

INTO THE SHADOW

INTRODUCTION

Into the Shadow is an adventure designed for five 3rd-level player characters (PCs), and is part of the D&D *Delve Night* kit. Please review the instructions for use of the D&D *Delve Night* kit before using this adventure. The adventure takes place on the road to and at the Wayrest Tavern, as well as a nearby underground cavern system.

Once the players are ready to begin play, read:

For a handsome fee, you've been hired by a priestess of Erathis to meet with a local agent of the church and place your skills and abilities at his disposal.

SETUP

The PCs have been hired by Farlaa, a middle-aged priestess of Erathis. She has shared the following information with the characters:

- For the past several months, the crops and cattle in the local region have been slowly dying. No one has been able to discover the source of the deaths, though speculation of various types is rampant.
- The local population, especially the farmers, are becoming very despondent and disillusioned, as lords and priests have been unable to render any assistance or solution.
- An agent of the church of Erathis recently sent a note to Farlaa stating he had discovered the source of the affliction and requested immediate assistance by a 'small band skilled with sword and spell'.
- Farlaa hired the PCs and has given them directions to an arranged meeting near the Waymeet Tavern.
- Farlaa offers the PCs 200gp to assist the agent and a further 400gp if they are successful in stopping the mystery affliction.

The following information is unknown by Farlaa and the characters at the start of the adventure:

- A cabal of shadar-kai are behind the affliction. They are slowly poisoning the underground water supply of the region, while fostering words of discouragement, anger and disillusionment with the established authority.
- An agent of Erathis infiltrated the outer edges of the cabal and gleaned their purpose. Unfortunately prior to meeting the characters, he was discovered and is currently being pursued.

Filth Fever

Level 3 Disease

The target  **Initial Effect:** The target  loses 1 healing surge. The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.

Final Effect: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.

ADJUSTING THE ENCOUNTERS

While this adventure is designed to be played with 5 3rd-level characters, you can make some simple adjustments to the adventure to account for 4 or 6 3rd-level characters. Simply remove or add a foe of about the same level as the encounter that is listed in that encounter's setup.

Wererat (W)	Level 3 Skirmisher
Medium natural humanoid (shapechanger)	XP 150
Initiative +7 Senses Perception +7; low-light vision	
HP 48; Bloodied 24	
Regeneration 5 (if the wererat takes damage from a silver weapon, its regeneration doesn't function on its next turn)	
AC 17; Fortitude 15, Reflex 16, Will 13	
Immune filth fever (see below)	
Speed 6, climb 4 (not in human form)	
 Short Sword (standard; at-will)  Weapon +8 vs. AC; 1d6 + 4 damage.	
 Bite (standard; at-will)  Disease +8 vs. AC; 1d4 + 2 damage, and the target takes ongoing 2 damage (save ends) and contracts filth fever (see below).	
Change Shape (minor; at-will)  Polymorph	
A wererat can alter its physical form to appear as a dire rat or a unique human (see <i>Change Shape</i> , page 280). It loses its bite attack in human form.	
Combat Advantage	
The wererat deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Alignment Evil Languages Common	
Skills Bluff +6, Stealth +10, Streetwise +6, Thievery +10	
Str 10 (+1) Dex 18 (+5) Wis 12 (+2)	
Con 16 (+4) Int 10 (+1) Cha 11 (+1)	
Equipment cloak, short sword	

Shadow Hound (H)	Level 6 Skirmisher
Medium shadow magical beast	XP 250
Initiative +7 Senses Perception +9; darkvision	
Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.	
HP 70; Bloodied 35	
AC 19; Fortitude 20, Reflex 18, Will 17	
Vulnerable 5 radiant	
Speed 7, teleport 7	
 Bite (standard; at-will) +11 vs. AC; 1d8 + 4 damage; see also <i>shadow ambush</i> .	
 Baying (minor; recharge  3)  Fear Close burst 5; deafened creatures are immune; +8 vs. Will; the target takes a -2 penalty to all defenses until the end of the shadow hound's next turn.	
Shadow Ambush	
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d6 damage on the next attack it makes against that enemy this turn.	
Alignment Unaligned Languages –	
Skills Endurance +10, Stealth +10	
Str 19 (+7) Dex 15 (+5) Wis 13 (+4)	
Con 14 (+5) Int 6 (+1) Cha 16 (+6)	

Endurance stable DC 16, **improve** DC 21

ENCOUNTER 1: THE MEETING

Encounter Level 3 (800 XP)

SETUP

- 1 agent of Erathis (A)
- 2 shadow hounds (H) (level 6 skirmishers)
- 2 wererats (W) (level 3 skirmishers)

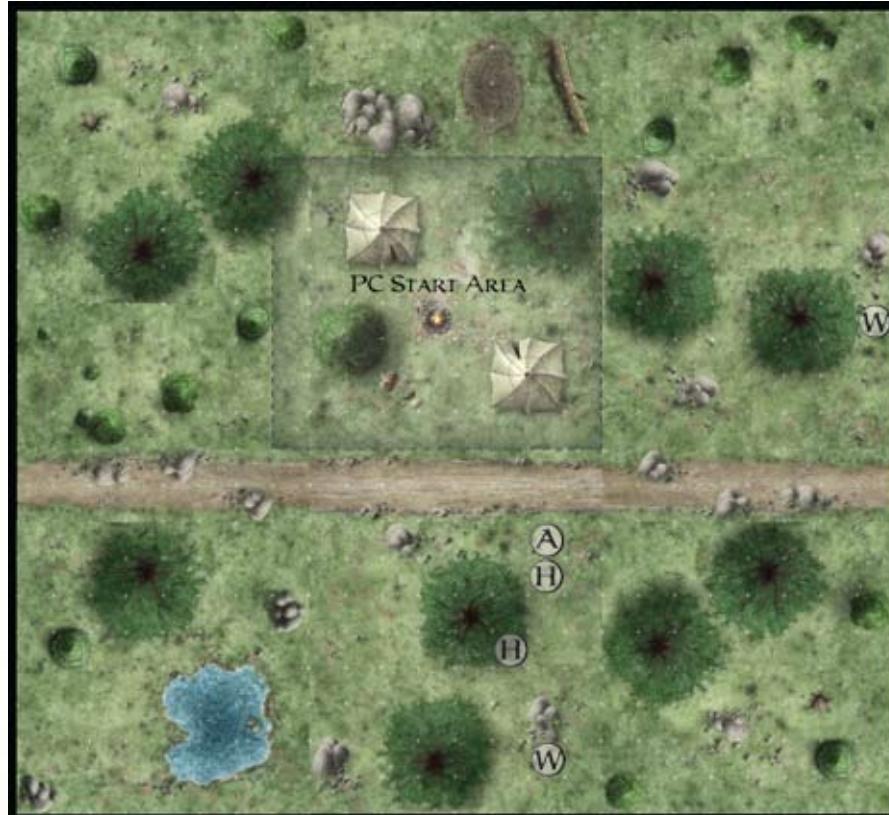
On an isolated stretch of road, the PCs camped over night. The agent was to meet them a hour before daybreak but as dawn approaches he has not shown.

The agent's true purpose was discovered by the cabal shortly after he left the Waymeet Tavern. He has been pursued all night and arrives at the campsite at dawn, his pursuers hot on his heels.

Once the map has been placed, allow the PCs to place themselves in the vicinity of the campsite, then read:

Arriving at the arranged meeting spot the night before, you made camp. Fully rested, you broke your fast with bread and cheese an hour before dawn. However, the agent of Erathis did not arrive when scheduled, and dawn is just now arriving, finally moving the low hanging fog.

Across the road, you hear the baying of hounds as an exhausted man hurls towards you, his clothes tattered and ripped. Gasping, he croaks, "Help" when suddenly a massive shadowy hound pushes him off his feet.



- **Perception (DC 18):** A branch just snapped behind a tree near the road (this is the hiding wererat sent to encircle the agent).

FEATURES OF THE AREA

Illumination: The areas underneath the trees have the last remnants of the morning fog and are dimly lit. The rest of the area has been cleared by the dawn rays and is brightly lit.

Terrain Feature: The rocky areas and fallen tree are difficult terrain and provide cover. The two ponds are knee deep and are considered difficult terrain for small sized creatures.

TACTICS

The hounds use the dim light under the trees and their *shroud of night* to hinder PCs. They alternate using baying and use *shadow ambush* to target leaders and controllers first and to disrupt the battle lines.

One of the wererats moves in to skirmish with the PCs, trying to flank with the shadow hounds where possible. The hidden wererat tries to sneak around behind the PCs and attack one who is using ranged attacks or spells.

ENDING THE ENCOUNTER

The encounter ends when all of the opponents are either unconscious or dead. The wererats fight to the death, however a shadow hound will try to retreat if possible if its three allies have been defeated.

The agent is unconscious and badly injured. A DC 15 Heal check or use of a healing power will revive him.

He briefly explains that a group of shadar-kai are behind the poisoned crops and that they intend on finalizing their plan today to cause rebellion and chaos amongst the local population. The PCs must act fast to stop them. He presses the urgency and need for haste. The Waymeet Tavern is 3 hours away by foot. The bartender is part of the inner circle and should be questioned. The agent is a noncombatant and will not return to the tavern.

TREASURE

The wererats have old cloaks and short swords. They each carry 9 sp.

ENCOUNTER 2: WAYMEET TAVERN

Encounter Level 4 (885 XP)

SETUP

1 dark moon monk* (D) (level 6 soldier)
1 human guard (G) (level 3 soldier)
1 human mage (M) (level 4 artillery)
10 human rabble (R) (level 2 minions)

Don't place the cavern entrance tile down until a PC investigates that area.

The Waymeet Tavern is the local watering hole for the farmers in the area. Several hours away lies a couple of villages, and the tavern is located off the well traveled roads so it receives few outside visitors and no guests.

This ambiguity suits the current owners just fine, as they use the tavern as a way to influence the locals and keep watch over an entrance to the underground water supply for the region. Through this water supply they have been poisoning the crops and grazing livestock.

Realizing they have been compromised, the cabal has stepped up their activities and is planning on dumping the rest of the pollutants today. A wagon full of barrels carrying the toxin has just been unloaded.

The players are likely to enter the tavern and question the bartender or pick a fight. Either way, a brawl erupts almost immediately. As there is several other options the PCs may elect to take, prepare to be flexible with how the encounter unfolds. Regardless, the cultists and their leaders will brook no interference and initiate a fight at the slightest provocation.

The cavern door is well secured (DC 30 Thievery check) and has a bell for sounding the alarm. The bartender (monk) has a key.

Have the players place their characters on the road then read:

The faded paint above the door reads, Waymeet Tavern. It seems you have found the place. A small cottage stands to the side, while a couple of farmers lounge beside an empty wagon.

If the characters enter the tavern, read:

A clean shaven, muscled man works a cloth slowly across the bar, while farmers and laborers keep hushed conversation over half empty tankards.

- **Perception (DC 12):** The character hears a nearby farmer muttering threats against lords feasting on boar and sweets while his children starve.
- **Perception (DC 16):** The character notices that one of the men is trying to nonchalantly keep an eye on the PCs. (This is the human mage disguised as a farmer.)

FEATURES OF THE AREA

Illumination: The cottage and tavern are well lit, and it is daylight outside.

Terrain Feature: The cavern and doorway are not visible from the roadway. Once a character investigates the area, place the tile. The pool is difficult terrain for small sized creatures.

TACTICS

If a shadow hound in Encounter 1 escaped, they are expecting trouble. The mage will have his +1 magic wand at hand so adjust the stat block accordingly (give the mage +1 to attack and damage with any non-weapon powers). Otherwise it is locked in the cottage (see Treasure).

The monk will use *dark moon strike* and *shadow tentacle* as soon as possible, saving *ghost shuriken* if the PCs do not engage in melee combat. The farmers, turned cultists, try to swarm the PCs while the mage fights at range.

The guard and the farmers outside will run over at the first sounds of combat. If the fight is going poorly, the monk or mage will yell at the cultists to 'sound the alarm'. Two cultists will then attempt to run to the cavern door and ring the alarm bell (warning those in the cavern).

ENDING THE ENCOUNTER

The encounter ends when all of the farmers, the monk and the guard are either unconscious or dead. If the PCs attempt to interrogate the cultists, they know very little and are not aware that the cabal is behind the poisoned crops. The mage and guard know of the entrance to the caverns but nothing else. Only the monk knows more and he won't reveal any information. On his person is the key that unlocks the door.

TREASURE

Either on the mage or in the cottage is a +1 magic wand. Amongst the bodies is a total of 23 sp and 15 cp plus the guard's equipment.

Dark Moon Monk (D) Medium natural humanoid, human	Level 6 Soldier XP 250
Initiative +10 Senses Perception +10	
HP 68; Bloodied 34	
AC 22; Fortitude 16, Reflex 20, Will 18	
Speed 7	
⊕ Unarmed Strike (standard; at-will) +12 vs. AC; 1d8 + 4 damage.	
↗ Ghost Shuriken (standard; at-will) ♦ Cold or Necrotic Ranged 6/12; +10 vs. Reflex; 1d4 + 3 damage plus 1d4 necrotic or cold damage (monk's choice).	
↗ Shadow Tentacle (standard; sustain minor [see text]; encounter) ♦ Conjunction , Necrotic Ranged 10; the monk conjures a shadow tentacle in an unoccupied square within range, and the tentacle attacks adjacent creatures on the monk's turn: +10 vs. Reflex; 1d6 + 3 necrotic damage, and the target is grabbed (until escape). The tentacle can grab only one target at a time, dealing 1d6 + 3 necrotic damage to the grabbed foe each round the monk sustains the grab. As a standard action, the monk can change the target and can move the tentacle up to 5 squares.	
↓ Gloom Fist (standard; recharge ; at-will) ♦ Necrotic +12 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 necrotic damage and is dazed (save ends both).	
↓ Dark Moon Strike (minor; encounter) The next time the monk hits with a melee attack, the attack is treated as a critical hit.	
Alignment Evil Languages Chondathan ^{PC} , Common	
Skills Acrobatics +13, Athletics +12, Stealth +13	
Str 18 (+7) Dex 20 (+8) Wis 14 (+5)	
Con 12 (+4) Int 10 (+3) Cha 16 (+6)	

*Forgotten Realms Campaign Guide, p. 241



Human Rabble (R) Medium natural humanoid	Level 2 Minion XP 31
Initiative +0 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 11, Will 11; see also <i>mob rule</i>	
Speed 6	
⊕ Club (standard; at-will) ♦ Weapon +6 vs. AC; 4 damage.	
Mob Rule The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
Alignment Any Languages Common	
Str 14 (+2) Dex 10 (+0) Wis 10 (+0)	
Con 12 (+1) Int 9 (-1) Cha 11 (+0)	
Equipment club	

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

Human Mage (M) Medium natural humanoid	Level 4 Artillery XP 175
Initiative +4 Senses Perception +5	
HP 42; Bloodied 21	
AC 17; Fortitude 13, Reflex 14, Will 15	
Speed 6	
⊕ Quarterstaff (standard; at-will) ♦ Weapon +4 vs. AC; 1d8 damage.	
↗ Magic Missile (standard; at-will) ♦ Force Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage.	
↗ Dancing Lightning (standard; encounter) ♦ Lightning The mage makes a separate attack against 3 different targets: ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.	
✿ Thunder Burst (standard; encounter) ♦ Thunder Area burst 1 within 10; +7 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).	
Alignment Any Languages Common	
Skills Arcana +11	
Str 10 (+2) Dex 14 (+4) Wis 17 (+5)	
Con 12 (+3) Int 18 (+6) Cha 12 (+3)	
Equipment robes, quarterstaff, wand	

ENCOUNTER 3: INTO THE DARK

Encounter Level 5 (1075 XP)

SETUP

1 rockslide (T) (level 1 hazard)
1 shadar-kai gloomblade (G) (level 6 lurker)
3 zairtail bonebreakers* (B) (level 4 brute)
1 zairtail cutter* (C) (level 5 skirmisher)

As the adventurers enter the area, read:

Opening the door to the cavern, you find a lit torch burning brightly in a sconce, with a dozen unused torches lying to the side. The passage, roughly cut, descends into darkness.

Give the players and opportunity to discuss and work out light sources and marching order. When the characters make their descent, read:

The passage winds down from the surface before opening into a series of natural caverns. The air is cool and wet, with phosphorescent moss growing along the floor and walls sporadically. Small pieces of stone rubble are scattered about.

- **Perception (DC 13):** Several reptiles, the size of large dogs, scurry about the cavern before stopping to inspect you, their mouths full of razor sharp teeth slightly open.
- **Perception (DC 24):** A huddled shape is peering at you from behind a cavern wall (this is the shadar-kai gloomblade).

FEATURES OF THE AREA

Illumination:

The room is dimly lit by phosphorescent moss on the walls and floor, plus any light source carried by the PCs.

Terrain Feature:

One section of the cavern is unstable. See the Rockslide hazard for more details. All water features are waist deep and difficult terrain.

TACTICS

If the bell was rung in Encounter 2, the shadar-kai gloomblade has had time to equip his *bracers of mighty striking* (see Treasure).

The bonebreakers each try to take down a foe and then drag them away from the group. They are tenacious. The cutter is a pet of the gloomblade and stays hidden until either called for, discovered or given a scent.

The gloomblade uses *veil of shadows* to attack PCs from hiding, preferring those isolated from the main group either by being dragged by the bonebreakers or by the rockslide. If he wounds a PC he finds dangerous, he will flick blood near the cutter, giving it the scent of the PC. It will then attack that PC until either one is dead.

The gloomblade knows of the rockslide and avoids that area, while attempting to lure the PCs through. The zartails instinctively keep away from the area, even after the rockslide has finished.

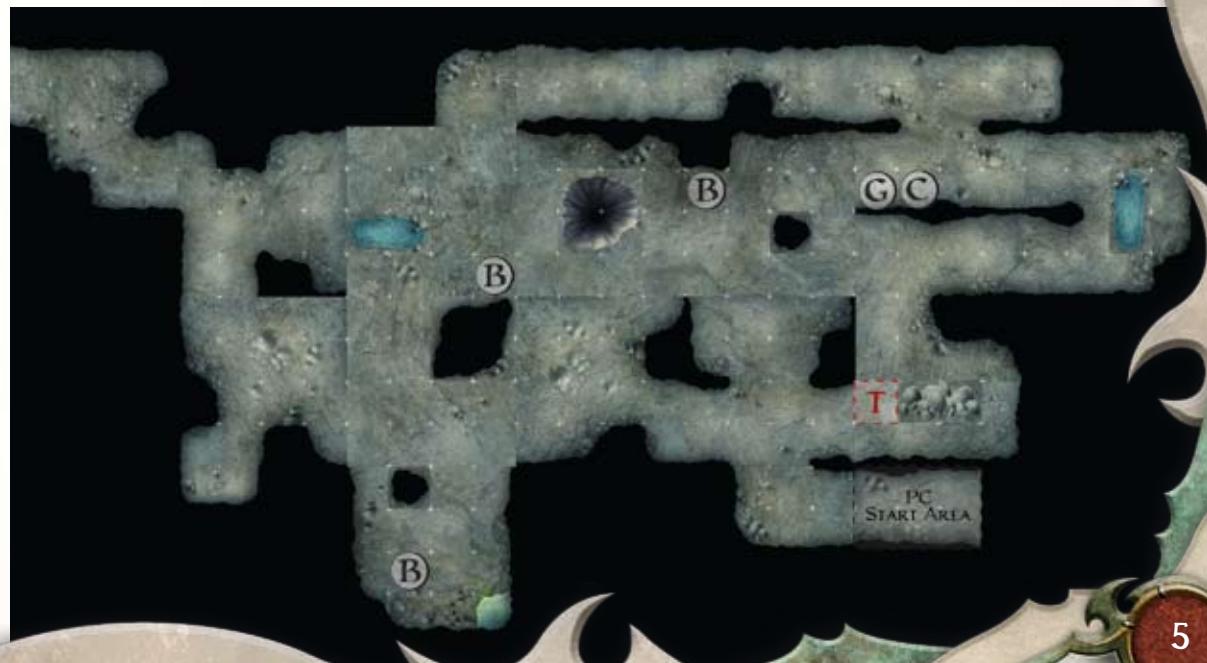
ENDING THE ENCOUNTER

The encounter ends when all of the zartails and the shadar-kai gloomblade are either unconscious or dead. The shadar-kai is more terrified of retribution from his masters than any torture and will reveal nothing if interrogated.

The rushing waters in the caverns beyond block the sound of battle from reaching those in Encounter 4.

TREASURE

The shadar-kai carries a set of *bracers of mighty striking* (*heroic tier*) in his backpack. If he was forewarned by the alarm in Encounter 2, he is instead wearing them.



Rockslide (T) Hazard	Level 1 Lurker XP 100	
<i>Rocks fall from above.</i>		
Hazard: Rocks tumble down to a target square and make a burst 3 attack.		
Perception		
Characters can't use Perception to detect this hazard.		
Additional Skills: Nature or Dungeoneering		
A DC 20 Nature or Dungeoneering check notices a rock formation is unstable.		
Initiative +3		
Trigger		
The trigger for a rockslide can be random, caused by the actions of others, or timed. When triggered, the rockslide rolls initiative. Between the trigger and the rockslide's attack, characters in the area know that a rockslide is beginning and the area it will affect.		
Attack		
Standard Reaction	Close burst 3	
Targets: Creatures in burst		
Attack: +4 vs. Reflex		
Hit: 2d6 + 2 damage		
Miss: Half damage		
Sustain Standard: The rockslide continues for 1d4 rounds. The burst area is difficult terrain during and after the rockslide.		
Countermeasures		
◆ A character in the area can take advantage of natural openings in the slide to avoid damage by making a DC 25 Nature or Dungeoneering check. With a successful check, a character takes half damage (no damage if it misses).		
Shadar-kai Gloomblade (G) Medium shadow humanoid	Level 6 Lurker XP 250	
Initiative +12	Senses Perception +5; low-light vision	
HP 54; Bloodied 27; see also veil of shadows		
AC 20; Fortitude 17, Reflex 18, Will 15		
Speed 5; see also shadow jaunt		
◆ Greatsword (standard; at-will) ◆ Weapon	+11 vs. AC; 1d10 + 3 damage; see also <i>gloomstrike</i> .	
Gloomstrike		
If the shadar-kai gloomblade hits a target that can't see him, the target is blinded until the end of the gloomblade's next turn.		
Shadow Jaunt (move; encounter) ◆ Teleportation		
The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.		
Veil of Shadows (move; at-will) ◆ Illusion		
The shadar-kai gloomblade turns invisible and moves up to his speed. The gloomblade cannot use this power while bloodied.		
Alignment Unaligned	Languages Common	
Skills Acrobatics +14, Stealth +14		
Str 17 (+6)	Dex 20 (+8)	Wis 15 (+5)
Con 12 (+4)	Int 10 (+3)	Cha 11 (+3)
Equipment shadowmail, greatsword		

Zairtail Bonebreaker (B) Small natural beast (reptile)	Level 4 Brute XP 175	
Initiative +3	Senses Perception +1; low-light vision	
HP 67; Bloodied 33		
AC 16; Fortitude 18, Reflex 15, Will 13; see also		
Speed 6		
◆ Bite (standard; at-will)	+7 vs. AC; 2d6 + 4 damage, and the target is grabbed (until escape; see also <i>vise jaws</i>).	
◆ Drag (standard; at-will)	Grabbed target only; +6 vs. Fortitude; 2d6 + 4 damage, and the zairtail moves up to its speed, pulling the grabbed target with it.	
Vise Jaws	A zairtail bonebreaker does not need to sustain a grab. Its grab lasts until the victim escapes or the bonebreaker lets go; the bonebreaker has a +5 bonus to Fortitude defense against escape attempts. Being affected by a condition that prevents the bonebreaker from taking opportunity actions does not end its grab. If the bonebreaker is subjected to forced movement, it pulls the grabbed creature with it.	
Alignment Unaligned	Languages –	
Str 19 (+6)	Dex 12 (+3)	Wis 9 (+1)
Con 17 (+5)	Int 2 (-2)	Cha 7 (+0)

*Forgotten Realms Campaign Guide, p. 281

Zairtail Cutter (C) Small natural beast (reptile)	Level 5 Skirmisher XP 200	
Initiative +9	Senses Perception +4; low-light vision	
HP 58; Bloodied 29		
AC 19 (23 against opportunity attacks); Fortitude 15, Reflex 20, Will 17		
Speed 8		
◆ Slashing Crest (standard; at-will)	+10 vs. AC; 1d8 + 5 damage.	
◆ Evasive Slash (standard; at-will)	+10 vs. AC; 1d8 + 5 damage, and the zairtail cutter shifts 2 squares.	
Slicing Charge (standard; recharge   	The zairtail cutter moves its speed. It can make a single basic attack against each creature it moves adjacent to during this move.	
Alignment Unaligned	Languages –	
Str 8 (+1)	Dex 20 (+7)	Wis 15 (+4)
Con 10 (+2)	Int 2 (-2)	Cha 8 (+1)

*Forgotten Realms Campaign Guide, p. 281

Bracers of Mighty Striking	Level 2+
These enchanted armbands increase the damage you deal with a melee attack.	
Lvl 2	520 gp
Lvl 12	13,000 gp
Item Slot: Arms	
Property: When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.	
Level 12: +4 item bonus.	
Level 22: +6 item bonus.	

ENCOUNTER 4: THE SOURCE

Encounter Level 5 (1000 XP)

SETUP

3 dark creepers (D) (level 4 skirmishers)
1 kir-lanan wing* (K) (level 4 skirmisher)
1 shadar-kai witch (W) (level 7 controller)

The main cavern area contains several pools and one stream of water, the top of the water table for the vast underground water supply for the region. Through these access points, the cabal has been slowly introducing magically enhanced pollutants into the water supply, killing the crops and livestock. The more robust trees have not yet succumbed.

Knowing that they have been compromised, the plan has been rushed forward several weeks. Carefully placed dissidents in the local communities and senior guilds have primed the local population with messages of hate and anger at the nobility and churches who seem to have done nothing to help (in reality they have tried, but been frustrated in their efforts).

Stopping the water supply from being contaminated and revealing those responsible will ease the tensions and rescue the area from certain anarchy.

The leader of the group is a shadar-kai witch, Mor'lgaru Shadowborne.

As the adventurers enter the area, read:

The cavern is humid and wet. The sound of rushing water echoes loudly, drowning out other ambient noise. Standing in swirling shadow a tattooed woman pulls the cork from a barrel and pushes it into a stream, landing beside 3 other barrels.

- **Perception (DC equal to the dark creeper's Stealth check):** A dark creeper is lurking in the shadows, a wicked dagger in hand!
- **Perception (DC equal to the kir-kanan wing's Stealth check):** A vile humanoid with wings crouches in an alcove on the wall, its eyes glow a faint red.

FEATURES OF THE AREA

Illumination: The room is dimly lit by phosphorescent mold on the floor and ceiling.

Terrain Feature: The pools and stream are waist deep and count as difficult terrain.

TACTICS

The shadar-kai witch uses her *deep shadow* aura to assist herself and her allies and *beshadowed mind* as often as possible. She tries to fight the PCs at range.

Both the kir-lanan wing and the dark creepers use the *deep shadow* aura effect to their best advantage, making Stealth checks when hidden by the cavern and using the concealment to stay hidden and gain combat advantage against the PCs.



ENDING THE ENCOUNTER

The encounter ends when the shadar-kai witch, kir-lanan wing and dark creepers are all either unconscious or dead.

With the cabal finally defeated, the PCs can remove the barrels from the water. Over time the crops make a full recovery. Make a note of how long the combat takes. If they succeed in removing the barrels within 10 rounds of the start of combat, they succeed in ensuring no further damage occurs and the crops are restored faster. They receive a special reward for their efforts.

PCs may choose to attempt to remove the barrels during combat, and this is a viable tactic. The barrels require a DC 12 Athletics check to lift from the water.

They can then return to their employer and claim their reward.

TREASURE

Located in a sack on the floor is a +1 vicious weapon (pick a weapon type suitable to the PCs) to be used as a bribe for a local official, and 3 gems worth 50gp each.

If the PCs successfully removed the barrels in the 10 round time limit, the Church of Erathis is exceedingly appreciative and provides each PC with a potion of healing in addition to the agreed fee.

If the PCs incapacitated but did not kill the human rabble in Encounter 2, the local populace are so grateful that the nobility seizes the opportunity to publically reward the PCs, and grants each PC a purebred Riding Horse with an ornate saddle.

Dark Creeper	Level 4 Skirmisher
Small shadow humanoid	XP 175
Initiative +8 Senses Perception +4; darkvision	
HP 54; Bloodied 27; see also <i>killing dark</i>	
AC 18 (see also <i>dark step</i>); Fortitude 15, Reflex 17, Will 15	
Speed 6	
\oplus Dagger (standard; at-will) \diamond Weapon +9 vs. AC; 1d4 + 4 damage.	
\forall Dagger (standard; at-will) \diamond Weapon Ranged 5/10; +9 vs. AC; 1d4 + 4 damage.	
\leftarrow Killing Dark (when reduced to 0 hit points)	
Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.	
Combat Advantage	
The dark creeper deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Dark Step (move; at-will)	
The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
Alignment Unaligned Languages Common	
Skills Stealth +11, Thievery +11	
Str 11 (+2) Dex 18 (+6) Wis 14 (+4)	
Con 14 (+4) Int 13 (+3) Cha 13 (+3)	
Equipment black garments, 5 daggers	

Kir-Lanan Wing	Level 4 Skirmisher
Medium shadow humanoid	XP 175
Initiative +7 Senses Perception +6; low-light vision	
HP 52; Bloodied 26; see also <i>necrotic healing</i>	
AC 19; Fortitude 17, Reflex 17, Will 15	
Vulnerable 5 radiant	
Speed 5, fly 8; see also <i>mobile melee attack</i>	
\oplus Claw (standard; at-will) \diamond Necrotic +10 vs. AC; 1d4 + 5 damage plus 1d4 necrotic damage.	
\forall Mobile Melee Attack (standard; at-will) \diamond Necrotic	
While flying, a kir-lanan wing can move up to half its speed and make one melee basic attack at any point during that movement. The kir-lanan wing doesn't provoke opportunity attacks when moving away from the target of its attack.	
\forall Enfeebling Ray (standard; recharge $\square \square$) \diamond Necrotic	
Ranged 10; +8 vs. Reflex; 1d6 + 3 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
Combat Advantage	
The kir-lanan wing deals an extra 1d6 damage on attacks against any target it has combat advantage against.	
Necrotic Healing (immediate reaction, when damaged by a necrotic attack; encounter) \diamond Healing	
The kir-lanan wing regains 13 hit points.	
Alignment Evil Languages Common, Kir-Lanan	
Skills Stealth +10	
Str 20 (+7) Dex 16 (+5) Wis 9 (+1)	
Con 12 (+3) Int 10 (+2) Cha 12 (+3)	

*Forgotten Realms Campaign Guide, p. 241

Shadar-kai Witch	Level 7 Controller
Medium shadow humanoid	XP 300
Initiative +6 Senses Perception +4; low-light vision	
HP 77; Bloodied 38	
AC 21; Fortitude 18, Reflex 19, Will 19	
Speed 6; see also <i>shadow jaunt</i>	
\oplus Blackfire Touch (standard; at-will) \diamond Fire, Necrotic +11 vs. Reflex; 2d6 + 4 fire and necrotic damage.	
\forall Beshadowed Mind (standard; recharge $\square \square \square$) \diamond Necrotic	
Ranged 10; +11 vs. Will; 2d6 + 4 necrotic damage, and the target has no line of sight to anything more than 2 squares from it (save ends).	
\leftarrow Deep Shadow (standard; sustain minor; encounter) \diamond Necrotic	
Aura 2; thick, writhing shadows surround the shadar-kai witch. The witch and any other shadow creatures in the aura gain concealment. In addition, enemies that enter or start their turns in the aura take 5 necrotic damage, and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action. However, the effect ends if she uses <i>shadow jaunt</i> or moves more than half her speed on her turn.	
Shadow Jaunt (move; encounter) \diamond Teleportation	
The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.	
Alignment Unaligned Languages Common	
Skills Acrobatics +8, Arcana +12, Religion +12, Stealth +13	
Str 13 (+4) Dex 16 (+6) Wis 12 (+4)	
Con 13 (+4) Int 19 (+7) Cha 17 (+6)	