

DARKNESS IN DELZIMMER

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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A simple caravan run to the free city of Delzimmer takes an unexpected turn. It's said that there is no honor among thieves. Unfortunately, their struggles can still cause collateral damage, and the future of the Crafty Kobold Salvage Company hangs in the balance. A *Living Forgotten Realms* adventure set in the East Rift for characters levels 1-4.

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 1 - 4. 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

Crafty Kobold Salvage and the Boltsmelter family: Several months ago Divhon Boltsmelter, owner of Crafty Kobold Salvage, sent a party of adventurers into the Underdark in search of his son Tamur's expedition that had failed to return. These adventurers located the expedition, but unfortunately Tamur was dead. This

news sent Divhon into a deep depression that threatened to bankrupt the family business, but Divhon's younger brother Gairn stepped in as manager trying to keep the company running.

Gairn was not the businessman his brother was, and he barely kept the company afloat, until Almros, a dwarven foreman in their Delzimmer warehouse, brought a contract to Gairn. A small team of scavengers and salvagers would bring crates to Gairn, and he would forward them to Delzimmer with no questions asked. Gairn never imagined that one of his own employees would be involved in smuggling, but that is exactly what is happening. These mysterious crates contain relics, treasure, components used in making drow poison, and other illicit substances.

"Admiral" Drosta Ulmarath is not really an admiral, but a shipwright. His family moved to Delzimmer a few years after the Spellplague began to take advantage of the geographic changes around Delzimmer. His father was a wealthy man and helped convert the city into the busy port it is today, so his family name carries a lot of weight and political power. After his father's death Drosta tried to manage the family interests, but found he was incapable. Before his lack of management skills became folly, Drosta handed the reins off, and became a civic activist.

Almros heads a band of smugglers in Delzimmer, and is also an employee of Crafty Kobold Salvage. For the past couple years he has been "misplacing" certain valuables that pass through his warehouse, or arranging for them to go missing shortly after leaving his care.

DM'S INTRODUCTION

This adventure centers on the PCs being hired by and then turned against a smuggler and his band of rogues posing as Underdark salvage merchants in the city of Delzimmer.

After a brief trip from Eartheart to Delzimmer escorting a wagonload of cargo, the PCs are approached by Drosta Ulmarath with an offer to help clean up some of the more unsavory elements of the city. For some time now Drosta has been trying to expose and eliminate these smugglers, and he has recently learned that part of their operation is run from a warehouse in the docks.

Delzimmer thrives on trade. Caravans go to and from Eartheart daily while merchant ships depart to ply the Gulf of Lurien spreading the gospel of commerce far and wide. Four merchant families control Delzimmer,

the Harlhauns, the Jathlets, the Belarks, and the Olaundrans. The Four Families have made their fortunes running the establishments that service the caravans and merchants that operate out of Delzimmer: moneylenders, inns, warehouses, outfitters, and so forth. Order is kept through the Nagra, the militia/police force trained and equipped by the Four Families. There is a very laissez-faire attitude towards law and order as long as the Four Families' interests are not harmed.

Also of note, Delzimmer is a very integrated city. Humans and halflings make up the bulk of the population, but just about any race on Faerun can be found here in some quantity. Half-drow Dambrathan refugees, genasi traders from Airspur, and displaced Shaaran nomads are just a few examples of the folk who can be found in Delzimmer. This has led to the creation of various ethnic neighborhoods throughout the city, each with a distinct feel and, in some cases, architectural style.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The great subterranean halls of Eartheart echo with the sounds of dwarven life and commerce. The taverns reverberate with the noise of boisterous patrons. To those unaccustomed it can all be a bit maddening, but places like these are where you go to find adventurer's work, and today is no exception. The bulletin board at the Glittering Xorn states that Crafty Kobold Salvage is looking for caravan guards for a trip to Delzimmer. With few other options available today and boredom threatening to set in, perhaps it's worth a look.

ENCOUNTER 1: CRAFTY KOBOLD SALVAGE

SETUP

Gairn Boltsmelter: Manager of Crafty Kobold Salvage (male dwarf).

If any of the PCs played EAST1-1 *These Hallowed Halls* and received the story object EAST01 *Divhon's a Talker*, Gairn will recognize them, and thank them profusely for showing up to help.

Crafty Kobold Salvage is a modest one-story stone building, totally unremarkable save for a large mural of a prone kobold, his tiny hands outstretched towards a gleaming ruby. Sadly, a warhammer is smashing his head, forever denying him the prize he seeks.

Double doors wide enough to accommodate a large wagon sit directly beneath the mural. There is a smaller, dwarf-sized door to the right of the main doors.

Inside, the warehouse is filled with large piles of assorted goods. Dwarven and human laborers are busily cleaning, sorting, and arranging various trade goods that appear to have been brought up from the depths of the Underdark.

Gairn Boltsmelter, the current manager of the company while his brother Divhon is convalescing, is a middle-aged male dwarf.

- Gairn wears common laborer's clothes and a tool belt even though he is the manager.
- His hair is brown, though a few strands of gray can be detected.
- He is a bit absentminded from stress, and seems worn out.
- Despite his fatigue, Gairn is friendly to the PCs, cracking a joke or two.

Assuming the adventurers ask Gairn about the job posting from the Glittering Xorn tavern, he nods and says that he needs some caravan guards to escort a shipment from Eartheart to Delzimmer. He provides the following information:

- Gairn offers the PCs 15/20 gp to guard his goods. It's a one-way trip to Delzimmer; the PCs don't need to escort the empty wagon back to Eartheart.
- The "caravan" is actually just a single wagon carrying two large crates. Normally such a small shipment would not necessarily warrant a large contingent of guards, but the Company has

suffered some attacks lately and cannot afford any more losses.

- The bill of lading for the two crates states that one is non-magical relics (art objects), and the other is scrap weapons and armor.
- If asked, Gairn says the crates have already been inspected and cleared for shipping.
- Crafty Kobold Salvage is being paid to ship the crates for a private group of Underdark scavengers.
- There will be two of Gairn's people traveling with the wagon so the PCs need only serve as guards.
- The trip should take about a tenday.
- Should the PCs seem reluctant to go, Gairn mentions that Delzimmer is a bustling port city and no doubt offers many avenues to adventure more exciting than guard duty.

ENDING THE ENCOUNTER

Should the PCs decline Gairn's request, try and entice them with rumors from Delzimmer that may get them interested in heading that way. If they still refuse to go to Delzimmer then their adventure has concluded. If the PCs do sign on as guards, proceed to Encounter 2. If they don't sign on as guards but head to Delzimmer anyway, then you can skip or modify Encounters 2 and 3, and the PCs can meet Admiral Drosta in some other fashion of your devising (Encounter 4).

EXPERIENCE POINTS

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

TREASURE

If the PCs accept Gairn's offer they will each receive 15/20 gp. If any of the PCs have worked for Crafty Kobold Salvage before then Gairn is willing to make the full payment in advance. Otherwise he tells the PCs that they will be paid upon the caravan's safe arrival in Delzimmer.

ENCOUNTER 2: THE ROAD TO DELZIMMER

SETUP

Kalak: Crafty Kobold employee (a young dwarven male, and a decent fighter and chef).

Mizira: Crafty Kobold employee (a young dwarven female, who acts as wagon driver and animal handler).

These two young dwarves are sweet on each other, and seem to enjoy the freedom of being out on the road, away from the city and their respective parents. They often volunteer for this type of caravan duty so that they can get some time to themselves.

Leaving the walls of Hammergate behind, you quickly discover that the road to Delzimmer is long and barren. The arid Shaar Desolation lives up to its name, providing no fresh water or shelter from the daytime heat. You spend about three days in the depths of the Shaar before entering the greener regions closer to Delzimmer.

Each night **Kalak** cooks a simple meal for everyone while **Mizira** tends to the animals. The pair of dwarves have made the trip between Eartheart and Delzimmer several times. They can give the PCs some basic information about the city, including the information from the DM's Introduction. For a bit more background on Delzimmer and the Shaar Desolation, see the "Border Areas" sidebar on page 121 of the *Forgotten Realms Campaign Guide*.

Kalak and Mizira have met Almros before, but they don't know he is a smuggler. They have never met Admiral Drosta, but they've heard of him. They are very loyal to the Crafty Kobold Salvage Company and to the Boltsmelter family, including Gairn and his brother Divhon.

ENDING THE ENCOUNTER

Nothing of interest happens on the road. Depending on the amount of time you have available, you can just provide a brief description of the journey, or you can give the players an opportunity to roleplay with the young dwarves (and each other) as much or as little as desired. Proceed to Encounter 3 whenever you and the players are ready.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3: DELIVERY IN DELZIMMER

SETUP

Almros Hammerhand: Foreman of the Crafty Kobold Salvage in Delzimmer (dwarven male).

This encounter introduces Almros, the main antagonist of this module. Showing the bad guy to the players before it's time to actually fight him can sometimes be risky, but at this point in the adventure the PCs really don't have any reason to be suspicious. At this juncture, Almros should appear to be merely a friendly if business-minded dwarf.

You can smell the stinging aroma of the ocean shortly before Delzimmer comes into view. This sprawling town is a big, bustling port city. Mizira drives the wagon deeper into the city, closer to the docks, where you can gaze out over the ice-blue waters of the Gulf of Luiren.

The Crafty Kobold warehouse is a large but simple building. A large central chamber, cluttered with crates of various sizes, dominates the structure, while smaller rooms to the rear and sides serve as offices.

When the wagon pulls up, **Almros Hammerhand** is at the warehouse along with a few other dwarven and human laborers.

- He is friendly, introducing himself to each PC.
- He asks questions about their journey and whether or not they encountered any dangers or difficulties on the road.
- He wears nice clothes, though nothing fancy, just enough to make him stand out as an overseer and not a laborer.
- He shows signs of fatigue (such as small circles under his eyes, a sign of many long nights).

Mizira unharnesses the animals and takes them outside to a small paddock. At Almros's direction, the laborers begin unloading the cargo and recording the contents of each crate.

If the PCs did not receive payment from Gairn when they were hired back in Eartheart, Almros takes care of that now. He also mentions the following items:

- Almros thanks the PCs for their service. He wrinkles his nose slightly. He starts subtly, suggesting they might want a drink and a soft bed.

- If they don't seem to take the hint, Almros comes out and recommends they visit a local bathhouse.
- If they seem reluctant or confused, he enlightens them that the road has not been kind, and they could really use a bath.
- He suggests the PCs take a couple days off and relax. If they don't find anything else of interest, he suggests that they can return here in a few days, and he may have some more work for them.

ENDING THE ENCOUNTER

If the PCs head to the bathhouse recommended by Almros proceed to Encounter 4. If they decide to go to another establishment then simply adjust Encounter 4, and have the admiral approach them at whatever location they choose. If the adventurers exhibit no interest whatsoever in staying in Delzimmer, then Drosta encounters them as they are departing the city. The adventure works best if the PCs meet Drosta, so you should contrive a way to make sure that happens before the PCs can leave town.

EXPERIENCE POINTS

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

TREASURE

If Gairn did not pay the PCs in Encounter 1, Almros gives them the agreed-upon payment (15/20 gp per PC).

If the PCs try to claim that Gairn didn't pay them even though he did, in hopes of extracting a second payment for the same work, Almros asks Kalak and Mizira, who were told by Gairn, exposing the PCs' lie and causing all the dwarves to regard them scornfully.

ENCOUNTER 4: THE NEW JOB

SETUP

“Admiral” Drosta Ulmarath: Civic activist (male human, Bluff +15).

This encounter takes place at the bathhouse recommended by Almros. This establishment provides excellent food, liquors from many nations, hot baths, large comfortable beds, and other services to aid in the patrons’ relaxation from the rigors of their travels.

This large and luxuriously appointed manor house has virtually anything one could want for rest and relaxation. The food and drink are diverse and delicious, and the sitting room features plush couches, armchairs, loveseats, and footstools. There are only a few patrons in the room, but many staff members attend to your every need.

Spend some time asking the players how their characters would relax, and what they would like to eat or drink. PCs with a passive perception over 15 notice a human in his mid-40s glancing over at them frequently. Either the PCs will become curious and approach him or vice versa, and when that happens, use the points below as guidance.

Admiral Drosta Ulmarath is of average height and slightly overweight (mostly in his stomach from an abundance of fine food). His hair is thinning, but still a rich brown, as is his neatly trimmed facial hair. His clothing is high quality, and he wears some jewelry, denoting his wealth.

Drosta comes off like typical old money, but once he starts asking the PCs for favors, he quickly drops the snobby attitude. The ensuing conversation should cover the following points:

- Drosta heard the PCs came to town as caravan guards (unless any of them are natives of Delzimmer).
- He is looking to hire some unaffiliated outsiders with appropriate rough-and-tumble skills to enact some “civic improvements.”
- There is a warehouse near the docks that was recently purchased by his family but had not been used by the previous owners for many years.
- The family sent some surveyors in, but found that the place was full of squatters, and even worse,

they are affiliated with a band of local thieves and smugglers.

- He would like to hire the PCs to remove the squatters and also locate and eliminate their criminal associates.
- If asked why the city watch would not remove the squatters, Almros says that as long as the squatters don’t cause any civil disturbances, the watch does not care. In their eyes, it’s his property and his responsibility to deal with the problem.
- Drosta offers the PCs 40/50 gp each to remove the squatters and eliminate the smugglers.

The PCs may know or learn the following additional information with the appropriate skill checks. Check results against higher DCs also reveal all the information from the lower DCs.

History

DC 10: During the time of the Spellplague the water level in the Gulf of Luiren rose and turned Delzimmer into a coastal city. The Ulmarath family was the first shipwrights to arrive, and for many years they held a monopoly on new ship construction in the city.

DC 15: While not as wealthy as the Four Families, the Ulmarath family did very well for themselves, and reinvested much of their early earnings into construction projects to carve out a strong position in the thriving Delzimmer port. Today the name Ulmarath symbolizes the beneficial impact a single working-class family can have on a community, given the right drive and opportunity.

DC 20: Drosta was put in charge of the company as a young man when his father died suddenly. He was not a very skilled manager, and quickly handed over managerial control to one of his cousins. However, he has remained active in civic life, and considers himself the city’s primary benefactor and protector.

Streewise

DC 10: Four merchant families control Delzimmer: the Harlhauns, the Jathlets, the Belarks, and the Olaundrans. These so-called Four Families have made their fortunes running the establishments that service the caravans and merchants that operate out of Delzimmer: moneylenders, inns, warehouses, outfitters, and so forth.

DC 15: Organized crime is well established in Delzimmer. Several human, halfling, and even dwarven crime families rule the city’s underbelly. Most of these criminal enterprises stick to smuggling, graft, and protection rackets to earn money. A squatter-filled

warehouse could serve as an acceptable front for any of these activities.

ENDING THE ENCOUNTER

If the PCs accept Drosta's offer, they can go to Encounter 5 whenever they wish. This is the start of a minor quest concluding at the end of the adventure. Details for completion of the quest are outlined in the Conclusion (after Encounter 7).

If they decline his offer, Drosta will be disappointed, but respectful of their decision. If they later reconsider, Drosta can easily be found, and the offer remains open.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone. They do earn an XP bonus if they complete the minor quest, as detailed in the Conclusion. If the PCs somehow clean out the warehouse without ever talking to Drosta, then they do not receive the quest award.

TREASURE

If the PCs accept Drosta's offer and complete the minor quest, they receive the rewards listed in the Conclusion.

ENCOUNTER 5: THE WAREHOUSE

SKILL CHALLENGE LEVEL 2/4, COMPLEXITY 3 (375/525 XP)

SETUP

This encounter begins when the PCs follow the directions they were given by Drosta and head to the abandoned warehouse. Read the following:

Whether intentionally or to avoid attention, this building appears as though no one has attempted to maintain it for over a decade. Graffiti and crude carvings deface the walls. The roof is still intact, but missing shingles leave sections in danger of collapse.

The doors remain, and look to be undamaged, though they too are covered with graffiti.

SKILL CHALLENGE: TAKING OUT THE TRASH

Goal: The PCs have two objectives in this skill challenge. The first is to remove all the squatters that have taken up residence in the warehouse, and the second is to learn the location of the smugglers' hideout. Each of these objectives is represented by its own scene.

Complexity: 3 (8 successes before 3 failures)

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

Other Skills: Insight

Victory: The PCs manage to chase out the squatters and locate the smugglers' hideout.

Defeat: The PCs are themselves chased out of the warehouse with the rabble hot on their heels, forcing them to locate the smugglers in a different way.

Below are some suggestions on possible uses of primary skills and failure consequences. As always, these are simply examples. You should encourage the players to use a variety of skills. The skill challenge is broken up into two scenes, but the success and failure totals should be counted towards a single overall outcome.

Scene 1: This section of the skill challenge represents the first areas the PCs reach upon entering the warehouse. The squatters have turned the warehouse into a mini-city of sorts. The PCs discover living quarters, a makeshift shop where the smugglers sell their goods, kitchen and dining areas, and a play area for small children. These areas are generally separate rooms. Some of the squatters are fearful, while others

are defiant; the PCs must be careful not to find themselves confronted with an angry mob.

After three to five successes total, steer the PCs toward the locked door and the next scene.

Athletics DC 10/12 (1 success, no maximum)

You grab one of the squatters and try to forcibly eject him from the warehouse. On a failure, the PC gets sucker punched or hit with a chair by one of the other squatters, losing a healing surge.

Bluff DC 10/12 (1 success; no maximum)

You try and convince the squatters that the watch is on the way, and they should flee. On a failure, the PC sounds foolish or unconvincing, and suffers a -2 penalty on further Bluff, Diplomacy, and Intimidate checks in this encounter.

Diplomacy DC 15/17 (1 success, no maximum)

You politely ask the squatters to leave. On a failure, the PC sounds foolish or unconvincing, and suffers a -2 penalty on further Bluff, Diplomacy, and Intimidate checks in this encounter.

Insight DC 10/12 (not a success or failure)

You figure out that these squatters, due to their exposure to violence and crime, might not be swayed by mere words. The result of this check does not count as a success or a failure, but the first successful check lets the PCs know that using Diplomacy will be harder than other skills.

This skill can also be used to grant another character a +2 bonus on a different social skill check that he or she is about to attempt.

Intimidate DC 10/12 (1 success; no maximum)

You threaten the squatters with violence or arrest if they do not leave, possibly breaking things in the process to emphasize your point. On a failure, the PC's threats sound childish or unconvincing. That PC suffers a -2 on further Bluff, Diplomacy, and Intimidate checks in this encounter. On a failure by 5 or more, a flying bottle comes out of the crowd and strikes the PC in the head; the character loses 1 healing surge.

Perception DC 10/12 (1 success; no maximum)

You locate a false wall or other hiding place where more of the filthy youths are hiding; they quickly scurry out of the building once discovered. On a failure, the PC is bowled over by the escaping children, who then quickly run off.

The Locked Door: To locate the smugglers' true hideout, the PCs need to reach the basement of the

warehouse. However, there is a locked door in the way. This only takes one success to get past.

Thievery DC 15/17 (trained only; 1 success; 1 success maximum)

You manage to pick the lock. If none of the characters are trained in Thievery, they can attempt to bash the door down instead. This requires a Strength check (DC 10/12). On a success, the PC manages to break the door down through sheer force. On a failure, the PC loses a healing surge.

Scene 2: Inside the basement chamber the PCs find three human accountants (named Keevan, Remple, and Vaun) and a safe. The PCs should only need a few successes in this scene to wrap up the overall skill challenge. They need to get the paperwork out of the safe in order to complete the encounter, so make sure that as part of their usage of other skills the PCs also find a way to get into the safe (either by opening it themselves or compelling the accountants, all of whom know the combination, to open it for them).

Diplomacy DC 10/12 (1 success; no maximum)

You peacefully request information from the gang's accountants. On a failure, the PC sounds foolish or unconvincing, suffering a -2 penalty on further Bluff, Diplomacy, and Intimidate checks in this encounter.

Insight DC 10/12 (not a success or failure)

You deduce that if these gang members could fight they wouldn't be stuck doing accounting. The result of this check does not count as a success or a failure, but instead a success lets the PCs know that using threats or violence (i.e. Intimidate) might be extremely effective.

Intimidate DC 10/12 (1 or 2 successes; no maximum)

You threaten the accountants, who quail in fear. If the check beats the DC by 5 or more, it counts as two successes instead of one. On a failure, the accountants are so frightened of getting hurt that they actually faint. The check must fail by 5 or more or else it does not count as a failure against the overall skill challenge.

Perception DC 10/12 (1 success; no maximum)

You search through the accountants' paperwork and find documents implicating someone at Crafty Kobold Salvage as working for the smugglers. The PCs must unlock the use of this skill by first making a successful Thievery check to open the safe or a successful social skill check to persuade the accountants to open the safe. The ledgers also contain details of various goods that have been stolen from legitimate shipments belonging to the Crafty

Kobold Salvage Company, along with additional items of a less savory nature that have been transported in the Company's legitimate shipments but that were not listed on the official manifests and bills of lading. The information makes it clear that someone with a high level of access to the Company's operations and the ability to alter official paperwork has been using the Company's legal shipping activities as cover for an illegal smuggling operation.

Thievery DC 15/17 (1 success; 1 success maximum)

While your companions are talking to the gang's accountants, you quietly manage to open the safe. Inside the safe, the PCs discover various ledgers and paperwork. This unlocks the use of the Perception skill which allows the PCs to complete the overall skill challenge by learning the details of the smuggling operation.

ENDING THE ENCOUNTER

Success: The PCs manage to chase out the squatters and locate the main smuggling operation by interrogating the accountants and examining their paperwork. This gives the PCs the opportunity to sneak into the hideout without alerting the smugglers, as detailed in Encounter 6.

Failure: The PCs are chased from the warehouse by an angry mob of squatters, or they fail to learn the information they need from the gang's accountants. Nevertheless, a few minutes after the end of this encounter, the gang sends a runner to warn the main headquarters that someone is trying to disrupt their operations. You can improvise another impromptu skill challenge to allow the PCs to tail the runner back to the smugglers' hideout. This deprives the PCs of the chance to infiltrate the hideout undetected, but still allows the adventure to proceed.

EXPERIENCE POINTS

If the PCs are victorious in the skill challenge, they earn 75/105 XP each. If they fail, they earn half XP.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: A FIRM HAND

ENCOUNTER LEVEL 2/5 (700/1000 XP)

SETUP

This encounter includes the following creatures at the low tier:

Dathor the Devastator (D)

2 Human Soldiers (T)

2 Halfling Thieves (Level 1) (B)

This encounter includes the following creatures at the high tier:

Dathor the Devastator (Level 4) (D)

2 Human Soldiers (Level 4) (T)

2 Halfling Thieves (Level 3) (B)

This large warehouse serves as the main hideout for the smugglers. It is not owned by the Crafty Kobold Salvage Company; it is a private holding of Almros Hammerhand. This is where he stores the items that he steals from the Company's shipments along with the illegal items that he has been secretly smuggling, using the Company's legitimate activities as cover.

The main chamber contains a few piles of stolen goods (marked on the map as the area of small boxes, a large chest, and a cauldron), two large braziers, and a couple sets of shelves filled with random items there are two other chambers. There is a back room for sleeping accessible through two small side halls. Finally, there is a private chamber used by the mage Dathor the Devastator. This room sits above the sleeping area on the second floor, and can be accessed by climbing the ladder on the first floor through the hatch on the second floor.

If the PCs were victorious in the skill challenge (Encounter 5) then you should permit them to enter the warehouse without alerting the smugglers. Allow them to come up with whatever plan they desire and make the necessary skill checks to carry it out. If the PCs failed the skill challenge, then the smugglers have been alerted and are expecting visitors.

As the adventurers enter the area, read:

Beyond the massive doors of this warehouse you see two large braziers illuminating the area. Around the room shelves and tables hold some of the stolen goods mentioned in the accountants' ledgers. A ladder at the back of the chamber leads to a small landing above. Curtains block your view of this area.

If the PCs get inside without alerting the smugglers: *An armored man and a halfling sit around a table playing cards while another man sits alone reading.*

If the smugglers have been alerted: *Two armored men stand ready to face you with swords drawn.*

FEATURES OF THE AREA

Illumination: The two braziers brightly illuminate the entire area.

Boxes: Tiles containing crates and boxes are considered difficult terrain, costing 2 squares of movement.

Braziers: The braziers count as hindering terrain; anyone entering one of these squares takes 1d6 points of fire damage. A character who would be forced into these squares may make a saving throw to fall prone in an adjacent square instead.

Chest and Cauldron: These tiles count as blocking terrain, and characters may use them as cover. A DC 15 Acrobatics or Athletics check allows a character to move over or through these squares, or use them as part of a combat stunt.

Ladder: The ladder does not require a skill check to climb, but it costs 4 squares of movement to pass from the lower area to the upper landing.

TACTICS

If the smugglers are aware of the PCs' approach, the soldiers will take cover behind the chest and cauldron, while the halflings hide near the braziers and wait for a PC to pass by before emerging to attack.

Human Soldiers: Their main job is to keep Dathor safe while he casts spells to eliminate the intruders. They use *tide of iron* to keep people away from the ladder. They will also try and stay adjacent to each other or one of the halflings to keep their *phalanx* benefit active.

Halfling Thieves: They move around and strike weak-looking PCs. They use *mobile melee attack* to maneuver, always trying to maintain a flank so that they can deal extra damage with combat advantage.

Dathor the Devastator: Dathor uses his spells as best he can. He doesn't worry about using burst spells and catching his allies, because he can exclude them from the area of effect, and he uses *endless power* as often as possible. When Dathor is killed or knocked unconscious he lets out an ominous cry of "this isn't over!" before falling.

SCALING THE ENCOUNTER

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

Four PCs: Remove a halfling thief (B2).

Six PCs: Add a third halfling thief (B3).

Once they have defeated the smugglers, the PCs can learn the following additional information:

- Many of the stolen items are labeled, and the large boxes have lists attached detailing their contents. These items all came from shipments belonging to the Crafty Kobold Salvage Company.
- In Dathor's chambers the PCs find a letter from Almros to Dathor indicating a time and place to attack a caravan leaving Crafty Kobold Salvage. The date indicates the attack has already occurred.

ENDING THE ENCOUNTER

With the above information the PCs are likely to go looking for Almros, but he will find them first. The PCs may take a short rest inside the warehouse, but as soon as they leave the warehouse and go to make their report, proceed to Encounter 7.

EXPERIENCE POINTS

For successfully completing this encounter, each PC earns 140/200 XP.

TREASURE

In Dathor's chamber the PCs find a ritual book of Last Sight Vision. Dathor himself carries a *master's wand of thunderwave* +1.

ENCOUNTER 6: “A FIRM HAND” STATISTICS (LOW LEVEL)

Dathor the Devastator		Level 3 Elite Artillery (Leader)
Medium natural humanoid		XP 300
Initiative +3		Senses Perception +4
HP 72; Bloodied 36		
AC 18; Fortitude 12, Reflex 15, Will 14		
Saving Throws +2		
Speed 6		
Action Point 1		
m Quarterstaff (standard; at-will) ♦ Weapon		
+3 vs. AC; 1d8 damage.		
r Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage.		
R Dancing Lightning (standard; encounter) ♦ Lightning		
Dathor makes a separate attack against 3 different targets; ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.		
C Thunderwave (standard; encounter) ♦ Item, Thunder		
Requires <i>master's wand of thunderwave</i> +1; close blast 3 or close burst 1; +7 vs. Fortitude; 1d6 + 4 thunder damage, and Dathor pushes the target 3 squares.		
A Thunder Burst (standard; encounter) ♦ Thunder		
Area burst 1 within 10; +7 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).		
Critical Hit		
Whenever Dathor scores a critical hit with his <i>magic missile</i> , <i>dancing lightning</i> , <i>thunder burst</i> , or <i>thunderwave</i> powers, he deals an additional 1d8 damage.		
Spell Shaper		
Whenever Dathor uses a close burst or an area attack power, he can choose up to two allies in the power's area of effect. These allies are not targeted by the power.		
Endless Power (minor; recharge 6)		
Dathor regains the use of an expended encounter power. (This may not be used to regain the use of the item power <i>thunderwave</i> .)		
Alignment Unaligned		Languages Common
Skills Arcana +10		
Str 10 (+1)	Dex 14 (+3)	Wis 17 (+4)
Con 12 (+2)	Int 18 (+5)	Cha 12 (+2)
Equipment robes, quarterstaff, <i>master's wand of thunderwave</i> +1		

Human Soldier		Level 1 Soldier
Medium natural humanoid		XP 100
Initiative +2		Senses Perception +0
HP 31; Bloodied 15		
AC 17; Fortitude 14, Reflex 12, Will 12		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d8 + 4 damage, and the target is marked until the end of the human soldier's next turn.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +6 vs. AC; 1d8 damage.		
m Sly Cut (standard; at-will) ♦ Weapon		
Requires longsword; affects a target marked by the human soldier; +8 vs. AC; 1d8 + 4 damage, and the target is slowed (save ends).		
m Tide of Iron (standard; at-will) ♦ Weapon		
Requires shield; +7 vs. AC; 1d8 + 2 damage, and the target is pushed 1 square if it is Large or smaller. The human soldier can shift 1 square into the space vacated by the target.		
Phalanx		
When a human soldier is adjacent to an ally, he or she doesn't grant combat advantage to flanking enemies.		
Marked Advantage		
The human soldier deals an extra 1d4 damage on all attacks against a target that is marked by it.		
Alignment Unaligned		Languages Common
Skills Endurance +5, Intimidate +7, Streetwise +7		
Str 18 (+4)	Dex 15 (+2)	Wis 11 (+0)
Con 15 (+2)	Int 10 (+0)	Cha 15 (+2)
Equipment crossbow, crossbow bolts (20), heavy shield, longsword, scale armor		

Halfling Thief (Level 1)		Level 1 Skirmisher
Small natural humanoid		XP 100
Initiative +5		Senses Perception +0
HP 26; Bloodied 13		
AC 15; Fortitude 12, Reflex 14, Will 13; see also <i>nimble reaction</i>		
Saving Throws +5 against fear effects		
Speed 6; see also <i>mobile melee attack</i>		
m	Dagger (standard; at-will) ♦ Weapon	
	+6 vs. AC; 1d4 + 2 damage.	
r	Dagger (standard; at-will) ♦ Weapon	
	Ranged 5/10; +6 vs. AC; 1d4 + 2 damage.	
m	Mobile Melee Attack (standard; at-will)	
The halfling thief can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.		
Combat Advantage		
The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.		
Nimble Reaction		
Halflings gain a +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt; when hit by an attack; encounter)		
The halfling forces the attacker to reroll the attack and take the new result.		
Alignment Unaligned		Languages Common, Dwarven
Skills Acrobatics +10, Stealth +8, Thievery +10		
Str 12 (+1)	Dex 16 (+3)	Wis 11 (+0)
Con 10 (+0)	Int 10 (+0)	Cha 14 (+2)
Equipment dagger, leather armor, thieves' tools		

ENCOUNTER 6: “A FIRM HAND” STATISTICS (HIGH LEVEL)

Dathor the Devastator (Level 4)	Level 4 Elite Artillery (Leader)
Medium natural humanoid	XP 350
Initiative +4 Senses Perception +5	
HP 78; Bloodied 39	
AC 19; Fortitude 13, Reflex 16, Will 15	
Saving Throws +2	
Speed 6	
Action Point 1	
m Quarterstaff (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d8 damage.	
r Magic Missile (standard; at-will) ♦ Force	
Ranged 20; +8 vs. Reflex; 2d4 + 5 force damage.	
R Dancing Lightning (standard; encounter) ♦ Lightning	
Dathor makes a separate attack against 3 different targets; ranged 10; +8 vs. Reflex; 1d6 + 5 lightning damage.	
C Thunderwave (standard; encounter) ♦ Item, Thunder	
Requires <i>master's wand of thunderwave</i> +7; close blast 3 or close burst 1; +8 vs. Fortitude; 1d6 + 5 thunder damage, and Dathor pushes the target 3 squares.	
A Thunder Burst (standard; encounter) ♦ Thunder	
Area burst 1 within 10; +8 vs. Fortitude; 1d8 + 5 thunder damage, and the target is dazed (save ends).	
Critical Hit	
Whenever Dathor scores a critical hit with his <i>magic missile</i> , <i>dancing lightning</i> , <i>thunder burst</i> , or <i>thunderwave</i> powers, he deals an additional 1d8 damage.	
Spell Shaper	
Whenever Dathor uses a close burst or an area attack power, he can choose up to two allies in the power's area of effect. These allies are not targeted by the power.	
Endless Power (minor; recharge 6)	
Dathor regains the use of an expended encounter power. (This may not be used to regain the use of the item power <i>thunderwave</i> .)	
Alignment Unaligned	Languages Common
Skills Arcana +11	
Str 10 (+2)	Dex 14 (+4) Wis 17 (+5)
Con 12 (+3)	Int 18 (+6) Cha 12 (+3)
Equipment robes, quarterstaff, <i>master's wand of thunderwave</i> +1	

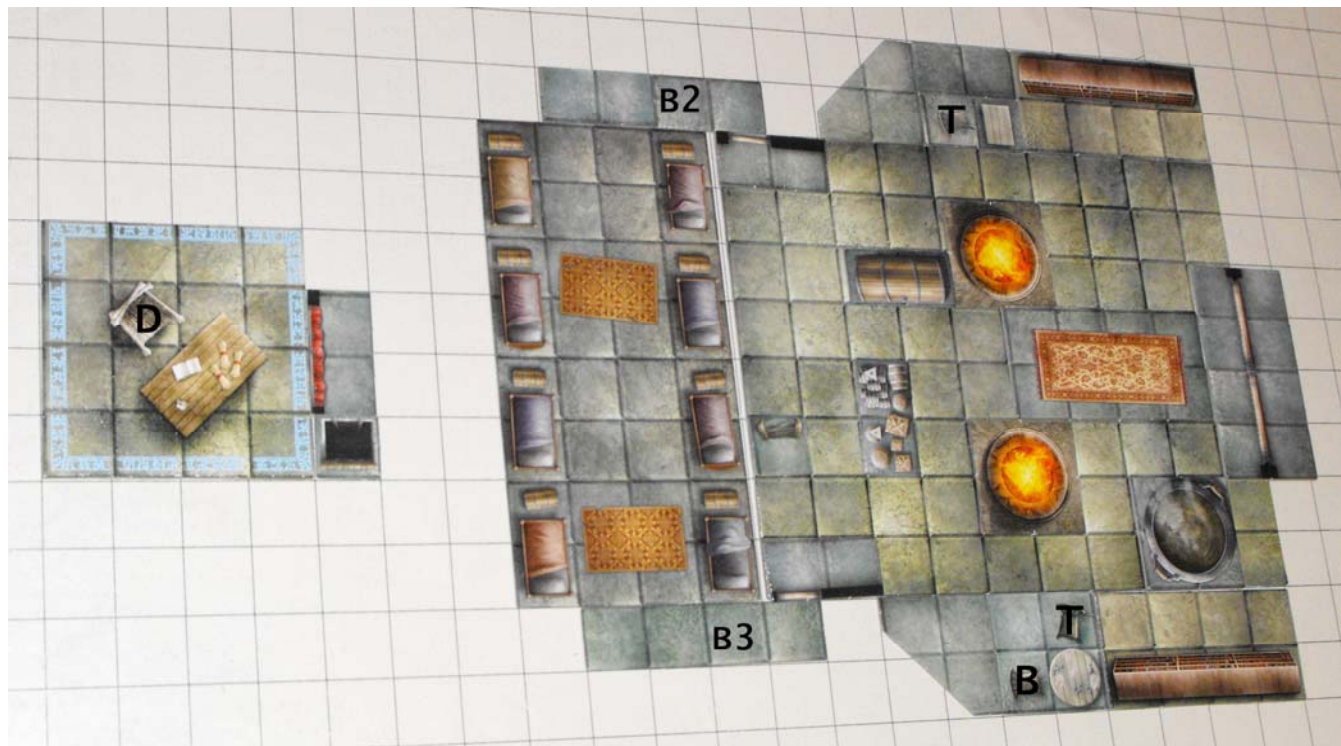
Human Soldier (Level 4)	Level 4 Soldier
Medium natural humanoid	XP 175
Initiative +4 Senses Perception +2	
HP 55; Bloodied 27	
AC 20; Fortitude 17, Reflex 15, Will 15	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d8 + 6 damage, and the target is marked until the end of the human soldier's next turn.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +8 vs. AC; 1d8 + 2 damage.	
m Sly Cut (standard; at-will) ♦ Weapon	
Requires longsword; affects a target marked by the human soldier; +11 vs. AC; 1d8 + 6 damage, and the target is slowed (save ends).	
m Tide of Iron (standard; at-will) ♦ Weapon	
Requires shield; +10 vs. AC; 1d8 + 4 damage, and the target is pushed 1 square if it is Large or smaller. The human soldier can shift 1 square into the space vacated by the target.	
Phalanx	
When a human soldier is adjacent to an ally, he or she doesn't grant combat advantage to flanking enemies.	
Marked Advantage	
The human soldier deals an extra 1d4 damage on all attacks against a target that is marked by it.	
Alignment Unaligned	Languages Common
Skills Endurance +7, Intimidate +9, Streetwise +9	
Str 18 (+6)	Dex 15 (+4) Wis 11 (+2)
Con 15 (+4)	Int 10 (+2) Cha 15 (+4)
Equipment crossbow, crossbow bolts (20), heavy shield, longsword, scale armor	

Halfling Thief (Level 3)		Level 3 Skirmisher
Small natural humanoid		XP 150
Initiative +6		Senses Perception +1
HP 42; Bloodied 21		
AC 17; Fortitude 14, Reflex 16, Will 15; see also <i>nimble reaction</i>		
Saving Throws +5 against fear effects		
Speed 6; see also <i>mobile melee attack</i>		
m	Dagger (standard; at-will) ♦ Weapon	
	+8 vs. AC; 1d4 + 3 damage.	
r	Dagger (standard; at-will) ♦ Weapon	
	Ranged 5/10; +8 vs. AC; 1d4 + 3 damage.	
m	Mobile Melee Attack (standard; at-will)	
The halfling thief can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn't provoke opportunity attacks when moving away from the target of its attack.		
Combat Advantage		
The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.		
Nimble Reaction		
Halflings gain a +2 racial bonus to AC against opportunity attacks.		
Second Chance (immediate interrupt; when hit by an attack; encounter)		
The halfling forces the attacker to reroll the attack and take the new result.		
Alignment Unaligned		Languages Common, Dwarven
Skills Acrobatics +11, Stealth +9, Thievery +11		
Str 12 (+2)	Dex 16 (+4)	Wis 11 (+1)
Con 10 (+1)	Int 10 (+1)	Cha 14 (+3)
Equipment dagger, leather armor, thieves' tools		

ENCOUNTER 6: “A FIRM HAND” MAP

TILE SETS NEEDED

Arcane Corridors x1, Fane of the Forgotten Gods x1, Halls of the Giant Kings x1



ENCOUNTER 7: LOOK WHAT YOU'VE DONE

ENCOUNTER LEVEL 2/4 (700/975 XP)

SETUP

This encounter includes the following creatures at the low tier:

Almros Hammerhand (A)

6 Human* Lackeys (Level 5) (M & M2)

This encounter includes the following creatures at the high tier:

Almros Hammerhand (A)

5 Human* Lackeys (M)

*The minions used in this fight have the statistics of club-wielding humans, but when describing them they should be a mixture of humans, dwarves, and halflings using a variety of weapons.

As the adventurers enter the area, read:

You enter one of Delzimmer's many markets. A fountain surrounded by benches and flowers stands in the center. Around the edges of the square are small shops. A few street vendors have brought in carts of goods still attached to draft animals.

On the side opposite your approach there is a small stage, where an auction appears to be going on, with several fishermen selling their catch to the highest bidder. Many other shoppers stand around the market clustered in groups.

Approaching from your right is Almros, the dwarf who received your cargo at Crafty Kobold Salvage. He doesn't look very happy. "You idiots!" he yells. "You couldn't take one day off? You had to take the high road and listen to that damnable Admiral. Fine! If you won't take a vacation, I'll give you one."

FEATURES OF THE AREA

Illumination: This fight takes place on the streets in broad daylight.

Fountain: The fountain counts as difficult terrain (costing 2 squares of movement), but does not block line of sight or line of effect. The statue in the middle of the fountain depicts a man held afloat by a fleet of ships, and is dedicated to Admiral Magnus Ulmarath.

Flower Beds, Benches, and Crowds: These squares all count as difficult terrain (2 squares of movement).

Stage: The stage is only about three feet high, and climbing the stairs is not difficult. A DC 10 Acrobatics or Athletics check would let a character hop up on the stage without using the stairs.

Shops: If the fight somehow spills into one of the shops, you should improvise some interior terrain as needed.

Wagons: The wagons provide cover, and are considered blocking terrain. A DC 15 Athletics or Acrobatics check allows a character to climb across or leap over these squares as part of movement or a combat stunt.

Other Exits: Although the map only shows one entrance to the market, there are others on each side of the square. When the crowds begin to flee (see tactics below) have the civilians flee as needed flowing toward anywhere you think a road should be.

TACTICS

Almros Hammerhand: Overconfident in his fighting ability, Almros charges into the middle of the PCs, attempting to get himself surrounded. He fights to the death. Almros will curse the PCs as he fights, calling them simple-minded sellswords, idiots, and other names. He talks about how he's worked hard to get his "business" up and running and they aren't going to just blow into town and ruin it all.

Human Lackeys: The minions begin the fight blending into the crowds scattered about the marketplace. When the fight begins they circle around and attempt to flank the PCs using Almros to take advantage of *battle lord tactics*. They are also careful to stay within 5 squares of another minion to keep *mob rule* active. The lackeys are not willing to continue fighting once Almros has been defeated.

Crowds: The human lackeys are initially concealed as part of the various crowds around the market square. Once combat begins, the crowds of non-combatants will begin to disperse. The 1x1 small crowd in the top right of the map will flee after the first round, while the 2x2 crowd on the left side disperses at the end of round three. The largest (3x3) crowd flees at the end of the fifth round.

SCALING THE ENCOUNTER

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

Four PCs: Lower Almros' level by 1. This reduces all his attacks and defenses by 1, and decreases his hit

points by 16. If the PCs are all 1st level and they are having a hard time hitting Almros, particularly his AC, consider reducing it by another 1 or 2 points.

Six PCs: Increase Almros' level by 1. This increases all his attacks and defenses by 1, and increases his hit points by 16. Also, add two additional human lackeys.

ENDING THE ENCOUNTER

When Almros is slain or disabled, any remaining lackeys attempt to flee or surrender.

EXPERIENCE POINTS

If the PCs emerge victorious, they earn 140/195 XP each.

TREASURE

Searching the enemy combatants, the PCs find a total of 20 / 30 gp each.

CONCLUDING THE ADVENTURE

If the PCs met with Admiral Drosta and accepted his request, and were then successful in clearing out the squatters (Encounter 5), defeating the smugglers (Encounter 6), and defeating Almros (Encounter 7), they have eliminated Almros' smuggling operation in Delzimmer, and also gathered enough evidence to clean out any remaining corrupt employees of the Crafty Kobold Salvage Company.

If they failed or were defeated during one or more encounters they could still have dealt a mortal blow to the smuggling operation with the information they have gathered. Ultimately it is your decision as to whether or not the adventurers have successfully completed the minor quest and earned the additional rewards.

Complete Success: If the adventurers were successful in eliminating or exposing the smugglers and revealing the corruption with the Company, they are given a *defensive weapon +1* (low-level only) or a pair of *goblin stompers* (high-level only) by the dwarves of Crafty Kobold Salvage as thanks.

Moreover, when the PCs meet Admiral Drosta again he will thank them and offer them either a pair of ruby-studded bracers (*flame bracers*, low-level only) or a gemmed rapier and scabbard set (a *ruby scabbard*, high-level only). He also presents them with a magical lantern with nautical-themed etchings and the Ulmarath family crest (a *floating lantern*), as well as paying them the gold he originally promised (40/50 gp per PC). The PCs also receive both story awards.

Partial Success: It is possible that the PCs complete some but not all of the critical tasks needed to achieve a complete success. At your discretion, you can award them the treasure and story objects for those tasks that they did fulfill, and withhold the rewards and story objects for those tasks that they did not fulfill.

Failure: If the PCs didn't accept the minor quest from Admiral Drosta or they completely botched it, then they earn nothing more than what they might already have been paid by the Crafty Kobold Salvage Company for their services as caravan guards.

ENCOUNTER 7: “LOOK WHAT YOU’VE DONE” STATISTICS (LOW LEVEL)

Almros Hammerhand	Level 5 Elite Soldier
Medium natural humanoid	XP 400
Initiative +4 Senses Perception +4; low-light vision	
HP 128; Bloodied 64	
AC 25; Fortitude 20, Reflex 15, Will 17	
Saving Throws +2 on all saves, +5 against poison effects	
Speed 5	
Action Point 1	
m Warhammer (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d10 + 3 damage.	
M Shield Bash (minor; recharge 5 6)	
+9 vs. Fortitude; 2d6 + 3 damage, and the target is knocked prone or pushed 1 square (Almros’ choice).	
R Throwing Hammer (standard; at-will) ♦ Weapon	
Ranged 5/10; +10 vs. AC; 1d6 + 3 damage.	
Stubborn (immediate interrupt; when an enemy tries to push Almros or knock him prone)	
Almros makes a melee basic attack against the triggering enemy.	
Stand Your Ground	
When an effect forces a dwarf to move – through a push, a pull, or a slide – the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.	
Battle Champion Tactics	
Almros and his allies deal an extra 1d6 damage against enemies that Almros flanks.	
Battle Talent	
Almros can score critical hits on attack rolls of natural 19 and 20.	
Inspiring Assault	
Whenever he scores a critical hit, Almros and all allies within 5 squares of him regain 2 hit points.	
Alignment Evil	Languages Common, Dwarven
Skills Dungeoneering +11, Endurance +5	
Str 17 (+5)	Dex 10 (+2) Wis 14 (+4)
Con 16 (+5)	Int 11 (+2) Cha 12 (+3)
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers	

Human Lackey (Level 5)	Level 5 Minion
Medium natural humanoid	XP 50
Initiative +2 Senses Perception +3	
HP 1; a missed attack never damages a minion.	
AC 17; Fortitude 15, Reflex 12, Will 13; see also <i>mob rule</i>	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+10 vs. AC; 5 damage.	
Mob Rule	
A human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Unaligned	Languages Common
Str 16 (+5)	Dex 11 (+2) Wis 12 (+3)
Con 14 (+4)	Int 10 (+2) Cha 13 (+3)
Equipment leather armor, club	

ENCOUNTER 7: “LOOK WHAT YOU’VE DONE” STATISTICS (HIGH LEVEL)

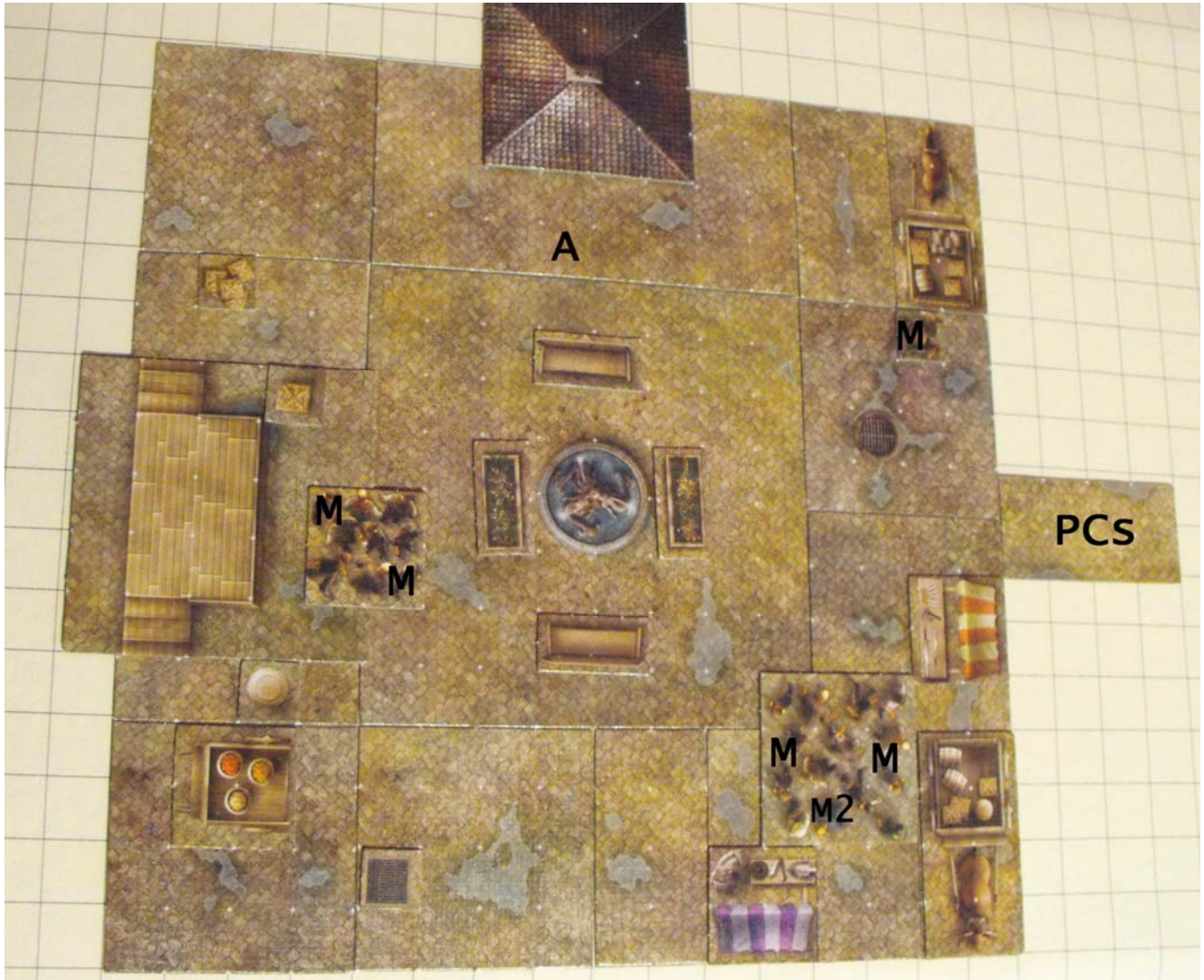
Almros Hammerhand (Level 7)	Level 7 Elite Soldier
Medium natural humanoid	XP 600
Initiative +5 Senses Perception +5; low-light vision	
HP 160; Bloodied 80	
AC 27; Fortitude 22, Reflex 17, Will 19	
Saving Throws +2 on all saves, +5 against poison effects	
Speed 5	
Action Point 1	
m Warhammer (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d10 + 4 damage.	
M Shield Bash (minor; recharge 5 6)	
+11 vs. Fortitude; 2d6 + 4 damage, and the target is knocked prone or pushed 1 square (Almros’ choice).	
R Throwing Hammer (standard; at-will) ♦ Weapon	
Ranged 5/10; +12 vs. AC; 1d6 + 4 damage.	
Stubborn (immediate interrupt; when an enemy tries to push Almros or knock him prone)	
Almros makes a melee basic attack against the triggering enemy.	
Stand Your Ground	
When an effect forces a dwarf to move – through a push, a pull, or a slide – the dwarf moves 1 square less than the effect specifies.	
When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone.	
Battle Champion Tactics	
Almros and his allies deal an extra 1d6 damage against enemies that Almros flanks.	
Battle Talent	
Almros can score critical hits on attack rolls of natural 19 and 20.	
Inspiring Assault	
Whenever he scores a critical hit, Almros and all allies within 5 squares of him regain 2 hit points.	
Alignment Evil	Languages Common, Dwarven
Skills Dungeoneering +12, Endurance +6	
Str 17 (+6)	Dex 10 (+3) Wis 14 (+5)
Con 16 (+6)	Int 11 (+3) Cha 12 (+4)
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers	

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

ENCOUNTER 7: “LOOK WHAT YOU’VE DONE” MAP

TILE SETS NEEDED

Streets of Shadow x1



REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

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

EXPERIENCE POINTS

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

Encounter 5: Taking out the Trash

75 / 105 XP

Encounter 6: A Firm Hand

140 / 200 XP

Encounter 7: Look What You've Done

140 / 195 XP

Minor Quest: Disrupt the Smugglers

45 / 60 XP

Total Possible Experience

400 / 560 XP

Gold per PC

75 / 100 gp

(Encounter 1 or 4: 15/20 gp, Encounter 5: 40/50 gp, Encounter 7: 20/30 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. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely)

that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award, and ensure you enter the total amount of gold gained (minus any expenditures) online. 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: *defensive weapon +1* (2nd level, AV, low-level only)

Found in the Conclusion (minor quest reward)

Bundle B: *flame bracers* (3rd level, AV, low-level only)

Found in the Conclusion (minor quest reward)

Bundle C: *master's wand of thunderwave +1* (3rd level, AV)

Found in Encounter 6

Bundle D: Ritual book of Last Sight Vision (*Open Grave*)

Found in Encounter 6

Bundle E: *floating lantern* (3rd level, AV)

Found in the Conclusion (minor quest reward)

Bundle F: *ruby scabbard* (5th level, AV, high-level version only)

Found in the Conclusion (minor quest reward)

Bundle G: *goblin stompers* (6th level, AV, high-level only)

Found in the Conclusion (minor quest reward)

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 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 50 / 75 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. Make sure to mark the story award codes next to each character that earned them on the tracking form.

EAST07 Battle Relic of the Crafty Kobold

This brooch was given to you by Gairn Boltsmelter of the Crafty Kobold Salvage Company. He told you that it was once the property of a drow warrior from an ancient house that fell long before the Spellplague and whose name is lost to history. The brooch has no magical properties that you can discern, but wearing it might elicit interest from any drow you encounter in the Underdark. Whether that attention would be beneficial or hazardous is hard to predict.

EAST08 Friends and Enemies in Low Places

The human civic activist "Admiral" Drosta Ulmarath has spread word of your assistance in cleaning up a den of iniquity in the city of Delzimmer. The people of the East Rift now recognize you as someone who has a strong arm and knows how to get things done.

However, the smugglers you defeated and the underworld operation you disrupted were not without their own benefactors. Your humiliating defeat of an up-and-coming crime lord in Delzimmer has caused quite a stir. Who knows how the nefarious powers that operate within the city will react should you return there in the future?

ADVENTURE QUESTIONS

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

1. What was Almros' fate?

- a. He defeated the PCs and escaped.
- b. He was defeated, but was released or escaped.
- c. He was defeated but not killed.
- d. He was defeated and killed.

2. What was Dathor the Devastator's fate?

- a. He defeated the PCs and escaped.
- b. He was defeated, but was released or escaped.
- c. He was defeated but not killed.
- d. He was defeated and killed.

3. What happened to the smuggling operation?

- a. The PCs defeated all encounters, eliminating the organization directly.
- b. The PCs defeated some but not all of the encounters, and exposed the organization to the authorities.
- c. The PCs were ultimately defeated, but still managed to gather enough information to expose the organization.
- d. The PCs were unable to bring down the smugglers.

4. How difficult did your party find the combat encounters?

- a. They were outmatched and defeated.
- b. They were challenged and barely won.
- c. There was some challenge, but nothing deadly.
- d. There was very little challenge.
- e. The PCs easily defeated every obstacle.

5. How do you, the DM, rate this adventure?

- a. Five stars (best possible rating)
- b. Four stars (very good)
- c. Three stars (average)
- d. Two stars (poor)
- e. One star (worst possible rating)

6. How do your players rate this adventure?

- a. Five stars (best possible rating)
- b. Four stars (very good)
- c. Three stars (average)
- d. Two stars (poor)
- e. One star (worst possible rating)

NEW RULES

Defensive Weapon +1

Level 2

This weapon glows blue when its wielder takes a second wind or goes on total defense.

Lvl 2 +1 520 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage

Property: When you take the total defense or second wind action, add the enhancement bonus of this weapon as an item bonus to all of your defenses until the start of your next turn.

Reference: *Adventurer's Vault*, page 67.

Flame Bracers

Level 3

Flickering flames dance across your arm guards, darting to cover your weapon on crucial attacks.

Lvl 3 680 gp

Item Slot: Arms

Property: When you score a critical hit with a melee attack, deal an extra 1d6 fire damage.

Power (Daily): Minor Action. Your next successful weapon attack before the end of your next round deals an extra 1d6 fire damage.

Floating Lantern

Level 3

This silver lantern floats in midair under your control.

Wondrous Item 680 gp

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

Power (At-Will): Minor Action. While you hold the *floating lantern* or are adjacent to it, you can set its light to be bright (10 square radius), dim (5-square radius), or off.

Power (At-Will): Move Action. The last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from it.

Master's Wand of Thunderwave +1

Level 3

This wand grants the ability to reshape your thunderwave power.

Lvl 3 +1 680 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage

Property: When you use the *thunderwave* power, you can make it a close burst 1.

Power (Encounter ♦ Arcane, Implement, Thunder):

Standard Action. As the wizard's *thunderwave* power (PH 161).

Reference: *Adventurer's Vault*, page 110.

Goblin Stompers

Level 6

These cured hide boots shift you safely away from an inaccurate attacker.

Item Slot: Feet 1,800 gp

Power (Encounter): Immediate Reaction. Use this power when a melee attack misses you. Shift 1 square.

Reference: *Adventurer's Vault*, page 129.

Ruby Scabbard

Level 5

Blood-red rubies adorn this scabbard, their magic granting your blade an extra edge.

Wondrous Item 1,000 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): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +1 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

Reference: *Adventurer's Vault*, page 176.

LAST SIGHT VISION

As you finish the ritual, you see the final moments of the corpse's life.

Level: 2

Category: Divination

Time: 10 minutes

Duration: 2 or more rounds

Component Cost: 25 gp

Market Price: 100 gp

Key Skill: Arcana or Religion

When you perform this ritual in the presence of a corpse or a skull, you witness an auditory and visual replay of the moments before the death of that creature, as seen from the creature's perspective. You cannot perform this ritual on headless corpses. Once you have performed this ritual, you must wait until you have gained a level before using it again on the same remains.

Your Arcana or Religion check determines the length of time prior to the target's death that you experience.

Check Result: Time Period

19 or lower: 2 rounds

20–29: 4 rounds

30–39: 6 rounds

40 or higher: 10 rounds