in Encounter 5A. If they succeed, the tong minions are not aware of the PC's investigations and do not have the chance to ambush them. This encounter is generic to any number of players, and is not scaled for 4 or 6 PCs. If you run the adventure at a time sensitive environment, do not run the fight, instead describe the easy victory, although it does cost a few precious rounds in which the White Petal tong can prepare.

To conduct the combat encounter simply use two 4 square by 6 square tiles assembled end to end with a 4 square by 4 square tile in between them, this represents the street. Allow the PCs to place themselves anywhere they like on the center tile and place half of the tong minions on each of the others. If the PCs manage to capture one of the tong minions, a successful DC 15 Intimidation check encourages him to reveal the location of the White Petal Tong's HQ at the Ho Fan Dye Works, allowing them to continue with Encounter 6. Similarly, a DC 10 Perception Check reveals the tong minion's hands and clothes are spattered by dye stains. A successful DC 15 Streetwise check further reveals the old Ho Fan Dye Works is nearby.

FEATURES OF THE AREA

Illumination: Illumination in the street at night is considered to be dim, this means that characters with only normal vision cannot see well and creatures in the area count as having concealment (-2 penalty to Attack Rolls). Any characters with low-light vision or darkvision can see normally in dim light.

TACTICS

The tong minions charge the PCs at the first available opportunity, attacking with their *martial art strikes*, but try to flee once three quarters of their number is slain. The minions may also use a move action to approach within one square before employing their *falling snow strike*. This enables them to fly four squares, attacking the PC's without provoking an attack of opportunity and landing beyond their immediate reach.

EXPERIENCE POINTS

This combat encounter is a continuation of the 'Finding the Factory' skill challenge. Although the party may gain 30 / 40 experience points from defeating the thugs they may not exceed the experience cap for the adventure by doing so.

ENCOUNTER 5C: STREET AMBUSH (LOW AND HIGH LEVEL)

Tong Minion (White Petal Tong) (level 5) Level 5 Minion		
Medium natural humanoid, human (Shou)		XP 50
Initiative +3	Senses Perception +4	
HP 1; a missed attack never damages a minion.		
AC 17; Fortitude 15, Reflex 12, Will 13		
Speed 6		
m Martial art strikes (standard; at-will)		
+10 vs. AC; 5 damage.		
M Falling Snow Strike (standard; at-will)		
The tong minion can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing up on a solid surface. The tong minion does not provoke opportunity attacks when moving away from the target of its attack.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Stealth +6		
Str 16 (+5)	Dex 11 (+2)	Wis 12 (+3)
Con 14 (+4)	Int 10 (+2)	Cha 13 (+3)
Equipment Robes		

ENCOUNTER 6: THE HO FAN DYE WORKS

ENCOUNTER LEVEL 4 / 7 (900 / 1500 XP) OR LEVEL 6 / 9 (1250 / 2000 XP)

SETUP

This encounter includes the following creatures at the low tier:

4 White Petal tong minions (C)

3 White Petal tong initiates (I)

1 White Petal tong adept (A) (only if Ling Po is present)

Tak Mei (Bluff +9) (B)

This encounter includes the following creatures at the high tier:

4 White Petal tong minions (C)

4 White Petal tong initiates (I)

1 White Petal tong adept (A) (only if Ling Po is present)

Tak Mei (Bluff +11) (B)

The dye works are the White Petal tong's headquarters. Wooden buildings surround a large courtyard filled with boiling hot vats of dye and clothes lines hanging with colored silk. When they enter the dye works the PCs are attacked by a host of White Petal tong thugs and possibly by Ling Po as well, if he made it this far. Tak Mei is also here, having bought the week's take from the Snow Blossom.

Inside the walls of the Ho Fan Dye Works is a large yard with a platform at the far end, backed by what looks like some sort of office building. On the platform, bolts of dyed silk are piled. The centre of the yard is obscured by innumerable lines from which sheets of silk hang drying, in a variety of different hues. Beyond the lines you can see the tops of large vats, surmounted by bamboo catwalks which connect to the platform beyond.

When the battle begins Tak Mei enters the offices in the wooden buildings at the rear of the yard and begins to destroy the ledgers that detail the White Petal tong's illegal activities. If the heroes want to save the ledgers they have to hurry. Depending on the situation the PCs have between 8 or 6 combat rounds to enter the office and stop Tak Mei destroying the evidence, see the 'Timing' section below. If confronted, Tak Mei surrenders without a fight.

After the battle, the PCs can investigate the tong's offices themselves. There they find whatever is left of the White Petal tong's ledgers and account books. They also find some treasure in the form of takings from the Snow Blossom and maybe from the Bear Pit, as well as information that leads them to the Grand Master.

TIMING

The situation at the beginning of the encounter depends on the PCs' performance in Encounter 5.

If the PCs undertook the Option 1 challenge successfully then they are hot on Ling Po's tail and he starts the encounter in the Lines of Silk area. Ling Po immediately yells out for Tak Mei to destroy the ledgers and turns to fight the PCs. The DM should start the count at 8 and begin the battle immediately.

If the PC's were delayed by the dog fight then Ling Po is in the office and emerges as soon as the brawl begins. He has already told Tak Mei to destroy the ledgers and he brags to the PC's that they are too late. He tells them that even if they manage to beat him they cannot prove a thing. Any evidence they may hope to gain will be destroyed. At this point the PCs should make a DC 15 Perception check to smell smoke and see the flicker of a fire from within the offices behind Ling Po. The DM should start the count at 6 and begin the battle immediately.

If the PCs failed to pursue Ling Po and instead engaged in the Option 2 challenge then the situation is different again. As above Ling Po emerges from the offices at the beginning of the brawl. When he sees the PC's he looks worried and calls out for Tak Mei to destroy the ledgers. In this instance the DM should start the count at 8 and begin the fight immediately. If the PCs fought the thugs, the same happens as when they faced the dogs above.

At this point the DM should put a d8 on the table, placing it with either the 8 or 6 showing, depending on the situation. As the end of each round the DM should turn the die, counting down the numbers toward 0. This should give the players an idea that they are in a hurry even if they missed the warning clues. When the die shows 6 the ledgers are singed. At 4 the ledgers are half destroyed. At 2 most of the ledgers are gone and at 0 they are completely burnt. Although the ledgers are not essential to the completion of the adventure they would be very useful for determining the extent of the tong's illegal activities in Nathlekh and the PCs should be encouraged to save them.

FEATURES OF THE AREA

Illumination: When the PCs arrive at the dye works, it is probably night time and the area is lit by only a few guttering torches. These torches, together with a sliver of moon provide only dim illumination for the encounter.

Bamboo Catwalk: The bamboo catwalk sits above the outer edge of the vats of hot dye, against the outer wall of the yard. Anyone falling from the catwalk lands in the dye below. The catwalk has an AC of 5 and can take 5 hit points of damage before becoming damaged, or 20 hit points of damage before collapsing completely. If the bamboo catwalks are damaged (see tactics below), they become unstable, and anyone crossing them must make a DC 17 Acrobatics check to retain their balance. If they fail by 5 or more they fall. If the catwalks are damaged enough to make them collapse, anyone on them must make a saving throw. If successful, they manage to fling themselves right next the vats, ending up prone and taking 1d10 falling damage. Otherwise they fall into the vats.

Vats of Hot Dye: The vats are ten-feet high and three-quarter filled with boiling hot dye. PCs who fall into the dye take 3d6 + 5 fire damage each round they remain there. To climb out of the vats takes a DC 15 Athletics check as the sides are slippery. In order to 'tread water' in the vats, the PC has to make a DC 10 Athletics check, unless they are at least seven-feet tall, otherwise they begin to drown (see DMG for details). Anyone who spends any time in the dye will, of course, emerge a different color (DM's discretion).

The vats are made from wood and bound with iron. They are large and heavy and they can be broken with a DC 20 Strength check or by dealing 30 damage. If broken they immediately attack with a Close Burst 1; +9 vs. Reflex for 3d6 + 5 fire damage. The minions and initiate balance along the edge of the vats with a DC 20 Acrobatics check and can use a standard action to cause the vats to tip over on nearby PCs with a successful DC 15 Acrobatics maneuver (close burst 2; +9 vs. Reflex; 3d6 + 5 fire damage and target is dyed a random color - DM's choice). PCs may attempt to emulate this maneuver.

Lines of Silk: The centre of the area is strung with lines from which hang sheets of silk drying in a variety of colors. These silk sheets make the area heavily obscured. Targets in adjacent squares count as concealed (-2 penalty on attack rolls) and targets not adjacent gain total concealment (-5 penalty to attack rolls). If the PCs try to destroy the sheets with fire the sheets burn quickly, but the fire does not spread. Only the area directly affected by the fire is cleared.

Bolts of Cloth: Bolts of cloth are piled on the platform at the end of the yard and against the vats down the central thoroughfare. The piles of cloth provide cover for anyone behind them and, with a standard action, can be pushed into the way of those using the central thoroughfare, causing them to need a DC 15 Athletics or Acrobatics check to avoid tripping and falling prone. They cause no damage if they strike a target, but an immediate DC 10 Acrobatics or Athletics check is needed for the target to avoid falling prone.

Platform: The platform is ten feet above the level of the yard and can be reached by a simple stair at its center or via the bamboo catwalks. PCs are not able to see the stair initially because of the obscuring effect of the lines of silk.

TACTICS

The minions use the cover of the lines of silk to their best advantage while attacking with their *falling snow strike*, attempting to spring from cover, attack, and retreat to cover whenever possible. Ling Po remains on the platform at the far end of the yard behind the cover of the bolts of cloth and attacks any visible PCs with his *magic missile*. If he sees any PC ascend to the catwalk above the vats, Ling Po uses an action to attack the end of the catwalk, making it unstable.

SCALING THE ENCOUNTER

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

Four PCs: Remove a White Petal Tong initiate.

Six PCs: Add four White Petal Tong minions (six at high level).

ENDING THE ENCOUNTER

After the PC's defeat Ling Po and his minions, or enter the office at the rear of the yard, Tak Mei surrenders without a fight. He claims he is an honest man and was just running the Snow Blossom. He also claims to have no knowledge of the White Petal Tong's illegal activities, despite the evidence to the contrary. If necessary have the PCs attempt an opposed Insight vs. Bluff check. If they succeed they can tell he is lying. If they further succeed in a DC 15 Intimidation check, they can make him admit that he was involved. He kept track of the tong's accounts—what's left of the ledgers are in the office. Even if the ledgers have been destroyed, Tak Mei's evidence is damning to the tong and the PC's should be encouraged to deliver him into the hands of the Neng Clan as soon as possible.

The PCs also have the chance to search the offices at the back of the dye works. There they find a letter from an anonymous source telling Ling Po to come to the Tranquility Garden later that night—give the players Handout 4. The time of the meet is at midnight, so the PCs can do nothing more than have a short rest, otherwise they miss it.

EXPERIENCE POINTS

The characters receive 180 / 300 experience points each for completing the encounter. If the characters kill Ling Po in this encounter they receive 250 / 400 experience points each instead.

In addition the PCs gain the minor quest award, worth 60 / 100 XP each for recovering the ledgers which detail the White Petal tong's nefarious activities. They also receive this award for delivering Tak Mei into the hands of the Neng Clan. Either of these options produces enough information to destroy the tong's influence over the gamblers in Nathlekh's foreign quarter and assists the Neng clan in recovering some of the power it lost in the Wei.

TREASURE

If Ling Po bought the box with the week's take from the Bear Pit, the PCs find it in the office at the back of the dye works. The small carved wooden box contains 50 gp per PC value worth of coins, jewelry and other valuables that are the profit from the weeks gambling. It also contains a small wad of I.O.U.s. One of the pieces of jewelry is actually a *healer's brooch* +2 (low-level version only) or *amulet of protection* +3 (high-level version only). The PC's may gain this treasure only once; either here, or at the Bear Pit (Encounter 4).

Also in the office the PCs find a similar box that represents the take from the Snow Blossom. This box contains another 50 gp value per PC worth of coins, jewelry, I.O.U.s and other valuables. The box also contains a *citrine solitaire*.

ENCOUNTER 6: THE HO FAN DYE WORKS STATISTICS (LOW LEVEL)

Tong Minion (White Petal Tong)		Level 7 Minion
Medium natural humanoid, human (Shou)		XP 75
Initiative +3	Senses Perception +4	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17, Reflex 14, Will 15		
Speed 6		
m Martial art strikes (standard; at-will)		
+12 vs. AC; 6 damage.		
M Falling Snow Strike (standard; at-will)		
The tong minion can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing up on a solid surface. The tong minion does not provoke opportunity attacks when moving away from the target of its attack.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Acrobatics +11, Athletics +8, Stealth +7		
Str 16 (+6)	Dex 11 (+3)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 13 (+4)
Equipment Robes		

Adept (White Petal Tong) (level 8)		Level 8 Controller
Medium natural humanoid, human (Shou)		XP 350
Initiative +7	Senses Perception +7	
HP 72; Bloodied 36		
AC 21; Fortitude 19, Reflex 21, Will 20		
Speed 6; Fly 8		
m Dagger (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d4 + 1 damage.		
R Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +13 vs. Reflex; 2d4 + 5 damage.		
A Snow Fog (standard; encounter) ♦ Conjuration		
Area Burst 8 within 20 squares; The burst creates a zone of heavy fog that blocks line of sight until the adept's next turn. The fog cloud can be sustained as a minor action. As a move action, the adept can move the zone up to 6 squares.		
Falling Snow Walk (standard; encounter)		
The adept has a fly speed of 8, which it can sustain for the duration of the encounter. If the adept does not sustain it, then she floats to the ground without taking falling damage.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Arcana +10, Diplomacy +9, Insight +13, Stealth +13		
Str 10 (+4)	Dex 16 (+7)	Wis 16 (+7)
Con 14 (+6)	Int 12 (+5)	Cha 10 (+4)
Equipment robes, dagger, wand		

Tong Initiate (White Petal Tong) (level 5) Level 5 Soldier	
Medium natural humanoid, human (Shou)	
XP 200	
Initiative +6	Senses Perception +7
HP 63; Bloodied 31	
AC 20; Fortitude 18, Reflex 17, Will 16	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +12 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the Tong Initiate's next turn.	
M Falling Snow Strike (standard; at-will)	
The Tong initiate can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing up on a solid surface. The Tong initiate does not provoke The opportunity attacks when moving away from the target of its attack.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +11 vs. AC; 1d8 + 3 damage.	
Alignment Evil	Languages Common, Chondathan, Shou.
Skills Acrobatics + 10, Athletics +7, Streetwise +8, Stealth +8	
Str 16 (+5)	Dex 14 (+4) Wis 11 (+2)
Con 15 (+4)	Int 10 (+2) Cha 12 (+3)
Equipment chainmail, halberd, crossbow with 20 bolts.	

ENCOUNTER 6: THE HO FAN DYE WORKS STATISTICS (HIGH LEVEL)

Tong Minion (White Petal Tong)		Level 7 Minion
Medium natural humanoid, human (Shou)		XP 75
Initiative +3	Senses Perception +4	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17, Reflex 14, Will 15		
Speed 6		
m Martial art strikes (standard; at-will)		
+12 vs. AC; 6 damage.		
M Falling Snow Strike (standard; at-will)		
The tong minion can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing up on a solid surface. The tong minion does not provoke opportunity attacks when moving away from the target of its attack.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Acrobatics +11, Athletics +8, Stealth +7		
Str 16 (+6)	Dex 11 (+3)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 13 (+4)
Equipment Robes		

Adept (White Petal Tong) (level 10)		Level 10 Controller
Medium natural humanoid, human (Shou)		XP 500
Initiative +8	Senses Perception +8	
HP 88; Bloodied 44		
AC 23; Fortitude 21, Reflex 23, Will 22		
Speed 6; Fly 8		
m Dagger (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d4 +2 damage.		
R Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +15 vs. Reflex; 2d4 + 6 damage.		
A Snow Fog (standard; encounter) ♦ Conjuration		
Area Burst 8 within 20 squares; the burst creates a zone of heavy fog that blocks line of sight until the adept's next turn. The fog cloud can be sustained as a minor action. As a move action, the adept can move the zone up to 6 squares.		
Falling Snow Walk (standard; encounter)		
The adept has a fly speed of 8, which it can sustain for the duration of the encounter or for 5 minutes. If the adept does not sustain it, then she floats to the ground without taking falling damage.		
Alignment Evil	Languages Common, Chondathan, Shou	
Skills Arcana +11, Diplomacy +10, Insight +14, Stealth +14		
Str 10 (+5)	Dex 16 (+8)	Wis 16 (+8)
Con 14 (+7)	Int 12 (+6)	Cha 10 (+5)
Equipment robes, dagger, wand		

Tong Initiate (White Petal Tong) (level 7)		Level 7 Soldier
Medium natural humanoid, human (Shou)		XP 300
Initiative +7	Senses Perception +8	
HP 79; Bloodied 39		
AC 22; Fortitude 20, Reflex 19, Will 18		
Speed 5		
m Halberd (standard; at-will) ♦ Weapon		
Reach 2; +14 vs. AC; 1d10 +5 damage, and the target is marked until the end of the Tong Initiate's next turn.		
M Falling Snow Strike (standard; at-will)		
The Tong initiate can fly 4 squares and make one melee basic attack at any point during that movement. He must both start and end this movement standing up on a solid surface. The Tong initiate does not provoke the opportunity attacks when moving away from the target of its attack.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +13 vs. AC; 1d8 +4 damage.		
Alignment Evil	Languages Common, Chondathan, Shou.	
Skills Acrobatics + 11, Athletics +8, Streetwise +9, Stealth +9		
Str 16 (+6)	Dex 14 (+5)	Wis 11 (+3)
Con 15 (+5)	Int 10 (+3)	Cha 12 (+4)
Equipment chainmail, halberd, crossbow with 20 bolts.		

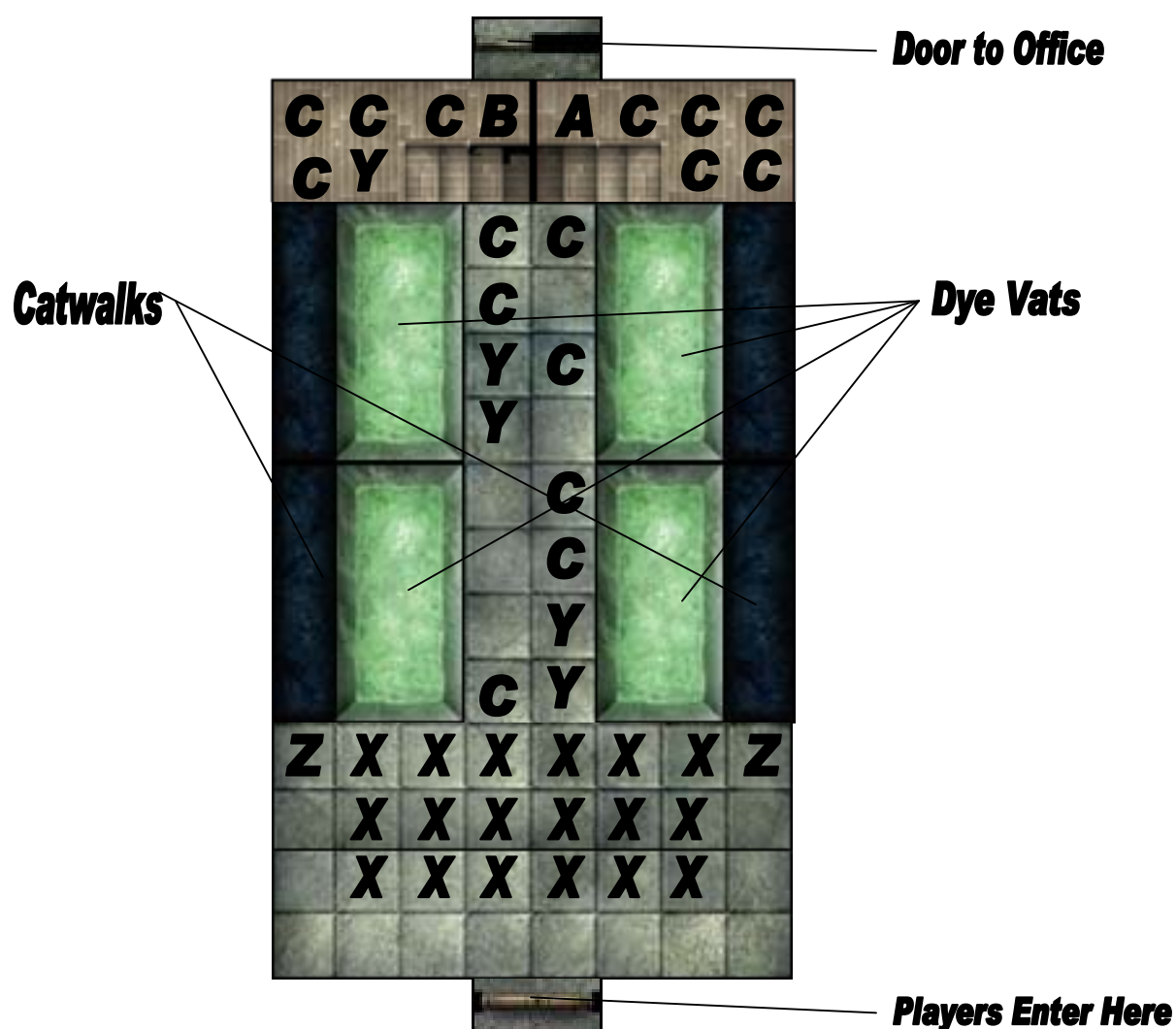
ENCOUNTER 6: THE HO FAN DYE WORKS MAP

TILE SETS NEEDED

Hidden Crypts x2

KEY

Ling Po	A
Tak Mei	B
Tong Initiates	C
Lines of Sheets	X
Bolts of Cloth	Y
Ladder to Catwalk	Z



ENCOUNTER 7: MEETING THE MASTER

ENCOUNTER LEVEL 9 / 11 (2150 / 2900 XP)

SETUP

This encounter includes the following creatures and traps at the low and high tiers:

1 White Petal Tong Grandmaster (A)

2 Iron Cobras (C)

1 Whirling Blades Trap (P-control panel, X-starting point, T-trigger square)

Information at the dye works leads the PCs to the heart of the tong organization, a small cottage set in a Zen-style garden at the edge of the foreign quarter. Here is where Grandmaster Tsui Shoku dwells in a room protected by an elite spear trap. Iron cobras and a whirling blades trap make it difficult for the PCs to gain control of the situation.

The note from the dye works leads you to a beautiful garden surrounded by a high stone wall. A wrought iron gate blocks the only entrance. Through the gate you can see a small, solid stone building at the centre of the garden. Soft light spills from its doorway—the only entrance you can see.

The garden gate is locked. The PCs have to find a way to enter the garden. They can try to pick the lock on the gate with a DC 20 Thievery check or scale the wall with a DC 20 Athletics check.

Once inside the garden, try to keep suspense to a maximum. There are no guards, but the players aren't to know that. The White Petal tong Grandmaster waits patiently for Ling Po in the small windowless building at the centre of the garden. The area around the building is gravel and the PCs have to make a Stealth check opposed by the Grandmaster's passive Perception to approach unheard.

If the DM wants to extend the encounter and heighten the suspense he can assemble some outdoor tiles from the Ruins of the Wild terrain set around the outside of the building map.

Once the PCs reach the entrance of the building, read:

The single stone building in the center of the garden resembles a crypt, save that it's single entrance has no

door. Two basalt statues of monks wielding swords appear to guard this solitary way in and two braziers of burning coals light the room beyond.

At the far end of the room, behind a low table flanked by two man-sized statues of giant serpents, sits a wizened old man in loose-fitting robes. On the wall behind him hangs a sword in an elaborately decorated scabbard.

The wizened old man is Grandmaster Tsui Shoku, a martial arts master and a formidable opponent. On the wall behind him hangs a *lightning weapon +2* in a scabbard of *sacred might*. Paraphrase the following according to the PCs actions at this point. The text below assumes he has won the initiative, or that the PCs are allowing him the chance to act first. If they do so, he commands the iron cobras to attack and slaps the control panel activating the whirling blades trap just before his speech.

Glancing up from his apparent meditation, the old man looks at you. Although his face betrays no surprise, a brief tension flows over his body and is gone as he stands his lips moving as though cursing your presence. He is unarmed and makes no move toward the weapon behind him, but there is mild annoyance in his features as he slaps the wall to his left and says: "So you're the ones Ling Po was talking about," he says. "I will have to dispose of you myself!"

FEATURES OF THE AREA

Illumination: The building is lit by a few hanging lanterns which provide the area with bright light.

Guard Areas: The guard areas of the iron cobras consist of the square they are placed in as well as the 2 by 2 square area immediately in front of them.

Ceiling: The ceiling in this small building is fifteen feet high, allowing the Grandmaster to fly over his enemies' heads.

Doorway: The doorway is a simple open archway, the apex of which is ten feet tall.

Braziers: The braziers consist of a decorative framework of solid iron, topped by a heavy iron bowl. They are full of burning coals and give off a sweet smell from the cubes of compressed herbs burning within them. They can be pushed over onto opponents with a DC 25 Strength check (Close burst 1 within 2; +12 vs. Reflex; 2d6 + 3 fire damage). Braziers count as blocking terrain, and provide cover. The whirling blades cannot pass through a brazier.

Monk Statues: are just statues, although they can be climbed with a DC 10 Athletics check. Statues count

as blocking terrain, and provide cover. The whirling blades cannot pass through a monk statue.

Low Table: The low table is a foot tall, five feet wide and ten feet long. On its surface are two lit candles and a small stack of scrolls from the distant East. The table is made of a dense white timber known as ghostwood (DC 27 Knowledge Nature to identify). It costs one extra square of movement to move onto the table, and no extra movement to move off. The table is too low for a character to crawl under and can also be jumped over with a successful Athletics or Acrobatics check. It does not provide cover and the whirling blades can pass right over it affecting those on or behind it.

TACTICS

The Grandmaster activates the whirling blades trap and orders the iron cobras to attack as his first action. (If he has won initiative, he did this in the read-aloud text above.) Although he knows of the sword's power, he feels no need to use it, trusting instead to his own formidable abilities and the room's defenses. He is arrogant enough to think he can best the PCs without extra aid.

Unless given a reason to do otherwise, the iron cobras remain in their *guard areas* while targeting PCs with their standard bite attack. If they succeed in poisoning a PC, they immediately try to follow up with their *poison the mind* attack when possible. If any PC enters their guard area they immediately attack with their *poison the mind* attack.

The Grandmaster uses his *snow storm flurry* on the PCs to obscure their vision and prevent them attacking with ranged weapons. He then shifts one square to his left and waits for the fog to dissipate before attacking the closest PCs with *falling blossom storm*. If the PCs look like cornering him, he uses *snow cloud walking* to fly over their heads to the doorway and then attacks again using *falling blossom storm* if it has recharged, or *snow storm flurry*. If he does not have the range for this, he resorts to his melee powers preferring *falling blossom flip* to give himself some room. He only uses his *falling blossom death strike* if he feels the need to give himself time to escape. He also uses his *falling blossom flip* to push PCs into the iron cobras' guard areas.

The iron cobras fight to the death, but if the Grandmaster is reduced to 50 or fewer hit points he attempts to escape by using his *snow cloud walking*, as soon as he is able.

SCALING THE ENCOUNTER

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

Four PCs: Remove one iron cobra.

Six PCs: Add one iron cobra.

ENDING THE ENCOUNTER

This encounter ends when the PCs defeat the Grandmaster or he escapes. If the PCs manage to capture the grandmaster rather than kill him they are able to deliver him into the hands of the Neng Clan, thus proving the involvement of the Tsui Clan in the activities of the White Petal Tong. Regardless of whether they capture, kill or allow the grandmaster to escape, the encounter is over. Proceed to 'Concluding the Adventure' below.

EXPERIENCE POINTS

The characters receive 430 / 580 experience points each for completing this encounter.

TREASURE

Hanging on the wall at the back of the building is a plain sword in an elaborately decorated scabbard. This sword is in fact a *lightning weapon* +2 and the scabbard is a *scabbard of sacred might*. In addition to these treasure's, the PC's have completed their mission and will be rewarded by their employer, see 'Concluding the Adventure' below.

CONCLUDING THE ADVENTURE

Once the PCs have defeated the Grandmaster (or he has fled), the adventure has concluded. The PCs are able to return to their employer and claim their reward. If the ledgers at the dye works were saved they contain more than enough information to shut down the tong and prove their duplicity in the gambling trade, as well as detailing their influence over families and houses in Nathlekh. They also reveal all the people the tong were blackmailing and how the tong laundered their money. These documents prove invaluable to the Neng Clan. They merely hint at an unidentified backer, but do not identify them. Alternatively this information could be provided by Tak Mei if he is delivered into the hands of the Neng Clan. If the PCs give either the ledgers or Tak Mei to Markle at the Church of Tymora he passes them on to the Neng Clan.

If the PCs befriended the apothecary, Yu Mak Won, it is a simple matter to erase his debt and save his shop. Similarly if the ledgers were destroyed by Tak Mei then proof of Yu Mak Won's debt was destroyed as well, although Tak Mei is aware of, and can be persuaded to verify, it. In either of these cases Yu Mak Won is extremely grateful and rewards the PCs with the Shou

book of alchemy and the PC's gain **DRAG10 Alchemist's Friend** story award.

If the PCs were employed by the Neng Clan, then Foo Shen is delighted by their success and pays them the agreed amount of 50 / 100 gp each. In addition he presents them with the *exodus knife* as a symbol of the Neng Clan's gratitude.

If the PCs were employed by Markle, they earn the thanks of the Church of Tymora. They are presented with the agreed on price of 50 / 100 gp, as well as a gift of *elixir of aptitude*. They also gain access to the **DRAG11** story award as a sign of Tymora's favor.

If the PCs worked for Markle, but had visited Foo Shen at the Four Winds Tea House and offered their help to the Neng Clan, Foo Shen presents them with the *exodus knife* as a sign of his gratitude. Similarly if the PC's were employed by Foo Shen but befriended by Markle they are also given the gift of an *elixir of aptitude* and gain access to the **DRAG11** story award.

If the PCs found themselves in trouble with the law at any stage of the adventure they are taken to the office of the watch and locked in a cell. Both Foo Shen and Markle have friends amongst the watch and rapidly hear of their incarceration. Let the PCs stew for a while and then have Foo Shen appear to bail them out, either by his own initiative or as a favor to Markle. The PCs who have been in trouble with the law, or used unnecessary violence on punters in the Bear Pit gain the **DRAG09 In Trouble with the Wei** story award (excluding DRAG11 automatically). Furthermore Foo Shen does not honor them with the gift of the *exodus knife*, and Markle does not give them the *elixir of aptitude* nor reward them with the **DRAG11** story award.

ENCOUNTER 7: MEETING THE MASTER STATISTICS (LOW LEVEL)

Grandmaster (White Petal Tong)	Level 10 Elite Controller
Medium natural humanoid, human (Shou)	XP 1000
Initiative +13 Senses Perception +8	
HP 208; Bloodied 104	
AC 26; Fortitude 24, Reflex 30, Will 27	
Saving Throws +2	
Speed 6; fly 8; overland flight 10; see also <i>snow cloud walking</i>	
Action Points 1	
m Martial art Strike (standard; at-will)	
+14 vs. AC; 2d6 + 5 damage.	
M Falling Blossom Flip (standard; at-will)	
+13 vs. Reflex; 1d8 + 5 damage and, the Grandmaster may change squares with the target. Additionally the target is pushed one square and is knocked prone.	
A Snow Storm Flurry (standard; encounter) ♦ Conjuration, Cold, Force	
Area burst 2 within 10 squares; + 14 vs. Reflex; 4d4 damage, and the burst area is obscured by heavy fog that blocks line of sight until the Grandmaster's next turn. The fog cloud can be sustained as a minor action and, as a move action in any turn the fog cloud is sustained, the Grandmaster may move the fog cloud up to 3 squares.	
C Falling Blossom Storm (standard; recharge 5-6) ♦ Conjuration	
Close burst 1; +13 vs. Reflex; 1d8 + 5 damage. Each target hit with an attack slides one square and is knocked prone.	
M Falling Blossom Death Strike (standard, encounter)	
+ 13 vs. Fortitude; 3d6 + 5 damage and if the Grandmaster reduces the target to 0 hit points all foes in 8 squares are dazed.	
Snow Cloud Walking (standard; recharge 4-6)	
The Grandmaster has a fly speed of 8, which it can sustain for the duration of the encounter. If the Grandmaster does not sustain it then he floats to the ground without taking falling damage. The Grandmaster may also use this power to travel to set destinations.	
Alignment Evil Languages Common, Chondathan, Shou	
Skills Intimidate +11, Diplomacy +11, Insight +14, Stealth +14	
Str 12 (+6) Dex 18 (+9) Wis 18 (+9)	
Con 16 (+8) Int 22 (+11) Cha 12 (+6)	
Equipment robes	

Iron Cobra (level 9)	Level 9 Skirmisher
Medium natural animate (construct, homunculus)	XP 400
Initiative +8 Senses Perception +10; darkvision	
HP 99; Bloodied 49	
AC 23; Fortitude 23, Reflex 21, Will 20	
Immune disease, poison	
Speed 7; see also <i>slithering shift</i>	
m Bite (standard; at-will) ♦ Poison	
+14 vs. AC; 1d8 + 4 damage, and ongoing 5 poison damage (save ends).	
R Poison the Mind (standard; recharge 3-6) ♦ Psychic	
Ranged 10; affects only creatures taking ongoing poison damage; +11 vs. Will; the target is dazed and slowed (save ends both); see also <i>guard area</i> .	
Guard Area	
An iron cobra can use its <i>poison the mind</i> power against any creature in its guarded area, even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.	
Slithering Shift (move, at-will)	
The iron cobra shifts 3 squares as a move action.	
Alignment Unaligned Languages –	
Skills Stealth +11	
Str 17 (+7) Dex 15 (+6) Wis 13 (+5)	
Con 19 (+6) Int 5 (+1) Cha 12 (+5)	

Whirling Blades (level 8)	Level 8 Obstacle
Trap	XP 350
Trap: Two whirling blades contraptions emerge and spin like a top moving its speed in a random direction and attacking each round.	
Perception	
♦ DC 23: The character notices trigger plates around the chamber.	
♦ DC 28: The character notices the hidden control panel.	
Trigger	
When a character moves into a trigger square, the whirling blades contraption emerges and attacks.	
Attack	
Standard Action Close burst 1	
Targets: All creatures in burst.	
Attack: +12 vs. AC	
Hit: 3d10 + 5 damage	
Countermeasures	
♦ A character can engage in a skill challenge to deactivate the control panel. DC 24 Thievery. Complexity 2 (6 successes before 3 failures). Success disables the trap. Failure causes the whirling blades to act twice in the round (roll a second initiative for the trap).	
♦ A character can attack the whirling blades contraption (AC 19, other defenses 16; hp 79; resist 5 all) or the control panel (AC 17, other defenses 14; hp 59; resist 5 all). Destroying either disables the entire trap.	

ENCOUNTER 7: MEETING THE MASTER STATISTICS (HIGH LEVEL)

Grandmaster (White Petal Tong) (level 12)	Level 12
Medium natural humanoid, human (Shou)	Elite Controller XP 1400
Initiative +14 Senses Perception +9	
HP 240; Bloodied 120	
AC 28; Fortitude 26, Reflex 32, Will 29	
Saving Throws +2	
Speed 6; fly 8; overland flight 10; see also <i>snow cloud walking</i>	
Action Points 1	
m Martial art Strike (standard; at-will)	
+16 vs. AC; 2d6 + 7 damage.	
M Falling Blossom Flip (standard; at-will)	
+15 vs. Reflex; 1d8 + 6 damage and, the Grandmaster may change squares with the target. Additionally the target is pushed one square and is knocked prone.	
A Snow Storm Flurry (standard; encounter) ♦ Conjuration, Cold, Force	
Area burst 2 within 10 squares; + 14 vs. Reflex; 4d4 + 1 damage, and the burst area is obscured by heavy fog that blocks line of sight until the Grandmaster's next turn. The fog cloud can be sustained as a minor action and, as a move action in any turn the fog cloud is sustained, the Grandmaster may move the fog cloud up to 3 squares.	
C Falling Blossom Storm (standard; recharge 5-6) ♦ Conjuration	
Close burst 1; +15 vs. Reflex; 1d8 + 6 damage. Each target hit with an attack slides one square and is knocked prone.	
M Falling Blossom Death Strike (standard, encounter)	
+ 15 vs. Fortitude; 3d6 + 6 damage and if the Grandmaster reduces the target to 0 hit points all foes in 8 squares are dazed.	
Snow Cloud Walking (standard; recharge 4-6)	
The Grandmaster has a fly speed of 8, which it can sustain for the duration of the encounter. If the Grandmaster does not sustain it then he floats to the ground without taking falling damage. The Grandmaster may also use this power to travel to set destinations.	
Alignment Evil	Languages Common, Chondathan, Shou
Skills Intimidate +12, Diplomacy +12, Insight +15, Stealth +15	
Str 12 (+6)	Dex 18 (+9) Wis 18 (+9)
Con 16 (+8)	Int 22 (+11) Cha 12 (+6)
Equipment robes	

Iron Cobra (level 10)	Level 10 Skirmisher
Medium natural animate (construct, homunculus)	XP 500
Initiative +9 Senses Perception +11; darkvision	
HP 107; Bloodied 53	
AC 24; Fortitude 24, Reflex 22, Will 21	
Immune disease, poison	
Speed 7; see also <i>slithering shift</i>	
m Bite (standard; at-will) ♦ Poison	
+15 vs. AC; 1d8 + 5 damage, and ongoing 5 poison damage (save ends).	
R Poison the Mind (standard; recharge 3-6) ♦ Psychic	
Ranged 10; affects only creatures taking ongoing poison damage; +12 vs. Will; the target is dazed and slowed (save ends both); see also <i>guard area</i> .	
Guard Area	
An iron cobra can use its <i>poison the mind</i> power against any creature in its guarded area, even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.	
Slithering Shift (move, at-will)	
The iron cobra shifts 3 squares as a move action.	
Alignment Unaligned	Languages –
Skills Stealth +12	
Str 17 (+8)	Dex 15 (+7) Wis 13 (+6)
Con 19 (+7)	Int 5 (+2) Cha 12 (+6)

Whirling Blades (level 10)	Level 10 Obstacle
Trap	XP 500
Trap: Two whirling blades contraptions emerge and spin like a top moving its speed in a random direction and attacking each round.	
Perception	
♦ DC 24: The character notices trigger plates around the chamber.	
♦ DC 29: The character notices the hidden control panel.	
Trigger	
When a character moves into a trigger square, the whirling blades contraption emerges and attacks.	
Attack	
Standard Action	Close burst 1
Targets: All creatures in burst.	
Attack: +13 vs. AC	
Hit: 3d10 + 6 damage	
Countermeasures	
♦ A character can engage in a skill challenge to deactivate the control panel. DC 25 Thievery. Complexity 2 (6 successes before 3 failures). Success disables the trap. Failure causes the whirling blades to act twice in the round (roll a second initiative for the trap).	
♦ A character can attack the whirling blades contraption (AC 20, other defenses 17; hp 87; resist 5 all) or the control panel (AC 18, other defenses 15; hp 68; resist 5 all). Destroying either disables the entire trap.	

ENCOUNTER 7: THE TRANQUILITY GARDEN MAP

TILE SETS NEEDED

Hall of the Giant Kings x1

KEY

Grandmaster	G
Iron Cobras	C
Whirling Blades Start Here	X
Whirling Blades Trigger Square	T
Whirling Blades Control Panel	P



REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 4: The Bear Pit

320 / 440 XP or 390 / 540 XP

Encounters 5A-C: In the Streets of Nathlekh

60 / 80 XP

Encounter 6: The Ho Fan Dye Works

180 / 300 XP or 250 / 400 XP

Encounter 7: Meeting the Master

430 / 580

Minor Quest: Evidence Against the Tong

60 / 100 XP

Total Possible Experience

1,120 / 1,600 XP

Gold per PC

150 / 200 gp

(Encounter 4 or 6: 50 / 50 gp, Encounter 6: 50 / 50 gp, Encounter 7: 50 / 100 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They

receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: alchemical book containing the following alchemical formulas: Alchemical Silver, Blinding Bomb, Clearsense Powder, Clearwater Solution and Goodnight Tincture* (low-level version only) (levels vary; *Adventurer's Vault*)

Found in Encounter 2

Bundle B: alchemical book containing the following alchemical formulas: Alchemical Silver, Alchemist's Fire, Alchemist's Frost, Blinding Bomb, Clearsense Powder, Clearwater Solution, Goodnight Tincture and Tracking Dust* (high-level version only) (levels vary; *Adventurer's Vault*)

Found in Encounter 2

Bundle C: *healer's brooch +2** (low-level version only) (level 9; *Adventurer's Vault*)

Found in Encounter 4 or 6

Bundle D: *amulet of protection +3* (high-level version only) (level 11; *Players Handbook*)

Found in Encounter 4 or 6

Bundle E: *solitaire (citrine)** (level 11; *Adventurer's Vault*)

Found in Encounter 6

Bundle F: *lightning weapon +2* (level 10; *Player's Handbook*)

Found in Encounter 7

Bundle G: *scabbard of sacred might* (level 10; *Adventurer's Vault*)

Found in Encounter 7

Bundle H: *exodus knife* (level 12; *Adventurer's Vault*)

Found in Conclusion

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add an *elixir of aptitude** (Adventurer's Vault) plus 300 / 450 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350 / 500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

DRAG09 In Trouble with the Wei

Through irresponsible and undignified behavior while in their service, the PCs have offended the Neng of Nathlekh. If the DM deems it appropriate, this may affect any social dealings they have with the noble Shou clans of Nathlan.

DRAG10 Alchemist's Friend

For saving his business and livelihood, the PC may find whatever alchemical supplies he needs at the Mak Won Emporium, whenever they are in Nathlekh, but must still pay the normal costs associated with purchasing them.

DRAG11 Blessing of Tymora

For restoring balance to the fortunes of Tymora's children in Nakleth the PC is blessed by the hand of Tymora herself. Followers of Tymora sense she favors the character and treat the PC with respect. Tymora's attention is fickle though and might abandon your character at the most unexpected moment.

ADVENTURE QUESTIONS

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

1. Did the Grandmaster escape?

- a. The PCs never even met him.
- b. Yes.
- c. No, the PCs captured him.
- d. No, the PCs killed him.

2. Did the PCs deliver the ledgers into the hands of the Neng Clan?

- a. Yes, in their entirety.
- b. Yes, but they were a bit damaged.
- c. Yes, but they were very damaged.
- d. No, they were destroyed or never found.
- e. No, the PCs kept them for themselves.

3. Did the PC's deliver Tak Mei into the hands of the Neng Clan?

- a. Yes.
- b. No, he escaped or let him go.
- c. No, they gave him to the watch.
- d. No, they killed him.

4. Did the PC's work for the Neng Clan or the Church of Tymora?

- a. The PCs worked for the Neng Clan only.
- b. The PCs were employed by both.
- c. The PCs worked for the Church of Tymora only.

5. Did the PCs save Yu Mak Won's business?

- a. Yes, the PCs destroyed the relevant ledger.
- b. Yes, Tak Mei destroyed the relevant ledger.
- c. No, the PCs tried but failed.
- d. No, the PCs refused to help him.
- e. No, the PCs never met him.

NEW RULES

Elixir of Aptitude

Level 5

Lvl 5 50 gp

Elixir

Power (Consumable): Minor Action. For 1 hour, gain +1 power bonus to checks using one skill of your choice.

Special: Consuming this elixir counts as a use of a magic item daily power.

Reference: *Adventurer's Vault*, page 186.

Exodus Knife

Level 12+

Wondrous Item 13,000 gp

Power (Daily): Standard Action. When you use the *exodus knife* to trace a doorway onto a solid object, it opens a portal into an empty extradimensional space 4 squares wide, 4 squares high and 4 squares long.

While the door is open, anyone can enter, see into, or affect the extradimensional space. Only creatures inside the space can open or close the door (a minor action). Once closed, the door becomes invisible to anyone outside the extradimensional space. Creatures on the outside can't see in. Creatures on one side of the closed door cannot affect creatures on the other side. The extradimensional space lasts for 8 hours. Any creatures still in the space when the effect ends reappear in the closest unoccupied squares outside the door.

Reference: *Adventurer's Vault*, page 171.

Healer's Brooch

Level 9

Lvl 9 +2 4,200 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

Reference: *Adventurer's Vault*, page 152.

Solitaire (Citrine)

Level 11

Wondrous Item: 9,000 gp

Power (Encounter Healing): Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.

Special: You cannot use more than one *solitaire* in an encounter.

Reference: *Adventurer's Vault*, page 177.

Scabbard of Sacred Might

Level 10

Wondrous Item: 5,000 gp

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter Radiant): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. The next attack you make with that weapon before the end of your next turn deals radiant damage instead of its normal damage. The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

Reference: *Adventurer's Vault*, page 177.

ALCHEMICAL FORMULAS

Alchemical Silver

Level: 5

Category: Oil

Time: 15 minutes

Component Cost: See item below

Market Price: 200 gp

Key Skill: Nature, Religion, or Thievery (no check)

You can apply this silver liquid to a weapon to give it the silvered property, allowing the wielder to take advantage of certain creatures' weaknesses.

Reference: *Adventurer's Vault*, page 23.

Alchemist's Fire

Level: 1

Category: Volatile

Time: 30 minutes

Component Cost: See item below

Market Price: 70 gp

Key Skill: Arcana or Thievery (no check)

This explosive substance is sealed in a specially treated clay flask. A thrown flask shatters when it hits a solid object, igniting the liquid within.

Reference: *Adventurer's Vault*, page 24.

Alchemist's Frost

Level: 1

Category: Volatile

Time: 30 minutes

Component Cost: See item below

Market Price: 70 gp

Key Skill: Arcana or Thievery (no check)

Alchemist's frost is sealed in an insulated ceramic vial. When it shatters, the sudden exposure to air causes the alchemist's frost to expand and freeze.

Reference: *Adventurer's Vault*, pages 24-25.

Blinding Bomb

Level: 3

Category: Volatile

Time: 30 minutes

Component Cost: See item below

Market Price: 120 gp

Key Skill: Nature, Religion, or Thievery (no check)

This ceramic sphere contains reagents that combine and ignite in a brilliant flash when the sphere shatters.

Reference: *Adventurer's Vault*, page 26.

Clearsense Powder

Level: 1

Category: Curative

Time: 30 minutes

Component Cost: See item below

Market Price: 80 gp

Key Skill: Heal or Nature (no check)

This white powder can is usually kept in a small vial that can be placed under a subject's nose. When inhaled, the powder can remove the blinded or deafened conditions.

Reference: *Adventurer's Vault*, page 26.

Clearwater Solution

Level: 1

Category: Other

Time: 30 minutes

Component Cost: See item below

Market Price: 100 gp

Key Skill: Arcana, Nature, or Religion (no check)

Clearwater solution makes stagnant water drinkable and cleanses even the deadliest liquids.

Reference: *Adventurer's Vault*, page 27.

Goodnight Tincture

Level: 6

Category: Poison

Time: 1 hour

Component Cost: See item below

Market Price: 750 gp

Key Skill: Nature or Thievery (no check)

This liquid is dissolved into the food or drink of an unsuspecting victim to knock the subject unconscious.

Reference: *Adventurer's Vault*, page 28.

Tracking Dust

Level: 4

Category: Other

Time: 1 hour

Component Cost: See item below

Market Price: 160 gp

Key Skill: Nature or Thievery (no check)

This fine dust is typically applied in areas where you are searching for existing tracks or where you want to detect a creature passing through at a later time.

Reference: *Adventurer's Vault*, page 31.

APPENDIX

HANDOUT 1

Most Honorable Sirs,

You have the trust of the Neng and Fan clans and so it is we turn to you in our hour of need. A new threat has risen in our midst and we fear for the stability of our only haven in this foreign land.

Please come to the Flying Tiger Inn at Nathlekh, the innkeeper there will arrange a meeting. We will of course, pay you well.

*Foo Shen of the Neng Clan
Nathlekh City*

HANDOUT 2

My Dear Friends,

Once before you have helped our cause and now we must call on you again. Our loyal worshippers in the foreign quarter of Nathlekh city are falling afoul of some new evil. An secret organization that does not respect the luck of Our Lady, preferring to make their own. Please meet me at the Flying Tiger Inn at Nathlekh, the innkeeper there is a good friend. May the luck of Tymora be with you.

*Markle, Preist of Tymora
Nathlekh City*

HANDOUT 3

Most Honorable Sirs,

Our sources in Westgate inform us that you are brave and resourceful heroes in need of employment. We would like to contract your services and will pay handsomely. If you are interested in our offer please come to the Flying Tiger in Nathlekh city. The Innkeeper there will arrange a meeting.

*Foo Shen of Clan Neng
Nathlekh City*

HANDOUT 4

My Servant,

I am concerned about these foreign adventurers you mentioned, they could disrupt our plans. Dispose of them immediately and meet me at the Tranquility Garden at midnight tonight, we will discuss the next stage of our operations.