

CORM1-2

GANGS OF WHELOON

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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A prison city, a spy, and 3,000 of the most dangerous criminals in Cormyr: Can you get in and out of Wheloon to rescue one of the Crown's most valuable agents? A *Living Forgotten Realms* adventure set in Cormyr for characters levels 4-7.

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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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the RPGA REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on December 31, 2011.

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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 Senior GM 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 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 every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4-7. 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 first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement 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 is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) 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 on 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 back 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 amongst 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's still more of the adventure 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 back 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.

ADVENTURE BACKGROUND

Wheloon is the prison-city of Cormyr. Originally created to house a town full of Shadovar agents, it is currently home to over 3,000 of the most dangerous criminals in the realm. The prison society is composed of a number of different gangs based on race, religion, and any other imaginable line of delineation.

Lord Prio, Regent of Special Affairs, recently received word that Navish Brightfoot, who has been undercover gathering information in Wheloon for the past two years, is ready to come home. But he needs help.

Navish has been investigating strange reports out of Wheloon indicating a much larger number of prisoners present in town than have been put over the wall.

The reason for this increase in population is the opening of a gate from the Shadowfell into Wheloon. Since the prison-city is closed to the prying eyes of normal society, it is a perfect conduit to amass an invasion force within the borders of Cormyr.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The one-eyed man throws back his hood and grins wolfishly. "Time is of the essence, so I'll be brief. Lord Prio, Regent of Special Affairs, would like you to infiltrate the prison city of Wheloon and extract Navish Brightfoot, a Crown agent who's been undercover for over two years. While Navish has information on how to escape, that he hasn't done so already implies he has fallen afoul of trouble.

"You'll have disguises, fake criminal tattoos, code words, and Navish's description. According to the plan, Navish has left further instructions at the statue in the center of town. Questions?"

DM'S INTRODUCTION

The PCs have the following information at the start of the adventure:

- The one-eyed man is the PCs' field contact with Cormyr's undercover network. His words carry the weight of the spymaster himself.
- It is not uncommon for prisoners sent to Wheloon to possess weapons and armor, especially if they have the right political connections. Incarceration in Wheloon is meant to be a life sentence, not a death sentence.
- To identify themselves to Navish, the PCs are given the code phrase: "While in the Light of the Lady." The proper response is: "There is no way home." This should be emphasized to the PCs.
- Navish is a halfling. In his current guise, he sports a mane of snow-white hair.
- Navish has the way out, but he is the only one who knows it. If the PCs don't rescue him, they're stuck in Wheloon.
- The one-eyed man has no further information on Navish's activities.
- Wheloon's prison shield is permeable going in but impenetrable otherwise.

Encounter 2 is divided into a series of smaller encounters that each take between 1 and 3 hours in game. After 3 hours in game, proceed to Encounter 3.

The adventure has been designed so it is not possible for the PCs to do everything: by choosing to take the time to secure the trust of their own gang and/or recruit or conquer another gang, they cannot find Navish on their own. Conversely, if they immediately set out to find Navish before establishing connections with either their own gang or another, they can find the halfling on their own, but they receive no assistance from another gang in their assault on or parley with Mother Night, the gang that has captured Navish.

Because of the matrix-based nature of the adventure, it is possible that PCs might earn more than the maximum allowed XP. Do not award more than the maximum for low-level version (640 XP) or the high-level version (960 XP).

ENCOUNTER 1: IN THE LIGHT OF THE LADY

ENCOUNTER LEVEL 3/5 (725/1000 XP)

SETUP

This encounter includes the following:

8 zombie rotters (Z)

1 necromancer (N)

1 tiefling heretic (T)

After being put over the wall into Wheloon, the PCs arrive at the center of town in short order. The streets they walk seem empty and deserted.

As the adventurers enter the area, read:

An empty-eyed statue of a beautiful woman sheds brilliant light into the central square of Wheloon, revealing a scene of massacre. Bodies lay everywhere, strewn about like broken dolls. A tiefling and a cloaked man stand by the statue. "The Lady's Marauders welcome you to Wheloon. You'll make a wonderful addition to our army." The tiefling touches the statue, and walls of crackling blue energy spring up around the square, blocking the exits.

The tiefling doesn't wait for the PCs to respond, but attacks immediately. Roll initiative.

FEATURES OF THE AREA

Illumination: Although Wheloon is only dimly lit during the day, the statue radiates an aura of bright light throughout the square.

Edge of the Map: The edges of the map are the walls of 40 foot-high buildings. Windows and entrances of the building are boarded up and cannot be entered.

Scaffolding: The wooden platforms are 15 ft. high. The scaffolding is shoddily constructed. A creature can climb the scaffolding (DC 17 Athletics). If a character shakes the scaffolding (DC 18 Strength check), those atop of the platform must make a DC 18 Balance check or slide 1 square. Creatures sliding off take 1d10 points of damage unless a saving throw to catch themselves is made, leaving them prone atop the platform.

Stairs: The stairs leading to the statue and up the platforms is difficult terrain. Each square rises 5 feet.

Large Statue: This statue crackles with eldritch energy. Any close or blast powers with the arcane keyword originating in a square adjacent to the statue

find their radius doubled (a burst 1 becomes a burst 2, a blast 2 becomes a blast 4, and so on). A DC 18 Arcana check made as a minor action reveals this.

Rubble: The rubble counts as difficult terrain.

Small Statue: These small statues count as blocking terrain, and can be scaled with a DC 22 Athletics check. They are 5 ft. tall.

Walls of Energy: These walls block any movement out of the town square. Attempting to move into the wall causes 1d10 damage stops movement.

TACTICS

The tiefling and the necromancer remain near the statue, concentrating their attacks on PCs in range. If given a choice, they target controllers, strikers, leaders, and defenders, in that order. If the tiefling is hit by a melee attack, he teleports atop one of the platforms.

The necromancer attempts to remain adjacent to the statue for as long as possible to gain the benefits of his *reanimate* and *horrific visage* powers; however, if he becomes surrounded, he flees up one of the platforms and uses *horrific visage* to push approaching PCs off.

The zombies begin prone, rising to their feet and charging whoever is nearest. The tiefling and necromancer have gone mad with power, and they fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove four zombie rotters.

Six PCs: Add four zombie rotters.

ENDING THE ENCOUNTER

Once the PCs defeat the enemies (whether they are unconscious or dead), move on to **Encounter 2**.

If the PCs take the tiefling or the necromancer alive:

- The necromancer has cut out his tongue in a dark rite of power and cannot speak.
- The tiefling, who calls himself Wasteland, swears the eternal vengeance of Bael Turath upon the party. He has no useful information.

EXPERIENCE POINTS

The PCs receive 145/200 experience points each for successfully completing this encounter.

TREASURE

A secret compartment at the statue's base (Perception DC 17) contains a single sheaf of fresh wheat.

ENCOUNTER 1: IN THE LIGHT OF THE LADY STATISTICS (LOW LEVEL)

Zombie Rotter		Level 3 Minion
Medium natural animate (undead)		XP 38
Initiative -2	Senses Perception -1; darkvision	
HP 1; a missed attack never damages a minion.		
AC 13; Fortitude 13, Reflex 9, Will 10		
Immune disease, poison		
Speed 4		
m Slam (standard; at-will)		
+6 vs. AC; 5 damage		
Alignment Unaligned	Languages -	
Str 14 (+2)	Dex 6 (-2)	Wis 8 (-1)
Con 10 (+0)	Int 1 (-5)	Cha 3 (-4)

Crazed Necromancer		Level 4 Controller
Medium natural humanoid		XP 175
Initiative +4	Senses Perception +3	
HP 54; Bloodied 27		
AC 18; Fortitude 15, Reflex 16, Will 17		
Speed 6		
m Staff of Death (standard; at-will) ♦ Weapon, Necrotic		
+9 vs. AC; 1d6 necrotic damage, and the target is weakened (save ends).		
R Grave Bolt (standard; at-will) ♦ Necrotic		
Ranged 20; +6 vs. Reflex; 1d6 + 4 necrotic damage, and the target is immobilized (save ends).		
Reanimate (immediate reaction, when an undead minion ally within 5 squares of the crazed necromancer (10 if adjacent to the statue) is reduced to 0 hit points; recharge 5 6) ♦ Healing		
The undead minion ally regains 1 hit point.		
C Horrific Visage (standard; recharge 4 5 6) ♦ Fear		
Close blast 3 (blast 6 if adjacent to the statue); +7 vs. Will; 1d6 damage, and the target is pushed 3 squares.		
Alignment Evil	Languages Common	
Skills Arcana +10, Religion +10		
Str 10 (+2)	Dex 14 (+4)	Wis 9 (+1)
Con 14 (+4)	Int 16 (+5)	Cha 18 (+6)

Tiefling Heretic		Level 6 Artillery
Medium natural humanoid		XP 250
Initiative +8	Senses Perception +6; low-light vision	
HP 60; Bloodied 30		
AC 20; Fortitude 17, Reflex 18, Will 18		
Resist 11 fire		
Speed 6		
m Dagger (standard; at-will) ♦ Weapon		
+8 vs. AC (+9 against a bloodied target); 1d4 + 2 damage.		
r Balefire (standard; at-will) ♦ Fire		
Ranged 10; +10 vs. Reflex (+11 against a bloodied target); 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).		
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic		
Ranged 10; illusory snakes appear and attack the target; +9 vs. Will (+10 against a bloodied target); 1d6 + 5 psychic damage, and ongoing 5 psychic damage (save ends).		
Cloak of Escape (immediate reaction, when the tiefling heretic is hit by a melee attack; recharge 5 6) ♦ Teleportation		
The tiefling heretic teleports 5 squares.		
Infernal Wrath (minor; encounter)		
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic's last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 5 damage.		
Alignment Evil	Languages Common	
Skills Bluff +15, Insight +11, Stealth +15		
Str 15 (+5)	Dex 20 (+8)	Wis 16 (+6)
Con 18 (+7)	Int 13 (+4)	Cha 20 (+8)

ENCOUNTER 1: IN THE LIGHT OF THE LADY STATISTICS (HIGH LEVEL)

Zombie Rotter (Level 5)		Level 5 Minion
Medium natural animate (undead)		XP 50
Initiative -1 Senses Perception -1; darkvision		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 15, Reflex 11, Will 12		
Immune disease, poison		
Speed 4		
m Slam (standard; at-will)		
+8 vs. AC; 6 damage		
Alignment Unaligned	Languages -	
Str 14 (+3)	Dex 6 (-1)	Wis 8 (-1)
Con 10 (+1)	Int 1 (-4)	Cha 3 (-3)

Crazed Necromancer (Level 6)		Level 6 Controller
Medium natural humanoid		XP 250
Initiative +5		Senses Perception +4
HP 70; Bloodied 35		
AC 18; Fortitude 15, Reflex 16, Will 17		
Speed 6		
m Staff of Death (standard; at-will) ♦ Weapon, Necrotic		
+11 vs. AC; 1d6 + 1 necrotic damage, and the target is weakened (save ends).		
R Grave Bolt (standard; at-will) ♦ Necrotic		
Ranged 20; +8 vs. Reflex; 1d6 + 5 necrotic damage, and the target is immobilized (save ends).		
Reanimate (immediate reaction, when an undead minion ally within 5 squares of the crazed necromancer (10 if adjacent to the statue) is reduced to 0 hit points; recharge 5 6) ♦ Healing		
The undead minion ally regains 1 hit point.		
C Horrific Visage (standard; recharge 4 5 6) ♦ Fear		
Close blast 3 (blast 6 if next to the statue); +9 vs. Will; 1d6 + 1 damage, and the target is pushed 3 squares.		
Alignment Evil	Languages Common	
Skills Arcana +11, Religion +11		
Str 10 (+3)	Dex 14 (+5)	Wis 9 (+2)
Con 14 (+5)	Int 16 (+6)	Cha 18 (+7)

Tiefling Heretic (Level 8)		Level 8 Artillery
Medium natural humanoid		XP 350
Initiative +9 Senses Perception +6; low-light vision		
HP 72; Bloodied 36		
AC 22; Fortitude 19, Reflex 20, Will 20		
Resist 13 fire		
Speed 6		
m Dagger (standard; at-will) ♦ Weapon		
+10 vs. AC (+11 against a bloodied target); 1d4 + 3 damage.		
r Balefire (standard; at-will) ♦ Fire		
Ranged 10; +12 vs. Reflex (+13 against a bloodied target); 1d8 + 6 fire damage, and ongoing 5 fire damage (save ends).		
R Serpent Curse (standard; encounter) ♦ Illusion, Psychic		
Ranged 10; illusory snakes appear and attack the target; +11 vs. Will (+12 against a bloodied target); 1d6 + 6 psychic damage, and ongoing 5 psychic damage (save ends).		
Cloak of Escape (immediate reaction, when the tiefling heretic is hit by a melee attack; recharge 5 6) ♦ Teleportation		
The tiefling heretic teleports 5 squares.		
Infernal Wrath (minor; encounter)		
The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic's last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 5 damage.		
Alignment Evil	Languages Common	
Skills Bluff +16, Insight +12, Stealth +16		
Str 15 (+6)	Dex 20 (+9)	Wis 16 (+7)
Con 18 (+8)	Int 13 (+5)	Cha 20 (+9)

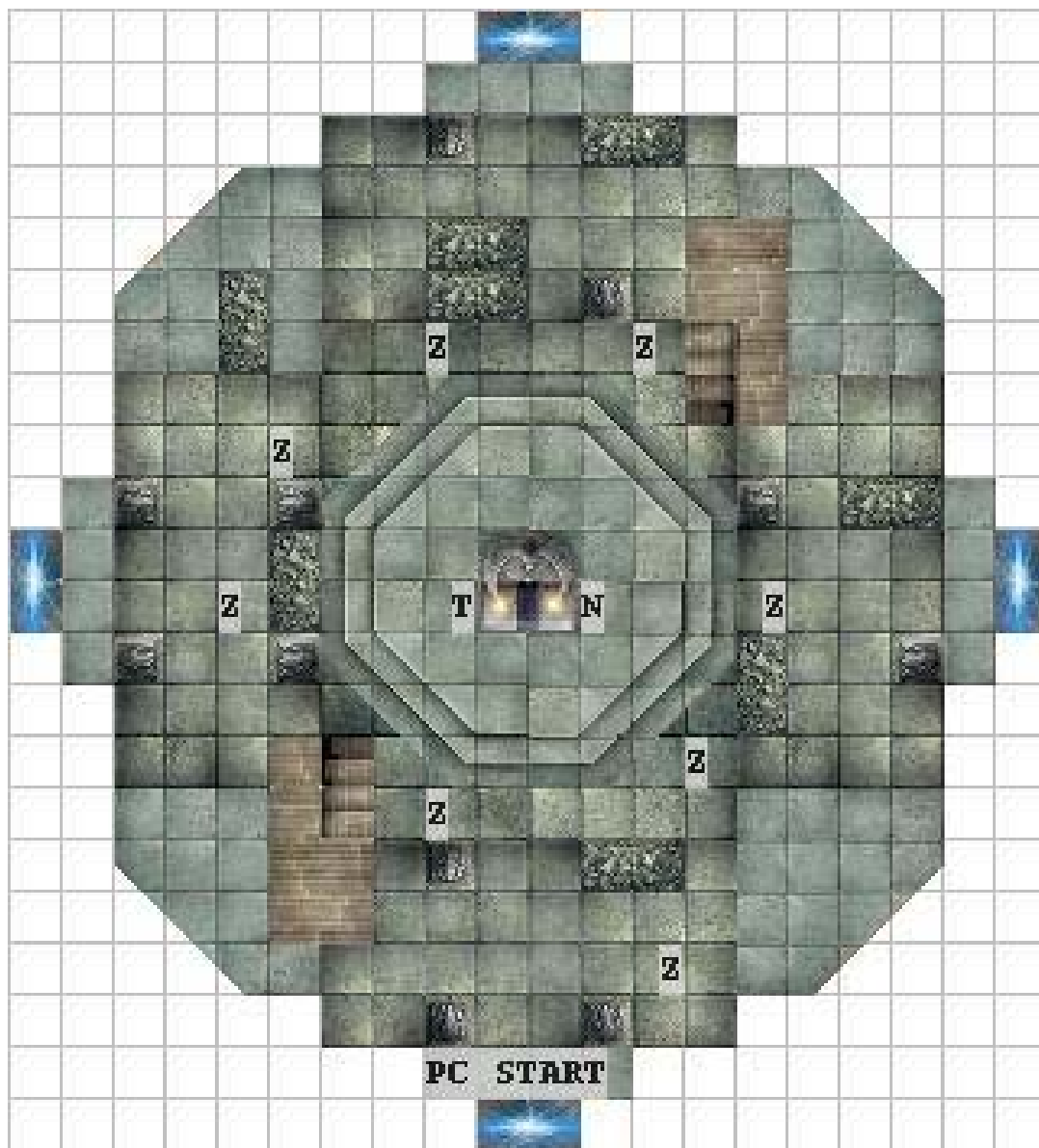
ENCOUNTER 1: IN THE LIGHT OF THE LADY MAP

Arcane Corridors

Blue Portal / Rubble	2x1	x11
Pool / Hall w/ Statues	4x8	x4
Purple Portal / Rubble	1x2	x1
Tower Base / Floor	8x10	x1

Hidden Crypts

Stairs / Floor	1x4	x4
Statue w/ Altar / Floor	2x2	x1
Steps / Floor	4x4d	x8
Wooden Platform / Floor	4x2	x2



ENCOUNTER 2: POWER PLAY

SETUP

Upon defeating the Lady's Marauders by the statue, the PCs are approached by Jerriek Valwater, who intends to offer his services as an advisor.

When the enemies fall and the energy fields vanish, a man in a tattered robe emerges from a side street and approaches with open hands. "Hail, lords, if we may speak?"

Note: The PCs may immediately seek information on Navish's whereabouts or the nature of the sheaf of wheat left at the statue. See **Encounter 2c: The Search for Navish** for more information. Successful skill checks at this juncture can count towards the completion of that skill challenge.

Jerriek Valwater:

Goals: Co-founder of the gang, the Lady's Marauders, Jerriek has counseled all of the past leaders. He truthfully answers any questions and offers conservative advice if prompted. He is very careful, however, never to contradict the leadership nor appear ambitious or desirous of control in any way. Jerriek is as self-effacing as the most professional butler.

Jerriek is above all a survivor, and he knows that his fortunes are tied to those of the gang. He serves the gang, and though its face may change from day to day, as long as the gang survives, he endures.

- Having defeated the latest Marauder leadership, the PCs are the new leaders of the Lady's Marauders. That's the way of Wheloon.
- What are the PCs orders?
- Should the PCs ask, Jerriek knows nothing of a white-haired halfling.

Common information about Wheloon:

- The prison shield blocks the sun's light. It is dark at night and dim during the day.
- The prison shield is one way. Once you're in, you don't get out.
- A number of gangs rule the city. The most powerful gang is Mother Night.
- The Wyvernflow River cuts through town. It brings fresh water and fish. The Crown also delivers periodic shipments of food.

- Not everyone in Wheloon is a criminal. A number of children have been born since the prison shield went up.

On the Lady's Marauders:

- The gang has recently suffered from a series of failed assaults against rival gangs, and many of their members are either wounded or captured.
- The gang's core territory remains secure due to the power of the statue.
- Gang morale is at an all-time low after the previous leader began turning dead members into undead.
- Though the Marauders have been aggressive in the past, new leadership means that other gangs might be open to parlay or possibly an alliance.

On Mother Night:

- They're made up exclusively of Shadovar agents and worshippers of Shar.
- They control the old temple of Mystra on the hill overlooking the Wyvernflow.
- Unlike most of the gangs of Wheloon, Mother Night rarely takes prisoners. When they do, the prisoners are invariably sacrificed to Shar at midnight of the following new moon.
- The leader of Mother Night is a witch known as Elveena. She has recently ascended to the leadership of the gang and is more approachable than her predecessor.
- Many members of the gang braid their hair or shave their heads in elaborate ways, and pierce their skin in numerous and painful ways. Worship of Shar has turned their skin as pale as the moon, and their eyes as black as night.
 - **Arcana DC 15:** The above description matches that of a shadar-kai, a cruel and powerful race native to the Shadowfell and devoted to Kelemvor.
 - **Arcana DC 20:** Normal shadar-kai society is meritocratic. Personal achievement defines shadar-kai more than family, wealth, or holdings. Shadar-kai can gain a lot of power and prestige by murdering rivals, slaying powerful beasts in the name of Kelemvor, or wreaking havoc and reaping souls in the natural world.
 - **Arcana DC 25:** All shadar-kai have the ability to teleport a short distance and reappear in a dark, wraithlike form.

On the nearby gangs:

- There are 4 gangs whose territory abuts that of the Marauders: the Woodsingers, the Mountain, Kelgar's Crushers, and the Quickblades.
- The Woodsingers:
 - Led by an eladrin, Ilian Wildfinder.
 - They are thieves and sneaks who survive by being hard to find and harder to hit.
 - They run a brisk business in rare materials from beyond the shield.
 - They hold no love for the Shadovar.
 - In an alliance, their aid would be easiest to secure, but of the least consequence.
- The Mountain:
 - As steady and sure as the dwarf, Dolman Hammerstrike, who leads them.
 - Masters of defensive strategy, the Marauders have unsuccessfully attacked their territory many times.
 - They have the rare reputation for honor and integrity here, and their presence would lend weight to negotiations.
- Kelgar's Crushers:
 - Led by a powerful and volatile dragonborn, Kelgar Whitespike.
 - The Crushers are ready for a fight.
 - They're known for their ferocity as opposed to their patience.
 - They've secretly been constructing siege machines to wage war on Mother Night.
- The Quickblades:
 - Led by a halfling, Patters.
 - A group of assassins and information brokers.
 - They control much of the river traffic along the Wyvernflow.
 - Rumor has it they've been waging an underground war against the Shadovar for control of Wheloon's shadows.

Advice (if asked):

- "Establish yourselves as leaders of the gang. After their recent defeats and the animation of their fallen friends and loved ones, they need to know leadership has fallen into better hands."
- "The Marauders are in a bad way. We've lost too much territory and too many people. We should surprise one of the nearby gangs with either an attack—take out the leader, take over the gang—or an offer of alliance."
- "We have enough strength left to take one of the other gang's by surprise if we act immediately. Word has doubtless spread of the change in Marauder leadership. A concerted assault would

not be expected so soon. If we wait, however, such an option would be."

- "Many chafe under Mother Night, but no one gang is strong enough to challenge them."
- "If you take over a neighboring gang, the rest are likely to fortify their territory, and refuse immediate offers of parley."

PCs can learn the following about Jerrick Valwater with a successful History check (higher checks reveal all information from lower DCs as well).

- DC 12: Jerrick Valwater was a promising scion of the Valwater family, nobility in eastern Cormyr.
- DC 17: The family fell on hard times in recent years and Valwater, who was making a name for himself as a bard of some renown, was called home to watch the last of the family estate slip through his fingers.
- DC 22: Blaming the King's Writ for his family's misfortune, Valwater attempted to poison King Foril at a banquet several years ago.
- DC 27: While Valwater had enough friends in Court to allay a summary execution, he was nevertheless put over the wall into Wheloon, and was presumed dead.

Jerrick does his best to follow the PCs wherever they go and be available for their questions or concerns. In the case of a fight, he makes himself scarce, to reappear following the combat.

ENDING THE ENCOUNTER

The PCs have a number of options at this point. Each option takes 1 to 3 hours. After 3 hours, proceed to Encounter 3. The PCs may engage in multiple challenges at once. Consider a partially completed challenge as taking no time.

- To prove themselves to the Marauders, go to **Encounter 2a: Leading by Example**. (1 hour)
- To parlay with a rival gang, go to **Encounter 2b: New Alliances**. (1 hour)
- Note that **Encounter 2b: New Alliances** can be attempted multiple times with different gangs.
- To search for Navish, go to **Encounter 2c: The Search for Navish**. (1 or 3 hours, see encounter).
- To lead the Marauders in an assault against a rival gang, go to **Encounter 2e: Assault** (3 hours). Note that **Encounter 2e: Assault** can only be attempted prior to the completion of any other encounters. The rival gangs are prepared for an attack later on, and an assault results in automatic failure.

ENCOUNTER 2A: LEADING BY EXAMPLE

SKILL CHALLENGE LEVEL 4/6, COMPLEXITY 1 (175/250 XP)

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, Insight, Intimidate

In this skill challenge, the PCs try to show the Marauders that they are leaders worth following (through either love or fear). This skill challenge need not take place all at once. Successes and defeats may be interspersed throughout this section of the adventure.

“Indeed,” Jerrick acquiesces. “The Marauders are surely eager to see what kind of leaders they have, ahem, acquired.”

The gang is scattered throughout the Marauder territory. The members are fearful and wary of the new leadership, but they listen to Jerrick. Jerrick can help the PCs meet with individual members of the gang, call a general assembly, or otherwise locate members of the gang as needed.

If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 17/18 as the starting target numbers, and then modify from there.

SKILL CHALLENGE

Bluff (DC 16/17): You tell some charming lie to raise the gang's spirits.

Diplomacy (DC 15/16): You inspire members of the gang with your rhetoric. A success with this skill means that any future use of Intimidate is an automatic failure (the gang looks for a unified message from the leadership).

Insight (DC 13/14): You work the crowd, empathizing with the gang's situation and the horrible things done to their dead. Using this skill doesn't count as a success or failure for the challenge, but instead opens up the use of History and Arcana (the gang is adrift, seeking something concrete upon which to pin their faith, their fighting spirit).

Intimidate (DC 17/18): You terrify the gang into obedience. A success with this skill means that any

future use of Diplomacy is an automatic failure (the gang looks for a unified message from the leadership).

Arcana (DC 20/21): The statue in the central square still crackles with arcane energy. With its power at your command, the heart of Marauder territory is unassailable. Pointing this out rallies the troops.

History or Religion (DC 17/18): The “Lady” of the Lady's Marauders refers to Mystra, an ancient goddess of magic. It is her statue that stands in the central square.

Rescue the Prisoners: Negotiating the release of prisoners from a rival gang turns a single failure into a success.

ENDING THE ENCOUNTER

Success: The Lady's Marauders are at the PCs disposal. Jerrick informs the PCs that the gang has enough fighting strength left to aid in either a single assault or fortify the shattered defenses of their territory. See Encounters 3 and 4 for further details.

Failure: The Lady's Marauders follow the PCs, but their hearts are not in it, and they break at the mere sight of adversity. Their presence is of no consequence in future encounters.

Success or failure of this challenge takes 1 hour. After 3 hours, end Encounter 2 and proceed to Encounter 3.

EXPERIENCE POINTS

The PCs receive 35/50 experience points each for successfully completing this encounter.

TREASURE

There is no treasure from this encounter.

ENCOUNTER 2B: NEW ALLIANCES

SKILL CHALLENGE LEVEL 4/6, COMPLEXITY 1 (175/250 XP)

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Bluff, Diplomacy, Intimidate, Insight

At the PCs request, Jerrick arranges a meeting with the head of a rival gang to discuss matters:

- The Woodsingers: *Ilian Wildfinder, eladrin leader of the Woodsingers, leans back in his chair and raises an eyebrow.*
- The Mountain: *Dolman Hammerstrike snaps his fingers and platters of food are placed on the table. He tears into a leg of mutton and wipes the grease from his beard. "Eat, drink," he says, taking a deep draught of beer, "then negotiations can begin."*
- Kelgar's Crushers: *Kelgar Whitespike drains his tankard in one gulp. "Speak, mewling dogs."*
- Quickblades: *A halfling in a dark cloak appears out of the shadows of an alleyway. "I'm Patters, chief of the Quickblades. You looking for me?"*

The PCs must barter, persuade, or intimidate the leader into making a deal. Each leader has a single bonus skill to which he/she responds particularly well. This bonus skill can be unlocked using Insight.

If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 17/18 as the starting target numbers, and then modify from there.

SKILL CHALLENGE

Bluff (DC 17/18): You'll say whatever it takes, painting pictures of the greatness your two gangs can accomplish together, rivaling even Mother Night for control of Wheloon. Failure closes off this approach and increases the DCs of other checks (to DC 19/20) for the duration of the encounter.

Diplomacy (DC 17/18): You promise or barter territory and concessions for an alliance between the two gangs and/or for the release of Marauder prisoners.

Intimidate (DC 17/18): Fear is the best policy, and if your gangs don't come together for mutual advantage, then they're an obstacle to be removed. Failure closes off this approach and increases the DCs of other checks (to 19/20) for the duration of the encounter.

Insight (DC 13/14): You get a sense from the flow of conversation of what this gang really respects. Succeeding also opens up the use of the following bonus skills:

- The Woodsingers: Arcana. (Knowledge of the arcane is all too rare in this city).
- The Mountain: Streetwise. (It pays to have an ear to the streets and the people that live there).
- Kelgar's Crushers: Endurance. (Wheloon's a tough town, and only the tough deserve to survive).
- The Quickblades: Perception. (A quick wit and a keen eye can take you far).

ENDING THE ENCOUNTER

The different gangs aid the PCs in various ways, especially in the conflict with Mother Night.

Success:

- The Woodsingers: In the spirit of alliance, Ilian allows the PCs to augment their equipment with a selection from his personal armory.
- The Mountain: Dolman is willing to aid in any non-violent interactions with Mother Night, or he and his gang can help fortify Marauder Territory.
- Kelgar's Crushers: The rumors of siege machinery are true, and Kelgar is itching to try them out. He and his gang aid in assaults against Mother Night.
- The Quickblades: Patters and his people know of a secret river entrance into the temple of Mystra and can help the PCs sneak inside.

Failure: No alliance has been forged. The Marauders are on their own.

Special: If the PCs decide to attack the rival gang leader following negotiations, go to **Encounter 2f**.

Success or failure of this challenge takes 1 hour. After 3 hours, end Encounter 2 and proceed to Encounter 3.

EXPERIENCE POINTS

The PCs receive 35/50 experience points each for successfully completing this encounter.

TREASURE

If the PCs form an alliance with the Woodsingers, Ilian offers them one of the following items:

- elven cloak +2 (level 7) (low-level only)*
- shield of defiance (level 8)*
- diadem of acuity (level 8)*
- berserker weapon +2 (level 10) (high-level only)*

ENCOUNTER 2c: THE SEARCH FOR NAVISH

**SKILL CHALLENGE LEVEL 4/6,
COMPLEXITY 1 (175/250 XP)**

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Diplomacy, History, Streetwise

In this skill challenge, the PCs scour Wheloon for any sign of Navish.

Get in, find Navish, get out. Only one problem: Where's Navish?

To find Navish or some indication as to his whereabouts, the PCs must grease some palms, work the streets, or work their gang.

If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 17/18 as the starting target numbers, and then modify from there.

SKILL CHALLENGE

Diplomacy (DC 17/18): You have your gang send out runners or visit the local information brokers to learn a piece of information that will bring you one step closer to Navish's whereabouts. This approach requires a character to spend gold pieces equal to the level of the challenge x 20 (80/120). You pay the cost, whether the check results in a success or failure. A success provides a +2 bonus to the next Streetwise or History check, as well as counting as a success toward completing the challenge. A failure likewise provides a -2 penalty, as well as counting as a failure.

History (DC 17/18): You remember there was once a temple in Wheloon related to wheat. Use of this skill is only possible if the PCs have found the sheaf of wheat in the statue of Mystra. First success of this skill opens up the use of the Religion skill.

Streetwise (DC 15/16): You track down the friend of a friend of an uncle of one of your gang members who has seen Navish around.

Religion (DC 13/14): Wheat is a symbol of Chauntea, the Great Mother. Temples to Chauntea are sometimes known as Harvest Halls.

ENDING THE ENCOUNTER

Success: The PCs find Navish's hideout in rafters of the old Harvest Hall. They find Navish's journal and a pair of faceted sapphires.

Failure: The PCs fail to find Navish's hideout.

If this is the first completed challenge of Encounter 2, and the PCs want to follow Navish's trail, proceed to **Encounter 2d**. If not, return to Encounter 2.

Success or failure of this challenge takes 1 hour. After 3 hours, end **Encounter 2** and proceed to **Encounter 3**.

EXPERIENCE POINTS

The PCs receive 35/50 experience points each for successfully completing this encounter.

TREASURE

The PCs might find the following items in Navish's secret stash. If the PCs received one of these items from Ilian, it does not appear here:

elven cloak +2 (level 7) (low-level only)

shield of defiance (level 8)

diadem of acuity (level 8)

berserker weapon +2 (level 10) (high-level only)

The PCs also find Navish's journal and a pair of faceted sapphires.

Navish left his journal in the rafters of Harvest Hall in the hopes that crown agents would follow his clue at the statue.

- Most of the journal seems to be written in code which would take days, if not weeks, to decipher.
- The final entry is in Common, dated nearly two weeks ago, and speaks of his planned effort to infiltrate Mother Night and find out "where all the damn shadar-kai are coming from!"
- Jerrick can inform the PCs that four weeks ago was a new moon. The next new moon is tonight.

Regarding the sapphires:

- **Arcana DC 21:** There is a latent magical energy in these gems, though they seem to belong to some larger magical force.
- **History DC 21:** The statue of Mystra in Wheloon was particularly prized for its piercing blue eyes. Worshipers often said they were a conduit to Mystra herself.

ENCOUNTER 2D: NAVISH'S SECRET STASH

SKILL CHALLENGE LEVEL 4/6,
COMPLEXITY 2 (350/500)

SETUP

Number of Successes: 6

Number of Failures: 3

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

Navish has left an additional clue in his hideout. Carved into a nearby wall are the words "In the light of the Lady." Writing or reciting the proper response, "There is no way home," triggers the services of a magical wisp Navish has engaged to keep his extra equipment safe in his absence.

A floating ball of light appears in the room. "Your secrets, sir, remain safe. I will lead you to them." The light shoots towards the roof.

The wisp leads the PCs on a rooftop chase to the old bell tower, the location of Navish's secret stash.

If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 17/18 as the starting target numbers, and then modify from there.

Special: If the PCs elect to take on this challenge before the PCs secure the following of the Lady's Marauders, Jerrick makes it clear that they risk losing their leadership of the gang, if only through neglect. The party has a choice, follow the light or lead the gang.

SKILL CHALLENGE

Acrobatics (DC 17/18): You balance across laundry lines, flip over chimneys, or skate down rooftops to keep the light in sight. A failed check means that you take a spill and lose one healing surge in addition to counting as a failure for this challenge.

Athletics (DC 17/18): You scale the walls or leap from rooftop to rooftop, following the light as it zips over the city. A failed check means that you get banged up and lose one healing surge in addition to counting as a failure for this challenge.

Diplomacy (DC 17/18): The urchins around here know the street better than you. This approach requires a character to spend 10 gold pieces. You pay the cost, whether the check results in a success or failure. A

success provides a +2 bonus to the next skill check, as well as counting as a success for completing the challenge. A failure likewise provides a -2 penalty, as well as counting as a failure.

Endurance (DC 17/18): At least one PC must make this check every round to keep the light in view. This also provides a +2 bonus or a -2 penalty on the next skill check.

Perception (DC 11/12): (This can only be used after a failed check, and can only be used once.) You lost track of it for a moment, but there it is, passing over the alley. This also provides a +2 bonus or a -2 penalty on the next skill check.

Streetwise (DC 17/18): You've heard that others saw the light and know a shortcut to catch up to it.

ENDING THE ENCOUNTER

Success: The PCs manage to follow the light across Wheloon and up the old bell tower, finding Navish's secret stash of equipment attached to the clapper of a broken bell.

Failure: The PCs manage to follow the light across Wheloon and up the old bell tower, but lose sight of it before they find Navish's stash.

Special: Regardless of success or failure of this skill challenge, the PCs have a clear vantage over the city from the top of the bell tower. Across the city, they can see the torch-lit facade of the old temple of Mystra, now headquarters to Mother Night. The gates open at that moment and admit a troop of guards leading a chained halfling with snow-white hair.

Success or failure of this challenge takes 2 hours. Proceed to **Encounter 3**.

EXPERIENCE POINTS

The PCs receive 70/100 experience points each for successfully completing this encounter.

TREASURE

The PCs might find the following items in Navish's secret stash:

elven cloak +2 (level 7) (low-level only)

shield of defiance (level 8)

diadem of acuity (level 8)

berserker weapon +2 (level 10) (high-level only)

ENCOUNTER 2e: ASSAULT

**SKILL CHALLENGE LEVEL 4/6,
COMPLEXITY 1 (175/250 XP)**

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Endurance, Streetwise, Stealth

The Marauders are ready to take a rival gang by storm.

“All is ready, my lords,” Jerrick says. “On your signal, we attack!”

The PCs must fight their way through the defenses of the enemy gang to accomplish their objective. If the PCs are attacking a rival gang, describe a running fight through broken streets and abandoned buildings. If the PCs are attacking Mother Night, describe a massed assault against the fortified temple of Mystra and the battle through the hallways and into the dungeons.

If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 17/18 as the starting target numbers, and then modify from there.

SKILL CHALLENGE

Endurance (DC 17/18): At least two characters must make Endurance checks to force a path through the enemy. A failed check indicates that all members of the party lose one healing surge, in addition to counting as a failure for the challenge.

Streetwise (DC 17/18): You know enough about the layout of urban settlements to use the environment to your best advantage during the fight. Perhaps you avoid the best place for an ambush, or notice a shortcut through an abandoned building. Failure indicates that all members of the party lose one healing surge.

Stealth (DC 13/14): You get the drop on an ambush around the corner or sneak by a guard post to open a gate. Using this skill provides a +2 bonus or -2 next character's Endurance check if the Endurance check is made after the Stealth check.

ENDING THE ENCOUNTER

If the PCs are assaulting a rival gang, go to **Encounter 2f: Hostile Takeover**. If the PCs are assaulting Mother Night, go to **Encounter 3c: Dungeon Guards**.

Success: The PCs and their allies break through the enemy's defenses handily.

Failure: The PCs make it through the enemy's defenses, but only after taking serious casualties. All members of the party lose one healing surge.

If this encounter takes place as part of Encounter 2, success or failure of this challenge, coupled with **Encounter 2f**, takes 3 hours. Following **Encounter 2f**, proceed to encounter **3: Navish's Tight Spot**.

If this encounter takes place as part of **Encounter 3**, then proceed to **Encounter 3c: Dungeon Guards**.

EXPERIENCE POINTS

The PCs receive 35/50 experience points each for successfully completing this encounter.

TREASURE

There is no treasure from this encounter.

ENCOUNTER 2F: HOSTILE TAKEOVER

ENCOUNTER LEVEL 1/3 (575/750 OR 750/1000 XP)

SETUP

This encounter includes the following creatures:

1 young white dragon (D)

After leading the assault read:

The gang leader turns wildly, the few exits to this ruined corner of Wheloon blocked by the gleeful members of your gang. “Though I lose myself,” he crushes a small charm in his hands, “I’ll take you down with me!” The gang leader screams as his form ripples and tears, and then there’s a blast of cold air and he’s gone. In his place stand a large, angry white dragon.

The gang leader has transformed himself into a white dragon to destroy the PCs at the cost of his identity.

If the PCs were successful in **Encounter 2e**, the gang leader was severely wounded in the chase and starts with only 160/220 hit points.

FEATURES OF THE AREA

Illumination: Dim illumination pervades Wheloon.

Well: An old, leaky well sits near the center of the square. It costs 2 squares of movement to step up onto the edge of the well. The well water is frozen from the gang leader’s transformation and requires a DC 20 Acrobatics check to move across.

Water: A large puddle spreads around the base of the old fountain. The water has been turned to ice by the gang leader’s transformation. The ice requires a DC 20 Acrobatics check to move across.

Gray Tiles: This area is ringed with an arcade and a second story balcony (10 ft. high). The grey tiles surrounding the edge of the map represent the arcade. PCs can move under the arcade (and gain cover) or climb the steps to the second story balcony (10 ft. high).

The grey tiles in the central area represent the remains of arches that once decorated the area. The arches require a DC 25 Acrobatics check to walk across. The arches are supported by slender columns that can be climbed with a DC 15 Athletics check.

Braziers: The braziers represent large 10-ft. high columns. They can be climbed with a DC 20 Athletics check.

Steps: The steps count as difficult terrain.

Webs: The webs in the eastern area of the map represent crumbled columns and other rubble. They count as difficult terrain.

TACTICS

The dragon fights intelligently and begins combat by flying 10 ft. into the air (placing creatures on the ground within reach of its attacks, but remaining out of reach of non-reach melee weapons). It remains in flight for the entire combat unless something forces it to the ground.

The dragon opens with its frightful presence and spends an action point to use its breath weapon. It flies around the square, attacking competent ranged attackers (rangers, rogues, wizards, and warlocks) first.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the dragon’s hit points by 40.

Six PCs: Increase the dragon’s hit points by 40.

ENDING THE ENCOUNTER

This encounter, coupled with **Encounter 2e**, takes 3 hours. Following this encounter, go to **Encounter 3: Navish’s Tight Spot**.

Success: The PCs earn the allegiance of the rival gang. The gang can be used in either attack or defense in later encounters.

Failure: Death. The dragon continues to harry the PCs until they are all dead.

EXPERIENCE POINTS

If the gang leader was weakened in **Encounter 2e: Assault**, then the PCs receive 115/150 experience points each for successfully completing this encounter. If the PCs failed to weaken the gang leader, then they receive 150/200 experience points each for successfully completing this encounter.

TREASURE

There is no treasure from this encounter.

ENCOUNTER 2F: HOSTILE TAKEOVER STATISTICS (LOW LEVEL)

Young White Dragon		Level 3 Solo Brute
Large natural magical beast (dragon)		XP 750
Initiative +1	Senses Perception +7; darkvision	
HP 200; Bloodied 100; see also <i>bloodied breath</i>		
AC 18; Fortitude 20, Reflex 16, Will 17		
Resist 15 cold		
Saving Throws +2		
Speed 6 (ice walk), fly 6 (hover), overland flight 10		
Action Points 2		
m Bite (standard; at-will) ♦ Cold		
Reach 2; +6 vs. AC; 1d8 + 4 plus 1d6 cold damage plus an extra 1d6 cold damage on a successful opportunity attack).		
m Claw (standard; at-will)		
Reach 2; +6 vs. AC; 1d8 + 4 damage.		
M Dragon's Fury (standard; at-will)		
The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.		
C Breath Weapon (standard; recharge 5 6) ♦ Cold		
Close Blast 5; +4 vs. Reflex; 3d6 + 4 cold damage, and the target is slowed and weakened (save ends both).		
C Bloodied Breath (free, when first bloodied; encounter) ♦ Cold		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
C Frightful Presence (standard; encounter) ♦ Fear		
Close burst 5; targets enemies; +4 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
Alignment Evil		Languages Draconic
Skills Athletics +15		
Str 18 (+5)	Dex 10 (+1)	Wis 12 (+2)
Con 18 (+5)	Int 10 (+1)	Cha 8 (+0)

ENCOUNTER 2F: HOSTILE TAKEOVER STATISTICS (HIGH LEVEL)

Young White Dragon (Level 5)		Level 5 Solo Brute
Large natural magical beast (dragon)		XP 1000
Initiative +2 Senses Perception +8; darkvision		
HP 280; Bloodied 140; see also <i>bloodied breath</i>		
AC 20; Fortitude 22, Reflex 18, Will 19		
Resist 15 cold		
Saving Throws +2		
Speed 6 (ice walk), fly 6 (hover), overland flight 10		
Action Points 2		
m Bite (standard; at-will) ♦ Cold		
Reach 2; +8 vs. AC; 1d8 + 5 plus 1d6 cold damage plus an extra 1d6 cold damage on a successful opportunity attack).		
m Claw (standard; at-will)		
Reach 2; +8 vs. AC; 1d8 + 5 damage.		
M Dragon's Fury (standard; at-will)		
The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.		
C Breath Weapon (standard; recharge 5 6) ♦ Cold		
Close Blast 5; +6 vs. Reflex; 3d6 + 5 cold damage, and the target is slowed and weakened (save ends both).		
C Bloodied Breath (free, when first bloodied; encounter) ♦ Cold		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
C Frightful Presence (standard; encounter) ♦ Fear		
Close burst 5; targets enemies; +6 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
Alignment Evil		Languages Draconic
Skills Athletics +16		
Str 18 (+6)	Dex 10 (+2)	Wis 12 (+3)
Con 18 (+6)	Int 10 (+2)	Cha 8 (+1)

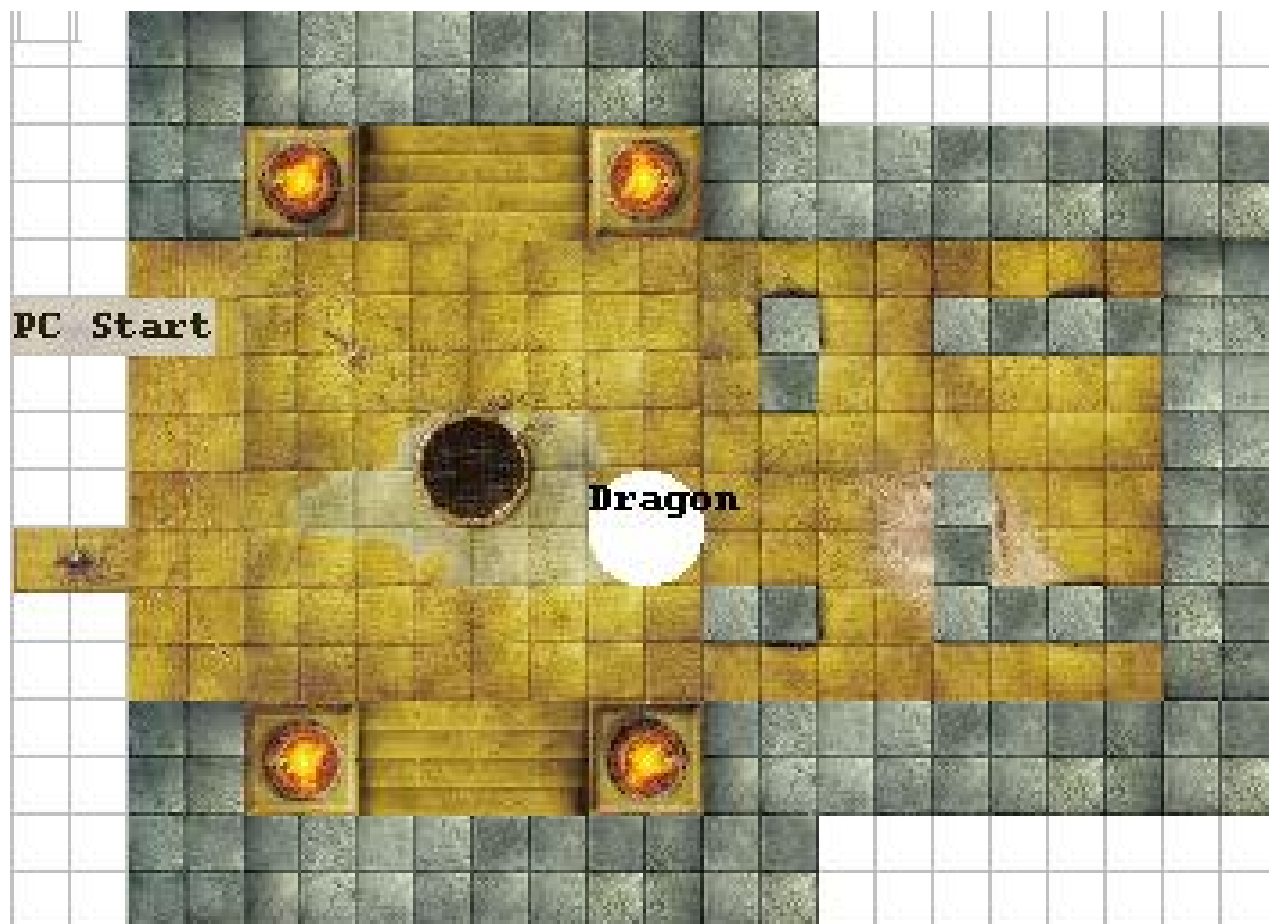
ENCOUNTER 2F: HOSTILE TAKEOVER MAP

Dungeon Tiles

Dragon Statues / Floor	8x2 x5
Ground / Floor	2x2 x2
Obelisk / Floor	2x2 x2
Pool / Floor	4x4 x1
Stairs / Floor	4x2 x3
Single Door / Floor	2x1 x7

Dire Tombs

Wood Doors / Broken Jar	2x1 x2
Stairs with Cauldrons / Webs in Hall	8x2 x2
Floor w/crevasse / Hall	8x2 x1
Runes / Pool	8x8 x1
Floor w/webs / Floor	8x8 x1



ENCOUNTER 3: NAVISH'S TIGHT SPOT

SETUP

Once three hours have passed in **Encounter 2**, a message arrives by an Animal Messenger ritual at the statue. If the PCs are not present at the statue, Jerrick or a Marauder runner informs them of the following information. The PCs are given this message even if they have forsaken leadership of the Marauders (the Marauders hope they might arrange to share the wealth).

- The PCs may choose to tackle the Shadovar of Mother Night prior to completing **Encounter 2**. In that case, skip the following box text.

The bird speaks: "I come from Navish Brightfoot. He is captive of Mother Night and is to be sacrificed tonight. Great riches await those who rescue him."

Should the PCs ask, Jerrick believes the PCs have several options:

- The temple of Mother Night is well guarded, but not impossibly so. Furthermore, it has suffered from years of attacks and inadequate repairs. The PCs could sneak into the temple and free Navish. To sneak into the temple, go to **Encounter 3a: Into the Shadows**.
- Elveena, the new leader of Mother Night, seems more reasonable than her predecessor. It may be possible to negotiate with Mother Night for Navish's freedom. To negotiate with Elveena and the Shadovar, go to **Encounter 3b: Dealing with the Devil**.
- A sudden assault on the temple prior to their holy rites would throw Mother Night into chaos. The PCs might break into the temple and free Navish in the ensuing confusion. To storm the temple, go to **Encounter 2f: Assault**. **Note:** It is possible that the PCs already played Encounter 2f if they attacked another again. In this case, run the encounter again, but with different flavors, avenues, and complications.

The PCs may come up with a creative and unusual way to free Navish which is not covered here. Adapt, as necessary, the ensuing skill challenges and combat to the new situation.

ENDING THE ENCOUNTER

Once the PCs have rescued Navish, proceed to **Encounter 4: A Wing and a Prayer**.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3A: INTO THE SHADOWS

**SKILL CHALLENGE LEVEL 4/6,
COMPLEXITY 5 (775/1250 XP)**

SETUP

Number of Successes: 12

Number of Failures: 3

Primary Skills: Acrobatics, Athletics, Bluff, Dungeoneering, Perception, Stealth, Thievery

In this skill challenge, the PCs must sneak/bluff their way into the old temple of Mystra, home to the gang Mother Night. The PCs need to get past the outer perimeter of guards, into the temple itself, and then find Navish.

The old temple looms on the hill above town. While crumbling from years of attacks and inadequate repair, it remains a formidable fortress. Somewhere within, Navish is held prisoner.

The temple is built into the side of a hill overlooking the Wyvernflow River.

- Navish is held in the dungeons beneath the main temple (and just above the level of the river).
- If the PCs made an alliance with the Quickblades, Patters and his people can take the PCs by boat to a lightly guarded entrance that comes out to the river (award the PCs 2 successes).

If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 17/18 as the starting target numbers, and then modify from there.

SKILL CHALLENGE

Acrobatics (DC 13/15): You balance across a narrow ledge high above the guards, slip through bars or a crevasse, or slide down a dangerous chute or pipe.

Athletics (DC 17/18): You lever yourself over a wall, leap over the gap between buildings, hold yourself up against the ceiling above a passing guard, or swim against the current of the river. A failed check means that you get banged up or strain yourself and lose one healing surge in addition to counting as a failure for this challenge.

Bluff (DC 15/16): You nod to the guards, letting your cloaks do the talking and barely making eye

contact. They nod back and let you pass. At least two characters in the party must make Bluff or Stealth checks each turn to avoid detection. A failed check indicates that the temple has gone on alert. Increase the DCs of other checks by 2 for the rest of the encounter.

Dungeoneering (DC 13/14): Your notice a false wall, can follow the flow of water underground, and are otherwise able to use the environment to inform your choices.

Perception (DC 13/14): You catch sight of a trap or hear an approaching patrol in time to avoid detection.

Stealth (DC 15/16): You press back into the shadows, invisible to a passing patrol, or sneak unheard past a guard post. At least two characters in the party must make Bluff or Stealth checks each turn to avoid detection. A failed check indicates that the temple has gone on alert. Increase the DCs of other checks by 2 for the rest of the encounter.

Thievery (DC 17/18): You easily unlock the door or disarm the trap and gesture your companions forward.

ENDING THE ENCOUNTER

Once the PCs have found Navish, proceed to encounter **4: A Wing and a Prayer**.

Success: The PCs evade all detection and find Navish in a dungeon cell.

Failure: The PCs are detected by the guards as they infiltrate the dungeon. Go to encounter **4c: Dungeon Guards**.

EXPERIENCE POINTS

The PCs receive 175/250 experience for successfully completing this encounter.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 3B: DEALING WITH THE DEVIL

SKILL CHALLENGE LEVEL 4/6, COMPLEXITY 5 (775/1250 XP)

SETUP

Number of Successes: 12

Number of Failures: 3

Primary Skills: Arcana, Bluff, Diplomacy, Intimidate, Insight, Religion

In this skill challenge, the PCs attempt to negotiate with the leader of Mother Night for Navish's release. The PCs need to arrange an audience, navigate Shadovar etiquette, and strike a deal with the Elveena at a meeting in her private chambers.

A pale-skinned man with black eyes and a metal bar through his eyebrow walks smoothly out of the temple. "Can I help you?"

The PCs may know the following information on shadar-kai:

- **Arcana DC 15:** The shadar-kai are a cruel and powerful race native to the Shadowfell and devoted to Kelemvor.
- **Arcana DC 20:** Normal shadar-kai society is meritocratic. Personal achievement and glory defines a shadar-kai more than family, wealth, or holdings. A shadar-kai can gain a lot of power and prestige by murdering rivals, slaying powerful beasts in the name of Kelemvor, or wreaking havoc and reaping souls in the natural world.
- **Arcana DC 25:** All shadar-kai have the ability to teleport a short distance and reappear in a dark, wraithlike form.

If the PCs have made an alliance with the Mountain, Dolman Hammerstrike can lend his own skills to the negotiations (negate the first failure of the challenge). If Dolman aids in these negotiations, his people won't take part in the final battle.

If a PC wants to use a skill that's not listed here and you think it's applicable, use DC 17/18 as the starting target numbers, and then modify from there.

SKILL CHALLENGE

Arcana (DC 17/18): You recognize the creature before you as shadar-kai, and remember a pertinent fact about their culture. Using this skill doesn't count as a success or failure for the challenge, but instead provides a +2 bonus or -2 next character's skill check.

Bluff (DC 17/18): You trick the shadar-kai into believing your lie.

Diplomacy (DC 15/16): You convince the shadar-kai that it is to your mutual benefit to return Navish, promising money, weapons, or some portions of Marauder territory.

Insight (DC 17/18): You empathize with the shadar-kai to try and figure out what angle you should take to get what you want.

Religion (DC 13/14): Shar and Kelemvor are not always on the best of terms. Kelemvor would not think kindly to see his people devoted to the Mistress of the Night.

ENDING THE ENCOUNTER

Once the PCs have Navish in hand, go to **Encounter 4: A Wing and a Prayer**.

Success: The PCs successfully negotiate for Navish's release, and the shadar-kai bring him out in short order.

Failure: The PCs fail to negotiate for Navish's release. Nevertheless, an arrangement might be made (the PCs can pay 50/75 gp each as a bribe). If the PCs refuse to pay, there is a commotion from deep within the temple and a bedraggled Navish darts into the room, closely followed by a force of guards. Go to **Encounter 4c: Dungeon Guards**.

EXPERIENCE POINTS

The PCs receive 175/250 experience for successfully completing this encounter.

TREASURE

There is no treasure from this encounter.

ENCOUNTER 3c: DUNGEON GUARDS

ENCOUNTER LEVEL 4/6 (175/250 XP)

SETUP

This encounter includes the following:

- 2 shadowhunter bats (B)
- 2 phantom warriors (W)
- 1 shadow hound (S)

If the PCs are playing this encounter, it means they either fought their way into the temple, were discovered while sneaking in, or failed in their negotiations. In any case, a force of guards falls upon them in the lower level of the temple. Allow the PCs to explore the map from the stairs (if they fought their way in) or from the pool (if they snuck in). Combat begins once a character passes through the hallway of statues.

The torchlight on the wall ahead flickers, dims, and finally vanishes. Terrible baying and the flapping of wings echoes down the hall as a creature of darkness bounds into view.

There are several factors which can aid the PCs in this combat:

- If the PCs were successful in **Encounter 2a: Leading by Example**, **Encounter 2b: New Alliances**, or **Encounter 2f: Hostile Takeover** they can have either the Marauders, Kelgar's Crushers, or their conquered gang aid in the assault on Mother Night. Remove one phantom warrior from the combat.
- If two gangs assault the temple, then remove both phantom warriors from the combat.

Special: If the combat begins because the PCs failed in their negotiations with Elveena, then combat starts in the library. The guards come in through the pair of double doors leading to the library, Elveena *shadow jaunt's* away, and Navish hides in a broom closet until the combat is finished.

FEATURES OF THE AREA

Illumination: What few torches were in the area have faded to darkness in the wake of the shadow hound's aura. The only light is that which the PCs have with them.

Blood Symbol: Ancient rites once took place here. Any attacks made while standing on the symbol score a critical hit on 19 or 20.

Ceiling: The ceiling in this area is fifteen feet high.

Iron Doors: The large iron doors to the south are locked and barred. No amount of effort can open them.

Library: Part of this area was once used as a library and study. The shelves count as blocking terrain and the desk as difficult terrain.

Pool: The pool is 10 feet deep and filled with sewage. It requires a DC 10 Athletics check to swim.

Rubble: Parts of the underground have collapsed, and the passageways are unusable.

Statues: The statues are blocking terrain.

Wooden Doors: The doors in the hallway where the PCs are standing are open, all others are closed.

TACTICS

The shadow hound targets controllers, strikers, leaders, and defenders, in that order. It attempts to avoid being surrounded.

The shadowhunter bats follow the hound to remain within its aura and attack whomever the hound attacks.

The phantom warriors do their best to protect the hound.

Cramped terrain does not bother these creatures. The hound can teleport, the bats can fly above the PCs with provoking opportunity attacks, and the phantom warriors can phase through walls.

SCALING THE ENCOUNTER

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

Four PCs: Remove one phantom warrior (or one shadowhunter bats if there are no more phantom warriors).

Six PCs: Add an additional phantom warrior.

ENDING THE ENCOUNTER

The PCs have defeated the dungeon guards and find Navish in short order. Navish shows the PCs an escape route he had prepared on his previous visit, and together they escape the temple. Go to **Encounter 4: A Wing and a Prayer**.

EXPERIENCE POINTS

The PCs receive 175/250 experience points each for successfully completing this encounter.

ENCOUNTER 3c: DUNGEON GUARDS STATISTICS (LOW LEVEL)

Shadowhunter Bat	Level 3 Lurker
Medium shadow beast	XP 150
Initiative +9 Senses Perception +7; darkvision	
HP 38; Bloodied 19	
AC 17; Fortitude 14, Reflex 17, Will 12	
Speed 2 (clumsy), fly 8; see also <i>flyby attack</i>	
m Tail Slash (standard; at-will)	
+8 vs. AC; 1d6 + 4 damage. In dim light or darkness, a shadowhunter bat gains a +2 bonus to the attack roll and deals an extra 6 damage.	
M Flyby Attack (standard; at-will)	
The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned Languages -	
Skills Stealth +10	
Str 13 (+2)	Dex 18 (+5) Wis 13 (+2)
Con 14 (+3)	Int 2 (-2) Cha 11 (+1)

Phantom Warrior	Level 4 Soldier
Medium shadow humanoid (undead)	XP 175
Initiative +8 Senses Perception +13; darkvision	
HP 52; Bloodied 26	
AC 18; Fortitude 16, Reflex 15, Will 16	
Immune disease, poison; Resist insubstantial	
Speed 6, fly 6 (hover); phasing	
m Phantom Sword (standard; at-will) ♦ Necrotic	
+9 vs. Reflex; 1d8 + 2 necrotic damage and the target is marked until the end of the phantom warrior's next turn.	
Phantom Tactics	
A phantom warrior has combat advantage against any target that has another phantom warrior adjacent to it.	
Alignment Unaligned Languages Common	
Str 14 (+4)	Dex 12 (+3) Wis 11 (+2)
Con 12 (+3)	Int 10 (+2) Cha 14 (+4)

Shadow Hound	Level 6 Skirmisher
Medium shadow magical beast	XP 250
Initiative +7 Senses Perception +9; darkvision	
Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.	
HP 70; Bloodied 35	
AC 19; Fortitude 20, Reflex 18, Will 17	
Speed 7, teleport 7	
m Bite (standard; at-will)	
+11 vs. AC; 1d8 + 4 damage; see also <i>shadow ambush</i> .	
C Baying (minor; recharge 5 6) ♦ Fear	
Close burst 5; deafened creatures are immune; +8 vs. Will; the target takes a -2 penalty to all defenses until the end of the shadow hound's next turn.	
Shadow Ambush	
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals and extra 1d6 damage on the next attack it makes against that enemy this turn.	
Alignment Unaligned Languages -	
Skills Endurance +10, Stealth +10	
Str 19 (+7)	Dex 15 (+5) Wis 13 (+4)
Con 14 (+5)	Int 6 (+1) Cha 16 (+6)

ENCOUNTER 3c: DUNGEON GUARDS STATISTICS (HIGH LEVEL)

Shadowhunter Bat (Level 5)	Level 5 Lurker
Medium shadow beast	XP 200
Initiative +10 Senses Perception +8; darkvision HP 50; Bloodied 25 AC 19; Fortitude 16, Reflex 19, Will 14 Speed 2 (clumsy), fly 8; see also <i>flyby attack</i>	
m Tail Slash (standard; at-will) +10 vs. AC; 1d6 + 5 damage. In dim light or darkness, a shadowhunter bat gains a +2 bonus to the attack roll and deals an extra 6 damage.	
M Flyby Attack (standard; at-will) The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned Languages - Skills Stealth +11 Str 13 (+3) Dex 18 (+6) Wis 13 (+3) Con 14 (+4) Int 2 (-1) Cha 11 (+2)	

Phantom Warrior (Level 6)	Level 6 Soldier
Medium shadow humanoid (undead)	XP 250
Initiative +9 Senses Perception +14; darkvision HP 68; Bloodied 34 AC 18; Fortitude 16, Reflex 15, Will 16 Immune disease, poison; Resist insubstantial Speed 6, fly 6 (hover); phasing	
m Phantom Sword (standard; at-will) ♦ Necrotic +11 vs. Reflex; 1d8 + 3 necrotic damage and the target is marked until the end of the phantom warrior's next turn.	
Phantom Tactics A phantom warrior has combat advantage against any target that has another phantom warrior adjacent to it.	
Alignment Unaligned Languages Common Str 14 (+5) Dex 12 (+4) Wis 11 (+3) Con 12 (+4) Int 10 (+3) Cha 14 (+5)	

Shadow Hound (Level 8)	Level 8 Skirmisher
Medium shadow magical beast	XP 350
Initiative +8 Senses Perception +10; darkvision Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness. HP 86; Bloodied 43 AC 21; Fortitude 22, Reflex 20, Will 19 Speed 7, teleport 7	
m Bite (standard; at-will) +13 vs. AC; 1d8 + 5 damage; see also <i>shadow ambush</i> .	
C Baying (minor; recharge 5 6) ♦ Fear Close burst 5; deafened creatures are immune; +10 vs. Will; the target takes a -2 penalty to all defenses until the end of the shadow hound's next turn.	
Shadow Ambush When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals extra 1d6 damage on the next attack it makes against that enemy this turn.	
Alignment Unaligned Languages - Skills Endurance +11, Stealth +11 Str 19 (+8) Dex 15 (+6) Wis 13 (+5) Con 14 (+6) Int 6 (+2) Cha 16 (+7)	

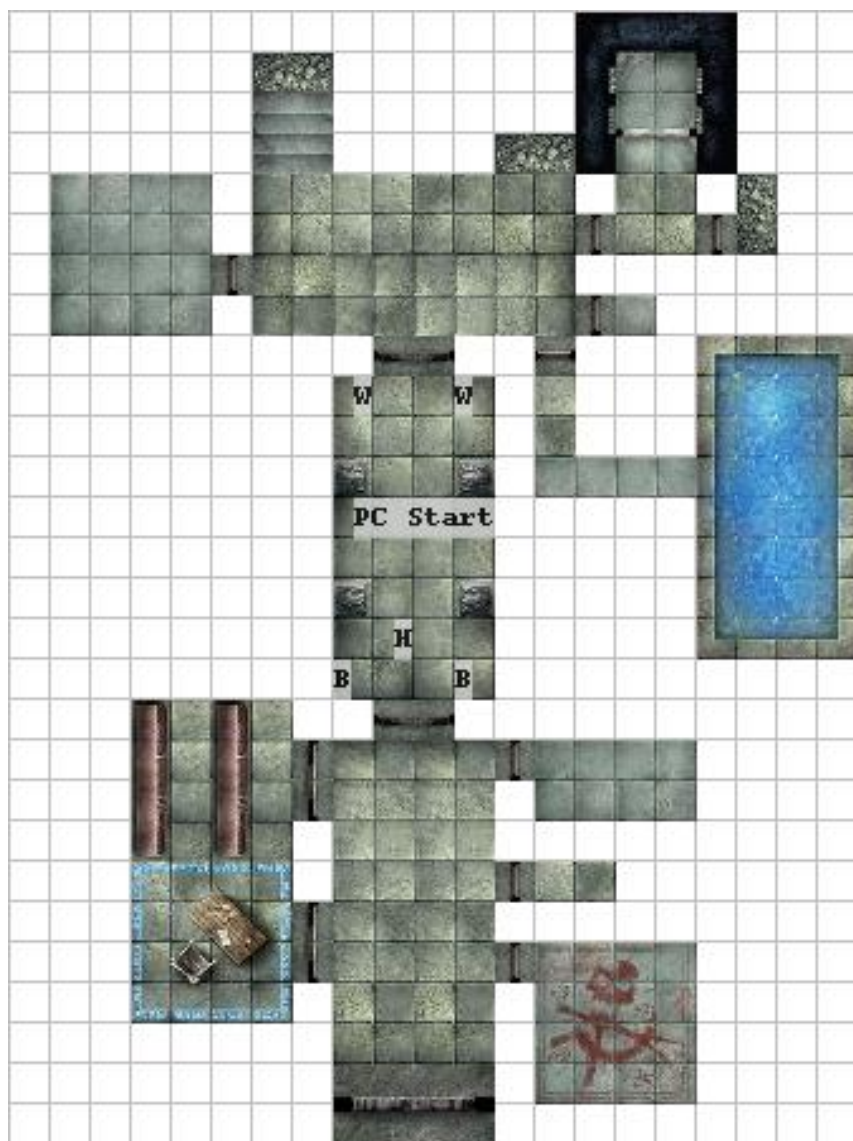
ENCOUNTER 3c: DUNGEON GUARDS MAP

Arcane Corridors

Blue Portal / Rubble	2x1 x1
Iron Doors / Floor	4x2 x1
Natural Pit / Desk	4x4 x1
Pool / Hall w/ Statues	4x8 x2
Purple Portal / Rubble	1x2 x2
Single Door / Floor	2x1 x1
Stairs / Bookshelf	4x2 x2

Hidden Crypts

Alcoves / Floor	8x2 x4
Crypt / Floor	4x4 x2
Sarcophagus / Floor	2x1 x1
Skull Pile / Blood Symbol	4x4 x1
Stairs / Floor	2x2 x2
Wall / Floor	1x1 x1
Wall / Floor	1x4 x1
Wall / Floor	4x2 x1
Wooden Door / Floor	1x1 x8
Wooden Double Doors / Floor	2x1 x4



ENCOUNTER 4: A WING AND A PRAYER

ENCOUNTER LEVEL 5/7 (1000/1500 XP)

SETUP

This encounter includes the following creatures:

- 1 shadar-kai witch (S)
- 2 shadar-kai chainfighters (C)
- 2 shadar-kai warriors (W)
- Navish (N)

Navish is a master of disguise, but his current guise is fast talking and nervous.

- Navish is grateful for the rescue. If the PCs are in the temple, he leads them out an escape route he had ready but hadn't been able to use.
- Navish takes the lead once outside the temple, heading for the central square.
- Navish introduces himself and mentions that it's been "too long since I've basked in the light of the Lady." If the PCs give the proper countersign, he trusts them as agents of the crown and divulges the following information as they walk.
 - The Shadovar opened a limited portal to the Shadowfell, and they were bringing shadar-kai dedicated to Shar.
 - Their intent, if he was to guess, was to break the prison shield after enough shadar-kai had come through.
 - Navish has already sabotaged the portal so it can't be used again: a fact which the shadar-kai are likely to discover any minute.
 - Did the PCs find his hideout and the two gems within? If not, they'll have to make a detour.
 - The way out is via the statue of Mystra in the central square.

Allow the PCs to ask what questions they wish. Navish is quick with his answers and keeps looking over his shoulder as if expecting pursuit at any moment.

A sudden explosion sends a shockwave through all of Wheloon, and a cloud of fire and ash rises from the hill north of town. "That's that, then," Navish says. "We'd best be going."

Navish heads quickly toward the central square, stopping at the Harvest Hall to retrieve his gems only if the PCs failed to find his hideout. Once at the central square, he places the sapphires in the eye sockets of the statue of Mystra (unless the PCs have already done so) and looks to the PCs.

"This is it, folks," Navish says, "our ticket home. Trouble is, the ritual takes a few minutes, and I get the impression we're about to have a whole lot of unwelcome company. Keep 'em off me, eh?" Navish turns to the statue and begins chanting. The statue's light pulses briefly and then winks out, the only light coming from its sapphire-blue eyes.

Jerrick appears as soon as Navish starts the ritual:

Jerrick clears his throat. "Our lookouts report a large force from Mother Night headed this way. Shall I rally the troops?" His eyes take in the now-dark statue. "Interesting. Prior to this, I might have thought we had a chance at survival."

Several factors can influence the difficulty of this encounter. Jerrick informs the PCs of their advantages (though not the consequences):

- If the PCs were successful in **Encounter 2a: Leading By Example**, and have not previously used the Marauders to assault a rival gang or Mother Night, then they've had time to prepare the defenses of their territory. Remove 1 shadar-kai chainfighter.
- If the PCs were successful in **Encounter 2b: New Alliances**, allied with the Mountain, and Dolman Hammerstrike did not participate in negotiations with Mother Night, then the Mountain comes to the assistance of the Marauders. Remove 1 shadar-kai warrior.
- If the PCs successfully took over a rival gang in **Encounter 2f: Hostile Takeover**, and that gang was not used to attack Mother Night, then the Marauders have enough troops to mount a fresh defense. Remove 1 shadar-kai chainfighter.

Navish is busy performing the ritual, and as such cannot defend himself. He has 100 hit points and 4 healing surges left. If Navish is ever reduced to 0 hit points, he dies and the PCs are overrun by the Shadovar.

The PCs may place themselves wherever they want prior to the start of the battle.

FEATURES OF THE AREA

Illumination: Wheloon is dimly lit during the day.

Edge of the Map: The edges of the map are the walls of 40 foot-high buildings. Windows and entrances of the building are boarded up and cannot be entered.

Scaffolding: The wooden platforms are 15 ft. high. The scaffolding is shoddily constructed. A creature can climb the scaffolding (DC 17 Athletics). If a character shakes the scaffolding (DC 18 Strength check), those atop of the platform must make a DC 18 Balance check or slide 1 square. Creatures sliding off take 1d10 points of damage unless a saving throw to catch themselves is made, leaving them prone atop the platform.

Stairs: The stairs leading to the statue and up the platforms is difficult terrain. Each square rises 5 feet.

Rubble: The rubble counts as difficult terrain.

Small Statue: These small statues count as blocking terrain, and can be scaled with a DC 22 Athletics check. They are 5 ft. tall.

TACTICS

The shadar-kai approach from the east, skirting the pitched battle to the north, using the witch's *deep shadow* power. Make a Stealth check (+12/13) for the shadar-kai against the PCs passive Perception.

If the shadar-kai remain unseen, the witch has time to study Navish's ritual. They move up to Navish and take their surprise round attacking him.

If the shadar-kai are spotted entering the square, they attack the nearest enemy. After three rounds, the witch recognizes Navish's ritual, and at least one shadar-kai each round attacks Navish from that point

forward. Otherwise, they attempt to concentrate their attacks on one character.

The shadar-kai warriors use *cage of gloom* against melee strikers, defenders, and leaders. The chainfighters use their *dance of death* at earliest opportunity, and then work with the warriors to attack restrained PCs from beyond the PCs' reach. The witch uses *beshadowed mind* against ranged controllers and strikers to limit their effectiveness, and otherwise attempts to remain near her warriors.

SCALING THE ENCOUNTER

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

Four PCs: Remove one shadar-kai warrior.

Six PCs: Add one shadar-kai chainfighter.

ENDING THE ENCOUNTER

Success: If the PCs defeat the shadar-kai and Navish has survived, read the following and then proceed to **Encounter 5: Out of Wheloon**:

Navish finishes chanting, and the statue of Mystra stretches its arms to the sky. "All right everybody, all aboard!"

Failure: If the PCs fail to keep Navish alive, read:

Navish falls in the middle of the ritual, his last words bleeding onto the stone as the light in the statue's eyes dims. Already, the sounds of battle are coming closer. It won't be long now.

EXPERIENCE POINTS

The PCs defeat the shadar-kai, they each receive 200/300 experience regardless of the assistance they receive.

TREASURE

There is no treasure from this encounter.

ENCOUNTER 4: A WING AND A PRAYER STATISTICS (LOW LEVEL)

Shadar-kai Witch (Level 5)	Level 5 Controller
Medium shadow humanoid	XP 200
Initiative +5 Senses Perception +3; low-light vision	
HP 61; Bloodied 30	
AC 19; Fortitude 16, Reflex 17, Will 17	
Speed 6; see also <i>shadow jaunt</i>	
m Blackfire Touch (standard; at-will) ♦ Fire, Necrotic	
+9 vs. Reflex; 2d6+3 fire and necrotic damage	
R Beshadowed Mind (standard; recharge 4 5 6) ♦ Necrotic	
Ranged 10; +9 vs. Will; 2d6+3 necrotic damage, and the target has no line of sight to anything more than 2 squares from it (save ends).	
C Deep Shadow (standard; sustain minor; encounter) ♦ Necrotic	
Aura 2; thick, writhing shadows surround the shadar-kai witch. The witch and any other shadow creatures in the aura gain concealment. In addition, enemies that enter or start their turns in the aura take 5 necrotic damage, and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action. However, the effect ends if she uses <i>shadow jaunt</i> or moves more than half her speed on her turn.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.	
Alignment Evil	Languages Common
Skills Acrobatics +6, Arcana +10, Religion +10, Stealth +12	
Str 13 (+3)	Dex 16 (+5) Wis 12 (+3)
Con 13 (+3)	Int 19 (+6) Cha 17 (+5)

Shadar-kai Chainfighter (Level 5)	Level 5 Skirmisher
Medium shadow humanoid	XP 200
Initiative +8 Senses Perception +4; low-light vision	
HP 60; Bloodied 30	
AC 19; Fortitude 18, Reflex 18, Will 16	
Speed 6, see also <i>dance of death</i> and <i>shadow jaunt</i>	
m Spiked Chain (standard; at-will) ♦ Weapon	
Reach 2; +10 vs. AC; 2d4+2 damage.	
M Dance of Death (standard; recharge 6) ♦ Necrotic, Weapon	
The shadar-kai chainfighter shifts 6 squares and makes 3 spiked chain attacks at any points during his move. He can attack a given enemy only once, but he deals an extra 1d6 necrotic damage with each successful hit.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of her next turn.	
Alignment Unaligned	Languages Common
Skills Acrobatics +13, Stealth +13	
Str 17 (+5)	Dex 18 (+6) Wis 14 (+4)
Con 12 (+3)	Int 10 (+2) Cha 11 (+2)

Shadar-kai Warrior	Level 5 Soldier
Medium shadow humanoid	XP 200
Initiative +9 Senses Perception +4; low-light vision	
HP 62; Bloodied 31	
AC 21; Fortitude 16, Reflex 17, Will 14	
Speed 5, see also <i>shadow jaunt</i>	
m Katar (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d6 + 1 damage (crit 1d6 + 7).	
M Double Attack (standard; at-will) ♦ Weapon	
The shadar-kai warrior makes two katar attacks.	
M Cage of Gloom (standard; recharge 5 6)	
The shadar-kai warrior makes a katar attack. If the attack hits, the shadar-kai warrior makes a secondary attack as strands of shadow coil around the target. <i>Secondary Attack</i> : +8 vs. Reflex; the target is restrained (save ends).	
Alignment Unaligned	Languages -
Skills Acrobatics +14, Stealth +14	
Str 17 (+5)	Dex 20 (+7) Wis 14 (+4)
Con 14 (+4)	Int 12 (+3) Cha 11 (+2)

ENCOUNTER 4: A WING AND A PRAYER STATISTICS (HIGH LEVEL)

Shadar-kai Witch	Level 7 Controller
Medium shadow humanoid	XP 300
Initiative +6 Senses Perception +4; low-light vision	
HP 77; Bloodied 38	
AC 21; Fortitude 18, Reflex 19, Will 19	
Speed 6; see also <i>shadow jaunt</i>	
m Blackfire Touch (standard; at-will) ♦ Fire, Necrotic	
+11 vs. Reflex; 2d6+4 fire and necrotic damage	
R Beshadowed Mind (standard; recharge 4 5 6) ♦ Necrotic	
Ranged 10; +11 vs. Will; 2d6+4 necrotic damage, and the target has no line of sight to anything more than 2 squares from it (save ends).	
C Deep Shadow (standard; sustain minor; encounter) ♦ Necrotic	
Aura 2; thick, writhing shadows surround the shadar-kai witch. The witch and any other shadow creatures in the aura gain concealment. In addition, enemies that enter or start their turns in the aura take 5 necrotic damage, and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action. However, the effect ends if she uses <i>shadow jaunt</i> or moves more than half her speed on her turn.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.	
Alignment Evil	Languages Common
Skills Acrobatics +7, Arcana +11, Religion +11, Stealth +13	
Str 13 (+4)	Dex 16 (+6) Wis 12 (+4)
Con 13 (+4)	Int 19 (+7) Cha 17 (+6)

Shadar-kai Chainfighter (Level 7)	Level 7 Skirmisher
Medium shadow humanoid	XP 300
Initiative +9 Senses Perception +5; low-light vision	
HP 76; Bloodied 38	
AC 21; Fortitude 20, Reflex 20, Will 18	
Speed 6, see also <i>dance of death</i> and <i>shadow jaunt</i>	
m Spiked Chain (standard; at-will) ♦ Weapon	
Reach 2; +12 vs. AC; 2d4+4 damage.	
M Dance of Death (standard; recharge 6) ♦ Necrotic, Weapon	
The shadar-kai chainfighter shifts 6 squares and makes 3 spiked chain attacks at any points during his move. He can attack a given enemy only once, but he deals an extra 1d6 necrotic damage with each successful hit.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of her next turn.	
Alignment Unaligned	Languages Common
Skills Acrobatics +14, Stealth +14	
Str 17 (+6)	Dex 18 (+7) Wis 14 (+5)
Con 12 (+4)	Int 10 (+3) Cha 11 (+3)

Shadar-kai Warrior (Level 7)	Level 7 Soldier
Medium shadow humanoid	XP 200
Initiative +10 Senses Perception +5; low-light vision	
HP 78; Bloodied 39	
AC 23; Fortitude 18, Reflex 19, Will 16	
Speed 5, see also <i>shadow jaunt</i>	
m Katar (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d6 + 3 damage (crit 1d6 + 9).	
M Double Attack (standard; at-will) ♦ Weapon	
The shadar-kai warrior makes two katar attacks.	
M Cage of Gloom (standard; recharge 5 6)	
The shadar-kai warrior makes a katar attack. If the attack hits, the shadar-kai warrior makes a secondary attack as strands of shadow coil around the target. <i>Secondary Attack</i> : +8 vs. Reflex; the target is restrained (save ends).	
Alignment Unaligned	Languages -
Skills Acrobatics +14, Stealth +14	
Str 17 (+6)	Dex 20 (+8) Wis 14 (+5)
Con 14 (+5)	Int 12 (+4) Cha 11 (+3)

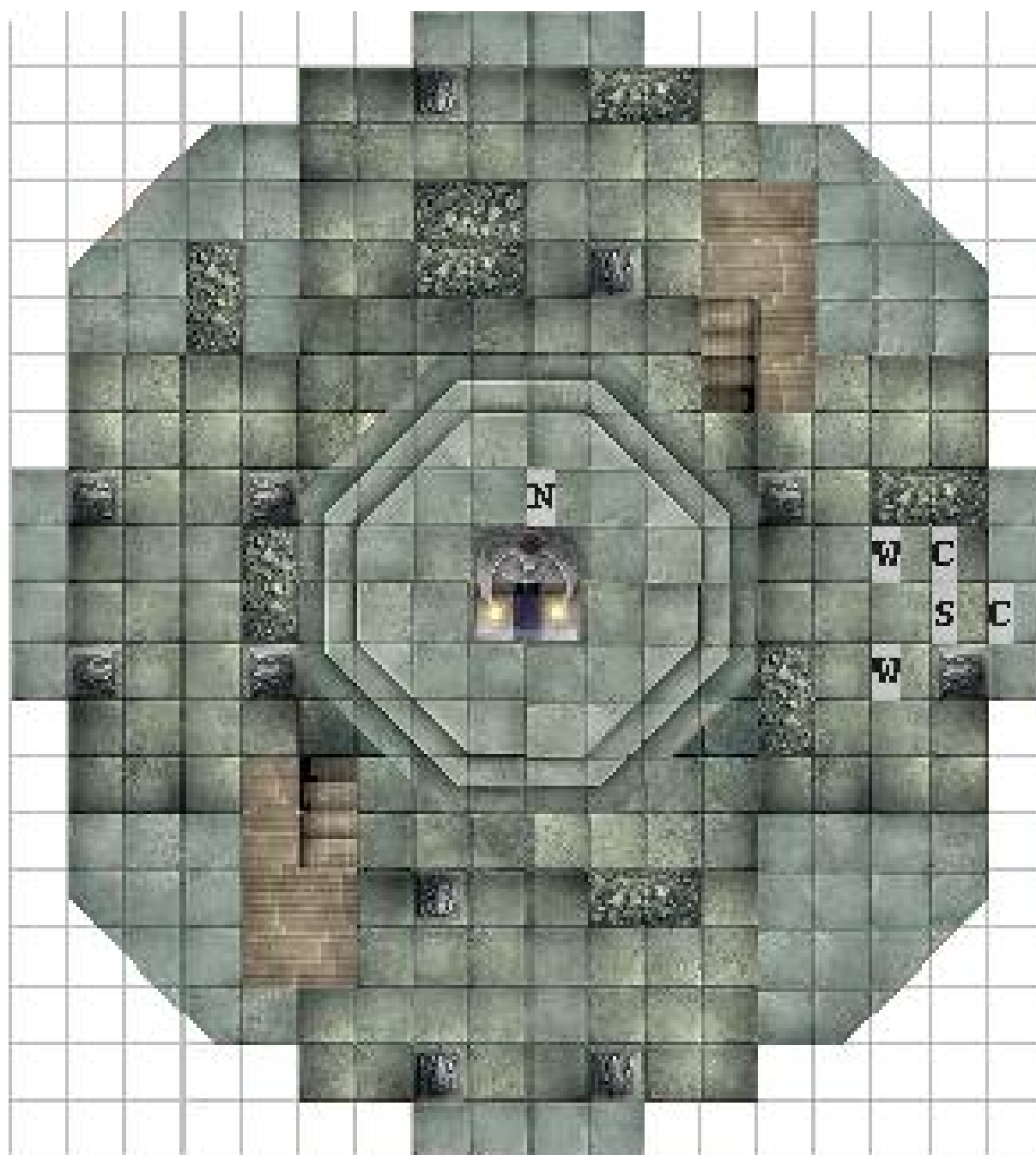
ENCOUNTER 4: IN THE LIGHT OF THE LADY MAP

Arcane Corridors

Blue Portal / Rubble	2x1	x5
Pool / Hall w/ Statues	4x8	x4
Purple Portal / Rubble	1x2	x3
Tower Base / Floor	8x10	x1

Hidden Crypts

Stairs / Floor	1x4	x4
Statue w/ Altar / Floor	2x2	x1
Steps / Floor	4x4d	x8
Wooden Platform / Floor	4x2	x2



ENCOUNTER 5: OUT OF WHELOON

SETUP

The way out of Wheloon is open. The PCs now have to decide whether or not to bring along Jerrick and the gang.

“You’ve found a way out, haven’t you?” Jerrick stands at the edge of the square, blood dripping from his rapier and his normally impeccable vest. “May I come with you? May we?” He looks toward more approaching enemies. “It is death to stay.”

The PCs have a minute to decide whether or not to allow Jerrick and/or the rest of the Marauders and/or the Mountain (if they are assisting) to escape Wheloon.

- Navish has no opinion. He’s been here two years and knows that not all the prisoners necessarily deserve their fate. Any who are getting out need simply step onto the dais by the statue.
- If the Mountain is present and aiding in the defense of the square, then Dolman Hammerstrike also asks that he and his people be allowed to escape. He won’t leave without his people.

If the PCs decide to leave Jerrick and the Marauders behind, read:

Jerrick nods curtly and salutes with his rapier. “With honor, then.” He turns and dives into the battle, disappearing rapidly among the crush of shadar-kai.

If the PCs decide to take Jerrick and leave rest, read:

Jerrick watches from the dais as the battle washes over the square. His hand comes up to his face and touches his prisoner tattoo. “They were not all bad.”

If the PCs decide to take Jerrick and the Marauders and/or the Mountain, read:

Jerrick raises a whistle to his lips and blows three sharp notes. The shadar-kai pause in their assault, confused, as the dais fills with people.

In all cases, read:

Mystra’s hands come together over her head, and the dais is circled with white light that shoots into the sky, piercing the prison shield. Then the dais is rising through the light up, up, and out of Wheloon. You are flying through the sky, the bloated purple wart of Wheloon’s prison shield rapidly receding from sight. Finally, you land gently in distant field. The statue of Mystra smiles at you, the light fading from her eyes, and the statue crumbles to dust.

CONCLUSION

If Jerrick Valwater was freed, he thanks the PCs, and begs their leave. He hopes to leave Cormyr for a time and make up for the mistakes of his youth in some distant land. He gives the PCs his family ring, and asks them to let his family know he is still alive.

If Dolman Hammerstrike was freed, he thanks the PCs and says he’ll be returning home to his clan near Silvermoon. He offers the PCs his magical gauntlets, which have always served him well.

Unless the PCs make an effort to keep them restrained, anyone else brought out of Wheloon scatters to the four winds.

Finally, read:

“True heroes for saving me, that’s what you are,” Navish pronounces. “Now come on, I wager we’ve a long walk back to Suzail, and the reward you rightly deserve.”

TREASURE

If the PCs save Jerrick Valwater, they receive the story award: Valwater’s Gratitude.

If the PCs save Dolman Hammerstrike, they receive gauntlets of the ram.

The PCs are further rewarded upon their return to Suzail:

fireburst armor +2
pact blade weapon +2
helm of heroes (heroic tier) (high-level only)
100/150 gold

REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

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: In the Light of the Lady
145/200 XP

Encounter 2a: Leading by Example
35/50 XP

Encounter 2b: New Alliances
35/50 XP

Encounter 2c: The Search for Navish
35/50 XP

Encounter 2d: Navish's Secret Stash
70/100 XP

Encounter 2e: Assault
35/50 XP (can be awarded twice)

Encounter 2f: Hostile Takeover
115/150 or 150/200 XP

Encounter 3a: Into the Shadows
175/250 XP

Encounter 3b: Dealing with the Devil
175/250 XP

Encounter 3c: Dungeon Guards
175/250 XP

Encounter 4: A Wing and a Prayer
200/300 XP

Total Possible Experience
640/960 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

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. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

If a player selects a magic weapon, shield, 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 +1 *duelist's weapon* 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.

Gold Per PC

100/150 gp
(Encounter 5: 100 / 150 gp)

Bundle A: *elven cloak* +2 (low-level version only)
Found in Encounter 2b or 2d

Bundle B: *pact blade weapon* +2
Found in Encounter 5

Bundle C: *gauntlets of the ram*
Found in Encounter 5

Bundle D: *diadem of acuity*
Found in Encounter 2b or 2d

Bundle E: *fireburst armor* +2
Found in Encounter 5

Bundle F: *shield of defiance* (heroic tier)
Found in Encounter 2b or 2d

Bundle G: *berserker weapon* +2 (high-level version only)
Found in Encounter 2b or 2d

Bundle H: *helm of heroes (heroic tier)* (high-level version only)

Found in Encounter 5

Potion Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 75/200 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125/250 gp to their total gold per PC.

STORY AWARDS

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

CORM02 - In Service of the Crown

You rescued Navish and have done a great service to the Crown of Cormyr, while at the same time striking a blow to the followers of Shar. Your deeds will not be forgotten . . . by either group.

CORM03 - Valwater's Gratitude

You saved Jerrick Valwater and allowed him his freedom. By his family ring and the tale you tell, other members of the Valwater family know you as a true hero.

ADVENTURE QUESTIONS

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

1. Did Jerrick Valwater escape Wheloon?

- a. Yes
- b. No

2. Did Dolman Hammerstrike escape Wheloon?

- a. Yes
- b. No

3. Did the PCs get Navish out of Wheloon?

- a. Yes
- b. No