

THIS GATHERING STORM

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Thievery, deceit and treachery are the lifeblood of commerce in the Dragon Coast. Piracy is all but officially sanctioned. So what happens when the unspoken rules are broken? *A Living Forgotten Realms* adventure set in the Dragon Coast for character levels 1-4. This adventure is the first part of the *Treacherous Waters* trilogy, which continues with adventures DRAG2-3 (levels 4-7) and DRAG2-4 (levels 7-10).

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.

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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 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 1 - 4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

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

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

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

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

ADVENTURE BACKGROUND

Piracy is a way of life in the Dragon Coast. It is seen as a necessary evil and indeed a key foundation of the region's economy. Anyone who engages in maritime trade expects to suffer at the hands of pirates every now

and again. There are of course certain unspoken rules; a certain honor amongst thieves, if you will. Now, someone is breaking those rules. Ships are being destroyed rather than commandeered; crews are slaughtered wholesale, and cargoes thrown to the depths. No one knows who is behind these attacks, and this uncertainty is raising tensions between the region's various factions. In particular, the Nine Golden Swords and the Fire Knives have been at loggerheads, with rumors of looming outright war between them.

The Nine Golden Swords are a Shou crime syndicate, although they promote their organization as a "*fraternity dedicated to protecting the interests of the people and free trade.*"

The Fire Knives are a notorious thieves' guild who enjoy powerful connections and have an unhealthy influence in Westgate.

The truth is that whilst each of these two important groups is not above sponsoring or engaging in piracy, neither is responsible for the current attacks. However, due to their ongoing enmity, each has reason to believe the other is involved. The situation is tense, and open conflict is very much a possibility. At this stage, neither faction wants a syndicate war, but neither is prepared to concede ground to the other.

To further complicate matters the Eye of Justice, a fanatical, brutal, semi-religious group of vigilantes, has taken an interest in these affairs and are quite keen to dispense their own twisted version of law enforcement.

DM'S INTRODUCTION

This adventure is the first part of a trilogy dealing with piracy in the Dragon Coast. The characters have entered Westgate at a sensitive time, and soon become embroiled in the politics of the city.

Some of the characters may have previously aligned themselves with various influential groups or individuals within Westgate. The main players in this adventure are the city watch, the Nine Golden Swords, and the Fire Knives. Additionally, the sinister Eye of Justice, a well organized group of corrupted vigilantes who say they worship the god Torm and who brutally root out everything they perceive as "evil", but whose leaders are often swayed by coin to determine what is evil and not. For more details on the Eye of Justice see *Dungeon 171*.

Initially, the adventurers are drawn by their contacts into a council of the syndicates, arranged to try and find some way to defuse the situation. The characters sit on the wings, giving them an opportunity to pick up clues that might otherwise be missed. From their observations, they learn that a suspect who may be involved in the attacks is a notorious pirate called Iaris

the Sly. Due to their involvement, and the fact that they are not seen as fully engaged with any faction, the characters are tasked with investigating Iaris.

There is the added problem that the small but dangerous vigilante group - the Eye of Justice - have decided to involve themselves, and are unconvinced of the characters' merits. The adventurers might persuade the Eye of Justice to give them time to do their work, or they might have rivals meddling in their affairs from the start.

The characters can then engage in their investigation, following information from various sources to learn of the pirate moorage on the Lake of the Long Arm. On their journey there, they have to deal with threats, be they denizens of the woods or impatient Eye of Justice thugs.

With that knowledge, they can spy upon, threaten or otherwise deal with Iaris and his cronies at their base. Eventually they can learn that the pirate is a lucky opportunist, and is not involved in the attacks. Before they can return with that information, they have to deal with the aforementioned Eye of Justice thugs, or overly paranoid members of the pirate crew.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

It is late afternoon as you make your way along the docks of Westgate. A thunderous storm that pummeled the city earlier in the day has blown away, leaving the streets glistening from the rain. Denizens of Westgate, most driven indoors by the fury of the storm, make their way onto the streets to gossip about the weather, inspect the damage, and return to their business.

You have been called to the city to meet with a local acquaintance, apparently on a matter of some delicacy. Your contact was reticent to provide too much detail, beyond claiming that "a storm is brewing".

Characters with story award **DRAG01 Sister's Gratitude** or **DRAG15 The Sister's Thanks** are asked by the sisters at the Temple of Selûne to assist Arwin Billsworth, a retired Westgate judge. Those with **DRAG03 Docks District Enforcer** award have been called to a meeting in Westgate with Chief Sergeant Featherby. Those with story award **DRAG02 Enmity of the Fire Knives**, **DRAG04 Enmity/Enemy of the Fire Knives** or **DRAG07 Trust of the Neng and Fan Clans** have been requested by the Nine Golden Swords. Finally, those with story award **DRAG16 Connection with Fire** are asked to meet with a Fire Knives representative. Characters with no affiliation have been

sought by Arwin Billsworth. Alternately, the DM may loosely describe the main groups and let players decide which one, if any, their characters may be drawn to.

It is possible for different characters to have different connections. The DM may decide to have them arrive in the city individually, or in small groups, and to join together in the first encounter.

A commotion on the docks draws your attention. Perhaps two dozen roughs, most of them in their late teens and early twenties, are engaged in an energetic melee. Around half of the participants seem to be Shou, but it is hard to tell exactly due to the chaotic sprawl of the fight. It appears, though, that the fight is tailing off. Calmer heads are starting to prevail, and the brawlers are being separated and dispersed. The appearance of a troop from the Watch, clubs drawn and faces grim, is enough to convince the mob to quickly dispel.

They PCs can easily learn the following:

- The fight was between dockworkers affiliated with the Fire Knives and the Nine Golden Swords.
- The brawl started because each side accused the other of being behind a recent series of pirate attacks.
- Piracy is common in the region, and to be expected, but these attacks were unusual. There have been no survivors because the ships and their cargoes have been destroyed.
- This is galling to the locals, who can understand theft for gain, but wanton destruction is madness.
- These attacks have been taking place in the last few months, and seem to be targeting the waters along the Dragon Coast, rather than the sea by neighboring regions.

Time is short, so they should not linger gathering gossip. Instead they should proceed to their rendezvous location(s).

- PCs meeting with Chief Sergeant Featherby do so at his watch house in the docks district.
- PCs meeting the Nine Golden Swords meet with Master Fan-Ji at Ji's Teahouse.
- PCs meeting the Fire Knives rendezvous with Julian Bleth at the Bloody Fisherman tavern in the docks district.
- PCs with no previous allegiance meet Arwin Billsworth at the Gentle Moon Inn, in the Moonside district.

ENCOUNTER 1: THE SYNDICATES MEET

SETUP

Important NPCs:

Arwin Billsworth, human male.

An old and balding man who is impeccably dressed in conservative fashion. A longtime friend of Jaundamincar Bleth, he is an honorary judge of Westgate.

Master Fan-Ji, human male.

A slight Shou man in his middle years, with a calm watchful demeanor. He is the head of the Nine Golden Swords in Westgate.

Julian Bleth, human male.

A young man, blonde hair cut in the latest fashion, with expensive stylish clothes and a confident demeanour. He is a scion of a wealthy and important family, and is also a member of the Fire Knives.

Orson Featherby, human male.

A large man, beaten around the edges a bit, most often garbed in armor. He is the Chief Sergeant of the Watch.

Dondo Gint, human male.

A small shy nervous man who is happier with his nose in a ledger than in a large meeting.

The PCs initially attend one or more introductory meetings, depending upon their affiliation, as noted previously. Each group is preparing for an early evening meeting at the Moonside Courthouse, where the various groups are trying to establish some sort of peaceful agreement that may avert open conflict.

Note that when you are running this adventure in a time sensitive environment, it is best to just give a short summary of the introductory meetings. Similarly, when the players keep their distance, and don't interact with the NPCs, summarizing the encounter is a good idea.

ASSOCIATED WITH THE CITY WATCH

The docks watch house is a miniature fortress overlooking the harbor, build seemingly to withstand a decent siege. The guards on duty appear alert and suspicious, as though expecting an attack at any moment, hardly a comforting welcome.

A softly spoken woman leads you to the main office, where the burly Chief Sergeant, Orson Featherby is reading a letter. Strangely, it seems to be perfumed, and

he hastily puts it aside with a hint of a blush as you are ushered into his presence.

Wasting little time on chit chat, the sergeant gets right down to business. Someone has been engaging in wanton destruction of ships, not the usual accepted (said with a curl of the lip) piracy in these parts. Various 'business groups' in the city are blaming each other and things are becoming very tense indeed. A meeting has been arranged and the Chief Sergeant has been tasked with keeping a lid on any potential violence. Whilst he has some trusted guards from the Watch who will be along, he values the intangible benefits of having 'wildcards' in attendance, and wants the adventurers to help keep the meeting civil, and to facilitate some sort of resolution.

ASSOCIATED WITH THE FIRE KNIVES

The Bloody Fisherman is famous in the city for hosting adventurers, be they planning a new venture or enjoying the spoils of a successful quest. The main room is lively and boisterous, with an assortment of unusual folk boasting of their exploits and renewing old friendships or rivalries.

Your contact, Julian Bleth, is a slim young man, fashionably dressed and arrogantly handsome. Nonetheless he catches your eye as you enter and beckons you with a welcoming smile. His coterie of looming thugs is less friendly, glowering at you with contrived menace.

As Fire Knives members go, Julian is a reasonable fellow. There is little benefit in all out faction war, and this spate of ship sinkings is quite unacceptable. Well aware of the brutal reputation of his syndicate, he is nonetheless certain that they are not responsible for the attacks. They would commandeer any ships that fell afoul of them. Likewise, he is not convinced that rivals such as the Nine Golden Swords would be so wasteful either.

Thus Julian wants to try and calm tempers and get to the bottom of the matter. He requests that the PCs assist him in quelling trouble from the Fire Knives delegation and aid however they can in arranging a workable solution from the meeting that is about to take place.

ASSOCIATED WITH THE NINE GOLDEN SWORDS

Ji's teahouse, nestled in the busy Shou compound, is much more than the name may indicate. After move through a dining room, a gambling parlor, a tea-lounge and areas clearly reserved for people trusted only by the

Shou. Finally you come to an ornate office guarded by a huge cyclopean Shou mute, whose greeting is a garbled groan and a twinkling of his single eye.

Seated behind a huge desk of ivory-inlaid ebony is a slightly built Shou man who stands and acknowledges you in the formal fashion of his folk. Master Fan-Ji's enterprise is proof that the tea trade is a very lucrative business indeed!

After politely enquiring after the health of the PCs and their families (if any), and some inoffensive small talk, Fan-Ji directs the conversation to the matter at hand - these most bothersome ship sinkings. He explains about the meeting that is being convened and requests the assistance of the PCs. Fan-Ji politely bestows overt flattery on the PCs, claiming that due to their skills and activities, they have keen insight into the minds of the organization's rivals. He would value and appreciate any advice and assistance they might provide during the course of the negotiations. All he asks is that they maintain composure and dignity, as befits representatives of the Nine Golden Swords and the Shou community.

UNASSOCIATED

The Gentle Moon Inn is one of the more refined and safer establishments in Westgate, found by a quiet square in the Moonside district. When you enter the common room, there are few patrons - a middle aged man and woman seemingly courting, a trio of merchants haggling amiably, and an ancient wolfhound snoozing by the fireplace.

The man you are here to meet, Arwin Billsworth is an elderly gentleman, fussily dressed and balding, sitting ramrod straight in a corner. He imperiously gestures you to join him once he recognizes you.

Master Billsworth has been asked to chair the meeting that is to be held at the Moonside Courthouse. Whilst security is in the hands of the Chief Sergeant, the honorary judge feels he has a duty to contribute to the safety and good behavior of the attendees. No doubt his experience and air of gravitas establish a baseline of etiquette, there will be villains and scoundrels there with a distinct lack of common sense and respect. Thus he wishes the PCs to assume a mantle of authority and dignity, and aid him in running a sensible dialogue and keeping a lid on any potential trouble.

THE MEETING

Once the adventurers have met with their various contacts, they can convene at the Moonside Courthouse, as the disparate groups come together.

The Moonside Courthouse is a hubbub of noise and the atmosphere is electric, with a mixture of excitement, curiosity and barely restrained hostility. A number of court benches have been arrayed in a rough circle, with the elderly judge Billsworth sitting at the center rear, looking like an old crow in his sober garb.

Various faction representatives sit at the benches, attended upon by motley collections of lackeys, cronies, bootlickers and enforcers, who stand in huddled clumps behind them.

On the left, hard-looking ruffians from the Fire Knives glare across to the right side of the room, where cool mannered Shou 'merchants' try to appear disinterested and unruffled. Various other crime barons and business barons display differing demeanors as alliances and rivalries are put on show.

The meeting has not even commenced before the first trouble starts, as a pair of rival merchants engage in a slanging match of insults and dire threats. This is a chance for the PCs to get involved if they like and stamp some authority. If they seem hesitant, their various contacts give them the nod and urge them to intervene. A DC 10 Bluff, Diplomacy or Intimidate check is enough to stop the argument and put the troublemakers in their place.

At that point, Billsworth takes charge, summarizing the position that the city finds itself in:

- Over the past four to five moons, there have been approximately two dozen attacks on ships from the region.
- In all cases the ships have been sunk with loss of all hands.
- Cargoes have been destroyed along with the ships, resulting in thousands of gold lost to the region's economy.
- At this point, no one knows who is responsible for the attacks.
- It appears that vessels obviously affiliated with neighboring countries and regions have not been attacked.
- There are no known sizeable fleets currently in regional waters.

From there the discussion begins in earnest, with varying groups claiming innocence and throwing blame in equal measure. Keeping things even bordering on

civil is a difficult task, requiring PCs who wish to become involved to succeed with a DC 13 Bluff, Diplomacy or Intimidate check. Any PCs who make a DC 17 Insight check are certain that despite all the bluster, no one in the room is involved with the attacks.

A few key points are raised during the meeting:

- The main groups in the region are being damaged in mostly equal measure. Anyone attacking their own vessels as some sort of decoy is doing themselves a lot of mischief.
- The main bogeymen in these parts, the Cormyreans, would make plain their involvement were they responsible. They too would be unlikely to scuttle valuable ships.
- There have been no threats made by anyone, nor demands for ransom or anything of the like.

AN IMPORTANT CLUE

Any PC who has Passive Perception of 10 or higher notices a small inoffensive man, obviously a clerk in the employ of a merchant baron, trying to say something to his master, but being ignored. Likewise, PCs with 10 or higher Passive Insight are aware that this mousy fellow has something to say but is too retiring to do it. It requires a DC 10 Diplomacy check to engage the man and give him the floor, should any PCs be intent on doing so. Optionally, any adventurer can approach the clerk and ask him what he has to say, without disrupting the meeting.

The clerk is called Dondo Gint, and he has Sembian contacts. He recently learned through those contacts that cargo from the *Lady Gloria*, one of the sunken ships, was sold in Urmlaspyr, a city in Sembia. This is contrary to the belief that all cargo is destroyed. Gint has learned that the cargo was sold by a pirate captain called Iaris the Sly.

Note that this information comes out even if the PCs don't engage, but it is a chance to establish their credentials as intelligent investigators and bring them to the attention of the convened representatives. If the PCs don't engage the man his master eventually listens to him and divulges the information to the council.

THE DECISION

The revelation of the information about Iaris comes as something of a shock to the gathered representatives. They round on poor Gint, pressing him for how he came by the information, why he didn't tell anyone, and so forth. Unless the PCs intervene with a DC 10 Diplomacy check, Gint is quite overwhelmed and becomes a stammering mess. It is readily obvious that he is used to being mostly ignored and has tried to pass on the clue, but to no avail.

The representatives immediately agree that someone needs to locate Iaris the Sly and discover more about his involvement. What they can't agree on is how to do it, since no one group entirely trusts another. That is until they realize the answer is in their midst - the PCs. It is quickly agreed that the adventurers have proven themselves to be useful, efficient and, most importantly, expendable.

FINAL COMPLICATION

PCs succeeding on a DC 20 Insight check may determine that a small group of attendees seem unenthused by their deputation. A DC 13 Perception check allows keen-eyed PCs to notice that these grim folk each wear the symbol of Torm. Finally, a DC 15 History or Streetwise check then identifies them as members of the Eye of Justice, a sinister vigilante group with some influence in the city and a reputation for harsh 'justice'. These people seem to briefly regard the PCs with a judging manner

ENDING THE ENCOUNTER

As the meeting comes to a close, the PCs have been chosen to lead the investigation into Iaris the Sly, and what his involvement may be in the attacks. Specifically, they are to attempt the following:

- Locate the pirate Iaris the Sly.
- Investigate his degree of involvement in the ship sinkings.
- Determine what, if any, accomplices he may have if he is responsible.

If the PCs request it - and only if they specifically ask - then a letter of credentials is drafted, identifying the PCs as acting as messengers for the city.

At this point the adventurers may band together and introduce themselves, should they be unacquainted, and proceed to Encounter 2 to engage in their investigation.

EXPERIENCE POINTS

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

ENCOUNTER 2: FINDING IARIS

SKILL CHALLENGE LEVEL 1/3, COMPLEXITY 3 (300/450 XP)

SETUP

Important NPCs:

Jed Daggerpoke, male halfling.

This salty little fellow was once a sailor before retiring to run a tavern. He is gruff and closed-mouthed, and wary of strangers.

Mannix, impressionable young male human flunky of the harbormaster.

Raika, female half-elf.

She is an attractive athletic dancer who is starting to lose the bloom of her youth. Raika is more than a little vain and has a weakness for flattery.

Yamir, female human.

Lund, male human.

This pair are agents of the Eye of Justice. Yamir is slender and quiet in a sinister fashion. Lund is a loud bruiser, scornful of adventurers.

The adventurers have been tasked with locating the pirate Iaris the Sly, and determining his degree of involvement in the sinking of Dragon Coast vessels. They have scant information about the pirate from their initial contacts from the meeting, but it may be enough to get them started.

- Iaris the Sly is a tiefling, and his crew consists of a motley band of various races.
- He has a handful of ships under his mastery, though his 'flagship' is called the *Wild Maiden*.
- Until now, he has been considered an efficient, if mercurial, pirate captain, with no alliances to any greater group.
- He has not been known to be in command of resources that would be considered required to affect the sinkings. Something must have changed.
- Like most pirates, when in Westgate on a shore visit, he usually carouses in the Docks district.

It would appear that you have made an impression on the gathered dignitaries; either that or they consider you somewhat dispensable. Nonetheless, you have been tasked with locating the pirate Iaris the Sly. At this

point, sadly, you have only a limited amount of information to aid your search.

At this commencement of their investigation the PCs have three clear lines of investigation:

- Ask around about Iaris in the Docks district.
- Check with Sembian merchants.
- Find another pirate to question further.

The challenge may be broken up in two possible ways, allowing the DM to determine the flow of events:

- The duo from the Eye of Justice appear at some point prior to leaving for the Lake of the Long Arm, particularly if it appears the PCs are about to fail the challenge.
- The PCs might experience Encounter 3A/B in the middle of the challenge, prior to finally locating the pirate hideaway. The focus may then return to the completion of the investigation.

SKILL CHALLENGE: FINDING IARIS

Goal: The PCs must seek out Iaris the Sly and find his hideout.

Complexity: 3 (8 successes before 4 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Nature, Perception, Streetwise

Other Skills: History, Insight, Stealth

Victory: The PCs are efficient enough in their investigations to allay the impatience of the Eye of Justice vigilantes.

Defeat: The PCs find Iaris but run afoul of the Eye of Justice thugs before they can interact with Iaris. Whilst the skill challenge is failed, the characters still continue with their investigation and learn of the pirates' hideout. It likely costs them gold though in the form of bribes, and it costs a lot more time.

The scenes below note the maximum number of success that can be earned in each scene. A few scenes provide the exact same information, albeit through different paths and skills. In that case, if successes are scored in both scenes only count one of the successes. For simplicity sake, most suggestions regarding skill use during social interaction are Bluff, Diplomacy and Intimidate. Remember that you as a DM can always add NPCs particular susceptible to other kinds of interaction. If a PC has an excellent Endurance skill, add a boisterous drunk who challenges the PC to a drinking match. If another PC has a good Thievery, make a sailor a gambler with a strong distaste for the smooth talkers,

but who is more than willing to divulge his knowledge as part of a game.

SCENE A: THE DOCKS (1 SUCCESS)

You ask various denizens of the Docks district what they know of Iaris. Some of these include Godric the labourer, Vixie the street urchin, and Hogyn the cripple.

Streetwise DC 10/11 (1 successes, 1 maximum)

Iaris is a liar, a thief, a scoundrel and something of a coward. But he's also very charismatic and likeable, and hardly a hardened killer. The pirate captain has a lot of friends in town, but he seems to spend a lot of time at The Coral Paradise, a floating tavern - he gets on well with many of its female staff.

Note that regardless of success or failure, the PCs are eventually directed to the Coral Paradise. It just takes more time, and perhaps a bribe of a few gold pieces.

SCENE B: THE DOCKMASTER (1 SUCCESS)

Some PCs might go to the harbormaster to gain access to the docking papers and check it against Iarus the Sly mooring in the docks. The harbormaster is not available, but Mannix, his flunky is. This easily impressionable youth is quick to give access to harbormaster's records (especially when presented with official papers and/or a few coins), but knows little about the record system.

History DC 10/11 (0 successes; 1 maximum)

The character recognizes the used system, making it considerably easier to find what the characters are looking for. The PCs gain a +5 bonus on the Perception check.

Perception DC 15/16 (1 success, 1 maximum)

Iaris has not been in the city for over a month. Checking his cargo lists, he often dealt with Sembian merchants. Failure means the PCs cannot find useful documents among the records, forcing the PCs to use other venues to acquire the information.

SCENE C: SEMBIAN MERCHANTS (2 SUCCESSSES)

The clerk, Dondo Gint, mentioned that Iaris had been dealing with Sembians, and there are some merchants from that realm in Westgate.

If the characters show the cargo lists from the harbormaster (see Scene B), they automatically gain the information described under the first success with Bluff, Diplomacy or Intimidate (but without earning a success).

Bluff, Diplomacy or Intimidate DC 10/11 (2 successes, 2 maximum)

1st Success: Yes, Iaris did sell goods, probably from a raided ship. He used the name of Jed Daggerpoke as a reference to open doors.

2nd Success: Daggerpoke used to have influence in Urmlaspyr, but now owns the Dimmed Beacon tavern a few miles east of Westgate.

History DC 15/16 (0 success, 0 maximum)

The Dimmed Beacon tavern is a drinking hole in what was once a local lighthouse. It is a popular haunt of pirates and other opportunists, and a very cliquy sort of place.

SCENE D: SEEKING PIRATES (1 OR 2 SUCCESSSES)

The best way to get information about a pirate is to ask another pirate, if you can find one.

Bluff, Diplomacy or Intimidate DC 10/11 (1 successes, 1 maximum)

A few likely looking sailors admit to crewing on a ship whose operations are 'flexible'. They suggest their ship's mates like to carouse in The Coral Paradise, a floating tavern in the harbor.

Note that regardless of success or failure, the PCs are eventually directed to the Coral Paradise. It just takes more time, and perhaps a bribe of a few gold pieces.

Bluff, Diplomacy or Intimidate DC 15/16 (1 success, 1 maximum)

A second check gets the more close tongues pirates to mention that the more elusive pirates in the area occasionally meet and swap news at the Dimmed Beacon.

SCENE E: THE CORAL PARADISE (1 SUCCESS)

The Coral Paradise is a ship moored in the harbor, set up as a rather gaudy tavern catering to slightly more expensive tastes.

Bluff, Diplomacy or Intimidate DC 10/11 or a bribe of 5 gold pieces (0 successes)

Iaris the Sly enjoys the company of many of the ladies of this fine establishment, but his particular favorite is Raika, a half-elf dancer.

Bluff or Diplomacy DC 10/11 or Intimidation DC 15/16 or a bribe of 10 gp (1 successes, 1 maximum)

Raika has been given a password by Iaris that identifies a person to Jed Daggerpoke at the Dimmed Beacon as an ally. Raika has heard a rumor that Iaris has a new

favorite and is scorned enough to share the password – “Silken Tresses”.

SCENE F: THE DIMMED BEACON (2 SUCCESSES)

The Dimmed Beacon is an inn nestled in the bowels of an abandoned lighthouse. It is roughly decorated and somewhat claustrophobic. The inn crowd views strangers with suspicion. (For this reason, the DCs are slightly higher than normal.) The proprietor, Jed Daggerpoke, is a salty old halfling mariner.

Using the password “Silken Tresses” adds +2 to Bluff and Diplomacy checks.

Streetwise DC 12/13 (1 success, 1 maximum)

The PC is able to determine which denizens of the tavern are most likely to talk, if plied with drinks. This knowledge means the PCs do not only have to talk to Jed. It also provides the same result as the first successful Bluff, Diplomacy or Intimidate check.

Bluff, Diplomacy or Intimidate DC 12/13 (2 successes, 2 maximum)

1st Success: Iarus is a somewhat regular visitor to this tavern, and he’s often generous when he’s had recent success. He was last seen about a month ago. He may be no angel, but Iarus is not a vicious killer, though the same can’t be said for members of his crew. That said, none of them have mentioned mass sinkings. He usually can be found in the Lake of the Long Arm.

If the PCs fail this check, one of the pirates approaches them in secret once they leave (whether voluntarily or forced because they angered the wrong pirate) the tavern. For a mere 5 gp he tells them about the moorage in the Lake of the Long Arm – requiring 1 more success in Scene H or I.

2nd Success: Iarus has a secret moorage somewhere on the eastern shore of the Lake of the Long Arm. Jed knows more or less in what area and tells the PCs. This information is only provided if the PCs make a good impression on the man, else they need to search a much larger area before they find Iarus.

SCENE G: APPEARANCE OF THE EYE (1 SUCCESS)

This scene happens shortly after having visited the Dimmed Beacon or the Coral Paradis. A duo from the Eye of Justice, Yamir and Lund, have decided to confront them and check in on their investigation.

The Eye of Justice consists mostly of former criminals with a strong hatred for their former companions and a blunt and brutal attitude towards criminals. They are too obsessed to realize their group is hardly different from other criminals, or that their leaders make a healthy profit over their backs. Yamir

and Lund are typical low-ranking members of this group. They are blunt, thinking little better of the PCs as thugs for the Fire Knives and the Nine Golden Swords.

The characters need to somehow convince the pair that the investigation is proceeding, though the impatience of the duo (and thus their organization) is readily apparent. Skillful PCs can learn that the Eyes are planning to assault Iarus (useful information later on), and more importantly, generate a certain respect with the Eyes, lessening the chance of a violent encounter later on.

Perception DC 10/11 (0 success, 1 maximum)

The PC determines that they are being followed by a rough looking pair, a man and a woman, each wearing a holy symbol of Torm, the god of justice. Regardless of success, the two eventually confront the PCs.

Streetwise DC 10/11 (0 success, 1 maximum)

The two are not members of the main syndicates or guilds in the city.

Insight DC 10/11 (0 success, 1 maximum)

The street folk are obviously frightened of the pair, who are obviously interested in the characters, rather than anything that may be coincidentally nearby.

Bluff, Diplomacy or Intimidate DC 15/16 (1 success, 1 maximum)

The PCs can confront the pair and learn that they are agents of the Eye of Justice, who have an interest in seeing that the investigation into Iarus is performed competently. The PCs also earn the respect of the two, especially if the PCs mention that they have no intention whatsoever to make a deal with a pirate. In this case, the Eye is going to delay its assault to give the PCs a chance to act.

Bluff, Diplomacy or Intimidate DC 20/21 (0 successes; 1 maximum)

The two let slip that the Eye of Justice is planning an assault on Iarus and that they are going to send scouts in an attempt to find his hiding place. The information is useful in Encounter 4.

Religion DC 15/16 (0 successes; 1 maximum)

Knowing the religious philosophies of the Eye of Justice makes dealing with the duo significantly easier. The PCs gain a +5 bonus on the Bluff, Diplomacy or Intimidate check.

SCENE H: THE LAKE OF THE LONG ARM (1 SUCCESS)

The Lake of the Long Arm lies south of Westgate, with its northern-eastern tip approximately 50 miles due south of the city. It is connected to the Sea of Fallen Stars by a narrow waterway. The eastern shore of the lake borders the wooded stretches of the Gulthmere Forest.

History DC 15/16 (1 success, 1 maximum)

The eastern shore of the Lake of the Long Arm is mostly uninhabited, at least by being that might build towns or villages. There are trails, but no major roads. This check narrows the potential locations down. Alternatively, the PCs can visit a sage or local and get the information for 5 gold pieces.

Insight or Streetwise DC 10/11 (0 success, 1 maximum)

Pirates are by nature suspicious and watchful of their lairs. Water being their natural environment, they are most vigilant of approach by that means.

Nature DC 10/11 (1 success, 1 maximum)

There are a number of wood enshrouded inlets along the Gulthmere shore, many looking very similar. They would make perfect locations for a secret hideaway. Lake mists are common at this time of the year, and play havoc with navigation if one is unfamiliar with the region. A successful check grants a +5 bonus to the History check.

SCENE I: FURTHER INTO THE WOODS (2 SUCCESSSES)

The pirate camp is in an inlet located approximately a quarter of the way down the eastern shore (if moving north-east to south-west). The best way to approach unnoticed is through the woods of the Gulthmere Forest. As noted, there are a number of woodland trails that run close to the shore.

Not unexpectedly, the pirates keep a very close watch on the waters near their camp. To help secure the landward approaches, they have made deals with some fey denizens of the woods to keep an eye out for them.

Athletics DC 10/11 (group check; 1 success; 1 maximum)

Only use this skill when the PCs have not yet reached the maximum successes needed by the end of this scene (e.g. failed the Nature check in this scene). Gulthmere Forest is dense, and difficult to traverse quickly with few open paths. Failure means that the PCs were seriously delayed during the trip due to environmental problems.

Nature DC 10/11 (1 success, 1 maximum)

The PCs find some forest trails that appear to be used by humanoids, rather than by woodland animals. They determine which trails lead to the lakeshore, and not deeper into the forest.

Perception DC 15/16 (1 successes, 1 maximum)

There are very faint smoke trails rising into the sky from the end of one of the lake inlets. Through the woods, the PC can spy the masts of a few ships.

ENDING THE ENCOUNTER

Once the PCs are in the Gulthmere Forest, the DM can choose to break out of the skill challenge to engage in the subsequent combat encounters before the PCs find the pirate camp. In this case the DM needs to judge the likelihood of their success or failure.

Otherwise, it may be assumed that the PCs locate the camp from a distance, but due to the nature of the terrain (hilly and wooded) there is still a considerable walk to get there.

Should the PCs ignore the advice about avoiding a water approach, the DM might use the pirates from Encounter 5 as attacking scouts, and then use the Eye of Justice in Encounter 5.

Success: The characters are efficient in their hunt for Iaris the Sly and his pirates. The Eye of Justice vigilantes have not yet become impatient. The Eyes have not yet met the spriggans, leaving those for the PCs to deal with. The PCs now proceed to Encounter 3A.

Failure: The characters have not been efficient enough for the Eye of Justice. A group (scouts) from that organization waylays the PCs in order to dissuade them from continuing. The PCs now proceed to Encounter 3B. Note that these scouts have dealt with the spriggans, and are a warning of the imminent attack by the group on Iarus. If the PCs defeat these scouts though, the group is delayed until after the PCs have left the region.

EXPERIENCE POINTS

The characters receive 60/90 experience points each for successfully locating the camp without failing in the skill challenge.

ENCOUNTER 3A: REDCAPS

ENCOUNTER LEVEL 3/5 (750/1000 XP)

SETUP

Use this encounter when the PCs are getting close to the pirate camp and succeeded in the skill challenge in Encounter 2.

This encounter includes the following creatures at the low tier:

- 4 tainted bats (level 3) (B)**
- 2 spriggen powries (level 3) (P)**
- 1 spriggen witherer (level 3) (W)**
- 1 daggerthorn briar (level 3) (H)**

This encounter includes the following creatures at the high tier:

- 4 tainted bats (level 5) (B)**
- 2 spriggen powries (level 5) (P)**
- 1 spriggen witherer (level 5) (W)**
- 1 daggerthorn briar (level 5) (H)**

Following directions gleaned about the whereabouts of Iaris the Sly the adventurers make their way along a lakeside road running through the northwestern edges of the Gulthmere Forest.

As the adventurers enter the area, read or paraphrase (depending on time of day):

It's early in the morning, and not long after breaking your fast you continue on the forest trail that leads to where you were told you might find the pirate camp. The rustling of leaves and creaking of tree limbs sounds a natural symphony when accompanied by birdsong. Mingling with the forest noises is the unexpected jingling of metal items hitting one another. A quick glance ahead reveals the source of this noise - a tree has been decorated with a collection of items, dangling from cords and swaying together in the light breeze.

The tree in question is home to a small band of spriggans, who claim this area as their territory. They waylay passersby, stealing their goods and often killing them. The less desirable items are hung from their tree as a kind of trophy.

Should any PC pay closer attention to the tree read the following text. Additionally, any PC who succeeds at a DC 15 Nature check can identify the briar patch as daggerthorn briar.

The tree is old and gnarled, with a tangle of branches and a thick trunk. Around its base is a ring of briar, thorny and thick.

Unless the characters have been diligent in moving stealthily, the spriggans are aware of their approach in advance. This gives them time to prepare something of an ambush.

Have the PCs make DC 22/23 Perception checks to notice the powries, and DC 19/20 Perception checks to notice the witherer. If they do, read the following:

This area is not unoccupied. Lurking in the branches of the tree is a small twisted figure, wearing a red cap and glaring at you malevolently.

Further down the way, a pair of similar looking creatures skulk behind some bushes on the other side of the road.

Finally, the spriggans have some pets to keep them company, and to harry their opponents. Roosting in some other nearby trees are a handful of large bats. These can be located with a DC 13/14 Perception check. Whilst hanging in the trees, the bats have superior cover.

A slight fluttering catches your attention and you notice that there are two pairs of bats hanging in the foliage of other nearby trees. They seem more than a little restless...

The spriggans have been paid off by the pirates to guard the landward approach to their base, so they initially attempt to honor that agreement. However, they are evil and fickle creatures and may be bribed to look the other way, or possibly intimidated. The characters need to be quick on their toes, and engage in some form of diplomacy before the spriggans seize the initiative and attack.

FEATURES OF THE AREA

This area has a few important features.

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

The southwestern tree may be climbed, as handholds have been cut into it. This requires a DC 5 Athletics check. The other tree can be climbed with a DC 15 Athletics check.

Moving amongst the branches in the canopy of the trees counts as difficult terrain.

Tree Bridge: The three squares between the two large trees at the bottom of the map denote a suspension bridge used by the spriggans. The bridge is 10 feet above the ground. It counts as challenging terrain, requiring a DC 10/11 Acrobatics check to cross. Failing this check by 5 or more results in a fall that deals 1d10 damage.

Mound: Squares that form the mound count as blocking terrain. A DC 15 Athletics check (or DC 5 Athletics check with a running start) allows a character to jump on top of the mound and occupy that square.

Boulders and Stumps: Squares with large boulders and stumps 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 on top of the boulders or stumps and occupy that square.

Pond: The pond is surprisingly deep. Characters may swim across at half-speed with a DC 10 Athletics check. Moving into or out of the pond costs 1 extra square of movement.

TACTICS

The bats work in pairs, making good use of their *flyby attack* ability to stay at range from the characters. Each pair of bats tends to attack the same target, but beyond that they are not smart enough to be particularly tricky. They take orders from any spriggan that directs them at a target.

The powries hover near the briar and try to lure characters into its range. They make good use of their *hamstring* and *punt the fallen* combination to knock characters prone and kick them into or adjacent to the briar.

The witherer tries to remain up in the tree branches, using the suspension bridge to move between the trees as necessary. She tries to counter PCs using ranged attacks, and uses her *flattening wind* to good effect should any characters bunch up. If necessary, she spends a standard action to direct bats at particularly troublesome foes.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the spriggan powries.

Six PCs: Add another spriggan powrie.

ENDING THE ENCOUNTER

If the spriggans are defeated by the PCs and survive, they are entirely cowed and willingly answer questions. They provide quite detailed directions to the location of Iaris the Sly's base, should they think it might save their

skins. Proceed with Encounter 4 once the PCs proceed to Iaris' camp.

EXPERIENCE POINTS

The characters receive 150/200 experience points each for defeating the spriggans and their pets.

TREASURE

The spriggans' lair is a burrow underneath the base of the southwestern tree. Within, the PCs can find 50/70 gp per PC and an *opal carp* (high-level version only).

Most of the items dangling in the tree are pitted and damaged, and are worthless. However, keen PCs find a *medic's weapon* +1 and a *necklace of keys* +1 (low-level version only).

ENCOUNTER 3A: REDCAPS STATISTICS (LOW LEVEL)

Daggerthorn Briar (level 3)	Level 3 Obstacle
Hazard	XP 150
Hazard: A single briar patch of daggerthorn fills 10 contiguous squares, turning them into difficult terrain.	
Perception	
✦ No check is necessary to notice the briars.	
Additional Skill: Nature	
✦ DC 15: The character identifies the patch as daggerthorn briar.	
Trigger	
The briars attack when a creature enters or begins its turn in or adjacent to a square of daggerthorn briar.	
Attack	
Opportunity Action	Melee
Target: Creature in or adjacent to briar.	
Attack: +8 vs. AC	
Hit: 2d6 + 3 damage and immobilized until escape. The attack deals 3d6 + 3 damage if the target is bloodied.	
Countermeasures	
✦ Immobilized characters can use Acrobatics or Athletics (DC 18) to free themselves.	
✦ A character can attack as square of daggerthorn briar (AC 14, other defenses 11; hp 38; vulnerable 10 fire). Once a square is destroyed, it cannot attack and is no longer difficult terrain.	

Spriggan Powrie (level 3)	Level 3 Skirmisher
Small fey humanoid	XP 150
Initiative +7	Senses Perception +7; low-light vision
HP 47; Bloodied 23	
AC 17 (19 against opportunity attacks); Fortitude 15, Reflex 16, Will 14	
Speed 6	
m Sickle (standard; at-will) ✦ Weapon	
+8 vs. AC; 1d6 + 1 damage, and ongoing 5 damage (save ends).	
M Hamstring (standard; recharges when first bloodied) ✦ Weapon	
+8 vs. AC; 1d6 + 1 damage, and the target is knocked prone, is slowed until the end of the spriggan powrie's next turn, and takes ongoing 5 damage (save ends).	
M Punt the Fallen (minor 1/round; at-will)	
Targets a prone creature; +8 vs. Fortitude; 1d6 + 1 damage, and the spriggan powrie pushes the target 3 squares.	
Blood Slide	
A spriggan powrie does not provoke opportunity attacks for moving out of a space adjacent to a bloodied creature or a creature that is taking ongoing damage.	
Combat Advantage	
When a spriggan powrie hits a creature that is taking ongoing damage and is granting combat advantage to the powrie, the powrie's attack increases the ongoing damage by 5.	
Redcap Zeal (when the spriggan powrie bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)	
The powrie gains 1d8 + 2 temporary hit points.	
Alignment Evil	Languages Elven
Skills: Athletics +9, Stealth +12, Thievery +10	
Str 16 (+4)	Dex 18 (+5)
Con 15 (+3)	Int 10 (+1)
	Wis 12 (+2)
	Cha 15 (+3)
Equipment leather armor, sickle x2, iron-shod boots	

Spriggan Witherer (level 3)	Level 3 Artillery (Leader)
Small fey humanoid	XP 150
Initiative +5	Senses Perception +7; low-light vision
HP 40; Bloodied 20	
AC 16; Fortitude 14, Reflex 13, Will 15	
Speed 6	
m Withering Touch (standard; at-will) ✦ Necrotic	
+6 vs. Reflex; 1d8 + 1 necrotic damage.	
R Sun Scorch (standard; at-will) ✦ Fire, Radiant	
Ranged 10; +8 vs. Reflex; 2d6 + 2 fire and radiant damage.	
A Flattening Wind (standard; recharges when first bloodied)	
Area burst 3 within 10 or close blast 3; +7 vs. Fortitude; 2d6 + 1 damage, and the target is pushed 2 squares and knocked prone.	
A Blood for the Earth (standard; usable only while bloodied; at-will)	
Area burst 2 within 10; targets enemies; +7 vs. Fortitude; 1d6 + 1 damage, and ongoing 5 damage (save ends). <i>Effect:</i> Each ally within the burst gains 5 temporary hit points.	
Redcap Zeal (when the spriggan witherer bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)	
The witherer gains 1d6 + 3 temporary hit points.	
Alignment Evil	Languages Elven
Skills: Arcana +5, Athletics +8, Stealth +9	
Str 12 (+2)	Dex 15 (+3)
Con 16 (+4)	Int 10 (+1)
	Wis 12 (+2)
	Cha 15 (+3)
Equipment iron-shod boots, leather armor	

Tainted Bat (level 3)	Level 3 Minion Skirmisher
Small aberrant beast	XP 38
Initiative +5	Senses Perception +2; blindsight 3
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 14, Reflex 16, Will 15	
Speed 1, Fly 6	
m Bite (standard; at-will)	
+8 vs. AC; 5 damage.	
Flyby Attack (standard; at-will)	
The tainted bat flies 6 squares and makes one melee basic attack at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned	Languages —
Str 8 (+0)	Dex 15 (+3)
Con 10 (+1)	Int 2 (–3)
	Wis 12 (+2)
	Cha 6 (–1)

ENCOUNTER 3A: REDCAPS STATISTICS (HIGH LEVEL)

Daggerthorn Briar (level 5)	Level 5 Obstacle
Hazard	XP 200
Hazard: A single briar patch of daggerthorn fills 10 contiguous squares, turning them into difficult terrain.	
Perception	
♦ No check is necessary to notice the briars.	
Additional Skill: Nature	
♦ DC 17: The character identifies the patch as daggerthorn briar.	
Trigger	
The briars attack when a creature enters or begins its turn in or adjacent to a square of daggerthorn briar.	
Attack	
Opportunity Action	Melee
Target: Creature in or adjacent to briar.	
Attack: +10 vs. AC	
Hit: 2d8 + 4 damage and immobilized until escape. The attack deals 3d8 + 4 damage if the target is bloodied.	
Countermeasures	
♦ Immobilized characters can use Acrobatics or Athletics (DC 19) to free themselves.	
♦ A character can attack as square of daggerthorn briar (AC 16, other defenses 13; hp 54; vulnerable 10 fire). Once a square is destroyed, it cannot attack and is no longer difficult terrain.	

Spriggan Powrie (level 5)	Level 5 Skirmisher
Small fey humanoid	XP 200
Initiative +8	Senses Perception +8; low-light vision
HP 63; Bloodied 31	
AC 19 (21 against opportunity attacks); Fortitude 17, Reflex 18, Will 16	
Speed 6	
m Sickle (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d6 + 2 damage, and ongoing 5 damage (save ends).	
M Hamstring (standard; recharges when first bloodied) ♦ Weapon	
+10 vs. AC; 1d6 + 2 damage, and the target is knocked prone, is slowed until the end of the spriggan powrie's next turn, and takes ongoing 5 damage (save ends).	
M Punt the Fallen (minor 1/round; at-will)	
Targets a prone creature; +10 vs. Fortitude; 1d6 + 2 damage, and the spriggan powrie pushes the target 3 squares.	
Blood Slide	
A spriggan powrie does not provoke opportunity attacks for moving out of a space adjacent to a bloodied creature or a creature that is taking ongoing damage.	
Combat Advantage	
When a spriggan powrie hits a creature that is taking ongoing damage and is granting combat advantage to the powrie, the powrie's attack increases the ongoing damage by 5.	
Redcap Zeal (when the spriggan powrie bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)	
The powrie gains 1d8 + 2 temporary hit points.	
Alignment Evil	Languages Elven
Skills: Athletics +10, Stealth +13, Thievery +11	
Str 16 (+5)	Dex 18 (+6) Wis 12 (+3)
Con 15 (+4)	Int 10 (+2) Cha 15 (+4)
Equipment leather armor, sickle x2, iron-shod boots	

Spriggan Witherer (level 5)	Level 5 Artillery (Leader)
Small fey humanoid	XP 200
Initiative +6	Senses Perception +8; low-light vision
HP 52; Bloodied 26	
AC 18; Fortitude 16, Reflex 15, Will 17	
Speed 6	
m Withering Touch (standard; at-will) ♦ Necrotic	
+8 vs. Reflex; 1d8 + 2 necrotic damage.	
R Sun Scorch (standard; at-will) ♦ Fire, Radiant	
Ranged 10; +10 vs. Reflex; 2d6 + 3 fire and radiant damage.	
A Flattening Wind (standard; recharges when first bloodied)	
Area burst 3 within 10 or close blast 3; +9 vs. Fortitude; 2d6 + 2 damage, and the target is pushed 2 squares and knocked prone.	
A Blood for the Earth (standard; usable only while bloodied; at-will)	
Area burst 2 within 10; targets enemies; +9 vs. Fortitude; 1d6 + 2 damage, and ongoing 5 damage (save ends). <i>Effect:</i> Each ally within the burst gains 5 temporary hit points.	
Redcap Zeal (when the spriggan witherer bloodies an enemy or reduces an enemy to 0 hit points or fewer; encounter)	
The witherer gains 1d6 + 3 temporary hit points.	
Alignment Evil	Languages Elven
Skills: Arcana +6, Athletics +9, Stealth +10	
Str 12 (+3)	Dex 15 (+4) Wis 12 (+3)
Con 16 (+5)	Int 10 (+2) Cha 15 (+4)
Equipment iron-shod boots, leather armor	

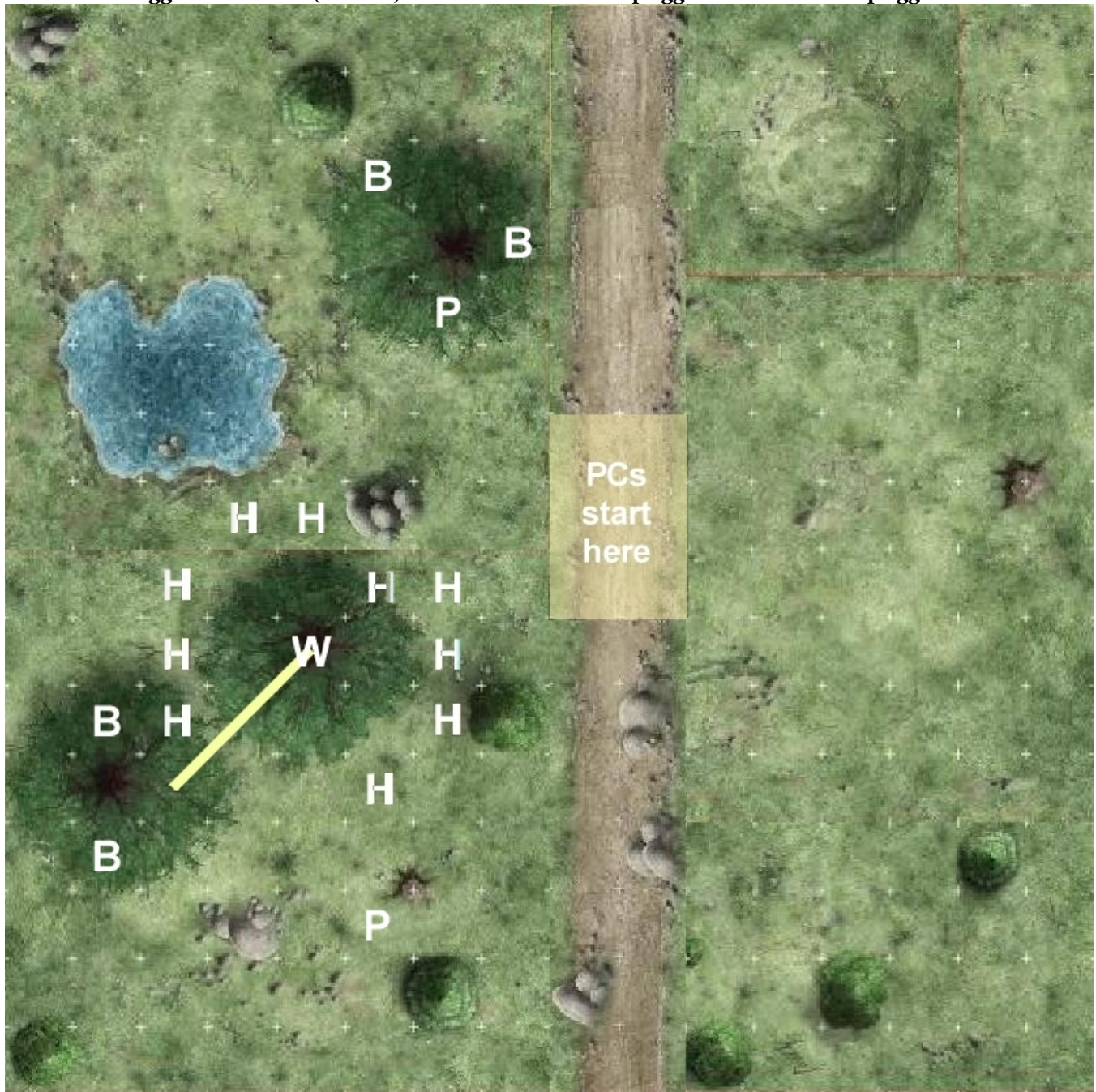
Tainted Bat (level 5)	Level 5 Minion Skirmisher
Small aberrant beast	XP 50
Initiative +6	Senses Perception +3; blindsight 3
HP 1; a missed attack never damages a minion.	
AC 17; Fortitude 16, Reflex 18, Will 17	
Speed 1, Fly 6	
m Bite (standard; at-will)	
+10 vs. AC; 6 damage.	
Flyby Attack (standard; at-will)	
The tainted bat flies 6 squares and makes one melee basic attack at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned	Languages —
Str 8 (+1)	Dex 15 (+4) Wis 12 (+3)
Con 10 (+2)	Int 2 (–2) Cha 6 (+0)

ENCOUNTER 3A: REDCAPS MAP

TILE SETS NEEDED

Ruins of the Wild x1

H = Daggerthorn Briar (Hazard) B = Tainted Bat W = Spriggan Witherer P = Spriggan Powrie



ENCOUNTER 3B: FOREST CHALLENGE

ENCOUNTER LEVEL 4/6 (900/1200 XP)

SETUP

Use this encounter when the PCs are getting close to the pirate camp and failed the skill challenge in Encounter 2.

This encounter includes the following creatures at the low tier:

- 4 justice toughs (T)**
- 3 knights of the Eye (K)**
- 2 justice stalkers (level 3) (S)**

This encounter includes the following creatures at the high tier:

- 4 justice toughs (level 5) (T)**
- 3 Knights of the Eye (level 5) (K)**
- 2 justice stalkers (S)**

Following directions gleaned about the whereabouts of Iaris the Sly, the adventurers make their way along a lakeside road running through the north-western edges of the Gulthmere Forest.

As the adventurers enter the area, read:

It's early in the morning, and not long after breaking your fast you continue on the forest trail that leads to where you were told you might find the pirate camp. The rustling of leaves and creaking of tree limbs sounds a natural symphony when accompanied by birdsong. The morning idyll is broken by the bark of a harsh voice crying, "Halt there!"

The leaders of the Eye of Justice are unhappy with the plan to send unreliable adventurers to treat with Iaris. Thus they have sent a group to waylay the characters and dissuade them from their task. The group sent to perform this duty is rather straightforward in their interpretation of what this entails; they attack the characters, rough them up and send them packing.

The group has managed to sneak ahead of the adventurers (by using other trails in the night, as one possible example), and are waiting for them, using natural features as cover in order to gain some advantage.

After making their presence known, the toughs and knights immediately blitz the characters whilst the

stalkers hold back and use their ranged attacks to good effect.

FEATURES OF THE AREA

This area has a few important features.

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.

Mound: Squares that form the mound count as blocking terrain. A DC 15 Athletics check (or DC 5 Athletics check with a running start) allows a character to jump on top of the mound and occupy that square.

Boulders and Stumps: Squares with large boulders and stumps 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 on top of the boulders or stumps and occupy that square.

Pond: The pond is surprisingly deep. Characters may swim across at half-speed with a DC 10 Athletics check. Moving into or out of the pond costs 1 extra square of movement.

TACTICS

The group has no initial interest in killing the adventurers and do not do so unless the characters first kill one of their number.

Justice toughs gang up on enemies when possible, assisting fellow members of the Eye to knock foes prone and gain combat advantage. They try to knock foes to the ground, and then beat them into submission. They love to boast and jeer at their foes during combat, and they are fanatically loyal to the cause of the Eye of Justice.

Knights of the Eye are deceptively straightforward combatants, and they lure opponents into a false sense of security before flanking and taking them down with ignoble attacks. They favor teamwork that allows them to strike from all sides.

Justice stalkers seek combat advantage and like to attack by surprise. If possible, they strike with their crossbows from a distance first, then close to flank enemies and set up hard-hitting attacks with their *adept smite* ability. Natural cowards, they retreat when bloodied, using their crossbows to cover their escape.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the justice stalkers.

Six PCs: Add another knight of the Eye.

ENDING THE ENCOUNTER

Should the PCs defeat the Eye of Justice attackers, the PCs can question them and learn that the group's leaders think that the plan to investigate Iaris is too soft. Thus they were sent to 'discourage' the adventurers.

If the Eye of Justice attackers win, they tell the adventurers to crawl back into their holes and stay away from Iaris, leaving him to their 'betters'. Arrogantly, they assume that the characters obey this order, and leave them in the woods to lick their wounds.

EXPERIENCE POINTS

The characters receive 180/240 experience points each for defeating the Eye of Justice thugs.

TREASURE

The thugs are carrying total coins equal to 50/70gp per PC and a *medic's weapon* +1, a *necklace of keys* +1 (low-level version only) and an *opal carp* (high-level version only).

ENCOUNTER 3B: FOREST CHALLENGE STATISTICS (LOW LEVEL)

Justice Tough		Level 3 Minion Brute	
Medium natural humanoid		XP 38	
Initiative +2 Senses Perception +1			
HP 1; a missed attack never damages a minion.			
AC 16; Fortitude 16, Reflex 14, Will 13			
Speed 5			
m Morningstar (standard; at-will) ♦ Weapon			
+7 vs. AC; 5 damage. If another tough is adjacent to the target; the target also falls prone.			
r Dagger (standard; at-will) ♦ Weapon			
Ranged 5/10; +5 vs. AC; 4 damage.			
Combat Advantage			
The tough's attack deals 1 extra damage to any target granting combat advantage to it.			
Alignment Unaligned		Languages Common	
Str 16 (+4)	Dex 13 (+2)	Wis 10 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 8 (+0)	
Equipment chainmail, light shield, morningstar, 2 daggers			

Knight of the Eye		Level 3 Soldier	
Medium natural humanoid		XP 150	
Initiative +5 Senses Perception +1			
HP 47; Bloodied 23			
AC 19; Fortitude 16, Reflex 15, Will 14			
Speed 5			
m Longsword (standard; at-will) ♦ Weapon			
+10 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the knight's next turn.			
r Dagger (standard; at-will) ♦ Weapon			
Ranged 5/10; +8 vs. AC; 1d4 + 5 damage.			
M Stealthy Smite (standard; must have combat advantage against target; recharge 5–6) ♦ Weapon			
+10 vs. AC; 1d8 + 9 damage, and the target falls prone.			
Punitive Radiance (free, when the knight hits with a melee attack; encounter)			
The attack deals 1d6 extra radiant damage, and the target grants combat advantage until the end of the knight's next turn.			
Knight's Shove (immediate interrupt, when a creature marked by the knight shifts; at-will)			
The knight makes a longsword attack against the triggering creature. If it hits, the target falls prone.			
Alignment Unaligned		Languages Common	
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Equipment plate armor, light shield, longsword, 2 daggers			

Justice Stalker (level 3)		Level 3 Skirmisher	
Medium natural humanoid		XP 150	
Initiative +7 Senses Perception +8			
HP 46; Bloodied 23			
AC 17; Fortitude 14, Reflex 16, Will 15			
Speed 6			
m Short Sword (standard; at-will) ♦ Weapon			
+8 vs. AC; 1d6 + 6 damage, and the stalker shifts 2 squares.			
r Crossbow (standard; at-will) ♦ Weapon			
Ranged 15/30; +8 vs. AC; 1d8 + 5 damage.			
M Adept Smite (standard; requires combat advantage against the target; recharge 5–6) ♦ Weapon			
+6 vs. Will, 1d6 + 7 radiant damage, and the target is dazed (save ends).			
Combat Advantage			
The stalker's attack deals 1d6 extra damage to any target granting combat advantage to it.			
Alignment Unaligned		Languages Common	
Str 12 (+2)	Dex 18 (+5)	Wis 14 (+3)	
Con 14 (+3)	Int 10 (+1)	Cha 10 (+1)	
Equipment leather armor, short sword, crossbow, 20 bolts			

ENCOUNTER 3B: FOREST CHALLENGE STATISTICS (HIGH LEVEL)

Justice Tough (level 5)		Level 5 Minion Brute
Medium natural humanoid		XP 50
Initiative +3 Senses Perception +2		
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 18, Reflex 16, Will 15		
Speed 5		
m Morningstar (standard; at-will) ♦ Weapon		
+9 vs. AC; 6 damage. If another tough is adjacent to the target; the target also falls prone.		
r Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +7 vs. AC; 5 damage.		
Combat Advantage		
The tough's attack deals 1 extra damage to any target granting combat advantage to it.		
Alignment Unaligned		Languages Common
Str 16 (+5)	Dex 13 (+3)	Wis 10 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 8 (+1)
Equipment chainmail, light shield, morningstar, 2 daggers		

Knight of the Eye (level 5)		Level 5 Soldier
Medium natural humanoid		XP 200
Initiative +6 Senses Perception +2		
HP 63; Bloodied 31		
AC 21; Fortitude 18, Reflex 17, Will 16		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8 + 6 damage, and the target is marked until the end of the knight's next turn.		
r Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +10 vs. AC; 1d4 + 6 damage.		
M Stealthy Smite (standard; must have combat advantage against target; recharge 5–6) ♦ Weapon		
+12 vs. AC; 1d8 + 10 damage, and the target falls prone.		
Punitive Radiance (free, when the knight hits with a melee attack; encounter)		
The attack deals 1d6 extra radiant damage, and the target grants combat advantage until the end of the knight's next turn.		
Knight's Shove (immediate interrupt, when a creature marked by the knight shifts; at-will)		
The knight makes a longsword attack against the triggering creature. If it hits, the target falls prone.		
Alignment Unaligned		Languages Common
Str 16 (+5)	Dex 14 (+4)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)
Equipment plate armor, light shield, longsword, 2 daggers		

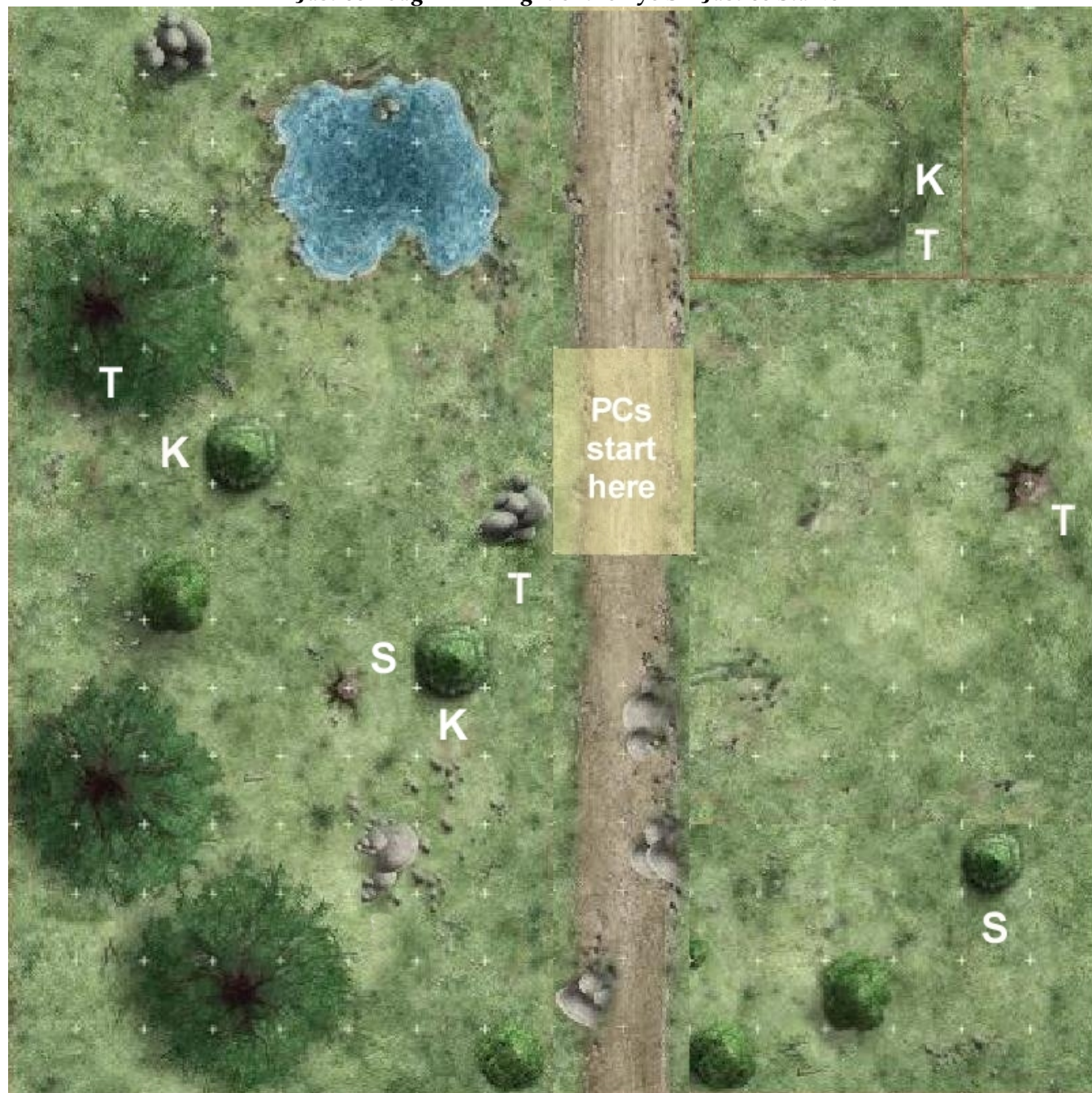
Justice Stalker		Level 5 Skirmisher
Medium natural humanoid		XP 200
Initiative +8 Senses Perception +9		
HP 62; Bloodied 31		
AC 19; Fortitude 16, Reflex 18, Will 17		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d6 + 7 damage, and the stalker shifts 2 squares.		
r Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +10 vs. AC; 1d8 + 6 damage.		
M Adept Smite (standard; requires combat advantage against the target; recharge 5–6) ♦ Weapon		
+8 vs. Will, 1d6 + 8 radiant damage, and the target is dazed (save ends).		
Combat Advantage		
The stalker's attack deals 1d6 extra damage to any target granting combat advantage to it.		
Alignment Unaligned		Languages Common
Str 12 (+3)	Dex 18 (+6)	Wis 14 (+4)
Con 14 (+4)	Int 10 (+2)	Cha 10 (+2)
Equipment leather armor, short sword, crossbow, 20 bolts		

ENCOUNTER 3B: FOREST CHALLENGE MAP

TILE SETS NEEDED

Ruins of the Wild x1

T = Justice Tough K = Knight of the Eye S = Justice Stalker



ENCOUNTER 4: DEALING WITH IARIS

SKILL CHALLENGE LEVEL 1/3, COMPLEXITY 2 (200/300 XP)

SETUP

Important NPCs:

Iaris the Sly, tiefling male

This tall and lean tiefling dresses flamboyantly and has the air of a charming scoundrel - obviously impossible to entirely trust, but equally hard not to like.

Onyx Unla, half-orc female

The first mate is an ebony skinned woman who is gruff, suspicious and generally unfriendly to strangers.

The PCs have found the hidden lair of Iaris and his band of pirates. At this point their presence should not be known, giving them a chance to formulate a plan. There are three main possibilities here, or a combination thereof:

- Stealthily watch and investigate the pirates' activities.
- Approach and liaise with Iaris and his crew.
- Use some carefully applied violence.

Concealed in a misty wooded inlet on the Lake of the Long Arm, the camp of the pirate Iaris the Sly is an effective hideaway. Luckily it has not been so well hidden that you could not find it. Now that your quarry is in sight you have to decide on how best to proceed. The pirate is said to be clever and tricky, so there may well be a need for a cunning plan.

The camp, as it is, lies at the end of an inlet some half a mile long and a quarter mile wide, ending in a cluster of small rocky islets. There are a cluster of ramshackle huts built on these islets, and a main encampment of perhaps a dozen shacks at the end, hidden from view by the islets. There are three ships moored here - the main one being the *Wild Maiden*, an impressive vessel with green sails and a figurehead of a beautiful fey maiden. The other two ships are smaller and far less impressive. At a rough guess, there are perhaps a little under a hundred pirates at the camp.

SKILL CHALLENGE: DEALING WITH IARIS

Goal: The PCs must investigate or liaise with Iaris the Sly.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Perception, Stealth

Other Skills: Insight, Streetwise

Victory: The PCs liaise successfully with or spy on Iaris.

Defeat: The PCs are unable to gain the trust of Iaris and are held captive on a small island.

THE STEALTHY APPROACH

SCENE A: OUTSKIRTS OF THE CAMP (3 SUCCESSSES)

PCs may wish to stake out the pirate camp, looking for signs of what the scallywags have been up to.

Stealth DC 10/11 (1 success, 1 maximum)

The PC is able to move to a position on the outskirts of the camp that allows them to look and listen better. A character that fails this check is spotted, and confronted by the pirates. Switch to the Diplomatic Approach or the Violent Approach depending on their reaction.

Perception DC 10/11 (2 successes, 2 maximum)

The PC determines one of various pieces of information.

- The *Wild Maiden* and one of the other ships are in fine condition. The other has very minor battle damage. The *Wild Maiden* and the undamaged ship are obviously being prepared to set sail in the near future.
- Iaris holds court in the biggest building in the main encampment.

SCENE B: CLOSER INTO THE CAMP (3 SUCCESSSES)

Brave (or foolhardy) PCs can venture into the camp itself and gather more detailed information. Checks here are slightly higher because of the increased risk.

Bluff or Stealth DC 12/13 (1 success, 1 maximum)

The PC is able to move to a position inside the camp that allows them to look and listen better either through disguise or stealth. A character that fails this check is spotted, and confronted by the pirates. Switch to the Diplomatic Approach or the Violent Approach depending on their reaction and how many failures they have scored by this time.

Perception DC 12/13 (2 successes, 2 maximum)

The PC determines one of various pieces of further information.

- Iaris' second-in-command is a hulking dark-skinned half-orc woman called Onyx Unla.
- The pirates are preparing for a quick fire raid into Cormyrean waters.
- Whilst previous exploits are mentioned, there is no talk of attacks matching what the PCs know of the sinkings.

THE DIPLOMATIC APPROACH

Note that the PCs can scout out the camp before approaching it openly. In this case, use Scene A above as a guideline, counting it instead as a single success for this approach (either in Scene C or D). The characters learn enough about the pirates to make it easier to approach them.

SCENE C: FIRST APPROACH (2 successes)

Brazen adventurers may decide to talk with Iaris. They must first convince the normal pirates to take them to their captain. Presenting credentials from the council of the syndicates adds +2 to social checks. Mentioning the imminent attack by the Eyes of Justice scores 1 automatic success.

Some example pirate names include Copperhand Cobb, Bull Fust, Nanny Scar and Jim o' the Jig.

If 3 failures are scored in this scene, the pirates attack. See The Violent Approach below for details.

Bluff, Diplomacy or Intimidate DC 15/16 (2 success, 2 maximum)

The PCs open negotiations with the pirates, and gain access to Iaris. First they must convince the pirates of their peaceful intent, secondly that they indeed have something important to tell.

Insight DC 10/11 (0 success, 1 maximum)

The pirates rather like their unpredictable captain, and are quite loyal to him. Failing this test does not count towards the threshold for failure of the challenge.

Streetwise DC 10/11 (0 success, 1 maximum)

The PCs determine which pirates are most amenable to negotiation. Granting a +5 bonus to the Bluff, Diplomacy or Intimidate check in this scene.

SCENE D: THE INNER SANCTUM (4 success)

The PCs are able to negotiate with Iaris and his first mate Onyx Unla.

The pirate captain is a tall lankly fellow with red skin, long jet hair, and mischievous golden eyes. He

dresses in fine silken and leather clothes, immaculately tailored, and he is well groomed. It is quite obvious that he is vain, devious and cunning, but he is equally witty, good-humored and charming.

Note: It is vital that Iaris be portrayed as very likeable, if not to be entirely trusted. He will flirt with female PCs and be jovially companionable to males. He tells extravagant lies about himself, as well as alternating between quite ridiculous threats ("I'll cut out your gizzards with a paring knife and sauté them with fennel for my dinner") and elaborate flattery ("My dear, your eyes outshine even the stars in the night sky") as he feels fit. The PCs should have a sense that the pirate is a fellow adventurer at heart, and someone who could be a fun friend, if occasionally exasperating.

Onyx Unla is a tall broad-shouldered half-orc with jet black skin and deep set distrustful eyes. She is roughly dressed with unkempt hair, and carries numerous wicked weapons. She is rather paranoid and distrustful, urging Iaris to be wary of the PCs.

If the PCs score their 3rd failure in this scene, Iarus has had enough, and directs them to the island for the night as his guests. If the characters were especially insulting, he orders their capture and the PCs need to fight their way out (see The Violent Approach below) or surrender (see results failure). Iarus and Onyx do not get involved in the fight, fleeing as early as possible.

Athletics or Endurance DC 15/16 (1 success; 1 maximum)

Impressing Onyx is no mean feat, but she has a soft spot for strong people who are not afraid to work or who can keep their liquor in without coughing. Earning Onyx trust is a good step in the right direction to gain the necessary information.

Insight DC 15/16 (1 success, 1 maximum)

Iaris is occasionally lying, but only to add embellishments and for fun. He is being truthful about the important details. Failing this check leads the PCs to believe Iaris is lying about certain parts of his story but they can't pin down about which parts.

Similarly, he seems to value the opinion of his first mate. Impressing Onyx is a good way to earn the captain's favor.

Bluff, Diplomacy or Intimidate DC 12/13 (2 successes, 2 maximum)

The PCs negotiate with Iaris and Onyx Unla, and gain various important pieces of information.

- Iaris has no involvement with the attacks. He is a thief, not a wanton killer. Iaris has no alliance

with any other groups. He and his pirates are independent, and prefer to remain that way.

- Yes, they sold cargo from the *Lady Gloria* in Urmlaspyr. But they came across that cargo as floating wreckage.
- At the time they were racing a storm, but took the time to make the most of the opportunity. The watcher in the crow's nest had reported seeing something running to the Dragon Coast shore ahead of the storm, another ship perhaps. It was fast and big, whatever it was.
- Iaris finds it amusing that others might consider him responsible for the attacks. It might be useful and rather fun to have such a ruthless reputation for a while.

Eye of Justice - (1 success; 1 maximum)

If the PCs mention that the Eye of Justice is planning to attack Iaris then they score 1 automatic success in this skill challenge, especially if they fought the scouts in Encounter 3B.

Nature DC 10/11 (1 success; 1 maximum)

A character who knows a bit about sailing (up to the individual player) can use such knowledge to impress Iarus and Onyx. Allow the character to succeed automatically if they have a background as a sailor.

Streetwise DC 10/11 (0 success, 0 maximum)

The PCs know the best way to deal with pirates, and gain a +2 bonus to checks with social skills.

THE VIOLENT APPROACH

Despite being heavily outnumbered, it is possible that some groups are ignorant of their mortality and decide to fight the pirates. Should this happen, take the pirates (and their treasure) from Encounter 5, but add half again as many of each type of combatants, and set up a combat encounter.

If the PCs win this encounter, the pirates are wary of them and initially try to parley. Should the PCs remain pugnacious keep throwing more and more pirates at them until they flee or are defeated. Another option is to have several dozen pirates surround them and force surrender.

If the PCs lose the fight, they are taken captive and interrogated by Onyx Unla initially, and then Iaris himself. It is possible that PCs with good social skills might be able to recover the situation and take the diplomatic approach as detailed above. However, add +5 to the DCs of Bluff, Diplomacy and Intimidation checks.

Note: If a combat does happen here, then Encounter 5 does not take place. The PCs gain no extra experience points for the additional combatants, however. Instead the PCs are released in Westgate after a couple of days with the message to better behave the next time.

ENDING THE ENCOUNTER

Resolution of this encounter depends upon the approach that the PCs took. To succeed they will have to have been stealthy or diplomatic. Engaging in combat is likely a good way to end this encounter and immediately move on to Encounter 5.

Success: The PCs have listened in on the pirates and have gleaned enough information to decide they are not behind the attacks. If they choose to depart without approaching, it is assumed that their presence is detected by the pirates, or they run afoul of the Eye of Justice, if the vigilantes have not previously been encountered. Use the details from Encounter 5 with appropriate terrain.

Alternately the PCs successfully liaised with Iaris, and are invited to stay the night on a small islet, prior to departing for Westgate. In the night they are attacked, either by paranoid pirates who think they know better than Iaris, or by thugs from the Eye of Justice. Proceed to Encounter 5. Should the PCs decide not to stay the night, the DM may make up a map more appropriate to the environment, perhaps using one from Encounter 3. In this case the Eye of Justice thugs are hunting the PCs because they think they have sold out to the pirates, or the pirates think letting the PCs leave is a bad idea.

Failure: The PCs were detected by the pirates and captured, and/or failed to win over Iaris and are either held captive on a small islet overnight, before being sent packing, or needed to fight their way out. If captured, however, their guards decide to do away with them instead. Proceed to Encounter 5 with the pirates as the attackers. In this case, a spy of the Eye of Justice helps them moments before the attack by cutting their bounds and returning their equipment (the armor has never been taken off).

EXPERIENCE POINTS

The characters receive 40/60 experience points each for successfully negotiating with Iaris.

They may succeed in completing the minor quest target if they can determine Iaris is not the guilty party.

TREASURE

There is no treasure allocated for this encounter, though PCs may gain the treasure from Encounter 5 if they attack and defeat pirates.

COMBAT ENCOUNTER 5: TREACHERY

ENCOUNTER LEVEL 3/5 (750/1000 XP)

SETUP

EYE OF JUSTICE

This encounter includes the following creatures at the low tier:

- 4 justice toughs (T)
- 2 knights of the eye (K)
- 2 justice stalkers (level 3) (S)

This encounter includes the following creatures at the high tier:

- 4 justice toughs (level 5) (T)
- 2 knights of the eye (level 5) (K)
- 2 justice stalkers (S)

PIRATES

This encounter includes the following creatures at the low tier:

- 4 scurvy sea dogs (D)
- 2 pirate scallywags (level 3) (P)
- 2 kenku wing mages (W)

This encounter includes the following creatures at the high tier:

- 4 scurvy sea dogs (level 5) (D)
- 2 pirate scallywags (level 5) (P)
- 2 kenku wing mages (level 5) (W)

The PCs have liaised with Iaris the Sly and have been given leave to camp overnight, or are being held under guard. Unfortunately for them, others have malign intentions:

- If the PCs succeeded in amiably dealing with Iaris, the patience of the Eye of Justice has run out, and they have sent a group to attack the pirates. Alternately, some pirates are overly paranoid and have decided to remove the PCs as a threat.
- If the PCs failed to deal amiably with Iaris, or the PCs have already encountered the Eye of Justice thugs, several of his crew have decided to remove the PCs as they are a perceived threat.

You have been allowed to set camp on a small island lying between the shore and the ship. The center is

humped with large boulders and one corner is covered with loose shingled rocks, but there is enough flat ground on the other corner to find places to rest.

In the middle of the night, a group of assailants approach the PCs, intent on mischief. In both cases it is assumed that the heroes are smart enough to set basic watches. If they are exceedingly vigilant or foolishly trusting, then apply surprise using opposed Perception and Stealth checks as appropriate.

EYE OF JUSTICE ASSAULT

The witching hour approaches, and a thick fog settles around the shore, lending an ominous air to the woods. The trees loom in the mist, hovering like giants with widespread arms ready to swoop.

From the gloom there is a light splash and a soft thump, and you hear the sounds of footsteps on the shore opposite. A light breeze blows through the camp, dispersing the fog and revealing a handful of figures making their way along the shore with weapons at the ready.

In the distance, towards the main pirate camp, you hear the muffled sounds of the clamor of a larger fight.

The Justice thugs have quietly rowed ashore in a small boat, taking care to be silent and using the mist for cover. This gives the vigilantes a surprise round to start the combat.

A vigilant group may be able to spot the Justice thugs in their boat as they land, requiring a DC 12/13 Perception check. PCs who see the thugs and succeed in a DC 10/11 Insight check can tell that these are not pirates but someone else with ill intent.

The fog remains for the first round of combat (surprise or otherwise), making the map a heavily obscured area, resulting in -5 to attacks.

PIRATE TREACHERY

The witching hour approaches, and a thick fog settles around the shore, lending an ominous air to the woods. The trees loom in the mist, hovering like giants with widespread arms ready to swoop.

The sounds of light footsteps on the ship's deck and on shore raise your suspicions. The gods must be with you, for a light wind scatters the mist enough that you can make out skulking figures moving with intent on both sides of your campsite.

This group of pirates has converged at a pre-arranged time to close in on the PCs and do them harm. A handful of them come from the ship, having been

assigned to the night-watch. The others come from the shore, as they have slunk out of the main camp.

A vigilant group may be able to spot the pirates assembling, requiring a DC 12/13 Perception check. PCs who see the pirates and succeed in a DC 10/11 Insight check can tell that these are not attending to normal piratical business but acting with ill intent. The raiders knocking the regular guards unconscious, is a dead give away of their ill intent.

The fog remains for the first round of combat (surprise or otherwise), making the map a heavily obscured area, resulting in -5 to attacks.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The pirates keep small lights on board the ship at night, providing bright light on all squares on the ship and within 5 squares of it. All other areas are in dim light unless a light source is present.

Mast: A character can climb a mast with a DC 15 Athletics check. Each mast is 40 feet (8 squares) high. Additionally, the rigging near the masts allows characters to swing around with style. Any character in a square adjacent to a mast may attempt a stunt (DC 15 Acrobatics test). Success allows them to shift up to 3 squares. Each additional 5 achieved above this DC allows another 1 square shifted. Failure by 5 or more indicates the character has fallen prone.

Railings: The edge of the ship is lined with 5-foot (1-square) railings that make forced movement overboard impossible. Characters adjacent to a railing gain cover against attacks coming from outside the ship on the other side of the railing.

Crates/Barrels: Squares containing crates and barrels on the ships are difficult terrain.

Rowboat: The rowboat near the shore is unsteady under foot and is considered difficult terrain. **Decks:** The upper deck to the aft is 10 feet (2 squares) higher than the main deck. Anyone standing in the row at the foot of the stairs (namely the four squares immediately above the stairs on the map) or on the lowest stepped squares can only see and effect opponents standing in the first row of the top deck (the four squares immediately below the stairs on the map), and should otherwise consider the deck as blocking terrain.

Trees: Any square that contains mostly foliage in it counts as lightly obscured terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain. Mangrove trees (those in the water) count as difficult terrain at their bases.

Boulders/Fallen Tree: Squares with boulders and the fallen tree count as blocking terrain. A DC 15

Athletics check (or DC 5 Athletics check with a running start) allows a character to jump on top of the mound or tree and occupy that square.

Shallow Water/Rocky Ground: All shallow water and rocky ground squares (marked with a on the map) count as difficult terrain, costing 2 squares of movement.

TACTICS

EYE OF JUSTICE TACTICS

The thugs from the Eye of Justice are part of a larger group making an assault on the main pirate camp (not on the map). The small group encountering the PCs are covering the back door, so to speak, and are picking off stray pirates. They aren't too fussy either, so the PCs are lumped into this number. The members of this group are a little resentful at the perceived lack of importance of their assignment, so they make up for it by being especially brutal.

Justice toughs gang up on enemies when possible, assisting fellow members of the Eye to knock foes prone and gain combat advantage. They try to knock foes to the ground, and then beat them into submission. They love to boast and jeer at their foes during combat, and they are fanatically loyal to the cause of the Eye of Justice.

Knights of the Eye are deceptively straightforward combatants, and they lure opponents into a false sense of security before flanking and taking them down with ignoble attacks. They favor teamwork that allows them to strike from all sides.

Justice stalkers seek combat advantage and like to attack by surprise. If possible, they strike with their crossbows from a distance first, then close to flank enemies and set up hard-hitting attacks with their *adept smite* ability. Natural cowards, they retreat when bloodied, using their crossbows to cover their escape. Alternatively, if the PCs have had an easy time, you can allow the Eyes to attack from the ship's direction in starting positions similar to the pirates with the stalkers taking the position of the kenku wing mages. In this case, the Eyes try to draw the PCs on board of the ship.

PIRATE TACTICS

Several of the pirates have decided that the PCs pose a risk to their business, so have chosen to sneak in and murder them in the night. If things go badly for them, they try to flee back to the main camp, seeking safety amongst their fellows.

The scurvy sea dogs try and close in on the PCs as quickly as possible, being careful to avoid bunching up

and making themselves choice area-of-effect targets. They use bluff and bluster to try and put off opponents, but they are cowards at heart and surrender if cut off or outnumbered.

The scallywags prefer to hover at a distance, using ranged combat to pin down the PCs and kill those using ranged combat. If forced into melee they try and group with a scurvy sea dog to make good use of the reach of their halberds.

The kenku wing mages start with *death flock* attacks from range if there are groups of bunched PCs. They support their fellows with *murder of crows* ranged attacks as much as possible. If PCs close in on the wing mages use *hurricane blasts* to keep some distance, and fly up with *wings of the flock* where possible.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the justice stalkers or kenku wing mages.

Six PCs: Add another knight of the eye or pirate scallywag.

ENDING THE ENCOUNTER

The Eye of Justice thugs, if captured, admit that their superiors have chosen to resolve the situation with Iaris on their own. Captive pirates, when pressed, admit that the attack was their own idea, and not that of their captain.

Unless the PCs have been particularly ineffective, only those PCs killed outright in battle are slain. Before their foes can dispatch unconscious or otherwise downed PCs, a larger group of pirates led by Iaris arrive to see what all the fuss is about, interrupting the slaying of fallen PCs.

Note that if the group has been particularly obnoxious, then this relief will not be present and they earn the final 'reward' for their behaviour.

EXPERIENCE POINTS

The characters receive 150/200 experience points each for defeating the Eye of Justice attackers or the pirates.

TREASURE

Any captives bargain for their lives with treasure. The Justice thugs waylaid some poor souls on the way, and left a stash not far away from the camp. The pirates have set booty aside for themselves, and have it hidden in the base of a nearby tree. Finally, Iaris may gift the PCs treasure by way of apology for the attack by his crewmembers. In whichever case, the PCs receive

25/30gp each, *wavestriker boots*, *delver's armor* +1 (low-level version only), a ritual scroll of *Delver's Fire* and a *staff of storms* +1 (high-level version only).

CONCLUDING THE ADVENTURE

The odds are that the PCs have discovered that Iaris the Sly, whilst a thief and pirate, is not responsible for the attacks. If they have remained on good terms with the pirate captain, he offers to have them sailed on one of his smaller ships back to Westgate. He is even willing to send one of his lieutenants (not Onyx Unla) as a sign of good faith. The PCs can report in with the news that there is as of yet no resolution to solving the mystery of the attacks, apart from the one clue that Iaris' crewman spotted what might have been a large fast ship near the sinking of the *Lady Gloria*. This does little to help quell the tensions, but there is nothing else the PCs can do. Most of the factions acknowledge that they have done a good job. The PCs earn the **Liberator** aspect of **DRAG21** if they report back properly, and Meddler if they do not.

If the PCs came into conflict with Iaris, they may still have discovered that he was not involved in the attacks. If they did so and successfully used violence, they gain the **Enforcer** aspect of **DRAG21**. What they choose to report is entirely up to them, but it will not do their reputations any good to lie and be found out later (doing so instead earns the **Meddler** aspect of award **DRAG21**). They have to make their own way back to Westgate. The PCs also earn **DRAG22**.

If the PCs came into conflict with the Eye of Justice, that sinister group is not well pleased with them. This could cause trouble for the PCs at some later point, but for now it has minimal impact. The PCs earn **DRAG23**.

ENCOUNTER 5: TREACHERY STATISTICS (LOW LEVEL)

EYE OF JUSTICE

Justice Tough		Level 3 Minion Brute
Medium natural humanoid		XP 38
Initiative +2		Senses Perception +1
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 16, Reflex 14, Will 13		
Speed 5		
m Morningstar (standard; at-will) ♦ Weapon		
+7 vs. AC; 5 damage. If another tough is adjacent to the target; the target also falls prone.		
r Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +5 vs. AC; 4 damage.		
Combat Advantage		
The tough's attack deals 1 extra damage to any target granting combat advantage to it.		
Alignment Unaligned		Languages Common
Str 16 (+4)	Dex 13 (+2)	Wis 10 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 8 (+0)
Equipment chainmail, light shield, morningstar, 2 daggers		

Knight of the Eye		Level 3 Soldier
Medium natural humanoid		XP 150
Initiative +5		Senses Perception +1
HP 47; Bloodied 23		
AC 19; Fortitude 16, Reflex 15, Will 14		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the knight's next turn.		
r Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +8 vs. AC; 1d4 + 5 damage.		
M Stealthy Smite (standard; must have combat advantage against target; recharge 5–6) ♦ Weapon		
+10 vs. AC; 1d8 + 9 damage, and the target falls prone.		
Punitive Radiance (free, when the knight hits with a melee attack; encounter)		
The attack deals 1d6 extra radiant damage, and the target grants combat advantage until the end of the knight's next turn.		
Knight's Shove (immediate interrupt, when a creature marked by the knight shifts; at-will)		
The knight makes a longsword attack against the triggering creature. If it hits, the target falls prone.		
Alignment Unaligned		Languages Common
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)
Equipment plate armor, light shield, longsword, 2 daggers		

Justice Stalker (level 3)		Level 3 Skirmisher
Medium natural humanoid		XP 150
Initiative +7		Senses Perception +8
HP 46; Bloodied 23		
AC 17; Fortitude 14, Reflex 16, Will 15		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d6 + 6 damage, and the stalker shifts 2 squares.		
r Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +8 vs. AC; 1d8 + 5 damage.		
M Adept Smite (standard; requires combat advantage against the target; recharge 5–6) ♦ Weapon		
+6 vs. Will, 1d6 + 7 radiant damage, and the target is dazed (save ends).		
Combat Advantage		
The stalker's attack deals 1d6 extra damage to any target granting combat advantage to it.		
Alignment Unaligned		Languages Common
Str 12 (+2)	Dex 18 (+5)	Wis 14 (+3)
Con 14 (+3)	Int 10 (+1)	Cha 10 (+1)
Equipment leather armor, short sword, crossbow, 20 bolts		

PIRATES

Scurvy Sea Dog		Level 3 Minion
Medium natural humanoid		XP 38
Initiative +0		Senses Perception +0
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 14, Reflex 12, Will 12		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+7 vs. AC; 4 damage		
Mob Rule		
The scurvy dog gains a +2 power bonus to all defenses while at least two other scurvy dogs are within 5 squares of it.		
Alignment Unaligned		Languages Common
Skills Acrobatics +5		
Str 14 (+3)	Dex 10 (+1)	Wis 10 (+1)
Con 12 (+2)	Int 9 (+0)	Cha 11 (+1)
Equipment club		

Pirate Scallywag (level 3)		Level 3 Soldier
Medium natural humanoid		XP 150
Initiative +4		Senses Perception +5
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 + 2 damage, and the target is marked until the end of the scallywag's next turn.		
M Powerful Strike (standard; recharge ☼-☼) ♦ Weapon		
Requires halberd; reach 2; +10 vs. AC; 1d10 + 6 damage, and the target is knocked prone.		
R Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +9 vs. AC; 1d8 + 1 damage.		
Alignment Any		Languages Common
Skills Acrobatics +9		
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)
Equipment chainmail, halberd, crossbow, crossbow bolts (20)		

Kenku Wing Mage (level 3)		Level 3 Artillery
Medium natural humanoid		XP 150
Initiative +2		Senses Perception +2; low-light vision
HP 38; Bloodied 19		
AC 15; Fortitude 13, Reflex 15, Will 16		
Speed 6		
m Dagger (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d4 + 2 damage.		
R Murder of Crows (standard; at-will) ♦ Force, Implement		
Ranged 20; +8 vs. Reflex; 1d6 + 3 force damage, and the target grants combat advantage to the kenku wing mage (save ends).		
C Hurricane Blast (standard; recharge 5–6) ♦ Force, Implement		
Close blast 3; +6 vs. Fortitude; 1d6 + 5 force damage, and the kenku wing mage slides the target 3 squares.		
A Death Flock (standard, encounter) ♦ Force, Implement		
Area burst 1 within 20; +6 vs. Reflex; 1d6 + 5 force damage, and the target is dazed (save ends).		
Flock Effect		
A kenku wing mage gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.		
Mimicry		
A kenku wing mage can mimic sounds and voices. A successful Insight check opposed by the wing mage's Bluff check allows a listener to determine that the effect is faked.		
Wings of the Flock (minor, encounter) ♦ Force		
The kenku wing mage gains fly 6 (hover, altitude limit 4) until the end of the encounter.		
Alignment Unaligned		Languages Common
Skills Stealth +7		
Str 9 (+0)	Dex 13 (+2)	Wis 13 (+2)
Con 14 (+3)	Int 18 (+5)	Cha 15 (+3)
Equipment robes, dagger, implement, orb		

ENCOUNTER 5: TREACHERY STATISTICS (HIGH LEVEL)

EYE OF JUSTICE

Justice Tough (level 5)		Level 5 Minion Brute
Medium natural humanoid		XP 50
Initiative +3		Senses Perception +2
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 18, Reflex 16, Will 15		
Speed 5		
m Morningstar (standard; at-will) ♦ Weapon		
+9 vs. AC; 6 damage. If another tough is adjacent to the target; the target also falls prone.		
r Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +7 vs. AC; 5 damage.		
Combat Advantage		
The tough's attack deals 1 extra damage to any target granting combat advantage to it.		
Alignment Unaligned		Languages Common
Str 16 (+5)	Dex 13 (+3)	Wis 10 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 8 (+1)
Equipment chainmail, light shield, morningstar, 2 daggers		

Knight of the Eye (level 5)		Level 5 Soldier
Medium natural humanoid		XP 200
Initiative +6		Senses Perception +2
HP 63; Bloodied 31		
AC 21; Fortitude 18, Reflex 17, Will 16		
Speed 5		
m Longsword (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8 + 6 damage, and the target is marked until the end of the knight's next turn.		
r Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +10 vs. AC; 1d4 + 6 damage.		
M Stealthy Smite (standard; must have combat advantage against target; recharge 5–6) ♦ Weapon		
+12 vs. AC; 1d8 + 10 damage, and the target falls prone.		
Punitive Radiance (free, when the knight hits with a melee attack; encounter)		
The attack deals 1d6 extra radiant damage, and the target grants combat advantage until the end of the knight's next turn.		
Knight's Shove (immediate interrupt, when a creature marked by the knight shifts; at-will)		
The knight makes a longsword attack against the triggering creature. If it hits, the target falls prone.		
Alignment Unaligned		Languages Common
Str 16 (+5)	Dex 14 (+4)	Wis 11 (+2)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)
Equipment plate armor, light shield, longsword, 2 daggers		

Justice Stalker		Level 5 Skirmisher
Medium natural humanoid		XP 200
Initiative +8		Senses Perception +9
HP 62; Bloodied 31		
AC 19; Fortitude 16, Reflex 18, Will 17		
Speed 6		
m Short Sword (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d6 + 7 damage, and the stalker shifts 2 squares.		
r Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +10 vs. AC; 1d8 + 6 damage.		
M Adept Smite (standard; requires combat advantage against the target; recharge 5–6) ♦ Weapon		
+8 vs. Will, 1d6 + 8 radiant damage, and the target is dazed (save ends).		
Combat Advantage		
The stalker's attack deals 1d6 extra damage to any target granting combat advantage to it.		
Alignment Unaligned		Languages Common
Str 12 (+3)	Dex 18 (+6)	Wis 14 (+4)
Con 14 (+4)	Int 10 (+2)	Cha 10 (+2)
Equipment leather armor, short sword, crossbow, 20 bolts		

PIRATES

Scurvy Sea Dog (level 5)	Level 5 Minion
Medium natural humanoid	XP 50
Initiative +1	Senses Perception +1
HP 1; a missed attack never damages a minion.	
AC 18; Fortitude 16, Reflex 14, Will 14	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+9 vs. AC; 5 damage	
Mob Rule	
The scurvy dog gains a +2 power bonus to all defenses while at least two other scurvy dogs are within 5 squares of it.	
Alignment Unaligned	Languages Common
Skills Acrobatics +6	
Str 14 (+4)	Dex 10 (+2)
Con 12 (+3)	Int 9 (+1)
	Wis 10 (+2)
	Cha 11 (+2)
Equipment club	

Pirate Scallywag (level 5)	Level 5 Soldier
Medium natural humanoid	XP 200
Initiative +5	Senses Perception +6
HP 63; Bloodied 31	
AC 20; Fortitude 18, Reflex 17, Will 16	
Speed 5	
m Halberd (standard; at-will) ♦ Weapon	
Reach 2; +12 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the scallywag's next turn.	
M Powerful Strike (standard; recharge 5-6) ♦ Weapon	
Requires halberd; reach 2; +12 vs. AC; 1d10 + 7 damage, and the target is knocked prone.	
R Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +11 vs. AC; 1d8 + 2 damage.	
Alignment Any	Languages Common
Skills Acrobatics +10	
Str 16 (+5)	Dex 14 (+4)
Con 15 (+4)	Int 10 (+2)
	Wis 11 (+2)
	Cha 12 (+3)
Equipment chainmail, halberd, crossbow, crossbow bolts (20)	

Kenku Wing Mage	Level 5 Artillery
Medium natural humanoid	XP 200
Initiative +3	Senses Perception +3; low-light vision
HP 50; Bloodied 25	
AC 17; Fortitude 15, Reflex 17, Will 18	
Speed 6	
m Dagger (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d4 + 3 damage.	
R Murder of Crows (standard; at-will) ♦ Force, Implement	
Ranged 20; +10 vs. Reflex; 1d6 + 4 force damage, and the target grants combat advantage to the kenku wing mage (save ends).	
C Hurricane Blast (standard; recharge 5-6) ♦ Force, Implement	
Close blast 3; +8 vs. Fortitude; 1d6 + 6 force damage, and the kenku wing mage slides the target 3 squares.	
A Death Flock (standard, encounter) ♦ Force, Implement	
Area burst 1 within 20; +8 vs. Reflex; 1d6 + 6 force damage, and the target is dazed (save ends).	
Flock Effect	
A kenku wing mage gains a +3 bonus instead of +2 while flanking, and it grants a +3 bonus instead of +2 while aiding another.	
Mimicry	
A kenku wing mage can mimic sounds and voices. A successful Insight check opposed by the wing mage's Bluff check allows a listener to determine that the effect is faked.	
Wings of the Flock (minor, encounter) ♦ Force	
The kenku wing mage gains fly 6 (hover, altitude limit 4) until the end of the encounter.	
Alignment Unaligned	Languages Common
Skills Stealth +8	
Str 9 (+1)	Dex 13 (+3)
Con 14 (+4)	Int 18 (+6)
	Wis 13 (+3)
	Cha 15 (+4)
Equipment robes, dagger, implement, orb	

ENCOUNTER 5: TREACHERY MAP

TILE SETS NEEDED

Caves of Carnage x1

Sinister Woods x1

RPGA Ship Tiles x1

T = Justice Tough K = Knight of the Eye S = Justice Stalker
D = Scurvy Sea Dog P = Pirate Scallywag W = Kenku wing mage



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: Finding Iaris

60 / 90 XP

Encounter 3A: Redcaps

150 / 200 XP

or

Encounter 3B: Forest Challenge

180 / 240 XP

Encounter 4: Dealing With Iaris

40 / 60 XP

Encounter 5: Treachery

150 / 200 XP

Minor Quest: Prove Iaris is not behind the attacks

20 / 35 XP

Total Possible Experience

420 / 585 XP (Maximum 400 / 560 XP)

Gold per PC

75 / 100 gp

(Encounter 3A or 3B: 50 / 70 gp, Encounter 5: 25 / 30 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. 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: *delver's armor +1* (low-level version only) (level 3; *Player's Handbook*)

Found in Encounter 5

Bundle B: *necklace of keys +1** (low-level version only) (level 3; *Adventurer's Vault 2*)

Found in Encounter 3A or 3B

Bundle C: *medic's weapon +1** (level 4; *Adventurer's Vault*)

Found in Encounter 3A or 3B

Bundle D: *wavestriker boots* (level 4; *Player's Handbook*)

Found in Encounter 5

Bundle E: *opal carp** (high-level version only) (level 6; *Dragon Magazine* 381)

Found in Encounter 3A or 3B

Bundle F: *staff or storms +1* (high-level version only) (level 5; *Player's Handbook*)

Found in Encounter 5

Bundle G: *ritual scroll of Delver's Fire** (level 4, *Dragon Magazine* 366)

Found in Encounter 5

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of clarity** (level 5) plus 0 / 25 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle.

Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

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

DRAG21 Docks District Enforcer/Liberator /Meddler
Your investigation into those responsible for sinking ships bound for Westgate's docks district has seen you gain somewhat of a reputation with the locals.

In every Dragon Coast adventure set in Westgate, you must inform your DM of your status as an Enforcer / Liberators / Meddler as this affects NPC attitudes toward you. Please note the reputation you have earned on your Adventure Log.

DRAG22 Pirate Foe

You had an unfriendly encounter with the pirate Iaris the Sly and his crew. Should you cross paths again, expect to be treated badly.

DRAG23 Under Watchful Eye

You came into conflict with agents of the Eye of Justice. They won't soon forget your interference in their affairs. On the other hand, their enemies are not displeased by your efforts.

ADVENTURE QUESTIONS

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

1. How did the PCs interact with Iaris the Sly?

- a. They used diplomatic means successfully.
- b. They used diplomatic means unsuccessfully.
- c. They used violence.
- d. They never interacted.

2. Did the PCs determine Iaris is not responsible for the attacks?

- a. Yes
- b. No

3. How did the PCs interact with the Eye of Justice?

- a. They fought and defeated them.
- b. They fought and were defeated by them.
- c. They did not encounter them.

4. Did the PCs learn about the mysterious big fast ship?

- a. Yes
- b. No

NEW RULES

DELVER'S FIRE

Ritual

Level: 2

Category: Exploration

Time: 10 minutes

Duration: 8 hours

Component Cost: 25 gp

Market Price: 100 gp

Key Skill: Arcana or Nature (no check)

You create a campfire that burns on any horizontal surface, and it needs no fuel beyond your magic. It burns for 8 hours or until doused as any normal fire can be doused.

Reference: *Dragon Magazine* 366.

MEDIC'S WEAPON

Level 5 +1 840 gp Level 20 +4 105,000 gp

Level 10 +2 4,200 gp Level 25 +5 525,000 gp

Level 15 +3 21,000 gp Level 30 +6 2,625,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: When you use a Channel Divinity power during combat, an ally within 10 squares of you regains an amount of hit points equal to your Charisma modifier plus this weapon's enhancement bonus.

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

Reference: *Adventurer's Vault*, page 72.

NECKLACE OF KEYS

Level 3 +1 680 gp Level 18 +4 105,000 gp

Level 8 +2 3,400 gp Level 23 +5 525,000 gp

Level 13 +3 17,000 gp Level 28 +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Property: You gain an item bonus to Thievery checks to open locks equal to the necklace's enhancement bonus.

Power (Daily • Teleportation): Minor Action. If you're grabbed or restrained, you can teleport 3 squares.

Level 13 or 18: Teleport 5 squares.

Level 23 or 28: Teleport 10 squares.

Reference: *Adventurer's Vault*, page 72.

OPAL CARP

Level: 6

Cost: 1,600 gp

Wondrous Item

Power (Daily • Conjuration): Standard Action. Use this figurine to conjure a carp with opalescent scales (see Opal Carp for statistics). There must be a body of water adjacent to you in which the carp can appear; otherwise the figurine can't be activated. 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.

While riding the carp, you breathe water as if it were air and can speak normally while underwater. The carp can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest. See *Adventurer's Vault*, page 180, for complete details on figurines of wondrous power.

Reference: *Adventurer's Vault*, page 175.

Opal Carp		Level 6
Medium natural animate (aquatic, mount)		XP 0
Initiative +0 (as conjurer)	Senses Perception +6	
HP 11; Bloodied 5		
AC 20; Fortitude 17, Reflex 19, Will 18		
Speed swim 8		
m Slam (standard; at-will)		
+11 vs. AC; 1d10 + 4 damage.		
Opal Glamer (while mounted by a friendly rider of 6 th level or higher) ♦ Mount		
The carp and its rider have concealment against all ranged and area attacks. When an attack misses the carp or its rider, the carp can shift 1 square as a free action.		
Small Rider		
A Small creature can ride the carp, even though the carp isn't Large.		
Alignment Unaligned		Languages -
Str 10 (+3)	Dex 19 (+7)	Wis 16 (+6)
Con 14 (+5)	Int 2 (-1)	Cha 10 (+3)

POTION OF CLARITY

Level 5 +1 bonus 50gp Level 20 +4 bonus 5,000gp

Level 10 +2 bonus 200gp Level 25 +5 bonus 20,000gp

Level 15 +3 bonus 1,000gp Level 30 +6 bonus 125,000gp

Power (Consumable): Minor Action. When you drink this potion, you must spend a daily magic item use. Once, before the end of the encounter, when you make an attack roll with an encounter or a daily attack power of 5th level or lower, you can reroll the attack roll but must use the second result.

Reference: *Adventurer's Vault*, page 188.