

# RIISING DARKNESS

## A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

BY PIETER SLEIJPEN AND DAN ANDERSON

REVIEWED BY CLAIRE HOFFMAN

PLAYTESTED BEN ADAMS, BUDDY ARNOLD, DAN CORK, JOHN FONTAINE,  
DAVID MARTIN, STEVEN MARTIN, ALAN MORSE, MICKEY TAN, MEGAN  
WILLIAMSON, CHRIS WOLF, JENIFER ZIMMERMAN AND RANDAL ZIMMERMAN

For years the tenuous peace between Netheril and Cormyr held. For years the city of Urmlaspyr, last remnant of free Sembia, cursed to be shrouded in darkness since decades, lay in between. Now something stirs in the darkest places of the city, something dangerous, something vile, something that will disrupt the fragile balance. Will the city fall to the darkness well known, or something else? A *Living Forgotten Realms* adventure for characters of the Heroic tier (levels 1-10). This adventure is chapter one and the Heroic tier introduction, to the *Desolation series*. The series has both Heroic and Paragon tier adventures and it is not expected that a player can play both tracks with the same PC.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit [www.wizards.com/d20](http://www.wizards.com/d20).

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.wizards.com/dnd](http://www.wizards.com/dnd), and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2012 Wizards of the Coast LLC

For rules questions specific to this document, visit [www.wizards.com/customerservice](http://www.wizards.com/customerservice).

Permission is granted to photocopy this document for personal use.

## THE WIZARDS PLAY NETWORK

If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. 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 about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears 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 a WPN event (see above), 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. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain 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:

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** 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 just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** 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 in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, 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 supports the entire Heroic tier of play (level 1 - 10). Paragon characters may not play this adventure. The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

*Living Forgotten Realms* defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is  $25/6 =$  approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

## FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's

job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

## CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

**Death Penalty:** When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

**Diseases:** A disease lasts until it is cured or it reaches its 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 an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may 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. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

## DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

(Adjust numbers below to fit the tier and delete this sentence.)

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

## ADVENTURE BACKGROUND

In the year 1380 DR Sembia fell under control of Netheril. In the intervening century the conquest became more or less complete. Two cities resisted and, with the aid of Cormyr, regained independence.

One of these cities is Urmlaspyr, which rebelled against the Twelve Princes of Shade when the worship of any deity but Shar was officially banned. Many lost their lives in the rebellion, large regions have been infused with dangerous shadow magic and the city is since covered in eternal darkness. Despite these setbacks, the city recovered and it is now a wealthy trade city and a hotbed of political intrigue as a neutral city between Cormyr and Netherese controlled Sembia.

Since the city won its freedom and trade once again filled its coffers with gold, it has tried to get rid of the shadow infused regions and the eternal darkness, but to no avail. The magic the shades used proved to be too powerful despite the best efforts of modern magecraft. So by blocking off the most dangerous areas, the stationing of a contingent of Purple Dragons (soldiers from the Cormyrean army) and remaining vigilant, the authorities kept the situation under control. The few incursions by shadow monsters were easily dealt with before any serious harm could be done to the city and its inhabitants.

Recently though things have taken a turn for the worse. For some unknown reason the shadow infused regions seem to be growing slowly. The number of

Shadowfell incursions into the city has definitely increased. The authorities have managed to keep it under control, but fear it will not last. Cormyr worries Netheril is behind it, but they cannot offer more aid then they already have out of fear into provoking Netheril into a war. Instead, they are looking to hire adventurers to at least offer some relief to the strained defenders of the city.

A few years ago, the merchant Deskyr Thanterim hired a group of adventurers to retrieve missing heirlooms of his family from Urmlaspyr (see *CORE1-1 Inheritance*). In those intervening years, Deskyr used the recovered items to restore his family wealth and make a name amongst the powerful in Suzail. He also reaffirmed his family traditional alliance with the faith of Tymora, goddess of good luck and patron of adventurers. His influence took a leap forward when he married Iona Laesic, daughter of high ranking government official and minor noble.

Through Deskyr's experience with adventurers, his families origin from Urmlaspyr and his father-in-law's influence he became the new ambassador in Urmlaspyr. He travelled ahead to make the basic arrangements, now his wife follows, begrudgingly hiring adventurers as bodyguards. The trip itself is likely to be uneventful, but on arrival Iona and her bodyguards immediately experience the problems that face the city personally.

## DM'S INTRODUCTION

The adventure starts in Suzail, capital of Cormyr, but quickly takes the PCs to Urmlaspyr in Sembia. More information on Cormyr, Sembia and Urmlaspyr can be found in the *Forgotten Realms Campaign Guide*.

The city of Urmlaspyr is protected against the sun by dense dark clouds eternally hovering above the city. The barrier with Shadowfell is thin, and a few places more or less non-existent. During the day, light never becomes brighter than dim light, during the night it is pitch black. The lack of sunlight causes the temperature to be lower than the surrounding lands, which tends to generate many thunderstorms. It's perfect natural harbor, local stubbornness and the fact that many creatures in Faerûn prefer the darkness to the light has prevented the city from being abandoned, despite the threat the environment poses. Many lanterns provide light in the well-traveled areas, but the influence of the Shadowfell and the Shadowcurse reduces the radius of any light source by half. Other than that there are no noticeable effects.

While the city of Urmlaspyr faces a threat from the Shadowfell, it is a city that has not seen the sunlight in over eight decades. Many of its citizens are creatures

that prefer the darkness to the light and they have proven themselves to be reasonably loyal. As such the locals are used to drow, goblin, orcs, shadar-kai, shades and even the occasional friendly undead. The authorities of Cormyr are a bit more suspicious, but they are well aware of the city's environment and as such they are willing to overlook the risk that these races might be working for Netheril.

The reason for the PCs to be in Suzail is up to the individual players. It is assumed they are in the city, and looking for a well-paying honest job. Characters with favors with the authorities in Cormyr (such as can be gained in many CORM adventures) or with Deskyr Thanterim (see CORE1-1) are likely to have been tipped by their friends (or personally invited) about the task. Others have simply followed an open call.

In Encounter 1 Iona Thanterim interviews and hopefully hires the PCs as her bodyguards on her boat trip from Suzail to Urmlaspyr.

Unless the DM runs a MYRE, the trip itself is uneventful. As soon as they get near to Urmlaspyr, a sudden change in weather has the sailors scrambling. It appears the ship can make it into the harbor on time, but an attack by shadow infused beasts causes a vital delay in Encounter 2. The PCs can either simply deal with the attackers, or go out of their way to protect sailors and ship.

In Encounter 3 the thunderstorm strikes just as the last beasts are defeated. Depending on how the PCs did, they now have to struggle to get the ship safely at the docks. In the worst case scenario the ship might crash into another ship. Near the docks, the PCs note the locals fighting with more sewer monsters, and they can either rush ahead to offer aid or stick to the ship to help it with docking.

Once at the docks, in Encounter 4, the PCs are facing more sewer monsters and undead, whether mopping up the last attackers or dealing with a strong force depending on their choice in Encounter 3.

After the fight with most of the beasts gone, the harbormaster approaches the PCs with a request for aid in Encounter 5. The monsters came from nearby sewer entrances, and he fears there are more. He wants the PCs to deal with whatever stirred up these monsters.

A recently shadow infused otyugh is behind the attack. It is mad, and killing it and its minions in the hostile shadow infused sewers is not easy. A shadow breach infuses the beast and the terrain. It is a recent addition, and likely the cause of the trouble. Closing it is harder than expected, but eventually it should be shut in Encounter 6. Amongst the debris the PCs find items pointing towards Netheril, but then again, there is also

other treasure so whether it is coincidence or not remains a question.

With the defeat of the otyugh, the PCs can claim their reward from the harbormaster and join the ambassador of Cormyr. The grateful ambassador gives them a bonus, and asks them to stick around. The shadows are strangely active, and the local authorities have trouble dealing with it. Strong adventurers, working on Cormyr's behalf of course, would be welcome indeed.

## PLAYER'S INTRODUCTION

*Suzail, capital of Cormyr, famous for its mansions, inns, taverns and festhalls, a place most welcome to adventurers both to spend and earn their coin. Whatever reason brought you here, it was a call for adventurers by the Crown that caught your attention. The call lacked detail, but directed you to the Royal Court and hinted at good pay and potential for long term employment. So here you are, in a small meeting room together with a group of adventurers, waiting for your potential employer to arrive...*

The small meeting room is in a wing of the Royal Court, used mostly by Foreign Affairs. Considering its location, whatever task the Crown has, is going to be public.

Give the PCs a chance to introduce one another before proceeding with Encounter 1.

# ENCOUNTER 1: BRIEFING

## IMPORTANT NPCs

**Lady Iona Thanterim:** human female, agent of the Crown.

**Captain Aerik Swiftarm:** human male, captain in the Royal Cormyrean navy.

**Lieutenant Haeskel:** human female, no-nonsense stern CO of the Purple Dragon marines on the *Trident*.

Once the PCs have settled in the room, read or paraphrase:

*After a few minutes of waiting, the door slams open and a short woman in her late twenties wearing expensive albeit practical clothing barges in. Her long brown hair is braided; she has an angular face and a piercing gaze. The symbol of Tymora, goddess of luck, is clearly visible around her neck, as are a dagger and a hand crossbow at her belt.*

*While obviously irritated about something, she smiles when she spots you, striding towards you, raising her hand to shake yours. "Welcome. A pleasure to meet you. I am Iona Thanterim, wife of Ambassador Deskyr Thanterim in Urmlaspyr. You are?"*

A minor noble, Iona never liked to be coddled. She is direct, open and not one to waste time on idle chit chat. She likes to flirt a bit, but she loves her husband and stops quickly when things appear to go too far. She wants to know who the PCs are, and why she should hire them. Her questions are to the point, and show that she has experience in dealing with adventurers.

If the PCs first want to know what the job is about, she looks a bit surprised, and then tells she needs bodyguards. Her husband, Deskyr Thanterim, is the new ambassador in Urmlaspyr in free Sembia. Deskyr travelled ahead and Iona needs to follow. She is not going to let the threat of some shadow creatures keep her away from her husband, no matter what her father thinks. Since hiring an army to protect her is unacceptable, Iona and her father settled on the compromise of hiring a band of adventurers. See Appendix 1 for details on her and other important NPCs.

Throughout the job interview she provides the following information:

- Basic background on the city Urmlaspyr, Sembia, Netheril and Cormyr as provided in the Background section, including the fact that shadow incursions have increased recently, which has the Crown

worried. Netherese involvement is suspected, but there is no proof.

- The PCs are hired as bodyguards on the journey until the moment Iona arrives safely at the embassy. If they do their job well, she is sure the Crown can use their services inside the city to investigate and deal with the shadow incursions.
- The trip should take about half a ride (a ride is ten days and the Realms term used for a week).
- Her father is lord Marrin Laesic. Her husband is Deskyr Thanterim (PCs who played CORE1-1 have worked for him before, but he was a simple merchant at the time), the new ambassador of Cormyr in Urmlaspyr. He is wealthy merchant whose family came originally from Urmlaspyr, but who fled 80 years ago during the rebellion against Netheril. Adventurers retrieved many of his heirlooms a few years ago, which he invested well. He got the position because of her father, but he is certainly skilled enough for the job.
- They get a fee of 20 / 40 / 60 / 80 / 100 gp per person at the embassy. Iona can double the fee, if a situation requires the PCs' tasks go beyond those of regular bodyguard duty. (PCs who insist on an extensive contract can get one. These are standard contracts detailed by the Crown for the employ of mercenaries for short term jobs as bodyguards. These have been designed and approved by skilled barristers of the Crown.)
- She wants to leave as soon as possible. The trip is from Suzail to Urmlaspyr by boat, the *Trident*, a caravel of the Royal Navy under captain Aerik Swiftarm. It is about 240 miles and takes 4 days.
- Despite what her father might think, she is not a big fish, and Netheril would not risk a war about her. Sea monsters and pirates might attack, but not Shadovar. In all honesty though, she is not expecting an attack of any kind. It is a short trip and the waters are safe.
- PCs who make a Moderate DC Insight check (passive or active) realize she is a bit irritated about being forced to hire bodyguards. She finds it a bit of a waste of resources unless the PCs choose to stay in Urmlaspyr and aid the embassy with the shadow incursions. Her father's protectiveness is understandable, if a tad irritating. Her husband supports her in this and if not for him, she would probably have been locked up in her house in Suzail. Still, hiring adventurers is never a bad thing and Lady Luck always smiles on such endeavors.
- Because of security reasons, and to a lesser extend cost, there is no portal circle in the Embassy. There are also no known public portal circles inside or outside the city. While there is no definitive proof the shadow curse scrambles long range teleportations,

enough people have disappeared to make people wonder. She prefers ship travel anyway.

## ENDING THE ENCOUNTER

Once the PCs accept the mission, they have a full day to buy supplies and make other arrangements before they are expected on the *Trident*.

The *Trident* is a military ship and the crew is disciplined, consisting of veteran sailors and a small unit of marines. The captain is Aeris Swiftarm, a male human Purple Dragon knight of Cormyr. The PCs as a group are assigned a single room, sharing with the marines. They are expected to work together with the marines under leadership of lieutenant Haeskel, a sturdy stern no-nonsense human female. The marines focus on protecting the ship and its sailors. The PCs are expected to focus on keeping Iona safe, and Haeskel wants to discuss and practice tactics in advance to minimize confusion during a potential battle. Obviously, the PCs are outside the chain of command (except in regards to the ship captain). PCs with some skills in sailing are welcome to join the crew as long as they follow orders. Appendix 2 provides details on the ship and its crew.

The weather is good, if a bit hot and humid, and the trip is uneventful right until it reaches Urmlaspyr. If you run the adventure in a time sensitive environment, quickly summarize the trip and proceed to Encounter 1. If you have the time, you can role-play introductions with the crew, and even stage a mock practice battle between the marines and the PCs or use a MYRE for an extra adventure. Just make sure Lady Iona survives until the characters arrive in Urmlaspyr.

## MILESTONE

This encounter does not count toward a milestone.

## TREASURE

The PCs gain no treasure in this encounter. If they act particularly rude to Iona during the interview or the trip, you can give individual characters Story Award **SPEC56 Ambassador's Disfavor** at the end of the adventure (unless they or others in the group do something to make amends). Iona needs adventurers now, but such rude behavior will have an impact in later adventures in the series. Remember though that Iona is used to dealing with adventurers and mercenaries. She is not quick to become angry or shocked.



## ENCOUNTER 2: STORM FRONT

### ENCOUNTER LEVEL AL + 2

#### CREATURES

This encounter includes the following creatures at AL 2:

- 3 dire rats (R)
- 2 scurrying rat swarms (B)
- 2 shadowhunter bats (S) (the first 3 rounds they focus on the lights, not necessarily the PCs)

This encounter includes the following creatures at AL 4 and 6:

- 3 black deathrattle vipers (R)
- 2 shadow bat swarms (B)
- 2 shadowhunter bats (S) (the first 3 rounds they focus on the lights, not necessarily the PCs)

This encounter includes the following creatures at AL 8 and 10:

- 3 black deathrattle vipers (R)
- 2 shadow bat swarms (B)
- 2 shadow dire bats (S) (the first 3 rounds they focus on the lights, not necessarily the PCs)

#### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. Note that the presence of the sailors can make things harder or easier depending on how you use them.

**Four PCs:** Remove 1 swarm.

**Six PCs:** Add 1 shadowhunter bat or shadow dire bat depending on the AL. The additional bat attacks the PCs, NOT the lights.

#### SETUP

The trip from Suzail to Urmlaspyr has been quiet and uneventful right up until the *Trident* sails into the harbor.

*Urmlaspyr can be spotted long before its harbor is within sight. Black clouds hover above it, the result of Netherese wizards during the city's rebellion now over 70 years ago. It is an ominous sight and several sailors offer quick prayers to Valkur and Selûne despite the fact they likely have sailed into its harbor several times before. It has been a hot, humid day with little wind. Something has the captain worried, and the sailors are working harder than usual.*

PCs who make a DC 15 Nature check realize a thunderstorm is brewing, although spotting such is hard due to the shadow curse. Otherwise the captain informs them. The storm is not going to be particularly violent, but still not something to be ignored. Aeris is confident he can make the harbor before it starts. The bosun is less sure, but follows orders.

*Despite the shadow curse, or perhaps because of it, Urmlaspyr is a wealthy city that sees a lot of sea traffic. The lights of many lanterns and two large lighthouses provide ample of light despite the lack of sunlight. Not much can be seen of the city beyond the harbor though.*

*The harbor is not at full capacity, and there is an aura of nervousness and anticipation. Aeris is getting increasingly worried, and turns towards you to say something. Before he can open his mouth a loud piercing shriek from the docks draws your attention. For a moment every activity stops everybody looking towards the source of the shriek than all hell breaks loose. Suddenly dozens if not hundreds of pitch black bats and rats swarm over the harbor like a tidal wave of shadow. Lights are snuffed out, and you can hear the panicked shouts of those at the docks. Then the wave is upon the Trident...*

The wave of creatures consists of dozens of shadow-infused bats, rats and even a couple of snakes. They immediately attack any non-shadow creatures, foam on their mouths as a clear sign of their madness. The creatures are not natural to Faerûn, but considering the nature of Urmlaspyr are not that rare. Still, something must have happened in the nearby sewers for them to be this aggressive and come out in this number.

Most of the creatures are easy to kill, and even normal sailors can deal with them. A few are much larger and more dangerous, requiring the attention of the PCs. The shadowhunter bats / shadow dire bats are out of sight at the start of the fight, but can be spotted with a Hard DC Perception check (passive or active). Roll initiative as normal.

At the start of the fight, Lady Iona is below decks in her cabin. She is not a sailor, and prefers to stay out of their way. It takes 1 move and 1 minor action (opening a door) to get from her quarters to the deck at the aft cabin. The PCs' quarters are at the front and require a move and a minor action as well (although if there are multiple PCs at their quarters, only one needs to spend a minor action to open the door). Use your judgment to determine how long it takes to get to the deck if the PCs are at other spots at the start of the fight.

## LANTERNS

The first three rounds of the fight the shadowhunter bats / shadow dire bats target the lanterns. They use the *snatch* attack to target a lantern, automatically hitting. Doing so destroys that specific lantern. If by the end of the fight 6 or more of the lanterns are destroyed, they begin Encounter 3 with 1 automatic failure. If the front lantern is destroyed, and there is none on the deck or masts, those need to be replaced immediately regardless of how many were destroyed. See Encounter 3 for details.

Note that carrying a burning sunrod on deck does not provide enough light to sail by safely. It needs to be located on specific spots around the ship as far away from the hull as possible (see the map for the locations). Make sure the players are aware of this at the start of the fight.

If the bats are targeted by the PCs, the bats are likely to target their attackers. If you feel the adventure is more fun if more lanterns are destroyed, you can decide them to keep going at the lights. Use your judgment, but be careful since it has an impact on the challenge of the fight and Encounter 3.

## CREW

The *Trident* is a warship and its crew are veteran sailors and experienced marines. They are not defenseless. For ease of sake, there are several more dire rats and vipers keeping the marines busy. The sailors are frantically working on getting the ship ready for the storm and docking.

The *Trident* has a crew of 30 sailors and 10 marines. A minimum of 20 sailors must be working under current conditions. One person must be standing on the forecastle to help steering, and one person must be the pilot at the steering wheel. Under normal circumstances, enough sailors survive so that the loss of crew is not going to pose a problem, although the players do not need to know this (instead of using *snatch* against a lantern, you can instead target a sailor). Similarly monsters can attack the person at the front or the steering wheel, forcing the PCs to switch targets or risk losing an important member of the crew (the captain and first mate die in three hits).

If you want to increase the challenge (if no PC can make ranged attacks, remind them of the arbalests), each round the PCs do not actively engage a shadowhunter bats or shadow dire bat 5 sailors are taken out of commission per ignored bat. If the number of sailors drops below 20 the ship is in seriously trouble, and start with 1 failure in Encounter 3. Note that mariners know how to sail, and so can some PCs.

Be careful including the crew in the active battle, since this can slow down the game, or frustrate the players since they have to use suboptimal tactics (which can cause the fight to drag on).

## START 4<sup>TH</sup> ROUND: THUNDERSTORM

At the start of the 4<sup>th</sup> round the storm starts in fullest. Every creature outside is targeted by the following attack. see weather effects in terrain features for what happens afterward.

### M Gust of Wind • Encounter

**Attack:** Melee 1 (creatures in the open); AL +3 vs. Fortitude or Reflex whatever is worse.

**Hit:** 1d6 + 4 / 1d8 + 5 / 1d8 + 6 / 2d6 + 5 / 2d6 + 6 damage due to falling debris. The target is knocked prone and slides 2 squares towards the aft of the ship.

## TERRAIN FEATURES

**Illumination:** The combination of the shadow shroud and thunderstorm create pitch black darkness. At the start of the fight several lanterns provide ample light within 10 squares, but this might change quickly. Remember, light sources provide half the normal radius of light.

**Arbalests:** There are 8 arbalests attached to the railing of the ship. These large crossbows point outward, and can be fired by anybody with a weapon proficiency with any crossbow with a +3 proficiency bonus that has a [W] of 2d6. They are considered heavy crossbows for powers. They are too heavy to be used once removed from the railing.

**Ballista:** The ballista is not ready for a fight (ammunition is below decks), and is otherwise of little use in a fight against normal sized beasts. The area is considered difficult terrain, but anybody in the area gains cover.

**Cabins:** Both the fore and aft cabins are 7 feet high. Going up the stairs is considered difficult terrain. Going down poses no penalty to a creature's speed.

**Crane:** The crane attached to the central mast is secure. It requires a move action to ready, but once readied it can be used to make the following attack once per round as a standard action within the center of the ship:

### STANDARD ACTIONS

#### A Crane Sweep • At-Will (1/round)

**Attack:** Area burst 1 (creature in burst); AL +3 vs. Reflex

**Hit:** 1d8 + 6 damage and the target slides 1 square.

**Hatch:** The hatch is closed and secured. It is considered difficult terrain unless a creature has a climb speed.

**Lanterns:** These lanterns provide bright illumination within 10 squares.

**Masts:** The masts are about 30 feet high and can be climbed with a DC 15 Athletics check.

**Railing:** The railings on the ship provide creatures a +2 bonus on saving throws to prevent falling overboard due to forced movement.

**Riggings:** The riggings can be climbed with a Moderate DC Acrobatics or Athletics check. It is considered difficult terrain for a creature with a climb speed. Anybody losing their footing in the riggings, can make a saving throw to catch themselves before they fall (if they succeed they are effectively prone while being tied up in the riggings).

**Water:** The deck of the *Trident* is 2 squares above sea level. Climbing the hull requires a DC 20 Athletics check. There are several knotted ropes and rope ladders on deck, and a character can throw one over the railing to assist any swimmer. Climbing these requires only a DC 5 Athletics check. The water is relatively calm and requires an DC 10 Athletics check to swim even after the storm starts.

**Weather:** At the start of the fight it is still dry and there is little wind. Lightning flashes and thunder tell things are about to change.

At the start of the 4<sup>th</sup> round the thunderstorm starts in earnest. From that moment strong gusts of wind hinder flying, climbing and ranged attack. The following effects come into play:

- The fly speed of any creature is halved, and no creature can fly more than 2 squares above the sea level or deck.
- Anybody in the riggings suffers a -2 penalty on any checks, and must make a Moderate DC Athletics or Acrobatics check at the start of their turn or fall down. Creatures in the water need to make a DC 12 Athletics check to swim.
- The rain and wind gives a -2 penalty on any ranged attack rolls.
- The deck starts to roll heavily. Each creature not flying or lacking a climb speed must make an Easy DC Acrobatics check at the start of their turn or fall prone. Creatures can elect to brace themselves as a minor action, preventing the need for a check in the next turn. Braced creatures grant combat advantage.

## TACTICS

The lights on the *Trident* have the shadow-infused sewer creatures in a frenzy. In theory the PCs can cut the fight short by dousing all lights, but doing so under the current circumstances is risky (the PCs start with 1

failure in Encounter 3) and takes several rounds. In the meantime the beasts are not going to ignore the PCs.

They use only basic tactics, and lack the intelligence to coordinate their attacks with one another beyond basic flanking. When possible the swarms slide the PCs overboard, or throw them out of the riggings by knocking them prone. The bat swarms lack a swim speed, and instinctively stay above the deck. Otherwise they just bite whatever living non-shadow creature is the closest.

As noted, the shadowhunter bats / shadow dire bats focus on the lights (including using *snatch* to grab sunrods in the possession of the PCs), dropping them in the water. They fly in and out, using their speed to disappear in the darkness if at all possible (with a speed of 8 and flyby attack, they can cover 16 squares in one round and still attack once every other round if they try to get back into the darkness if they stay within 4 squares of their intended target for the 2<sup>nd</sup> round). Once they are forced to stay closer to water level due to the storm, they switch to the PCs and lanterns closer to the deck. They still use *flyby attack*, but due to the reduced speed, likely with less effectiveness.

**Note:** It is possible to use *snatch* to grab small weapons and implements from the hands of the PCs. Avoid doing so. The bats are not smart enough to recognize other items as a threat worth picking. If the item in question provides light (such as a *flaming dagger*), you can opt to *snatch* the weapon, but drop it on board of the ship (as soon as released the light stops and it stops being interesting for the bats). Be careful with this tactic though, since it can slow down the fight without increasing the challenge much.

The beasts fight to the death, but if the end result of the fight is clear and the fight is turning into a grind, you can call it by having the beasts scatter. While they are infused with shadow energy they are still more or less natural animals.

## ENDING THE ENCOUNTER

As soon as the last creature disappears from the deck, proceed with Encounter 3. The PCs have very little time to rest, but can catch their breath for a few moments. They effectively have a single 5 minute short rest.

The reason for the attack is unclear at the moment. The fact that they creatures are not entirely natural should be obvious. The sailors either grimly work on, or beg forgiveness from Umberlee until Aeris angrily points out that if Umberlee is pissed off, it would have been a creature of the sea or a bolt of lightning that would destroy them, not some creatures of shadow. The captain wisely avoids mentioning which deity would use

shadow creatures, but thinking it some kind of plot from Netheril is not that far-fetched.

#### **MILESTONE**

The encounter counts towards a milestone.

#### **TREASURE**

There is no treasure in this encounter.

## ENCOUNTER 2: STORM FRONT STATISTICS (AL 2)

3 Dire Rats (R)	Level 2 Brute
Small natural beast	XP 125
HP 48; Bloodied 24	Initiative +3
AC 14, Fortitude 14, Reflex 12, Will 10	Perception +6
Speed 6, climb 3, swim 4	Low-light vision
STANDARD ACTIONS	
m <b>Bite (disease) • At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 6 damage. At the end of the encounter the target makes a saving throw. On a failure, the target contracts dire rat filth fever (stage 1).	
Skills Stealth +8	
Str 14 (+3)	Dex 15 (+3) Wis 10 (+1)
Con 18 (+5)	Int 2 (-3) Cha 6 (-1)
Alignment unaligned	Languages -

### DIRE RAT FILTH FEVER

**Stage 0:** The target recovers from the disease.  
**Stage 1:** While affected by stage 1, the target loses a healing surge.  
**Stage 2:** While affected by stage 2, the target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.  
**Stage 3:** While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

2 Scurrying Rat Swarms (B)	Level 2 Skirmisher
Medium natural beast (swarm)	XP 125
HP 35; Bloodied 17	Initiative +6
AC 16, Fortitude 14, Reflex 16, Will 12	Perception +7
Speed 6, climb 2, swim 2	Low-light vision
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.	
TRAITS	
O <b>Swarm Attack • Aura 1</b>	
Any enemy that ends its turn in the aura takes 5 damage, and the swarm can slide it 1 square as a free action.	
<b>Swarm</b>	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
m <b>Swarm of Teeth • At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 4 damage, or 1d10+9 if the swarm moved at least 2 squares during this turn.	
Effect: The swarm can shift 1 square.	
Str 12 (+2)	Dex 16 (+4) Wis 9 (+0)
Con 11 (+1)	Int 1 (-4) Cha 7 (-1)
Alignment unaligned	Languages -

2 Shadowhunter Bats (S)	Level 2 Lurker
Medium shadow beast	XP 125
HP 32; Bloodied 16	Initiative +9
AC 16, Fortitude 13, Reflex 16, Will 11	Perception +7
Speed 2 (clumsy), fly 8	Darkvision
TRAITS	
<b>Shadowhunter</b>	
When a shadowhunter bat starts its turn in dim light or darkness, it gains a +2 bonus to attack rolls and deals 6 extra damage.	
STANDARD ACTIONS	
m <b>Tail Slash • At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
m <b>Snatch • At-Will</b>	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 1 damage, and the shadowhunter bat steals a small object from the target, such as a vial, scroll or sunrod.	
M <b>Flyby Attack • At-Will</b>	
Effect: The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.	
Skills Stealth +10	
Str 13 (+2)	Dex 18 (+5) Wis 13 (+2)
Con 14 (+3)	Int 2 (-3) Cha 11 (+1)
Alignment unaligned	Languages -
Note: Shadowhunter bat with <i>snatch</i> power from spiretop drake and modified damage expression.	

## ENCOUNTER 2: STORM FRONT STATISTICS (AL 4)

<b>3 Black Deathrattle Vipers (R)</b>	<b>Level 4 Brute</b>
Medium shadow beast (reptile)	XP 175
<b>HP 65; Bloodied 32</b>	<b>Initiative +6</b>
<b>AC 16, Fortitude 15, Reflex 17, Will 15</b>	<b>Perception +7</b>
<b>Speed 4, climb 4, swim 4</b>	<b>Dar vision</b>
<b>TRAITS</b>	
O <b>Death Rattle (fear) • Aura 2</b>	
Enemies take a -2 penalty to all defenses within the aura.	
<b>STANDARD ACTIONS</b>	
m <b>Bite (necrotic, poison) • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 3 damage, and the viper makes a secondary attack against the target.	
Secondary Attack: Melee 1; +7 vs. Fortitude	
Hit: 1d6 + 1 poison damage, and ongoing 5 necrotic damage (save ends).	
<b>Str 12 (+3)</b>	<b>Dex 19 (+6)</b>
<b>Con 15 (+4)</b>	<b>Int 2 (-2)</b>
<b>Wis 10 (+2)</b>	<b>Cha 14 (+4)</b>
<b>Alignment</b> unaligned <b>Languages</b> -	
<b>Note:</b> Modified deathrattle viper.	

<b>2 Shadow Bat Swarm (S)</b>	<b>Level 4 Soldier</b>
Medium natural beast (swarm)	XP 175
<b>HP 54; Bloodied 27</b>	<b>Initiative +8</b>
<b>AC 16, Fortitude 14, Reflex 16, Will 12</b>	<b>Perception +8</b>
<b>Speed 2 (clumsy), fly 8</b>	<b>Darkvision</b>
<b>Resist</b> half damage from melee and ranged attacks; <b>Vulnerable 5</b> to close and area attacks.	
<b>TRAITS</b>	
O <b>Swarm Attack • Aura 1</b>	
Any enemy that begins its turn in the aura takes 4 damage. A prone enemy takes 6 damage.	
<b>Swarm</b>	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>STANDARD ACTIONS</b>	
m <b>Swarm of Teeth • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 4 damage, or 2d6 + 4 damage against a prone target.	
<b>MINOR ACTIONS</b>	
m <b>Pull Down • At-Will (1/round)</b>	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: The target is knocked prone.	
<b>Str 15 (+4)</b>	<b>Dex 18 (+6)</b>
<b>Con 14 (+4)</b>	<b>Int 2 (-2)</b>
<b>Wis 12 (+3)</b>	<b>Cha 10 (+2)</b>
<b>Alignment</b> unaligned <b>Languages</b> -	
<b>Note:</b> Modified needlefang drake swarm.	

<b>2 Shadowhunter Bats (S)</b>	<b>Level 4 Lurker</b>
Medium shadow beast	XP 175
<b>HP 44; Bloodied 22</b>	<b>Initiative +10</b>
<b>AC 18, Fortitude 15, Reflex 18, Will 13</b>	<b>Perception +8</b>
<b>Speed 2 (clumsy), fly 8</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>Shadowhunter</b>	
When a shadowhunter bat starts its turn in dim light or darkness, it gains a +2 bonus to attack rolls and deals 6 extra damage.	
<b>STANDARD ACTIONS</b>	
m <b>Tail Slash • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
m <b>Snatch • At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 2 damage, and the shadowhunter bat steals a small object from the target, such as a vial, scroll or sunrod.	
M <b>Flyby Attack • At-Will</b>	
Effect: The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.	
<b>Skills</b> Stealth +11	
<b>Str 13 (+3)</b>	<b>Dex 18 (+6)</b>
<b>Con 14 (+4)</b>	<b>Int 2 (-2)</b>
<b>Wis 13 (+3)</b>	<b>Cha 11 (+2)</b>
<b>Alignment</b> unaligned <b>Languages</b> -	
<b>Note:</b> Shadowhunter bat with <i>snatch</i> power from spiretop drake and modified damage expression.	

## ENCOUNTER 2: STORM FRONT STATISTICS (AL 6)

<b>3 Black Deathrattle Vipers (R)</b>	<b>Level 6 Brute</b>
Medium shadow beast (reptile)	XP 250
<b>HP 85; Bloodied 42</b>	<b>Initiative +7</b>
<b>AC 18, Fortitude 17, Reflex 19, Will 17</b>	<b>Perception +8</b>
<b>Speed 4, climb 4, swim 4</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>O Death Rattle (fear) • Aura 2</b>	
Enemies take a -2 penalty to all defenses within the aura.	
<b>STANDARD ACTIONS</b>	
<b>m Bite (necrotic, poison) • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 5 damage, and the viper makes a secondary attack against the target.	
Secondary Attack: Melee 1; +9 vs. Fortitude	
Hit: 1d6 + 3 poison damage, and ongoing 5 necrotic damage (save ends).	
<b>Str 12 (+4)</b>	<b>Dex 19 (+7)</b>
<b>Con 15 (+5)</b>	<b>Int 2 (-1)</b>
<b>Wis 10 (+3)</b>	<b>Cha 14 (+5)</b>
<b>Alignment</b> unaligned <b>Languages</b> -	
<b>Note:</b> Modified deathrattle viper.	

<b>2 Shadow Bat Swarm (S)</b>	<b>Level 6 Soldier</b>
Medium natural beast (swarm)	XP 250
<b>HP 70; Bloodied 35</b>	<b>Initiative +9</b>
<b>AC 18, Fortitude 16, Reflex 18, Will 14</b>	<b>Perception +9</b>
<b>Speed 2 (clumsy), fly 8</b>	<b>Darkvision</b>
<b>Resist</b> half damage from melee and ranged attacks; <b>Vulnerable 5</b> to close and area attacks.	
<b>TRAITS</b>	
<b>O Swarm Attack • Aura 1</b>	
Any enemy that begins its turn in the aura takes 5 damage. A prone enemy takes 7 damage and the swarm can slide it 1 square as a free action.	
<b>Swarm</b>	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>STANDARD ACTIONS</b>	
<b>m Swarm of Teeth • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 6 damage, or 2d8 + 6 damage against a prone target.	
<b>MINOR ACTIONS</b>	
<b>M Pull Down • At-Will (1/round)</b>	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: The target is knocked prone.	
<b>Str 15 (+5)</b>	<b>Dex 18 (+7)</b>
<b>Con 14 (+5)</b>	<b>Int 2 (-1)</b>
<b>Wis 12 (+4)</b>	<b>Cha 10 (+3)</b>
<b>Alignment</b> unaligned <b>Languages</b> -	
<b>Note:</b> Modified needlefang drake swarm.	

<b>2 Shadowhunter Bats (S)</b>	<b>Level 6 Lurker</b>
Medium shadow beast	XP 250
<b>HP 56; Bloodied 28</b>	<b>Initiative +11</b>
<b>AC 20, Fortitude 17, Reflex 20, Will 15</b>	<b>Perception +9</b>
<b>Speed 2 (clumsy), fly 8</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>Shadowhunter</b>	
When a shadowhunter bat starts its turn in dim light or darkness, it gains a +2 bonus to attack rolls and deals 8 extra damage.	
<b>STANDARD ACTIONS</b>	
<b>m Tail Slash • At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
<b>m Snatch • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 3 damage, and the shadowhunter bat steals a small object from the target, such as a vial, scroll or sunrod.	
<b>M Flyby Attack • At-Will</b>	
Effect: The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.	
<b>Skills</b> Stealth +12	
<b>Str 13 (+4)</b>	<b>Dex 18 (+7)</b>
<b>Con 14 (+5)</b>	<b>Int 2 (-1)</b>
<b>Wis 13 (+4)</b>	<b>Cha 11 (+3)</b>
<b>Alignment</b> unaligned <b>Languages</b> -	
<b>Note:</b> Shadowhunter bat with <i>snatch</i> power from spiretop drake and modified damage expression.	

## ENCOUNTER 2: STORM FRONT STATISTICS (AL 8)

3 Black Deathrattle Vipers (R)		Level 8 Brute
Medium shadow beast (reptile)		XP 350
HP 105; <b>Bloodied</b> 52		Initiative +8
AC 20, <b>Fortitude</b> 19, <b>Reflex</b> 21, <b>Will</b> 19		Perception +9
Speed 4, climb 4, swim 4		Darkvision
TRAITS		
O <b>Death Rattle</b> (fear) • <b>Aura</b> 2		
Enemies take a -2 penalty to all defenses within the aura.		
STANDARD ACTIONS		
m <b>Bite</b> (necrotic, poison) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage, and the viper makes a secondary attack against the target.		
Secondary Attack: Melee 1; +11 vs. Fortitude		
Hit: 1d8 + 4 poison damage, and ongoing 5 necrotic damage (save ends).		
Str 12 (+5)	Dex 19 (+8)	Wis 10 (+4)
Con 15 (+6)	Int 2 (+0)	Cha 14 (+6)
Alignment unaligned Languages -		
Note: Modified deathrattle viper.		

2 Shadow Bat Swarm (S)		Level 8 Soldier
Medium natural beast (swarm)		XP 350
HP 86; <b>Bloodied</b> 43		Initiative +10
AC 20, <b>Fortitude</b> 18, <b>Reflex</b> 20, <b>Will</b> 16		Perception +10
Speed 2 (clumsy), fly 8		Darkvision
Resist half damage from melee and ranged attacks; <b>Vulnerable</b> 5 to close and area attacks.		
TRAITS		
O <b>Swarm Attack</b> • <b>Aura</b> 1		
Any enemy that begins its turn in the aura takes 7 damage. A prone enemy takes 8 damage and the swarm can slide it 1 square as a free action.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
m <b>Swarm of Teeth</b> • <b>At-Will</b>		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 6 damage, or 3d6 + 6 damage against a prone target.		
MINOR ACTIONS		
M <b>Pull Down</b> • <b>At-Will</b> (1/round)		
Attack: Melee 1 (one creature); +11 vs. Fortitude		
Hit: The target is knocked prone.		
Str 15 (+6)	Dex 18 (+8)	Wis 12 (+5)
Con 14 (+6)	Int 2 (+0)	Cha 10 (+4)
Alignment unaligned Languages -		
Note: Modified needlefang drake swarm.		

2 Shadow Dire Bats (S)		Level 8 Skirmisher
Large shadow beast		XP 350
HP 90; <b>Bloodied</b> 45		Initiative +9
AC 22, <b>Fortitude</b> 22, <b>Reflex</b> 18, <b>Will</b> 17		Perception +11
Speed 4, fly 8 (hover)		Darkvision
TRAITS		
O <b>Necrotic Enhancement</b> • <b>Aura</b> 2		
Each enemy within the aura that has ongoing necrotic damage, gains vulnerability 5 necrotic and takes a -2 penalty to saving throws.		
Flitter Away		
The shadow dire bat gains a +2 bonus to speed and all defenses while bloodied.		
STANDARD ACTIONS		
m <b>Bite</b> • <b>At-Will</b>		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage.		
m <b>Claws</b> • <b>At-Will</b>		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 2d6 + 7 damage, and the target is knocked prone.		
m <b>Snatch</b> • <b>At-Will</b>		
Attack: Melee 2 (one creature); +11 vs. Reflex		
Hit: 4 damage, and the shadow dire bat steals a small object from the target, such as a vial, scroll or sunrod.		
M <b>Sting</b> (necrotic) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage, and the shadow dire bat makes a secondary attack against the target.		
Secondary Attack: Melee 1; +11 vs. Fortitude		
Hit: Ongoing 5 necrotic damage (save ends).		
M <b>Flyby Attack</b> • <b>At-Will</b>		
Effect: The shadow dire bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.		
Skills Stealth +11		
Str 24 (+11)	Dex 17 (+7)	Wis 15 (+6)
Con 18 (+8)	Int 2 (+0)	Cha 8 (+3)
Alignment unaligned Languages -		
Note: Modified snaketongue wyvern with <i>snatch</i> power from spiretop drake and modified damage expression.		



## ENCOUNTER 2: STORM FRONT STATISTICS (AL 10)

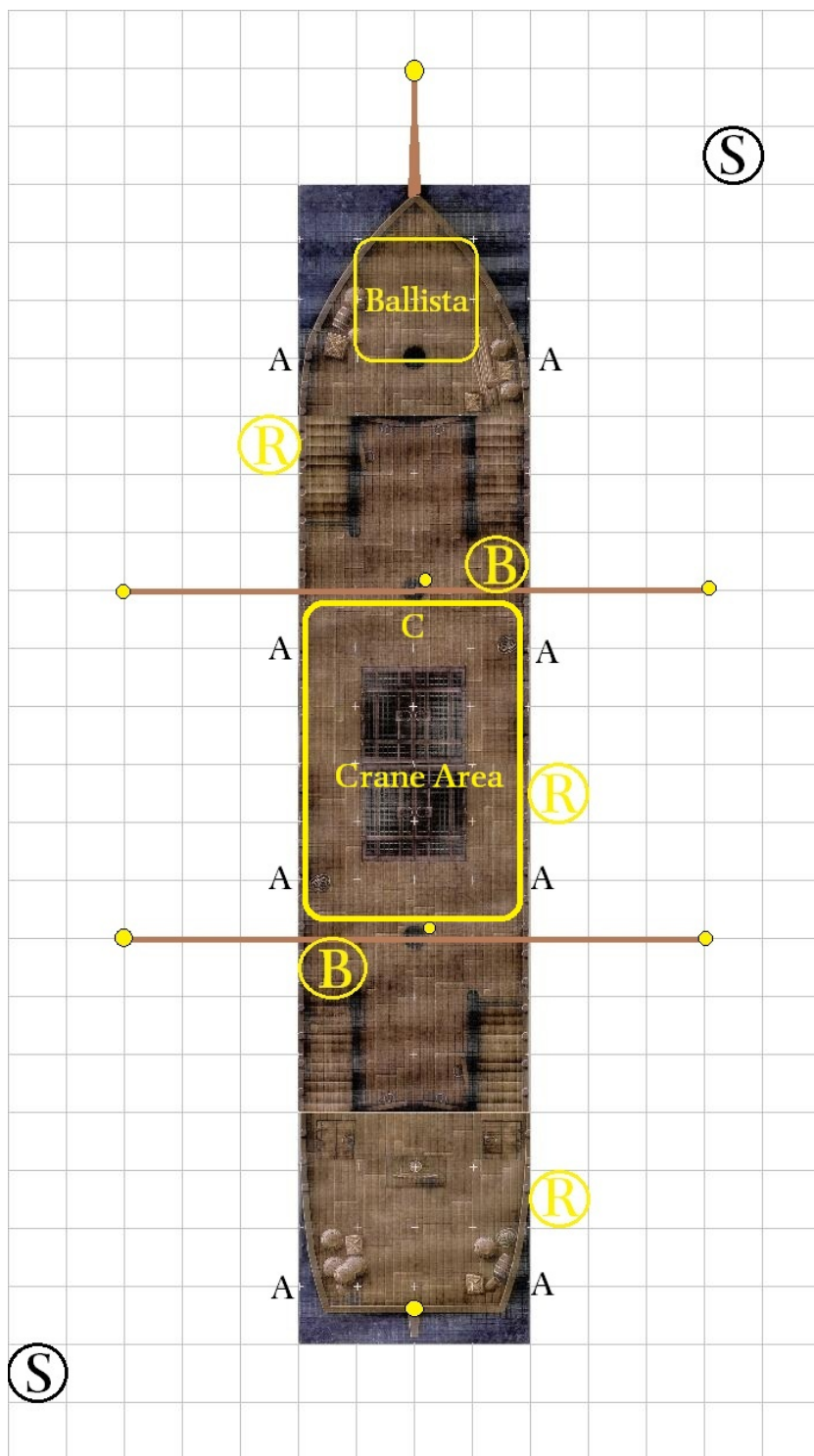
3 Black Deathrattle Vipers (R)		Level 10 Brute
Medium shadow beast (reptile)		XP 500
HP 125; Bloodied 62		Initiative +9
AC 22, Fortitude 21, Reflex 23, Will 21		Perception +10
Speed 4, climb 4, swim 4		Darkvision
TRAITS		
O <b>Death Rattle</b> (fear) • <b>Aura 2</b>		
Enemies take a -2 penalty to all defenses within the aura.		
STANDARD ACTIONS		
m <b>Bite</b> (necrotic, poison) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage, and the viper makes a secondary attack against the target.		
Secondary Attack: Melee 1; +13 vs. Fortitude		
Hit: 1d8 + 6 poison damage, and ongoing 10 necrotic damage (save ends).		
Str 12 (+6)	Dex 19 (+9)	Wis 10 (+5)
Con 15 (+7)	Int 2 (+1)	Cha 14 (+7)
Alignment unaligned Languages -		
Note: Modified deathrattle viper.		

2 Shadow Bat Swarm (S)		Level 10 Soldier
Medium natural beast (swarm)		XP 500
HP 102; Bloodied 51		Initiative +11
AC 22, Fortitude 20, Reflex 22, Will 18		Perception +11
Speed 2 (clumsy), fly 8		Darkvision
Resist half damage from melee and ranged attacks; <b>Vulnerable 5</b> to close and area attacks.		
TRAITS		
O <b>Swarm Attack</b> • <b>Aura 1</b>		
Any enemy that begins its turn in the aura takes 8 damage. A prone enemy takes 9 damage and the swarm can slide it 1 square as a free action.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
m <b>Swarm of Teeth</b> • <b>At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 8 damage, or 3d6 + 8 damage against a prone target.		
MINOR ACTIONS		
M <b>Pull Down</b> • <b>At-Will</b> (1/round)		
Attack: Melee 1 (one creature); +13 vs. Fortitude		
Hit: The target is knocked prone.		
Str 15 (+7)	Dex 18 (+9)	Wis 12 (+6)
Con 14 (+7)	Int 2 (+1)	Cha 10 (+5)
Alignment unaligned Languages -		
Note: Modified needlefang drake swarm.		

2 Shadow Dire Bats (S)		Level 10 Skirmisher
Large shadow beast		XP 500
HP 106; Bloodied 53		Initiative +10
AC 24, Fortitude 24, Reflex 20, Will 19		Perception +12
Speed 4, fly 8 (hover)		Darkvision
TRAITS		
O <b>Necrotic Enhancement</b> • <b>Aura 2</b>		
Each enemy within the aura that has ongoing necrotic damage, gains vulnerability 5 necrotic and takes a -2 penalty to saving throws.		
Flitter Away		
The shadow dire bat gains a +2 bonus to speed and all defenses while bloodied.		
STANDARD ACTIONS		
m <b>Bite</b> • <b>At-Will</b>		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage.		
m <b>Claws</b> • <b>At-Will</b>		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d6 + 9 damage, and the target is knocked prone.		
m <b>Snatch</b> • <b>At-Will</b>		
Attack: Melee 2 (one creature); +13 vs. Reflex		
Hit: 5 damage, and the shadow dire bat steals a small object from the target, such as a vial, scroll or sunrod.		
M <b>Sting</b> (necrotic) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage, and the shadow dire bat makes a secondary attack against the target.		
Secondary Attack: Melee 1; +13 vs. Fortitude		
Hit: Ongoing 10 necrotic damage (save ends).		
M <b>Flyby Attack</b> • <b>At-Will</b>		
Effect: The shadow dire bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.		
Skills Stealth +12		
Str 24 (+12)	Dex 17 (+8)	Wis 15 (+7)
Con 18 (+9)	Int 2 (+1)	Cha 8 (+4)
Alignment unaligned Languages -		
Note: Modified snaketongue wyvern with <i>snatch</i> power from spiretop drake and modified damage expression.		

## ENCOUNTER 2: STORM FRONT MAP

TILE SETS NEEDED  
RPGA Rewards Ship Tiles x2



S = shadowhunter bat (while on the map, they start just outside of the light radius 13 squares from the ship) / shadow dire bat; B = scurrying rat swarm / shadow bat swarm; R = dire rat / black deathrattle viper.  
C = Crane; Brown lines = mast; Yellow dot = lanterns; A = arbalest

## ENCOUNTER 3: DOCKING

### ENCOUNTER LEVEL AL

The thunderstorm striking Urmlaspyr is not particularly dangerous, but the rain obscures sight and the gusts of wind are strong enough to pose a threat. Had it not been for the fight and the potential damage to the ship during the struggle, the sailors would have been able to dock the ship safely without help from the PCs. Under the current circumstances though, the sailors could use the help of the adventurers.

*A bright flash, followed almost immediately by a loud bang, allows you a quick glance of the ship and the surrounding harbor. Heavy rain impedes sight, but the outlines of other ships and figures on the docks can be seen before disappearing again in the darkness. The number of lights in the harbor has been reduced significantly, and the faint sounds of combat can be heard over the creaking sounds of the ship, the whistling wind and drumming rain. It is clear, your ship can expect little help from shore right now.*

**“WHAT ARE YOU WAITING FOR YOU MISSEABLE MAGGOTS? GET TO WORK, YOU IDIOTS!”** the captain shouts angrily. Turning around, the orders are clearly not directed at you, but to the sailors who suddenly turn into a flurry of action. The captain then turns to you, **“I know you are not sailors, but we could use your help.”**

The encounter starts immediately following the fight in Encounter 2. The PCs have no time for a real rest, although from the end of the fight till the ship reaches shore, they do get enough rest to count as 1 single short rest of 5 minutes. The sailors need aid, but the exact nature of the help is up to PCs.

### SPEEDING THINGS UP

If you run the adventure in a time sensitive environment and the fight in Encounter 2 took more than 75 minutes, you should quickly summarize the skill challenge and ask for a few checks to determine the outcome. It is important for the players to realize their action in Encounter 2 have an impact here, and what choice they make by the end of this encounter (leave the ship early or help with the docking/saving the sailors).

### SKILL CHALLENGE: UNDER PRESSURE

**Goal:** The PCs must help the sailors to get the *Trident* to dock relatively safely despite the thunderstorm. Failing

that, getting as many sailors as possible safely ashore becomes the next best thing.

**Complexity:** 3 (8 successes before 3 failures)

**Primary Skills:** Varies

**Victory:** The PCs get the ship safely to shore, minimizing the damage and saving several lives in the process.

**Defeat:** The *Trident* crashes into another ship, or the docks, with considerable force, greatly damaging the ship and wounding many sailors. At that point the ship makes water quickly, and getting from board is important and difficult.

The skill challenge consists of three phases. If the PCs score 3 failures early in the challenge, the results are more significant, and the nature is changed, but it does not end the encounter. After all, the PCs have lost the ship, but they and the sailors still need to get to shore.

During the first phase, the PCs can help with preparing the ship for docking and keeping it from crashing into other ships or the docks. The basic actions are described in Scene 1 and should be run freeform with the PCs deciding how to help based on your descriptions and their skills. The weather poses an additional challenge, and if necessary to get more players involved or to add more tension, you can use elements from Scene 2 to spice things up. By the end of this phase, each PC should have taken active action to help the ship.

In the second phase, the ship either crashes into another ship (assuming the PCs already scored 3 failures; Scene 3A) or is about to dock (Scene 3B). Here the PCs note that there is still fighting going on the docks, and the city guards could use the help of experienced adventurers. The PCs can either leave immediately or stick around to help with the final docking procedures. It is more difficult to get ashore while the ship is not docked (Scene 4B), and, if the ship crashed, not aiding the sailors (Scene 4A) causes the death of many. Once fully docked, getting to shore is easy (Scene 4C).

**Note:** If the PCs lost 6 or more of the lanterns in Encounter 2, they already have 1 failure at the start of the challenge. If less than twenty sailors survived, they have 1 additional failure as a result.

Also note that docking the ship does not take much time, and casting rituals with a casting time longer than 5 minutes is not going to provide much help.

### SCENE 1: PREPARING THE SHIP

The sailors are frantically readying the ship for docking, lowering the last sails, clearing up the deck and dragging out anchors and ropes.

There are ample of jobs with which the PCs can help. Each task requires a single skill check against a Moderate DC, although you are free to provide an automatic success if powers are used or increase the DC for particular challenging tasks.

Failing an individual check does not immediately result in the ship crashing, even if it is the third failure of the challenge, but it has an immediate descriptive effect depending on the task.

Failing in a physical skill check does result in damage equal to half a healing surge value of the PC to the character failing the check. Make sure that the players are aware that working on the deck during a storm does pose a risk in regards to the PC's health. You can allow another PC to use another skill to remove the failure (e.g. a sailor falling overboard can be rescued), especially if they made the Hard DC.

Some possible tasks, skills and results of failure are provided below, but you and the players can think of their own. Try to describe these tasks and the results so that the players are aware of the risks of docking a ship in a thunder storm.

If the PCs are having difficulties thinking of useful things to do, or they lack the skills to be of much help, you can add one or more situations from Scene 2 to spice things up. Only minutes pass between this Scene and the next, and as such descriptions should be short and the players should not have much time to think about what to do.

- **Clearing the deck (Athletics):** Regardless of how well the PCs did, the bats damaged the riggings, cluttering the deck with debris and likely their corpses. The debris poses a risk to the sailors rushing over the deck, and need to be cleared away quickly. Failing the check slows down the sailors, potentially even causing one or more to fall overboard (see Scene 2).
- **Help in the riggings (Acrobatics):** The damaged riggings and the reduced number of sailors makes lowering the sails more challenging. The strong gusts of winds make climbing the masts dangerous. The sailors welcome anybody aiding them high up above the ship's deck. Failing the check can lead to a minor accident with the PC getting stuck in the rigging, a sailor actually falling down or just slow work resulting in the ship drifting out of course.
- **Restoring light (Acrobatics, Thievery):** Urmlaspyr is covered in dim lighting under the best of circumstances, and things are worse during the thunder storm. The crew of the ship are humans, and they need light to operate optimally. More importantly, the captain is human as well, and without enough light as far away as possible from the

ship, he is unable to properly steer the ship. It is likely the bats did remove some of the lights in Encounter 2, and restoring these would help the sailors a lot. The ship has sunrods in their supplies, but certain magical abilities and items work as well. The real issue is getting the lights at the right spot (see the map in Encounter 2 for the correct locations) and remember that the radius of the light is halved. The gusts of winds and rolling deck, and the fact that the original binding spots have been damaged by the bats, make it a bit of a challenge. Failing the skill check can result in a nasty fall (or similar accident), the loss of the light source or simply a lack of light greatly hindering the steering of the ship.

- **Help at the rudder (Strength, Nature, Perception):** The harbor offers some protection against the wind and waves, and the captain can keep the ship on course without aid, but Aeris is not about to turn down any offers of help. Depending on the PC's choice it is a matter of keeping the rudder in the right direction (Strength), help plotting the course (Nature) and/or predicting the next gust of wind (Nature or Perception). Failure results in the ship suddenly going off course, which can result in a slam on the steering wheel, and if the third failure might actually result in the crash of Scene 3A if it makes sense for encounter pacing.
- **Empowering the wards (Arcana):** The *Trident* is part of the Royal Navy, an expensive ship strengthened somewhat through magic and protected against minor mishaps through wards. The magic is minor though, and works best if a spellcaster empowers them. Failing the check results in a damaging magical backlash as with a physical skill check, potentially attracting a bolt of lightning (see Scene 2) instead of preventing it.
- **Helping the wounded (Heal):** At least some part of the fighting with the bats and rats took place off-stage between the sailors, marines and creatures. Some sailors and marines are wounded. Getting more sailors healthy enough to return to work is always a good idea. The PCs can use healing powers instead of the Heal skill check, generating an automatic success, but remember that there is NO effective short rest between this encounter and Encounter 4. Failing the check means that there are not enough sailors working, but does not lead to the death of a sailor nor of a PC getting wounded.

Under optimal circumstances you should involve all PCs, and proceed with the next scene once each PC has made a check: Scene 3A if the PCs scored 3 failures, 3B otherwise. Don't force PCs to make skill checks, especially characters that lack physical skills or who are

already heavily wounded, and don't hesitate to switch to the next scene if it supports the pacing of the encounter.

## SCENE 2: POTENTIAL COMPLICATIONS

Getting the ship from the harbor entrance to the docks does not take much time. The harbor provides protection against the worse of the weather especially in regards to the waves. Beyond the standard problems described in Scene 1, you can decide to spice up things with one or two bigger problems either regardless of the results of the tasks to get another PC involved (so that each PC makes a check before proceeding to Scene 3) or as the result of a failed check. If used as the result of a failed check, than successfully dealing with the special event removes the failure of the task in Scene 1 (but not any damage taken), but it does NOT add more failures.

If you are running the adventure in a time sensitive environment or when the players as a group are having fun enough, you should not use any of these events.

- **Man Overboard:** The water of the harbor is rough, but a decent swimmer has no problem getting out, assuming the person is smart enough to avoid the docked ships (being crushed between a ship and the wall is not a good thing). Most sailors though are bad swimmers, and a PC swimming to the coast instead of trying to get back aboard is going to miss the rest of the encounter and Encounter 4. The *Trident* is not moving very fast, so getting back aboard through swimming (or walking for those characters with the right magic item) is definitely an option. Swimming while dragging somebody else along or climbing aboard is more of a challenge.
- **Falling Debris:** Strong wind, a lurching ship and damaged rigging is likely to result in debris falling down or badly stowed goods crashing out of a cupboard. A character in the path of the debris can try to dodge out of the way, or rescue another by pushing that person into safety (failed check still saves that person, but results in the PC being hit instead).
- **Gust of Wind:** While the wind has picked up in general, the real danger is in sudden powerful gusts of wind which causes a sudden lurch in the ship. Depending on where the PCs are, they might need to compensate at the steering wheel, the risk of falling from the riggings, or being blown overboard. Regardless, it is a sudden event that affects all with effects depending on where the PCs are at that particular moment.
- **Lightning Strike:** During a thunder storm there is always the risk of a lightning strike. Depending on where it strikes, it can seriously wound one or more sailors (Heal), starts a fire (Athletics, or a spells like

prestidigitation) or seriously damage important equipment (Thievery). The lightning could also charge something, e.g. a magic ward, making it dangerous to touch until somehow discharged (Arcana, Nature, Thievery or somebody voluntarily taking half a healing surge value of lightning damage).

## SCENE 3A: COLLISION

Run this scene if the PCs score a total of 3 or more failures by the end of Scene 1 and 2.

*Darkness and rain make it hard to see very far, but with each flash of lightning the docks get closer with an alarming speed. A sudden gust of wind, gives the ship a lurch, when out of nowhere another ship appears from the darkness. It is too late to change course, and just before the Trident loudly crashes into the other ship you hear the captain shout "BRACE! BRACE!"*

Each PC must make an Acrobatics or Athletics check with the following results:

- **Hard DC or higher:** The PC remains standing, and easily dodges any falling debris. If the character is within 1 square of another PC or sailor, the character can opt to take the results of a Moderate DC check while raising the results of the other character by 1 step.
- **Moderate DC:** The PC falls prone, but manages to avoid some of the worse debris. The character takes half a healing surge value in hit points in damage.
- **Easy DC:** The PC falls prone at a bad spot, and gets hit by a lot of debris. The character takes 1 healing surge value in hit points in damage.
- **Lower than Easy DC:** The character gets hit by debris and is either flung overboard (when on deck) or gets stuck. The character takes 1 healing surge value in hit points damage and is knocked unconscious (save ends). If stuck on the ship, a Moderate DC Strength check is required to get free with a failed check resulting in AL damage. If thrown overboard, the character runs the risk of drowning or getting crushed by other debris. A Moderate DC Athletics check is required to get to safety. An unconscious character automatically fails the check if in the water.
- **Regardless of the dice result:** If the character is within 1 square of another PC or sailor, the character can opt to take the results of a check one step worse while raising the results of the other character by 1 step.

After having dealt with the consequences of the Acrobatics check, proceed with Scene 4A.

### SCENE 3B: AT THE DOCKS

Run this scene if the PCs have scored 2 or less failures by the end of Scene 1 and 2. If they have scored 1 or 2 failures, feel free to add one or two near misses with other ships, or make the approach to the docks especially problematic.

*Darkness and rain make it hard to see very far, but with each flash of lightning you see the docks coming closer at an alarming speed. Realizing the risk, the captain glances towards you, while giving some quick orders to the crew. The fighting is still going on, and little aid can be expected from the docks.*

Give the PCs some time to think of a potential solution to slow down the ship and change its direction to minimize the damage of impact. Allow the PCs to come up with some relatively outrageous ideas like throwing the anchor or a large sail overboard and not just allowing it slow down the ship, but by doing so at the right point steering it as well. Something more mundane, like helping at the rudder or aiding the crew who are grabbing ropes and the like, ready to jump to the docks to tie up the ship, is always an option as well.

Pick the most fitting skill and let them make a check (and if it is a group effort allow aid another checks). A Moderate DC check scores a success. If they make a Hard DC check, they score 2 successes, potentially making get on land a lot easier (see Scene 4B). If the PCs do nothing, they score 1 automatic failure.

If by this time they score a 3<sup>rd</sup> failure, they crash into the docks. In which case you should proceed with Scene 3A, and offering help to those on the docks is not an option anymore. If the ship did not crash, they now have a choice to make. Leave the ship early to help those on the docks, which Iona and the ship captain certainly favor. Getting on the docks at this point though is easier said than done, proceed with Scene 4B. The PCs can also decide to wait/help with the final docking procedures, making sure the *Trident* is docked safely. Proceed with Scene 4C.

### SCENE 4A: ABANDON SHIP

Run this scene if the *Trident* has collided with either another ship or the docks.

*Taking a few moments to recover your senses, you hear the moans of the wounded, the groaning of the ship and the drumming of the rain. The Trident is making water quickly, and considering the extensive damage and the strong winds staying aboard is dangerous. Iona is nowhere to be seen.*

The *Trident* is not secured, and without boards and the strong waves getting from the ship on land is not easy. Selfish PCs can make it to shore by jumping in the water and swimming around or by climbing on the other ship and/or the docks beyond. If swimming, a Moderate DC Endurance check is required with failure resulting in the loss of 1 healing surge. If climbing, a Moderate DC Acrobatics or Athletics check is required with failure resulting in the character taking damage equal to the PC's healing surge value. Note that a quick glance should show that while swimming is potentially tiring, it is a lot safer (assuming the PC is not at 0 healing surges anyway).

Characters can decide to help others, which increases the DC from Moderate to Hard, but allows the character to save the life of a sailor. At the very least one PC should help Iona. She is stuck below deck and unconscious. The PCs can either revive her through a Moderate DC Heal check, in which case she is skilled enough to get ashore on her own, or drag her to shore increasing the DC as described above. If the PCs do not rescue her, she drowns and they gain story award **SPEC56 Ambassador's Disfavor**.

### SCENE 4B: LEAVING EARLY

Once at the docks, the PCs have the option to leave early. At this point though getting from the ship is not easy with the rolling deck and the changing distance between the ship and the docks. PCs teleporting or flying 5 or more squares have no trouble getting on the docks. Otherwise a Moderate DC Athletics or Acrobatics check is required with failure resulting in AL damage and starting prone in Encounter 4.

Note: If only a handful of PCs leave early, while the rest remains aboard, those others start with Encounter 4 before the rest. They can opt to start the fight, or wait for the rest. If they wait, run Encounter 4 as if the group waited. If they immediately attack, let the early characters take damage equal to his bloodied value and start the real fight as if the whole group waited. The PCs who came early save people, and definitely earn **SPEC57 Hero of the Urmlaspyr Docks**.

### SCENE 4C: WRAPPING UP

Once safely at the docks, with the ship secured, getting from the ship on the docks is automatic.

## ENDING THE ENCOUNTER

Proceed with Encounter 4 once the PCs are at the docks. Regardless, there is no time for a short rest.

**Success:** If the PCs did not score 3 failures, they had the choice to arrive early on the docks. If they choose to arrive early, the fight in Encounter 4 is more difficult, but they rescue additional lives. See Encounter 4 for more details.

**Failure:** The PCs get to the docks, more or less in one piece, but they lost too much time for an early arrival. The fight at the docks is easier, but they lose out in rewards. See Encounter 4 for more details.

#### **MILESTONE**

The encounter counts towards a milestone.

#### **TREASURE**

There is no treasure in this encounter.

## ENCOUNTER 4: TROUBLE AT THE DOCKS

### ENCOUNTER LEVEL AL + 2

#### CREATURES

This encounter includes the following creatures at all Adventure Levels:

**2 frenzied shadar-kai wererats (S)**

**2 shadow dire rats (R)**

**10 wraith figments (W)** (these come from the sewer pipe, 4 figments are present in round 1, 2 more arrive per round)

#### If delayed in Encounter 3:

Remove 4 wraith figments (those present at round 1) and 1 frenzied shadar-kai wererat.

#### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. Note that the presence of the locals can make things harder or easier depending on how you use them. This is supposed to be a relatively easy fight!

**Four PCs:** Remove 1 shadow dire rat.

**Six PCs:** Add 1 shadow dire rat.

#### SPEEDING THINGS UP

The goal of the encounter is to impress the fact that more monsters are coming from the sewers, and this keeps going until something is done about it. Another goal is for the PCs to rescue the locals. It should be a relatively simple and short fight. If you have only 90 minutes left, call the fight. Encounter 6 is more important.

#### SETUP

While the PCs were dealing with their own trouble, more monsters attacked the docks. Most locals fled, but the Watch and some of the braver sailors staid to defend the city (or their ships). By the time the PCs finally approach the docks, most of the fighting is finished, but there are still a few stragglers, and more minor monsters keep coming from the sewers.

*Except for a handful of lanterns still burning, the harbor is covered in darkness. Strong wind and heavy rain don't make it easier. A bright flash, immediately followed by a large roar of thunder, briefly illuminates*

*the whole harbor when lightning strikes the nearby open shrine of Umberlee, leaving the shrine unharmed except for arcs of lightning dancing over its surface. The fighting is still going on, desperate sailors and guards dealing with a few large black rats and vaguely humanoid shadows. More locals lie on the floor unmoving, whether unconscious or dead is hard to judge. The two large foaming pale-skinned wererat/shadar-kai hybrids are not hard to miss.*

Depending on how the PCs did in Encounter 3, they arrive early or late. If they arrived late, few locals are still standing, but there are fewer monsters present as well. If they arrive early, they can rescue several locals, but must deal with more opponents.

At the start of the fight, none of the monsters is really aware of the PCs, focusing on the nearby locals. Once attacked, this changes quickly.

#### CIVILIANS

At the start of the fight there are two conscious and one unconscious civilian next to each creature, including the four figments. The monsters hit the civilians automatically. One hit knocks a civilian unconscious; a second hit kills the civilian. The creatures attack a civilian, preferring unconscious civilians to conscious ones, unless a PC is within 1 move action away and have made their presence known.

For simplicity sake assume the civilians deal 1 damage per conscious civilian to an adjacent monster.. A PC can incite a conscious local to help with a Moderate DC Diplomacy check as a minor action, giving a PC next to the local either a +2 bonus on the character's next attack roll or defenses against the next attack made against that PC. A civilian who aids a character deals no damage.

If the PCs are late, there is only one conscious and one unconscious civilian per monster present. Spread over the docks are a handful of unconscious civilians.

PCs who ignore the civilians, either callously including them in area attacks, by remaining at range as a group at the end of the first round, or by getting more than 25% killed after they arrive do NOT earn story award **SPEC57 Hero of the Urmflaspyr Docks**. Use your judgment.

#### TERRAIN FEATURES

**Illumination:** The thunderstorm and shadow curse cover the whole are in darkness. Some of the lanterns are still burning though, resulting in a dim lighting overall. Remember, the radius of light sources is halved!



**Bridge:** Going up the steep slippery bridge is considered difficult terrain. Going down poses no problem.

**Brook:** The brook is 5 feet deep fast flowing water. It is considered difficult terrain. A creature entering or ending its turn in the brook is slide 2 squares towards the harbor. A moderate DC Athletics check prevents this movement.

**Fountain:** The simple fountain is blocking terrain.

**Harbor:** The harbor waters are choppy and deep. PCs in the water require a DC 10 Athletics check to swim (or Acrobatics when moving over the water to remain standing). The docks are 7 feet high from the water level to the streets.

**Puddles:** The various puddles are slippery. A creature entering or starting its turn in a puddle needs to make an Easy DC Acrobatics check or fall prone ending its movement immediately if this happen during a move action.

**Shrine of Umberlee:** The small open shrine of Umberlee, goddess of the sea, is crackling with energy. Creatures within the shrine gain a +5 power bonus on lightning and thunder damage rolls.

**Thunderstorm:** The strong wind and heavy rain hinders sight and ranged attacks. Regardless of the illumination a character has a -2 penalty on Perception checks and attack rolls with ranged attacks.

## TACTICS

The shadow creatures are in a murderous frenzy. They focus on creatures with a light source, which they try to grab and destroy (potentially spending a standard action to do so when a character with a light source falls unconscious). At first they simply attack the closest living target. Once they realize the strength of the PCs, they refocus their attention. The dire rats and wererats work together. The wraith figments simply attack whatever is closest (although if they are facing a target with necrotic resistance they instead use an aid another action to help the dire rats and wererats).

The shadar-kai wererats and wraith figments fight till the death. The shadow dire rats flee, if they are the only ones still standing or when seriously hurt.

## ENDING THE ENCOUNTER

With the defeat of the frenzied shadar-kai wererats and the wraiths, the shadow dire rats quickly flee. For the moment the trickle of figments from the nearby sewers drops to a level that the city guards can deal with. The PCs have some time to catch their breath (see Encounter 5). While resting, the shadar-kai harbormaster Xanthos and (if still alive) Lady Iona

Thanterim (with the marines as bodyguards) approach the PCs to discuss the next step. Proceed with Encounter 5.

If the PCs knocked one of the wererats unconscious, he shifts back into his shadar-kai form. Locals recognize the two as sewer workers who only recently entered the sewers to deal with some kind of blockage. Whether or not they were wererats before is unknown. When revived, the wererats begin to ramble and scream about the burning light, red eyes in the darkness, shadow tendrils invading his mind and the maw spewing forth angry shades until there is no burning light anymore. The shadar-kai is insane, and cannot be helped within the scope of this adventure. His ramblings make little sense beyond the fact that there is likely some kind of gate or rift to the Shadowfell nearby and that something in or near that gate is stirring up the local ecology.

## MILESTONE

The encounter counts towards a milestone.

## TREASURE

The wererats carry a total of 10 / 10 / 40 / 100 / 200 gp in coin and jewelry per PC. One of the wererats carries a *subtle dagger* (at AL 2 and 4: +1; at AL 6+: +2).

There are a couple of magical items at the shrine of Umberlee, which the caretaker gives to the PCs as payment if they accept the mission to deal with the shadow monsters. The PCs can grab these during the battle, but the caretaker is aware of it and stealing from Umberlee is never a good idea. At AL 2+ there is a pair of *wavestrider boots*; at AL 8+ these are *silt striders* instead. At AL 4+ there is a *greater storm shield* in the shrine of Umberlee.

## ENCOUNTER 4: TROUBLE AT THE DOCKS STATISTICS (AL 2)

<b>2 Frenzied Shadar-Kai Wererat (S)</b>	<b>Level 3 Brute</b>
Medium shadow humanoid (shapechanger)	XP 150
<b>HP 48; Bloodied 24</b>	<b>Initiative +4</b>
<b>AC 15, Fortitude 16, Reflex 13, Will 11</b>	<b>Perception +7</b>
<b>Speed 6, climb 4 (rat or hybrid form only)</b>	Low-light vision
<b>TRAITS</b>	
<b>Regeneration</b>	
The wererat regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the wererat takes damage from a silvered weapon or radiant damage, its regeneration does not function on its next turn.	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
<i>Requirement:</i> The wererat must be in hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 2d6 + 4 damage, or 2d6+9 against a bloodied target, and the target falls prone.	
<b>m Bite (disease) • At-Will</b>	
<i>Requirement:</i> The wererat must be in rat or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d10 + 5 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts wererat filth fever (stage 1).	
<b>M Lycanthrope Fury • At-Will</b>	
<i>Requirement:</i> The wererat must be in hybrid form.	
<i>Effect:</i> The shadar-kai wererat uses <i>claw</i> and <i>bite</i> . The wererat takes 5 damage.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
<i>Effect:</i> The shadar-kai wererat teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>MINOR ACTIONS</b>	
<b>Change Shape • At-Will</b>	
<i>Effect:</i> The shadar-kai wererat alters its physical form to appear as a small rat, unique shadar-kai, or hybrid.	
<b>Skills</b> Bluff +6, Intimidate +6, Stealth +6	
<b>Str</b> 19 (+5)	<b>Dex</b> 17 (+4)
<b>Con</b> 18 (+5)	<b>Int</b> 10 (+1)
<b>Wis</b> 13 (+2)	<b>Cha</b> 11 (+1)
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Note:</b> Modified and reflavored frenzied werewolf.	

<b>WERERAT FILTH FEVER</b>
<b>Stage 0:</b> The target recovers from the disease.
<b>Stage 1:</b> While affected by stage 1, the target loses a healing surge.
<b>Stage 2:</b> While affected by stage 2, the target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.
<b>Stage 3:</b> While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

<b>10 Wraith Figments (W)</b>	<b>Level 1 Minion</b>
Medium shadow humanoid (undead)	XP 25
<b>HP 1;</b> a missed attack never damages a minion	<b>Initiative +4</b>
<b>AC 13, Fortitude 11, Reflex 15, Will 12</b>	<b>Perception +0</b>
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	Darkvision
<b>Speed</b> fly 6 (hover); phasing	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Caress (necrotic) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +4 vs. Reflex	
<i>Hit:</i> 4 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
<b>MOVE ACTIONS</b>	
<b>Shadow Glide • Encounter</b>	
<i>Effect:</i> The wraith figment shifts up to 6 squares.	
<b>Skills</b> Stealth +8	
<b>Str</b> 3 (-4)	<b>Dex</b> 17 (+3)
<b>Con</b> 13 (+1)	<b>Int</b> 4 (-3)
<b>Wis</b> 10 (+0)	<b>Cha</b> 15 (+2)
<b>Alignment</b> chaotic evil	<b>Languages</b> -

<b>2 Shadow Dire Rats (R)</b>	<b>Level 2 Skirmishers</b>
Medium shadow magical beast	XP 125
<b>HP 38; Bloodied 19</b>	<b>Initiative +5</b>
<b>AC 15, Fortitude 16, Reflex 14, Will 13</b>	<b>Perception +7</b>
<b>Speed</b> 7, teleport 7, climb 4	Darkvision
<b>Vulnerable</b> 5 radiant	
<b>TRAITS</b>	
<b>O Shroud of Night • Aura 10</b>	
Bright light in the aura is reduced to dim light, and dim light becomes darkness.	
<b>Shadow Ambush</b>	
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d6 damage on the next attack it makes against that enemy this turn.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d8 + 5 damage.	
<b>C Terrifying Screech (fear) • At-Will</b>	
<i>Attack:</i> Close burst 5 (enemies within burst; deafened creatures are immune); +5 vs. Will	
<i>Hit:</i> The target takes a -2 penalty to all defenses (save ends).	
<b>Skills</b> Endurance +8, Stealth +8	
<b>Str</b> 19 (+5)	<b>Dex</b> 15 (+3)
<b>Con</b> 14 (+3)	<b>Int</b> 6 (-1)
<b>Wis</b> 13 (+2)	<b>Cha</b> 16 (+45)
<b>Alignment</b> evil	<b>Languages</b> -
<b>Note:</b> Shadow hound, updated damage expression.	

## ENCOUNTER 4: TROUBLE AT THE DOCKS STATISTICS (AL 4)

<b>2 Frenzied Shadar-Kai Wererat (S)</b>	<b>Level 6 Brute</b>
Medium shadow humanoid (shapechanger)	XP 250
<b>HP 78; Bloodied 39</b>	<b>Initiative +6</b>
<b>AC 18, Fortitude 19, Reflex 16, Will 14</b>	<b>Perception +9</b>
<b>Speed 6, climb 4 (rat or hybrid form only)</b>	Low-light vision
<b>TRAITS</b>	
<b>Regeneration</b>	
The wererat regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the wererat takes damage from a silvered weapon or radiant damage, its regeneration does not function on its next turn.	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
<i>Requirement:</i> The wererat must be in hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d8 + 3 damage, or 2d8+7 against a bloodied target, and the target falls prone.	
<b>m Bite (disease) • At-Will</b>	
<i>Requirement:</i> The wererat must be in rat or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 1d10 + 7 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts wererat filth fever (stage 1).	
<b>M Lycanthrope Fury • At-Will</b>	
<i>Requirement:</i> The wererat must be in hybrid form.	
<i>Effect:</i> The shadar-kai wererat uses <i>claw</i> and <i>bite</i> . The wererat takes 5 damage.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
<i>Effect:</i> The shadar-kai wererat teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>MINOR ACTIONS</b>	
<b>Change Shape • At-Will</b>	
<i>Effect:</i> The shadar-kai wererat alters its physical form to appear as a small rat, unique shadar-kai, or hybrid.	
<b>Skills</b> Bluff +8, Intimidate +8, Stealth +8	
<b>Str 19 (+7)</b>	<b>Dex 17 (+6)</b>
<b>Con 18 (+7)</b>	<b>Int 10 (+3)</b>
<b>Wis 13 (+4)</b>	<b>Cha 11 (+3)</b>
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Note:</b> Modified and reflavored frenzied werewolf.	
<b>WERERAT FILTH FEVER</b>	
<b>Stage 0:</b> The target recovers from the disease.	
<b>Stage 1:</b> While affected by stage 1, the target loses a healing surge.	
<b>Stage 2:</b> While affected by stage 2, the target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.	
<b>Stage 3:</b> While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.	

<b>10 Wraith Figments (W)</b>	<b>Level 4 Minion</b>
Medium shadow humanoid (undead)	XP 43
<b>HP 1;</b> a missed attack never damages a minion	<b>Initiative +7</b>
<b>AC 16, Fortitude 14, Reflex 18, Will 15</b>	<b>Perception +2</b>
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	Darkvision
<b>Speed</b> fly 6 (hover); phasing	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Caress (necrotic) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex	
<i>Hit:</i> 6 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
<b>MOVE ACTIONS</b>	
<b>Shadow Glide • Encounter</b>	
<i>Effect:</i> The wraith figment shifts up to 6 squares.	
<b>Skills</b> Stealth +10	
<b>Str 3 (-2)</b>	<b>Dex 17 (+5)</b>
<b>Con 13 (+3)</b>	<b>Int 4 (-1)</b>
<b>Wis 10 (+2)</b>	<b>Cha 15 (+3)</b>
<b>Alignment</b> chaotic evil	<b>Languages</b> -

<b>2 Shadow Dire Rats (R)</b>	<b>Level 4 Skirmishers</b>
Medium shadow magical beast	XP 175
<b>HP 54; Bloodied 27</b>	<b>Initiative +6</b>
<b>AC 17, Fortitude 18, Reflex 16, Will 15</b>	<b>Perception +8</b>
<b>Speed 7, teleport 7, climb 4</b>	Darkvision
<b>Vulnerable</b> 5 radiant	
<b>TRAITS</b>	
<b>O Shroud of Night • Aura 10</b>	
Bright light in the aura is reduced to dim light, and dim light becomes darkness.	
<b>Shadow Ambush</b>	
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d6 damage on the next attack it makes against that enemy this turn.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 5 damage.	
<b>C Terrifying Screech (fear) • At-Will</b>	
<i>Attack:</i> Close burst 5 (enemies within burst; deafened creatures are immune); +7 vs. Will	
<i>Hit:</i> The target takes a -2 penalty to all defenses (save ends).	
<b>Skills</b> Endurance +9, Stealth +9	
<b>Str 19 (+6)</b>	<b>Dex 15 (+4)</b>
<b>Con 14 (+4)</b>	<b>Int 6 (+0)</b>
<b>Wis 13 (+3)</b>	<b>Cha 16 (+5)</b>
<b>Alignment</b> evil	<b>Languages</b> -
<b>Note:</b> Shadow hound, updated damage expression.	

## ENCOUNTER 4: TROUBLE AT THE DOCKS STATISTICS (AL 6)

<b>2 Frenzied Shadar-Kai Wererat (S)</b>	<b>Level 8 Brute</b>
Medium shadow humanoid (shapechanger)	XP 350
<b>HP 98; Bloodied 49</b>	<b>Initiative +7</b>
<b>AC 20, Fortitude 21, Reflex 20, Will 18</b>	<b>Perception +10</b>
<b>Speed 6, climb 4 (rat or hybrid form only)</b>	Low-light vision
<b>TRAITS</b>	
<b>Regeneration</b>	
The wererat regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the wererat takes damage from a silvered weapon or radiant damage, its regeneration does not function on its next turn.	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
<i>Requirement:</i> The wererat must be in hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 5 damage, or 2d8+10 against a bloodied target, and the target falls prone.	
<b>m Bite (disease) • At-Will</b>	
<i>Requirement:</i> The wererat must be in rat or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 1d10 + 9 damage. At the end of the encounter, the target makes a saving throw. On a failure, the targets contracts wererat filth fever (stage 1).	
<b>M Lycanthrope Fury • At-Will</b>	
<i>Requirement:</i> The wererat must be in hybrid form.	
<i>Effect:</i> The shadar-kai wererat uses <i>claw</i> and <i>bite</i> . The wererat takes 5 damage.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
<i>Effect:</i> The shadar-kai wererat teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>MINOR ACTIONS</b>	
<b>Change Shape • At-Will</b>	
<i>Effect:</i> The shadar-kai wererat alters its physical form to appear as a Small rat, unique shadar-kai, or hybrid.	
<b>Skills</b> Bluff +9, Intimidate +9, Stealth +9	
<b>Str 19 (+8)</b>	<b>Dex 17 (+7)</b>
<b>Con 18 (+8)</b>	<b>Int 10 (+4)</b>
<b>Wis 13 (+5)</b>	<b>Cha 11 (+4)</b>
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Note:</b> Modified and reflavored frenzied werewolf.	

<b>WERERAT FILTH FEVER</b>
<b>Stage 0:</b> The target recovers from the disease.
<b>Stage 1:</b> While affected by stage 1, the target loses a healing surge.
<b>Stage 2:</b> While affected by stage 2, the target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.
<b>Stage 3:</b> While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

<b>10 Wraith Figments (W)</b>	<b>Level 6 Minion</b>
Medium shadow humanoid (undead)	XP 63
<b>HP 1;</b> a missed attack never damages a minion	<b>Initiative +8</b>
<b>AC 18, Fortitude 16, Reflex 20, Will 17</b>	<b>Perception +3</b>
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	Darkvision
<b>Speed</b> fly 6 (hover); phasing	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Caress (necrotic) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +9 vs. Reflex	
<i>Hit:</i> 7 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
<b>MOVE ACTIONS</b>	
<b>Shadow Glide • Encounter</b>	
<i>Effect:</i> The wraith figment shifts up to 6 squares.	
<b>Skills</b> Stealth +11	
<b>Str 3 (-1)</b>	<b>Dex 17 (+6)</b>
<b>Con 13 (+4)</b>	<b>Int 4 (+0)</b>
<b>Wis 10 (+3)</b>	<b>Cha 15 (+5)</b>
<b>Alignment</b> chaotic evil	<b>Languages</b> -

<b>2 Shadow Dire Rats (R)</b>	<b>Level 6 Skirmishers</b>
Medium shadow magical beast	XP 250
<b>HP 70; Bloodied 35</b>	<b>Initiative +7</b>
<b>AC 19, Fortitude 20, Reflex 18, Will 17</b>	<b>Perception +9</b>
<b>Speed</b> 7, teleport 7, climb 4	Darkvision
<b>Vulnerable</b> 5 radiant	
<b>TRAITS</b>	
<b>O Shroud of Night • Aura 10</b>	
Bright light in the aura is reduced to dim light, and dim light becomes darkness.	
<b>Shadow Ambush</b>	
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d6 damage on the next attack it makes against that enemy this turn.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 7 damage.	
<b>C Terrifying Screech (fear) • At-Will</b>	
<i>Attack:</i> Close burst 5 (enemies within burst; deafened creatures are immune); +9 vs. Will	
<i>Hit:</i> The target takes a -2 penalty to all defenses (save ends).	
<b>Skills</b> Endurance +10, Stealth +10	
<b>Str 19 (+7)</b>	<b>Dex 15 (+5)</b>
<b>Con 14 (+5)</b>	<b>Int 6 (+1)</b>
<b>Wis 13 (+4)</b>	<b>Cha 16 (+6)</b>
<b>Alignment</b> evil	<b>Languages</b> -
<b>Note:</b> Shadow hound, updated damage expression.	

## ENCOUNTER 4: TROUBLE AT THE DOCKS STATISTICS (AL 8)

<b>2 Frenzied Shadar-Kai Wererat (S)</b>	<b>Level 10 Brute</b>
Medium shadow humanoid (shapechanger)	XP 500
<b>HP 118; Bloodied 59</b>	<b>Initiative +8</b>
<b>AC 22, Fortitude 23, Reflex 22, Will 20</b>	<b>Perception +11</b>
<b>Speed 6, climb 4 (rat or hybrid form only)</b>	Low-light vision
<b>TRAITS</b>	
<b>Regeneration</b>	
The wererat regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the wererat takes damage from a silvered weapon or radiant damage, its regeneration does not function on its next turn.	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
<i>Requirement:</i> The wererat must be in hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, or 2d8+12 against a bloodied target, and the target falls prone.	
<b>m Bite (disease) • At-Will</b>	
<i>Requirement:</i> The wererat must be in rat or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d6 + 9 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts wererat filth fever (stage 1).	
<b>M Lycanthrope Fury • At-Will</b>	
<i>Requirement:</i> The wererat must be in hybrid form.	
<i>Effect:</i> The shadar-kai wererat uses <i>claw</i> and <i>bite</i> . The wererat takes 5 damage.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
<i>Effect:</i> The shadar-kai wererat teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>MINOR ACTIONS</b>	
<b>Change Shape • At-Will</b>	
<i>Effect:</i> The shadar-kai wererat alters its physical form to appear as a small rat, unique shadar-kai, or hybrid.	
<b>Skills</b> Bluff +10, Intimidate +10, Stealth +10	
<b>Str</b> 19 (+9)	<b>Dex</b> 17 (+8)
<b>Con</b> 18 (+9)	<b>Int</b> 10 (+5)
	<b>Wis</b> 13 (+6)
	<b>Cha</b> 11 (+5)
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Note:</b> Modified and reflavored frenzied werewolf.	
<b>WERERAT FILTH FEVER</b>	
<b>Stage 0:</b> The target recovers from the disease.	
<b>Stage 1:</b> While affected by stage 1, the target loses a healing surge.	
<b>Stage 2:</b> While affected by stage 2, the target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.	
<b>Stage 3:</b> While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.	

<b>10 Wraith Figments (W)</b>	<b>Level 8 Minion</b>
Medium shadow humanoid (undead)	XP 88
<b>HP 1;</b> a missed attack never damages a minion	<b>Initiative +9</b>
<b>AC 20, Fortitude 18, Reflex 22, Will 19</b>	<b>Perception +4</b>
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	Darkvision
<b>Speed</b> fly 6 (hover); phasing	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Caress (necrotic) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> 8 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
<b>MOVE ACTIONS</b>	
<b>Shadow Glide • Encounter</b>	
<i>Effect:</i> The wraith figment shifts up to 6 squares.	
<b>Skills</b> Stealth +12	
<b>Str</b> 3 (+0)	<b>Dex</b> 17 (+7)
<b>Con</b> 13 (+5)	<b>Int</b> 4 (+1)
	<b>Wis</b> 10 (+4)
	<b>Cha</b> 15 (+6)
<b>Alignment</b> chaotic evil	<b>Languages</b> -

<b>2 Shadow Dire Rats (R)</b>	<b>Level 8 Skirmishers</b>
Medium shadow magical beast	XP 350
<b>HP 86; Bloodied 43</b>	<b>Initiative +8</b>
<b>AC 21, Fortitude 22, Reflex 20, Will 19</b>	<b>Perception +10</b>
<b>Speed</b> 7, teleport 7, climb 4	Darkvision
<b>Vulnerable</b> 5 radiant	
<b>TRAITS</b>	
<b>O Shroud of Night • Aura 10</b>	
Bright light in the aura is reduced to dim light, and dim light becomes darkness.	
<b>Shadow Ambush</b>	
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d8 damage on the next attack it makes against that enemy this turn.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 7 damage.	
<b>C Terrifying Screech (fear) • At-Will</b>	
<i>Attack:</i> Close burst 5 (enemies within burst; deafened creatures are immune); +11 vs. Will	
<i>Hit:</i> The target takes a -2 penalty to all defenses (save ends).	
<b>Skills</b> Endurance +11, Stealth +11	
<b>Str</b> 19 (+8)	<b>Dex</b> 15 (+6)
<b>Con</b> 14 (+6)	<b>Int</b> 6 (+2)
	<b>Wis</b> 13 (+5)
	<b>Cha</b> 16 (+7)
<b>Alignment</b> evil	<b>Languages</b> -
<b>Note:</b> Shadow hound, updated damage expression.	

## ENCOUNTER 4: TROUBLE AT THE DOCKS STATISTICS (AL 10)

2 Frenzied Shadar-Kai Wererat (S)	Level 12 Brute
Medium shadow humanoid (shapechanger)	XP 700
HP 138; <b>Bloodied</b> 69	<b>Initiative</b> +9
AC 24, <b>Fortitude</b> 25, <b>Reflex</b> 24, <b>Will</b> 22	<b>Perception</b> +12
<b>Speed</b> 6, climb 4 (rat or hybrid form only)	Low-light vision
TRAITS	
<b>Regeneration</b>	
The wererat regains 10 hit points whenever it starts its turn and has at least 1 hit point. When the wererat takes damage from a silvered weapon or radiant damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
m <b>Claw • At-Will</b>	
<i>Requirement:</i> The wererat must be in hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 2d8 + 9 damage, or 2d8+14 against a bloodied target, and the target falls prone.	
m <b>Bite (disease) • At-Will</b>	
<i>Requirement:</i> The wererat must be in rat or hybrid form.	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 2d6 + 11 damage. At the end of the encounter, the target makes a saving throw. On a failure, the targets contracts wererat filth fever (stage 1).	
M <b>Lycanthrope Fury • At-Will</b>	
<i>Requirement:</i> The wererat must be in hybrid form.	
<i>Effect:</i> The shadar-kai wererat uses <i>claw</i> and <i>bite</i> . The wererat takes 10 damage.	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
<i>Effect:</i> The shadar-kai wererat teleports 3 squares and becomes insubstantial until the start of his next turn.	
MINOR ACTIONS	
<b>Change Shape • At-Will</b>	
<i>Effect:</i> The shadar-kai wererat alters its physical form to appear as a Small rat, unique shadar-kai, or hybrid.	
<b>Skills</b> Bluff +11, Intimidate +11, Stealth +11	
<b>Str</b> 19 (+10)	<b>Dex</b> 17 (+9) <b>Wis</b> 13 (+7)
<b>Con</b> 18 (+10)	<b>Int</b> 10 (+6) <b>Cha</b> 11 (+6)
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Note:</b> Modified and reflavored frenzied werewolf.	

WERERAT FILTH FEVER
<b>Stage 0:</b> The target recovers from the disease.
<b>Stage 1:</b> While affected by stage 1, the target loses a healing surge.
<b>Stage 2:</b> While affected by stage 2, the target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.
<b>Stage 3:</b> While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

10 Wraith Figments (W)	Level 10 Minion
Medium shadow humanoid (undead)	XP 128
HP 1; a missed attack never damages a minion	<b>Initiative</b> +10
AC 22, <b>Fortitude</b> 20, <b>Reflex</b> 24, <b>Will</b> 21	<b>Perception</b> +5
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	Darkvision
<b>Speed</b> fly 6 (hover); phasing	
STANDARD ACTIONS	
m <b>Shadow Caress</b> (necrotic) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +13 vs. Reflex	
<i>Hit:</i> 9 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
<b>Shadow Glide • Encounter</b>	
<i>Effect:</i> The wraith figment shifts up to 6 squares.	
<b>Skills</b> Stealth +13	
<b>Str</b> 3 (+1)	<b>Dex</b> 17 (+8) <b>Wis</b> 10 (+5)
<b>Con</b> 13 (+6)	<b>Int</b> 4 (+2) <b>Cha</b> 15 (+7)
<b>Alignment</b> chaotic evil	<b>Languages</b> -

2 Shadow Dire Rats (R)	Level 10 Skirmishers
Medium shadow magical beast	XP 500
HP 102; <b>Bloodied</b> 51	<b>Initiative</b> +9
AC 23, <b>Fortitude</b> 24, <b>Reflex</b> 22, <b>Will</b> 21	<b>Perception</b> +11
<b>Speed</b> 7, teleport 7, climb 4	Darkvision
<b>Vulnerable</b> 5 radiant	
TRAITS	
O <b>Shroud of Night • Aura</b> 10	
Bright light in the aura is reduced to dim light, and dim light becomes darkness.	
<b>Shadow Ambush</b>	
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d8 damage on the next attack it makes against that enemy this turn.	
STANDARD ACTIONS	
m <b>Bite • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage.	
C <b>Terrifying Screech</b> (fear) • <b>At-Will</b>	
<i>Attack:</i> Close burst 5 (enemies within burst; deafened creatures are immune); +13 vs. Will	
<i>Hit:</i> The target takes a -2 penalty to all defenses (save ends).	
<b>Skills</b> Endurance +12, Stealth +12	
<b>Str</b> 19 (+9)	<b>Dex</b> 15 (+7) <b>Wis</b> 13 (+8)
<b>Con</b> 14 (+7)	<b>Int</b> 6 (+3) <b>Cha</b> 16 (+8)
<b>Alignment</b> evil	<b>Languages</b> -
<b>Note:</b> Shadow hound, updated damage expression.	



## ENCOUNTER 4: TROUBLE AT THE DOCKS MAP

### TILE SETS NEEDED

Dungeon Tiles Master Set - The City x2

DU2 Streets of Shadow x1

DU7 Desert of Athas (wooden docks)

RPGA Rewards Ship Tiles x1



S = frenzied shadar-kai wererat; R = shadow dire rat; W = wraith figment (these come from the sewer pipe, 4 figments are present in round 1, 2 more arrive per round afterwards to a maximum total of 10).

Note that there are several guards and sailors fighting with the shadow monsters, some are still standing, others are unconscious on the ground. These are not depicted on the map.

Note that the monsters are located relatively in the center, to give the PCs a bit of urgency to move to aid the civilians. Depending on where exactly they land, you might start them a little closer to the *Trident*.

## ENCOUNTER 5: TO THE SOURCE

### IMPORTANT NPCs

**Harbormaster Xanthos:** shadar-kai male

**Lady Iona Thanterim:** human female, agent of the Crown.

**Wavemistress Lana A'Qellian:** aquatic half-elf female priestess of Umberlee.

With the majority of the sewer creatures in the harbor gone, the PCs have some time to catch their breath and check the area for damages. While resting, Lady Iona, and the harbormaster Xanthos approach the PCs, both recognizing their skill and the fact that it is not over yet.

*Much has happened since you sailed into the harbor of Urmlaspyr only moments ago. It is still raining, but the storm itself has drifted on the Sea of Fallen Stars. The moans of the wounded can be heard amongst the drumming of the rain and the groaning of the ships. Bodies of sailors, dockworkers, large black rats and bats litter the docks. Something tells you it is not over yet...*

If still alive, Lady Iona flanked by several Purple Dragon soldiers strides towards the PCs, if the PCs do not return to the *Trident* themselves.

At about the same time, a sturdy looking shadar-kai in rich clothing and several gold piercings protected by two city guards approaches the characters as well. The shadar-kai is grateful for the aid the PCs provided, and introduces himself as harbormaster Xanthos. If he realizes who Iona is (she herself is not likely to introduce herself, but the PCs might whether purposely or through their behavior), he bows deeply to her. He fears things are not over yet, pointing at the occasional wraith figment still leaving the sewers (but which is quickly destroyed by a furious looking half-elf in the robes of Umberlee's clergy and a couple of freshly arrived city guards) and he needs help. The PCs proved their skill, and he wants to hire them to enter the sewers, and deal with whatever is causing the incursion, likely a rift into the Shadowfell. He is willing to pay AL x 10 gp once they have dealt with the problem.

If Xanthos learns the PCs are the bodyguards of Iona, he turns towards her. She gladly releases the PCs of their service, she is certain to make the embassy safely, and the Cormyrean Crown is always willing to aid their friends. She even offers the PCs a bonus of AL x 10 gp in addition to what the harbormaster offers for accepting the mission. She does pay in advance. It is clear she is honestly worried about the shadow

incursion and the fate of the people of Urmlaspyr, and that it is not just about politics.

Xanthos wants the PCs to immediately enter the sewers. He is aware there is a risk that the corridors will flood, posing a serious risk to the PCs. The fact is that he fears somebody is behind the sudden incursion. There have been too many lately, and this one right at the start of a thunderstorm is too much of a coincidence. The floods the PCs fear might destroy any evidence left behind, not to mention that if the rift (assuming it is one) is not closed before the sewers flood. It can take hours before the waters recede. In that time something more dangerous might come through.

He has a map of the nearby sewers, which should make finding the source easier. He also recognizes the wererats, and knows their supposed work spot. He is not sure it is the location of the rift, but considering their madness it is either at that spot or on the route the workers took.

Obviously with the quickly rising water level, the PCs do not have much time to overthink their options, nor to rest or cast rituals. If the characters express their concern, Xanthos nods and takes the PCs to the female half-elf near the sewer entrances. The half-elf, wavemistress Lana, is angry, giving short impolite answers to any questions. Xanthos remains very polite. It is never a good idea to anger a servant of Umberlee when you earn a living from the sea. Lana gladly goes into a shouting match with less polite PCs, but refrains from actually using violence.

Xanthos asks Lana for aid, which she begrudgingly provides. Her blessing provides the PCs with a short rest, allowing them to spend multiple *healing words* instead of the usual allotment for 5 minutes. She can also cast a quickened version of the Water Breathing ritual, but wants 165 gp for it (the sewers are not yet flooded, and Umberlee is a greedy goddess). In addition she offers some of the items from her temple as a reward for the PCs service. Since these are helpful in achieving their goal, she offers them beforehand.

Assuming the PCs accept they are ready to enter the sewers...

### ENDING THE ENCOUNTER

Xanthos correctly concluded a rift opened to the Shadowfell in the nearby sewers and that the workers were at the spot at the time. With the map and Xanthos information, finding the rift is easy.

*Slimy water drips from the ceiling and muddy water spews from the smaller tubes into the main corridors. Despite being underground, it is just as wet in the*



*sewers as outside in the rain. The small path next to the slowly rising canals looks wet and slippery and all kinds of unidentifiable items float in the foamy brown-green water. With all the fresh water, the smell is likely somewhat less bad than usually, but only barely so...*

The route on the map to the working spot is through main corridors only. There is a 2 square wide canal flanked by a 1 square wide path on both sides. At this point the paths are still dry, but it is clear the level is slowly rising. The PCs don't have much time to reach their destination and deal with whatever is going on. Determine the group's marching order and any other actions they might want to take beforehand before proceeding.

*Following the map might not be hard, but the trip itself is not particularly pleasant. The sewers are wet and the stink is overwhelming. After about 5 minutes, you feel the temperature drop and it looks like your light sources are less bright than they should be. Gurgling noises from ahead, suggest a large room with some kind of outflow.*

The dimming of the light and the reduction of the temperature is indeed an indication of a nearby rift into the Shadowfell. A DC 15 Arcana check confirms it is in the nearby room. Allow the PCs to make any preparations. Proceed to Encounter 6 as soon as they come within sight of the large room ahead.

#### TROUBLESHOOTING

If the PCs refuse the mission, the adventure is over. They receive the rewards for guiding Lady Iona to the embassy but without any bonuses. They do not get story award SPEC57 (see Treasure below) even if they went out of their way to aid sailors, nor do they gain SPEC58 **Ambassador Deskyr's Gratitude** (see Conclusion). A few more shadow monsters are released, until once the water level has receded, a unit of Purple Dragon knights deals with the rift. These monsters kill many innocents, and the locals know the PCs refused the mission.

#### MILESTONE

The encounter does not count towards a milestone.

#### TREASURE

The PCs gain 20 / 40 / 60 / 80 / 100 gp each from Lady Iona immediately if they accept the mission to find out what is going on in the sewers. The harbormaster pays the reward after the PCs return.

If the PCs have not yet taken the magical items from the shrine of Umberlee, Lana offers them **before** they enter the sewers (or earlier if needed as an incentive): at AL 2+ there is a pair of wavestrider boots; at AL 8+ these are silt striders instead; at AL 4+ there is a *greater storm shield* as well. Umberlee might be evil and greedy, but her followers do not look kindly on others killing sailors and destroying ships (especially those that paid their tithes to her).

If the PCs went out of their way to help the locals, especially if they left the *Trident* early in Encounter 3 (otherwise up to you), they earn story award SPEC57 **Hero of Urmlaspyr Docks**. The locals are grateful for the aid and not likely to forget their heroes.

## ENCOUNTER 6: SEWER SCRAMBLE

### ENCOUNTER LEVEL AL + 2

#### CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 1 shadow otyugh (O)
- 2 shadow crawler (C)
- 2 shadow slime (S)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove 1 shadow slime.

**Six PCs:** Add 1 shadow crawler.

#### SETUP

As the adventurers enter the area, read or paraphrase the following.

*At the center of this chamber is a rift spewing shadow energy into the sewers. A shadow-infused creature pulls at the rift with its tentacles, attempting to make it larger. The creature and the rift are empowered by the shadows around the chamber.*

*The body of a humanoid lies face down in the sewage near the rift. Scones along the walls hold enchanted torches, illuminating most of the chamber.*

Make it clear to the players that the shadow otyugh is drawing power from the shadows. Non-magical light sources carried by the PCs are snuffed out by the rift. Placing the magical torches in key locations (indicated on the map) will banish the shadows, weaken the otyugh and collapse the rift. Remember that radius of light from any source is halved.

The slimes begin the encounter hidden under the sewage with total concealment. PCs with a Passive Perception score of at least (18 + one-half the AL) can detect the slimes before they act.

#### TERRAIN FEATURES

**Illumination:** The rift extinguishes non-magical light sources. All magical light sources including the magical torches already in the area provide dim.

**Body:** The body is of a shadar-kai. If an adjacent PC searches the body as a minor action, they find a belt of endurance (level 6) and gauntlets of swimming and climbing (which regardless of the level of the PC they can use

immediately; at AL 2 and 4 it is minor version that crumbles to dust after the encounter). The PCs can also search the body at the end of the encounter.

**Ceiling:** The sewer tunnels are 10 feet high. The canals are 5 deep at first. The pools are 10 feet deep.

**Sewage:** The rivers of sewage are only a few inches deep and count as difficult terrain for creatures not native to the sewers.

**Current:** The current of the sewage river slides the PCs down the map to the south. At the end of each round, each PC who is not grabbed by a monster is slid a number of squares away towards the bottom (or the center if in the right or left corridor) of the map to  $\frac{1}{2}$  x the round number. As a minor action, a PC can brace against the current. They make an Easy DC Athletics, Dungeoneering, or Endurance check to reduce the slide by 1. For each 5 full points they beat the Easy DC, they reduce the movement by an additional 1. The action can be taken multiple times, but the best result counts.

PCs may choose to be washed completely out of the encounter by the current, in which case they end up in the harbor. PCs who want to stay in the room, can do so automatically until the end of round 7.

**Rubble:** The rubble counts as difficult terrain.

**Rising Waters:** The thunderstorm is causing this chamber to fill rapidly with water. The monsters are used to storms, and are immune to these effects.

- **End of Round 1:** The rivers of sewage become deeper. In addition to being difficult terrain, it takes an extra square of movement for a total of 3 squares to enter these squares.
- **End of Round 2:** The rivers overflow and mist splashes in the air. All PCs grant combat advantage until the end of the encounter. They may make a minor action Easy DC Acrobatics, Athletics, Dungeoneering, or Endurance check to negate this combat advantage until the start of their next turn.
- **End of Round 3:** The water gets deeper. The DC to avoid granting combat advantage increases to Moderate. Movement in the canals requires swimming.
- **End of Round 4:** The water gets deeper. The DC to avoid granting combat advantage increases to Hard for the rest of the encounter. The paths become difficult terrain.
- **End of Round 5:** The churning water makes it difficult to move. Small PCs must swim (Athletics DC Moderate) above the paths to move.
- **End of Round 6:** All PCs must swim (Athletics DC Moderate) to move about the chamber.
- **End of Round 7:** The chamber fills with water. Use the rules for aquatic combat (DMG p. 45).

## TACTICS

The shadow otyugh positions itself to gain maximum use of its threatening reach. It uses *maw of decay* whenever it can target more than one creature with it, or if it already has a creature grabbed. It uses *disgusting lure* against creatures making ranged attacks against it.

The crawlers primarily use *tentacles* on a PC not already under its effects. If the best target for the crawler is already under the effect of *tentacles*, the crawler bits that target.

The slimes use *engulf* against PCs wearing heavy armor. They move adjacent to two or more PCs so they can engulf multiple targets.

## LET THERE BE LIGHT!

Provide the PCs trained in Arcana, Nature or Religion with Player's Handout 1.

There are 8 magically lit torches situated around the room, placed by the shadar-kai when he arrived in the chamber. To banish the shadows and close the rift, the PCs must place the torches in the squares indicated on the map. Recognizing the right nodes requires a minor action, but not a skill check. Once enough of the shadows have been banished by light (4 torches for 4 PCs, 6 torches for 5 PCs, 8 torches for 6 PCs), a PC must make a final Arcana, Nature or Religion check to close the rift.

A PC adjacent to a torch on a wall can retrieve it with a minor action. A PC can carry as many torches as they wish, and can pass or take one from an adjacent ally as a minor action.

Properly placing a torch in an indicated illumination square requires Athletics (to wedge it in), Arcana (to make the magic light brighter) or Dungeoneering (to optimize placement). This DCs for this check are Easy (standard action), Moderate (move action), or Hard (minor action).

Until the rift is closed, the PCs are aware of the following effects.

- The room is dimly illuminated. PCs with normal vision treat all creatures as having concealment.
- As an at-will minor action, the otyugh can remove one effect from itself.
- The otyugh is insubstantial.
- When the otyugh uses *maw of decay*, targets hit must make a saving throw. On a failure, they immediately gain Stage 1 of the disease. If they already have the disease or the filth fever from Encounter 2 or 4, it increases to the next stage.

When the PCs have placed half of their torches, the room is considered brightly illuminated and the otyugh can no longer remove effects from itself as a minor action.

When all of the torches have been placed, it takes one final action to close the rift. A PC adjacent to the rift makes an Arcana, Nature, or Religion (Easy/standard; Moderate/move; Hard/minor) check to seal the rift. When this happens, the otyugh loses insubstantial and the improved *maw of decay*. A surge of energy comes from the torches and each PC can spend a healing surge and make one saving throw against an effect that a save can end.

## TROUBLESHOOTING

Reward creativity and use of powers for the skill challenge, granted that it is reasonable, approximately equal in opportunity cost (for example, expending a high-level daily power might give multiple successes), and enhances the fun of the players at the table. For example, a wizard with the light cantrip might make an Arcana check as part of using the power to illuminate one area (though they would need to sustain it until the rift is closed).

## ENDING THE ENCOUNTER

After all of the monsters are defeated, the chamber continues to fill with water. At some point, the PCs are washed out into the harbor with the body of the shadar-kai.

Searching the shadar-kai reveals a water-soaked book about the workings of portals to the Shadowfell and the barrier between the normal world and Shadowfell. The contents of the book, including some handwritten notes, have been ruined by the sewage. The PCs also find a non-magical holy symbol of Shar, and a by now non-functional shade coin (these coins are given to trusted shadovar agents). If they function, they are unnaturally cold to touch. They lose their magic if carried by somebody else then the agent, but they also lose their magic when the agent dies. Questioning the shadar-kai with Speak with Dead ritual might reveal he is a Netheril agent, but he was investigating the increase in shadow magic. He did not cause it (as far as he knows).

Proceed with the Conclusion.

## MILESTONE

This encounter counts toward a milestone.

## TREASURE

Amongst the garbage the PCs can find a total of 20 / 20 / 50 / 200 / 310 gp per character in various coins, gems, trade goods and jewelry.

The shadar-kai wears a *belt of endurance* (level 6) and at AL 6+ he has *gauntlets of swimming and climbing*. Amongst the treasure of the otyugh the PCs find a *periapt of proof against poison* (AL 2 and 4: +1; AL 6+: +2), and a set of *gloaming armor* (AL 2 and 4: +1; AL 6+: +2).

If the PCs cannot collect the treasure before the sewers flood, they are handed over to them afterwards as a reward by grateful locals.

## ENCOUNTER 6: SEWER SCRAMBLE (ADVENTURE LEVEL 2)

Shadow Otyugh (O)	Level 2 Elite Controller
Large aberrant magical beast	XP 250
HP 88; Bloodied 44	Initiative +5
AC 16, Fortitude 17, Reflex 11, Will 14	Perception +13
Speed 6, swim 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Otyugh Stench</b> • Aura 1	
Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach	
The otyugh can make opportunity attacks against enemies within 3 squares of it.	
Rift Powers	
As an at-will minor action, the otyugh can remove one effect from itself. The otyugh is insubstantial. When the otyugh uses <i>maw of decay</i> , targets hit must make a saving throw. On a failure, they immediately gain Stage 1 of the disease. If they already have the disease or the filth fever from Encounter 2 or 4, it increases to the next stage.	
STANDARD ACTIONS	
m <b>Tentacle</b> • At-Will	
Attack: Melee 3 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage, and the otyugh pulls the target up to 2 squares and grabs the target (escape DC 14).	
C <b>Maw of Decay</b> (disease, necrotic) • At-Will	
Attack: Close blast 2 (creatures in the blast); +7 vs. AC	
Hit: 1d8 + 3, or 1d8 + 6 against a creature grabbed by the otyugh, and ongoing 5 necrotic damage (save ends). In addition, at the end of the encounter, the target makes a saving throw. On a failure, the target contracts shadow otyugh fever (stage 1).	
MINOR ACTIONS	
R <b>Disgusting Lure</b> (charm, psychic) • At-Will	
Attack: Ranged 20 (one creature); +5 vs. Will	
Hit: 1d8 psychic damage, and if the target does not end its next turn adjacent to the otyugh, the target takes 5 psychic damage.	
TRIGGERED ACTIONS	
M <b>Body Shield</b> • At-Will	
Trigger: An enemy hits the otyugh while the otyugh has a creature grabbed.	
Attack (Immediate Interrupt): Melee 1 (one creature grabbed by the otyugh); +5 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of the otyugh.	
Skills Stealth +12	
Str 23 (+10)	Dex 13 (+5)
Con 20 (+9)	Int 7 (+2)
Wis 18 (+8)	Cha 15 (+6)
Alignment evil	
Languages telepathy 10	
Note: Otyugh/neo-otyugh hybrid.	
SHADOW OTYUGH FEVER	
Stage 0: The target recovers from the disease.	
Stage 1: The target loses a healing surge.	
Stage 2: The target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.	
Stage 3: The target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.	

2 Shadow Crawler (C)	Level 2 Soldier
Large aberrant beast	XP 125
HP 41; Bloodied 20	Initiative +7
AC 18, Fortitude 14, Reflex 13, Will 12	Perception +4
Speed 6, climb 6 (spider climb)	Darkvision
STANDARD ACTIONS	
m <b>Tentacles</b> (necrotic, poison) • At-Will	
Attack: Melee 2 (one creature); +5 vs. Fortitude	
Hit: 1d4 + 3 necrotic damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).	
Miss: The target is slowed until the end of the crawler's next turn.	
M <b>Bite</b> • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
Str 20 (+7)	Dex 16 (+5)
Con 17 (+5)	Int 2 (-2)
Wis 14 (+4)	Cha 16 (+5)
Alignment unaligned	
Languages -	
Note: Carrion crawler with damage types changed.	

2 Shadow Slime (S)	Level 2 Lurker
Medium natural beast (blind, ooze)	XP 125
HP 35; Bloodied 17	Initiative +8
AC 16, Fortitude 15, Reflex 15, Will 12	Perception +1
Speed 5, swim 5	Blindsight 10
Immune blinded, gaze effects; Resist 5 acid; Vulnerable 5 fire	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m <b>Slam</b> (acid, necrotic) • At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 3 necrotic damage, and ongoing 5 acid damage (save ends).	
M <b>Engulf</b> (acid) • At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 1d4 + 2 necrotic damage, and the slime grabs the target (escape DC 17). Until the grab ends, the target takes ongoing 5 acid damage.	
Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime.	
Skills Stealth +9	
Str 11 (+1)	Dex 16 (+4)
Con 17 (+4)	Int 1 (-4)
Wis 11 (+1)	Cha 1 (-4)
Alignment unaligned	
Languages -	
Note: Green slime with damage types changed.	

## ENCOUNTER 6: SEWER SCRAMBLE (ADVENTURE LEVEL 4)

Shadow Otyugh (O)	Level 4 Elite Controller
Large aberrant magical beast	XP 350
HP 120; Bloodied 60	Initiative +6
AC 18, Fortitude 19, Reflex 13, Will 16	Perception +14
Speed 6, swim 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Otyugh Stench • Aura 1	
Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach	
The otyugh can make opportunity attacks against enemies within 3 squares of it.	
Rift Powers	
As an at-will minor action, the otyugh can remove one effect from itself. The otyugh is insubstantial. When the otyugh uses <i>maw of decay</i> , targets hit must make a saving throw. On a failure, they immediately gain Stage 1 of the disease. If they already have the disease or the filth fever from Encounter 2 or 4, it increases to the next stage.	
STANDARD ACTIONS	
m <b>Tentacle • At-Will</b>	
Attack: Melee 3 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the otyugh pulls the target up to 2 squares and grabs the target (escape DC 15).	
C <b>Maw of Decay</b> (disease, necrotic) • At-Will	
Attack: Close blast 2 (creatures in the blast); +9 vs. AC	
Hit: 1d8 + 5, or 1d8 + 8 against a creature grabbed by the otyugh, and ongoing 5 necrotic damage (save ends). In addition, at the end of the encounter, the target makes a saving throw. On a failure, the target contracts shadow otyugh fever (stage 1).	
MINOR ACTIONS	
R <b>Disgusting Lure</b> (charm, psychic) • At-Will	
Attack: Ranged 20 (one creature); +7 vs. Will	
Hit: 1d8 + 2 psychic damage, and if the target does not end its next turn adjacent to the otyugh, the target takes 10 psychic damage.	
TRIGGERED ACTIONS	
M <b>Body Shield • At-Will</b>	
Trigger: An enemy hits the otyugh while the otyugh has a creature grabbed.	
Attack (Immediate Interrupt): Melee 1 (one creature grabbed by the otyugh); +7 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of the otyugh.	
Skills Stealth +13	
Str 23 (+11) Dex 13 (+6) Wis 18 (+9)	
Con 20 (+10) Int 7 (+3) Cha 15 (+7)	
Alignment evil	Languages telepathy 10
Note: Otyugh/neo-otyugh hybrid.	

SHADOW OTYUGH FEVER
<b>Stage 0:</b> The target recovers from the disease.
<b>Stage 1:</b> The target loses a healing surge.
<b>Stage 2:</b> The target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.
<b>Stage 3:</b> The target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

2 Shadow Crawler (C)	Level 4 Soldier
Large aberrant beast	XP 175
HP 57; Bloodied 28	Initiative +8
AC 20, Fortitude 16, Reflex 15, Will 14	Perception +5
Speed 6, climb 6 (spider climb)	Darkvision
STANDARD ACTIONS	
m <b>Tentacles</b> (necrotic, poison) • At-Will	
Attack: Melee 2 (one creature); +7 vs. Fortitude	
Hit: 2d4 + 3 necrotic damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).	
Miss: The target is slowed until the end of the crawler's next turn.	
M <b>Bite • At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 3 damage.	
Str 20 (+8) Dex 16 (+6) Wis 14 (+5)	
Con 17 (+6) Int 2 (-1) Cha 16 (+6)	
Alignment unaligned	Languages -
Note: Carrion crawler with damage types changed.	

2 Shadow Slime (S)	Level 4 Lurker
Medium natural beast (blind, ooze)	XP 175
HP 47; Bloodied 23	Initiative +9
AC 18, Fortitude 17, Reflex 17, Will 14	Perception +2
Speed 5, swim 5	Blindsight 10
Immune blinded, gaze effects; Resist 5 acid; Vulnerable 5 fire	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m <b>Slam</b> (acid, necrotic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 5 necrotic damage, and ongoing 5 acid damage (save ends).	
M <b>Engulf</b> (acid) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 1d6 + 3 necrotic damage, and the slime grabs the target (escape DC 18). Until the grab ends, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime.	
Skills Stealth +10	
Str 11 (+2) Dex 16 (+5) Wis 11 (+2)	
Con 17 (+5) Int 1 (-3) Cha 1 (-3)	
Alignment unaligned	Languages -
Note: Green slime with damage types changed.	

## ENCOUNTER 6: SEWER SCRAMBLE (ADVENTURE LEVEL 6)

Shadow Otyugh (O)	Level 6 Elite Controller
Large aberrant magical beast	XP 500
HP 152; <b>Bloodied</b> 76	<b>Initiative</b> +7
AC 20, <b>Fortitude</b> 21, <b>Reflex</b> 15, <b>Will</b> 18	<b>Perception</b> +15
Speed 6, swim 6	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
<b>O Otyugh Stench</b> • <b>Aura</b> 1	
Living enemies take a -2 penalty to attack rolls while in the aura.	
<b>Threatening Reach</b>	
The otyugh can make opportunity attacks against enemies within 3 squares of it.	
<b>Rift Powers</b>	
As an at-will minor action, the otyugh can remove one effect from itself. The otyugh is insubstantial. When the otyugh uses <i>maw of decay</i> , targets hit must make a saving throw. On a failure, they immediately gain Stage 1 of the disease. If they already have the disease or the filth fever from Encounter 2 or 4, it increases to the next stage.	
STANDARD ACTIONS	
<b>m Tentacle</b> • <b>At-Will</b>	
Attack: Melee 3 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and the otyugh pulls the target up to 2 squares and grabs the target (escape DC 16).	
<b>C Maw of Decay</b> (disease, necrotic) • <b>At-Will</b>	
Attack: Close blast 2 (creatures in the blast); +11 vs. AC	
Hit: 1d8 + 7, or 1d8 + 10 against a creature grabbed by the otyugh, and ongoing 5 necrotic damage (save ends). In addition, at the end of the encounter, the target makes a saving throw. On a failure, the target contracts shadow otyugh fever (stage 1).	
MINOR ACTIONS	
<b>R Disgusting Lure</b> (charm, psychic) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +9 vs. Will	
Hit: 1d8 + 4 psychic damage, and if the target does not end its next turn adjacent to the otyugh, the target takes 10 psychic damage.	
TRIGGERED ACTIONS	
<b>M Body Shield</b> • <b>At-Will</b>	
Trigger: An enemy hits the otyugh while the otyugh has a creature grabbed.	
Attack ( <i>Immediate Interrupt</i> ): Melee 1 (one creature grabbed by the otyugh); +9 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of the otyugh.	
<b>Skills</b> Stealth +14	
<b>Str</b> 23 (+12)	<b>Dex</b> 13 (+7)
<b>Con</b> 20 (+11)	<b>Int</b> 7 (+4)
<b>Wis</b> 18 (+10)	<b>Cha</b> 15 (+8)
<b>Alignment</b> evil	
<b>Languages</b> telepathy 10	
Note: Otyugh/neo-otyugh hybrid.	

SHADOW OTYUGH FEVER
<b>Stage 0:</b> The target recovers from the disease.
<b>Stage 1:</b> The target loses a healing surge.
<b>Stage 2:</b> The target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.
<b>Stage 3:</b> The target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

2 Shadow Crawler (C)	Level 6 Soldier
Large aberrant beast	XP 250
HP 73; <b>Bloodied</b> 36	<b>Initiative</b> +9
AC 22, <b>Fortitude</b> 18, <b>Reflex</b> 17, <b>Will</b> 16	<b>Perception</b> +6
Speed 6, climb 6 (spider climb)	Darkvision
STANDARD ACTIONS	
<b>m Tentacles</b> (necrotic, poison) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +9 vs. Fortitude	
Hit: 2d4 + 5 necrotic damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).	
Miss: The target is slowed until the end of the crawler's next turn.	
<b>M Bite</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage.	
<b>Str</b> 20 (+9)	<b>Dex</b> 16 (+7)
<b>Con</b> 17 (+7)	<b>Int</b> 2 (+0)
	<b>Wis</b> 14 (+6)
	<b>Cha</b> 16 (+7)
<b>Alignment</b> unaligned	
<b>Languages</b> -	
Note: Carrion crawler with damage types changed.	

2 Shadow Slime (S)	Level 6 Lurker
Medium natural beast (blind, ooze)	XP 250
HP 59; <b>Bloodied</b> 29	<b>Initiative</b> +10
AC 20, <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 16	<b>Perception</b> +3
Speed 5, swim 5	Blindsight 10
<b>Immune</b> blinded, gaze effects; <b>Resist</b> 5 acid; <b>Vulnerable</b> 5 fire	
TRAITS	
<b>Ooze</b>	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
<b>m Engulf</b> (acid) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 1d6 + 5 necrotic damage, and the slime grabs the target (escape DC 19). Until the grab ends, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime.	
MINOR ACTIONS	
<b>M Slam</b> (acid, necrotic) • <b>At-Will</b> (1/round)	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 6 necrotic damage, and ongoing 5 acid damage (save ends).	
<b>Skills</b> Stealth +11	
<b>Str</b> 11 (+3)	<b>Dex</b> 16 (+6)
<b>Con</b> 17 (+6)	<b>Int</b> 1 (-2)
	<b>Wis</b> 11 (+3)
	<b>Cha</b> 1 (-2)
<b>Alignment</b> unaligned	
<b>Languages</b> -	
Note: Green slime with damage types changed.	

## ENCOUNTER 6: SEWER SCRAMBLE (ADVENTURE LEVEL 8)

Shadow Otyugh (O)	Level 8 Elite Controller
Large aberrant magical beast	XP 700
HP 184; <b>Bloodied</b> 92	Initiative +8
AC 22, <b>Fortitude</b> 23, <b>Reflex</b> 17, <b>Will</b> 20	Perception +16
Speed 6, swim 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Otyugh Stench</b> • <b>Aura</b> 1	
Living enemies take a -2 penalty to attack rolls while in the aura.	
<b>Threatening Reach</b>	
The otyugh can make opportunity attacks against enemies within 3 squares of it.	
Rift Powers	
As an at-will minor action, the otyugh can remove one effect from itself. The otyugh is insubstantial. When the otyugh uses <i>maw of decay</i> , targets hit must make a saving throw. On a failure, they immediately gain Stage 1 of the disease. If they already have the disease or the filth fever from Encounter 2 or 4, it increases to the next stage.	
STANDARD ACTIONS	
m <b>Tentacle</b> • <b>At-Will</b>	
Attack: Melee 3 (one creature); +13 vs. AC	
Hit: 2d6 + 9 damage, and the otyugh pulls the target up to 2 squares and grabs the target (escape DC 17).	
C <b>Maw of Decay</b> (disease, necrotic) • <b>At-Will</b>	
Attack: Close blast 2 (creatures in the blast); +13 vs. AC	
Hit: 2d8 + 5, or 2d8 + 8 against a creature grabbed by the otyugh, and ongoing 5 necrotic damage (save ends). In addition, at the end of the encounter, the target makes a saving throw. On a failure, the target contracts shadow otyugh fever (stage 1).	
MINOR ACTIONS	
R <b>Disgusting Lure</b> (charm, psychic) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +11 vs. Will	
Hit: 1d8 + 6 psychic damage, and if the target does not end its next turn adjacent to the otyugh, the target takes 10 psychic damage.	
TRIGGERED ACTIONS	
M <b>Body Shield</b> • <b>At-Will</b>	
Trigger: An enemy hits the otyugh while the otyugh has a creature grabbed.	
Attack ( <i>Immediate Interrupt</i> ): Melee 1 (one creature grabbed by the otyugh); +11 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of the otyugh.	
<b>Skills</b> Stealth +15	
<b>Str</b> 23 (+13)	<b>Dex</b> 13 (+8)
<b>Con</b> 20 (+12)	<b>Int</b> 7 (+5)
<b>Wis</b> 18 (+11)	<b>Cha</b> 15 (+9)
<b>Alignment</b> evil	
<b>Languages</b> telepathy 10	
Note: Otyugh/neo-otyugh hybrid.	

SHADOW OTYUGH FEVER
<b>Stage 0:</b> The target recovers from the disease.
<b>Stage 1:</b> The target loses a healing surge.
<b>Stage 2:</b> The target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.
<b>Stage 3:</b> The target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

2 Shadow Crawler (C)	Level 8 Soldier
Large aberrant beast	XP 350
HP 89; <b>Bloodied</b> 44	Initiative +9
AC 24, <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 18	Perception +7
Speed 6, climb 6 (spider climb)	Darkvision
STANDARD ACTIONS	
m <b>Tentacles</b> (necrotic, poison) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +11 vs. Fortitude	
Hit: 2d6 + 5 necrotic damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).	
Miss: The target is slowed until the end of the crawler's next turn.	
M <b>Bite</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
<b>Str</b> 20 (+10)	<b>Dex</b> 16 (+8)
<b>Con</b> 17 (+8)	<b>Int</b> 2 (+1)
<b>Wis</b> 14 (+7)	<b>Cha</b> 16 (+8)
<b>Alignment</b> unaligned	
<b>Languages</b> -	
Note: Carrion crawler with damage types changed.	

2 Shadow Slime (S)	Level 8 Lurker
Medium natural beast (blind, ooze)	XP 350
HP 71; <b>Bloodied</b> 35	Initiative +11
AC 22, <b>Fortitude</b> 21, <b>Reflex</b> 21, <b>Will</b> 18	Perception +4
Speed 5, swim 5	Blindsight 10
<b>Immune</b> blinded, gaze effects; <b>Resist</b> 5 acid; <b>Vulnerable</b> 5 fire	
TRAITS	
<b>Ooze</b>	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m <b>Engulf</b> (acid) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 2d6 + 4 necrotic damage, and the slime grabs the target (escape DC 20). Until the grab ends, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime.	
MINOR ACTIONS	
M <b>Slam</b> (acid, necrotic) • <b>At-Will</b> (1/round)	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 7 necrotic damage, and ongoing 5 acid damage (save ends).	
<b>Skills</b> Stealth +12	
<b>Str</b> 11 (+4)	<b>Dex</b> 16 (+7)
<b>Con</b> 17 (+7)	<b>Int</b> 1 (-1)
<b>Wis</b> 11 (+4)	<b>Cha</b> 1 (-1)
<b>Alignment</b> unaligned	
<b>Languages</b> -	
Note: Green slime with damage types changed.	



## ENCOUNTER 6: SEWER SCRAMBLE (ADVENTURE LEVEL 10)

Shadow Otyugh (O)	Level 10 Elite Controller
Large aberrant magical beast	XP 1000
HP 216; <b>Bloodied</b> 108	<b>Initiative</b> +9
AC 24, <b>Fortitude</b> 25, <b>Reflex</b> 19, <b>Will</b> 22	<b>Perception</b> +17
Speed 6, swim 6	Darkvision
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
<b>O Otyugh Stench</b> • <b>Aura</b> 1	
Living enemies take a -2 penalty to attack rolls while in the aura.	
<b>Threatening Reach</b>	
The otyugh can make opportunity attacks against enemies within 3 squares of it.	
<b>Rift Powers</b>	
As an at-will minor action, the otyugh can remove one effect from itself. The otyugh is insubstantial. When the otyugh uses <i>maw of decay</i> , targets hit must make a saving throw. On a failure, they immediately gain Stage 1 of the disease. If they already have the disease or the filth fever from Encounter 2 or 4, it increases to the next stage.	
STANDARD ACTIONS	
<b>m Tentacle</b> • <b>At-Will</b>	
Attack: Melee 3 (one creature); +15 vs. AC	
Hit: 3d6 + 8 damage, and the otyugh pulls the target up to 2 squares and grabs the target (escape DC 18).	
<b>C Maw of Decay</b> (disease, necrotic) • <b>At-Will</b>	
Attack: Close blast 2 (creatures in the blast); +15 vs. AC	
Hit: 2d8 + 7, or 2d8 + 10 against a creature grabbed by the otyugh, and ongoing 5 necrotic damage (save ends). In addition, at the end of the encounter, the target makes a saving throw. On a failure, the target contracts shadow otyugh fever (stage 1).	
MINOR ACTIONS	
<b>R Disgusting Lure</b> (charm, psychic) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); +13 vs. Will	
Hit: 2d8 + 4 psychic damage, and if the target does not end its next turn adjacent to the otyugh, the target takes 15 psychic damage.	
TRIGGERED ACTIONS	
<b>M Body Shield</b> • <b>At-Will</b>	
Trigger: An enemy hits the otyugh while the otyugh has a creature grabbed.	
Attack ( <i>Immediate Interrupt</i> ): Melee 1 (one creature grabbed by the otyugh); +13 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of the otyugh.	
<b>Skills</b> Stealth +16	
<b>Str</b> 23 (+14)	<b>Dex</b> 13 (+9)
<b>Con</b> 20 (+13)	<b>Int</b> 7 (+6)
<b>Wis</b> 18 (+12)	<b>Cha</b> 15 (+10)
<b>Alignment</b> evil	
<b>Languages</b> telepathy 10	
Note: Otyugh/neo-otyugh hybrid.	

SHADOW OTYUGH FEVER
<b>Stage 0:</b> The target recovers from the disease.
<b>Stage 1:</b> The target loses a healing surge.
<b>Stage 2:</b> The target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.
<b>Stage 3:</b> The target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.

2 Shadow Crawler (C)	Level 10 Soldier
Large aberrant beast	XP 500
HP 105; <b>Bloodied</b> 52	<b>Initiative</b> +10
AC 26, <b>Fortitude</b> 22, <b>Reflex</b> 21, <b>Will</b> 20	<b>Perception</b> +8
Speed 6, climb 6 (spider climb)	Darkvision
STANDARD ACTIONS	
<b>m Tentacles</b> (necrotic, poison) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +13 vs. Fortitude	
Hit: 2d6 + 7 necrotic damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).	
Miss: The target is slowed until the end of the crawler's next turn.	
<b>M Bite</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
<b>Str</b> 20 (+11)	<b>Dex</b> 16 (+9)
<b>Con</b> 17 (+9)	<b>Int</b> 2 (+2)
<b>Wis</b> 14 (+8)	<b>Cha</b> 16 (+9)
<b>Alignment</b> unaligned	
<b>Languages</b> -	
Note: Carrion crawler with damage types changed.	

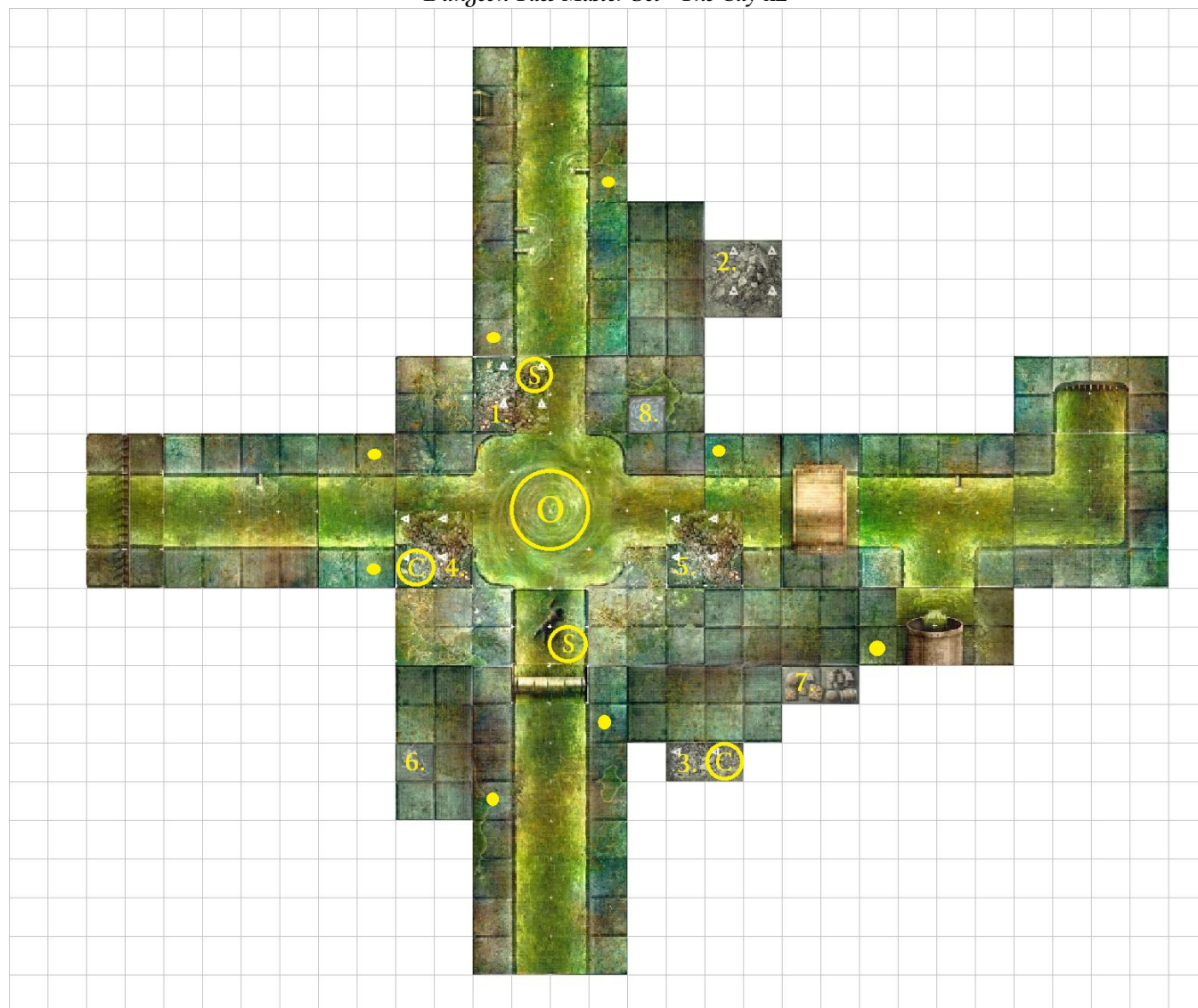
2 Shadow Slime (S)	Level 10 Lurker
Medium natural beast (blind, ooze)	XP 500
HP 83; <b>Bloodied</b> 41	<b>Initiative</b> +12
AC 24, <b>Fortitude</b> 23, <b>Reflex</b> 23, <b>Will</b> 20	<b>Perception</b> +5
Speed 5, swim 5	Blindsight 10
<b>Immune</b> blinded, gaze effects; <b>Resist</b> 5 acid; <b>Vulnerable</b> 5 fire	
TRAITS	
<b>Ooze</b>	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
<b>m Engulf</b> (acid) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 2d6 + 6 necrotic damage, and the slime grabs the target (escape DC 21). Until the grab ends, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime.	
MINOR ACTIONS	
<b>M Slam</b> (acid, necrotic) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 8 necrotic damage, and ongoing 5 acid damage (save ends).	
<b>Skills</b> Stealth +13	
<b>Str</b> 11 (+5)	<b>Dex</b> 16 (+8)
<b>Con</b> 17 (+8)	<b>Int</b> 1 (+0)
<b>Wis</b> 11 (+5)	<b>Cha</b> 1 (+0)
<b>Alignment</b> unaligned	
<b>Languages</b> -	
Note: Green slime with damage types changed.	

# ENCOUNTER 6: SEWER SCRAMBLE MAP

## TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon x1

Dungeon Tiles Master Set - The City x2



O = Otyugh; C = Shadow Crawler; S = Shadow Slime.  
 Yellow Dots = Torch; Yellow Number = Intended Location for Torch  
 (1 to 4 for 4 PCs, 1 to 6 for 5 PCs, 1 to 8 for 6 PCs)

## CONCLUDING THE ADVENTURE

### IMPORTANT NPCs

**Harbormaster Xanthos:** shadar-kai male

**Lady Iona Thanterim:** human female, agent of the Crown.

**Lord Deskyr Thanterim:** human male, Cormyrean ambassador.

As soon as the PCs emerge from the sewers in the harbor, they are spotted and helped on land by the locals. Xanthos wants a report, before sending them off to the Cormyrean Embassy to report to Lord and Lady Thanterim,

*The fast flowing water of the sewers flush you through the flooded sewers; Water, debris and the walls battering you relentlessly and leaving you wondering what is up or down. All of a sudden the water calms down, allowing you to swim up for a much needed gasp of fresh air. You have arrived in the harbor. Cold, wet, bruised and covered in muck in all kinds of unmentionable places there is hope that for the moment there are no more monsters...*

Unless the PCs try to be stealthy, they are quickly spotted and helped on land by concerned locals. They quickly offer something strong to drink, wanting to know what happened, but patiently waiting for the harbormaster to arrive if that is what the PCs want. If the PCs expressly ask for the shadar-kai's corpse to be recovered and send to the embassy it is done. Otherwise the corpse is taken away, and disappears. Its items, if any, are handed to the PCs though.

It does not take long for Xanthos to hear of the PCs appearance, quickly joining them wherever they are waiting. He wants a full report. If the PCs have killed the otyugh, he is grateful. If they destroyed the rift, he is even more grateful. If the rift is somehow still in one piece, he understands, sending in a team of spellcasters once the floodwaters recede. If satisfied, he gives the PCs the promised reward money. Lady Iona already went to the embassy, and requested the PCs to travel to it as soon as they were able, although Xanthos does offer them a bath at a nearby inn and a set of fresh clothing.

Depending on how the PCs did, they also gain story award SPEC57 as detailed in Encounter 4 and 5.

### THE EMBASSY

Once at the embassy, the PCs are quickly ushered into a warm room - either a place to bath or a dining room depending on the state of their arrival. Astute PCs note some odd dark clouds hovering above the embassy. The guards and servants shrug if asked about it. The clouds have been there for at least a ride now (10 days), and nothing bad has happened yet.

Once they are at least somewhat presentable, they are brought to Lord and Lady Thanterim. Like Xanthos they want a full report. If the PCs forgot the corpse, the two are a bit disappointed, but fully understand that the PCs had something else on their mind. If they did bring it with them, the two commend the PCs on their thoughtfulness and skill. Regardless, if the otyugh is killed and the rift closed, they are both grateful. If Iona survived, the ambassador gladly pays the promised reward. After discussing current events, he mentions there are more problems in the city and that he could use the skills of adventurers, especially those who have proven themselves to be capable. If the PCs are interested, they should stick around or return later (these adventures are part of the heroic tier *Desolations* series to be released in the coming year).

If the PCs did more than just deliver his wife safely to the Embassy, they earn **SPEC58 Ambassador Thanterim's Gratitude**. Obviously, Deskyr prefers good results, but as long as his wife survived and the PCs did their best, he is grateful.

With business done, the PCs are offered a fine dinner and the keys to a set of rooms in a nearby luxurious inn. The adventure is over for now...

In the unlikely case that Lady Iona died, Deskyr is much cooler. It is clear he is grief stricken, but he hopes his contacts with the temple of Tymora will get his wife resurrected. The PCs earn SPEC56, but if they honestly did their best to save his wife, but failed to bad luck, they still do gain SPEC58 (allowing both to be scratched off).

### TREASURE

For returning Lady Iona safely home each PC gains the promised 20 / 40 / 60 / 80 / 100 gp. In addition they offer them a magical item from the embassy's vaults (Treasure X).

If the PCs defeated the otyugh and closed the portal they also gain 20 / 40 / 60 / 80 / 100 gp each from the harbormaster.

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

## EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. No character can earn more than the listed maximum XP.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

### ADVENTURE LEVEL 2

**Minimum Possible XP: 270 XP per PC**

#### Minor Objectives

**Rescue the Trident: +35 XP**

**Saving the citizens of Urmlaspyr: +35 XP**

**Destroying the shadowrift: +35 XP**

**Major Objective - Keeping Iona alive: +135 XP**

**Maximum Possible XP: 510 XP per PC**

**Base Gold per PC: 90 gp**

(Encounter 4: 10 gp; Encounter 5: 20 gp; Encounter 6: 20 gp; Conclusion: 40 gp)

### ADVENTURE LEVEL 4

**Minimum Possible XP: 400 XP per PC**

#### Minor Objectives

**Rescue the Trident: +45 XP**

**Saving the citizens of Urmlaspyr: +45 XP**

**Destroying the shadowrift: +45 XP**

**Major Objective - Keeping Iona alive: +185 XP**

**Maximum Possible XP: 720 XP per PC**

**Base Gold per PC: 150 gp**

(Encounter 4: 10 gp; Encounter 5: 40 gp; Encounter 6: 20 gp; Conclusion: 80 gp)

### ADVENTURE LEVEL 6

**Minimum Possible XP: 540 XP per PC**

#### Minor Objectives

**Rescue the Trident: +70 XP**

**Saving the citizens of Urmlaspyr: +70 XP**

**Destroying the shadowrift: +70 XP**

**Major Objective - Keeping Iona alive: +270 XP**

**Maximum Possible XP: 1020 XP per PC**

**Base Gold per PC: 270 gp**

(Encounter 4: 40 gp; Encounter 5: 60 gp; Encounter 6: 50 gp; Conclusion: 120 gp)

### ADVENTURE LEVEL 8

**Minimum Possible XP: 750 XP per PC**

#### Minor Objectives

**Rescue the Trident: +100 XP**

**Saving the citizens of Urmlaspyr: +100 XP**

**Destroying the shadowrift: +100 XP**

**Major Objective - Keeping Iona alive: +390 XP**

**Maximum Possible XP: 1440 XP per PC**

**Base Gold per PC: 540 gp**

(Encounter 4: 100 gp; Encounter 5: 80 gp; Encounter 6: 200 gp; Conclusion: 160 gp)

## ADVENTURE LEVEL 10

**Minimum Possible XP: 1080 XP per PC**

### Minor Objectives

**Rescue the Trident: +140 XP**

**Saving the citizens of Urmlaspyr: +140 XP**

**Destroying the shadowrift: +140 XP**

**Major Objective - Keeping Iona alive: +540 XP**

**Maximum Possible XP: 2040 XP per PC**

**Base Gold per PC: 810 gp**

(Encounter 4: 200 gp; Encounter 5: 100 gp; Encounter 6: 310 gp; Conclusion: 200 gp)

## TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure 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; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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 Treasure, 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.

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

### EACH PC SELECTS ONE OF THE FOLLOWING:

#### AL 2+:

**Treasure A:** *subtle weapon +1* (level 3; *Adventurer's Vault*)  
Found in Encounter 4.

**Treasure B:** *wavestriker boots* (level 4; *Player's Handbook*)  
Found in Encounter 4

**Treasure C:** *belt of endurance* (level 6; *Adventurer's Vault*)  
Found in Encounter 6

**Treasure D:** *periapt of proof against poison +1* (level 4; *Adventurer's Vault* 2)  
Found in Encounter 6

**Treasure E:** *gloaming armor +1* (level 5; *Mordenkainen's Magnificent Emporium*)  
Found in Encounter 6

#### AL 4+:

**Treasure F:** *greater storm shield* (level 8; *Mordenkainen's Magnificent Emporium*)  
Found in Encounter 4

#### AL 6+:

**Treasure G:** *gauntlets of swimming and climbing* (level 10; *Mordenkainen's Magnificent Emporium*)  
Found in Encounter 6

**Treasure H:** *subtle weapon +2* (level 8; *Adventurer's Vault*)  
Found in Encounter 4

**Treasure I:** *periapt of proof against poison +2* (level 9; *Adventurer's Vault* 2)  
Found in Encounter 6

**Treasure J:** *gloaming armor +1* (level 5; *Mordenkainen's Magnificent Emporium*)  
Found in Encounter 6

#### AL 8+:

**Treasure K:** *silt striders* (level 12; *Dark Sun Campaign Setting*)  
Found in Encounter 4

#### ALL ALs:

**Treasure L:** A Common or Uncommon magical tattoo of the character's level +2 or less from a player legal source. The character must have an available found-item slot open.

Found in Conclusion.

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level +2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** The character finds an *herbal poultice* plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of healing* plus 0 gp

AL 4: *potion of healing* plus 25 gp

AL 6: *potion of healing* plus 100 gp

AL 8: *potion of healing* plus 250 gp

AL 10: *potion of healing* plus 400 gp

**Treasure Z (More Gold):** The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

## STORY AWARDS

If the PCs were extremely rude to Lady Iona or in the Conclusion to Deskyr, they earn SPEC56. If Iona died, they do as well. If the PCs did their utmost best to save the locals in Encounter 4, they earn SPEC57 (see Encounter 4 and 5 for more details). SPEC58 is earned if the PCs dealt resolutely with the creatures in Encounter 2, and the otyugh in Encounter 6.

#### SPEC56 Ambassador Thanterim's Disfavor

Deskyr Thanterim is displeased with you for one or more reasons (check all that apply):

☐ You treated Lady Iona with extreme disrespect

☐ Lady Iona died during her journey with you

If you have the first disfavor, you may remove it by voiding a favor of either Lady Iona herself or Deskyr. If you have the second disfavor, you may only remove it by voiding a favor of Deskyr.

#### SPEC57 Hero of the Urmlaspyr Docks

You made a very favorable impression on the docks of Urmlaspyr through your combat skills and sacrifice. While the locals are not rich, they remember your name, and you never have to pay for your own drinks at any tavern along the city's harbor.

In addition, local tattoo artists offer you their services. This Story Award grants you purchase access to all Uncommon and Common magical tattoos. At the end of any adventure you may purchase one magical tattoo with an item level no greater than your character level + 2. You may either pay full market price or spend a found-item slot to gain the chosen tattoo for free.

#### SPEC58 Ambassador Thanterim's Gratitude

You have earned the respect and gratitude of Deskyr Thanterim, Cormyrean ambassador to Urmlaspyr. This will certainly benefit you if you are ever interested in a career in Cormyr's diplomatic service, or when you are in trouble with the Cormyrean authorities. This Story Award counts as a favor with the Cormyrean authorities subject to the DM's discretion (in some of the older CORM adventures the Thanterims' present level of influence may not be applicable, and the DM is free to ignore this favor in such circumstances).

This Story Award marks the beginning of the *Trouble in Urmlaspyr* Major Quest, which is the Heroic tier portion of the Desolation series.

## NEW RULES

### BELT OF ENDURANCE

UNCOMMON

Lvl 6 1,800 gp

#### Waist Slot

**Property:** Gain a +2 item bonus to Endurance checks.

**Power Daily (Free Action):** Use this power before you make a Endurance check. Treat that check as though you rolled a natural 20.

**Source:** Adventurer's Vault, page(s) 164.

### GAUNTLETS OF SWIMMING AND CLIMBING

UNCOMMON

Level: 10 5,000 gp

#### Hands Slot

**Property:** You gain a climb speed and a swim speed both equal to half your speed.

**Source:** Mordenkainen's Magnificent Emporium, page(s) 65.

### GREATER STORM SHIELD

UNCOMMON

Lvl 8 3,400 gp

#### Arms Slot: Any shield

**Property:** You gain resist 5 lightning and resist 5 thunder.

**Attack Power (Lightning, Thunder):** Daily (Immediate Reaction)

*Trigger:* An enemy within 10 squares of you hits you with an attack.

*Effect:* The triggering enemy takes 10 lightning and thunder damage. If the enemy's attack deals lightning or thunder damage, you do not expend this power.

**Source:** Mordenkainen's Magnificent Emporium, page(s) 60.

### GLOAMING ARMOR

RARE

Lvl 5 +1 1,000 gp

Lvl 10 +2 5,000 gp

**Armor:** Cloth, leather or hide

**Enhancement Bonus:** AC

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

**Utility Power (Illusion):** Encounter (Standard Action); **Effect:** You become invisible until you attack or until the end of the encounter. You can end this effect as a minor action.

**Source:** Mordenkainen's Magnificent Emporium, page(s) 15.

### PERIAPT OF PROOF AGAINST POISON

UNCOMMON

Lvl 4 +1 840 gp

Lvl 9 +2 4,200 gp

#### Neck Slot

**Enhancement Bonus:** Fortitude, Reflex, and Will

**Property:** You gain resist 5 poison.

**Power Daily (Immediate Interrupt):** **Trigger:** You take damage from a poison attack. **Effect:** Your resistance to poison increases by 15 until the end of your next turn.

**Source:** Adventurer's Vault 2, page(s) 67.

### SILT STRIDERS

UNCOMMON

Level: 12 13,000 gp

#### Feet Slot

**Property:** You gain a +1 item bonus to speed. You ignore difficult terrain resulting from dirt, sand, or silt. You leave no tracks in such terrain. In addition, you can move across and stand on non-solid horizontal surfaces (such as silt or water) as if they were solid ground.

**Source:** Dark Sun Campaign Setting, page(s) 128.

### SUBTLE WEAPON

UNCOMMON

Lvl 3 +1 680 gp

Lvl 8 +2 3,400 gp

**Weapon:** Any melee

**Enhancement Bonus:** attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Whenever you make a damage roll with this weapon against an enemy granting combat advantage to you, you gain an item bonus to the damage roll against that enemy. The item bonus equals this weapon's enhancement bonus.

**Source:** Adventurer's Vault, page(s) 79.

### WAVESTRIDER BOOTS

UNCOMMON

Level: 4840 gp

#### Feet Slot

**Property:** If you begin your turn standing on a solid surface, you can move across liquid as if it were normal terrain. If you are still on liquid at the end of your turn, you fall in.

**Power Daily (Minor Action):** You can move across liquid surfaces as if they were normal terrain until the end of the encounter.

**Source:** Player's Handbook, page(s) 246.

## APPENDIX I: NPCs

### LADY IONA THANTERIM

Female Human Cormyrean Agent; ambassador's wife

*Iona is a woman in her late twenties. She has a proud bearing, self-assured, direct and used to people listening to her. Her long brown hair is braided; she has an angular face and a piercing gaze. The symbol of Tymora, goddess of luck, is clearly visible around her neck, as is a dagger and hand crossbow at her belt.*

**Personality:** She is self-assured, direct, open and not one to waste time on idle chit chat. She loves to flirt a bit, but she loves her husband and stops quickly when things appear to go too far.

**History:** Iona Laesic grew up in a loving family in Suzail, well protected against the dangerous outside world. As a teenager she found her parents' love confining, and her life empty. For a short time she ran away, joining the temple of Tymora, goddess of good luck, and even having had a few minor adventures within Cormyr.

Realizing that life did not suite her either, she returned to her parents under the condition that she could lead her own life and take an actual job in the Cormyrean government. An organizer at heart, and having an easy going manner that did well with mercenaries, she quickly made a name in the country's security office.

Not too long ago she met Deskyr Thanterim at the temple of Tymor in Suzail, falling hard for the charming merchant. Despite her father's misgiving she married the man a few months ago. Since her father was stuck with Deskyr as a son-in-law, he made sure he would at least have a bit more of a "respectable" job than that of a merchant, and so she became the ambassador's wife and unbeknownst to the outside world the leading official of Cormyr secret service within Urmlaspyr.

**DC 15 Streetwise:** The Thanterim's are a merchant family hailing originally from Sembia. They lost their fortune when they fled the country, but the current head of the family recovered in part with the aid of adventurers.

**DC 20 Streetwise:** Lady Iona recently married Deskyr Thanterim, the new ambassador in the Sembian city of Urmlaspyr. She herself has made a name amongst local adventurers and mercenaries as the liaison between the authorities and those groups. Whispers amongst the local mercenaries are that it is her skill and connections that got her husband the job, suggesting that adventurers and mercenaries will

receive a warm welcome and many job offers in Urmlaspyr.

**DC 20 Religion:** The Thanterim family is closely associated with the temple of Tymora, goddess good luck.

### LORD DESKYR THANTERIM

Male Human Cormyrean Ambassador in Urmlaspyr; Silver Raven sympathizer.

*Deskyr is a young charming jovial man in his mid-twenties. He has short brown hair, a well-groomed beard and wears expensive clothing, but lacks the custom jewelry except for a golden signet ring and a silver symbol of Tymora. He wears no visible weapons except for a dagger and a rather disarming smile.*

**Personality:** Deskyr is an honest charming man with a good sense of humor and respectable reputation. He has an iron self-control, hating excess of any kind, but not above the occasional party or risk taking. He is a merchant and diplomat though, prone to keep things to himself if it is good for business or Cormyr, not always realizing that for long-term results it might be better to be more open. He loves his wife deeply.

**History:** Hersir Thanterim, Deskyr's father, was a big spender, living well above what he could afford on the long run, quickly wasting it on luxurious parties and woman. His mother suffered because of it, but never became embittered. Taking more after his mother, he grew up as a reliable trustworthy man, loved by his mother, ignored by his father.

When he became older, he limited the excesses of his father somewhat, but could do little to prevent a potential bankruptcy. His father died before it came to that, his unhealthy living style finally catching up. Seeing how desperate things were, he remembered his grandfather tales about the family heirlooms in Urmlaspyr, and hired adventures to retrieve them. Despite opposition from a Shadovar agent, the adventurers were mostly successful, and since that time he invested the money well, restoring his family's fortune and good name.

Not too long ago he met Iona Laesic, hitting off very well with her. His marriage boosted his career as a government official. Curious about his family's history, and wanting to do something more than observe from the sidelines when dealing with Netheril, he grabbed the opportunity to become the ambassador in Urmlaspyr with both hands. Once he realizes the



challenges of the job, it remains to be seen whether or not he keeps his current enthusiasm...

**DC 15 Streetwise:** The Thanterim's are a merchant family hailing originally from Sembia. They lost their fortune when they fled the country, but the current head of the family recovered in part with the aid of adventurers.

**DC 20 Streetwise:** The latest patriarch of the family, Hersir Thanterim, was a big spender. He died a few years ago, leaving his son, Deskyr, with many debts. Deskyr is not like his father, having a good reputation when it comes to paying. At the time people wondered whether he could keep the business running, but he hired adventurers to retrieve family heirlooms from Urmlaspyr in Sembia, invested wisely and returned the family to its former prominence.

He recently married Lady Iona Laesic, a liaison official between the Crown and local mercenaries and adventurers. The match is well-made, even though Iona's father is reputed to be against it. Through Iona's connections as much as his own skill and history with Urmlaspyr, Deskyr has been appointed the new ambassador in Urmlaspyr - a fairly important job considering the cities position in between conquered Sembia and Cormyr.

**DC 20 Religion:** The Thanterim family is closely associated with the temple of Tymora, goddess good luck.

## CAPTAIN AERIC SWIFTARM

Male Human Captain of the *Trident*, Knight of Cormyr

*Aeric is a tall broad-shouldered man with short black graying hair and a well-groomed short beard. He wears the uniform of a Purple Dragon officer proudly, his sturdy cutlass never far from his grasp. He has piercing brown eyes and a sun-tanned skin. He might be a noble, but he is clearly somebody who does not mind to get his hands dirty.*

**Personality:** Proud, disciplined, boisterous.

**History:** Aeric is a military career man coming from a long line of naval officers. He loved ships and the sea since he was a young boy, spending many hours on water first on his own small sailing boat and later as a young officer in the Cormyrean Royal Navy. He made a name of himself as a fair captain who had a tendency to take risks. Since those tended to end up successfully, he made it to captain of his own vessel at a relatively young age. He hasn't lost a ship yet, and he is not going to either...

## LIEUTENANT HAESKEL

Female Human Fighter, Purple Dragon Lieutenant, Knight of Cormyr

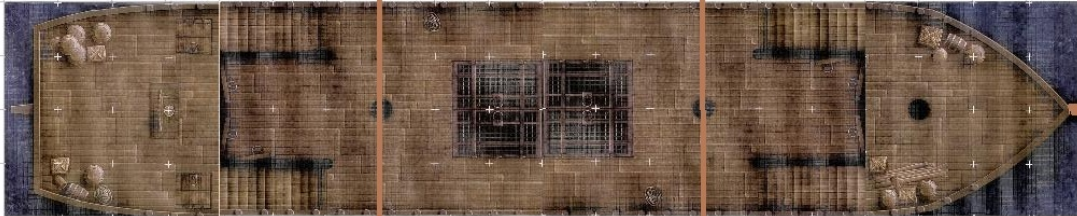
*Haeskal is a short stocky woman in her early thirties with short sandy brown hair and a sun-tanned weathered complexion. She wears her uniform proudly. Her green eyes look grimly, and she rarely smiles.*

**Personality:** Stern, no-nonsense, disciplined.

**History:** She lost her family when she was very young, having spent most of her youth in an orphanage in Marsember. Like most in her orphanage, she ended up on a merchant vessel at a young age. Unlike most she not only managed to survive, but make a good impression on the captain, who took it upon him to teach her letters, numbers and how to navigate. Before he could finish her schooling, the ship was taken by pirates. Again, she showed remarkable perseverance by surviving and joining the pirate crew.

Unbeknownst to the pirate captain, she planned to avenge her previous captain (and friend). Finally after a few years, an opportunity arose in the form of the Cormyrean Royal Navy. She not only caused the pirate to fall into the Navy's hands, but several other pirate ships as well. As a reward, she was allowed to join the navy as a mariner. Despite her skill, and proven loyalty, her lack of connections and her shameful past prevented her from making a career. Still, she is happy with her current position as a lieutenant aboard the *Trident*.

## APPENDIX II: THE *TRIDENT*



**Ship Type:** caravel

**Keel Length:** 100 feet

**Beam Length:** 20 feet

**Armament:** 1 ballista; 8 arbalests

**Crew:** 30 sailors, 10 marines

**Officers:** 1 captain (Aeric Swiftarm), 1 first mate (Martin Greybeard), 1 quartermaster/mess steward (Erin), 1 boatswain (Karr), 1 master armorer/lieutenant of the marines (Haeskel).

### The Trident

Gargantuan vehicle

**HP** 400    **Space** 4 squares by 10 squares    **Cost** 13,000 gp

**AC** 4, **Fortitude** 20, **Reflex** 2

**Speed** swim 6

#### Pilot

The pilot must stand at the ship's wheel at the rear of the topmost deck.

#### Crew

In addition to the pilot, the *Trident* requires a crew of twenty, all of whom use a standard action each round to help control the ship. Reduce the ship's speed by 2 for every 5 missing crew members. At swim speed 0 the ship is out of control.

#### Load

Hundred Medium creatures; 180 tons of cargo.

#### Out of Control

An out-of-control *Trident* moves forward at half speed. At the DM's discretion, it can move in the same direction as a strong wind at up to full speed.

Mariner	Level AL Skirmisher
Medium natural humanoid (human)	XP -
<b>HP</b> 86; <b>Bloodied</b> 43	<b>Initiative</b> ½ x AL+4
<b>AC</b> AL+13, <b>Fortitude</b> AL+10, <b>Reflex</b> AL+10, <b>Will</b> AL+10	
<b>Speed</b> 6	<b>Perception</b> ½ x AL+1
TRAITS	
<b>Scurvy Dog's Flank</b>	
A mariner gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 1 extra dice damage to that creature.	
STANDARD ACTIONS	
m <b>Cutlass</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +AL +5 vs. AC	
Hit: [single target AL] damage.	
MINOR ACTIONS	
<b>Rigging Monkey</b> • <b>Encounter</b>	
Effect: The mariner gains a climb speed of 7 until the end of its next turn.	
<b>Skills</b> Acrobatics +7 + ½ x AL, Athletics +7 + ½ x AL	
<b>Str</b> 14 (+2 + ½ x AL) <b>Dex</b> 15 (+2 + ½ x AL) <b>Wis</b> 12 (+1 + ½ x AL)	
<b>Con</b> 15 (+2 + ½ x AL) <b>Int</b> 9 (-1 + ½ x AL) <b>Cha</b> 11 (+0 + ½ x AL)	
<b>Alignment</b> unaligned	<b>Languages</b> Common

## PLAYER'S HANDOUT 1: CLOSING THE SHADOW RIFT

*After a quick study of the area, you realize there is a rift to the Shadowfell just above the sewer pool. The otyugh seems to draw energy from the rift, making it even more dangerous. Various torches around the room are magical, oddly enough not touched by the darkness of the rift. Something tells you that if you place them at the right nodes in the room, it will close the rift...*

There are 8 magically lit torches situated around the room. To banish the shadows and close the rift, you must place the torches in the squares indicated on the map. It requires a minor action to recognize the spots. Once enough of the shadows have been banished by light (4 torches for 4 PCs, 6 torches for 5 PCs, 8 torches for 6 PCs), a PC must make a final Arcana, Nature or Religion check to close the rift.

A PC adjacent to a torch on a wall can retrieve it with a minor action. A PC can carry as many torches as they wish, and can pass or take one from an adjacent ally as a minor action.

Properly placing a torch in an indicated square requires Athletics (to wedge it in), Arcana (to make the magic light brighter) or Dungeoneering (to optimize placement). This DCs for this check are Easy (standard action), Moderate (move action), or Hard (minor action).

Until the rift is closed, the following effects are active:

- The room is dimly illuminated. PCs with normal vision treat all creatures as having concealment.
- As an at-will minor action, the otyugh can remove one effect from itself.
- The otyugh is insubstantial.
- When the otyugh uses *maw of decay*, targets hit must make a saving throw. On a failure, they immediately gain Stage 1 of the disease. If they already have the disease or the filth fever from Encounter 2 or 4, it increases to the next stage.

When you have placed half of the torches, the room is considered brightly illuminated and the otyugh can no longer remove effects from itself as a minor action.

When all of the torches have been placed, it takes one final action to close the rift. A PC adjacent to the rift makes an Arcana, Nature, or Religion (Easy/standard action; Moderate/move action; Hard/minor action) check to seal the rift. When this happens, the otyugh loses the insubstantial trait and can no longer use *improved maw of decay*. A surge of energy comes from the torches and each PC can spend a healing surge and make one saving throw against an effect that a save can end.

# EVENT SUMMARY

The results of this adventure has an impact on the future development of the *Desolation* story series!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/SPEC0405LFR>

The survey period closes on **01 October 2012**. The adventure remains playable after that date, but we tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

**1. Did Lady Iona survive the adventure?**

- a. yes
- b. no

**2. Did the *Trident* sink?**

- a. yes
- b. no
- c. no, but it did crash at the docks

**3. Did the PCs go out of their way to help the people of Urmlaspyr?**

- a. yes
- b. no

**4. Did the PCs close the shadow portal in the sewers?**

- a. yes
- b. no

**5. Did the PCs retrieve the corpse of the shadar-kai in the otyugh's lair?**

- a. yes
- b. no

**6. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

5   4   3   2   1

**7. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

5   4   3   2   1

## **DUNGEONS & DRAGONS** **LIVING FORGOTTEN REALMS**

(character name)

HAS RECEIVED STORY AWARDS FROM

### ***SPEC4~5 RISING DARKNESS***

#### **SPEC56 Ambassador Thanterim's Disfavor**

Deskyr Thanterim is displeased with you for one or more reasons (check all that apply):

- ☐ You treated Lady Iona with extreme disrespect
- ☐ Lady Iona died during her journey with you

If you have the first disfavor, you may remove it by voiding a favor of either Lady Iona herself or Deskyr. If you have the second disfavor, you may only remove it by voiding a favor of Deskyr.

#### **SPEC57 Hero of the Urmlaspyr Docks**

You made a very favorable impression on the docks of Urmlaspyr through your combat skills and sacrifice. While the locals are not rich, they remember your name, and you never have to pay for your own drinks at any tavern along the city's harbor.

In addition, local tattoo artists offer you their services. This Story Award grants you purchase access to all Uncommon and Common magical tattoos. At the end of any adventure you may purchase one magical tattoo with an item level no greater than your character level + 2. You may either pay full market price or spend a found-item slot to gain the chosen tattoo for free.

#### **SPEC58 Ambassador Thanterim's Gratitude**

You have earned the respect and gratitude of Deskyr Thanterim, Cormyrean ambassador to Urmlaspyr. This will certainly benefit you if you are ever interested in a career in Cormyr's diplomatic service, or when you are in trouble with the Cormyrean authorities. This Story Award counts as a favor with the Cormyrean authorities subject to the DM's discretion (in some of the older CORM adventures the Thanterims' present level of influence may not be applicable, and the DM is free to ignore this favor in such circumstances).

This Story Award marks the beginning of the *Trouble in Urmlaspyr* Major Quest, which is the Heroic tier portion of the Desolation series.

## **DUNGEONS & DRAGONS** **LIVING FORGOTTEN REALMS**

(character name)

HAS RECEIVED STORY AWARDS FROM

### ***SPEC4~5 RISING DARKNESS***

#### **SPEC56 Ambassador Thanterim's Disfavor**

Deskyr Thanterim is displeased with you for one or more reasons (check all that apply):

- ☐ You treated Lady Iona with extreme disrespect
- ☐ Lady Iona died during her journey with you

If you have the first disfavor, you may remove it by voiding a favor of either Lady Iona herself or Deskyr. If you have the second disfavor, you may only remove it by voiding a favor of Deskyr.

#### **SPEC57 Hero of the Urmlaspyr Docks**

You made a very favorable impression on the docks of Urmlaspyr through your combat skills and sacrifice. While the locals are not rich, they remember your name, and you never have to pay for your own drinks at any tavern along the city's harbor.

In addition, local tattoo artists offer you their services. This Story Award grants you purchase access to all Uncommon and Common magical tattoos. At the end of any adventure you may purchase one magical tattoo with an item level no greater than your character level + 2. You may either pay full market price or spend a found-item slot to gain the chosen tattoo for free.

#### **SPEC58 Ambassador Thanterim's Gratitude**

You have earned the respect and gratitude of Deskyr Thanterim, Cormyrean ambassador to Urmlaspyr. This will certainly benefit you if you are ever interested in a career in Cormyr's diplomatic service, or when you are in trouble with the Cormyrean authorities. This Story Award counts as a favor with the Cormyrean authorities subject to the DM's discretion (in some of the older CORM adventures the Thanterims' present level of influence may not be applicable, and the DM is free to ignore this favor in such circumstances).

This Story Award marks the beginning of the *Trouble in Urmlaspyr* Major Quest, which is the Heroic tier portion of the Desolation series.

## **DUNGEONS & DRAGONS** **LIVING FORGOTTEN REALMS**

(character name)

HAS RECEIVED STORY AWARDS FROM

### ***SPEC4~5 RISING DARKNESS***

#### **SPEC56 Ambassador Thanterim's Disfavor**

Deskyr Thanterim is displeased with you for one or more reasons (check all that apply):

- ☐ You treated Lady Iona with extreme disrespect
- ☐ Lady Iona died during her journey with you

If you have the first disfavor, you may remove it by voiding a favor of either Lady Iona herself or Deskyr. If you have the second disfavor, you may only remove it by voiding a favor of Deskyr.

#### **SPEC57 Hero of the Urmlaspyr Docks**

You made a very favorable impression on the docks of Urmlaspyr through your combat skills and sacrifice. While the locals are not rich, they remember your name, and you never have to pay for your own drinks at any tavern along the city's harbor.

In addition, local tattoo artists offer you their services. This Story Award grants you purchase access to all Uncommon and Common magical tattoos. At the end of any adventure you may purchase one magical tattoo with an item level no greater than your character level + 2. You may either pay full market price or spend a found-item slot to gain the chosen tattoo for free.

#### **SPEC58 Ambassador Thanterim's Gratitude**

You have earned the respect and gratitude of Deskyr Thanterim, Cormyrean ambassador to Urmlaspyr. This will certainly benefit you if you are ever interested in a career in Cormyr's diplomatic service, or when you are in trouble with the Cormyrean authorities. This Story Award counts as a favor with the Cormyrean authorities subject to the DM's discretion (in some of the older CORM adventures the Thanterims' present level of influence may not be applicable, and the DM is free to ignore this favor in such circumstances).

This Story Award marks the beginning of the *Trouble in Urmlaspyr* Major Quest, which is the Heroic tier portion of the Desolation series.

Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC

Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC