

MOON2-1

DARKNESS FALLS OVER MORAY

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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Only a sliver of light separates those who profit and those who perish on the island of Moray. When that light is extinguished, it is difficult for even the greatest heroes to find their way. 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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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

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 session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

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

IMPORTANT DM INFORMATION

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

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

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

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 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 lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

Langmuir (pronounced *long-moor*) is a small but heavily defended port village located on the southern tip of the island of Moray. A werewolf named Bloodeye and his forces have seized the lighthouse near Langmuir. Because the lighthouse is not operating at the start of the adventure, the PCs soon find themselves shipwrecked

near Langmuir. Bloodeye intends to destroy the lighthouse as soon as he can, but he has also sent his war band to directly threaten the village of Langmuir.

The villagers ask the PCs to both drive away the war band and retake the lighthouse from Bloodeye; however there is a deep disagreement over which should be done first. Some argue that the lighthouse must be the top priority because the entire island of Moray would be weakened by the loss of the lighthouse, and Langmuir would become particularly vulnerable. Others argue that the war band represents the more immediate danger to the people of Langmuir. Ultimately the PCs will choose which threat to face first, and must accept the consequences of that decision. If they stop the war band, the lighthouse is destroyed (though they can still defeat Bloodeye). If they save the lighthouse, the village is attacked, and the PCs must fight off the invaders amongst the burning buildings of Langmuir.

DM'S INTRODUCTION

The adventure begins as the PCs are hired as marines to deliver a convoy of supplies to Moray. The PCs and the ship's crew soon set sail for Moray, but unbeknownst to anyone onboard the lighthouse near Langmuir was recently captured and is not currently operating. Consequently the ship crashes near Langmuir, and the PCs must quickly get themselves and the crew out of the dangerous wilderness of Moray and into the relative safety of Langmuir.

Like all of the scattered civilized settlements on the Moray, Langmuir is frequently attacked by the lycanthropes of the Black Blood tribe. An ambitious and aggressive werewolf named Bloodeye leads the Black Bloods in this area. Bloodeye knows that without the lighthouse shipping between Moray and the rest of the world will become much more difficult, and this will make the people of Moray more vulnerable, especially the residents of Langmuir.

Langmuir supports the mining operations in the nearby mountains known as the Orcskulls. Ore is brought from the local mines to Langmuir and the raw metals are extracted and exported by ship. Because this area is too dangerous for large farms outside the village walls, substantial amounts of food are imported by ship to Langmuir. Without reliable shipping, Langmuir cannot survive.

PACING THE ADVENTURE

Many of the encounters in this adventure seek to create a sense of urgency and show the villagers' fear and panic. The PCs should have to make decisions quickly. NPCs and events force the PCs to act.

When running this adventure, try to convey this feeling of urgency, though this is implied more than explicitly stated. Bloodeye and his band do not remain idle while the PCs act. They are thinking creatures with their own goals and objectives, and while the PCs are busy dealing with one problem, the lycanthropes continue to advance their agenda in other areas.

FEEL OF MORAY

The Moonshavians on Moray are fighting a losing battle against the Black Bloods and other bands of lycanthropes and Malarites. This adventure does bring in some of the elements of the tragedy that is Moray to the table. Although the PCs may score a victory, something is lost, resulting in a tragedy.

However, through heroics Moray might one day be won. This hope lives in all the NPCs the PCs encounter in this adventure.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You have landed at the small village of Warlsbry on the island of Alaron. Even though the sun shone upon the Moonshaes earlier today, the local Ffolk hurry to finish their tasks as a great storm rolls in from the sea. Rain begins to fall in fat drops that almost immediately drench your clothing.

The Once Dry Toad Inn is a popular establishment in Warlsbry and one of the few places to escape from the rain. Locals, travelers, and adventurers find the inn a welcoming refuge with great tasting ale aplenty and food to fill one's belly. Hearty food and invigorating drink fuel the lively and friendly atmosphere. Boisterous tales of past adventure can be heard at every table, and it seems as though each patron competes to tell the most daring account of their greatest quest.

This is a good place for the PCs to introduce themselves to each other.

A young elf, barely more than a boy, sings tales of glory and lost love, accompanying his voice with an exquisite lyre. Though there is no fault in the boy's performance, his themes and stories seem to feature a common theme of elven superiority. This draws a mixed reaction from the crowd, many of whom heckle and shout at or over the elf, who seems genuinely surprised by the response.

The owner of the Once Dry Toad, Seamus Duffee, and his staff are too busy to do much about the show.

The elf is named Carric El'Yaranden. Carric just left Gwynneth and was under the impression that the rest of the world sees the elven race as a superior, its culture serving as a beacon of light in the darkness. Carric is very naïve and lacks worldly experience. His naïveté makes him funny in an awkward way. This is a good opportunity to introduce some of basic information about the geography and people of the Moonshae Isles if some or all of the players have never participated in a Moonshae regional adventure. Refer to pages 152-153 in the *Forgotten Realms Campaign Guide* for more information.

Some PCs might believe that he is a spy from Gwynneth. Although not covered by the adventure, feel free to let doubt linger over Carric's true reasons for being here.

In any event, when everyone is ready, proceed to Encounter 1.

ENCOUNTER 1: MEET THE CAPTAIN

SETUP

Ulrik Ragnarsson: Northlander, mid 30s, king's son and veteran ship's captain

As the PCs are enjoying the Once Dry Toad Inn, Ulrik Ragnarsson approaches them.

You notice a large man and his entourage moving slowly and confidently among the crowds of the inn. He is tall broad-shouldered and has long blond hair with a short red beard.

At his side is a sheathed silvered sword with a magnificently crafted hilt. On his back he wears a rugged bearskin cloak that is intricately decorated with silver threads. The locals treat him with the same deference and respect they would offer to a king. He moves through the crowd, politely listening to the locals' stories and tall tales.

This man approaches you and introduces himself as Ulrik Ragnarsson. Ulrik offers to buy you all a round of drinks if you are willing to regale him with tales of your own exploits.

Ulrik has met any PC with a story award from King Ragnar Sigurdsson (such as **MOON04 Impressed King Ragnar Sigurdsson**). Those PCs, Ulrik greets with a bear hug and a cheerful laugh. Ulrik addresses PCs by name if he has met them before.

Ulrik wants to hire the PCs as marines for his upcoming voyage. But before doing so, he wants to hear tales of the PCs other adventures. Ulrik is a man of few words who appreciates directness. He is intelligent and polite but somewhat brooding.

Ulrik provides the PCs with the following information:

- Ulrik is the son of King Ragnar Sigurdsson of Norland and the brother to Grunhild Mac Lyr and thus brother in law to the Chief. (If the PCs ask, that makes him Daffyd's uncle).
- Ulrik is the captain of a sturdy Northlander longboat called *The Lightning*.
- His ship sets sail tomorrow at high tide for the fortified port of Langmuir (pronounced "long-moor") on Moray
- His ship carries supplies to Langmuir and returns with valuable ore.
- Ulrik offers the PCs 500 silver pieces each to be paid upon returning to Warlsbry.

- If the PCs accept the offer, they will be expected to keep the cargo secure while at sea and in port and to protect the crew and cargo should the need arise.

Ulrik does not volunteer the following information but he answers if asked:

- Ulrik has sailed the Sea of Moonshae since he was a boy.
- Ulrik has sailed to Moray before but not to Langmuir; he is familiar with the northern region of Moray but not the southern region where Langmuir is located.
- Ulrik has a healthy respect for the dangers of the Moray wilderness and the monsters that dwell in the interior.
- Ulrik has complete confidence in his sailors but he wants to supplement his crew with adventurers to increase everyone's security.
- Ulrik is the uncle of Daffyd Mac Lyr, but he dismissively considers Daffyd to still be "just a kid."

ENDING THE ENCOUNTER

When the PCs agree to sail with Ulrik, they have one day to prepare and make any purchases before setting sail with the morning tide. Proceed to Encounter 2.

ENCOUNTER 2: SHIPWRECKED

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

SETUP

The longboat navigates the treacherous seas and makes good time toward Langmuir. It is early morning as you near the southern shore of Moray. The fog has grown unnervingly thick. Although no one can see land, the crew trusts the captain's bearings.

Suddenly the ship lurches to a halt and the unmistakable din of shattering timbers can mean only one thing: The Lightning has run afoul of the treacherous rocks off the coast of Moray. With a loud CRACK! The Lightning breaks into a thousand pieces, dropping you, the crew and all cargo into the fog-covered ocean below. The sailors try to swim or hang on to pieces of debris.

As *The Lightning* crumbles apart, each PC has to make two DC 15 Athletics checks to swim toward shore through the rough surf. On a failed check, the PC sputters and sucks down sea water, forcing a DC 20 Endurance check. If the Endurance check also fails, the character loses a healing surge. PCs who succeed on their own Athletics checks may use the Aid Another action to assist those who appear to be struggling. For more information on swimming, see page 182 of the *Player's Handbook*.

Once on the shore, the PCs engage in a multi-stage skill challenge to try get from the shipwreck to the village of Langmuir. The players might ask questions about the environment. Describe the chaotic shipwreck, the dreariness of the shore, and the perilous wilderness so that they understand how they can use their skills.

Keep the action flowing, making sure the PCs feel like they are in growing danger every minute they are away from the village until the skill challenge is over (at which point the PCs escape immediate danger and enter the village).

Throughout this skill challenge, the PCs should feel a sense of urgency and hurry. Do not let the PCs spend too much time thinking about what they are doing. Increase the tempo of the game for this encounter; keep the PCs moving and do not give them too much time to think.

SKILL CHALLENGE: ONWARD TO LANGMUIR

Goal: The PCs attempt to get from the shipwreck to the village of Langmuir.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Changes by stage.

Secondary Skills: Changes by stage.

Victory: The PCs are able to reach the town without falling prey to the dangers of the wilderness.

Defeat: The PCs suffer some sort of mishap, depending on the scene in which they accumulate their third failure. Each PC loses a healing surge.

If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 17/18 check with that skill to garner a success. Reward creativity. Use of rituals or powers should be limited to one success per phase.

STAGE 1

The PCs need to accumulate three successes in order to complete this scene successfully. If they reach three failures, however, end this scene and proceed to Stage 2.

Pulling yourself off the beach, you see that most of the sailors made it to shore, but many are hurt.

Ulrik comes to you. "Try and salvage the most valuable cargo - the alchemical equipment. We'll burn the rest; I won't leave it for scavengers to steal. But make sure you save everything you can. I'll gather my men. We must not stay here too long."

He looks at the dark woodlands near the shore nervously.

Ulrik leaves to order his men. He has no desire to stay and talk at this time. The urgency of the situation should be conveyed to the PCs.

The PCs may be tempted to use brute force to smash open the sealed containers. Ulrik objects to this because some of the valuable cargo is very fragile, and some of the cargo consists of alchemical substances that are very dangerous if handled improperly. Ulrik says that any containers that cannot be safely opened and searched are to be put in a large pile on the beach and set ablaze when the group leaves so that the remaining cargo does not fall into the wrong hands.

When the PCs obtain 3 successes, move to the next stage. Any failures earned in this scene carry over to the next.

If the PCs fail the skill challenge on this phase, some of the alchemical items that Ulrik is transporting mix and explode. All the PCs suffer the loss of a healing surge. The PCs must still complete Scene 2, earning 3

successes before 3 more failures, or else they also suffer the consequences of failing that scene.

Arcana DC 17/18 (1 success; 3 maximum)

The *Lightning* carried a stock of magical potions and alchemical items for the garrison. The PCs can identify those items using arcane knowledge.

Athletics DC 12/13 (not a success or failure)

The PC helps drag crates and supplies out of the rocky surf and onto dry ground. This does not count as a success or failure, but makes the other PCs' jobs easier. This character may grant another character a +2 bonus on his or her next primary skill check.

Perception DC 12/13 (not a success or failure)

The PC squints to read markings or help identify the contents of a crate. This skill may be used to aid another character's primary skill check, granting that PC a +2 bonus.

Perception DC 17/18 (1 success, 3 maximum)

The PC searches through the scattered crates, looking for those which have not been smashed and identifying items of value that can be salvaged.

Streetwise DC 17/18 (1 success; 3 maximum)

The PC tries to identify the containers with alchemical supplies by looking at the identification and markings on the crates and boxes.

Thievery DC 17/18 (1 success; 3 maximum)

Using his or her experience with matters of thievery, the PC opens a crate and quickly catalogues its contents.

STAGE 2

In this stage, the PCs leave the wreckage and attempt to reach the safety of Langmuir before nightfall.

You have salvaged what you can from the wreckage. Ulrik orders his men to set the remaining supplies and broken crates on fire to deny them to scavengers.

"To me!" Ulrik calls to the crew. "We cannot spend more time here. We have to reach the safety of the walls of Langmuir. Help another or take some supplies for the trip. Langmuir cannot be more than a few miles away. May Tempus look upon us to live to fight another day!"

The men obey their captain without a word.

After reaching a total of 3 successes in this scene, the PCs reach the walls and safety of Langmuir.

Heal DC 12/13 (1 success; 1 maximum)

The PC tends the wounds of battered crewmembers in preparation for the difficult journey ahead.

Special: If magical healing (whether through a power or magical item) is applied, this automatically grants a success.

Failure: Any further Nature, Perception or Stealth checks are made with a -2 circumstance penalty, as the men groan or their blood attract animals and creatures.

Nature DC 12/13 (1 success; 2 maximum)

Determine the correct direction to travel based on plant growth or find a welcome source of fresh water.

Failure: Any further Perception or Stealth checks are made with a -2 circumstance penalty, as the PCs choose a poor path to Langmuir.

Perception DC 17/18 (1 success; 2 maximum)

Find a path through the wilderness or detect signs of dangerous creatures in time to avoid them.

Failure: Any further Nature or Stealth checks are made with a -2 circumstance penalty, as the PCs stumble into dangers on the trail.

Stealth DC 12/13 (1 success; 1 maximum)

Quietly scout ahead while remaining undetected by any potential hostile creatures.

Failure: Any further Nature or Perception checks are made with a -2 circumstance penalty, as the PCs tromp through the woods, attracting the attention of dangerous wildlife.

When the PCs complete this stage of the skill challenge, the walls of Langmuir are in sight. If they reach 3 total failures in this stage, then they trigger an attack by wandering orcs or run afoul of some natural hazard. Each character loses a healing surge.

The PCs must earn three successes in this stage to complete the encounter. Even if they already failed the skill challenge during stage 1, they still have to complete stage 2. If they earn three more failures during stage 2, then they also suffer the consequences of failure in this scene.

ENDING THE ENCOUNTER

Whether or not the PCs succeed at the skill challenge, they eventually reach the safety of Langmuir along with Ulrik, and the rest of his crew.

EXPERIENCE POINTS

Each PC receives 70/100 experience points for successfully completing the skill challenge.

ENCOUNTER 3: LANGMUIR

SETUP

Keeron Mac Innis: Ffolk male, early twenties

Daffyd Mac Lyrr: Northlander male, mid teens, devoted to Tempus

Ulrik Ragnarsson: Northlander, mid 30s, king's son and veteran ship's captain

The location of Langmuir on Moray and a reference map of the adventure's locations can be found in the Appendix.

Langmuir is a small but heavily defended port village located on the southern tip of the island of Moray. Langmuir supports the mining operations in the nearby mountains known as the Orcskull Mountains. Ore is brought from the mines to Langmuir and the raw metals are extracted and exported by ship.

Because this area is too dangerous for large farms outside the village walls, substantial amounts of food are imported by ship to Langmuir. Without reliable shipping, Langmuir cannot survive. Most of the villagers are young people who came from around the world to work the lucrative but dangerous jobs of Langmuir such as mining, ore refining, and guarding caravans moving between the village and the mines. As usual the sky above Langmuir is overcast and a light rain has begun to fall.

Langmuir is ruled by a sickly, aging king (King Donald Mac Innis) who lets his council rule in his place. The council is composed of the king's sons, the mine owners, the merchants, and other minor notables from the area. Although they often have loud and animated debates, the council has ruled wisely and most people consider them to be good rulers.

ENTERING LANGMUIR

To enter Langmuir the guards throw a single steel dagger to the newcomers. Everyone is required to cut themselves and show the blood. This is to reveal any lycanthrope among the PCs.

If any PC is a shifter, an anthropomorphic animal (such as gnolls or minotaurs), a race known to be allied with the Black Blood (such as orcs, half-orcs and goblins) any race with shape shifting abilities (such as doppelgangers) or a lycanthrope, the guards initially refuse to allow that character to enter. Ulrik Ragnarsson must personally vouch for those PCs. Even with his support, "monstrous" PCs take a -5 circumstance penalty to Bluff, Diplomacy, Insight, and Streetwise checks in Langmuir, but get a +5 bonus to Intimidate checks. Any suspicious activity by those PCs immediately lands them

in jail. The locals here are under constant threat by such creatures and allowing one into town is not something they want to do. PCs thrown in jail are freed if their friends agree to help the town.

Once in town, Ulrik sends the PCs and the crew to a local inn to rest and recover, a process that (at least for the crew) will require a large quantity of ale, which he promises to pay for. At the inn, the PCs find that the common room has been turned into an impromptu town council meeting to deal with a dire situation.

DAFFYD MAC LYRR

As soon as the PCs enter the inn, Daffyd Mac Lyrr (Ulrik's nephew) seeks them out. Any Moonshavian PC and any PC that has either **MOON01 Favor of the Mac Lyrrs** or **MOON02 Thanks of the Mac Lyrrs** is immediately known to Daffyd. Last year Daffyd led an army against the Black Blood tribe and inflicted a major defeat upon them (in *MOON1-4 Black Blood*). His victory against them has made him something of a war hero on Moray.

His experiences of the past year have changed him from a brash and impetuous boy to a man. He no longer dreams of grandiose victories; instead he plans to retake the island gradually and force the Black Bloods and their allies into submission one group at a time.

Daffyd and his ship, the *Sea Drake*, brought supplies to Langmuir about two weeks ago. He was about to leave when the Black Blood seized the lighthouse.

Although Daffyd has no official position in Langmuir, the council values his opinion. Daffyd is torn between the sides and could be swayed either way. In the end, Daffyd supports whatever the majority of the party wishes to do.

THE COUNCIL MEETING

Most of the town is present at the meeting. The speakers (councilors) are sitting on stools around the fire, and they argue about what to do next. After a few minutes of listening, the PCs learn the following information.

- A particularly vicious werewolf named Bloodeye has been terrorizing the area for the last few months. His war band has attacked caravans and ore shipments with increasing boldness and success.
- Three days ago, Bloodeye took over the lighthouse before extinguishing the light. This is obviously what led to the shipwreck of *The Lightning*.
- The council sent a group of militiamen to reclaim the lighthouse, but they have failed to return. All are presumed dead.

- Because of the fog over the Sea of Moonshae, the lighthouse is not visible from Langmuir when the lighthouse fire is not burning.
- Half the council insists on sending the remaining militia to take out Bloodeye at the lighthouse. The rest want to stay and defend the town. Both groups make very good arguments for their side.

When the PCs arrive, they find the speakers split down the middle about what to do. Any PC personally known to Daffyd is asked their opinion. But before the PCs get to make any type of check to convince the council, something happens.

EVERY GOOD ARGUMENT...

The discussion is interrupted when a militiaman bursts in and reports that scouts have spotted a sizeable war band of Black Bloods on the hilltop west of the village. This information throws the meeting into further chaos. From that hill, the Black Bloods could set up war machines and attack the town.

- The first councilor to speak argues that Bloodeye is using the lighthouse to lure the defensive forces of Langmuir away from the town so he can attack Langmuir with minimal opposition.
- The second councilor says that Bloodeye wants to weaken all of Moray by destroying the lighthouse, and so he has sent a contingent of his forces to keep Langmuir occupied while he achieves his true goal.
- A third councilor insists that Bloodeye intends to fortify his position at the lighthouse and use it as a permanent base from which to strike at Langmuir and the local mines.
- The debate rages. The one and only thing the entire council agrees upon is that the militia must stay inside Langmuir to protect the village.
- To be clear, the dilemma is as follows. The PCs can either deal with the monsters who are preparing to attack the village, which will save lives, or they can stop the lighthouse from being destroyed, which will protect the village's access to shipping. The PCs must decide which of the two immediate goals is the most important. There is no right or wrong answer.

Keeron Mac Innis, the King's son, stands, raising his hand in a gesture of command. The room goes silent. "We all agree that the militia must stay within Langmuir. But at the same time, we all agree that we cannot stay idle while this half-beast fortifies and readies his forces for an attack on the home of our

ancestors. Ulrik, you said your men were at our disposal?"

"We stand ready," replies Ulrik, glancing meaningfully in your direction.

Turning towards you, Keeran says, "Adventurers, Langmuir is in dire need of assistance. Your captain has offered your services to us. Where would you strike first, at this war band or at the lighthouse itself? The decision is yours."

The PCs are free to determine their own course of action. If asked, the council can give the PCs the following information.

- A map of the area (see the Appendix)
- Scouts estimate more than a dozen of the Black Blood monsters have taken the hilltop to the west.
- If the Black Bloods choose to attack from the hilltop, the speakers hope their walls would hold off the monsters as the militia is no match for them.
- They do not know how many of the Black Bloods are at the lighthouse. The village sent half a dozen of its best warriors to the lighthouse several days ago, but they have not returned. The councilors fear the worst.
- If Bloodeye chooses to destroy the lighthouse, it would cut the shipping lifeline of the town which is dependent upon imports of food.

If the PCs demand any type of payment to help the inhabitants, they incur the ire and wrath of Ulrik who tells them that they were hired to do as he says and that they are to obey him. In short, Ulrik gets very angry and calls them cowards.

If the PCs do not back down and insist on getting paid, Keeron offers each PC a 100 silver piece bounty for helping the town. If things reach this point, the PCs have forever lost their friendship with Ulrik. It is possible for some PCs to accept this silver and others not to accept (a PC who does not want to be seen as a mercenary should be able to distinguish himself from one who does not care about offending the locals).

ENDING THE ENCOUNTER

The PCs must choose whether to attack the war band outside Langmuir first, or go to the lighthouse.

If the PCs choose to attack the war band first, proceed to Encounter 4: Black Blood Camp, followed by Encounter 5: The Lighthouse Destroyed.

If the PCs choose to attack Bloodeye first, then proceed to Encounter 6: Retaking the Lighthouse, followed by Encounter 7: Black Blood Assault.

The PCs may decide to split the party into two groups, one to fight Bloodeye and one to fight the war band simultaneously. That is, of course, a VERY risky path, but also the one that would lead to the most favorable outcome. If they choose to do this, use Encounter 4: Black Blood Camp and Encounter 6: Retaking the Lighthouse. Both encounters should use the same monster statistics and quantity of monsters as if the entire party was taking part in both encounters.

If the PCs take an extended rest before setting out from Langmuir, Bloodeye destroys the lighthouse and the war band attacks Langmuir. Proceed to Encounter 7: Black Blood Assault followed by Encounter 5: The Lighthouse Destroyed. This path is not explicitly detailed in the adventure, requiring the DM to make some minor adjustments for the sake of continuity.

ENCOUNTER 4: THE BLACK BLOOD CAMP

ENCOUNTER LEVEL 5/8 (1100/1950 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 wererats (level 4) (W)

2 wereboars (B)

8 halfling stouts (M)

This encounter includes the following creatures at the high tier:

4 wererats (level 4) (W)

3 wereboars (B)

10 halfling stouts (M)

Bloodeye's war band has taken a position atop a hill overlooking Langmuir. The hilltop is lightly forested, but the open plain between Langmuir and the hillside and the vigilance of the war band makes it difficult for the PCs to reach the war band undetected (DC 18 Stealth check to beat the wererats' passive Perception).

As the PCs approach the hilltop, the exact location of the war band becomes apparent. They are not hiding. Unless the PCs have succeeded in approaching the camp undetected, the war band is aware of the PCs but considers them to be harmless civilians fleeing Langmuir until combat begins.

As you approach the top of the hill you can see where the war band has taken up station. A small clearing has been made just inside the tree line, and roughly a dozen Black Bloods come in and out of view amongst the trees. A covered handcart sits at the edge of the clearing.

If the PCs approach the war band before attacking, the lycanthropes taunt them. The war band has no interest in talking with the "food," in terms of surrender or diplomacy. They use any time given to them by the PCs to move into flanking positions. If the PCs persist in trying to talk to the war band (using Bluff, Diplomacy, or Intimidate, for example), the war band loses patience and attacks. The halfling stouts are wererats who have not assumed hybrid form. Their features have a definite rat-like appearance.

FEATURES OF THE AREA

The Causeway: The grey tiles represent a partial road that is now overgrown. It has no in-game effect and counts as open ground.

The Cart: The cart is loaded with stolen alchemical supplies. If the cart is struck by an area or close attack, it explodes, making a close burst 3 attack (+10 / +13 vs. Fortitude). Anyone hit takes 2d6 + 3 damage, is pushed 3 squares, and is knocked prone. On a miss, the target takes no damage, is pushed 1 square, and is not knocked prone.

Trees: Any square that contains mostly foliage counts as difficult terrain (costing 2 squares of movement) and provides concealment (but not total concealment). The center square of big trees (where the trunk is located) counts as blocking terrain.

TACTICS

The war band uses the concealment provided by the trees. The brutes attempt to maneuver to get to the softer targets behind the frontline PCs. Halfling stouts use ranged attacks when possible and they do not shape shift into any other wererat forms. All of the lycanthropes fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: At low tier remove one wereboar. At high tier, remove 1 wererat and 3 halfling stouts

Six PCs: At low tier, add one wereboar. At high level, add either two wererats OR add one wereboar and 3 halfling stouts.

ENDING THE ENCOUNTER

Once the PCs have defeated the Black Blood war band, they can set out to confront Bloodeye at the lighthouse. Proceed to Encounter 5. Unfortunately, as the PCs head towards the lighthouse, there is a tremendous explosion. The structure is destroyed, but Bloodeye must still be stopped.

EXTENDED REST

If the PCs take an extended rest following this encounter, anyone who has contracted a disease must make an Endurance check to determine the progression of the disease.

EXPERIENCE POINTS

The PCs each receive 220/390 XP for defeating the war band.

TREASURE

One of the wearboars wears +2 *runic armor*. In the belt of a dead wererat the PCs find a sheathed dagger, either a +2 *vicious weapon* (low-level only) or a +2 *dragonlayer weapon* (high-level only). The monsters' possessions also add up to 25 / 40gp per PC.

ENCOUNTER 4: BLACK BLOOD CAMP STATISTICS (LOW AND HIGH TIER)

Halfling Stout	Level 2 Minion
Small natural humanoid	XP 31
Initiative +3 Senses Perception +5	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 12, Reflex 14, Will 14	
Speed 6	
m Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 4 damage.	
R Sling (standard; at-will) ♦ Weapon	
Range 10/20; +7 vs. AC; 4 damage.	
Nimble Reaction	
Halflings get a +2 racial bonus to AC against opportunity attacks.	
Second Chance (immediate reaction, when hit by an attack; encounter)	
The halfling stout forces the attacker to reroll the attack and take the new result.	
Alignment Evil Languages Common	
Skills Acrobatics +10, Thievery +10	
Str 11 (+1) Dex 15 (+3) Wis 9 (+0)	
Con 10 (+1) Int 10 (+1) Cha 14 (+3)	
Equipment leather armor, short sword, sling with 20 bullets	

Wererat (Level 4)	Level 4 Skirmisher
Medium natural humanoid (Shapechanger)	XP 175
Initiative +8 Senses Perception +8; low-light vision	
HP 46; Bloodied 23	
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 plus ongoing 3 (save ends), and the target 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). It loses its bite attack in human form.	
Combat Advantage	
The wererat does +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 stable DC16, improve DC21	
* Target is cured	
* Initial Effect: Target loses 1 healing surge	
* The target takes a -2 penalty to AC, Fortitude defense and Reflex defense.	
* The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.	

Wereboar	Level 6 Brute
Large natural humanoid (shapechanger)	XP 250
Initiative +3 Senses Perception +4; low-light vision	
HP 61; Bloodied 30; see also <i>bloodied resilience</i> and <i>death strike</i>	
Regeneration 5	
AC 17; Fortitude 21, Reflex 16, Will 17	
Immune moontusk fever Vulnerable silver (if the wereboar takes damage from a silver weapon, its regeneration does not function on its next turn)	
Speed 6 (8 in boar form)	
m Maul (standard, usable only while in humanoid form; at-will) ♦ Weapon	
+9 vs. AC; 2d6 + 6 damage.	
m Gore (standard, usable only while in boar form; at-will) ♦ Disease	
+9 vs. AC; 1d8 + 6 damage, ongoing 5 damage (save ends), and the target is exposed to moontusk fever.	
M Death Strike (when the wereboar drops to 0 hit points)	
The wereboar makes a gore or a maul attack.	
Bloodied Resilience (while bloodied)	
The wereboar gains a +2 bonus to all defenses and deals ongoing 10 damage with its gore attack instead of ongoing 5 damage.	
Change Shape (minor; at-will) ♦ Polymorph	
A wereboar can alter his physical form to appear as a dire boar (MM35) or a unique human.	
Alignment Evil Languages Common	
Skills Athletics +13, Endurance +11, Intimidate +8	
Str 20 (+8) Dex 10 (+3) Wis 12 (+4)	
Con 16 (+6) Int 10 (+3) Cha 11 (+3)	
Equipment hide armor, maul	

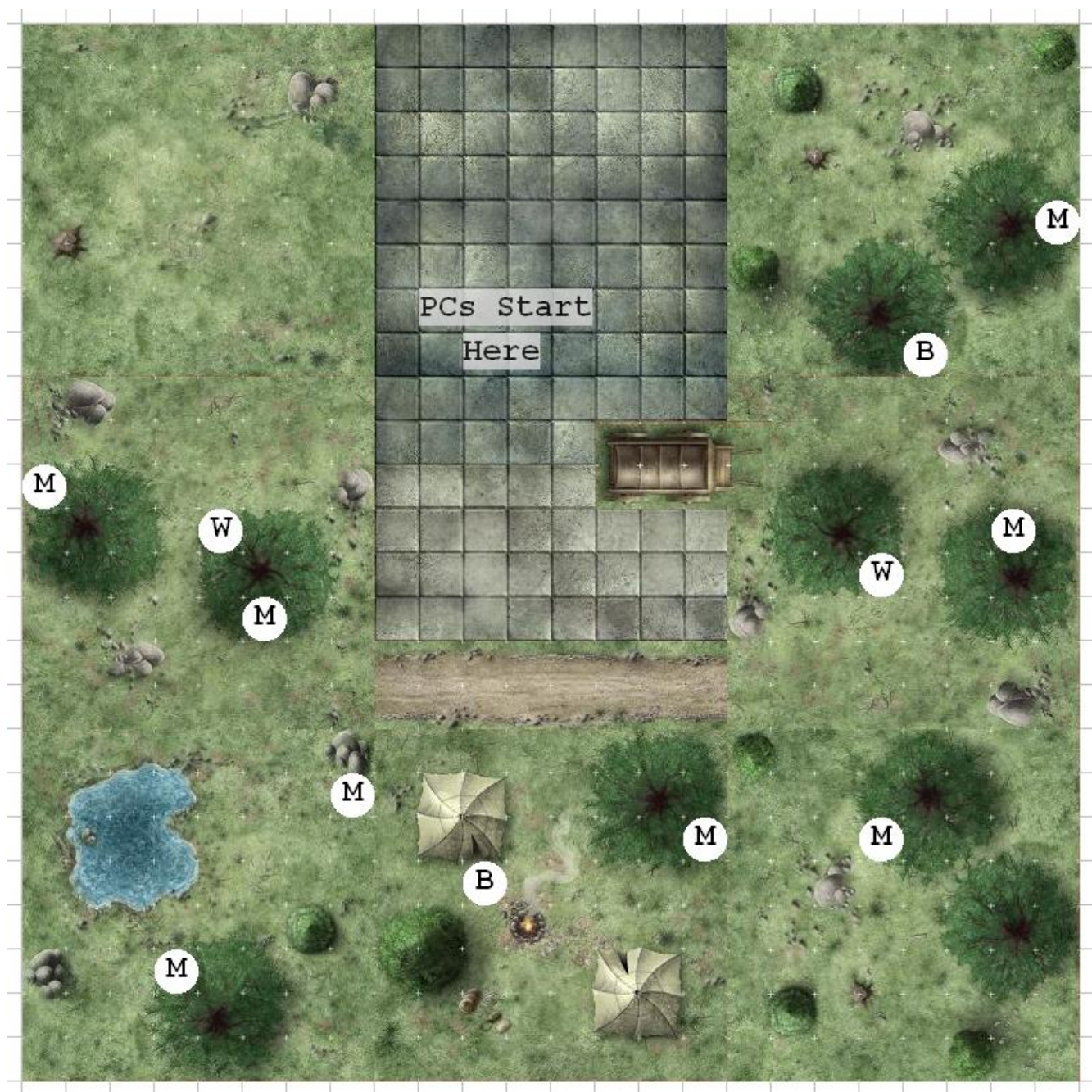
Moontusk Fever	Level 6 Disease
Endurance stable DC12, improve DC17	
* Target is cured	
* Initial Effect: Target takes -2 penalty to saving throws while bloodied	
* While bloodied, the target can roll only one saving throw at the end of its turn, even if it is affected by multiple effects.	
* When the subject rolls a saving throw while bloodied, it rolls two dice and takes the lower of the two results.	

ENCOUNTER 4: BLACK BLOOD CAMP MAP

TILE SETS NEEDED

Dungeon Tiles x1

Ruins of the Wild x2



ENCOUNTER 5: THE LIGHTHOUSE DESTROYED

ENCOUNTER LEVEL 7/9 (1800/2450 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Bloodeye, frenzied werewolf (Level 7) (B)
- 2 human guards (G)

This encounter includes the following creatures at the high tier:

- 1 Bloodeye, frenzied werewolf (Level 9) (B)
- 3 human guards (G)

Because the PCs took too much time getting to the lighthouse, Bloodeye destroyed it, leaving only a smoldering foundation. The lighthouse was located at the tip of a steep bluff 40 feet above the Trackless Sea. The lighthouse stood 30 feet tall, but all that remains now is scattered debris, most of which has fallen into the sea below.

The smell of burning wood hangs heavy in the air, mixing with the scent of salt water. Everything is calm until howls echo in the air, howls echoed by more than one throat!

Some of the militiamen who previously tried to retake the lighthouse from Bloodeye have contracted Moon Frenzy. Bloodeye kept these men alive and insured the disease progressed to the final stage. Now these lost men are filled with mindless rage and stalk the area as Bloodeye's watchdogs.

FEATURES OF THE AREA

Bluff: The edge of the bluff is located 40 feet above the water. Any creature that falls off the edge of the bluff takes 4d10 damage from the fall. Climbing up the bluff requires a successful DC 15 Athletics check.

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 Fog: The light fog and smoke obscures every square on the map, granting all combatants concealment. A creature has total concealment if more than 5 squares separate attacker and target.

Trapped Woodpiles: Squares with woodpiles in them count as blocking terrain. A DC 15 Athletics check allows a creature to climb atop a woodpile and occupy that square. The woodpiles are trapped so that tree trunks roll down the bluff (taking the shortest and most direct route to the edge of the map). They make an attack against any creature in their path, at +10 / +13 vs. Fortitude. On a hit, the target is pushed 1d4 squares towards the edge of the bluff.

Anyone jumping atop the woodpile triggers its collapse. The woodpile may also be triggered by an adjacent creature, at the cost of a move action. Each woodpile may only be activated one time.

TACTICS

Bloodeye tries to move to engage lesser-armored PCs, hoping to quickly take out opponents. The diseased human guards attack the nearest PC in their line of sight. If the guards cannot see any PCs, they do nothing but walk in a random direction at half speed. The diseased human guards are insane with Moon Frenzy and cannot be reasoned with.

SCALING THE ENCOUNTER

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

Four PCs: Remove two human guards.

Six PCs: At low tier, add two human guards. At high tier, add three human guards.

ENDING THE ENCOUNTER

In the debris, the PCs find a magical sandstone fragment covered in elven runes. The fragment is magical and was used as a magical battery to power the lighthouse. No one in town knows where it came from or what it is. It has been in the lighthouse for centuries.

On the path back to town the PCs are met by Keeron, Daffyd, and Ulrik, who ask the PCs to return with them to the council to give a report on what has transpired. Proceed to Encounter 8: The Passing Threat.

If the PCs capture the human guards, they can be healed and cared for back in Langmuir.

EXPERIENCE POINTS

The PCs each receive 360/490 experience points for defeating Bloodeye and his human guards.

TREASURE

Among the possessions of the slain lighthouse keepers the PCs find a ritual book with Cure Disease and a

wondrous musical instrument: *Mac-Fuirmidh Cittern*.
Bloodeye's possessions add up to 25 / 60 gp per PC.

ENCOUNTER 5: THE LIGHTHOUSE DESTROYED STATISTICS (LOW LEVEL)

Bloodeye, Frenzied Werewolf (Level 7) Level 7 Solo Brute	
Medium natural humanoid (shapechanger) XP 2,000	
Initiative +6 Senses Perception +5; low-light vision	
HP 328; Bloodied 164	
Regeneration 5 (if the frenzied werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 21; Fortitude 23, Reflex 21, Will 20	
Immune moon frenzy (see below)	
Saving Throws +5	
Speed 6, (8 in wolf form)	
Action Points 2	
m Claws (standard; at-will)	
2 targets; +11 vs. AC; 2d6 + 5 damage; see also <i>blood rage</i> .	
m Bite (minor; at-will) ♦ Disease	
+11 vs. AC; 1d6 + 5 damage plus ongoing 5 damage (save ends), and the target contracts moon frenzy (see below).	
M Savage Rebuke (immediate reaction, when hit by a melee attack; at-will)	
Bloodeye makes a bite attack.	
Blood Rage	
Bloodeye's melee attacks deal 4 extra damage against a bloodied target.	
Murderous Frenzy	
Bloodeye gains 1 action point if he reduces a foe to 0 hp.	
Change Shape (minor; at-will) ♦ Polymorph	
Bloodeye can alter its physical form to appear as a grey wolf or a unique human (see Change Shape). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form	
Alignment Evil Languages Common	
Skills Bluff +8, Insight +10, Intimidate +8, Nature +10	
Str 21 (+8)	Dex 16 (+6) Wis 14 (+5)
Con 18 (+7)	Int 10 (+3) Cha 11 (+3)
Equipment shredded pants	

Moon Frenzy Level 8 Disease	
Endurance stable DC 20, improve DC 24	
* 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 creature within 5 squares of him. If no creatures are within 5 squares, the target does nothing but move in a random direction.	
* 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.	

Human Guard Level 3 Soldier	
Medium natural humanoid XP 150	
Initiative +5 Senses Perception +6	
HP 47; Bloodied 23	
AC 18; Fortitude 16, Reflex 15, Will 14	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; at-will, recharge 5, 6) ♦ Weapon	
Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage	
Alignment Unaligned Languages Common	
Skills Streetwise + 7	
Str 16 (+4)	Dex 14 (+3) Wis 11 (+1)
Con 15 (+3)	Int 10 (+1) Cha 12 (+2)
Equipment chainmail, halberd, crossbow with 20 bolts	

ENCOUNTER 5: THE LIGHTHOUSE DESTROYED STATISTICS (HIGH LEVEL)

Bloodeye, Frenzied Werewolf (Level 9) Level 9 Solo Brute	
Medium natural humanoid (shapechanger) XP 1,500	
Initiative +7 Senses Perception +6; low-light vision	
HP 392; Bloodied 196	
Regeneration 5 (if the frenzied werewolf takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 23; Fortitude 25, Reflex 23, Will 22	
Immune moon frenzy (see below)	
Saving Throws +5	
Speed 6, (8 in wolf form)	
Action Points 2	
m Claws (standard; at-will)	
2 targets; +13 vs. AC; 2d6 + 5 damage; see also <i>blood rage</i> .	
m Bite (minor; at-will) ♦ Disease	
+13 vs. AC; 1d6 + 5 damage plus ongoing 5 damage (save ends), and the target contracts moon frenzy (see below).	
M Savage Rebuke (immediate reaction, when hit by a melee attack; at-will)	
Bloodeye makes a bite attack.	
Blood Rage	
Bloodeye's melee attacks deal 4 extra damage against a bloodied target.	
Murderous Frenzy	
Bloodeye gains 1 action point if he reduces a foe to 0 hp.	
Change Shape (minor; at-will) ♦ Polymorph	
Bloodeye can alter its physical form to appear as a grey wolf or a unique human (see Change Shape). It cannot use its bite attack in human form and cannot make weapon attacks in wolf form	
Alignment Evil Languages Common	
Skills Bluff +9, Insight +11, Intimidate +9, Nature +11	
Str 21 (+9) Dex 16 (+7) Wis 14 (+6)	
Con 18 (+8) Int 10 (+4) Cha 11 (+4)	
Equipment shredded pants	

Moon Frenzy Level 8 Disease	
Endurance stable DC 20, improve DC 24	
* 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 creature within 5 squares of him. If no creatures are within 5 squares, the target does nothing but move in a random direction.	
* 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.	

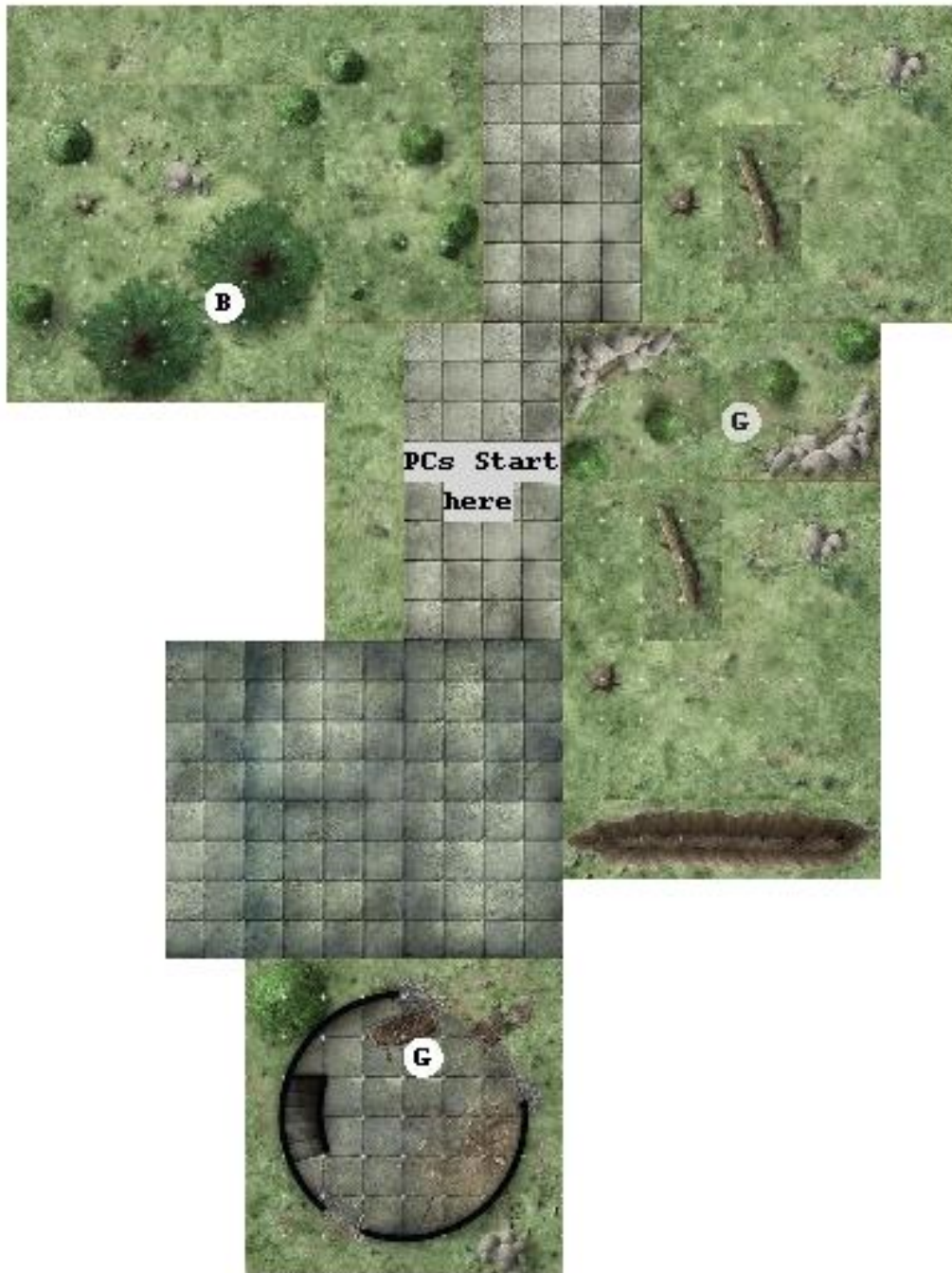
Human Guard Level 3 Soldier	
Medium natural humanoid XP 150	
Initiative +5 Senses Perception +6	
HP 47; Bloodied 23	
AC 18; Fortitude 16, Reflex 15, Will 14	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.	
M Powerful Strike (standard; at-will, recharge 5, 6) ♦ Weapon	
Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +9 vs. AC; 1d8 + 2 damage	
Alignment Unaligned Languages Common	
Skills Streetwise + 7	
Str 16 (+4) Dex 14 (+3) Wis 11 (+1)	
Con 15 (+3) Int 10 (+1) Cha 12 (+2)	
Equipment chainmail, halberd, crossbow with 20 bolts	

ENCOUNTER 5: THE LIGHTHOUSE DESTROYED MAP

TILE SETS NEEDED

Dungeon Tiles x1

Ruins of the Wild x2



Any “white” square is a cliff leading down to the sea below.

COMBAT ENCOUNTER 6: RETAKING THE LIGHTHOUSE

ENCOUNTER LEVEL 7/9 (1800/2450 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Bloodeye, frenzied werewolf (Level 7) (B)**
- 2 human guards (G)**

This encounter includes the following creatures at the high tier:

- 1 Bloodeye, frenzied werewolf (Level 9) (B)**
- 3 human guards (G)**

Combat statistics and the battle map for this encounter appear in Encounter 5: The Lighthouse Destroyed. The lighthouse is located at the tip of a steep bluff 40 feet above the Trackless Sea. The lighthouse itself stands 30 feet tall. A large brick-lined fire pit is located on top and would normally hold the bonfire used to light the lighthouse. A simple crane on the outer edge of the lighthouse is used to haul wood to the top level.

The salty smell of sea water hangs heavy in the fog that permeates everything. The calm is broken when howls echo in the air, howls echoed by more than one throat!

Some of the militiamen who previously tried to retake the lighthouse from Bloodeye have contracted Moon Frenzy. Bloodeye kept these men alive and insured the disease progressed to the final stage. Now these lost men are filled with mindless rage and stalk the area as Bloodeye's watchdogs.

There are two large woodpiles near the lighthouse, each 8 feet tall. Inside the lighthouse, the ransacked possessions of the lighthouse keepers have been strewn about.

FEATURES OF THE AREA

Bluff: The edge of the bluff is located 40 feet above the water. Any creature that falls off the edge of the bluff takes 4d10 damage from the fall. Climbing up the bluff requires a successful DC 15 Athletics check.

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 Fog: The fog obscures every square on the map, granting all combatants concealment. A creature has total concealment if more than 5 squares separate attacker and target.

Trapped Woodpiles: Squares with woodpiles in them count as blocking terrain. A DC 15 Athletics check allows a creature to climb atop a woodpile and occupy that square. The woodpiles are trapped so that tree trunks roll down the bluff (taking the shortest and most direct route to the edge of the map). They make an attack against any creature in their path, at +10 / +13 vs. Fortitude. On a hit, the target is pushed 1d4 squares towards the edge of the bluff.

Anyone jumping atop the woodpile triggers its collapse. The woodpile may also be triggered by an adjacent creature, at the cost of a move action. Each woodpile may only be activated one time.

TACTICS

Bloodeye engages lesser-armored PCs, hoping to quickly take out opponents quickly. The diseased human guards attack the nearest PC in their line of sight. If the guards cannot see any PCs, they do nothing but walk in a random direction. The diseased human guards are insane with Moon Frenzy and cannot be reasoned with.

SCALING THE ENCOUNTER

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

Four PCs: Remove two human guards.

Six PCs: At low tier, add two human guards. At high tier, add three human guards.

ENDING THE ENCOUNTER

Once the PCs defeat Bloodeye and his human guards, proceed to Encounter 7: Black Blood Assault. If the PCs capture the human guards, they can be healed and cared for back in Langmuir.

EXTENDED REST

If the PCs take an extended rest following this encounter, anyone who contracted a disease in this encounter must make Endurance checks to see the progression of the disease(s).

EXPERIENCE POINTS

The PCs each receive 360/490 experience points for defeating Bloodeye and the human guards.

TREASURE

Among the possessions of the slain lighthouse keepers the PCs find a ritual book with Cure Disease and a wondrous musical instrument: *Mac-Fuirmidh Cittern*. Bloodeye's possessions add up to 25 / 60 gp per PC.

COMBAT ENCOUNTER 7: BLACK BLOOD ASSAULT

ENCOUNTER LEVEL 5/8 (1100/1950 XP)

SETUP

This encounter includes the following creatures at the low tier:

2 wererats (level 4) (W)

2 wereboars (B)

8 halfling stouts (M)

This encounter includes the following creatures at the high tier:

4 wererats (level 4) (W)

3 wereboars (B)

10 halfling stouts (M)

At high tier, the number of monsters changes, but the creatures have the same statistics. All combat statistics appear in Encounter 4: Black Blood Camp, along with the battle map.

The Black Bloods used a handcart of explosives to demolish a section of the protective wall surrounding Langmuir. Through the smoke and confusion, the Black Bloods launch an assault. They kill anyone they find.

The PCs approach the area of the explosion to stop the war band, which has already killed several villagers and set fire to the buildings near the breach. As the adventurers enter the area, read:

A loud boom echoes through the streets. Panic sets in as the horn of alarm sounds. "They've entered the town! Flee for your lives!" cry the locals. The smell of burning wood and smoke reach your nostrils. The Black Bloods have launched their assault!

The halfling stouts are wererats who have not assumed hybrid form. Their features have a definite rat-like appearance.

FEATURES OF THE AREA

Civilians: Non-combatant civilians (treat them as human rabble from the *Monster Manual* p. 162) are desperately trying to put out the fires. Five civilians are around each fire. If not interfered with, at the end of each round each of the five fires must make a saving throw (with no bonus). If a fire fails, the civilians put out one square of the fire and the fire takes a -1 on its next save. This is cumulative. For each civilian killed in the

battle, the nearby fire gains a +1 to its save. If there are no civilians near a fire, the fire spreads 1 square each turn. (The fire spreads only on building squares.)

Debris: The destroyed section of the wall has strewn debris across the area. The debris counts as difficult terrain costing two points of movement. Hiding behind debris grants cover against ranged attacks.

Fires: Any square marked with an "F" begins the encounter on fire. Fires have the following effects.

- Anyone moving into a flame-filled square suffers 2d6 + 3 fire damage.
- Any square within 2 of a fire grants concealment due to the smoke. There is no effect for melee attacks.
- If any building square is targeted by a blast or burst attack with the Fire keyword, all the squares hit catch on fire (anyone caught in such a square may make an immediate saving throw to be pushed out of the area).
- PCs can use mundane methods to put out a fire as described under Civilians above. If the PCs use magical methods adjudicate as needed with the guideline that any power with the Cold or Force keyword automatically puts out the fire in every square affected by the power.

TACTICS

The brutes maneuver to get to the softer targets behind the frontline fighters, leaving the defenders for the minions. The wererats attempt to hunt down and kill the civilians putting out the fires. Halfling stouts use ranged attacks when possible and they do not shape shift into any other wererat forms. All of the lycanthropes fight to the death.

SCALING THE ENCOUNTER

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

Four PCs: At low tier remove one wereboar. At high tier, remove 1 wererat and 3 halfling stouts

Six PCs: At low tier, add one wereboar. At high level, add either two wererats OR add one wereboar and 3 halfling stouts.

ENDING THE ENCOUNTER

After defeating the war band, the PCs can tend to wounded and dying peasants and help extinguish the buildings that have started to burn down. Finally, the militia organizes and realizes there was only a single main assault. Bloodeye's band launched diversion

attacks against other points of the town, to keep the militia busy.

Townfolk rush to the area to supplement the damage control efforts. Soon Keeron, Daffyd, and Ulrik arrive once the situation seems to be under control and ask the PCs to return with them to present a report to the council. All three men have minor injuries and were involved in battle elsewhere in town.

Proceed to Encounter 8: The Passing Threat.

EXPERIENCE POINTS

The PCs each receive 220/390 experience points for defeating the war band.

TREASURE

One of the dead wereboars is found to be wearing +2 *runic armor*. In the belt of a dead wererat the PCs find a sheathed dagger, either a +2 *vicious weapon* (low-level only) or a +2 *dragonlayer weapon* (high-level only). Their possessions also add up to 25 / 40gp.

ENCOUNTER 7: BLACK BLOOD ASSAULT MAP

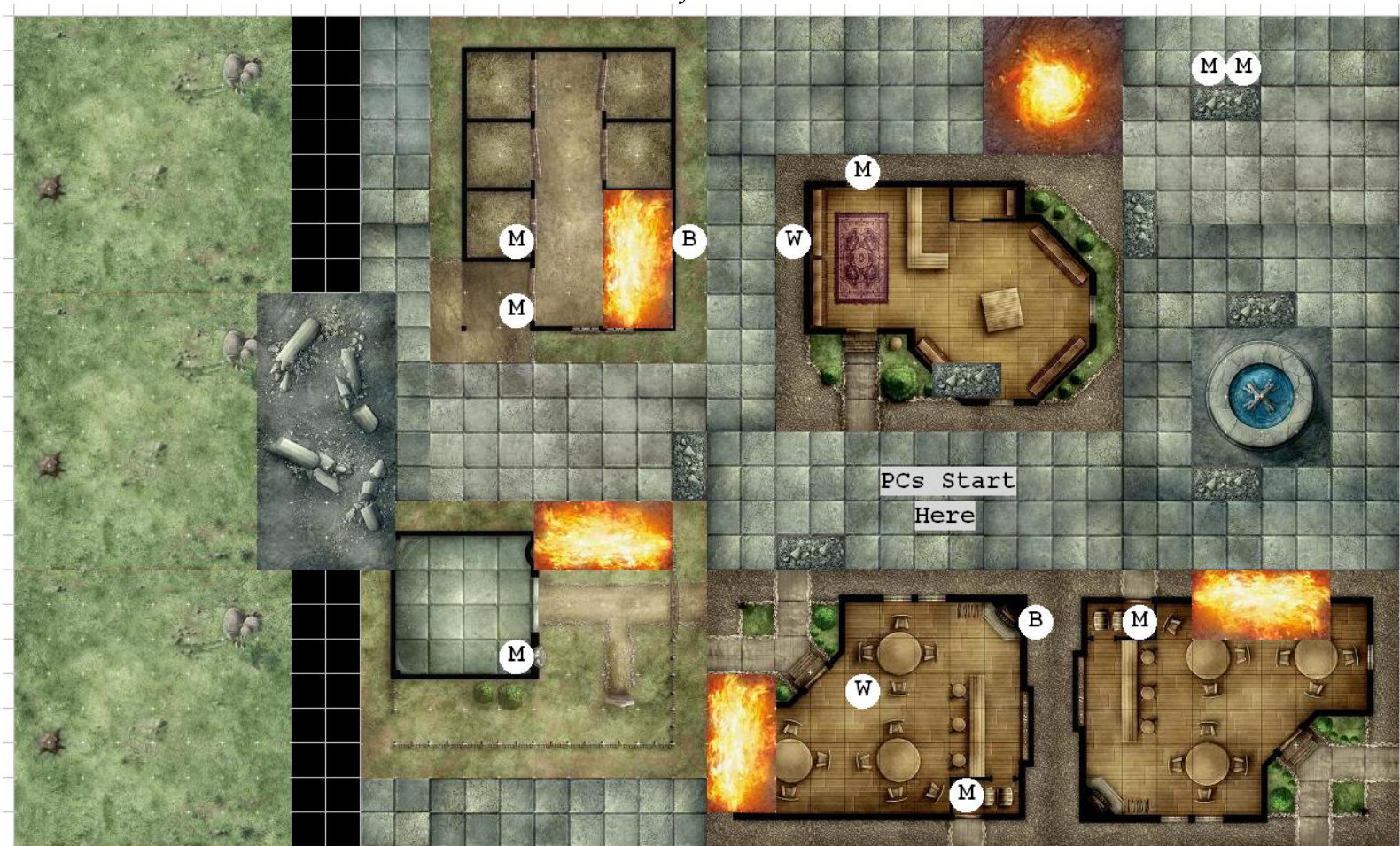
TILE SETS NEEDED

Arcane Corridors x4 (for the fires)

Dungeon Tiles x2

Hidden Crypts x2

Ruins of the Wild x2



Represented above is but a section of the town. To the north (top), east (right) and south (bottom) the city goes on effectively forever. To the west (left), the land is flat, open grass land effectively forever.

ENCOUNTER 8: THE PASSING THREAT

SETUP

After fighting Bloodeye and his war band, the PCs return to the village council and report on what has transpired. If the Black Bloods attacked the village, they severely damaged the inn and several of the members of the council who were once there are now gone.

The speakers listen to the PCs' description of their battles with Bloodeye and his war band. The alchemical explosives are of particular interest to the council. The acquisition and intended use of the explosives by Bloodeye and his war band makes the members of the council suspicious. The explosives are very expensive and obviously quite dangerous in the wrong hands, and shipments of explosives from Langmuir to the local mines are thus infrequent and kept in strict secrecy.

After the PCs finish telling the story of what they found, the council thanks them. Regardless of what order the PCs fought Bloodeye and his war band, the council agrees the PCs saved their town and though many suffered, the worst was avoided. It was an unfortunate situation, but there would have surely been more death and destruction if not for the PCs' intervention.

Soon the discussion moves on to the topic of rebuilding and improving defenses for both the village and lighthouse.

CONCLUSION

The adventure can either end at the end of this encounter, or if time permits, it can proceed to the optional Encounter 9. Encounter 9 is an extra encounter provided as a means to expand the story and explain how the Black Bloods acquired their alchemical explosives.

As the meeting comes to an end, you are approached by a few council members who offer to buy you food, drink, and lodging at the nearby inn. As you enter the inn, Keeron Mac Innis calls out to the patrons.

"Friends, recent events have brought much tragedy to our village, but these heroes have led us back from the brink of total disaster. We owe them a great debt, and I'm sure we are all grateful."

With grim nods, the villagers of Langmuir agree. A dour toast is made in your honor before everyone returns to pondering what has befallen them. Who will

save the next time the Black Bloods attack? Will there be adventurers on hand?

STORY AWARDS

Any PC who agreed to help and did not force the council to pay receives **MOON16 Respect of Ulrik Ragnarsson**.

Any PC who insisted on payment instead receives **MOON17 Mercenary at heart**.

If the PCs took the tablet fragment from the destroyed lighthouse they receive **MOON18 Memorial Tablet - Fragment #2**

TREASURE

Ulrik pays the PCs the agreed upon 50 gp each (regardless of tier). He also offers them a +2 *magic implement* (orb, rod, staff, wand, tome, or totem) or *boots of striding* (high-level only).

If the adventure ends here, Keeron offers the PCs a ritual scroll of Sending.

ENCOUNTER 9: A CONSPIRACY? (OPTIONAL)

SKILL CHALLENGE LEVEL 4 / 6, COMPLEXITY 3 (NO XP)

SETUP

This is an optional encounter in case the PCs want to investigate the question of how the lycanthropes were able to get their paws on such a large quantity of alchemical explosives.

As you leave the council, Keeron takes you aside. “The fact that Bloodeye was able to capture such a significant amount of explosives hints at the possibility that someone inside Langmuir has been feeding Bloodeye information. Can you look into this? The possibility of having a traitor in our midst is worrisome, to say the least. You have shown yourselves to be resourceful and I am confident you can get to the bottom of this.”

If the PCs agree, proceed with the challenge.

EXTENDED REST

If the PCs take an extended rest before starting this encounter, anyone who has contracted a disease during the adventure must make Endurance checks to determine the progression of the disease.

SKILL CHALLENGE: A CONSPIRACY?

Goal: The PCs investigate the possibility that someone from Langmuir was in league with Bloodeye.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Insight, Intimidate, and Streetwise.

Victory: The PCs find convincing evidence that a logistics clerk named Jinkerton has been sending Bloodeye information about supply caravans to the mines.

Defeat: The PCs are unable to find any evidence of a conspiracy. It is possible they think that Jinkerton was abducted.

If a PC wants to use a skill that's not listed here and you think it's applicable, they need to make a DC 17/18 check with that skill to garner a success.

The following clues can lead the PCs to success. How they obtain each clue depends on what skill they use. More than one person should give the PCs the

information they seek. In short, no one NPC has all the answers, they have to ask a number of people and go from clue to clue.

- Other than the PCs, *The Lightning's* crew and Daffyd's crew, no one new has arrived in town within the last month.
- A clerk named Jinkerton has been missing ever since the lighthouse was first captured by Bloodeye. He used to work in the shipping office of a major merchant consortium in town.
- Jinkerton came from Alaron and he has worked at his current job for the last six months.
- Other shipping clerks have also disappeared. People assume they just left, boarding ships headed for anywhere but here.
- The head of the shipping consortium, Maldwyn, is afraid of losing his job and he has been trying to cut costs.
- Maldwyn strongly disliked Jinkerton, but Jinkerton did his job very well. Jinkerton was the one who had been organizing the caravans to the mines and the only other person who knew about the shipment of explosives.
- Jinkerton rented an apartment by the docks.
- Inside Jinkerton's apartment, the PCs find a symbol of Malar (Religion DC 10 to recognize the Lord of Beasts and the deity worshipped by the Black Bloods) and notes on how to mix the explosives (the same kind used at the lighthouse and on the walls; similar to the alchemical formula for *blastpatch*). They also find his ritual scroll of Sending. The apartment appears to have been hastily abandoned.

Bluff, Diplomacy, Insight, Intimidate, or Streetwise DC 17/18 (1 success each; no maximum)

Any of the listed skills can be used to find the clues above. Let the PCs describe what they are doing and then roll the appropriate skill.

Use of rituals or powers (1 success each)

The use of appropriate rituals or powers can get the PCs some information. If it would further the PCs' goal, they should be awarded one success.

ENDING THE ENCOUNTER

If the PCs fail at the skill challenge, they find no conclusive evidence of a conspiracy (since only the final success really reveals the conspiracy).

Jinkerton left Langmuir before the PCs begin their investigation and so the PCs will not directly encounter him regardless of their success or failure with this skill challenge.

On a success, Keeron and the council are shocked by the discovery of a traitor in their midst. The council thanks the PCs for their efforts.

Proceed to the Conclusion in Encounter 8.

TREASURE

The PCs find a ritual scroll of Sending in Jinkerton's room.

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 2
70 / 100 XP

Encounter 4 or Encounter 7
220 / 390 XP

Encounter 5 or Encounter 6
360 / 490 XP

Total Possible Experience
650 / 980 XP

Gold per PC
100/150 gp
(Encounter 4 or 7: 25/40 gp;
Encounter 5 or 6: 25/60gp; Encounter 8: 50/50 gp)

TREASURE

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

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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

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

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: +2 *vicious weapon* (low-level version only), (level 7, PH page 204)
Found in Encounter #4 or #6

Bundle B: +2 *magic orb, rod, staff, wand, tome, or totem* (choose one) (level 6, PH and PH2)
Found in Encounter 8

Bundle C: *Mac-Fuirmidh cittern* (level 5; PH2 page 211)
Found in Encounter 5 or 6

Bundle D: +2 *runic armor* (level 8; AV2 page 12)
Found in Encounter 4 or 7

Bundle E: +2 *dragonslayer weapon* (high-level version only), (level 9; PH page 233)
Found in Encounter 4 or 7

Bundle F: *boots of striding* (high-level version only), (level 9; PH page 246)
Found in Encounter 8

Bundle G: ritual book with Cure Disease (PH page 303)
Found in Encounter 5 or 6

Bundle H: ritual scroll with Sending (PH page 312)
Found in Encounter 8 or 9

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 rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125/250 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. In this adventure, the PCs may individually earn MOON16 or MOON17, but not both. Different PCs may earn different awards depending on their actions. All PCs may earn MOON18 if they meet the conditions specified in the adventure.

MOON16 Respect of Ulrik Ragnarsson

You have guided the shipwrecked crew of *The Lightning* to safety and in doing so you have earned the respect of Captain Ulrik Ragnarsson. You then increased his prestige by helping the town of Langmuir. Ulrik's name may open many doors for you in the Moonshae Isles.

Wherever applicable, this favor also counts as a favor with Clan Mac Lyrr.

MOON17 Mercenary at Heart

You do nothing unless coin is offered to you. This has forever lost you the friendship of Ulrik Ragnarsson. You cannot gain any further favor with Ulrik who now considers you one of his enemies.

MOON18 Memorial Tablet - Fragment #2

You found a fragment of a sandstone tablet chiseled with ancient runes. The runes, which look like ancient, twisted elven script, are impossible to decipher - some kind of magic thwarts any attempt to read the inscriptions. Perhaps, if you find more fragments of this tablet, the tale behind it will one day be made known.

ADVENTURE QUESTIONS

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

1. How did the PCs handle Bloodeye and his war band?

- a. The PCs attacked Bloodeye first.
- b. The PCs attacked the war band first.
- c. The PCs split up and attacked Bloodeye and the war band simultaneously.
- d. The PCs took an extended rest in Langmuir.

2. Did the PCs investigate the conspiracy in Encounter 9?

- a. Yes, and they found evidence of a conspiracy.
- b. Yes, but they found no evidence.
- c. No, the adventure ended with Encounter 8.

NEW RULES

Mac-Fuirmidh Cittern

Level 5

The music of this magic lute lingers in the wind, providing vigor long after its tones have ceased.

Level 5 1,000 gp

Wondrous Item

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

Power (Daily ♦ Healing) Standard Action. Use this power during a short rest. At the end of the short rest, choose yourself or an ally who remained within 20 squares of you during the rest. Until the end of that character's next short rest or extended rest, he or she regains an additional 2 hit points when spending a healing surge.

Song of Rest: The additional hit points equal 4.

Reference: *Adventurer's Vault* 2, page 12.

Runic Armor +2

Level 8

The arcane sigils engraved on this armor glow in the presence of magical emanations.

Level 8 +2 3,400 gp

Armor: Any

Enhancement: AC

Property: You gain an item bonus to Arcana checks equal to the armor's enhancement bonus.

Property: When you use your second wind, you also gain a bonus to damage rolls with arcane attack powers equal to the armor's enhancement bonus until the end of your next turn.

Reference: *Adventurer's Vault* 2, page 12.

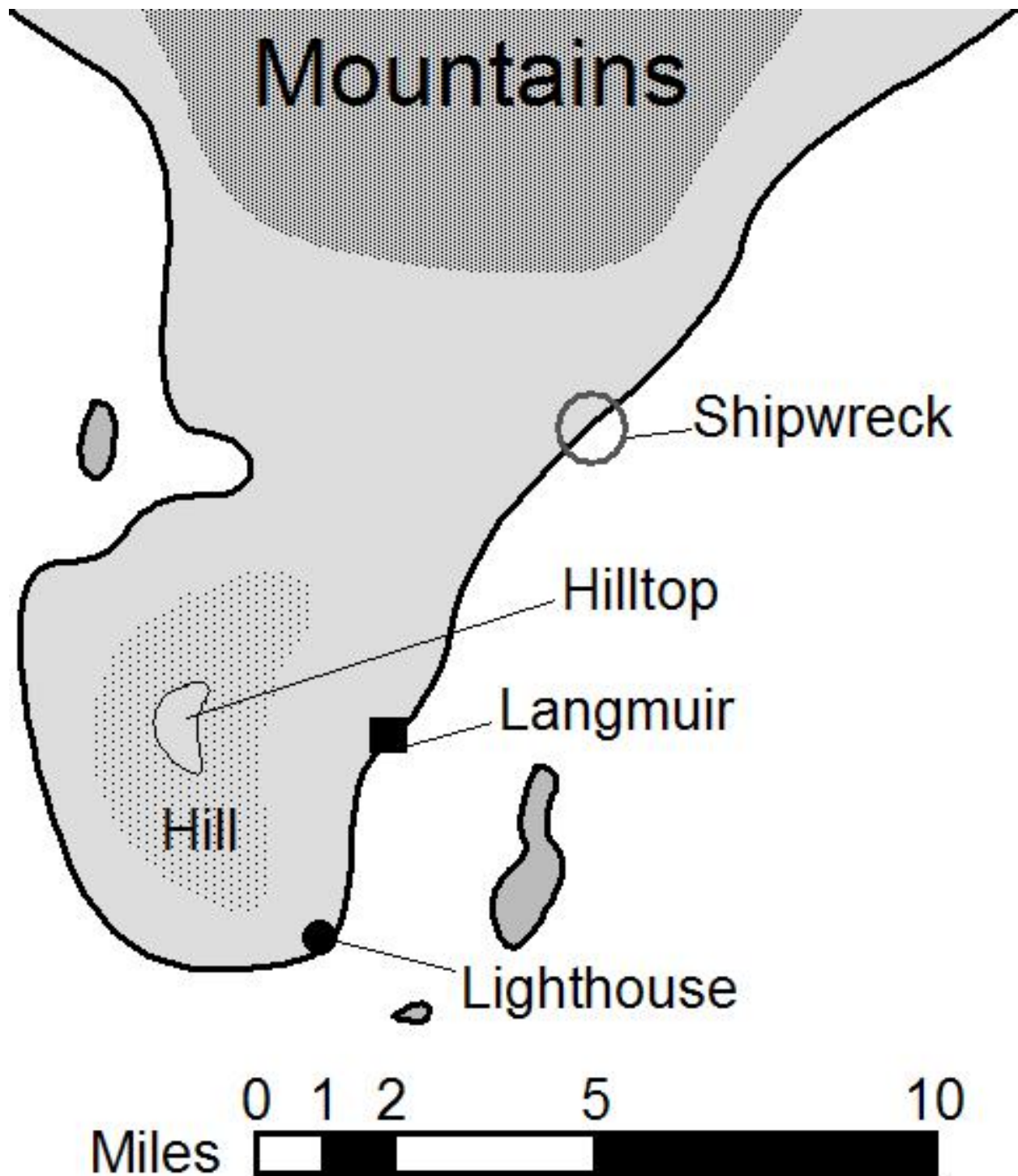
APPENDIX

HANDOUT 1: MAP OF SOUTHERN MORAY



Note: The mountain range is named Orcskull, not Orcskill.

HANDOUT 2: MAP OF THE ADVENTURE AREA.



HANDOUT 3: THE MYSTERIOUS FRAGMENT

