

NIGHT OF FALLEN PETALS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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The Night of Fallen Petals is nigh, a festival to celebrate the dead and pay honor to those who have long since passed. But not all secrets stay dead, and the prophecy of a returning God-King may be a means for dark forces to upset the power balance in Nathlek city. A *Living Forgotten Realms* adventure set in Nathlekh City on the Dragon Coast, for characters levels 7-10. Final part of the *White Petal Demise* major quest. The first parts of this quest are DRAG1-4 *Falling Snow*, *White Petal* and DRAG1-5 *White Flower Falling*.

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 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

Prior to this adventure, a mysterious figure called the 'Mad Fox' has been harassing trade caravans using a small tong (the Shou name for 'gang') known as the White Petals. The trade caravans were linked to the Fan

trading house. The attacks were an attempt to bring shame to the Nine Golden Swords, another tong that has some power in Westgate and Thesk.

Mad Fox is obsessed with the idea of increasing his own power in the Nine Golden Swords, and has decided that the best way is to discredit Master Fan-Ji, current leader of Westgate's Nine Golden Swords. To that end, he frustrates attempts of Fan-Ji to earn the favor of the Neng clan, something that would increase the power of the Fan at the cost of Mad Fox's own influence. The plan has by now grown into an obsession.

In DRAG1-4 *Falling Snow, White Petal* and especially DRAG1-5 *White Flower Falling*, Mad Fox's gang has been severely reduced in power. With his own involvement now on the verge of being exposed, he has turned his attention to the Nengs themselves. Using a vague prophecy regarding the return of the 'God-King' as a cover, he hopes to assassinate those members of the Neng clan that dealt with Fan-Ji, so no future deals are possible. He plans to blame the assassination on the 'Sign of Four', a small cult that has grown around the prophecy. But first, he has to remove the one obstacle that could reveal his plans—a prophet named Qasyr yi Amahl.

Qasyr yi Amahl is a prophet from Almraiven in Calimshan, who fled his country when his prophecies proved to be accurate and rarely predicted good events. Mad Fox is aware of the prophet's accuracy and is eager to prevent the man's gift from preventing his own rise to power.

DM's INTRODUCTION

Before play, check whether any PCs have story awards in regards to the Chain Emporium, the Neng Clan, the Fan clan or the Wei. At this time these are **DALE01 Favor of the Chiang Emporium*** from *DALE1-1 The Prospect*, **DRAG06 Li-Mubi's Recommendation**, **DRAG07 Trust of the Neng and Fan Clans**, **DRAG08 Enmity of Mad Fox**, **DRAG09 In Trouble with the Wei**, or **DRAG11 Blessing of Tymora** from *DRAG1-4* and *DRAG1-5*.

Encounter 1: When the PCs arrive at the seer's shop, they notice a disturbance. A group of thugs harasses Yi Amahl's assistant Petec. If the PCs defeat these thugs, Petec tells the thugs were looking for Yi Amahl - but someone else had already taken his master away, hours earlier.

Encounter 2: Foo-Shen, who works for the Neng clan, arrives seeking an audience with Yi Amahl. He asks the adventurers to track down Master Yi Amahl, who he assumes was taken to the Chiang residence in

the foreign district. He believes a criminal known only as 'Mad Fox' might be trying to silence the seer.

Encounter 3: The PCs need to enter the Chiang compound to speak to Yi Amahl. They can either ask for an audience with the Chiangs, or try to sneak in using stealth. This is a brief skill challenge.

Encounter 4: Mad Fox has sent a rag-tag team of oni and thugs to invade the Chiang residence and kill Yi Amahl. They find the PCs on their way.

Encounter 5: The PCs learn that Mad Fox hired the attackers. From a recent reading, Yi Amahl found out that the man intends to attack the parade, targeting the Nengs. If the PCs want to foil Mad Fox's plan, they'd better hurry!

Encounter 6: The PCs have to rush through a crowded city to reach the Parade—which has already started—in time. This is a skill challenge.

Encounter 7: Mad Fox and several 'spirits' attack the parade. The 'spirits' are the remains of the White Petals, both living and spectral undead, dressed as Sign of Four cultists. While people panic, Mad Fox targets the Neng nobles. If the PCs succeeded at the skill challenge, they may gain surprise on the Petals.

Conclusion: If they succeeded, the PCs gain the gratitude of the Neng clan (and finish the major quest by defeating the last of the White Petals).

Note that in previous adventures, the name 'Chiang' was mistakenly spelled 'Chang'.

PLAYER'S INTRODUCTION

Jonster Yates (CORE1-2 *The Radiant Vessel of Thesk*), is an eccentric halfling, a Burgher (council member) in New Velar in the Dalelands, who makes wild claims of impending disasters and dramatic events, most of them so far fetched that they must be total fancy.

If you have time to run the PCs' encounter with Yates, they encounter him in New Velar, where he owns Mensyn's Wares, a shoe shop. See the Appendix 1 for more background and a description of Jonster Yates.

The little shop smells strongly of cured leather. Shoes and boots in all sizes and fashions are lined up on shelves. Your attention goes to the halfling at the counter.

The wall behind him is dominated not by shoes but by a large, hand-drawn map of Faerûn. Small markers have been placed on the map. The halfling just finishes pushing a blue pin in the map at a place marked 'Nathlan'. He then turns to you, and smiles.

"Nathlekh, an amazing city. Built on a mesa, or so I've heard. Very useful, if the flood comes... or the lava

streams. At any rate, you just have to see it before the flood comes. Do you perhaps fancy a trip? And could you run me an errand?"

Yates wishes to hire the PCs to travel to Nathlekh City, in Nathlan on the Dragon Coast, to track down a seer named Qasyr Yi Amahl. When they find this seer, they are to present him with a list of all kinds of oddball questions to get answered.

Based on a prophecy a fortuneteller once gave him, Yates is convinced that there is some impending doom coming. The fortuneteller said he would play a heroic part in a great calamity that is to befall Faerûn. He admits he is not sure what it is. He leaps on any rumor in the hope it is what he is looking for.

Yates is willing to pay 75 / 100 for presenting the list to the seer.

If the PCs accept the quest, he arranges for transport to Nathlekh. The adventure then starts as the PCs arrive in Nathlekh City, with a rough indication on where the seer is to be found.

The center of Nathlekh is raised high on a mesa, while the districts, allowed to foreigners who visit and trade, are left clustered around the cave-riddled mesa walls, all the way down to the harbor on Long Arm Lake.

From the harbor towards the mesa's top a large road descends a giant bridge several miles long. It is held up by ever greater statues of dragons. The town is a hive of activity. Lampoons, flying banners, ribbons in all colors, and festive clothing worn with a variety of masks all indicate preparations for a festival.

The festival being prepared for is called the Night of Fallen Petals, which foreigners sometimes call the Night of Spirits. The bridge mentioned is the Dragon Bridge, and the main area where the parade for the Night of Fallen Petals will be held.

See the Appendix 1 for any information the PCs may find on Quasir Yi Amahl or the Night of Fallen Petals. This appendix also contains information the PCs may need regarding other people encountered in this adventure.

Note: If you run this adventure as part of a home campaign, you can replace Yates with a NPC more fitting to your story.

TREASURE

There is no treasure in this encounter (Jonster Yates pays his reward in Encounter 7).

ENCOUNTER 1: THE SEER'S SHOP

ENCOUNTER LEVEL 5/7 (1050/1425 XP)

SETUP

This encounter includes the following creatures at the low tier:

3 snaketongue initiates (level 5) (I)

1 cultist warlock (level 7) (W)

1 relentless bounty hunter strongarm (S)

This encounter includes the following creatures at the high tier:

3 snaketongue initiates (I)

1 cultist warlock (level 9) (W)

1 relentless bounty hunter strongarm (level 9) (S)

The PCs' inquiries lead them to a small shop in the foreign district of Nathlekh. Here Yi Amahl sells a variety of coffees, supplemented with a plethora of random items from Calimshan, varying from carpets to small prayer statuettes to wind chimes.

As they arrive at the shop, the PCs notice a disturbance inside.

The shop is dim, but through the open doorway you can see a young man quivering in fear. He is surrounded by a group of people in rough yellow hemp robes. One of them is a muscled dwarf with a scarred face. The others are humans with strange symbols painted on their foreheads in green paint.

All brandish weapons, and their intentions do not look to be pleasant.

The thugs' outfits are peculiar. Anyone who speaks Draconic, Netherese or Shou notices that the symbol on their foreheads looks similar to the number '4' in the Lokharic alphabet.

PCs may make a Religion or Streetwise check as a free action to further learn the following:

DC 19: The cloths and painted symbols indicate the wearers as cultists of the Sign of Four, a religious sect that believes in the return of the God-King.

DC 24: The symbols and robes are only an approximation of what the members use. While the thugs look like cultists at a first glance, it is obviously a disguise—and a poor one at that.

The young man is Yi Amahl's assistant Petec. He is being harassed by a group of thugs, who are looking for Yi Amahl but found him absent. If the PCs pause, they can

hear one of the initiates demand that Petec tells them where Yi Amahl is.

Once the thugs spot the PCs, they know their game is up, and they immediately attack.

FEATURES OF THE AREA

Illumination: The illumination in the shop is dim light. The illumination outside (the garden and street) is bright light.

Alcoves: A creature inside an alcove has cover, but also takes a -2 penalty to melee attacks against a target not sharing the alcove with them.

Shop Shelves (x): The shop is a cramped space full of odd trinkets, which hamper movement and hinder combat. Any place partially covered by a shelf counts as difficult terrain and anyone in those squares grants combat advantage. The shelves are blocking terrain on the side they occupy.

Anyone forced into a square with shelves on it falls prone. Trying to stand up while in these squares draws attacks of opportunity. Knocking over a shelf requires a DC 19 Strength check. To knock a shelf onto a specific target requires the Strength check and an attack roll (and the target must be on the other side of the shelf, although not necessarily directly opposite the attacker):

+11 vs. Reflex; 2d6 + 5 damage and the target is knocked prone and immobilized (save ends).

The fallen shelf and spilled goods create an area of difficult terrain in the squares it occupied and in the rows of squares directly adjacent to where it once stood.

TACTICS

The bounty hunter enters melee as quickly as possible, using his attacks to push PCs into shelves, so he can gain combat advantage. The bounty hunter is also equipped with *repulsion armor* that allows him to push an enemy one square as an immediate reaction to that enemy moving adjacent to him. He activates the item (a minor action) as soon as the battle starts, it stays active for the whole fight and he uses it to his advantage.

The snaketongue initiates target anyone who is prone, and otherwise try to flank with the bounty hunter in order to gain combat advantage.

The warlock stays back, using ranged attacks when possible, and attempting to push opponents who come too close into the shelves.

Petec dives into one of the alcoves until the combat is over.

The bounty hunter and initiates fight until defeated, but if the combat goes poorly, the warlock tries to retreat to the garden and then escape onto the street.

SCALING THE ENCOUNTER

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

Four PCs: Lower the level of the relentless bounty hunter and the warlock by one. Deduct 20 hp from the bounty hunter and 8 from the warlock, and lower the attack and defenses of each by 1.

Six PCs: Increase the level of the relentless bounty hunter and the warlock by one. Add 20 hp to the bounty hunter and 8 to the warlock, and increase the attack and defenses of each by 1.

ENDING THE ENCOUNTER

If the PCs defeat the thugs, Petec tells that the thugs were looking for Master Yi Amahl. His master was taken away—with some haste—by a group of women, several hours before the thugs arrived. From their clothes, Petec thinks the women were the elite guards of the Chiang clan, which has a compound in the foreign quarter.

Yi Amahl told Petec not to worry, and just to wait, but the women were rather forceful, and he wonders if his master really went voluntarily.

The thugs, if questioned, explain they were paid to ‘put an end’ to Yi Amahl’s ‘disruptive ramblings’. If questioned about their disguises, they say their hirer told them to use it to ‘throw off’ anyone who would ask questions. They don’t recall much about their hirer, except that he had a peculiar tattoo on his arm. If asked, they describe the tattoo as a stylized flower with a fox’s face in its center.

If the PCs wait for guards, none come. The foreign quarter is not well patrolled at any time, and with the festival, all remaining guards have been sent to the Dragon Bridge.

Should any thugs flee, they disappear into the town, and don’t reappear in this adventure.

Once the PCs have asked some questions, but before they leave, proceed to Encounter 2.

EXPERIENCE POINTS

The PCs earn 210 / 285 xp each if they defeat the thugs. Award half the xp if they failed.

TREASURE

The thugs carry 25/50 gp in coin (the money paid them by Mad Fox). PCs also gain access to *repulsion armor* +2 (at low levels only) or *repulsion armor* +3 (at high levels only).

ENCOUNTER 1: THE SEER'S SHOP STATISTICS (LOW LEVEL)

Relentless Bounty Hunter	Level 7 Elite Brute
Medium natural humanoid	XP 600
Initiative +4 Senses Perception +11; low-light vision	
HP 186; Bloodied 94	
AC 21; Fortitude 22, Reflex 17, Will 21	
Saving Throw +2	
Action Points 1	
Speed 5	
m Greataxe (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d12 + 8 (crit 1d12 + 20) damage.	
C Clear the Area (standard; recharge 6) ♦ Weapon	
Requires greataxe; close burst 1; +8 vs AC; 2d12 + 10 damage, and the target is pushed 1 square.	
C Mark of Death (standard; recharge 5-6) ♦ Fear	
Close burst 5; targets one creature; the target is marked and grants combat advantage to the relentless bounty hunter (save ends).	
Brute Rush	
When a relentless bounty hunter makes a bull rush attack, he pushes the target 2 squares instead of 1 square.	
Stand Your Ground	
When an effect forces the relentless bounty hunter to move—through a push, a pull, or a slide—the relentless bounty hunter moves 1 square less than the effect specifies. When an attack would knock the relentless bounty hunter prone, the relentless bounty hunter can roll a saving throw to avoid falling prone.	
Death's Release (when the relentless killer is reduced to 0 hit points or fewer) ♦ Necrotic	
Close burst 3; +9 vs. Fortitude; 2d6 + 7 necrotic damage, and the target is knocked prone.	
Combat Advantage	
The relentless bounty hunter deals 2d6 extra damage when it hits a creature it has combat advantage against.	
Alignment Unaligned	Languages Common, Dwarven
Str 13 (+4)	Dex 12 (+4) Wis 16 (+6)
Con 18 (+7)	Int 11 (+3) Cha 8 (+2)
Equipment greataxe, leather armor	

Note: Template “Relentless Killer” from *Open Grave* added to the bounty hunter strongarm.

Cultist Warlock (level 7)	Level 7 Artillery
Medium natural humanoid	XP 300
Initiative +5 Senses Perception +9	
HP 57; Bloodied 28.	
AC 19; Fortitude 17, Reflex 19, Will 21	
Speed 6	
m Fell Touch (standard; at-will) ♦ Fear, Psychic	
+12 vs. Reflex; 1d8 + 4 psychic damage, and the target is pushed 2 squares.	
r Desiccating Curse (standard; at-will)	
Ranged 10; +12 vs. Fortitude; 2d6 + 3 damage, and the target takes a -2 to all defenses (save ends).	
R Scour the Cursed (standard; at-will)	
Ranged 10; +12 vs. Will; 2d6 + 3 damage, and if the target is subject to the penalties of the desiccating curse, it takes an extra 2d6 damage.	
Inescapable Hex (immediate reaction, when an enemy in sight succeeds on a saving throw; at-will)	
The triggering creature must reroll the saving throw, taking the second result.	
Alignment Evil	Languages Common
Skills Arcana +11, Bluff +12; History +11	
Str 12 (+5)	Dex 12 (+5) Wis 11 (+4)
Con 13 (+5)	Int 14 (+6) Cha 16 (+7)
Equipment leather armor	

Snaketongue Initiate (level 5)	Level 5 Minion
Medium natural humanoid	XP 50
Initiative +4 Senses Perception +3	
HP 1; a missed attack never damages a minion.	
AC 18; Fortitude 16, Reflex 15, Will 15	
Speed 6	
m Greatsword (standard; at-will) ♦ Weapon	
+9 vs. AC; 4 damage, and the snakelongue initiate makes a secondary attack. <i>Secondary Attack:</i> +7 vs. Fortitude; ongoing 2 poison damage (save ends).	
Alignment Chaotic evil	Languages Common, Draconic
Str 16 (+5)	Dex 14 (+4) Wis 12 (+3)
Con 13 (+3)	Int 12 (+3) Cha 14 (+4)
Equipment poisoned greatsword, leather armor	

ENCOUNTER 1: THE SEER'S SHOP STATISTICS (HIGH LEVEL)

Relentless Bounty Hunter (level 9)	Level 9 Elite Brute
Medium natural humanoid	XP 800
Initiative +5 Senses Perception +12; low-light vision	
HP 226; Bloodied 114	
AC 23; Fortitude 24, Reflex 19, Will 23	
Saving Throw +2	
Action Points 1	
Speed 5	
m Greataxe (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d12 + 9 (crit 1d12 + 21) damage.	
C Clear the Area (standard; recharge 6) ♦ Weapon	
Requires greataxe; close burst 1; +10 vs. AC; 2d12 + 11 damage, and the target is pushed 1 square.	
C Mark of Death (standard; recharge 5-6) ♦ Fear	
Close burst 5; targets one creature; the target is marked and grants combat advantage to the relentless bounty hunter	
Brute Rush	
When a relentless bounty hunter makes a bull rush attack, he pushes the target 2 squares instead of 1 square.	
Stand Your Ground	
When an effect forces the relentless bounty hunter to move—through a push, a pull, or a slide—the relentless bounty hunter moves 1 square less than the effect specifies. When an attack would knock the relentless bounty hunter prone, the relentless bounty hunter can roll a saving throw to avoid falling prone.	
Death's Release (when the relentless killer is reduced to 0 hit points or fewer) ♦ Necrotic	
Close burst 3; +11 vs. Fortitude; 2d6 + 8 necrotic damage, and the target is knocked prone.	
Combat Advantage	
The relentless bounty hunter deals 2d6 extra damage when it hits a creature it has combat advantage against.	
Alignment Unaligned	Languages Common, Dwarven
Str 13 (+5)	Dex 12 (+5) Wis 16 (+7)
Con 18 (+8)	Int 11 (+4) Cha 8 (+3)
Equipment greataxe, leather armor	

Note: Template Relentless Killer from *Open Grave* added to the bounty hunter strongarm.

Cultist Warlock (level 9)	Level 9 Artillery
Medium natural humanoid	XP 400
Initiative +6 Senses Perception +10	
HP 69; Bloodied 34.	
AC 21; Fortitude 19, Reflex 21, Will 23	
Speed 6	
m Fell Touch (standard; at-will) ♦ Fear, Psychic	
+14 vs. Reflex; 1d8 + 5 psychic damage, and the target is pushed 2 squares.	
r Desiccating Curse (standard; at-will)	
Ranged 10; +14 vs. Fortitude; 2d6 + 4 damage, and the target takes a -2 to all defenses (save ends).	
R Scour the Cursed (standard; at-will)	
Ranged 10; +14 vs. Will; 2d6 + 4 damage, and if the target is subject to the penalties of the desiccating curse, it takes an extra 2d6 damage.	
Inescapable Hex (immediate reaction, when an enemy in sight succeeds on a saving throw; at-will)	
The triggering creature must reroll the saving throw, taking the second result.	
Alignment Evil	Languages Common
Skills Arcana +12, Bluff +13; History +12	
Str 12 (+6)	Dex 12 (+6) Wis 11 (+5)
Con 13 (+6)	Int 14 (+7) Cha 16 (+8)
Equipment leather armor	

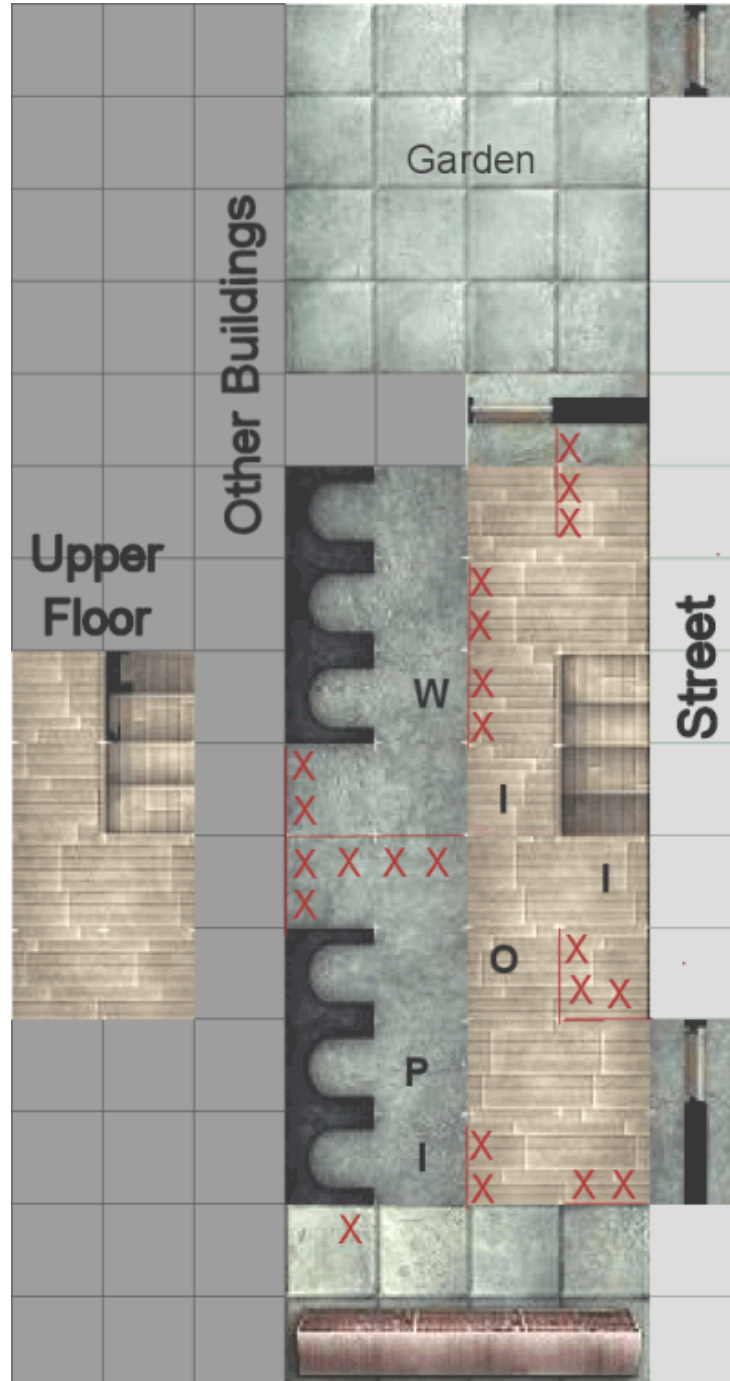
Snaketongue Initiate	Level 7 Minion
Medium natural humanoid	XP 75
Initiative +5 Senses Perception +4	
HP 1; a missed attack never damages a minion.	
AC 20; Fortitude 18, Reflex 17, Will 17	
Speed 6	
m Greatsword (standard; at-will) ♦ Weapon	
+11 vs. AC; 5 damage, and the snaketongue initiate makes a secondary attack. <i>Secondary Attack</i> : +9 vs. Fortitude; ongoing 2 poison damage (save ends).	
Alignment Chaotic evil	Languages Common, Draconic
Str 16 (+6)	Dex 14 (+5) Wis 12 (+4)
Con 13 (+4)	Int 12 (+4) Cha 14 (+5)
Equipment poisoned greatsword, leather armor	

ENCOUNTER 1: THE SEER'S SHOP MAP

TILE SETS NEEDED

Arcane Corridors x1

Hidden Crypts x1



ENCOUNTER 2: CONCERN OF THE NENGs

SETUP

Important NPCs:

Foo-Shen, servant of the Neng clan.

Petec, assistant to Yi Amahl.

Shortly after the PCs have defeated the thugs, Foo Shen arrives. Adjust the following if PCs have set a watch on any of the entrances to the shop.

A jingle at the door announces a visitor. A Shou man in the livery of a bureaucrat looks around in shock.

“What happened? Where is Master Yi Amahl? Is he all right?”

Foo-Shen is in service of the Neng clan. The PCs may have worked for him before (in *DRAG1-5 White Flower Falling*), in which case he recognizes them. Foo-Shen answers questions from the PCs, though he first asks to be informed of what happened.

If they have not worked for him before, he hastily explains that he intends no harm but was looking for the seer on a matter of urgent business (although it is obvious he is a little suspicious of the PCs’ motives). If they become stuck for an explanation, Petec can come to their assistance by explaining that they rescued him. If time allows, you should give the PCs time to roleplay the meeting with Foo-Shen. Once he realizes they are adventurers, he then seeks their assistance.

Once he gets the gist of the situation, Foo Shen explains his presence and predicament:

- He came to seek an audience with Yi Amahl regarding his latest prophecy on the God-King.
- When told of the women who took Yi Amahl away, Foo Shen assumes that Yi Amahl was taken to the Chiang residence elsewhere in the foreign district.
- He suspects that a criminal known only as ‘Mad Fox’—who has caused problems for the Nengs in the past—desires to use the prophecy and the unrest it may create to his own ends, and might be trying to silence the prophet’s ability to correct any rumors he spreads based on the prophecy for that reason.
- ‘Mad Fox’ interest is the real reason why Foo Shen wanted to talk to Yi Amahl. He hopes Yi Amahl knows more about him.
- He believes the White Petals, a tong (gang) that Mad Fox runs, may still exist, despite earlier

defeats (in *DRAG1-4 Falling Snow, White Petal* and *DRAG1-5 White Flower Falling*).

- The tong may have been resurrected as a means to grab power during the festival, when many of the clan leaders leave the safety of their homes.
- As he has no idea why the Chiangs have involved themselves, Foo Shen asks the PCs to find out whether Yi Amahl is safe—and, if possible, to inquire about the prophecy.
- He offers 50/50 gp in payment should they find Yi Amahl and ensure he is safe.
- He suggests either talking to the Chiangs, if the PCs think they can lever some favor, though people with ‘means of stealth’ may be able to find out without asking.
- By preference, the Neng clan should not be involved in what the PCs do. Political relations are fairly complex in Nathlekh.

ENDING THE ENCOUNTER

If the PCs accept Foo-Shen’s request, they can turn to finding Yi Amahl. Proceed to Encounter 3 when they approach the Chiang Compound.

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 (Foo-Shen pays his reward in Encounter 7).

ENCOUNTER 3: FINDING YI AMAHL

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

SETUP

Important NPCs:

Mai-Win Chiang, second daughter of Ha-Teh Chiang.

The PCs need to enter the Chiang compound to speak to Yi Amahl. They can either ask for an audience with the Chiangs (Challenge A), or try to sneak in using stealth (Challenge B).

Shou PCs who are locals to the Dragoncoast gain a +2 bonus on Streetwise, Diplomacy, and Bluff checks in this encounter.

CHALLENGE A: THE TEA CEREMONY

Goal: Convince the Chiangs to allow you to speak to Yi Amahl

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Diplomacy, Endurance, Streetwise

Other Skills: History, Insight

Victory: The Chiangs allow the PCs to speak to Yi Amahl, and lead them to him before the oni attack.

Defeat: The Chiangs refuse access, and thugs hired by Mad Fox to attack Yi Amahl before the PCs can intervene. Allowing them to deal a potentially fatal wound to Yi Amahl before the PCs arrive.

To gain access to the Chiang compound, the PCs need to arrange an audience with Mai-Win Chiang, sit through a tea ceremony, and finally convince Mai-Win Chiang to let them see Yi Amahl.

The Chiangs have a disdain for men. While male PCs do not have mechanical penalties when using social skill checks on Chiang women, the women tend to react coolly to well-used arguments by men (even when such checks are a success).

The Chiangs are aware of PCs who have earned the **DRAG06 Li Mubi's Recommendation**, or **DRAG07 Trust of the Neng and Fan Clans** story awards need only to introduce themselves to gain an advantage in this part of the challenge. DCs for using Bluff or Diplomacy skills for these PCs are at -2.

PCs possessing the **DRAG09 In Trouble with the Wei** find it more difficult to use Bluff or Diplomacy skills with the Chiangs and their servants, increasing the DC for these skills by 2.

SCENE 1: ARRANGING THE AUDIENCE

The PCs need to gain one success to acquire an audience:

Bluff or Diplomacy DC 13/14 (1 success, 1 maximum)

Convince the administrator on duty at the Chiang Emporium or a servant at the Chiang Compound that a hasty audience with a Chiang member is needed.

If the PCs knock at the compound without an arranged audience (see Streetwise), the Diplomacy check to get in is harder, and incurs a -5 penalty.

Telling about the attack on Yi Amahl's shop does not help here as the servant arranging the audience has little knowledge of its importance.

Favor of the Chiangs (1 success, 1 maximum)

If a PC has the story award **DALE01 Favor of the Chiangs**, they automatically get an audience. They also earn a +2 bonus on all Diplomacy and Bluff checks in the remainder of this encounter. This does not stack with the bonus for being a Shou PC from the Dragoncoast region

Streetwise DC 18/19 (no successes)

The PCs learn it is better to approach the Chiangs by making an appointment with an administrator at the Chiang Emporium, and do so.

SCENE 2: THE TEA CEREMONY

You are led though the compound of the Chiangs to a low building, and through rooms flanked by rice paper panels to a central room.

The servant guiding you whispers, "Mistress Mai-Win Chiang has agreed to your presence as she performs a ceremony to celebrate the Night of Fallen Petals. Be quiet, please."

In the room a woman sits, her knees folded below her, behind a low table with ceramic cups and a pot hot water. The smell of incense is in the air. She does not pay you any attention.

The servant motions quietly to a few cushions in front of the table.

Before the PCs can speak to Mai-Win Chiang, they need to suffer through a tea ceremony. They need to make at least two checks in this part of the challenge—at least one of which is a group Endurance check.

Chiang waits patiently for you to sit down in an uncomfortable crouch, then proceeds with her

ceremony. She pauses at intervals, turning the teapot to you as an invitation to participate.

Participation is clearly optional, but PCs who participate may help progress the ceremony quicker and may earn some respect.

Failures in this scene lead to time delays as Mai-Win Chiang has to step and start over the various steps in the ceremony.

Interrupting the Ceremony (no successes)

The servant quickly hushes any PC trying to interrupt. Any further interruption of the ceremony is a failure, and negates any successes made so far.

If PCs are truly rude, they earn another failure, and Chiang ends her ceremony as she determines it is impossible to proceed. Move to Scene 3.

Bluff DC 18/19 (1 success, 2 maximum)

Try to bluff your way through the tea ceremony. This check is at a -5 penalty if the PC did not make a successful Insight check. Failure means the PC blunders, frustrating Mai-Win Chiang and delaying the ceremony.

Diplomacy DC 13/14 (requires successful History check; 1 success, 2 maximum)

Try to participate in the tea ceremony, using base knowledge of the rules. Failure means the PC blunders, frustrating Mai-Win Chiang and delaying the ceremony.

DC 24/25: The PC earns an additional success.

Endurance or Stealth DC 8/9 (groups check; 1 success, 2 maximum)

It is important to keep still during the ceremony, allowing one to find inner quiet and peace, however the way to sit down is not the most comfortable. Each PC in the group needs to make either an Endurance check to prevent him from fidgeting, or a Stealth check to hide him shifting a foot or leg.

A failed check means the PC can't sit still, annoying Mai-Win. All PCs present need to participate. The checks succeeds if all the PCs succeed, and fails if one or more of the PCs fail their checks.

Make this check at least once, twice if the PCs do not participate in the ceremony.

History DC 13/14 (no successes)

Recall the intricate steps in the tea ceremony. That PC can now use Diplomacy to participate in the tea ceremony in order to impress Mai-Win Chiang.

Insight DC 18/19 (no success)

Anticipate the next step in the tea ceremony. The PC can now have an easier time using Bluff to participate and impress Mai-Win Chiang.

SCENE 3: THE PLEA

As the ceremony finally draws to a close, Mai-Win Chiang finally turns her cold gaze upon you.

"What is it you seek in the House of Chiang?"

The PCs can now state their request. If the PCs already accumulated 4 successes, Mai-Win Chiang is sufficiently impressed, and no further skill checks are needed. Otherwise, the PCs need to convince her to allow them to see Yi Amahl.

Failures lead to time delays, with Mai-Win Chiang becoming increasingly cooler and throwing more and more red-tape at the PCs. On the other hand with each success, Mai-Win become politer, and talk progresses smoothly and more quickly.

Bluff DC 18/19 (1 success, no maximum)

Fabricate a plausible reason to see Yi Amahl.

Diplomacy DC 13/14 (1 success, no maximum)

Explain the true reason to see Yi Amahl. Telling about the attack on Yi Amahl's shop earns a (one time only) +2 bonus on this check.

Intimidate DC 13/14 (1 success, 1 maximum)

Put political pressure on the Chiangs, i.e. by claiming refusal is bad for their relationship with the other clans (especially clan Neng).

If the skill challenge is successful, Mai-Win Chiang decides to allow the PCs entry, and has them led to Yi Amahl's room.

Otherwise, she refuses, but is interrupted as she moves to have the PC removed. If this happens, read:

"I don't think we can be of assistance," Mai-Win says icily. She moves her hand, and the servant reappears. "Please lead our visitors back outside."

The servant motions for you to follow.

The servant leads the PCs back to the exit.

As you approach the exit, a crash sounds from inside the complex. A moment later, a woman screams.

CHALLENGE B: BREAKING AND ENTERING

Goal: Break into the Chiang complex and find Yi-Amahl

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Athletics, Thievery, Stealth.

Other Skills: Streetwise.

Victory: The PCs find Yi Amahl before thugs hired by Mad Fox ambush him.

Defeat: Yi Amahl is injured in an ambush by thugs hired by Mad Fox before the PCs arrive.

This is a more freeform encounter. Follow a reasonable structure for this: the PCs have to by-pass or climb a wall, cross a garden, enter the compound, and search the compound for Yi Amahl.

Several skill checks are group checks, which means that all PCs present need to participate. A group check succeeds if all the PCs succeed, and fails if one or more of the PCs fail their checks.

Unless the PCs come with a special plan, each PC sneaking in should make at least 1 Stealth check. Failures either lead to delays as plans to open a door or climb a wall fail, or lead to increased activity of the guards, forcing the PCs to retreat the way they came or take a detour.

Acrobatics DC 18/19 (1 success, no maximum)

Squeeze through a gap in the garden grate, or rope-walk over a laundry line towards the compound. Failure leads to significant delay, or causes the PC to drop from the line and crash into the garden, alerting the guards. All future Stealth checks take a -5 penalty (not cumulative).

Athletics DC 9/10 (group check; 1 success, no maximum)

Climb the garden wall. Failure leads to significant delay.

Athletics DC 18/19 (1 success, no maximum)

Open a stuck door. Failure means the door won't open, and the PCs make too much noise, alerting the guards. All future Stealth checks take a -5 penalty (not cumulative).

Perception DC 13/14 (1 success, no maximum)

Listen for signs of guards or the location of Yi Amahl. Failure means the PC makes a bad judgment call and in the wrong direction (and, if this is the last failure, directly into the arms of Chiang guards).

Stealth DC 9/10 (group check; 1 success, 1 maximum)

Sneak across the garden towards the compound. Failure alerts the guards, and all future Stealth checks take a -5 penalty (not cumulative).

Streetwise DC 13/14 (1 success, no maximum, only when used before entering the complex)

PCs are able to find someone who has visited or done work-for-hire in the Chiang Compound, and convince him to draw them a rough map.

For a success of DC18/19 the PCs get a +2 bonus to Perception checks. A success of 23/24 grants a +2 bonus to Stealth checks, as the person they speak to knows something of the guard routines.

Thievery DC 13/14 (1 success, no maximum)

Open the garden gate or a door into the compound. Failure leads to significant delay as it takes an inordinate amount of time to open the gate or door.

If the skill challenge is successful, the PCs locate Yi Amahl. Otherwise, they are discovered:

One of the rice paper panels slides aside, revealing a tall middle-aged woman.

“Uninvited guests.” The woman’s voice is calm but cold. She motions to a servant behind her. “Call the guards to deal with this interruption”

The servant nods, and dashes off.

The servant takes some time to return. Chiang, meanwhile, regards the PCs icily. After the PCs have waited for several minutes, or when the PCs want to act, (such as run away or attack), continue:

A crash sounds from a few rooms further. A moment later, a woman screams.

ENDING THE ENCOUNTER

It is possible that PCs split up and try to do both approaches at once. In that case, run both challenges, determining overall success on whether one group succeeds. If one group fails and the other does not, the group that failed arrive one round later than the successful group in Encounter 4.

Success: The PCs find Yi Amahl before thugs hired by Mad Fox ambush him.

Failure: Yi Amahl is injured in an ambush by thugs hired by Mad Fox before the PCs arrive. See the next encounter for the effects of failure.

EXPERIENCE POINTS

The PCs earn 50/70 xp each if they find Yi Amahl before the thugs do. Award half the xp if they failed.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: SAVING YI AMAHL

ENCOUNTER LEVEL 9/11 (2250/3350 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 oni devourers (D)
- 1 oni assassin (bugbear assassin) (A)
- 1 oni overlord (level 9) (O)
- Yi Amahl (y)
- 1 servant (s)

This encounter includes the following creatures at the high tier:

- 2 oni devourers (level 9) (D)
- 1 oni assassin (bugbear assassin) (level 9) (A)
- 1 oni overlord (O)
- Yi Amahl (y)
- 1 servant (s)

Note: The bugbear assassin in this encounter is an oni. He gains the following changes to the stat block:

Oni
Medium natural humanoid
Senses darkvision
Deceptive Veil (minor; at-will) ♦ Illusion
The oni can disguise itself to appear as any medium natural humanoid. A creature can see through the illusion with a successful Insight check versus the devourer's Bluff check.

Mad Fox has sent a rag-tag team of oni and thugs (all he can afford with the downfall of the White Petals) to invade the Chiang residence and kill Yi Amahl.

How this encounter starts depends on who well the PCs did in the skill challenge.

SUCCESS

If the PCs were successful in the skill challenge, they arrive at Yi Amahl shortly before the oni attack. Read:

An old, man with a wide turban sits quietly at a table, sipping from a teacup. Opposite him sits a young woman, a Chiang servant, looking at him with rapt attention, a small ceramic pot at the ready to pour her guest more tea.

You only have a moment to take in the scene, for the next instant, the rice paper panel that faces to the

garden is smashed as the body of a Chiang guard is thrown through it.

Several armed men step through it. One of them points to Yi Amahl, and shouts something to one of the others.

These are oni in human disguise. PCs who understand Giant hear the leader say "Kill the seer!". The oni then attack the PCs, while the assassin moves to strike at Yi Amahl.

FAILURE

If the PCs failed the skill challenge, the oni attack just before the PCs arrive. In this case, read:

You enter a room that is in shambles. Four armed men in its center seem responsible.

A rice paper panel opening onto the garden is smashed, the body of a Chiang guard beside it. A young woman whimpers, curled up in a corner, next to the unmoving body of an old man with a wide turban.

One of the armed men points at you, and shouts something in a strange language.

Yi Amahl is on the ground, poisoned and dying—the PCs have only a few rounds to save him.

The men are oni in human disguise. PCs who understand Giant, hear the leader say "Kill them!". The men then attack the PCs.

FEATURES OF THE AREA

The following terrain features are in this area:

Garden: The garden is made of gravel raked in various patterns set between wooden walkways. It counts as difficult terrain except for the wooden walkways.

Table: The table is low, less than two feet high. Below the table is a three-foot deep hole in the floor, where a warming stove can be placed for cold days. Due to a cloth over the table, the hole isn't visible, until the cloth is removed, at which time a DC 10 Perception check spots it.

The table can't hold any real weight and collapses if stepped on, dropping the creature that stepped onto it into the hole and knocking them prone. If the table is moved, the hole counts as hindering terrain.

The table provides cover for people that are prone (such as Yi Amahl and the servant), and can be flipped on its side as a move action to provide cover for people crouching.

Walls (thick lines on the map): The walls in this section are panels made from rice paper. They block

line of effect and line of sight (though one can see outlines moving behind the panels).

They break easily (AC/Reflex 5, Fortitude 12, hit points 4). A creature can break through a wall with a standard action.

Any fire damage sets a wall panel ablaze. This only lasts one round before the paper panel (one 5 feet section) is burned to cinders and the fire dies out. During that round, any creature pushed through a wall takes 1d6 fire damage.

Forced movement can force an opponent through a wall. An opponent forced through a wall is dazed until the end of its next turn.

Panels can be slid one square to the left or right with a minor action (creating openings or closing them).

TACTICS

Unless they are particularly quick, the oni devourers prefer to delay until their overlord takes his turn, so he can move in and use his *overlord blast* without affecting them.

The assassin does not delay—he moves in to cut down Yi Amahl. He does not do this if anyone has marked him, or challenges him by standing over or in front of Yi Amahl, as his personal code of honor means he can't deny a challenge. If someone faces him in single combat, he demands his companions stay out of it, and his opponent does not suffer melee attacks from the devourers or the oni overlord (though they may be affected by blasts or side effects). This lasts as long as the assassin is engaged in single combat with that opponent.

The overlord uses his *over lord blast* first. These blasts luckily miss Yi Amahl and the servant as they are cowering behind the table. He follows up with reach attacks; focusing on one person and demanding his oni devourers assist him. Note that the oni overlord, while disguised as a medium creature, still counts as large and still has reach.

Yi Amahl and the servant don't dare move. They are sitting on the ground and fall prone at the start of the fight. For the purpose of this combat, they are missed by any close or area attacks, but otherwise all their defenses are at 12, and they have one hit point. When the assassin hits Yi Amahl, he goes down and starts dying. If this happens, run the skill challenge 'Saving Yi-Amahl' below.

PCs may attempt to move Yi Amahl out of the area. Unless other PCs engage the oni, they pursue into the compound. In that case, you need to at-lib the environment (the outer area is mostly garden, while the inner compound consist of rooms and corridors separated by paper walls).

SKILL CHALLENGE: SAVING YI AMAHL

Goal: Save Yi Amahl's life within 4 rounds.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Heal, Nature

Other Skills: Arcana

Victory: Yi Amahl survives.

Defeat: Yi Amahl dies.

Once is Yi Amahl cut down by the assassin the PCs have 4 rounds to save him (or 3 rounds if they arrive with him already down). If they are not quick enough, he dies from the assassin's poison (scorpion venom). Place a die on the battlemat to represent the time available to the players, so they have an urge to act.

For the sake of the challenge, the effects of the scorpion venom do not follow the same effects as that in the stat block.

Each skill check takes a standard action to use.

Antivenom (3 successes, 3 maximum)

Applying *antivenom* (*Adventurers Vault*) purges all poison from Yi Amahl, earning 3 successes, though he may remain badly hurt. Any other power or item that can purge poisons has the same effect.

Arcana DC 15/16 (no success, no maximum)

Determine the arcane nature of the poison. This grants a +2 bonus on the next Heal or Nature check. This check can be done as a minor action.

Heal DC 10 or Healing Power (1 success, 1 maximum)

Any amount of healing helps to stabilize Yi Amahl. It does not purge the poison, so it only works once.

Heal DC 15/16 (1 success, no maximum)

Determine that Yi Amahl is poisoned, what the poison is (scorpion venom), and cut the wound so the poison seeps out and doesn't spread.

Nature DC 15/16 (1 success, no maximum)

Apply a quick herbal remedy against poisons using plants noticed in a nearby garden bed.

If the PCs save Yi Amahl while the oni or assassin are still fighting, the monsters focus on the PCs, ignoring Yi Amahl until the PCs, who can apparently save him, are all defeated.

SCALING THE ENCOUNTER

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

Four PCs: Remove one oni devourer.

Six PCs: Add one oni devourer.

ENDING THE ENCOUNTER

Move on to Encounter 5 once the oni are defeated, and the PCs have either saved Yi Amahl or if he has died.

If the PCs wish to question the oni, the creatures readily admit that a man hired them to kill 'the seer'. The man introduced himself to them as 'the Fox'. They demand the PCs kill them rather than make them face dishonorable execution for murder. Mai-Win Chiang instead asks the PCs to spare them so that Nathlekh law can be applied (but she does not insist if the PCs do not comply with her request).

EXPERIENCE POINTS

The PCs earn 400/600 xp each if they defeat the assassins. They also earn 50/70 xp (included in the total experience points in the header) each if they saved Yi-Amahl or prevented him from dying. Award half the xp if they failed.

TREASURE

The PCs may find the following treasure on the bodies of their attackers: a +2 *flameheart totem*, ritual scroll of Water Breathing (low level only) or a ritual book of Bloom, Water Breathing and Water Walk (high level only)

ENCOUNTER 4: SAVING YI AMAHL STATISTICS (LOW LEVEL)

Oni Devourer	Level 7 Soldier
Medium natural humanoid	XP 300
Initiative +8 Senses Perception +3; darkvision	
HP 78; Bloodied 39	
AC 23; Fortitude 19, Reflex 19, Will 18	
Speed 6; climb 4	
m Claws (standard; at-will)	
+14 vs. AC; 1d6 + 3 damage, and the target is slowed (save ends).	
M Devour (standard; recharge 5-6)	
+14 vs. AC; 2d6 + 3 damage, and the target takes a -5 penalty to saving throws (save ends).	
R Hypnotic Glare (standard; encounter) ♦ Charm, Gaze	
Ranged 10; +12 vs. Will; the target is pulled 5 squares and dazed (save ends).	
Deceptive Veil (minor; at-will) ♦ Illusion	
The oni devourer can disguise itself to appear as any Medium natural humanoid. A creature can see through the illusion with a successful Insight check versus the devourer's Bluff check.	
Alignment Evil Languages Common, Giant	
Skills Bluff +13, Stealth +11	
Str 17 (+6) Dex 17 (+6) Wis 11 (+3)	
Con 14 (+5) Int 10 (+3) Cha 14 (+5)	

Bugbear Assassin	Level 7 Elite Skirmisher
Medium natural humanoid	XP 600
Initiative +11 Senses Perception +10; low-light vision	
HP 168; Bloodied 84	
AC 23; Fortitude 21, Reflex 21, Will 19	
Saving Throws +2	
Speed 6	
Action Points 1	
m Longsword (standard; at-will) ♦ Weapon	
+12 vs. AC; 2d8 + 4 damage (crit 20 + 1d8).	
<i>Mindfire Poison</i> : +10 vs. Will; the target is blinded (save ends).	
<i>Ghoul Blood</i> : +10 vs. Fortitude; the target is immobilized (save ends).	
<i>Scorpion Venom</i> : +10 vs. Fortitude; the target takes ongoing 5 damage and is slowed (save ends).	
r Crossbow (standard; at-will) ♦ Weapon	
+12 vs. AC; 2d8 + 4 damage.	
<i>Mindfire Poison</i> : +10 vs. Will; the target is blinded (save ends).	
<i>Ghoul Blood</i> : +10 vs. Fortitude; the target is immobilized (save ends).	
<i>Scorpion Venom</i> : +10 vs. Fortitude; the target takes ongoing 5 damage and is slowed (save ends).	
R Acid Vial (standard; encounter) ♦ Acid	
Ranged 5; +10 vs. Reflex; 2d6 + 4 acid damage, and the target is blinded (save ends).	
Combat Advantage	
When the assassin has combat advantage, it deals an extra 1d10 damage.	
Assassin's Stop (move; at-will)	
The bugbear assassin shifts 2 squares.	
Assassin's Rebuke (immediate reaction, when hit by a melee attack; at-will)	
The bugbear assassin shifts 1 square; +10 vs. Will; remove any marks on the assassin and the assassin gains combat advantage against the attacker.	
Poison Blade (minor; special)	
As a minor action, the assassin can apply one of the following three poisons to its weapons. Once it applies the weapon, it gains the	

secondary attack described with the poison against the next target it damages with that weapon. The assassin can use only one poison on a weapon at a time. If it applies another poison before damaging an enemy with its first poison, the initial poison is wasted.
Predatory Eye (minor; encounter)
The assassin deals an extra 1d6 damage against the next target that he has combat advantage against.
Alignment Evil Languages Common, Giant
Skills Bluff +10; Stealth +12, Thievery +12
Str 17 (+6) Dex 19 (+7) Wis 15 (+5)
Con 20 (+8) Int 12 (+4) Cha 14 (+5)
Equipment crossbow, crossbow bolt x10, dagger, leather armor, longsword.

Oni Overlord (level 9)	Level 9 Elite Brute (Leader)
Large natural humanoid	XP 800
Initiative +6 Senses Perception +7; darkvision	
Threatening Leader (Psychic) aura 5; each ally within the aura gains a +4 bonus to attack rolls and takes 5 psychic damage if it misses all targets with an attack	
HP 236; Bloodied 118	
AC 21; Fortitude 22, Reflex 21, Will 23	
Saving Throws +2	
Speed 7; fly 8 (clumsy)	
Action Points 1	
m Greatclub (standard; at-will) ♦ Weapon	
Reach 2; +12 vs. AC; 4d4 + 5 damage, and each creature adjacent to the target takes 5 damage	
M Overlord's Smash (standard; at-will)	
The overlord makes a greatclub attack, shifts 1 square, and then makes a second greatclub attack against a different target.	
C Overlord's Blast (standard; recharges when first bloodied)	
Close blast 5; +13 vs. Fortitude; 5d6 + 4 necrotic and poison damage, and the target gains vulnerable 5 necrotic and vulnerable 5 poison until the end of the oni overlord's next turn.	
C Crush the Will (free; when the oni overlord damages an enemy; recharge 5-6) ♦ Fear	
Close Burst 5; targets enemies; +12 vs. Will; the target grants combat advantage to the overlord until the end of the overlord's next turn.	
Violent Reward (immediate reaction; when an ally within 10 squares of the oni overlord damages an enemy; at-will)	
The triggering ally gains 5 temporary hit points.	
Deceptive Veil (minor; at-will) ♦ Illusion	
The oni overlord can disguise itself to appear as any Medium or Large natural humanoid. A creature can see through the illusion with a successful Insight check versus the devourer's Bluff check.	
Alignment Evil Languages Common, Giant	
Skills Arcana +14, Insight +12; Intimidate +16	
Str 21 (+10) Dex 12 (+6) Wis 14 (+7)	
Con 18 (+9) Int 18 (+9) Cha 22 (+11)	
Equipment hide armor, greatclub	

ENCOUNTER 4: SAVING YI AMAHL STATISTICS (HIGH LEVEL)

Oni Devourer (level 9)	Level 9 Soldier
Medium natural humanoid	XP 400
Initiative +9 Senses Perception +4; darkvision	
HP 94; Bloodied 47	
AC 25; Fortitude 21, Reflex 21, Will 20	
Speed 6; climb 4	
m Claws (standard; at-will)	
+16 vs. AC; 1d6 + 4 damage, and the target is slowed (save ends).	
M Devour (standard; recharge 5-6)	
+16 vs. AC; 2d6 + 4 damage, and the target takes a -5 penalty to saving throws (save ends).	
R Hypnotic Glare (standard; encounter) ♦ Charm, Gaze	
Ranged 10; +14 vs. Will; the target is pulled 5 squares and dazed (save ends).	
Deceptive Veil (minor; at-will) ♦ Illusion	
The oni devourer can disguise itself to appear as any Medium natural humanoid. A creature can see through the illusion with a successful Insight check versus the devourer's Bluff check.	
Alignment Evil Languages Common, Giant	
Skills Bluff +14, Stealth +12	
Str 17 (+7)	Dex 17 (+7)
Con 14 (+6)	Int 10 (+4)
	Wis 11 (+4)
	Cha 14 (+6)

Bugbear Assassin (level 9)	Level 9 Elite Skirmisher
Medium natural humanoid	XP 800
Initiative +12 Senses Perception +11; low-light vision	
HP 184; Bloodied 92	
AC 25; Fortitude 23, Reflex 23, Will 21	
Saving Throws +2	
Speed 6	
Action Points 1	
m Longsword (standard; at-will) ♦ Weapon	
+14 vs. AC; 2d8 + 5 damage (crit 21 + 1d8).	
<i>Mindfire Poison</i> : +12 vs. Will; the target is blinded (save ends).	
<i>Ghoul Blood</i> : +12 vs. Fortitude; the target is immobilized (save ends).	
<i>Scorpion Venom</i> : +12 vs. Fortitude; the target takes ongoing 5 damage and is slowed (save ends).	
r Crossbow (standard; at-will) ♦ Weapon	
+14 vs. AC; 2d8 + 5 damage.	
<i>Mindfire Poison</i> : +12 vs. Will; the target is blinded (save ends).	
<i>Ghoul Blood</i> : +12 vs. Fortitude; the target is immobilized (save ends).	
<i>Scorpion Venom</i> : +12 vs. Fortitude; the target takes ongoing 5 damage and is slowed (save ends).	
R Acid Vial (standard; encounter) ♦ Acid	
Ranged 5; +12 vs. Reflex; 2d6 + 5 acid damage, and the target is blinded (save ends).	
Combat Advantage	
When the assassin has combat advantage, it deals an extra 1d10 damage.	
Assassin's Stop (move; at-will)	
The bugbear assassin shifts 2 squares.	
Assassin's Rebuke (immediate reaction, when hit by a melee attack; at-will)	
The bugbear assassin shifts 1 square; +12 vs. Will; remove any marks on the assassin and the assassin gains combat advantage against the attacker.	
Poison Blade (minor; special)	
As a minor action, the assassin can apply one of the following three poisons to its weapons. Once it applies the weapon, it gains the	

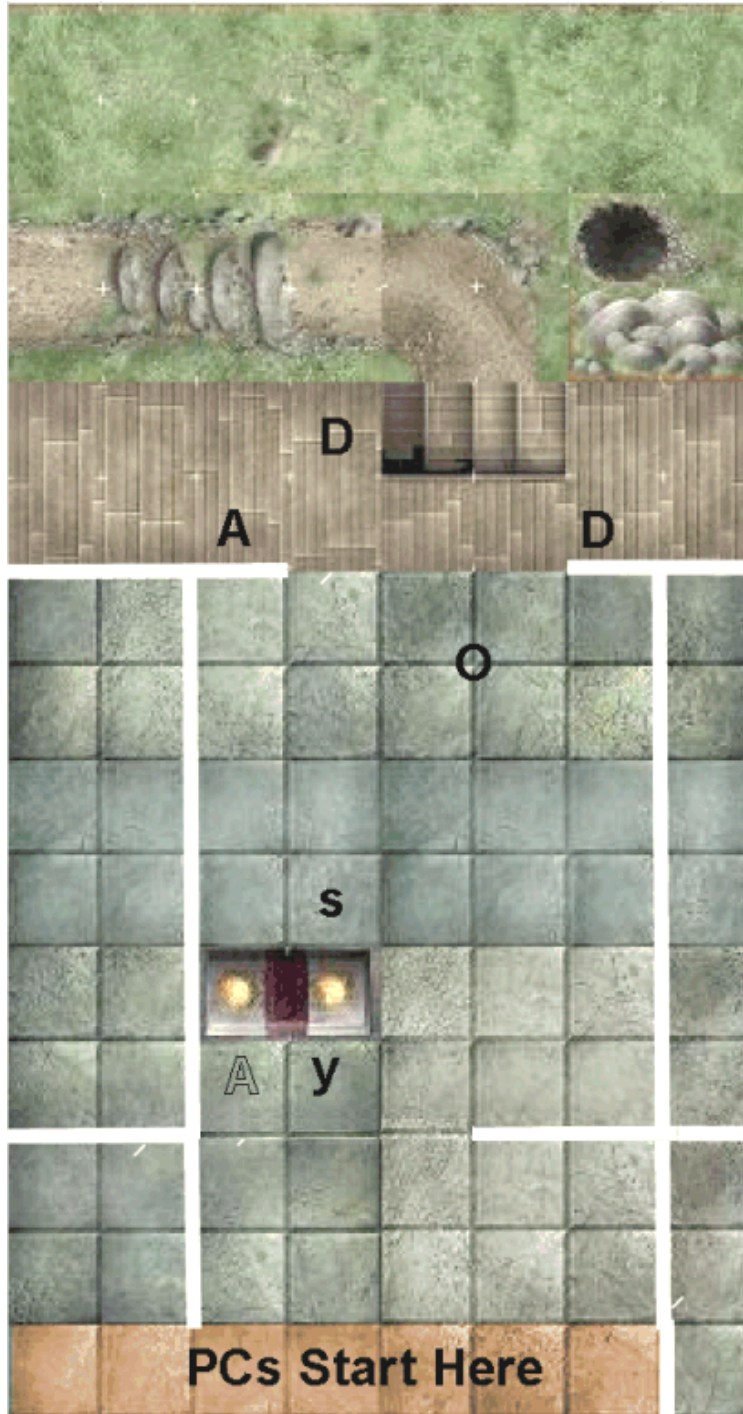
secondary attack described with the poison against the next target it damages with that weapon. The assassin can use only one poison on a weapon at a time. If it applies another poison before damaging an enemy with its first poison, the initial poison is wasted.		
Predatory Eye (minor; encounter)		
The assassin deals an extra 1d6 damage against the next target that he has combat advantage against.		
Alignment Evil Languages Common, Giant		
Skills Bluff +11; Stealth +13, Thievery +13		
Str 17 (+7)	Dex 19 (+8)	Wis 15 (+6)
Con 20 (+9)	Int 12 (+5)	Cha 14 (+6)
Equipment crossbow, crossbow bolt x10, dagger, leather armor, longsword.		

Oni Overlord	Level 12 Elite Brute (Leader)
Large natural humanoid	XP 1,400
Initiative +7 Senses Perception +8; darkvision	
Threatening Leader (Psychic) aura 5; each ally within the aura gains a +5 bonus to attack rolls and takes 5 psychic damage if it misses all targets with an attack	
HP 296; Bloodied 148	
AC 24; Fortitude 25, Reflex 24, Will 26	
Saving Throws +2	
Speed 7; fly 8 (clumsy)	
Action Points 1	
m Greatclub (standard; at-will) ♦ Weapon	
Reach 2; +15 vs. AC; 4d4 + 6 damage, and each creature adjacent to the target takes 5 damage	
M Overlord's Smash (standard; at-will)	
The overlord makes a greatclub attack, shifts 1 square, and then makes a second greatclub attack against a different target.	
C Overlord's Blast (standard; recharges when first bloodied)	
Close blast 5; +16 vs. Fortitude; 5d6 + 5 necrotic and poison damage, and the target gains vulnerable 5 necrotic and vulnerable 5 poison until the end of the oni overlord's next turn.	
C Crush the Will (free; when the oni overlord damages an enemy; recharge 5-6) ♦ Fear	
Close Burst 5; targets enemies; +15 vs. Will; the target grants combat advantage to the overlord until the end of the overlord's next turn.	
Violent Reward (immediate reaction; when an ally within 10 squares of the oni overlord damages an enemy; at-will)	
The triggering ally gains 5 temporary hit points.	
Deceptive Veil (minor; at-will) ♦ Illusion	
The oni overlord can disguise itself to appear as any Medium or Large natural humanoid. A creature can see through the illusion with a successful Insight check versus the devourer's Bluff check.	
Alignment Evil Languages Common, Giant	
Skills Arcana +15, Insight +13; Intimidate +17	
Str 21 (+11)	Dex 12 (+7)
Con 18 (+10)	Int 18 (+10)
	Wis 14 (+8)
	Cha 22 (+12)
Equipment hide armor, greatclub	

ENCOUNTER 4: SAVING YI AMAHL MAP

TILE SETS NEEDED

Ruins of the Wild x1, *Hidden Crypts* x1



ENCOUNTER 5: PROPHECIES

SETUP

Important NPCs:

Yi Amahl, Calimshan seer.

Mai-win Chiang, second daughter of Ha-Teh Chiang.

Niiku, servant to the Chiangs.

If the PCs saved Yi Amahl, they can question him now.

The Chiangs are willing to forgive the PCs if the snuck in as they fought off the invaders and (possibly) saved them the embarrassment of losing an honored guest. Yi Amahl is indeed a guest of the Chiangs. If asked, they relate the following:

- They brought him to their compound to keep him safe.
- They plan to take the seer to a safe place, away from people who might seek to control or hurt him. A ship is leaving that very night to take him to safety.
- They keep silent about why they have an interest in Yi Amahl.

Yi Amahl can tell the PCs the following:

- The return of Those-Who-Walk-Divine is nigh, but it may not be what people think, and it may not be what they want!
- He does not know more yet of the supposed God-King's coming, but it has been revealed to him that one of the Chiang women is key to the ascension (PCs may deduce this is why the Chiangs wish to keep him safe).
- Master Yi Amahl believes that the thugs that came for him are from a person that came to consult him earlier, a 'master of cunning', a 'mad little fox', and whose intention he read as foul.
- He didn't give the person advice, but read that the man was planning something sinister.
- He made a reading few hours ago and found out that the man plans a terrible deed on the Night of Fallen Petals, the celebrations which take place within a few hours.
- This Night is when the prophecy claims the spirits rise to wreak vengeance on those who have clung to power for too long (although it doesn't say when, or specify where).
- The man intends to attack the parade, targeting the Nengs, who are making a good-will visit to the foreign quarter for the occasion (and then embarking on a float to enter the city proper in style).

- If the PCs present Yi Amahl with the list Jonster Yate gave them, he initially just smiles and comments how Jonster has 'quite an imagination.' However, he pauses briefly at one item on the list (it's not possible to see which one), and finally comments "*Tell Mister Yates that the greatest danger comes with the friendliest face.*"
- Looking at you, he also adds: "*On the Coast of Dragons, madness comes from beyond the sea, but assassins come from within.*" He does not further elaborate what that means.

If the PCs want to foil Mad Fox's plan, they'd better hurry!

If the PCs failed to save Yi Amahl, and don't have a Speak with Dead ritual with them (there is little opportunity to buy it due to time constraints), the servant can relate what she knows of Yi Amahl's last reading:

- Yi Amahl was a pleasant guest.
- A few hours ago, he cast a reading, as though he was worried about something.
- According to this reading, so he told her, great danger was afoot this very night.
- A 'fox' intends to attack the parade, targeting the Nengs, who will be making a good-will visit to the foreign quarter for the occasion (and then embarking on a float to enter the city above in proper style).

ENDING THE ENCOUNTER

After this encounter, the PCs are aware that they need to get to the Parade with haste—continue with Encounter 6.

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 6: GETTING THERE

SKILL CHALLENGE LEVEL 6/8, COMPLEXITY 2 (450/650 XP)

SETUP

The PCs have to rush through a crowded city to reach the Parade—which has already started—in time to prevent Mad Fox’s attack.

Night has fallen. From all over town, the sound of joyful celebrations can be heard. The darkness is driven out by the thousands of pinpoints of light from colorful lampoons and scented oil lamps, which have been put on windowsills, or are being carried about by festival goers.

The streets are crowded, and it may not be so easy to maneuver oneself through the crowds to get to the parade with any haste.

SKILL CHALLENGE: GETTING THERE

Goal: Get through the city to the Dragon Bridge before Mad Fox attacks the parade.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Varies

Other Skills: Varies

Victory: Arrive before Mad Fox attacks, granting the PCs surprise on the White Petals

Defeat: Arrive after Mad Fox initiated the attack

PREPARATION

Before the PCs set out, they may wish to take a moment to consider how to get to the parade. They have a rough idea of the city layout. Give them the Handout 1. See the “Getting There - DM Map” for your own reference.

The PCs can make one Streetwise check to determine what they have learned about town while they were here. PCs who have Dragon Coast as a region get a +2 on this check. PCs native to the city of Nathlekh (as determined in preparations section) get a +4 bonus. The initial check cannot generate failures, since it draws on PC memory and doesn’t cost them time.

The information presented below is cumulative.

Streetwise DC varies (0 successes, no failures)

DC 5: The PCs start out in Area A—just outside the Chiang compound (marked 0 on the DM map). They need to get to Area I, where the parade holds a ceremony (marked 8 on the DM map).

DC 10: Areas B and E are the foreign quarter slums. They are a maze (the map does not accurately produce the street layout). Yi Amahl’s shop is located here.

DC 15: The Slums are not the safest place—guards don’t patrol there, and thieves and muggers prowl the streets.

DC 19: A group of cultists called the Sign of Four is very active these days, bothering almost everyone they meet.

DC 20: The parade is well visited. Getting through the dense crowd will be troublesome. The parade stops in briefly area I.

Streetwise DC 25/26 (1 success, 1 maximum, no failures)

The PCs recall enough to circumvent a few obstacles along the way (earning one success). Note that more PCs can make the check, but only 1 success is scored. The PC also learns the following:

DC 25: The Sign of Four cultists are helpful to those who are open to their ‘faith’, but can be a hindrance to others, clamping onto them and trying to convince them to change their ways. They have a headquarters in Area C.

DC 27: Pamphlets were distributed about a ‘Rite of Fire’ held in Area D. People complained it was going to take up the entire street.

DC 30: The parade—particularly the area around House of Flowers, dedicated to Kelemvor (unaligned god of the dead), in Area I—has been closed off. The wrought-iron gates into that area (from area F or H) have been shut.

DC 35: Recently the pipes of a bathhouse in Area H burst, flooding the streets. It weakened the structure and parts of the streets have collapsed into the quarter’s primitive sewer system.

Using a Guide: There is little time for them to find a guide to lead them. It is possible that PCs may befriend a NPC during the skill challenge, and ask him to guide. If they do, the NPC adds a +2 circumstance bonus to Streetwise checks and a reroll on the table above.

Setting Course: Let the PCs determine their course using their knowledge of the area. The DM map shows the encounters depending on how the PCs move. I.e., if the PCs move to Areas D, then G, then H, then I, they encounter scenes 1, 5, 6, and 8, respectively.

The Slums: Note that if the PCs enter Areas B or E, it is not certain that they exit where planned: a skill challenge in the scene determines whether they end up

where they want to go, or whether they lose their way and end up in another area.

Using Rituals: It is possible PCs use rituals to overcome barriers or, if they have the right resources, such as flight, circumvent the skill challenge entirely.

The PCs have about half an hour to get through town. This means they can spend at most 20 minutes on rituals to succeed. As long as the casting time keeps within these limits, a successful ritual earns 2 successes (as if a scene was completed). The various scenes give suggestions to the type of rituals can be used.

If the PCs use a ritual or power that allows all of them to effectively bypass this skill challenge, award them 6 successes, and continue with Scene 8.

SCENE 1: THE FIRE RITUAL

A crowd has gathered at the edges of a crossroad. As you get closer, you can feel heat radiating from the square. It is filled from edge to edge with hot, burning coals. A small man with a horned devil mask and purple robes with side sleeves walks about on bare feet, apparently oblivious to the burning coals that crush underfoot. He gestures wildly.

“Who dares to brave the Rite of Fire? Please the Vemilion Rose and take steps to appease for your sins!”

Nobody seems eager to step forward.

To bypass this area, the PCs have to brave the coals. The area is 10 by 10 squares wide.

Acrobatics DC 13/14 (no successes; see below)

Balancing 5 squares along the edges of the square. Failure means you are pushed onto the coals and must make an Endurance check.

Affect Normal Fire Ritual (no successes)

Affect Normal Fire douses a path through the coals. This allows PCs to pass without making any Endurance checks. Other rituals (i.e. Shadow Bridge, Tree Stride) may also allow PCs to pass unhindered.

Athletics DC 13/14 (no successes; see below)

Climb a building at the edge of the square, and maneuver halfway across the roof. Make a second check to climb down again. Failure means you fall down and take 10 falling damage modified as appropriately with an Acrobatic check.

Athletics DC 25 (requires a running start; no successes; see below)

Jump onto the coals. You need make only one Endurance skill check to cross from there. Failure means you do not end up far enough.

Endurance DC 19/20 (no successes; see below)

Walk 5 squares without earning any burns. If you fail the check, you take 10 fire damage. PCs with resistance fire 10 or more take no damage

Endure Elements Ritual (no successes)

The Endure Elements ritual grants a +4 bonus on Endurance checks.

Teleport (no successes; see below)

Teleports onto the square (5 squares or more). You need only make one Endurance skill check.

Teleports over the square (10 squares or more).

Success/failure: If all the PCs make it across without delay (excluding one ritual cast), they earn 1 success. If PCs dally or turn back, they earn one failure.

PCs that walked the coals (unless they were doused) earn what appears to be a small trinket—a kind of stone that emits soft light—from the performer.

SCENE 2: THE SLUMS

The streets of the area twist and turn. Not only is every other street blocked by carts, beggars, stalls, or the waste of ages, but laundry hung on lines above the street occasionally block out the moon and stars. It is hard to find ones' way around here.

The PCs have to navigate their way out. They need one success to get where they want to go. If they get a failure, they exit at the wrong place (i.e. PCs who want to go to F end up in H instead).

You can run either Scene 3 or Scene 4 any time the PCs are prowling around in the slums, or whenever they exit.

Athletics DC 19/20 (no successes, no failures)

Climb on a building to get your bearings. Failure means you fall down and take 10 falling damage modified as appropriately with an Acrobatic check. This adds a +2 bonus on Dungeoneering or Perception checks. Repeated climbing of a building leads to delays and earns a failure.

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

Use knowledge of architecture to determine older from newer buildings, predicting the direction to the Dragon Road (which has newer buildings around it).

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

Find common tracks in the mud, or recognize landmarks from earlier visits.

Streetwise DC 19/20 (1 success, 2 maximum)

Ask about for directions. Failure means that the directions are faulty or inaccurate.

Success/Failure: A success mean the PCs get out at the right spot. A failure means they are delayed, and exit at the wrong spot (but still closer to Area I).

SCENE 3: THE SIGN OF FOUR

A group of what initially looks like festival goers in colorful robes approach you. Coming near, you spot the symbols painted on their foreheads.

People, who grasp at you and nod, their smiles a bit too eager, quickly surround you.

“Brother/Sister, let me tell you about the signs! The time of the Four is coming!”

Anyone who speaks Draconic, Netherese or Shou recognizes the symbol as the number ‘4’ in the Lokharic alphabet. PCs that notice the resemblance between the thugs they met in Encounter 1 and these real members also realize that the two groups are not the same.

Members of the Sign of Four, a small Nathlekh cult, target the PCs. Signbearers are cultists who believe on the coming of the God-King, who will bring prosperity for all. They believe four signs announce his coming.

They are eager to recruit new members, and while strictly non-violent, their insistence would delay the PCs too much.

The PCs have two obvious routes to deal with them: Bully them away, or pretend to agree with their faith—and get out after making an ‘appointment’. It takes one success in one of these approaches to get away. A failure means the PCs are unconvincing and get delayed by the clinging cultists.

Actually using violence is a failure. The members don’t defend themselves, but it draws unwanted attention of guards and cult followers who won’t stand for the cultists being attacked.

Bluff DC 19/20 (1 success, no maximum)

Pretend you agree with the cultists and you will be back later.

Diplomacy DC 19/20 (no successes)

Diplomacy only seems to encourage the cultists. A success merely prevents a failure, and grants a +2 on the next Insight check.

History and Religion DC 14/15 (1 success, 1 maximum)

Recall historic accounts about the God-Kings of Mulhorand, and pretentious signs or omens. Use that to either argue in favor or against the cultist’s belief.

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

Bully the cultists to leave you alone.

Insight DC 14/15 (no successes, no failures)

Gain insight into how to deal with the cultists: realize that Diplomacy is useless, and gain a +2 bonus on the next Bluff or Intimidate check.

On a success, the cultists back off and let the PCs get through. If the PCs supported the cultists’ faith (or pretended to) they give the PCs a small glowing gem, with the Lokharic symbol four painted on it. They also warn the PCs that a portcullis bars entry to Area I, and that they heard the parade is blocked by a wagon that ran off the Dragon Bridge.

On a failure, the cultists cling on, hampering the PCs and delaying them until they leave Area C.

SCENE 4: THE THUGS

This scene includes the following creatures:

6 human lackeys

A number of thugs attempt to ambush the PCs. These are not Shou, but down on their luck inhabitants of the foreign quarter.

Allow the PCs a chance to spot them (passive Perception DC 13/14) before they step forward. If the PCs spot the thugs, they can try to avoid them.

Make sure the PCs realize that, while they can take on the thugs, fighting them causes an unfortunate delay.

Bluff DC 13/14 (no successes)

Divert attention away from the PC attempting a Stealth check, granting a +2 on that check.

Stealth DC 13/14 (only if the PCs spotted the thugs; 2 successes)

Find a niche to vanish into, and draw your companions with you.

If the Stealth check succeeds, the PCs can avoid the attack. Otherwise, the thugs confront them:

A number of shady persons step from the shadows, eyeing you with greed in their eyes.

“Out of yer way, ah? Bit lost? Maybe we can show ya the way...if ya first part of yer purses...”

The PCs have a few ways to deal with this: they can fight—but that actually cause some delays, granting them one failure. They can try other means to continue on their way. They need one success to get the thugs off their back.

Bribe (2 successes)

Give up some trinkets (such as a *glowstone*), or a minimum of 10 gp in bribes. The thugs leave, knowing it's better not to fight the PCs for more when they can get stuff from other, safer, targets for free.

A PC may make a Thievery check DC 14 to pickpocket the thugs and steal back what was given.

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

Convince the thugs to let you through, by reasonable argument, guile, or threats.

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

Convince the thugs that you are 'their kind of people', appealing to an honor code among thieves.

On a failure, the thugs attack. You can run a combat, or call the fight and deduct a healing surge from half the PCs. In either case, the PCs earn one failure.

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

The PCs earn one success if they pass the bandits without a fight, and one failure if they have to fight them.

SCENE 5: THE FLOOD

The smell of stagnant water warns you before you see it: the area here is flooded. Foul sewer water is bubbling up from holes in the ground—most of which are hidden by the murky water.

The flooded area is 20 by 20 squares.

As with Scene 1, the PCs have to get past to earn success. A ritual may circumvent difficulties:

Water Walk ritual (1 successes)

This ritual allows all PCs to walk over the water to the other side without delay. Other rituals (i.e. Shadow Bridge, Tree Stride) may also allow the PCs to pass unhindered. Note that this ritual counts against the maximum number of rituals PCs can use in order to complete the challenge.

Otherwise, the PCs need to move across the treacherous terrain. Keep track of the PCs' progress in rounds:

Movement (no success—see below)

For each 5 squares moved, make an attack: +9 vs. Reflex

Hit: The PC falls into a manhole and gets trapped. The PC is dazed and immobilized (save ends) while in the manhole. Another PC can aid a PC as a standard action (allowing an extra save).

If PCs are trapped for more than 10 rounds in total, they have incurred significant delay, and earn a failure.

Success/failure: If all the PCs make it across without delay (excluding one ritual cast), they earn 1 success. If PCs dally or turn back, they earn one failure.

SCENE 6: THE FENCE

You can hear the singing and chants of the parade's crowd. However, as you push through another alleyway, you face a large, wrought iron portcullis. The portcullis appears locked.

The PCs have to open the portcullis or work out a way to get the entire group past it. The following skills open the gate:

Athletics DC 28 (1 success)

Breaks open the portcullis. A crowbar or other leverage grants a +2 bonus.

Damage the Gate (1 success)

Destroying the portcullis with weapons or magic works as well. The portcullis AC/Reflex is 4, Fortitude 12, and it has 120 hit points.

However, while attacking it opens it, it also incurs a failure unless the PCs manage to dampen the noise of the combat (i.e. with a Silence ritual where the burst 4 area is centered on the gate), since the ruckus alerts Mad Fox to the PCs' presence, and he hastens to initiate the attack on the Neng nobles.

Thievery DC 19/20 (1 success)

Open the fence by picking the lock (which is very rusty). Failure means it takes too long to open the fence to win time.

Arcana DC 19/20 (1 success)

Use a Knock ritual to open the gate. Note that this ritual counts against the maximum number of rituals PCs can use.

PCs may also try and get past individually. If all PCs manage this without delay (except for one ritual cast), they earn two successes. One PC can aid one other character.

Athletics DC 19/20 (no successes)

Climb the fence on to the other side.

Acrobatics DC 19/20 (trained only; no successes)

Squeeze through the bars.

Teleport (no successes)

Teleport past the fence.

Success/failure: If all the PCs make it past the gate without delay, the party earns 1 success and continues with Scene 8. If the PCs dally, or turn back, they earn one failure. They also earn a failure if they make an exceptional amount of noise.

SCENE 7: THE BROKEN DOWN WAGON

A large wagon, containing a swan made out of an enormous amount of tiny white lowers, is blocking the road. It has slid sideways, and there is no way to get past it.

The wagon seems to have a broken axle. To get past it, the PCs need to get the wagon back on the road. They need two successes to get the wagon going again. On a failure, they take too long to fix it.

Athletics DC 19/20 (1 success, 2 maximum)

Lift the wagon a bit and shift it partly out of the way.

Make Whole ritual (1 success, 2 maximum)

This fixes the axle, allowing the wagon to shift more easily.

Perception DC 14/15 (no successes)

Spot that the axle didn't break by accident—it was partly sawed through. Someone has tampered with it.

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

Tinker with the wagon's axle to make a provisional fix, allowing the wagon to shift more easily.

Once the PCs have moved the wagon, they can continue with Scene 8. If the PCs are forced, or decide to turn back, they earn a failure.

SCENE 8: THE PARADE

A huge crowd has gathered around the House of Flowers, the temple of Kelemvor. In front of the temple stands a parade wagon, adorned with many flowers, including roses in all kinds of colors.

A number of Shou in rich clothing ascend the temple steps, but they are too far away for you to be able to fully discern their identities.

The PCs have to move through the crowd to the front of the parade, to get into a position that allows them to spot Mad Fox and his cronies before they attack.

Have each PC take an action to move through the crowd until all PCs have acted. Only count successes or failures until you have a total of 6 successes or 3 failures for the skill challenge.

Acrobatics, Athletics DC 14/15 (1 success, no maximum)

Shoulder your way through the crowd or squeeze your way through.

Bluff, Diplomacy, Intimidate DC 14/15 (1 success, no maximum)

Convince people to let you through.

ENDING THE ENCOUNTER

Once the PCs arrive at the front of the crowd, determine failure or success. For more information see Encounter 7.

Success: The PCs are there before Mad Fox attacks. They can try to spot him or his men, and surprise them before they attack.

Failure: Mad Fox attacks before the PCs are in a position to spot him or his men.

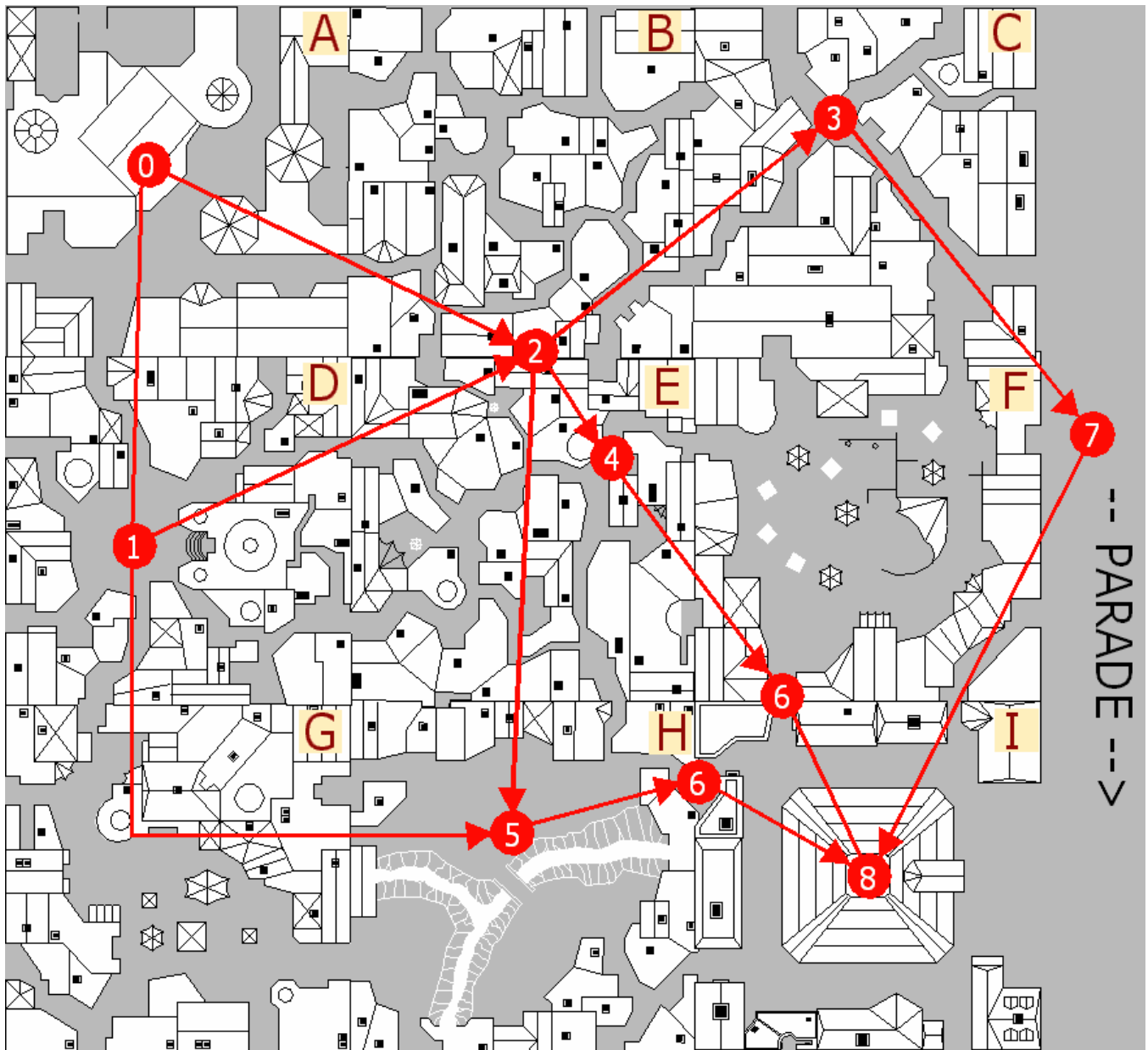
EXPERIENCE POINTS

The PCs earn 90/130 xp each if they get through the city in time. Award half the xp if they failed.

TREASURE

The stone earned from the performer or obtained from the Sign of Four is a *glowstone*.

ENCOUNTER 6: GETTING THERE, DM MAP



ENCOUNTER 7: NIGHT OF SPIRITS

ENCOUNTER LEVEL 7/9 (1600/2225 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 6 pale reaver creepers (P)
- 1 oni mage (level 8) (O)
- 1 snaketongue warrior (W)
- 1 human noble (level 4) (Mad Fox) (M)
- 3 clan Neng nobles (n1-n3)

This encounter includes the following creatures at the high tier:

- 6 pale reaver creepers (level 8) (P)
- 1 oni mage (O)
- 1 snaketongue warrior (level 10) (W)
- 1 human noble (Mad Fox) (M)
- 3 clan Neng nobles (n1-n3)

The parade is about to be attacked by Mad Fox and several ‘spirits’—the remaining members of the White Petals, both living minions and spectral undead (pale reavers) under their control, dressed as Sign of Four cultists.

Mad Fox expects the disguise will throw people off his trail and cause the authorities to seek the guilty among the followers of the otherwise peaceful Cult of Four. In his obsession for power, he rationalizes away any arguments of how faulty his plan is.

PC starting positions: If the PCs succeeded in the skill challenge, they can place themselves anywhere in the crowd, adjacent or below the fire bowls on the stairs. Otherwise, they can place themselves anywhere at the bottom of the stairs.

Getting there: Depending on how well the PCs did on the skill challenge to get here in time, they may be able to gain the jump on Mad Fox and his allies.

SUCCESS

If the PCs succeeded at the skill challenge, they arrive in time to spot the attackers before they initiate the attack, granting them surprise.

Check the PCs’ passive Insight and Perception checks against the DCs below. For each successful check, they spot one of Mad Fox’s men (with Mad Fox only being spotted on the last check):

Insight DC 19/20: The PCs notice something suspicious in an opponent’s stance, the look of hunger in

a creeper’s eye, or the way Mad Fox takes in the scene like a general would a battlefield.

Perception DC 19/20: The PCs see a flash of steel, notice how a creeper partially passes through an obstacle, or they spot the tattoo Mad Fox has on his arm.

Any PC that spotted an opponent gains a surprise round (so they can shout a warning, move, and/or attack first).

If nobody spotted an opponent, there is no surprise round, and Mad Fox initiates attack. When he does so, read:

A big, burly man in the crowd draws a sword, inciting screams from the people around him.

At other places, what initially seem to be humans suddenly unravel their long hair, and it flays about them as if alive.

Higher on the stairs, a man suddenly transforms into a huge giant, waving a wicked blade.

On the other side of the platform, a man in robes, a symbol painted on his forehead, points to the group of Neng nobles, and shouts “Traitors to the God-King! Die!”

Mad Fox’s call is a coded signal to attack.

Once the attack starts, Mad Fox and all his men become apparent to everyone (so if PC still has initiative before any of the attackers, they do know who to target).

FAILURE

If the PCs failed the skill challenge, the attack starts shortly before they work their way through the crowd, and there are several casualties among the crowd, including one Neng noble (n1). If the attack begins and the PCs have failed the skill challenge, read:

Screams from the crowd alert you to trouble, but you have difficulty moving into position.

You finally see a big, burly man in the crowd, swinging a sword. He has already cut down some of the people around him, along with a Neng noble.

At other places, creatures with long hair that moves on its own, flail around at the crowd.

Higher on the stairs, a huge giant waves a wicked blade.

On the other side of the platform, a man in robes, a symbol painted on his forehead, watches with glee, shouting instructions to those who attack.

NPCs AT THE SCENE

The Clan Guards: There are guards from various clans (including those of the Neng and Chiang clans) in the crowd, but there are also various other reavers and minor Petals spread out. These keep the clan guards occupied. The creatures described here are for the PCs to deal with—any guards that near the stairs when the attack starts move to defend the higher Neng nobles, and are too occupied with their principles' safety to be of assistance.

The Priests of Kelemvor: The priests of Kelemvor zealously fight the undead creepers in the crowd below (off the map). Like the guards, they leave the area around stairs for the PCs to defend. The priests do not attack PC revenants.

FEATURES OF THE AREA

Surrounding area: The surrounding area of the temple platform is not drawn (white area on the map and beyond). It is level with the ground floor, and less crowded than the drawn area, allowing normal movement.

The crowd: People panic, acting on the rumors started by Yi Amahl's prophecy, as many believe the God-King has returned. The crowd covers most of the area, including the stairs and the ground below (indicated by the area on the map bordered by dotted lines). The crowd is panicked and thus only slowly recedes from the stairs (two squares each round)

A creature in the crowd is slowed. A creature that makes a DC 15 Intimidate check as a minor action clears a temporary path for itself only, and is not slowed for that turn.

Area and burst effects generally hit several people in the crowd—remind PCs that they can choose to knock out people rather than kill them. Remind any PCs who currently possess the **DRAG09 In Trouble with the Wei** story award that they cannot afford to get into any more trouble with Nathlekh's ruling powers.

Protecting the Nengs (n1-n3): Mad Fox tries to target a few specific Neng nobles, even though they aren't high standing ones. These were Yi Amahl's primary contacts. They are numbered n1 to n3 in the crowd. Most other nobles have already fled, or are not targeted. For the sake of the encounter, any close or area attacks miss the nobles (who cower behind the common folk). The nobles move with the crowd.

Stairs: The stairs are difficult terrain while moving up (especially since the crowd tries to move down). A PC who is slowed and moving up can move only one square.

Platform edges: The edges of the top platform drop approximately 20 feet down. Anyone falling off the edge lands prone and takes 2d10 damage. Around the fire braziers, the edge drops 10 feet down. Anyone falling off there lands prone and takes 1d10 damage.

Temple braziers: Temple braziers are blocking terrain. Anyone forced into a brazier's space does not move but instead takes 2d6 + 5 fire damage from the heat of the brazier. These stone braziers are part of the temple structure and cannot be tipped over.

TACTICS

The pale reavers are a destructive force more than a guided missile: they attack anyone they see in order to 'feed'—preferably a PC, as they recognize a PC's greater vitality, which is what they feed on. Reavers swarm a PC with their reach attacks trying to drain his healing surges, and moving on to another target once the PC's surges are gone. They do not follow a plan unless directly commanded to do so by the oni mage or Mad Fox.

The oni mage focuses on another PC, using *lightning storm* to clear an area or target PCs at range. He attacks with his great sword when PCs close in for melee. He uses his *freezing blast* only if no creepers are in the area of effect. (He called them forth, and is loath to destroy them.) Note that the oni mage, while disguised as a medium creature, still counts as large and still has reach.

The snaketongue warrior seeks out the Neng nobles and tries to kill them, cutting through the crowd as he does so. He faces PCs in melee combat only if he can't ignore them, but prefers to attack a Neng noble if given the chance.

Mad Fox uses his powers to direct others to attack. He shows a particular enmity towards any PC who possesses the **DRAG08 Enmity of Mad Fox** story award. If all his allies are defeated, he attempts to flee (using his *boots of eagerness* to take an extra move action).

The Neng nobles try to get away, but in a panicked state can only move one square each round while inside the also panicking crowd.

SCALING THE ENCOUNTER

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

Four PCs: Remove 3 pale reaver creepers.

Six PCs: Add one snaketongue warrior.

ENDING THE ENCOUNTER

Once the PCs have defeated the last of the Petals, the crowd clams down, and the Neng nobles try to assess the

carnage. They care for all that have fallen, but especially their own. If at least one of the three Neng nobles survived, the Neng clan is grateful for the PCs' intervention.

Otherwise they are happy that the PCs jumped in, but won't extend their gratitude beyond an acknowledgement for their trouble.

EXPERIENCE POINTS

The PCs earn 320 / 445 xp each if they defeat Mad Fox and the White Petals. Award half the xp if they failed.

If they succeeded, and also have the story awards **DRAG07 Trust of the Neng and Fan Clans** from *DRAG1-4 Falling Snow White Petal* and either **DRAG10 Alchemist's Friend** or **DRAG11 Blessing of Tymora** from *DRAG1-5 White Petal Falling*, they earn 350 / 500 xp for completing the major quest: White Petal Demise.

TREASURE

Mad Fox carries *boots of eagerness*.

Foo-Shen pays the PCs his promised reward of 50/50 gp each in coin for defeating the Petals (even if they didn't save Yi Amahl's life), and Jonster Yates pays the PCs his promised reward of 75/100 gp each in coin for presenting the seer with the list.

CONCLUDING THE ADVENTURE

Mad Fox and his Petals are now defeated—and with Mad Fox revealed, Foo-Shen can deduce his connection to Neng nobility and the reasons behind the attack on Fan-Ji and the Nine Golden Swords in *DRAG1-4 Falling Snow, White Petal*, as well as the attempt at grasping more power within Nathlekh itself via the Snow Blossom gambling hall's hold over its debtors. Still, it remains in question as to whether Mad Fox's plans were all his own or if he was acting in concert with another. This finishes the major quest started in *DRAG1-4 Falling Snow, White Petal*.

If the PCs saved at least one Neng noble, they earn the gratitude of the Neng clan. They gain the **DRAG12 Gratitude of the Neng clan** story award.

If the PCs failed, they still defeated the White Petals. Instead of the Neng clan's gratitude, Foo Shen grants them his own: PCs gain the **DRAG13 Gratitude of Foo Shen** story award.

Yi Amahl, if he lives, reveals that the God-King has not yet arrived, but that the first signs of his coming can already be felt. Indeed, a small group of cultists belonging to 'The Sign of Four' can later be seen making a progression through the foreign quarter. The PCs earn **DRAG14 A reading by Yi Amahl** as a story award: a

few prophetic words that may grant them aid in a future adventure.

ENCOUNTER 7: NIGHT OF SPIRITS STATISTICS (LOW LEVEL)

Human Noble (level 4)	Level 4 Controller (Leader)
Medium natural humanoid (human)	XP 175
Initiative +3	Senses Perception +3
HP 52; Bloodied 26	
AC 18; Fortitude 16, Reflex 16, Will 17; see also <i>protected</i>	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d8 + 3 damage	
C Appointed Champion (standard; at-will)	
Close Burst 10; targets one ally; the ally makes a basic attack as a free action and shifts 1 square before or after the attack	
C Inspirational Authority (standard; encounter)	
Close burst 10; targets one ally; the targets uses an at-will, encounter, or recharge power as a free action	
C Urge Hesitation (standard; encounter) ♦ Charm	
Close burst 5; targets enemies; +8 vs. will; the target cannot use a standard action during its next turn.	
Protected	
A human noble gains a +2 bonus to all defenses while an ally is adjacent to it	
Alignment Unaligned	Languages Common
Skills Diplomacy +10; Insight +8; Intimidate +10	
Str 15 (+4)	Dex 12 (+3) Wis 12 (+3)
Con 12 (+3)	Int 14 (+4) Cha 16 (+5)
Equipment chain mail, light shield, longsword	

Pale Reeve Creeper	Level 6 Minion
Medium shadow humanoid (undead)	XP 63
Initiative +4	Senses Perception +3; darkvision
HP 1; a missed attack never damages a minion.	
AC 20; Fortitude 18, Reflex 20, Will 21	
Immunities disease, poison; Resist 10 necrotic	
Speed 6; phasing	
m Deadly Mane (standard; at-will) ♦ Necrotic	
Reach 2; +11 vs. AC; 5 necrotic damage, and if another <i>deadly mane</i> attack hits the target since the end the target's last turn, the creature is immobilized until the end of its next turn.	
M Blood Drain (standard; recharges when an adjacent creature becomes bloodied) ♦ Weapon	
Reach 2; targets an immobilized creature; +9 vs. Fortitude; the target loses a healing surge	
Image of Life (standard, encounter) ♦ Illusion	
The pale reaver adopts the appearance of a living humanoid until it attacks or is hit by an attack	
Alignment Evil	Languages Common
Skills Stealth +9	
Str 7 (+1)	Dex 13 (+4) Wis 10 (+3)
Con 14 (+5)	Int 10 (+3) Cha 16 (+6)

Oni mage (level 8)	Level 8 Elite lurker
Large natural humanoid	XP 700
Initiative +9	Senses Perception +6; darkvision
HP 148; Bloodied 74	
Regeneration 5	
AC 24; Fortitude 23, Reflex 22, Will 22	
Saving throws +2	
Speed 7; fly 8 (clumsy)	
Action Points +1	
m Greatsword (standard; at-will) ♦ Weapon	
Reach 2; +13 vs. AC; 2d6 + 5 damage.	
C Freezing Blast (standard; recharge 6) ♦ Cold	
Close Blast 5; +13 vs. Fortitude; 1d8 + 5 cold damage, and the target is slowed (save ends).	
A Lightning Storm (standard; recharge 5 6) ♦ Lightning	
Area burst 2 within 10; +13 vs. Reflex; 2d6 + 3 electricity damage.	
Combat Advantage	
The oni mage deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Deceptive Veil (minor; at-will) ♦ Illusion	
The oni mage can disguise itself to appear as any Medium or Large natural humanoid. A successful Insight check (opposed by the oni mage's Bluff check) pierces the disguise.	
Invisibility (standard; at-will) ♦ Illusion	
The oni mage turns invisible until it attacks.	
Alignment Evil	Languages Common, Giant
Skills Arcana +13, Bluff +14 Insight +11	
Str 22 (+10)	Dex 13 (+5) Wis 14(+6)
Con 20 (+9)	Int 18 (+8) Cha 21 (+9)

Snaketongue Warrior	Level 8 Brute
Medium natural humanoid (human)	XP 350
Initiative +6	Senses Perception +5
HP 106; Bloodied 53	
AC 20; Fortitude 18, Reflex 17, Will 17	
Speed 6	
m Bite (standard; at-will)	
+13 vs. AC; 1d10 + 3 damage (1d10 + 5 damage while bloodied) and the snaketongue warrior makes a secondary attack. <i>Secondary Attack</i> +11 vs. Fortitude; ongoing 5 poison damage (save ends).	
Alignment Unaligned	Languages –
Skills Religion +10	
Str 16 (+7)	Dex 14 (+6) Wis 12 (+5)
Con 16 (+7)	Int 12 (+5) Cha 14 (+6)

ENCOUNTER 7: NIGHT OF SPIRITS STATISTICS (HIGH LEVEL)

Human Noble	Level 5 Controller (Leader)
Medium natural humanoid	XP 200
Initiative +3	Senses Perception +3
HP 60; Bloodied 30	
AC 19; Fortitude 17, Reflex 17, Will 18; see also <i>protected</i>	
Speed 5	
m Longsword (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 3 damage	
C Appointed Champion (standard; at-will)	
Close Burst 10; targets one ally; the ally makes a basic attack as a free action and shifts 1 square before or after the attack	
C Inspirational Authority (standard; encounter)	
Close burst 10; targets one ally; the targets uses an at-will, encounter, or recharge power as a free action	
C Urge Hesitation (standard; encounter) ♦ Charm	
Close burst 5; targets enemies; +9 vs. will; the target cannot use a standard action during its next turn.	
Protected	
A human noble gains a +2 bonus to all defenses while an ally is adjacent to it	
Alignment Unaligned	Languages Common
Skills Diplomacy +10; Insight +8; Intimidate +10	
Str 15 (+4)	Dex 12 (+3) Wis 12 (+3)
Con 12 (+3)	Int 14 (+4) Cha 16 (+5)
Equipment chain mail, light shield, longsword	

Pale Reeve Creeper (level 8)	Level 8 Minion
Medium shadow humanoid (undead)	XP 88
Initiative +5	Senses Perception +4; darkvision
HP 1; a missed attack never damages a minion.	
AC 22; Fortitude 20, Reflex 22, Will 23	
Immunities disease, poison; Resist 10 necrotic	
Speed 6; phasing	
m Deadly Mane (standard; at-will) ♦ Necrotic	
Reach 2; +13 vs. AC; 6 necrotic damage, and if another <i>deadly mane</i> attack hits the target since the end the target's last turn, the creature is immobilized until the end of its next turn.	
M Blood Drain (standard; recharges when an adjacent creature becomes bloodied) ♦ Weapon	
Reach 2; targets an immobilized creature; +10 vs. Fortitude; the target loses a healing surge	
Image of Life (standard, encounter) ♦ Illusion	
The pale reaver adopts the appearance of a living humanoid until it attacks or is hit by an attack	
Alignment Evil	Languages Common
Skills Stealth +10	
Str 7 (+2)	Dex 13 (+5) Wis 10 (+4)
Con 14 (+6)	Int 10 (+4) Cha 16 (+7)

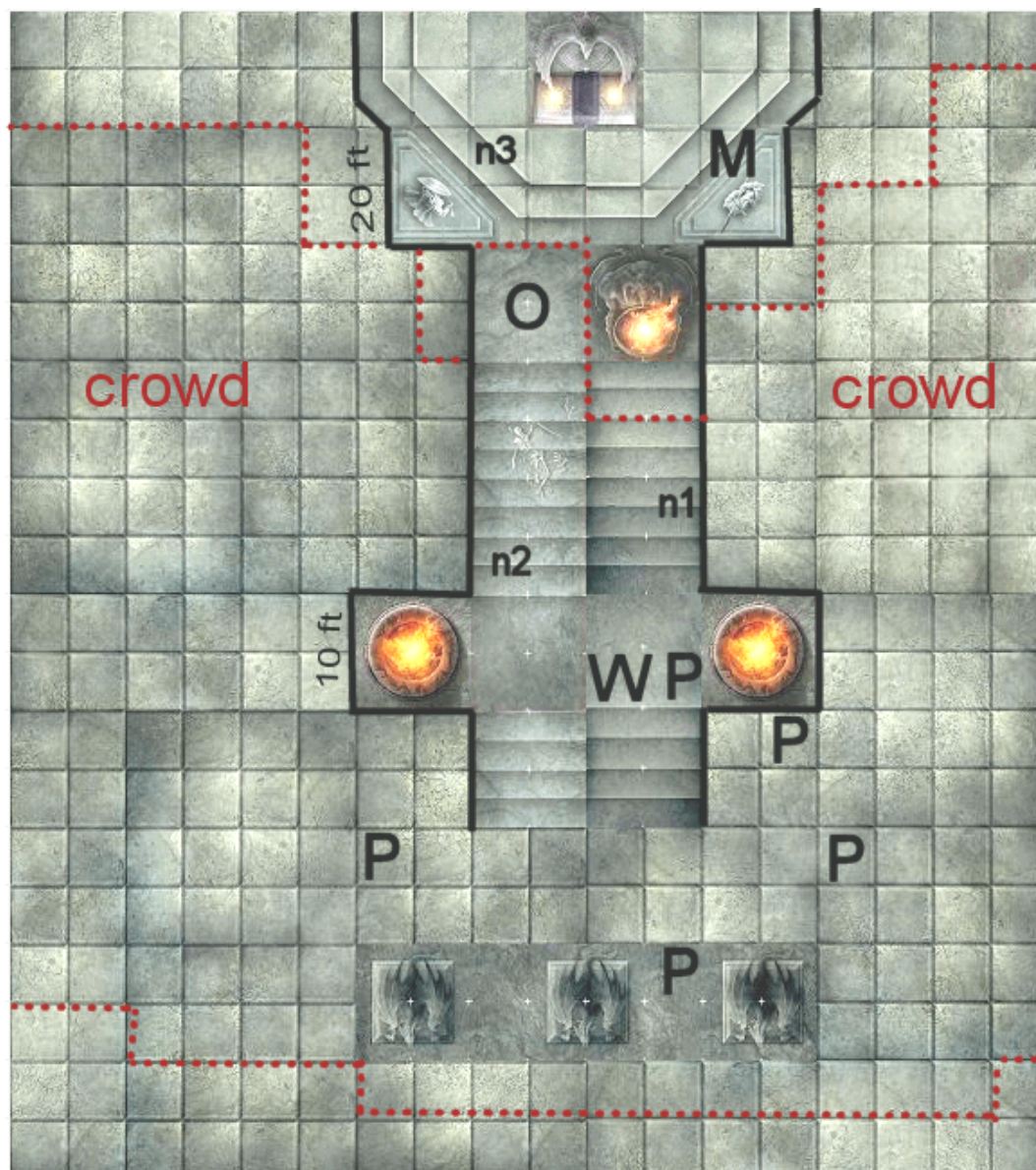
Oni mage	Level 10 Elite lurker
Large natural humanoid	XP 1,000
Initiative +10	Senses Perception +7 ; darkvision
HP 172; Bloodied 86	
Regeneration 5	
AC 26; Fortitude 25, Reflex 24, Will 24	
Saving throws +2	
Speed 7; fly 8 (clumsy)	
Action Points +1	
m Greatsword (standard; at-will) ♦ Weapon	
Reach 2; +15 vs. AC; 2d6 + 6 damage.	
C Freezing Blast (standard; recharge 6) ♦ Cold	
Close Blast 5; +15 vs. Fortitude; 1d8 + 6 cold damage, and the target is slowed (save ends).	
A Lightning Storm (standard; recharge 5 6) ♦ Lightning	
Area burst 2 within 10; +15 vs. Reflex; 2d6 + 4 electricity damage.	
Combat Advantage	
The oni mage deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Deceptive Veil (minor; at-will) ♦ Illusion	
The oni mage can disguise itself to appear as any Medium or Large natural humanoid. A successful Insight check (opposed by the oni mage's Bluff check) pierces the disguise.	
Invisibility (standard; at-will) ♦ Illusion	
The oni mage turns invisible until it attacks.	
Alignment Evil	Languages Common, Giant
Skills Arcana +14, Bluff +15 Insight +12	
Str 22 (+11)	Dex 13 (+6) Wis 14(+7)
Con 20 (+10)	Int 18 (+9) Cha 21 (+10)

Snaketongue Warrior (level 10)	Level 10 Brute
Medium natural humanoid (human)	XP 500
Initiative +7	Senses Perception +6
HP 126; Bloodied 63	
AC 22; Fortitude 20, Reflex 19, Will 19	
Speed 6	
m Bite (standard; at-will)	
+15 vs. AC; 1d10 + 4 damage (1d10 + 6 damage while bloodied) and the snaketongue warrior makes a secondary attack. <i>Secondary Attack</i> +13 vs. Fortitude; ongoing 5 poison damage (save ends).	
Alignment Unaligned	Languages –
Skills Religion +11	
Str 16 (+8)	Dex 14 (+7) Wis 12 (+6)
Con 16 (+8)	Int 12 (+6) Cha 14 (+7)

ENCOUNTER 7: NIGHT OF SPIRITS MAP

TILE SETS NEEDED

Dungeon Tiles x1, Arcane Corridors x1, Hidden Crypts 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.

EXPERIENCE POINTS

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

Encounter 1: The Seer's Shop

210 / 285 XP

Encounter 3: Finding Yi-Amahl

50 / 70 XP

Encounter 4: Saving Yi-Amahl

510 / 750 XP

Encounter 6: Getting There

90 / 130 XP

Encounter 7: Night of Spirits

260 / 365 XP

Major Quest: White Petal Demise

350 / 500 XP

Total Possible Experience

1470 / 2100 XP

Gold per PC

150/200 gp

(Encounter 1: 25/50 gp, Encounter 7: 125/150 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: +2 *repulsion armor** (low-level version only) (level 7; *Adventurer's Vault*)

Found in Encounter 1

Bundle B: +3 *repulsion armor** (high-level version only) (level 12; *Adventurer's Vault*)

Found in Encounter 1

Bundle C: *crusader's weapon* +2* (level 9; *Adventurer's Vault*)

Found in Encounter 1

Bundle D: +2 *flameheart totem** (level 10; *Adventurer's Vault* 2)

Found in Encounter 4

Bundle E: *boots of eagerness** (level 9; *Adventure's Vault*)

Found in Encounter 7

Bundle F: *belt of blood** (level 10; *Adventurer's Vault*)

Found in Encounter 7

Bundle G: ritual scroll of Water Breathing (low level only)

Found in Encounter 7

Bundle H: ritual book of Bloom, Water Breathing and Water Walk (high level only)

Found in Encounter 7

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 *glowstone** (*Adventurer's Vault*) plus 50 /150 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 250 / 350 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).

DRAG12 Gratitude of the Neng Clan

For rescuing some of their members from the depredations of the undead and the insane noble known as Mad Fox, the Neng clan takes note of the PC's future achievements and may seek their aid in the future. This is the third minor quest award in a three-part major quest. PCs who have earned **DRAG07 Trust of the Neng and Fan Clans** and either **DRAG10 Alchemist's Friend** or **DRAG11 Blessing of Tymora** as well, earn the major quest award White Petal Demise.

DRAG13 Gratitude of Foo-Shen

For assisting him in his quest to find Yi Amahl, and for attempting to save members of the clan he serves, you have Foo Shen's gratitude. This may influence your future interactions within Nathlekh, and with Shou who are aware of your usefulness.

DRAG14 A Reading By Yi Amahl

Yi Amahl is touched with the Sight and promises to turn it your way whenever his duties as the Chiang clan seer allow, or whenever the Sight insists. This may mean you receive guidance at a crucial time in another adventure, but its form is unpredictable.

ADVENTURE QUESTIONS

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

1. Did the PCs save Quasyr Yi Amahl?

- a. Yes
- b. No

2. How did the PCs enter the Chiang Residence?

- a. They used diplomacy and asked an audience
- b. They snuck in.
- c. Part of the party snuck in, while the other asked an audience
- d. Something else

3. What happened to Mad Fox?

- a. The PCs killed him
- b. The PCs captured him alive
- c. He got away

4. How many Neng nobles died?

- a. None
- b. One
- c. Two
- d. Three
- e. Never came this far

NEW RULES

ITEMS

BOOTS OF EAGERNESS

LEVEL 9

Price: 4,200 gp.

Item Slot: Feet

Power (Encounter): Free Action. Use this power during your turn to take an additional move action.

Reference: *Adventurer's Vault*, page 126.

BELT OF BLOOD

LEVEL 10

Price: 5,000 gp

Item Slot: Waist

Property: Your healing surge value increases by your Constitution modifier while you are bloodied.

Reference: *Adventurer's Vault*, page 164.

CRUSADERS WEAPON +2

LEVEL 9

Price: 4,200 gp

Weapon: Hammer, Mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus, or +1d10 damage per plus against undead creatures.

Property: Half the damage dealt with this weapon is radiant damage.

Property: You can use this weapon as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner.

Power (Daily): Standard Action. Gain one additional use of Channel Divinity for this encounter

Reference: *Adventurer's Vault*, page 66.

GLOWSTONE

LEVEL 10

Price: 200 gp

Implement (Consumable)

Power (Consumable - Radiant, Zone): Standard Action. Use the glowstone to create a zone of bright illumination in an area burst 2 within 5 squares of you. Any undead creature that is vulnerable to radiant damage that enters or starts its turn within the zone is affected as if it had taken radiant damage. For example, a skeleton that has vulnerable 5 radiant takes 5 radiant damage if it enters or starts its turn in the zone. The zone remains until the end of the encounter or for 5 minutes, whichever comes first. Using this power turns the glowstone to dust.

Reference: *Adventurer's Vault*, page 191.

FLAMEHEART TOTEM +2

LEVEL 10

Price: 5,000 gp

Implement (Totem)

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: When you hit a creature that is granting combat advantage to you using a primal attack power through this totem, that creature takes 1d6 extra fire damage.

Power (Daily * Fire): Free. The next time you use a primal attack power through this totem during this turn, each creature hit by the attack takes ongoing 5 fire damage (save ends).

Reference: *Adventurer's Vault* 2

REPULSION ARMOR

Level 7 +2 2,600 gp.

Level 12 +3 13,000 gp

Armor: Cloth, Leather

Enhancement: AC

Power (Daily): Minor Action. Whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction. This power lasts until the end of the encounter.

Reference: *Adventurer's Vault*, page 49.

RITUALS

BLOOM

Level: 2 **Component Cost:** 20 gp

Category: Exploration **Market Price:** 100 gp

Time: 10 minutes **Key Skill:** Nature (no check)

Duration: Instantaneous

Upon completion of the ritual, you cause all outdoor terrain within 20 squares of you to bloom with new growth and foliage. The entire area becomes difficult terrain.

Alternatively, the ritual causes crops and fruit-bearing plants within 20 squares of you to yield food. The plants produce enough food to feed five people for a week.

Reference: *Players Handbook* 2, page 213.

APPENDIX 1: NPCs AND EVENTS

This section lists information the PCs can gather about locations and NPCs in this scenario. Apply this where necessary.

Streetwise checks represent instant knowledge the PCs gained through interaction with locals prior to the scenario's start. If PCs actually take time to gather info they gain a +2 bonus on their checks.

Each entry lists a region and town. PCs from the region gain a +2 bonus on checks, while PCs from the town gain a +5 bonus. These bonuses do not apply to checks when they are used in a Skill Challenge.

MAD FOX (TSUI NAIWAN)

Region/Town: Dragon Coast / Westgate / Nathlekh

The alleged leader of the White Petal tong, and the instigator of the earlier attacks against the Fan's business endeavors, is of average height. His hair is the typical black of the Shou and worn unusually short, but his eyes are a startling green.

Tattooed on one arm is a stylized flower reminiscent of a Velicion Rose, but with a fox's face in its center. His tailored clothing identifies him as a nobleman, and the Tsui clan crest is sewn into each of the cloth-covered buttons fastening his tunic.

Arrogant and anxious to see his clan gain in prestige and power the activities of this impatient nobleman may very well have achieved the opposite of his aim and brought his clan into disrepute amongst the Nathlekh nobility.

The following information can be gained with a Streetwise check:

DC 15: The Tsui are a minor clan within the Nathlekh nobility and not a member of the ruling Wei, although some say they have aspirations. Some also say they are the cause of many intrigues amongst the Wei and other nobles, but there is no proof of this. They trade in a variety of cloth, but particularly silk, which they travel the Golden Way to obtain, and also own interests in gambling establishments and other places of entertainment, such as theaters. Tsui Naiwan is the youngest son of their middle daughter, who remains unwed.

DC 20: The Tsui are one of the oldest clans in Nathlekh City and have their roots in ancient Kara Tur. Their main headquarters in the Dragon Coast is located in Nathlekh. Tsui Naiwan was born under mysterious circumstances and the identity of his father is unknown, although all likely candidates have been ruled out.

DC 25: The Tsui are information brokers. Finding and keeping secrets is their main trade. They have compounds or business interests in all major Dragon Coast cities, and trade in more than cloth to increase their wealth. Some say they are one of the clans involved with the Nine Golden Swords. Tsui Naiwan is said to be the result of the middle daughter meeting and falling in love with a nature spirit on an inspection tour into Gulthandor.

DC 30: Even if they are a member of the Nine Golden Swords, the Tsui clan's activities have brought them into conflict with that organization in the past.

They've been careful to avoid direct confrontations with the Fire Knives of Westgate and maintain only a small presence in that city.

FOO SHEN AND THE NENG CLAN

Region/Town: Dragon Coast / Nathlekh

Foo Shen is one of the most average-looking Shou men you have ever come across. If you take your eyes off him for even a minute, he seems to fade into the background as though he was never there. An older man, he wears the clothing of a high-ranking servant when on business that does not require a disguise. Despite this, when he wishes to he is able to don an air of authority capable of dominating a room.

The following information can be gained with a Streetwise check:

DC 15: Foo Shen is a member of the Neng clan's hierarchy of servants. Some sort of major domo-butler who runs many of the household affairs. He is often seen about town on the clan's business and is not to be crossed. The Neng value him highly, even though he is not family member.

DC 20: Foo Shen is more often abroad than many know, and he is much more than a mere butler. He holds great influence within the Neng family, and his known opinions and recommendations are rarely ignored outside it.

DC 25: Foo Shen looks after the Neng family's security, from appointing the household guard to gathering information that might ward off potential threats. His loyalty is above question in all matters Neng and those who oppose the family should beware.

DC 30: Foo Shen is the Neng family's spy master, a role usually only filled by the most trusted of blood kin.

MAI WIN CHIANG AND THE CHIANG CLAN

Region/Town: Dragon Coast / Nathlekh

Mai-Win is a Shou woman, with grey eyes and long black hair that is often tied up leaving one long unbraided string of hair running down her back. She has very long finger nails, painted and decorated, and wears jeweled rings on each finger.

She is cold and calculating, as well as a shrewd observer who has an amazing insight into people.

The following information can be gained with a successful Streetwise check:

DC 15: The Chiang Emporium is a Shou merchant house from the Shou state of Nathlan on the Dragon Coast. The house is entirely owned and run by members of the Chiang clan.

Their main base is in the city of Nathlekh. They trade around the coast, primarily along the southern coast of the Sea of fallen Stars.

DC 20: Almost all Chiang Emporium employees are women. The head of the Emporium, the lady Ha-Teh Chiang apparently has a dislike for men, which has curbed the success of males in the house, and some would say, the house itself.

DC 21: The clan's head quarters in Nathlekh are headed by Mai-Win Chiang.

DC 23: Mai-Win is Ha-Teh Chiang's second daughter. Her sisters are Yuin, Mai-Ana (her twin, born minutes later) and Lin-Woh.

Yuin runs the trade in the eastern Sea of Fallen Stars (mostly in Cormyr), Mai-Ana runs trade in the western region (mostly in Akanul). Lin-Woh runs trade in the Dragon Reach.

DC 25: Rumors say the Emporium has traded with Thay in the past. The house has also had violent clashes with Sembia.

DC 28: Some say the Chiang women only bear girls, due to a curse. Others say the Chiangs dispose of male children, and instead adopt young girls into the family—or even switch babies at birth.

DC 30: Male children do exist, but they are hidden. They form the Yau clan, which possesses a lower status. A male child showing exceptional promise is sometimes disguised and raised as if he were a girl. These heirs are given a new, female name to help hide their identity from outsiders as well as from other clan members who might otherwise oppose them.

Note that in previous adventures, the name 'Chiang' was mistakenly spelled 'Chang'.

QUASYR YI AMAHL

Region/Town: Dragon Coast / Nathlekh

Master Yi Amahl is an old man. Keen grey eyes look out from a face rich with wrinkles. He wears a wide turban, long sleeved robes, and sandals. He walks with some difficulty, using a crooked stick to lean on.

The following information can be gained with a successful Streetwise check:

DC 5: Qasyr Yi Amahl is a seer, who grants readings in his coffee shop in the slums.

DC 10: He is a wise man from Almraiven in Calimshan.

DC 15: He fled his country when his predictions proved to be true...and only rarely heralded good events.

DC 20: Rumors say that the old man has had a revelation regarding the Night of Fallen Petals—some say that it heralds the return of a God-king.

THE NIGHT OF FALLEN PETALS

Region/Town: Dragon Coast / Nathlekh

A Religion check (or asking around in Nathlekh, always succeeds) reveals the following about the festival:

DC 15: The Night of Fallen Petals is a night on which the Shou honor their ancestors. 'Petals' refer to the souls of the dead.

DC 20: It is said the spirits of the dead return on this night, to see how their descendants are doing. It is easier to make contact, and most people use the opportunity to pay their honors or make amends.

DC 25: The use of 'Petals' for souls comes from the petals of the Velicion Rose, a rose that comes in many colors. The petals of the flower have a pattern that shows a face—people believe these are the faces of the dead staring back at you.

JONSTER YATE

Region/Town: Dalelands / New Velar

Jonster Yate is a halfling. He has short, curly hair and long sideburns. His face usually registers blissful ignorance or amused curiosity. He always wears a leather vest, and carries around a small notebook.

A character knows the following information about Jonster Yate with a successful Streetwise check:

DC 10: Jonster Yate is an excentric halfling. He is incredibly rich and owns Mensyn's Wares, a cobbler and leather wares shop.

DC 15: He is one of the Seven Burghers of New Velar. Unlike most others, he doesn't involve himself much with political affairs.

DC 18: He is obsessed with the idea that a great calamity is to befall the Realms. He maintains a list of all the strangest prophecies that predict great floods, endless wars, world-wide erupting volcanoes, and worse. Some of these are really farfetched and are obviously a product of a creative but immature mind.

DC 20: Yate is a friend of the Nenthyns, the family who own the Fall of Stars adventurer club. He acquired wealth adventuring, and until a few years ago, was a member of the Stellar Fellowship of Gentle Adventurers. He retired to live in Nenthyn Manor.

DC 22: Yate's preoccupation with doomsday result from a desire to be a hero in such a scenario.

DC 25: Yate became a Burgher when the last Burgher died, as he was the richest person in New Velar. This prompted the Rivenstaves to push for a rule that required a Burgher to own property in New Velar. Yate immediately bought Mensyn's Wares from the aging Hervert Mensyn, and moved out of Nenthyn Manor.

PALUER HANDOUT 1: FOREIGN QUARTER MAP

