

MOON1-2

THE SEA DRAKE

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

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Valiant seafarers travel between the Moonshae Isles, bringing supplies and information to the many people. You have been hired as guard aboard the *Sea Drake*. The weather is rainy and the fog is thick. It's a perfect time to sail the seas of the Moonshaes. A Living Forgotten Realms adventure set in The Moonshae Isles 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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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. 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

The sea is the life-blood of the Moonshae Isles. The PCs are hired as guards on the *Sea Drake*, a Northlander raiding ship converted to a merchant vessel. The ship's planned route takes it from Warlsbry on the isle of Alaron to Gwynneth, through the Strait of Oman to Moray, and finally to Norland.

This adventure takes the PCs on a sea voyage across the Sea of Moonshae, where they visit most of the larger islands. They also encounter the many different dangers of the Moonshae Isles.

Each island has its own dangers (noted below). The PCs travel with Daffyd Mac Lyrr, devotee of Tempus and son of Brenden Mac Lyrr, chieftain of Warlsbry. The Mac Lyrrs were featured prominently in *Moon1-1 Nature's Wrath*, and they are scheduled to appear in future regional adventures as well.

Gwynneth: This area is occupied by the fey and is forbidden to non-fey. However, some local fey are interested in trading goods and obtaining supplies from the outside world. One such fey is looking to make a deal with the other races.

Moray: Though human settlements still exist on the coast, Malarites and their humanoid servants control most of the interior. The civilized settlements are under constant threat from the Malarites. The *Sea Drake* is bringing supplies to the beleaguered soldiers who guard the civilized areas of Moray.

Norland: The Northlanders, who focus their raids on Amnites and non-human settlements, mostly occupy this island. Norland is not featured prominently in this adventure, but it is the final destination of the *Sea Drake*.

Oman: Fomorian and other giants occupy this island. No human settlement exists. It is comprised of rough wilderness home to large and dangerous creatures. During the adventure, the *Sea Drake* is forced to stop near Oman to get water and make repairs.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the PCs:

Warlsbry, on the island of Alaron, is a small village nestled among the mountains, the Sea of Moonshae, verdant fields, and deep woods. The village is a common place for adventurers to congregate.

The local population is mostly of Ffolk stock, but the Northlander stock is also very present. Most of the inhabitants are human.

Today, like most others, mist covers the Sea of Moonshae as a light rain falls. The Dry Toad Inn is one of the best places in town to avoid the rain that falls almost constantly on the village and to get a warm meal and some refreshing ale. A charming tiefling woman dressed in the latest Calimshite fashions provides entertainment. She dances, twirls, sings and recounts tales of ancient battles to the crowd. Patrons seem equally amazed at her infernal heritage, her dance moves, and her storytelling ability.

Many people, mostly locals, pack the common room.

This is a good time to have PCs introduce themselves.

DM'S INTRODUCTION

Proceed to Encounter 1 for more information about Daffyd and his ship, the *Sea Drake*.

The Bard is Wala, a Calimshite tiefling. She is currently travelling through the Moonshae Isles, heading northward to see the world (she then plans to head to Waterdeep, then the north). Wala knows the information about the islands found in the *Forgotten Realms Campaign Guide, 4th Edition* and the adventure background. Use Wala as a "word on the street" type of resource. Do not discourage a paranoid PC who believes Wala is a spy.

ENCOUNTER 1: WHILE IN WARLSBRY

SETUP

Daffyd Mac Lyrr (Insight +7, Religion +8) Northlander male, mid teens, chieftain's son and ship's captain

While the PCs are at The Dry Toad Inn, Daffyd enters the room, looking for a crew. Daffyd's entrance causes everyone to bow or wave politely to him. Make sure to convey the locals' love and respect for him.

The PCs may already know Daffyd Mac Lyrr from other adventures. (Assume that anyone with a story award dealing with the Mac Lyrrs knows of him and that Daffyd knows of them). To those PCs, he is much less formal. To all others, he is courteous and polite but a little distant.

Daffyd is a young man in his mid-teens anxious for action and adventure. The voyage aboard the *Sea Drake* is his first as commander, and he is very anxious to prove himself.

Daffyd is the example of the typical Northlander: tall, boisterous and adventurous. Though he looks and acts like a Northlander, he is of mixed Ffolk/Northlander stock. He has long, flowing blonde hair and deep blue eyes. When he's at sea, he wears leather armor, an axe across his back, and a holy symbol of Tempus.

He treats any Moonshavians (no matter their racial origin) as close friends and acts as such. He is curious about foreigners and those of races who are less common in the Isles (such as tieflings and dragonborn).

SPEAKING TO DAFFYD

Daffyd is very friendly to PCs who have the Mac Lyrrs' favor, and polite but distant to others. He explains to that PC (and his friends) the following:

- His father is the chieftain of Warlsbry.
- He is almost ready to leave Warlsbry to visit a number of islands including Gwynneth, Moray and Norland.
- This is his first command.
- He came here looking for extra guards for his expedition.
- He offers the PCs the position if they want it.
- He promises a small sum of money (5 gp each), but he hints at bonuses based on his revenues from trade in Moray and Norland.

Daffyd does not volunteer the following information, but answers if asked directly:

- He can give information about each of the islands found in the Adventure Background.
- He plans to meet an eladrin friend of his father on Gwynneth.
- He is delivering supplies to the village of Moray.
- He is going to see his grandfather on Norland.
- His father bought the *Sea Drake* for him a few weeks ago.

ENDING THE ENCOUNTER

When the PCs agree to sail with Daffyd, they have one day to prepare and make any purchases they may want.

Proceed to Encounter 2.

ENCOUNTER 2: GWYNNETH

SETUP

Hadarai El'or'riandir (Diplomacy +13) eladrin noble

The PCs board the *Sea Drake* and head to Gwynneth. It is obvious that mounts cannot be taken aboard ship.

The *Sea Drake* is a longboat with a crew of twenty-five. It has a square sail and ten oars on each side. A green wooden dragonhead adorns the front of the ship. The crewmen are all Ffolk or Northlanders.

Two hours after dawn, the *Sea Drake* sets sail through a thick fog common on the Sea of Moonshae.

GWYNNETH

After a few days of sailing in the rain and fog the *Sea Drake* is well into the Strait of Oman.

On a chilly morning, Daffyd maneuvers the ship into a small bay and asks the PCs to come ashore with him. He responds to any inquiries with a simple, "Later." The crew eyes the PCs and the shore warily, as though they were looking at condemned people. The look in their eyes betrays their happiness at staying on board.

As long as he is on Gwynneth, Daffyd speaks in a hushed voice, as if not to attract attention. Though he does not say it, Daffyd is terrified at the idea of being caught by some of the less-friendly fey.

- Daffyd is here to meet an eladrin name Hadarai.
- Hadarai is a local noble.
- Hadarai has been to Warlsbry a few times in the past.
- He is interested in setting up trade between his lands and Warlsbry.
- Non-fey are illegal on the Island of Gwynneth by order of their Queen.

Once ashore, Daffyd pulls out a naval map and heads into the wilderness. The forest here has an ethereal, magical feel to it. Everything feels, smells, and sounds different: colors more vivid, shadows darker, sound clearer and travelling farther. Everything the PCs see here is from the "good" side of the Feywild.

PCs with a passive Perception of 17 or higher are startled as they perceive shadowy things in their peripheral vision. Have fun scaring those PCs.

PCs with high bonuses in Arcana and Nature should be amazed at the fey elements here. Even the animals, the trees, and the rocks seem touched by the Feywild.

About a half-mile (1 km) inland, the PCs and Daffyd come across the ruins of a ruined human temple (a DC 15 Religion check recognizes symbols of Chauntea).

THE TEMPLE

In the ruins of the temple, reclaimed by the ever-present forest, stands a lone eladrin. His stance is regal. He frowns upon seeing you, but his face warms when he sees Daffyd.

Daffyd speaks out. "Hadarai! How have you been, old friend?" The two exchange a friendly embrace.

Daffyd and Hadarai talk like old friends. Hadarai is wary of drow and tieflings, but he tolerates them because of Daffyd's presence.

PCs with the Thanks or Favor of the Mac Lyrrs should be allowed extra freedom in interacting with Hadarai. This exchange should be dynamic. The DM can allow skill checks, but this is not a skill challenge; it is purely roleplaying. As long as the PCs do nothing to blatantly offend Hadarai, they are rewarded with an offering of friendship.

The PCs may learn the same information found in the "Gwynneth" section above, plus the following.

- Hadarai dislikes the current isolationist policies of High Lady Ordalf, also known as Queen leShay, but he is not willing to openly defy the Queen.
- He can circumvent the law by having trade be conducted by eladrin or elven merchants.
- Hadarai is very interested in trade for foreign goods, particularly books of lore and magic.
- Hadarai wants to trade a number of elven-crafted items (such as jewelry and magic items).

Though he doesn't say it, a DC 15 Insight check after meeting with Hadarai tells the PC that Hadarai is convinced of the superiority of eladrin/elven culture over all others. However, that does not mean that he finds other cultures as worthless.

ENDING THE ENCOUNTER

Both Daffyd and Hadarai are very happy with the meeting they had, assuming the PCs do nothing to offend the eladrin. Hadarai offers a magical elven blade to Daffyd and also makes an offering of friendship to the PCs (see below).

Proceed to Encounter 3.

TREASURE

Hadarai offers the PCs an *elven cloak* +2. At low tier, he also offers the PCs one suit of *magic armor* +2. At high tier, it is one suit of *eladrin armor* +2.

ENCOUNTER 3: OMAN

ENCOUNTER LEVEL 5/7 (1200/1800 XP)

During a storm, the *Sea Drake* is damaged and the ship's water supply contaminated. Daffyd sends the PCs ashore to get water.

Leaving Gwynneth, bad weather strikes and does not improve during the night. The ship shakes and groans under the wind, waves, and strong currents of the Strait of Oman that separates the islands of Gwynneth and Oman. Stinging rains whips those on deck. Daffyd stands alone at the rudder, shouting to keep his men focused.

Shortly before dawn, Daffyd maneuvers the Sea Drake into a sheltered bay. The men relax as the anchor drops. Many of them collapse from exhaustion.

Daffyd examines the ship. After a moment he takes a pouch of coins and throws it overboard. "She'll stay afloat but she needs repairs. The Bitch Queen didn't really want to have us this day! Two barrels of fresh water were contaminated with salt water. I'll need you to go ashore and find some fresh water to fill the barrels."

"Be careful and do not waste any time. This is the island of Oman. Fomorian and their giant minions rule this island. And they don't like intruders."

A DC 15 Religion check (or asking Daffyd) reveals that the bag of coins was an offering to Umberlee, the Queen of the Depths, the Bitch Queen. After escaping a storm, many sailors give offerings to her. They reason that if she really wanted everything, she would've taken the whole ship.

The PCs are given two large barrels to fill with fresh water. The barrels are meant to be rolled, not carried, so any of the PCs can push them.

SETUP

This encounter includes the following creatures. At low tier:

- 1 dire wolf (W)
- 1 ogre savage boss (S)
- 1 ogre skirmisher (K)

At high tier:

- 1 dire wolf (W)
- 1 ogre savage boss (S)
- 2 ogre skirmishers (K)

FEATURES OF THE AREA

This area has a few interesting features.

Barrels: The barrels provide cover, and can be jumped with DC 15 Athletics (or DC 7 with a running jump). The DC is 5 lower for Large creatures. A PC or an ogre (but not the dire wolves) can use a standard action to pick up a barrel and drop it in an adjacent square as a minor action, or move and drop it in an adjacent square as part of a move action.

The barrels cannot be dropped into blocking terrain and cannot be used as a weapon. Note that the barrels are not depicted on the map.

Boulders: Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a creature to jump atop the boulders and occupy that square. The DC is 5 lower for Large creatures.

Pond: The pond is shallow enough to walk into. All pond squares count as difficult terrain.

Stream: This stream of cool, fresh water is shallow. All stream squares count as difficult terrain.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

TACTICS

The ogres are hunting when they first see the PCs. The ogres do not expect to see the PCs, but they are willing to adapt their diet.

The dire wolves and the ogre savage rush to engage the PCs in melee while the skirmishers proceed forward more cautiously, throwing javelins at PCs who do not seem heavily armored. When in range, they use their *hurling charge* to engage in melee.

SCALING THE ENCOUNTER

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

Four PCs: Remove one dire wolf.

Six PCs: Add one dire wolf.

ENDING THE ENCOUNTER

Once the PCs defeat the ogres, they can fill the barrels and return to the ship. Having returned from a water-hunting trip, the PCs look to smooth sailing.

The crew of the Sea Drake is hard at work trying to fix the ship. Morale is high, and Daffyd is confident you should be underway before midday.

Then the spotter in the crow's nest shouts, "FOMORIANS! A GROUP OF FOMORIANS ARE COMING THIS WAY!" Immediately the crew looks up in horror, trying to spot the giants.

"Come on, men! Weigh the anchor! Unfurl the sails! The repairs have to wait! To your oars! May the gods smile upon us today!"

Make it obvious to the PCs that fighting the fomorians is suicide. The crew of the *Sea Drake* leaves immediately. The fomorians can easily kill the PCs.

If you want to draw out the excitement of this encounter, you can add an impromptu skill challenge for the PCs to help secure the ship and get it out of the range of the fomorians' boulders.

The fomorians throw a few boulders and other projectiles at the *Sea Drake* as it limps away. The ship sails away but takes extra damage from the attack. Because of this, the PCs have to help sail the ship through the night and reach Encounter 4 without the possibility of taking an extended rest.

EXPERIENCE POINTS

The PCs receive 240/360 experience points each for defeating the ogres and wolves.

ENCOUNTER 3: OMAN STATISTICS (LOW LEVEL)

Dire Wolf		Level 5 Skirmisher	
Large natural beast (mount)		XP 200	
Initiative +7		Senses Perception +9; low-light vision	
HP 67; Bloodied 33			
AC 19; Fortitude 18, Reflex 17, Will 16			
Speed 8			
m Bite (standard; at-will)			
+10 vs. AC; 1d8 + 4 damage, or 2d8+4 against a prone target.			
Combat Advantage			
The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.			
Pack Hunter (while mounted by a friendly rider of 5 th level or higher, at-will) ♦ Mount			
The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.			
Alignment Unaligned		Languages -	
Str 19 (+6)	Dex 16 (+5)	Wis 14 (+4)	
Con 19 (+6)	Int 5 (-1)	Cha 11 (+2)	

Ogre Savage Boss		Level 8 Elite Brute	
Large natural humanoid		XP 700	
Initiative +4		Senses Perception +4	
HP 222; Bloodied 111			
AC 21; Fortitude 21, Reflex 18, Will 18			
Saving Throws +2			
Speed 8			
Action Point 1			
m Greatclub (standard; at-will) ♦ Weapon			
Reach 2; +11 vs. AC; 2d10+5 damage.			
M Double Attack (standard; at-will)			
The ogre savage boss makes two greatclub attacks.			
M Angry Smash (standard; recharge 5 6) ♦ Weapon			
The ogre savage boss makes a greatclub attack, but gets two attack rolls and takes the better result.			
M Bloody Smash (immediate reaction; when bloodied) ♦ Weapon			
When bloodied, the ogre savage boss's <i>angry smash</i> attack automatically recharges, and the ogre savage boss makes an <i>angry smash</i> attack as an immediate reaction.			
Alignment Chaotic Evil		Languages Giant	
Str 21 (+9)	Dex 11 (+4)	Wis 11 (+4)	
Con 21 (+9)	Int 4 (+1)	Cha 6 (+2)	
Equipment hide armor, greatclub			

Ogre Skirmisher (level 7)		Level 7 Skirmisher
Large natural humanoid		XP 300
Initiative +8	Senses Perception +4	
HP 83; Bloodied 41		
AC 21; Fortitude 21, Reflex 19, Will 17		
Speed 8		
m Club (standard; at-will) ♦ Weapon		
Reach 2; +12 vs. AC; 1d8+4 damage; see also <i>skirmish</i> .		
R Javelin (standard; at will) ♦ Weapon		
Range 10/20; +12 vs. AC; 1d8+4 damage; see also <i>skirmish</i> .		
R M Hurling Charge (standard; encounter) ♦ Weapon		
The ogre skirmisher makes a javelin attack followed by a charge attack.		
Skirmish +1d8		
If, on its turn, the ogre skirmisher ends its move at least 4 squares away from its starting point, it deals +1d8 damage on its melee attacks until the end of its next turn.		
Alignment Chaotic Evil		Languages Common, Giant
Str 18 (+7)	Dex 14 (+5)	Wis 11 (+3)
Con 19 (+7)	Int 4 (+0)	Cha 6 (+1)
Equipment hide armor, club, quiver of 6 javelins		

ENCOUNTER 3: OMAN STATISTICS (HIGH LEVEL)

Dire Wolf (level 7)		Level 7 Skirmisher
Large Natural Beast		XP 300
Initiative +8		Senses Perception +10; low-light vision
HP 83; Bloodied 41		
AC 21; Fortitude 20, Reflex 19, Will 18		
Speed 8		
m Bite (standard; at-will)		+12 vs. AC; 1d8 + 5 damage, or 2d8+5 against a prone target.
Combat Advantage		The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.
Pack Hunter (while mounted by a friendly rider of 5 th level or higher, at-will) ♦ Mount		The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.
Alignment Unaligned		Languages -
Str 19 (+7)	Dex 16 (+0)	Wis 14 (+5)
Con 19 (+7)	Int 5 (+0)	Cha 11 (+3)

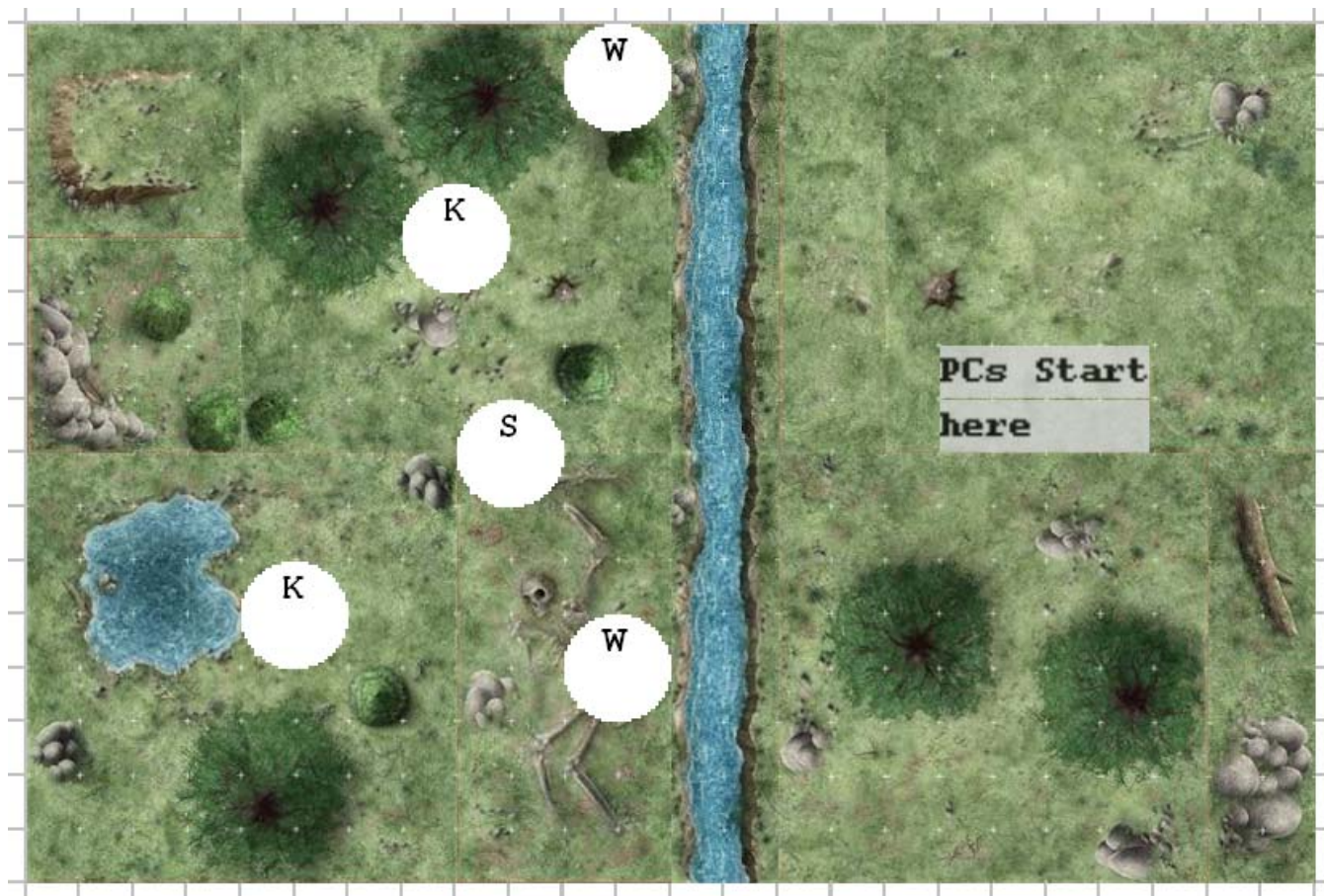
Ogre Savage Boss (level 9)		Level 9 Elite Brute
Large natural humanoid		XP 800
Initiative +4		Senses Perception +4
HP 242; Bloodied 121		
AC 22; Fortitude 22, Reflex 19, Will 19		
Saving Throws +2		
Speed 8		
Action Point 1		
m Greatclub (standard; at-will) ♦ Weapon		Reach 2; +12 vs. AC; 2d10+5 damage.
M Double Attack (standard; at-will)		The ogre savage boss makes two greatclub attacks.
M Angry Smash (standard; recharge 5 6) ♦ Weapon		The ogre savage boss makes a greatclub attack, but gets two attack rolls and takes the better result.
M Bloody Smash (immediate reaction; when bloodied) ♦ Weapon		When bloodied, the ogre savage boss's <i>angry smash</i> attack automatically recharges, and the ogre savage boss makes an <i>angry smash</i> attack as an immediate reaction.
Alignment Chaotic Evil		Languages Giant
Str 21 (+9)	Dex 11 (+4)	Wis 11 (+4)
Con 21 (+9)	Int 4 (+1)	Cha 6 (+2)
Equipment hide armor, greatclub		

Ogre Skirmisher		Level 8 Skirmisher
Large natural humanoid		XP 350
Initiative +8		Senses Perception +4
HP 91; Bloodied 45		
AC 22; Fortitude 22, Reflex 20, Will 18		
Speed 8		
m Club (standard; at-will) ♦ Weapon		Reach 2; +13 vs. AC; 1d8+4 damage; see also <i>skirmish</i> .
R Javelin (standard; at will) ♦ Weapon		Range 10/20; +13 vs. AC; 1d8+4 damage; see also <i>skirmish</i> .
R M Hurling Charge (standard; encounter) ♦ Weapon		The ogre skirmisher makes a javelin attack followed by a charge attack.
Skirmish +1d8		If, on its turn, the ogre skirmisher ends its move at least 4 squares away from its starting point, it deals +1d8 damage on its melee attacks until the end of its next turn.
Alignment Chaotic Evil		Languages Common, Giant
Str 18 (+8)	Dex 14 (+6)	Wis 11 (+4)
Con 19 (+8)	Int 4 (+1)	Cha 6 (+2)
Equipment hide armor, club, quiver of 6 javelins		

ENCOUNTER 3: OMAN MAP

RUINS OF THE WILD

Stream / Crevasse	8x2	x1
Camp / Field	8x8	x1
Cabin / Field w/Trees	8x8	x1
Stream / Road	8x2	x1
Stonehenge / Field w/Pond	8x8	x1
Ruined Tower / Field w/Trees	8x8	x1
Field / Skeleton	4x8	x1
Covered Wagon / Field w/Log	4x2	x1
Mound / Hobbit Hole	4x4	x1
Hill / Stairs Down	4x4	x1
Field / Rock Outcropping	4x2	x1
Field / Road	8x2	x1



ENCOUNTER 4: THE ORCS OF MORAY

ENCOUNTER LEVEL 5/7 (900/1200 XP)

The Sea Drake limps across the Sea of Moonshae until the island of Moray comes into view. Again, Daffyd comes to you. “We’ll need a few days to repair. My father promised a local garrison commander the assistance of a few of my men. Since they are under immense pressure from orcs and their Malarite overseers, I’d like for him to get some extra men as soon as possible. I want you to head to Moray immediately. There should be a road nearby that will take you to town. You should be able to make it by nightfall. We will sail to meet you when repairs are made.”

Daffyd gives the PCs some rations and a sealed letter for Captain Ruary O’Bannon, and he tells them where to go. He warns the PCs that most of the terrain between where the *Sea Drake* is anchored and Moray is filled with moors and swamps. The road is the only way to go.

The road is easy to find. It is, however, overgrown and in need of maintenance. Using a cart or a wagon would be difficult, but walking is not impeded in any way (unless mentioned otherwise below).

SETUP

This encounter includes the following creatures. At low tier:

- 2 orc drudges (D)
- 1 orc eye of Gruumsh (E)
- 1 orc raider (R)
- 2 spitting drakes (S)

At high tier:

- 6 orc drudges (D)
- 1 orc eye of Gruumsh (E)
- 1 orc raider (R)
- 2 spitting drakes (S)

As the PCs are looking for the road, they come across a small orc warband bent on mayhem. The orcs and the PCs meet each other near an old ruin.

The camp does not belong to the orcs; they came across it. When the PCs arrive, the orcs drudges on guard shout, revealing their positions and negating all form of surprise for either side.

With a DC 15 Religion check, the PC finds evidence that this was once a temple of Chauntea.

FEATURES OF THE AREA

This area has a few interesting features.

Ruins: The ruins count as difficult terrain. Also, each lawful good or good-aligned creature in the ruins gets a +2 bonus to saving throws while they stand in the ruins. Whenever a lawful good or good-aligned PC enters the area, they feel a great peace and serenity.

Statue: This statue depicts a human female (a DC 15 Religion check identifies this statue as a benevolent aspect of Chauntea).

Stone Circle: The stone circle is made of blue crystalline rocks. The stone circle is a minor Earth Node. The circle sits on top of a massive crystalline structure. Anyone coming within 6 squares of it can make a single DC 25 Arcana check as a minor action to identify it. (The orcs have not identified it). Success indicates that the PC tapped into the power of the node and can use a +2 on one attack roll or saving throw per round as long as that PC remains within 6 squares of the node and spends a minor action each round.

Trees: Any square containing foliage counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

TACTICS

The orcs charge into melee and try to focus on a single PC whenever possible.

The drakes have been trained by the orcs to fight with them. They target whoever the orcs tell them to (usually the same target as the orcs).

SCALING THE ENCOUNTER

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

Four PCs: Remove one orc raider.

Six PCs: Add one orc raider.

ENDING THE ENCOUNTER

If the PCs capture an orc, they can learn the following:

- The orcs work for a powerful local Malarite warlord.
- The warlord is more powerful than them so they obey him.
- They do not know where the warlord is.
- They assumed the camp belonged to the PCs.
- The orcs wage a constant war against the non-Malarite inhabitants of the island

- The orcs are convinced the human settlements will soon all fall to them.
- They boast about the number of kills they have (at least 50 each).

The PCs may wish to try and bring back an orc prisoner. Unless specifically asked about the warlord's race, the orcs do not think of mentioning that the warlord is a wererat.

The original occupants of the camp fled a few hours ago. They are a group of human scouts. Their trail leads the PCs to the road and Encounter 5.

TROUBLESHOOTING: WE REST FOR THE NIGHT

Camping outdoors is a very dangerous thing to do on Moray. Try to dissuade the PCs from doing so. Emphasize the growls of creatures in the distance and the many booted tracks in the area.

If the PCs decide to rest, allow them to setup camp and have the wererats from Encounter 5 attack them at sunset. Use the terrain for Encounter 4 with the wererats of Encounter 5.

EXPERIENCE POINTS

The PCs receive 160/240 experience points each for defeating the Orcs.

ENCOUNTER 4: THE ORCS OF MORAY STATISTICS (LOW LEVEL)

Orc Drudge (level 1)	Level 1 Minion
Medium natural humanoid (orc)	XP 25
Initiative +0 Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion	
AC 13; Fortitude 12, Reflex 9, Will 9	
Speed 6 (8 while charging)	
m Club (standard; at-will) ♦ Weapon	
+6 vs. AC; 3 damage.	
Alignment Chaotic Evil Languages Common, Giant	
Str 16 (+3) Dex 10 (+0) Wis 10 (+0)	
Con 14 (+2) Int 8 (-1) Cha 9 (-1)	
Equipment club, hide armor	

Orc Eye of Gruumsh	Level 5 Controller (Leader)
Medium natural humanoid	XP 200
Initiative +6 Senses Perception +3; low-light vision	
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below)	
HP 64; Bloodied 32; see also <i>warrior's surge</i> and <i>death strike</i>	
AC 19; Fortitude 17, Reflex 14, Will 15	
Speed 6 (8 while charging)	
m Spear (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 3 damage.	
M Warrior's Surge (standard; usable only when bloodied; encounter) ♦ Healing, Weapon	
The orc eye of Gruumsh makes a basic melee attack and regains 16 hit points.	
M Death Strike (when reduced to 0 hit points)	
The orc makes a melee basic attack.	
R Eye of Wrath (minor; at-will) ♦ Fear	
Ranged 5; +8 vs. Will; the target takes a -4 to AC (save ends).	
R Swift Arm of Destruction (standard; recharge 5 6) ♦ Healing	
Ranged 5; one orc within range makes a basic melee attack (as a free action) and regains 15 hit points on a hit or 5 points on a miss.	
C Chaos Hammer (standard; encounter) ♦ Force	
Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
Alignment Chaotic evil Languages Common, Giant	
Skills Endurance +10, Intimidate +10, Religion +7	
Str 17 (+5) Dex 14 (+4) Wis 12 (+3)	
Con 16 (+5) Int 11 (+2) Cha 17 (+5)	
Equipment leather armor, fur cloak, spear	

Orc Raider	Level 3 Skirmisher
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +1; low-light vision	
HP 46; Bloodied 23; see also <i>warrior's surge</i>	
AC 17; Fortitude 15, Reflex 14, Will 12	
Speed 6 (8 when charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).	
R Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +7 vs. AC; 1d6 + 3 damage; see also <i>killer's eye</i> .	
M Warrior's Surge (standard; usable only while bloodied; encounter) ♦ Healing, Weapon	
The orc raider makes a basic melee attack and regains 11 hit points.	
Killer's Eye	
When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.	
Alignment Chaotic evil Languages Common, Giant	
Skills Endurance +8, Intimidate +5	
Str 17 (+4) Dex 15 (+3) Wis 10 (+1)	
Con 14 (+3) Int 8 (+0) Cha 9 (+0)	
Equipment leather armor, greataxe, 4 handaxes	

Spitting Drake (level 5)	Level 5 Artillery
Medium natural beast (reptile)	XP 200
Initiative +6 Senses Perception +4	
HP 50; Bloodied 25	
AC 19; Fortitude 16, Reflex 18, Will 16	
Resist 10 acid	
Speed 7	
m Bite (standard; at-will)	
+8 vs. AC; 1d6+3 damage.	
r Caustic Spit (standard; at-will) ♦ Acid	
Range 10; +10 vs. Reflex; 1d10+5 acid damage.	
Alignment Unaligned Languages -	
Str 14 (+4) Dex 18 (+6) Wis 14 (+4)	
Con 14 (+4) Int 3 (-2) Cha 12 (+3)	

ENCOUNTER 4: THE ORCS OF MORAY STATISTICS (HIGH LEVEL)

Orc Drudge (level 1)		Level 1 Minion
Medium natural humanoid (orc)		XP 25
Initiative +0	Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion		
AC 13; Fortitude 12, Reflex 9, Will 9		
Speed 6 (8 while charging)		
m Club (standard; at-will) ♦ Weapon		
+6 vs. AC; 3 damage.		
Alignment Chaotic Evil	Languages Common, Giant	
Str 16 (+3)	Dex 10 (+0)	Wis 10 (+0)
Con 14 (+2)	Int 8 (–1)	Cha 9 (–1)
Equipment club, hide armor		

Orc Eye of Gruumsh (level 7)		Level 7 Controller (Leader)
Medium natural humanoid		XP 300
Initiative +6 Senses Perception +4; low-light vision		
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below)		
HP 80; Bloodied 40; see also <i>warrior's surge</i> and <i>death strike</i>		
AC 21; Fortitude 19, Reflex 16, Will 17		
Speed 6 (8 when charging)		
m Spear (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8 + 4 damage.		
M Warrior's Surge (standard; usable only when bloodied; encounter) ♦ Healing, Weapon		
The orc eye of Gruumsh makes a basic melee attack and regains 20 hit points.		
M Death Strike (when reduced to 0 hit points)		
The orc makes a melee basic attack.		
R Eye of Wrath (minor; at-will) ♦ Fear		
Ranged 5; +10 vs. Will; the target takes a -4 to AC (save ends).		
R Swift Arm of Destruction (standard; recharge 5 6) ♦ Healing		
Ranged 5; one orc within range makes a basic melee attack (as a free action) and regains 15 hit points on a hit or 5 points on a miss.		
C Chaos Hammer (standard; encounter) ♦ Force		
Area burst 1 within 10; +10 vs. Reflex; 2d6 + 4 force damage, and the target is knocked prone. <i>Miss</i> Half damage, and the target is not knocked prone.		
Alignment Chaotic evil		Languages Common, Giant
Skills Endurance +11, Intimidate +11, Religion +8		
Str 17 (+6)	Dex 14 (+5)	Wis 12 (+4)
Con 16 (+6)	Int 11 (+3)	Cha 17 (+6)
Equipment leather armor, fur cloak, spear		

Orc Raider (level 7)		Level 7 Skirmisher
Medium natural humanoid		XP 300
Initiative +7	Senses Perception +3; low-light vision	
HP 78; Bloodied 39; see also <i>warrior's surge</i>		
AC 21; Fortitude 19, Reflex 18, Will 16		
Speed 6 (8 when charging)		
m Greataxe (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).		
R Handaxe (standard; at-will) ♦ Weapon		
Ranged 5/10; +11 vs. AC; 1d6 + 5 damage; see also <i>killer's eye</i> .		
M Warrior's Surge (standard; usable only while bloodied; encounter) ♦ Healing, Weapon		
The orc raider makes a basic melee attack and regains 19 hit points.		
Killer's Eye		
When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.		
Alignment Chaotic evil		Languages Common, Giant
Skills Endurance +10, Intimidate +7		
Str 17 (+6)	Dex 15 (+5)	Wis 10 (+3)
Con 14 (+5)	Int 8 (+2)	Cha 9 (+2)
Equipment leather armor, greataxe, 4 handaxes		

Spitting Drake (level 5)		Level 5 Artillery
Medium natural beast (reptile)		XP 200
Initiative +6	Senses Perception +4	
HP 50; Bloodied 25		
AC 19; Fortitude 16, Reflex 18, Will 16		
Resist 10 acid		
Speed 7		
m Bite (standard; at-will)		
+8 vs. AC; 1d6+3 damage.		
r Caustic Spit (standard; at-will) ♦ Acid		
Range 10; +10 vs. Reflex; 1d10+5 acid damage.		
Alignment Unaligned		Languages -
Str 14 (+4)	Dex 18 (+6)	Wis 14 (+4)
Con 14 (+4)	Int 3 (-2)	Cha 12 (+3)

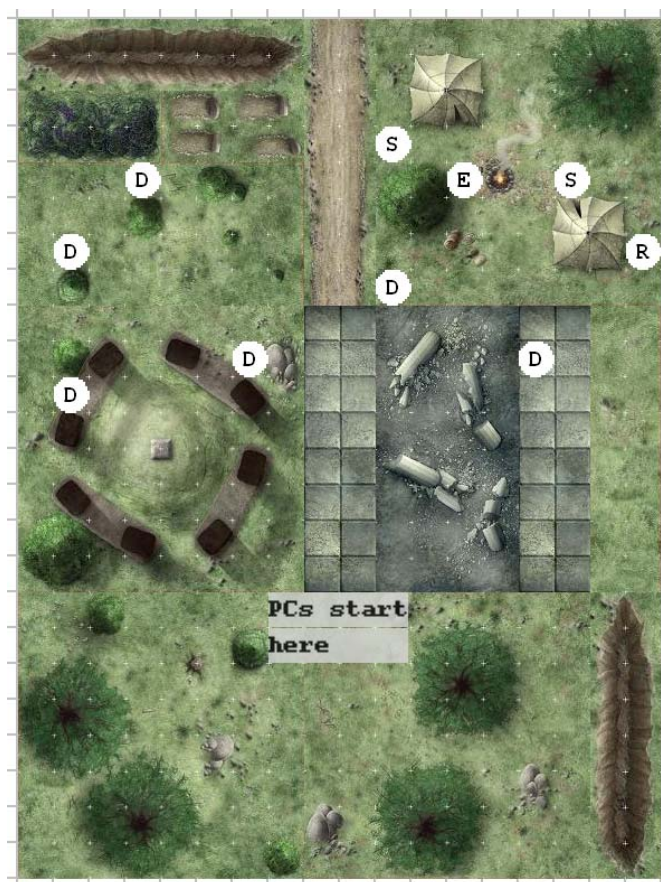
ENCOUNTER 4: THE ORCS OF MORAY MAP

DUNGEON TILES

Crevasse / Floor	8x2	x1
Dragon Statues / Floor	8x2	x1
Ruins / Floor	4x8	x1

RUINS OF THE WILD

Stream / Crevasse	8x2	x1
Camp / Field	8x8	x1
Road / Crevasse	8x2	x1
Cabin / Field w/Trees	8x8	x1
Stream / Road	8x2	x1
Stonehenge / Field w/Pond	8x8	x1
Ruined Tower / Field w/Trees	8x8	x1
Field / Skeleton	4x8	x1
Graves / Briar	4x2	x1
Ruined Wagon / Briar	4x2	x1
Field / Road	8x2	x1



ENCOUNTER 5: BLACK BLOOD

ENCOUNTER LEVEL 5/7 (1200/1800 XP)

The sun begins to disappear in the west when you pass another broken signpost: “Moray 1 mile.”

The Moray countryside is covered with burned farms, recently destroyed towers and pillaged villages. The fields are untended and grow wild with weeds.

Ahead, a destroyed wagon lies close to the road by another abandoned farmhouse.

The PCs walk into the ambush site at sunset.

SETUP

This encounter includes these creatures. At low tier:

6 giant rats (R)
4 wererats (S)
1 werewolf (W)

At high tier:

6 giant rats (R)
1 howling hag (H)
4 wererats (S)
1 werewolf (W)

The wererats are led by a werewolf. They belong to the bloodthirsty cult of Malar named the Black Blood Tribe. They mercilessly kill in the Beastlord’s name anyone they do not know. Portray the lycanthropes as fanatics bent on mayhem and destruction.

At the high tier, a hag joins them in their quest. While not a worshipper of Malar herself, she adds to the lycanthropes’ power with her psychic abilities.

To determine if the Malarites surprise the PCs, the lycanthropes are considered “well hidden” (because of terrain and the dying light), requiring a DC 22 passive Perception to notice them.

FEATURES OF THE AREA

This area has a few interesting features.

Boulders: Squares with boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump atop the boulders and occupy that square.

Cabin: This cabin has been abandoned for a long time PCs may use it to gain cover. The cabin contains some of the Malarites’ treasure.

Illumination: The fight starts in bright light; however, four rounds later, the sun has gone down so

much that it is considered dim light for the rest of the combat..

Pond: The pond is shallow and is difficult terrain.

Ruined Wagon: The wagon is little more than a ruin. It counts as difficult terrain, and a prone target may gain cover from ranged attacks.

Statue: This statue depicts a large humanoid with canine features. A DC 15 Religion check identifies this statue as a werewolf and one of the many aspects of the god Malar as worshipped by lycanthropes and tribal humanoids on the island of Moray.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (the trunk) counts as blocking terrain.

TACTICS

The rats are trained and consider the Malarites (and hag) as allies. They focus their attacks on one PC. The wererats tend to send them against defenders-types.

The lycanthropes fight to the death and squeak praises to Malar the Beastlord. The Malarites avoid heavily armored targets (such as defenders) in favor of softer ones (such as strikers or controllers).

The hag uses her thunder abilities to hurt those targets the lycanthropes avoid. If cornered, she uses her *fey step* to reposition herself.

SCALING THE ENCOUNTER

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

At low level:

Four PCs: Remove one wererat and one giant rat.

Six PCs: Add one wererat and one giant rat.

At high level:

Four PCs: Remove howling hag.

Six PCs: Add one wererat and two giant rats.

ENDING THE ENCOUNTER

Once the PCs defeat the Black Blood tribe, they can rest and head to the town of Moray immediately.

EXPERIENCE POINTS

The PCs receive 240/360 experience points each for defeating the Malarites.

TREASURE

In the cabin, the PCs can find a *obsidian steed* (low-tier) or a *gray bag of tricks* (high-tier) along with a sack that contains loot worth 20/30 gold pieces and 2 ritual scrolls: Knock and Silence.

ENCOUNTER 5: THE BLACK BLOOD STATISTICS (LOW LEVEL)

Giant Rat		Level 1 Minion	
Small natural beast		XP 25	
Initiative +3		Senses Perception +5; low-light vision	
HP 1; a missed attack never damages a minion			
AC 15; Fortitude 13, Reflex 15, Will 12			
Speed 6; climb 3			
m Bite (standard; at-will)			
+6 vs. AC; 3 damage.			
Alignment Unaligned		Languages -	
Str 12 (+1)	Dex 17 (+3)	Wis 10 (+0)	
Con 12 (+1)	Int 2 (-4)	Cha 6 (-2)	

Wererat (level 4)		Level 4 Skirmisher	
Medium natural humanoid (shapechanger)		XP 175	
Initiative +8		Senses Perception +8; low-light vision	
HP 56; Bloodied 28			
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn)			
AC 18; Fortitude 16, Reflex 17, Will 14			
Immune filth fever (see below)			
Speed 6, climb 4 (not in human form)			
m Short sword (standard; at-will) ♦ Weapon			
+9 vs. AC; 1d6+5 damage.			
m Bite (standard; at-will) ♦ Disease			
+9 vs. AC; 1d4+3 damage, and the target takes ongoing 2 (save ends), and contracts filth fever (see below).			
Change Shape (minor; at-will) ♦ Polymorph			
A wererat can alter its physical form to appear as a dire rat or a unique human (see Change Shape, page 280). It loses its bite attack in human form.			
Combat Advantage			
The wererat does an extra 1d6 damage on melee attacks against any target it has combat advantage against.			
Alignment Evil		Languages Common	
Skills Bluff +7, Stealth +11, Streetwise +7, Thievery +11			
Str 10 (+2)	Dex 18 (+6)	Wis 12 (+3)	
Con 16 (+5)	Int 10 (+2)	Cha 11 (+2)	
Equipment cloak, short sword			

Filth Fever		Level 3 Disease	
Endurance worse DC15 or lower, stable DC16, improve DC21			
* Target is cured			
* Initial Effect: Target loses 1 healing surge			
* Final State: The target takes a -2 penalty to AC, Fortitude defense and Reflex defense.			

Werewolf		Level 8 Brute	
Medium natural humanoid (shapechanger)		XP 350	
Initiative +7		Senses Perception +11; low-light vision	
HP 108; Bloodied 54			
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn)			
AC 20; Fortitude 20, Reflex 19, Will 18			
Immune moon frenzy (see below)			
Speed 6, (8 in wolf form)			
m Greatclub (standard; at-will) ♦ Weapon			
+12 vs. AC; 2d4+4 damage; see also <i>blood rage</i> .			
m Bite (standard; at-will) ♦ Disease			
+12 vs. AC; 1d6+4 damage plus ongoing 5 damage (save ends), and the target contracts moon frenzy (see below); see also <i>blood rage</i> .			
Blood Rage			
The werewolf's melee attacks deal 4 extra damage against a bloodied target.			
Change Shape (minor; at-will) ♦ Polymorph			
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make greatclub attacks in wolf form.			
Alignment Evil		Languages Common	
Skills Bluff +9, Insight +11, Intimidate +9, Nature +11			
Str 19 (+8)	Dex 16 (+7)	Wis 14 (+6)	
Con 18 (+8)	Int 10 (+4)	Cha 11 (+4)	
Equipment leather armor, greatclub			

Moon Frenzy		Level 8 Disease	
Endurance worse DC19 or lower, stable DC20, improve DC24			
* Target is cured			
* Initial Effect: Target takes -2 penalty to Will defense.			
* While bloodied, the target must make a saving throw at the end of each turn. If he fails, on his next turn, he makes a melee attack against a random target within 5 squares of him. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.			
* Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.			

ENCOUNTER 5: THE BLACK BLOOD STATISTICS (HIGH LEVEL)

Giant Rat		Level 1 Minion	
Small natural beast		XP 25	
Initiative +3		Senses Perception +5; low-light vision	
HP 1; a missed attack never damages a minion			
AC 15; Fortitude 13, Reflex 15, Will 12			
Speed 6; climb 3			
m Bite (standard; at-will)			
+6 vs. AC; 3 damage.			
Alignment Unaligned		Languages -	
Str 12 (+1)	Dex 17 (+3)	Wis 10 (+0)	
Con 12 (+1)	Int 2 (-4)	Cha 6 (-2)	

Wererat (level 6)		Level 6 Skirmisher	
Medium natural humanoid (shapechanger)		XP 250	
Initiative +9		Senses Perception +8; low-light vision	
HP 72; Bloodied 36			
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn)			
AC 20; Fortitude 18, Reflex 19, Will 16			
Immune filth fever (see below)			
Speed 6, climb 4 (not in human form)			
m Short sword (standard; at-will) ♦ Weapon			
+11 vs. AC; 1d6+6 damage.			
m Bite (standard; at-will) ♦ Disease			
+11 vs. AC; 1d4+4 damage, and the target takes ongoing 2 (save ends), and contracts filth fever (see below).			
Change Shape (minor; at-will) ♦ Polymorph			
A wererat can alter its physical form to appear as a dire rat or a unique human (see Change Shape, page 280). It loses its bite attack in human form.			
Combat Advantage			
The wererat does an extra 1d6 damage on melee attacks against any target it has combat advantage against.			
Alignment Evil		Languages Common	
Skills Bluff +8, Stealth +12, Streetwise +8, Thievery +12			
Str 10 (+3)	Dex 18 (+7)	Wis 12 (+4)	
Con 16 (+6)	Int 10 (+3)	Cha 11 (+3)	
Equipment cloak, short sword			

Filth Fever	Level 3 Disease
Endurance worse DC15 or lower, stable DC16, improve DC21	
* Target is cured	
* Initial Effect: Target loses 1 healing surge	
* Final State: The target takes a -2 penalty to AC, Fortitude defense and Reflex defense.	

Moon Frenzy	Level 8 Disease
Endurance worse DC19 or lower, stable DC20, improve DC24	
* Target is cured	
* Initial Effect: Target takes -2 penalty to Will defense.	
* While bloodied, the target must make a saving throw at the end of each turn. If he fails, on his next turn, he makes a melee attack against a random target within 5 squares of him. If no targets are within 5 squares, the target does nothing but move in a randomly chosen direction.	
* Final State: The target attacks the nearest creature in its line of sight. If it can't see any other creatures, it does nothing but move in a randomly chosen direction.	

Werewolf		Level 8 Brute	
Medium natural humanoid (shapechanger)		XP 350	
Initiative +7		Senses Perception +11; low-light vision	
HP 108; Bloodied 54			
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn)			
AC 20; Fortitude 20, Reflex 19, Will 18			
Immune moon frenzy (see below)			
Speed 6, (8 in wolf form)			
m Greatclub (standard; at-will) ♦ Weapon			
+12 vs. AC; 2d4+4 damage; see also <i>blood rage</i> .			
m Bite (standard; at-will) ♦ Disease			
+12 vs. AC; 1d6+4 damage plus ongoing 5 damage (save ends), and the target contracts moon frenzy (see below); see also <i>blood rage</i> .			
Blood Rage			
The werewolf's melee attacks deal 4 extra damage against a bloodied target.			
Change Shape (minor; at-will) ♦ Polymorph			
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make greatclub attacks in wolf form.			
Alignment Evil		Languages Common	
Skills Bluff +9, Insight +11, Intimidate +9, Nature +11			
Str 19 (+8)	Dex 16 (+7)	Wis 14 (+6)	
Con 18 (+8)	Int 10 (+4)	Cha 11 (+4)	
Equipment leather armor, greatclub			

Howling Hag		Level 7 Controller	
Medium fey humanoid		XP 300	
Initiative +7		Senses Perception +10; low-light vision	
Baleful Whispers (Psychic) aura 5; an enemy that ends its turn in the aura takes 1d6 psychic damage.			
HP 83; Bloodied 41; see also <i>shriek of pain</i>			
AC 21; Fortitude 20, Reflex 19, Will 18			
Resist 10 thunder			
Speed 6, see also <i>fey step</i> .			
m Quarterstaff (standard; at-will) ♦ Weapon			
+9 vs. AC; 1d8+4 damage.			
C Howl (standard; at-will) ♦ Thunder			
Close blast 5; +10 vs. Fortitude; 1d6+4 thunder damage, and target is pushed 3 squares.			
C Shriek of Pain (standard; recharges when first bloodied) ♦ Thunder			
Close blast 5; +8 vs. Fortitude; 3d6+4 thunder damage, or 3d6+9 thunder damage if the howling hag is bloodied. <i>Miss</i> : Half damage.			
Change Shape (minor; at-will) ♦ Polymorph			
A howling hag can alter its physical form to appear as an old crone of any medium humanoid race (see Change Shape, page 280).			
Fey Step (move; encounter) ♦ Teleport			
The howling hag can teleport 10 squares.			
Alignment Evil		Languages Common, Elven	
Skills Bluff +11, Insight +10, Intimidate +11, Nature +10			
Str 18 (+7)	Dex 18 (+7)	Wis 15 (+5)	
Con 19 (+7)	Int 12 (+4)	Cha 16 (+6)	
Equipment quarterstaff			

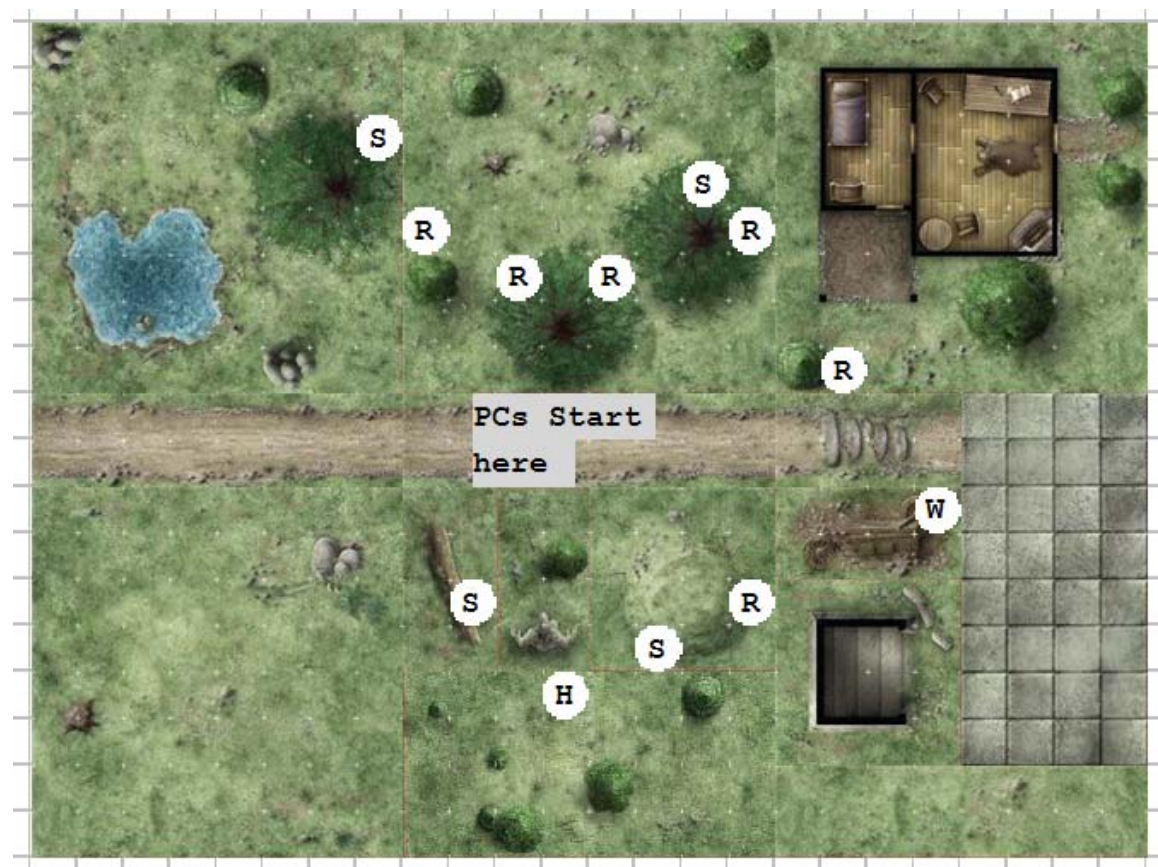
ENCOUNTER 5: THE BLACK BLOOD MAP

DUNGEON TILES

Ruins / Floor	4x8	x1
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RUINS OF THE WILD

Camp / Field	8x8	x1
Road / Crevasse	8x2	x1
Cabin / Field w/Trees	8x8	x1
Stream / Road	8x2	x1
Stonehenge / Field w/Pond	8x8	x1
Ruined Tower / Field w/Trees	8x8	x1
Field / Skeleton	4x8	x1
Mound / Hobbit Hole	4x4	x1
Hill / Stairs Down	4x4	x1
Ruined Wagon / Briar	4x2	x1
Covered Wagon / Field w/Log	4x2	x1
Field w/Statue / Muddy Pond	4x2	x1
Road w/ Steps / Fallen Pillar	4x2	x1
Field / Road	8x2	x1



ENCOUNTER 6: MORAY & NORLAND

SETUP

Captain Ruary O'Bannon: Ffolk veteran soldier, early 30s.

MORAY

The PCs reach the town of Moray.

Moray is a military outpost. A series of tall towers protect the town. A sturdy but worn palisade surrounds a few homes. Moray is home to, at most, a few hundred.

All ground within a quarter-mile of the palisade has been scorched, giving archers and sentries a good view of anyone approaching the palisade.

People in and around Moray are frequently under attack by Malarites, orcs, ogres and ettins. Moray manages to export coal and other important raw materials. However, it relies on the outside world for its own supplies such as food, weapons and manpower.

Before being allowed inside the city, each PC is asked to cut himself with a steel blade (doing 1 point of damage). The guards then look to make sure the wound does not heal immediately. They are making sure the PCs are not lycanthropes (for whom the wound would heal almost immediately). Once that check is done, the PCs are asked their purpose in Moray and then allowed into town.

Once inside, Captain Ruary is easy to find if the PCs ask for him. A native of Moray, Ruary is liked by the populace and considered a no-nonsense type.

Ruary shares the following information, which can also be learned by asking around:

- The rest of the world does not really care for Moray. (Daffyd's presence shows this is not quite true.)
- He talks about the orcs and ettins as "mere nuisances." He admits, however, they are extremely numerous and dangerous nuisances.
- Though he does not say so aloud, he is grateful for the PCs' (and Daffyd's) help.
- Most of his men serve on the walls of Moray or as caravan guards heading back and forth from the coal mines around Moray.
- Some of his men are here only for short periods of time before they "rotate out." These men are

loaned by ship captains and nobles from other islands.

- He hates the lycanthropes of the Black Blood Tribe with a passion.

THE *SEA DRAKE* ARRIVES

A few days later, the *Sea Drake* sails into the town of Moray. The arrival of the *Sea Drake* raises spirits in town as new supplies are brought ashore. Some of Daffyd's men disembark to join the garrison, and some soldiers turn into sailors as they leave Moray on the *Sea Drake*.

Daffyd greets the PCs with a wide smile and a warrior's embrace. He is genuinely happy to see them. He thanks them for their help.

Proceed to Encounter 7.

ENCOUNTER 7: THE BEAR (OPTIONAL)

ENCOUNTER LEVEL 5/7 (NO XP)

SETUP

King Ragnar Sigurdsson: Northlander king and Daffyd's grandfather, late 50s.

This optional combat encounter includes the following creature.

1 cave bear alpha male (B)

The *Sea Drake* sails north toward southeastern Norland where Daffyd is due to meet his maternal grandfather and conclude their voyage on the Sea of Moonshae.

The PCs should have ample time to rest after leaving Moray.

The southern part of Norland is covered with tall pine forests. The coast is rather inhospitable, with the occasional river flowing down from the southern Jotenhammer Mountains.

Daffyd navigates the ship into one of the narrow rivers. Oar power pulls the Sea Drake upriver for about three miles. On a small lake rests a village of about 20 longhouses. Two longships similar to the Sea Drake are pulled up to the beach.

A number of Northlanders come to greet the Sea Drake. The warriors stand in front with weapons at the ready. Once Daffyd identifies himself, the men part and smiles return.

The village is called Sigurdheim. Daffyd is shown to an aging warrior, his grandfather Ragnar. The two embrace tenderly. Daffyd introduce the PCs to King Ragnar.

The Northlanders here have kept their culture more intact than in other places around the Moonshaes. They are warlike and suspicious of strangers.

In the village, the PCs can see a number of Amnite weapons, armor and clothing. This is due to the heavy raiding Ragnar and his men do on Amnite ships that sail between Snowdown and Amn across the Sea of Swords.

The Northlanders here respect warriors and martial prowess. They worship Tempus above all other gods. PCs whose powers come from a martial source (such as fighters, rogues and warlords) or divine source revering Tempus are particularly well-treated. All others are viewed with suspicion—treated cordially but not overly so.

There are a few Ffolk in the village, but they live apart from the Northlanders. These Ffolk are valued allies of the Northlanders and are viewed as friends. They hunt together, but the Ffolk do not like raiding as much as the Northlanders do.

OPTIONAL: BEAR HUNT

This optional combat should only be run if there is more than 40 minutes left in the slot. If you do not have time to run it, simply skip to Ending the Encounter.

King Ragnar approaches you. *“You seem like strong-hearted warriors. Does the heart of the warrior beat within you? Does the Foehammer’s creed resonate in your war cry? My grandson says so, but I want to see such bravery for myself.”*

“A hunt against one of the great beasts of our land it is! I call you to a hunt to prove your mettle! What do you say?”

Daffyd nods at you, inviting you to agree.

The terms are simple. King Ragnar tells the PCs where they might find one of the (many) beasts in the area. He chooses a particularly dangerous bear for the PCs to hunt. King Ragnar insists that victory over one’s foe is the most important thing a true warrior can achieve.

The PCs are led into the great pine forest around Sigurdheim and shown to the bear’s cave. King Ragnar, Daffyd and a few warriors wait outside the cave.

FEATURES OF THE AREA

This area has a few interesting features.

Giant Skull: The giant skull is from a very ancient beast that was slain here. The skull cannot be identified by the PCs. The locals are all in awe of the creature and spin wild tales about it.

Illumination: There is no light source in the cave. The PCs’ starting area is dimly lit. The rest of the cave is completely dark.

Waterhole: The waterhole is deep and can be used by the bear to swim away.

TACTICS

The bear charges in to combat, using *cave bear frenzy* if it has two or more adjacent PCs.

If time runs out, have the bear flee through the entrance of the water hole. The PCs are considered to have defeated the bear.

If the bear is about to destroy the PCs, Ragnar, Daffyd and the other warriors of Sigurdheim arrive to save them.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the bear's hit points by 50.

Six PCs: Increase the bear's hit points by 50.

ENDING THE ENCOUNTER

Once the PCs defeat the bear, or if they do not play the optional encounter, the adventure is over.

EXPERIENCE POINTS

There is no experience points linked to this encounter.

CONCLUSION

As night falls on the small village of Sigurdheim, the villagers convene at the king's house. The local skald sings tales of war and raiding. He sings the praise of Ragnar and his men fighting the cowardly Amnites.

War and raiding are close to the Northlanders' hearts, and amidst food and drink the crowd listens to the tales and sings along.

Allow the PCs to stand and tell a single story of their previous adventures. Note the type of story and what the PC's part is in it. If you think the story impresses Ragnar, that PC (and that PC alone) earns the "Impressed King Ragnar Sigurdsson" award. Ragnar is impressed by tales of battle and defeating great foes and beast, not by tales of magic and travel.

To PCs who earned the "Impressed King Ragnar Sigurdsson" story award, the king adds the following:

"It is good to see that the way of the warrior is alive in you, outlander. May the Foehammer bring you a thousand victories!"

Read or paraphrase to all:

The evening is winding down when Daffyd approaches you. "Thank you, my friends, for your help on this voyage. I plan to do many more! Once the sea and the waves call, one cannot stay idle for long. May the gods look favorably upon you in your future adventures."

The next morning the two long ships leave Sigurdheim with the PCs, heading for other adventures.

TREASURE

Daffyd pays the PCs a share of the money he earned along the trip, plus he offers them a bonus for their

bravery on Moray. He pays them a total of 80/120 gold pieces. He also offers the PCs a *belt of sacrifice*.

The MOON05 story award is given automatically to any PC who impresses King Ragnar. He is impressed by martial prowess, greatness of arms, and tales of combat and war. Tales of magic bore him. Think of Ragnar as a barbarian warlord.

If the PCs played the optional encounter and vanquished the bear, all PCs earn this reward. If the PCs refused to take part in the hunt, none of them receive this award.

ENCOUNTER 7: THE BEAR STATISTICS (LOW LEVEL)

Cave Bear Alpha Male (level 5)		Level 5 Solo Brute	
Medium natural beast		XP 1,000	
Initiative +4		Senses Perception +5; darkvision	
HP 252; Bloodied 126			
AC 21; Fortitude 22, Reflex 18, Will 17			
Saving Throws +5			
Speed 8			
Action Points 2			
m Claw (standard; at-will)			
		+9 vs. AC; 2d8+5 damage, and target is knocked prone.	
M Double Attack (standard; at-will)			
		The cave bear makes two claw attacks.	
M Stomp (standard; at-will; target must be prone)			
		+9 vs. Reflex; 2d8+5 damage, and target is dazed.	
C Cave Bear Frenzy (standard; recharge 4 5 6)			
		Close burst 1; affects enemies only; +9 vs AC; 2d8+5 damage.	
Alignment Unaligned		Languages -	
Str 20 (+7)	Dex 13 (+3)	Wis 14 (+4)	
Con 15 (+4)	Int 2 (-2)	Cha 12 (+3)	

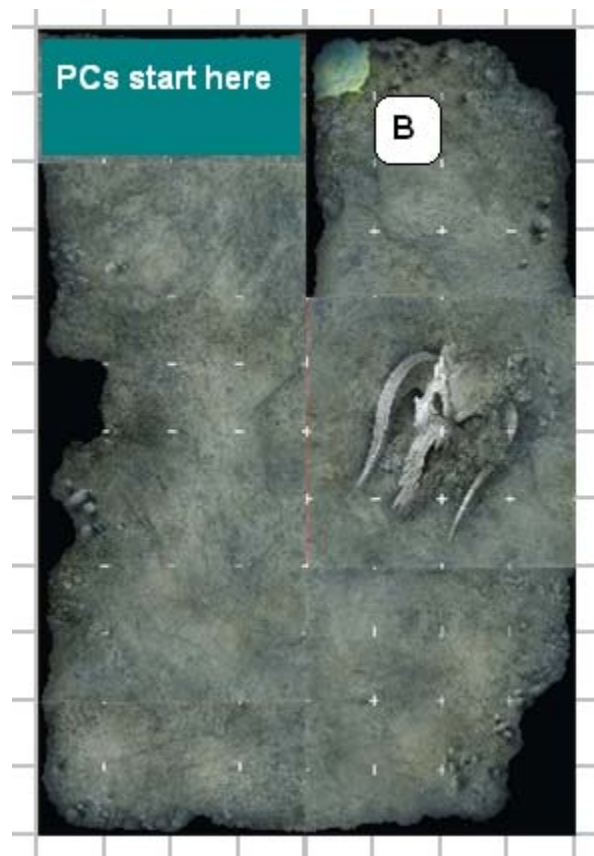
ENCOUNTER 7: THE BEAR STATISTICS (HIGH LEVEL)

Cave Bear Alpha Male (level 7)		Level 7 Solo Brute	
Medium natural beast		XP 1,500	
Initiative +4		Senses Perception +5; darkvision	
HP 316; Bloodied 158			
AC 23; Fortitude 24, Reflex 20, Will 19			
Saving Throws +5			
Speed 8			
Action Points 2			
m Claw (standard; at-will)			
		+11 vs. AC; 2d8+6 damage, and target is knocked prone.	
M Double Attack (standard; at-will)			
		The cave bear makes two claw attacks.	
M Stomp (standard; at-will; target must be prone)			
		+11 vs. Reflex; 2d8+6 damage, and target is dazed.	
C Cave Bear Frenzy (standard; recharge 4 5 6)			
		Close burst 1; affects enemies only; +11 vs AC; 2d8+6 damage.	
Alignment Unaligned		Languages -	
Str 20 (+8)	Dex 13 (+4)	Wis 14 (+5)	
Con 15 (+5)	Int 2 (-1)	Cha 12 (+4)	

ENCOUNTER 7: THE BEAR MAP

LOST CAVERNS OF THE UNDERDARK

Dragon Skull / Tunnel Bend	4x4	x1
Cave Corner / Tunnel Bend	4x4	x2
Cave Wall / Tunnel Bend	4x8	x1
Tunnel End w/Water / U-Tunnel	4x4	x1
Cave Wall / Tunnel	4x2	x1
Cave Corner / L-Tunnel	4x2	x1



REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players 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 3: Oman

240/360 XP

Encounter 4: The Orcs of Moray

160/240 XP

Encounter 5: The Malarites

240/360 XP

Encounter 7 (Optional): The Bear

No 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 *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

Gold Per PC

100/150 gp

(Encounter 5: 20/30 gp, Encounter 7: 80/120 gp)

Bundle A: *obsidian steed** (low-level version only)

Found in Encounter 5

Bundle B: *magic armor +2* (low-level version only)

Found in Encounter 2

Bundle C: *elven cloak +2*

Found in Encounter 2

Bundle D: *belt of sacrifice* (heroic tier)

Found in Encounter 7

Bundle E: *eladrin armor +2* (high-level version only)

Found in Encounter 2

Bundle F: *bag of tricks, gray** (high-level version only)

Found in Encounter 5

Bundle G: ritual scroll of Knock and Silence

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.

MOON03 Thanks of the Mac Lyrr (Group award)

For having assisted Daffyd and the *Sea Drake* on its voyage, you have earned the Thanks of the Mac Lyrrs of Warlsbry.

MOON04 Impressed King Ragnar Sigurdsson

You have earned the respect of Ragnar and his warriors. You have been offered a non-magical cloak made of bearskin as a sign of friendship.

ADVENTURE QUESTIONS

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

1. Describe Daffyd's impression of the PCs.

- a. Very good. The PCs impressed him.
- b. Average. They did as expected: nothing more, nothing less.
- c. They left a bad impression on him.

2. Did the PCs seem interested in helping Captain Ruary in Moray?

- a. Yes, very much so.
- b. Somewhat.
- c. They did not care.
- d. They wanted to see Moray burn.

3. Did the PCs impress Ragnar?

- a. Yes.
- b. No, did not have time to hunt the bear.
- c. No, had to be rescued by Ragnar.
- d. The PCs decided not to go hunt the bear.

NEW RULES

Bag of Tricks, Gray

Level 8

This simple, leather bag produces feral critters that you can send against your enemies.

Wondrous Item 3,400 gp

Power (Daily ♦ Conjuration): Standard Action. Use this bag to conjure a Tiny minion (see below for statistics). Roll a d8 to determine which beast is produced and modify its statistics accordingly:

- 1: Bat; this creature also has a fly speed of 6.
- 2: Rat; this creature also has darkvision.
- 3: Cat; this creature also knocks the target prone on a hit.
- 4: Weasel; this creature does not provoke opportunity attacks for moving.
- 5: Snake; this creature also deals 2 poison damage on a hit.
- 6: Badger; this creature gains a +1 bonus to attack rolls.
- 7: Spider; this creature also has a climb speed of 6.
- 8: Scorpion; this creature deals ongoing 1 poison damage (save ends) on a hit.

Adventurer's Vault, page 183.

Obsidian Steed

Level 5

This figurine of dark volcanic glass can become a sleek riding horse.

Wondrous Item 1,000 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a horse that appears to be made of obsidian (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Obsidian Steed

Large natural animate (mount)

Initiative as conjurer **Senses** Perception +9

HP 8; **Bloodied** 4

AC 17; **Fortitude** 17, **Reflex** 14, **Will** 14

Speed 8

‡ **Kick** (standard; at-will)

+6 vs. AC; 1d6 + 5 damage.

Charger (while mounted by a friendly rider of 5th level or higher)

♦ **Mount**

The obsidian steed grants its rider a +5 bonus to damage rolls on charge attacks.

Alignment Unaligned

Languages –

Str 21 (+7) **Dex** 14 (+4) **Wis** 14 (+4)

Con 18 (+6) **Int** 2 (-2) **Cha** 10 (+2)

Adventurer's Vault, page 182.