

FROM DAWN TILL DUSK

(SPECIAL MISSIONS)

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADVENTURE

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The document contains the special missions for ADCP3-2 *From Dawn till Dusk*. It cannot be run independently from the main adventure.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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DM's INTRODUCTION

The document contains the special missions for the LFR Battle Interactive ADCP3-2 *From Dawn till Dusk*. All other information that you need to run this event is detailed in the main document, so none of the boilerplate or other information about the BI is repeated here.

Each encounter is aimed at a specific Adventure Level (or range of ALs) and only groups who are playing at that AL can choose to play that particular special mission. Only one table per event can play a specific special mission (that's what makes them special). Details on table selection and some boxed text to help you introduce the special missions during the BI are provided in the main BI document. Running these encounters follows the same rules as a regular *Living Forgotten Realms* adventure.

The following special missions are available. You do not need to run all of them if there are no tables of the appropriate AL or no volunteers from among the available tables; these encounters are designed to enhance the BI, but none of them are critical to the plot. In particular, Special Mission 4 does not happen at all if the PCs vote to try and save Lady Saharel. Only if they vote to destroy her will you run Special Mission 4.

Note that PCs who go on special missions receive the same XP that they would have gotten for undertaking the corresponding normal mission in the BI, even though the special missions are generally more difficult. The reward is in the form of getting to do something unique.

- **Special Mission 1 (60 minutes): AL 2 - 8.** The PCs have to traverse a maze of trapped overgrown corridors to reach a local kobold tribe and request aid. If successful it provides the army a backdoor into Spellgard: the characters can start behind the walls in Encounter 2 and they are not assaulted by siege engines before initiative is rolled.
- **Special Mission 2 (75 minutes): AL 8 - 12.** The characters go behind enemy lines to deal with several magical siege engines that are raining death on those storming the walls. There are four different catapults, each supervised by a powerful lieutenant. As soon as a siege engine is assaulted, it stops firing. Once the lieutenant is defeated it is permanently out of action. The PCs have to disable as many as possible before time is called. Success and failure have an immediate impact on how Encounter 2 is run for the other tables during the interactive.

- **Special Mission 3 (75 minutes): AL 12 - 16.** The adventurers are sent into the Scepter Tower to remove the control of the Netherese over Lady Saharel. Freeing the Lady denies the Netherese access to her oracular abilities. If the characters achieve complete success before time is called, all the characters in the event (not just the members of the mission team) gain the Glimpse of the Future consumable. Success and failure have an immediate impact on how Encounter 3 is run for the other tables during the interactive.
- **Special Mission 4 (75 minutes): AL 16 - 20.** In case the adventurers chose to destroy Lady Saharel instead of the more subtle approach during the interlude one group needs to destroy her. If the players voted to destroy Lady Saharel and there are no AL 16-20 tables playing the event, then a group of high-level NPCs undertake the mission instead (and kill Lady Saharel off-screen). This is the only mission that can be assumed to succeed without PC involvement.
- **Special Mission 5 (60 minutes): AL 16-20.** With the arrival of Sakkors a contingent of Netherese soldiers on flying mounts approaches rapidly. A group of characters is sent ahead to delay these reinforcements as long as possible. If their path is not blocked, the Netherese start bombing those on the ground. Success and failure have an immediate impact on how Encounter 5 is run for the other tables during the interactive.
- **Special Mission 6 (75-90 minutes): AL 16 - 20.** The fortress city of Sakkors manifests itself near Spellgard, intent on destroying the forces opposing Netheril. The Shade Princes unleash a powerful creature on the battlefield, essentially an aspect of Shar, to snuff out all life and light. Even powerful adventures hold little hope of truly defeating the creature, but if they can keep it busy long enough, they can buy enough time for the rest of the allied forces to escape. This is essentially a "suicide mission" and is designed to almost certainly cause the death of all the PCs who undertake it.

SPECIAL MISSION 1: TAKPAH'S TRIBE

ENCOUNTER LEVEL 2/4/6/8

A small clan of kobolds, the Takpahwan, reside in the tunnels of Spellgard. The clan is led by a female kobold named Takpah. She defeated Bleak, the former kobold leader, after she received a prophecy from Lady Saharel. Saharel told Takpah that she could lead her tribe to prosperity if she would lend her aid to those worthy enough to come to Takpah. She led the kobold to a safe haven, an underground fungus garden devoted to Selûne. It is hidden in a system of small twisted tunnels, and protected by ancient traps both magical and mundane. The Netherese do not come here.

Takpah is now waiting for those worthy of the prophecy. She believes that only those who can overcome the traps in the tunnel and garden to reach her are made of the right stuff.

Meanwhile, the presence of the kobolds has been noticed. Access to their tunnels system allows people an alternate way to get inside Spellgard's walls, and an alliance with the kobolds would add more forces to harry the Netherese. The leaders are unaware of the prophecy or Takpah's willingness to negotiate, but they feel it wise to send a group of adventurers into the kobold warrens to see if it is possible to obtain their aid.

SETUP

This encounter includes the following creatures at adventure level 2:

4 greenvise vines (level 3) (V)

4 yellowthorn blooms (level 1) (B)

This encounter includes the following creatures at adventure level 4:

4 greenvise vines (level 5) (V)

4 yellowthorn blooms (level 3) (B)

This encounter includes the following creatures at adventure level 6:

4 greenvise vines (level 7) (V)

4 yellowthorn blooms (level 5) (B)

This encounter includes the following creatures at adventure level 8:

4 greenvise vines (level 9) (V)

4 yellowthorn blooms (level 7) (B)

Running Time: 60 minutes. Once an hour of playtime expires, a tremor causes the tunnels to collapse, and the kobolds' warrens become unreachable, forcing the PCs to return empty handed.

This encounter is set up in three scenes. Each scene deals with a set of traps or obstacles that the PCs need to overcome in order to continue. The most important element here is time: the adventurers have a limited amount of time, which means that the actions of the PCs are limited and they do not have the luxury of extensive discussion on how to deal with a particular trap.

The PCs' contact leads them to the entrance to the tunnel system, a few miles from Spellgard proper, and then briefs them as follows:

"You have till sunrise - in about two hours - to get to the kobolds and make contact. The tunnels are narrow and from what I can see they're riddled with traps.

Also, the tunnels are rather unstable. Some have already collapsed, and there are frequent tremors that hit this area. The whole place could come apart at any moment. So act speedily, and beware."

Keep track of time during this encounter. If the PCs run out of time, they fail and the encounter ends. Make sure the players realize that their real-world time limit is one hour and their in-character time limit is two game hours.

SCENE 1: THE TUNNEL SYSTEM

An extensive labyrinthine tunnel system leads to the hideout of the kobold clan. The PCs have to crawl and squeeze through narrow openings. Many places are too small for them to get through, forcing them to backtrack. The place is also littered with traps. The traps are old, so the effects of many poisons and magical effects are delayed, becoming effective only in Scene 2.

Step 1: Navigation: Have one PC make a Dungeoneering check to determine the best way to navigate the tunnels. Up to three other characters who are trained in Dungeoneering may attempt to assist. The result of that check determines the difficulty of forthcoming checks in Step 2:

- Below the Easy DC: -5 to all subsequent checks
- Easy DC: -2 to all subsequent checks
- Moderate DC: no modifiers
- Hard DC: +2 to all subsequent checks

Step 2 (Repeat once for each PC): As they move through the maze, each PC needs to bypass one of the traps in the maze, either by triggering a trap or by spotting the trap and disabling it.

Each PC must attempt one Moderate DC Perception check.

If a PC fails, he stumbles into or sets off a trap. The trap affects that PC unless noted otherwise. Roll 1d8 to determine which trap the PC triggered (see below).

On a success, the PC has found a trap that must be disabled in order to continue. Roll 1d6 to determine the type of trap (See below).

Step 2b: When a trap is found, the PCs can try to disable it. Any PC may attempt to disable a trap once it is spotted (not just the PC that made the Perception check), and one other PC can aid.

A Hard DC Thievery check can be used to disable any trap, and a Hard DC Arcana check can be used to disable a magical trap. If the check fails, the PC that tries to disable the trap triggers it.

Note that it is likely that when a PC tries to disable a trap, the other PCs stay back and an area effect trap therefore does not target additional PCs. However, to aid, a PC needs to be in the trap's area of effect.

Traps: Roll 1d8 to determine the type of trap or hazard (or 1d6 when the trap is spotted):

1: Scythe Trap (mundane trap): A blade shoots out of the wall and strikes at the PC's legs.

Attack: AL + 5 vs. AC

Hit: 1d8 + AL damage. The target's base speed is reduced by 1 until the end of Scene 2 (but see below).

Note: A Hard DC Heal check can remove the speed reduction before the start of Scene 2.

2: Collapsing Ceiling (mundane trap): Part of the ceiling collapses. This trap targets one additional PC (determine randomly).

Attack: AL + 5 vs. AC

Hit: 1d8 + AL damage. The rocks severely bruise a leg. The PC cannot shift until all damage on him is healed.

3: Pit Trap (mundane trap): The floor collapses.

Attack: AL + 3 vs. Reflex

Hit: 2d6 + AL damage.

4: Glyph of Warding (magical trap): A glyph releases a blast of energy. Roll 1d4 to determine the energy type: 1: acid, 2: cold, 3: electricity, 4: fire.

Attack: AL + 3 vs. Reflex

Hit: 1d8 + AL damage of the rolled energy type.

5: Petrifying Gas (magical trap): A cloud of petrifying gas fills the tunnel. This trap targets one additional PC (determine randomly).

Attack: AL + 3 vs. Fortitude

Hit: the target is slowed (save ends, but see below).

First failed save: the target is immobilized (save ends).

Second failed save: the target is petrified (save ends).

Note: The character knows he has been poisoned but the onset time of the gas is delayed until the start of Scene 2. Any ritual or power that removes petrification, poison, or afflictions can remove the effect before the start of Scene 2. Otherwise the affected character is slowed (save ends) on his or her first turn during Scene 2 and the progression follows as described above.

6: Poison Darts (mundane trap): Poisoned darts shoot out of the walls.

Attack: AL + 5 vs. AC

Hit: 1d6 + AL poison damage. At the start of Scene 2, the poison surges again, and the PC takes 5 ongoing poison damage (save ends).

Note: Any ritual or power that purges poison or a hard DC Heal check removes the poison and prevents the ongoing damage from manifesting in Scene 2.

7: Blinding Light (magical hazard): There is a soft tremor and then the tunnel suddenly fills with a bright yellow-green light.

Attack: AL + 3 vs. Will

Hit: 1d4 + AL radiant damage, and the target is blinded (save ends).

Note: The character cannot start making saving throws against the blindness until his or her first turn during Scene 2. However, a ritual or power that removes blindness can remove the effect before the start of Scene 2.

8: Tremor (mundane hazard): A powerful tremor hits the tunnels, and the tunnel going forward caves in. This hazard affects all PCs.

Attack: AL + 5 vs. AC

Hit: AL damage. The PCs have to extricate themselves and backtrack, and the PC that 'triggered' the hazard has to make another check.

Trap Effects: PCs cannot save against effects from the trap during this scene (including through powers). A ritual or power that removes a certain effect or condition can be used to remove that effect, and in a few cases a hard DC Heal check can be effective (see the individual trap descriptions). A Heal check can only be attempted once per PC during this scene.

All effects that can be ended with a save (blinded, slowed, ongoing damage, etc.) last for the duration of this scene (they do not worsen until Scene 2). Starting in the first combat round of the next scene, PCs can make saving throws to end the effects.

Once the PCs have bypassed or triggered all of the traps (remember, there is a total of one trap per PC), they reach the plant-filled cavern.

SCENE 2: THE GARDEN OF THE MOON

The garden was built in the last days of Saharelgard. In the center of the garden is a small temple devoted to Selûne. A large hole was torn in the square in front of the building, but most of the temple still stands.

The garden is dense with fungi and strange but colorful plants growing everywhere. Getting to the temple means moving through the plant life - even flight cannot avoid the plants as they grow high up or down from the stalagmites and stalactites. Some plants are dangerous. Vine-like plants grope at anything that passes, and some fungi blooms shoot poisonous thorns. The PCs have to get through an 80-foot patch of these plants - no matter how they move. See the map for a sample garden patch that they need to move through, and the plants found there.

The Garden of the Moon is a large cavern with stalactites and stalagmites overgrown with fungi and plants in a riotous variety of colors. The roof, hard to see from anywhere but the center of the cavern, is dotted with light-emitting fungi, giving it the appearance of a starry sky. Several large patches of these fungi outline what appears to be a sickle moon, trailed by smaller satellites (similar to Selûne's tears - the smaller rocks that trail Toril's moon).

Through the dense growths, you can barely see a small building in the center of the garden, several hundred feet away.

Spotting the Vines: Allow the PCs a Perception check versus the vines' passive Stealth to notice them.

Once the PCs notice the plants, they may use the following options. The Nature skill can be used after watching the plants' behavior for one round (this takes no action, but the PC cannot be blinded). Make sure PCs know what the options are once they become available to them.

Moderate DC Stealth check (move action): The PC moves half his speed. On a success, the PC is not noticed by the plants.

DC 15 Heal check (standard action): A successful check grants the PC or an adjacent creature a saving throw to throw off the slow effect of the bloom's poison.

Moderate DC Nature check (minor action): Success allows a PC to select one plant within 5 squares. That

plant does not take attacks against the PC until the start of the PC's next turn.

Make sure the players understand the following:

- Fighting the plants full on will likely take time that the PCs may not have.
- The plants move slowly or not at all - hence, once the PCs get past the plants they should be safe.

Lingering Effects: PCs may have effects linger from running into traps in Scene 1. Starting in the first combat round, PCs can make saving throws to throw off the effects.

FEATURES

Trees: Trees stumps represent stalactites/stalagmites and are blocking terrain. Foliage (fungi growth) is difficult terrain. PCs who fly are also hampered by trees.

Rocks & Bushes: Bushes represent fungi growth. Rocks and bushes are difficult terrain. PCs who fly are not hampered by them.

Water/Pool: Water is several feet deep and icy cold. They count as difficult terrain.

TACTICS

The plants attack anyone in range. They attempt to slow the PCs or drag them towards them. They move slowly towards the characters, but do not pursue once a PC gets out of range.

SCENE 3: THE MOUTH OF SHAR

In the center of the garden is a mostly intact flat-roofed building. Inscriptions and symbols on the outer walls devote it to Selûne. The ground in front of the temple is torn asunder, and opens into a deep pit. A narrow ridge spirals down into the depths. An icy wind blows up, chilling anyone who enters the hole. The pit is hundreds of feet deep and cloaked in impenetrable darkness.

While it cannot be spotted from the outside, a large web is spun in the pit about thirty feet down. Most of the stairs there are sticky with webbing. The spider who created it was killed by the kobolds.

If PCs check for tracks, they find:

Kobold tracks are everywhere around the building, but there are no tracks in the temple or on the ground surrounding it, even though the kobolds have obviously entered the building.

If the PCs check, they notice that they do not leave tracks either.

The kobolds live in a cavern complex located directly below the temple. They use a secret tunnel that is hidden in one of the pillars of the building. The PCs do not have the time to extensively search the ruins for it nor do the PCs know the magical keyword that opens it.

If the PCs make a quick scan of the building, a hard DC Perception check locates the pillar with the secret door. The secret door can be opened with a hard DC Arcana check, or a hard DC Thievery check. Some rituals (such as Passwall) can also circumvent the door. Allow only **one** attempt - there is simply no time for more.

If PCs do not find the secret door or fail at opening it, the only way into the den is through the pit. While the kobolds don't use this route (it's too dangerous), a side passage connects to the pit at the height of the spider web.

Descending into the pit is a harrowing experience. Each PC needs to make a Moderate DC Athletics, Acrobatics, or Endurance check to keep his or her footing. Those who fail are grabbed by the icy wind and pulled into the pit mouth. They drop, being battered against the side of the pit, taking their healing surge value in damage. They hit the spider web, which arrests their fall. Those who fly are also at risk of being grabbed by the wind, though they are in better control. They make the same checks, but at the Easy DC.

Once all PCs have descended down towards the spider web, they can locate the tunnel there, and enter the kobold den.

SCALING THE ENCOUNTER

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

Four PCs: Remove one greenwise vine.

Six PCs: Add one greenwise vine.

ENDING THE ENCOUNTER

Should the PCs run out of time (after 60 minutes of playtime), a massive tremor runs through the complex. Any plants the PCs may still be fighting shrink back and retreat. However, parts of the ceiling come down and it seems the moon itself falls from the sky. Part of the temple of Selûne is buried under rubble, and the tunnels that lead into the kobolds' den collapse, making reaching them impossible. They have to return to the main battle without the kobolds' aid.

If the PCs reach the kobolds' den in time, read the following.

You enter a cavern with smooth, polished walls. Water trickles everywhere. Steps lead up to natural balconies

that lead into spaces carved out of the walls. From those balconies, dozens of kobolds look down at you.

One kobold stands out. She is the only one carrying a sword where others bear spears. She looks down at you from her lofty perch, and holds up a claw in greeting.

"Welcome, warriors," she says in the Common tongue. "The spirit's words come true. Tell us your wants, and lead us into prosperity!"

The PCs find Takpah willing to provide aid against the shadow beings that have chased them out of their caves. They still need to make their case, but she has been waiting for them and is easy to convince. An Easy DC Diplomacy check assures her cooperation.

If the check fails, Takpah becomes uncertain whether the PCs are really the people she waited for. She needs to be convinced and continues to ask for arguments until the PCs succeed on a Moderate DC Diplomacy check. If, during these arguments, the time ends, a tremor hits the kobold lair and the kobolds scatter in panic, leaving the PCs behind.

Once the PCs convince Takpah, she agrees to provide aid.

They can then take a short rest while Takpah's tribe prepares to join the PCs on their way back. During the rest, a large tremor hits the area and collapses several tunnels, but Takpah tells them not to worry - the kobolds have other routes (though those may require some uncomfortable crawling).

She and her people lead the way out, and soon thereafter, the PCs can report their success, Takpah and the warriors of her tribe in tow, to their commander.

TREASURE

While the kobolds themselves have little treasure, the characters get their share from the other groups.

The get a pair of *gauntlets of blood*, a *rope of slave fighting* at AL 4 and up, and a number *vials of liquid shadow* equal to half the number of PCs at the table. These are small crystal vials filled a freezing cold black liquid. Their nature is revealed in the main BI document.

At AL 2 to 6 the characters also get the following alchemical items which they can use during the adventure (see Player's Handout 4). These are: 2 *alchemist's fire* (level 6), 2 *alchemist's frost* (level 6) and a *jolt flask* (level 10).

QUESTIONNAIRE

- Did the PCs succeed in getting to Takpah in time and securing her tribe's aid?

SPECIAL MISSION 1: TAKPAH'S TRIBE (ADVENTURE LEVEL 2)

Greenvise Vine (level 3)		Level 3 Soldier
Large natural beast (plant)		XP 150
HP 51; Bloodied 25		Initiative +1
AC 17, Fortitude 17, Reflex 13, Will 15		Perception +3
Speed 2 (forest walk)		Blindsight 10
STANDARD ACTIONS		
Ⓜ Striking Vine • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d8 + 6 damage.		
Ⓜ Ensnaring Vine • At-Will		
Attack: Melee 4 (one creature); +6 vs. Reflex		
Hit: 1d8 + 6 damage, and the target is grabbed.		
MINOR ACTIONS		
Ⓜ Vise Bite • Recharge when no creature is affected by this power		
Attack: Melee 4 (creature grabbed by the vine); +6 vs. Fortitude		
Hit: 1d6 damage, and the target is restrained and takes ongoing 5 damage (save ends both).		
Pulling Vines • At-Will		
Effect: The greenvise vine shifts 1 square, pulling any creature grabbed by it into a space adjacent to it.		
Str 19 (+5)	Dex 10 (+1)	Wis 14 (+3)
Con 17 (+5)	Int 2 (-3)	Cha 6 (-1)
Alignment unaligned Languages -		
Note: Adjusted damage expression, to-hit rolls and AC.		

Yellowthorn Bloom (level 1)		Level 1 Minion Artillery
Medium fey beast (plant)		XP 25
HP 1; a missed attack never damages a minion		Initiative +4
AC 15, Fortitude 11, Reflex 14, Will 12		Perception +2
Speed 0		Blindsight 10
TRAITS		
Sniper		
A hidden bloom that misses with a ranged attack remains hidden.		
Natural Sniper		
A bloom does not draw opportunity attacks when making a ranged attack.		
STANDARD ACTIONS		
⌘ Thorn Dart (poison) • At-Will		
Attack: Ranged 10 (one creature); +8 vs. AC		
Hit: 4 poison damage and slowed (save ends). On a critical hit, the target also falls unconscious (save ends both).		
Skills Stealth +4		
Str 2 (-4)	Dex 18 (+4)	Wis 15 (+2)
Con 11 (+0)	Int 2 (-4)	Cha 12 (+1)
Alignment unaligned Languages -		
Note: Re-flavored poison scale needler.		

SPECIAL MISSION 1: TAKPAH'S TRIBE (ADVENTURE LEVEL 4)

Greenvise Vine (level 5)		Level 5 Soldier
Large natural beast (plant)		XP 200
HP 67; Bloodied 33		Initiative +2
AC 19, Fortitude 19, Reflex 15, Will 17		Perception +4
Speed 2 (forest walk)		Blindsight 10
STANDARD ACTIONS		
Ⓜ Striking Vine • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 6 damage.		
Ⓜ Ensnaring Vine • At-Will		
Attack: Melee 4 (one creature); +8 vs. Reflex		
Hit: 2d6 + 6 damage, and the target is grabbed.		
MINOR ACTIONS		
Ⓜ Vise Bite • Recharge when no creature is affected by this power		
Attack: Melee 4 (creature grabbed by the vine); +10 vs. Fortitude		
Hit: 1d8 damage, and the target is restrained and takes ongoing 5 damage (save ends both).		
Pulling Vines • At-Will		
Effect: The greenvise vine shifts 1 square, pulling any creature grabbed by it into a space adjacent to it.		
Str 19 (+6)	Dex 10 (+2)	Wis 14 (+4)
Con 17 (+6)	Int 2 (-2)	Cha 6 (+0)
Alignment unaligned Languages -		
Note: Adjusted damage expression, to-hit rolls and AC.		

Yellowthorn Bloom		Level 3 Minion Artillery
Medium fey beast (plant)		XP 38
HP 1; a missed attack never damages a minion		Initiative +5
AC 17, Fortitude 13, Reflex 16, Will 14		Perception +3
Speed 0		Blindsight 10
TRAITS		
Sniper		
A hidden bloom that misses with a ranged attack remains hidden.		
Natural Sniper		
A bloom does not draw opportunity attacks when making a ranged attack.		
STANDARD ACTIONS		
⌘ Thorn Dart (poison) • At-Will		
Attack: Ranged 10 (one creature); +10 vs. AC		
Hit: 5 poison damage and slowed (save ends). On a critical hit, the target also falls unconscious (save ends both).		
Skills Stealth +5		
Str 2 (-3)	Dex 18 (+5)	Wis 15 (+3)
Con 11 (+1)	Int 2 (-3)	Cha 12 (+2)
Alignment unaligned Languages -		
Note: Re flavored poison scale needler.		

SPECIAL MISSION 1: TAKPAH'S TRIBE (ADVENTURE LEVEL 6)

Greenvise Vine		Level 7 Soldier
Large natural beast (plant)		XP 300
HP 83; Bloodied 41		Initiative +3
AC 21, Fortitude 21, Reflex 17, Will 19		Perception +5
Speed 2 (forest walk)		Blindsight 10
STANDARD ACTIONS		
Ⓜ Striking Vine • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d8 + 6 damage.		
Ⓜ Ensnaring Vine • At-Will		
Attack: Melee 4 (one creature); +10 vs. Reflex		
Hit: 2d8 + 6 damage, and the target is grabbed.		
MINOR ACTIONS		
Ⓜ Vise Bite • Recharge when no creature is affected by this power		
Attack: Melee 4 (creature grabbed by the vine); +10 vs. Fortitude		
Hit: 2d4 damage, and the target is restrained and takes ongoing 5 damage (save ends both).		
Pulling Vines • At-Will		
Effect: The greenvise vine shifts 1 square, pulling any creature grabbed by it into a space adjacent to it.		
Str 19 (+7)	Dex 10 (+3)	Wis 14 (+5)
Con 17 (+7)	Int 2 (-1)	Cha 6 (+1)
Alignment unaligned Languages -		
Note: Adjusted damage expression, to-hit rolls and AC.		

Yellowthorn Bloom (level 5)		Level 5 Minion Artillery
Medium fey beast (plant)		XP 50
HP 1; a missed attack never damages a minion		Initiative +6
AC 19, Fortitude 15, Reflex 18, Will 16		Perception +4
Speed 0		Blindsight 10
TRAITS		
Sniper		
A hidden bloom that misses with a ranged attack remains hidden.		
Natural Sniper		
A bloom does not draw opportunity attacks when making a ranged attack.		
STANDARD ACTIONS		
⌘ Thorn Dart (poison) • At-Will		
Attack: Ranged 10 (one creature); +12 vs. AC		
Hit: 6 poison damage and slowed (save ends). On a critical hit, the target also falls unconscious (save ends both).		
Skills Stealth +6		
Str 2 (-2)	Dex 18 (+6)	Wis 15 (+4)
Con 11 (+2)	Int 2 (-2)	Cha 12 (+3)
Alignment unaligned Languages -		
Note: Re-flavored poison scale needler.		

SPECIAL MISSION 1: TAKPAH'S TRIBE (ADVENTURE LEVEL 8)

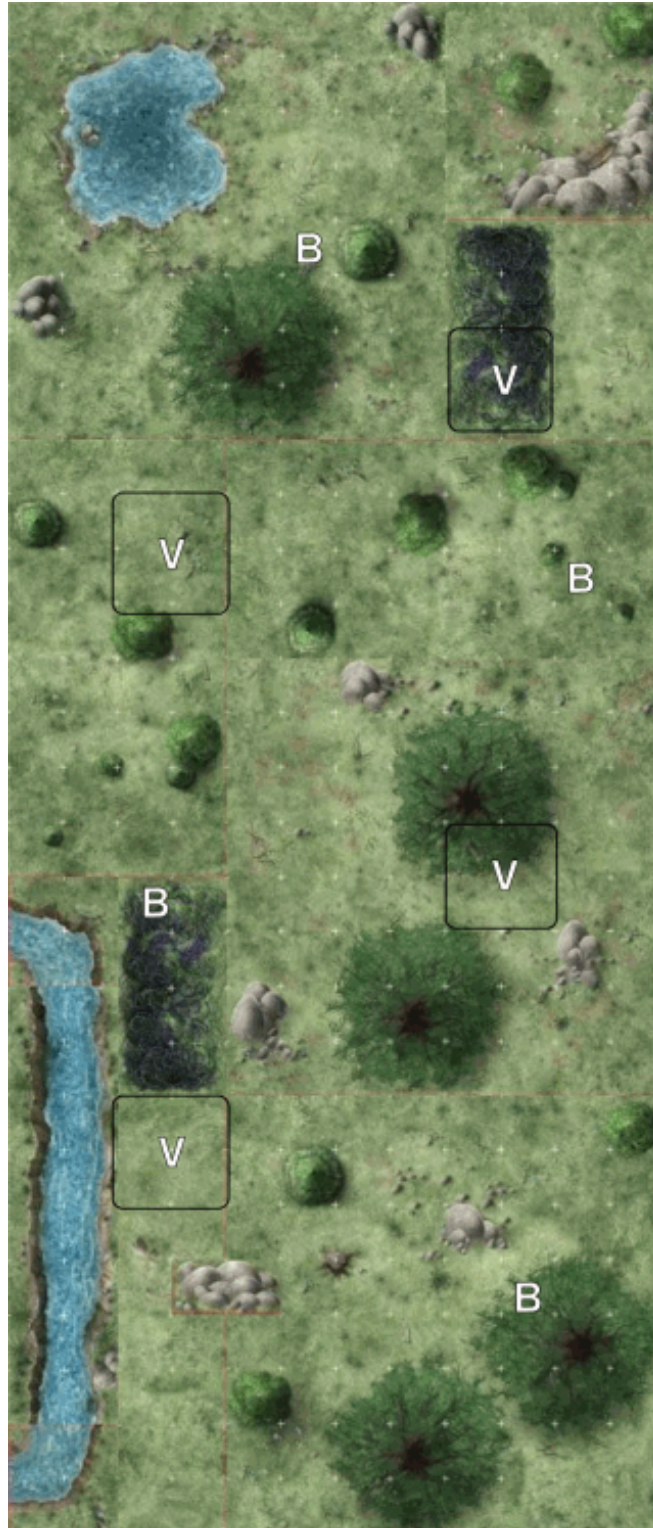
Greenvise Vine (level 9)		Level 9 Soldier
Large natural beast (plant)		XP 400
HP 99; Bloodied 49		Initiative +4
AC 23, Fortitude 23, Reflex 19, Will 21		Perception +6
Speed 2 (forest walk)		Blindsight 10
STANDARD ACTIONS		
Ⓜ Striking Vine • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d8 + 8 damage.		
Ⓜ Ensnares Vine • At-Will		
Attack: Melee 4 (one creature); +12 vs. Reflex		
Hit: 2d8 + 8 damage, and the target is grabbed.		
MINOR ACTIONS		
Ⓜ Vise Bite • Recharge when no creature is affected by this power		
Attack: Melee 4 (creature grabbed by the vine); +12 vs. Fortitude		
Hit: 1d10 damage, and the target is restrained and takes ongoing 5 damage (save ends both).		
Pulling Vines • At-Will		
Effect: The greenvise vine shifts 1 square, pulling any creature grabbed by it into a space adjacent to it.		
Str 19 (+8)	Dex 10 (+4)	Wis 14 (+6)
Con 17 (+8)	Int 2 (+0)	Cha 6 (+2)
Alignment unaligned Languages -		
Note: Adjusted damage expression, to-hit rolls and AC.		

Yellowthorn Bloom (level 7)		Level 7 Minion Artillery
Medium fey beast (plant)		XP 75
HP 1; a missed attack never damages a minion		Initiative +7
AC 21, Fortitude 17, Reflex 20, Will 18		Perception +5
Speed 0		Blindsight 10
TRAITS		
Sniper		
A hidden bloom that misses with a ranged attack remains hidden.		
Natural Sniper		
A bloom does not draw opportunity attacks when making a ranged attack.		
STANDARD ACTIONS		
⌘ Thorn Dart (poison) • At-Will		
Attack: Ranged 10 (one creature); +14 vs. AC		
Hit: 7 poison damage and slowed (save ends). On a critical hit, the target also falls unconscious (save ends both).		
Skills Stealth +7		
Str 2 (-1)	Dex 18 (+7)	Wis 15 (+5)
Con 11 (+3)	Int 2 (-1)	Cha 12 (+4)
Alignment unaligned Languages -		
Note: Re-flavored poison scale needler.		

ENCOUNTER 1: TAKPAH'S TRIBE MAP

TILE SETS NEEDED

DT4: Ruins of the Wild x2



SPECIAL MISSION 2: RAINING BLOOD

ENCOUNTER LEVEL 8/10/12

SETUP

These encounters include the following creatures for each Artillery Post:

5 Netherese grunts (G)

1 Sergeant of Shade (S)

At post 1:

1 Commander Zaknoril (C)

At post 2:

1 Krotak (C)

At post 3:

1 Captain Kur Mar (C)

At post 4:

1 Uthias Darkwell (C)

The level of all creatures is equal to the Adventure Level.

Running Time: 75 minutes. Once the playtime expires, the allied forces have moved far enough into Spellgard for the Netherese forces to call a retreat from the artillery posts.

Glory tier: Any forces that flee from an artillery post join the fight at the next post.

Oracular Powers: Do not forget to use the oracular powers during the fight!

Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.

This special mission is essentially 4 encounters in one. Four identical artillery posts have been set up just inside the walls of Spellgard. The PCs' goal is to take out as many as possible, as fast as possible. The encounter as designed has few control effects and this is intentional. If the PCs are able to lay down heavy fire, clearing the entire mission in one round per post, let them do so.

As the mission starts the PCs have been chosen. They are given a field briefing by Commander Brows, a man of plain speech and huge bushy eyebrows.

"So, volunteers. Good. Let us dispense with the pleasantries and get to business as we are short on time. Intelligence has informed us of the existence of 4 artillery posts within the walls. Obviously the firepower they bring to bear can and will wreak havoc on our forces. As such we require you take them out A.S.A.P. You are free to use as much force as you deem necessary, but personally I would consider this a perfect time for some shock and awe. Get in, neutralize all threats, and get out. Any questions?"

The commander can relay the following information:

- The mission is expected to be doable, but not easy. The characters are expected to make their own risk vs. reward determination. They are warned that this is going to be a long, long day and they will need to save some of their strength for the encounters to come, so they probably shouldn't burn through all their resources in this one mission.
- Each artillery post is manned by a commander, a sergeant, and some soldiers.
- The artillery pieces themselves are magical, but each one requires the presence of the commander to operate.
- The commanders are mostly human but some seem tainted with Shar's influence. One to the extent of seeming bloated with it (Krotak).
- A scouting report has provided some information per artillery post:
 - Post 1: Soldiers were spotted transporting chests to this location. They were being exceptionally careful.
 - Post 2: This emplacement is being commanded by a very large man cloaked in shadow.
 - Post 3: One of the scouts was nearly overwhelmed by some sort of noxious gas.
 - Post 4: Scouts were able to get close enough to note an incessant droning coming from this area.

IMPORTANT NOTE: An artillery post stops shooting as soon as it is engaged. Once the commander is defeated it is permanently disabled. If the PCs retreat without defeating the commander the artillery resumes its shooting.

Look at the list below and make sure to either bellow out the result or quickly inform the Senior DM so the whole group knows when an artillery post stops firing. The Senior DM makes sure all DMs know not to

use the corresponding artillery effect. Try to portray this as shouts coming over the battlefield.

- **Post 1:** Fire artillery is down!
- **Post 2:** Necrotic artillery is down!
- **Post 3:** Poison artillery is down!
- **Post 4:** Wasp artillery is down!

GENERAL INFO

All artillery posts use the same basic map. You are free to vary orientation or placements of elements. The map lacks indicators for NPC placement for the same reason. Use your own insight, but keep in mind these are well organized and trained troops. **The PCs start outside the trenches on any side of the map.**

If Special Mission 1 succeeded the PCs have access to the kobold tunnels. This allows the PCs to use any square on the map except for the actual platform for the **first** catapult only.

Moving from one artillery post to the next gives the PCs 2 rounds worth of actions to use before the next fight starts. Effects that last until “end of encounter” last until the end of the entire special mission.

TERRAIN

Carts: Both the intact and the destroyed cart count as blocking terrain.

Hills: The hills and inclines were created to aid in targeting. They are 15 feet at their highest point. They are difficult terrain moving up towards the center or edge.

Magical Munitions: The stockpile of magical munitions (marked with the cauldron) is considered hindering terrain. Any creature entering a square of it takes $2d8 + 8$ points of fire, cold, acid, or lightning damage (roll randomly to determine which).

Muddy pool: This pool does not actually consist of mud but instead serves as the troop’s latrine. It is difficult terrain.

Rubble: Rocks, broken pillars, and broken logs are considered difficult terrain.

Trebuchet: The magical artillery is located on a raised platform (the ruined tower on the map). Use a trebuchet or catapult miniature, if you have one.

Trees: The trees provide cover against ranged attacks and are difficult terrain.

Trenches: The trenches are 5 feet deep and lined with spikes on the camp-side. Jumping over a trench without hitting one or two spikes is near impossible (Hard DC Athletics). Hitting the spikes incurs $2d6 + 6$ damage ($3d6 + 6$ at AL 12) and stops movement in the square adjacent to the trench.

TACTICS

The grunts and sergeant take up defensive positions around their commander and try to mark where possible to aid in defending their leader. The sergeant will attempt to time his *call to arms* for when more PCs are in a position to be harmed.

Post 1: Commander Zaknoril quickly moves to engage the enemy. Having little in the way of subtlety, he prefers to beat them down quickly. Use his *surprise attack* and *beat them into the ground* as soon as possible and pile on with a *commander’s strike*. Zaknoril refuses to heal anyone that is not bloodied, including himself.

Post 2: Krotak engages and attempts to lock melee opponents down with his *prison of black flame*.

Post 3: Captain Kur Mar uses *Shar’s gift of battle* as soon as possible to bolster his allies and makes sure to always keep one ally in his aura. He uses *be gone!* and *thunderburst* to move enemies away from him, if possible sliding them into damaging or difficult terrain.

Post 4: Uthias Darkwell moves to stay near his troops to help them with his aura. He tries to mark anyone using area powers and maneuver so he does not share the affected area with his troops. Uthias uses his *harsh justicar* power to defend against melee attacks against him.

SCALING THE ENCOUNTER

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

Four PCs: Remove 35 / 45 / 50 hit points from each commander and remove 2 Netherese grunts from each post.

Six PCs: Add 35 / 45 / 50 hit points to each commander and add 2 Netherese grunts to each post.

ENDING AN ENCOUNTER

An artillery post stops shooting as soon as it is engaged. Once the commander is defeated the remaining forces flee and the post is permanently disabled. If the PCs retreat without defeating the commander, the artillery resumes its shooting. If this happens, make sure the Senior DM and other tables are aware of this. As each post falls, check your remaining game time. As long as there is time left and the players want to advance, the PCs can pick the next post to assault. Remember to bellow out which artillery post is out of action.

The first commander that goes down bestows his death curse on the PCs in the name of Shar. This has no effect on most characters with no disfavor of Shar or her servants. Characters with such disfavor or the story award **PREQ02 A Secret Given** are cursed. See the

Special Rules section in the main BI document for details.

When the Senior DM calls time, the remaining Netherese forces flee to regroup, including those manning the catapults. The characters have one short rest before shadow portals start opening in the courtyard and Encounter 3 starts.

TREASURE

Amongst the equipment the PCs find the following battle standard (during the adventure it is AL dependent, after the battle these items are made available to all groups who played at a higher AL, so the AL 2 battle standard is available to AL 8, but not vice versa). Each table may choose one battle standard up to their AL for use for the remainder of the adventure:

- *shepherd's battle standard.*

QUESTIONNAIRE

- Did any PCs die?
- Did any PC use *liquid shadow*?
- Did your table play at glory tier?
- How many commanders were defeated?
- Which artillery posts were engaged?

SPECIAL MISSION 2: RAINING BLOOD (ADVENTURE LEVEL 8)

5 Netherese Grunt	Level 8 Minion Soldier
Medium natural humanoid (human)	XP 88
HP 1; a missed attack never damages a minion	Initiative +11
AC 24, Fortitude 20, Reflex 22, Will 19	Perception +7
Speed 6	
STANDARD ACTIONS	
m Kopesh (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 7 damage.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +13 vs. AC	
Hit: 5 damage.	
MOVE ACTIONS	
Shar's Gift of Travel (teleportation) • Encounter	
Effect: The grunt teleports 5 squares.	
MINOR ACTIONS	
M Mark of Shade • At-Will	
Effect: The target is marked until the end of its next turn.	
Str 18 (+8)	Dex 25 (+11) Wis 14 (+6)
Con 16 (+7)	Int 15 (+6) Cha 17 (+7)
Alignment evil	
Languages Common, Netherese	
Equipment: leather armor, kopesh, longbow, arrow x 20	

1 Sergeant of Shade (level 8)	Level 8 Soldier (Leader)
Medium natural humanoid (human)	XP 350
HP 88; Bloodied 44	Initiative +9
AC 24, Fortitude 22, Reflex 20, Will 20	Perception +11
Speed 5	
TRAITS	
Phalanx Soldier	
The sergeant gains a +2 bonus to AC while at least one ally is adjacent to it.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and the target is marked until the end of the sergeant's next turn.	
R Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
FREE ACTIONS	
C Call to Arms • At-Will 1/round	
Effect: Close burst 10; non-minion allies in the burst make a basic attack or shift 3 squares as a free action. Minion allies in the burst may shift their speed as a free action.	
TRIGGERED ACTIONS	
M Line Support • At-Will	
Trigger: A marked enemy within reach shifts or makes an attack against a creature other than the sergeant.	
Attack (Immediate Reaction): Melee 1 (triggering creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and the target is pushed 1 square.	
Str 16 (+7)	Dex 16 (+7) Wis 14 (+6)
Con 16 (+7)	Int 13 (+5) Cha 16 (+7)
Alignment evil	
Languages Common, Netherese	
Equipment chainmail, longsword, crossbow, bolt x 20	

ARTILLERY POST 1:

1 Commander Zaknoril	Level 8 Elite Soldier (Leader)
Medium natural humanoid (human)	XP 700
HP 168; Bloodied 84	Initiative +7
AC 24, Fortitude 21, Reflex 20, Will 19	Perception +4
Speed 6	Darkvision
Saving throws +2; Action points 1	
TRAITS	
Combat Leader	
All allies within 10 squares of Zaknoril who can see and hear him gain a +2 power bonus to initiative.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
M Surprise Attack (weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage. An ally within 5 squares of Zaknoril makes a basic attack with combat advantage and a +4 bonus to the attack roll as a free action against a target of its choice.	
M Beat Them into the Ground (weapon) • Encounter	
Attack: Melee 1 (one creature); +11 vs. Fort	
Hit: 2d8 + 7 damage, and the target is knocked prone. Every ally within 5 squares of Zaknoril makes a basic attack with a +4 bonus to one target of its choice as a free action. These attacks deal no damage but knock a target prone on a hit.	
MINOR ACTIONS	
C Inspiring Word (healing) • Recharge 5-6	
Effect: Zaknoril or one ally in a close burst 10 heals 10 hit points..	
Tactical Shift • At-Will	
Effect: Zaknoril chooses one ally who can see and hear him. That ally can shift up to 5 squares.	
Insignia of Shar • Encounter	
Effect: Zaknoril gains concealment until the end of the encounter.	
FREE ACTIONS	
Commander's Strike • At-Will 1/round	
Effect: Zaknoril chooses one ally who can see and hear him to make a melee basic attack against a target. On a hit, the ally deals an extra 6 damage.	
Skills: Diplomacy +12, History +11, Intimidate +12, Stealth +10	
Str 19 (+8)	Dex 13 (+5) Wis 10 (+4)
Con 12 (+5)	Int 14 (+6) Cha 17 (+7)
Alignment evil	
Languages Common, Netherese	
Equipment chainmail, longsword, crossbow, bolt x 20	
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.	

ARTILLERY POST 2:

1 Krotak	Level 8 Elite Soldier
Large shadow humanoid (fire)	XP 700
HP 176; Bloodied 88	Initiative +5
AC 24, Fortitude 23, Reflex 21, Will 22	Perception +4
Speed 6	Darkvision
Immune disease, poison; Resist 5 fire, 5 necrotic	
Saving throws +2; Action points 1	
TRAITS	
Threatening Reach	
Krotak can make opportunity attacks against all enemies within its	

reach (2 squares)
○ Black Blaze • Aura 2
Any enemy that starts its turn within the aura takes 5 fire and necrotic damage.
STANDARD ACTIONS
™ Slam (fire, necrotic) • At-Will
Attack: Melee 2 (one creature); +13 vs. AC
Hit: 2d8 + 7 necrotic damage and ongoing 5 fire damage (save ends).
Ⓜ Prison of Black Flame (fire, necrotic) • At-Will
Attack: Melee 2 (one creature); +13 vs. AC
Hit: 2d8 + 7 fire and necrotic damage, and the target is grabbed.
FREE ACTIONS
Ⓜ Crushing Prison • At-Will 1/round
Effect: Targets a creature grabbed by Krotak; 2d8 + 7 damage (no attack roll required).
TRIGGERED ACTIONS
Ⓜ The Gift of Death • At-Will
Trigger: An enemy within 2 squares of Krotak is reduced to 0 hit points or fewer.
Effect (Free Action): Make a <i>slam</i> attack against the triggering creature.
○ Black Rage Pyre (fire, necrotic) • Encounter
Trigger: When Krotak first becomes bloodied.
Attack (No Action): Close burst 3 (enemies in burst); +11 vs. Fortitude
Hit: 2d6 + 5 fire damage plus 1d12 necrotic damage.
Miss: Half damage.
Skills: Intimidate +12, Stealth +10
Str 19 (+8) Dex 13 (+5) Wis 10 (+4)
Con 16 (+7) Int 14 (+6) Cha 17 (+7)
Alignment evil Languages Common, Netherese
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.

ARTILLERY POST 3:

1 Captain Kur Mar	Level 8 Elite Controller (Leader)
Medium shadow humanoid	XP 700
HP 178; Bloodied 88	Initiative +9
AC 24, Fortitude 24, Reflex 20, Will 22	Perception +4
Speed 7	Low-Light vision
Saving throws +2; Action points 1	
TRAITS	
○ Bolstered by the Faithful • Aura 5	
As long as one of his allies is within the aura Captain Kur Mar and his allies have Resist 3 all.	
STANDARD ACTIONS	
™ Stormblade (lightning, thunder) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 5 lightning and thunder damage, and the target falls prone.	
⚡ Stormbolt (lightning) • At-Will	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: 2d8 + 7 lightning damage, and the target falls prone.	
Ⓜ Be Gone! • At-Will	
Attack: Ranged 5 (one creature); +11 vs. Reflex	
Hit: Slide the target 5 squares.	
Gust of Shadow • At-Will	
Effect: Captain Kur Mar makes a <i>stormblade</i> or <i>stormbolt</i> attack and follows this up with <i>be gone!</i> . This usage of <i>be gone!</i> does not provoke attacks of opportunity.	
○ Thunderburst (thunder) • Encounter	
Attack: Close burst 3 (targets enemies); +11 vs. Reflex	
Hit: 2d6 + 5 thunder damage, and slide the target 5 squares.	
Miss: Half damage.	

MOVE ACTIONS		
Shadow Jaunt • Encounter		
Effect: Mur Kar teleports 3 squares and becomes insubstantial until the start of his next turn.		
FREE ACTIONS		
○ Shar's Gift of Battle • Encounter		
Effect: Close burst 10 (targets allies); All allies within the burst gain 10 temporary hit points.		
Skills: Arcana +17, Stealth +9		
Str 11 (+4)	Dex 16 (+7)	Wis 11(+4)
Con 17 (+7)	Int 23 (+10)	Cha 19 (+8)
Alignment evil Languages Common, Netherese		
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.		

ARTILLERY POST 4:

1 Uthias Darkwell	Level 8 Elite Soldier
Medium shadow humanoid	XP 700
HP 196; Bloodied 88	Initiative +12
AC 24, Fortitude 20, Reflex 21, Will 22	Perception +13
Speed 6	Low-Light vision
Saving throws +2; Action points 1	
TRAITS	
○ Aura of Resolve • Aura 5	
Any ally within Uthias's aura gains a +2 bonus to all defenses.	
STANDARD ACTIONS	
™ Vigilant Sword (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d10 + 5 radiant damage and the target is marked.	
Ⓜ Blazing Retribution (radiant, weapon) • Encounter	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d10 + 8 damage, and the target takes ongoing 5 radiant damage (save ends). Until the end of the encounter, on a turn the target takes radiant damage, the target is immobilized until the end of its next turn.	
Ⓜ Sweeping Strike! • At-Will	
Effect: Uthias makes a basic attack against two targets adjacent to him.	
○ Harsh Dictum (radiant, thunder) • Recharge 5-6	
Attack: Close burst 1 (enemies within burst); +11 vs. Will	
Hit: 1d10 + 8 radiant and thunder damage, and the target is dazed (save ends).	
TRIGGERED ACTIONS	
Ⓜ Harsh Justicar • Encounter	
Trigger: A marked enemy within reach shifts or makes an attack against a creature other than Uthias.	
Effect (immediate interrupt): Uthias makes a <i>vigilant sword</i> attack against the target. If this attack hits, the target falls prone.	
Skills: Bluff +16, Insight +18	
Str 20 (+9)	Dex 22 (+10) Wis 28 (+13)
Con 24 (+11)	Int 18 (+8) Cha 25 (+11)
Alignment evil Languages Common, Netherese	
Equipment scalemail, bastard sword	
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.	

SPECIAL MISSION 2: RAINING BLOOD (ADVENTURE LEVEL 10)

5 Netherese Grunt	Level 10 Minion Soldier
Medium natural humanoid (human)	XP 250
HP 1; a missed attack never damages a minion	Initiative +11
AC 26, Fortitude 22, Reflex 24, Will 21	Perception +8
Speed 6	
STANDARD ACTIONS	
M Kopesh (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 8 damage.	
R Longbow (weapon) • At-Will Attack: Ranged 20/40 (one creature); +15 vs. AC Hit: 6 damage	
MOVE ACTIONS	
Shar's Gift of Travel (teleportation) • Encounter Effect: The grunt teleports 5 squares.	
MINOR ACTIONS	
M Mark of Shade • At-Will Effect: The target is marked until the end of its next turn.	
Str 18 (+9)	Dex 25 (+12) Wis 14 (+7)
Con 16 (+8)	Int 15 (+7) Cha 17 (+8)
Alignment evil Languages Common, Netherese	
Equipment: leather armor, kopesh, longbow, arrow x 20	

1 Sergeant of Shade	Level 10 Soldier (Leader)
Medium natural humanoid (human)	XP 500
HP 104; Bloodied 52	Initiative +10
AC 26, Fortitude 24, Reflex 22, Will 22	Perception +12
Speed 5	
TRAITS	
Phalanx Soldier The sergeant gains a +2 bonus to AC while at least one ally is adjacent to it.	
STANDARD ACTIONS	
M Longsword (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 9 damage, and the target is marked until the end of the sergeant's next turn.	
R Crossbow (weapon) • At-Will Attack: Ranged 15/30 (one creature); +15 vs. AC Hit: 2d8 + 9 damage.	
FREE ACTIONS	
C Call to Arms • At-Will 1/round Effect: Close burst 10; non-minion allies in the burst make a basic attack or shift 3 squares as a free action. Minion allies in the burst may shift their speed as a free action.	
TRIGGERED ACTIONS	
M Line Support • At-Will Trigger: A marked enemy within reach shifts or makes an attack against a creature other than the sergeant. Attack (Immediate Reaction): Melee 1 (triggering creature); +15 vs. AC Hit: 2d8 + 9 damage, and the target is pushed 1 square.	
Str 16 (+8)	Dex 16 (+8) Wis 14 (+7)
Con 16 (+8)	Int 13 (+6) Cha 16 (+8)
Alignment evil Languages Common, Netherese	
Equipment: chainmail, longsword, crossbow, bolt x 20	

ARTILLERY POST 1:

1 Commander Zaknoril	Level 10 Elite Soldier (Leader)
Medium natural humanoid (human)	XP 1,000
HP 200; Bloodied 100	Initiative +8
AC 26, Fortitude 23, Reflex 22, Will 21	Perception +5
Speed 6	Darkvision
Saving throws +2; Action points 1	
TRAITS	
Combat Leader All allies within 10 squares of Zaknoril who can see and hear him gain a +2 power bonus to initiative.	
STANDARD ACTIONS	
M Longsword (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 9 damage.	
M Surprise Attack (weapon) • Recharge 5-6 Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 9 damage. An ally within 5 squares of Zaknoril makes a basic attack with combat advantage and a +4 bonus to the attack roll as a free action against a target of its choice.	
M Beat Them into the Ground (weapon) • Encounter Attack: Melee 1 (one creature); +13 vs. Fort Hit: 2d8 + 9 damage, and the target is knocked prone. Every ally within 5 squares of Zaknoril makes a basic attack with a +4 bonus to one target of its choice as a free action. These attacks deal no damage but knock a target prone on a hit.	
MINOR ACTIONS	
C Inspiring Word (healing) • Recharge 5-6 Effect: Zaknoril or one ally in a close burst 10 heals 10 hit points.	
Tactical Shift • At-Will Effect: Zaknoril chooses one ally who can see and hear him. That ally can shift up to 5 squares.	
Insignia of Shar • Encounter Effect: Zaknoril gains concealment until the end of the encounter.	
FREE ACTIONS	
Commander's Strike • At-Will 1/round Effect: Zaknoril chooses one ally who can see and hear him to make a melee basic attack against a target. On a hit, the ally deals an extra 6 damage.	
Skills: Diplomacy +13, History +12, Intimidate +13, Stealth +11	
Str 19 (+9)	Dex 13 (+6) Wis 10 (+5)
Con 12 (+6)	Int 14 (+7) Cha 17 (+8)
Alignment evil Languages Common, Netherese	
Equipment: chainmail, longsword, crossbow, bolt x 20	
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.	

ARTILLERY POST 2:

1 Krotak	Level 10 Elite Soldier
Large humanoid (fire, shadow)	XP 1,000
HP 208; Bloodied 104	Initiative +6
AC 26, Fortitude 25, Reflex 23, Will 24	Perception +5
Speed 6	Darkvision
Immune disease, poison; Resist 5 fire, 5 necrotic	
Saving throws +2; Action points 1	
TRAITS	
Threatening Reach Krotak can make opportunity attacks against all enemies within its	

reach (2 squares)
○ Black Blaze • Aura 2
Any enemy that starts its turn within the aura takes 5 fire and necrotic damage.
STANDARD ACTIONS
™ Slam (fire, necrotic) • At-Will
Attack: Melee 2 (one creature); +15 vs. AC
Hit: 2d8 + 9 necrotic damage and ongoing 5 fire damage (save ends).
Ⓜ Prison of Black Flame (fire, necrotic) • At-Will
Attack: Melee 2 (one creature); +15 vs. AC
Hit: 2d8 + 9 fire and necrotic damage, and the target is grabbed.
FREE ACTIONS
Ⓜ Crushing Prison • At-Will 1/round
Effect: Targets a creature grabbed by Krotak; 2d8 + 9 damage (no attack roll required).
TRIGGERED ACTIONS
Ⓜ The Gift of Death • At-Will
Trigger: An enemy within 2 squares of Krotak is reduced to 0 hit points or fewer.
Effect (<i>Free Action</i>): Make a <i>slam</i> attack against the triggering creature.
○ Black Rage Pyre (fire, necrotic) • Encounter
Trigger: When Krotak first becomes bloodied.
Attack (<i>No Action</i>): Close burst 3 (enemies in burst); +13 vs. Fortitude
Hit: 2d6 +6 fire damage plus 1d12 necrotic damage.
Miss: Half damage.
Skills: Intimidate +13, Stealth +11
Str 19 (+9) Dex 13 (+6) Wis 10 (+5)
Con 16 (+8) Int 14 (+7) Cha 17 (+8)
Alignment evil Languages Common, Netherese
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.

ARTILLERY POST 3:

1 Captain Kur Mar	Level 10 Elite Controller (Leader)
Medium shadow humanoid	XP 1,000
HP 210; Bloodied 105	Initiative +10
AC 26, Fortitude 26, Reflex 22, Will 24	Perception +5
Speed 7	Low-Light vision
Saving throws +2; Action points 1	
TRAITS	
○ Bolstered by the Faithful • Aura 5	
As long as one of his allies is within the aura Captain Kur Mar and his allies have Resist 5 all.	
STANDARD ACTIONS	
™ Stormblade (lightning, thunder) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 6 lightning and thunder damage, and the target falls prone.	
⌘ Stormbolt (lightning) • At-Will	
Attack: Ranged 10 (one creature); +13 vs. Reflex	
Hit: 2d8 + 9 lightning damage, and the target falls prone.	
Ⓜ Be Gone! • At-Will	
Attack: Ranged 5 (one creature); +13 vs. Reflex	
Hit: Slide the target 5 squares.	
Gust of Shadow • At-Will	
Effect: Captain Kur Mar makes a <i>stormblade</i> or <i>stormbolt</i> attack and follows this up with <i>be gone!</i> . This usage of <i>be gone!</i> does not provoke attacks of opportunity.	
○ Thunderburst (thunder) • Encounter	
Attack: Close burst 3 (targets enemies); +13 vs. Reflex	
Hit: 2d6 + 6 thunder damage, and slide the target 5 squares.	
Miss: Half damage.	

MOVE ACTIONS
○ Shadow Jaunt • Encounter
Effect: Mur Kar teleports 3 squares and becomes insubstantial until the start of his next turn.
FREE ACTIONS
○ Shar's Gift of Battle • Encounter
Effect: Close burst 10 (targets allies); All allies within the burst gain 10 temporary hit points.
Skills: Arcana +18, Stealth +11
Str 11 (+5) Dex 16 (+8) Wis 11(+5)
Con 17 (+8) Int 23 (+11) Cha 19 (+9)
Alignment evil Languages Common, Netherese
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.

ARTILLERY POST 4:

Uthias Darkwell	Level 10 Elite Soldier
Medium natural humanoid	XP 1,000
HP 228; Bloodied 114	Initiative +13
AC 26, Fortitude 22, Reflex 23, Will 24	Perception +14
Speed 6	Low-Light vision
Saving throws +2; Action points 1	
TRAITS	
○ Aura of Resolve • Aura 5	
Any ally within Uthias's aura gains a +2 bonus to all defenses.	
STANDARD ACTIONS	
™ Vigilant Sword (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d10 + 7 radiant damage and the target is marked.	
Ⓜ Blazing Retribution (radiant, weapon) • Encounter	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d10 + 11 damage, and the target takes ongoing 5 radiant damage (save ends). Until the end of the encounter, on a turn the target takes radiant damage, the target is immobilized until the end of its next turn.	
Ⓜ Sweeping Strike! • At-Will	
Effect: Uthias makes a basic attack against two targets adjacent to him.	
○ Harsh Dictum (radiant, thunder) • Recharge 5-6	
Attack: Close burst 1 (enemies within burst); +13 vs. Will	
Hit: 1d10 + 9 radiant and thunder damage, and the target is dazed (save ends).	
TRIGGERED ACTIONS	
Ⓜ Harsh Justicar • Encounter	
Trigger: A marked enemy within reach shifts or makes an attack against a creature other than Uthias.	
Effect (<i>immediate interrupt</i>): Uthias makes a <i>vigilant sword</i> attack against the target. If this attack hits, the target falls prone.	
Skills: Bluff +17, Insight +19	
Str 20 (+10) Dex 22 (+11) Wis 28 (+14)	
Con 24 (+12) Int 18 (+9) Cha 25 (+12)	
Alignment evil Languages Common, Netherese	
Equipment scalemail, bastard sword	
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.	

SPECIAL MISSION 2: RAINING BLOOD (ADVENTURE LEVEL 12)

5 Netherese Grunt		Level 12 Minion Soldier	
Medium natural humanoid (human)		XP 175	
HP 1; a missed attack never damages a minion		Initiative +13	
AC 29, Fortitude 24, Reflex 27, Will 23		Perception +9	
Speed 6		Low-Light Vision	
STANDARD ACTIONS			
m Kopesh (weapon) • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 10 damage.			
r Longbow (weapon) • At-Will			
Attack: Ranged 20/40; +17 vs. AC			
Hit: 8 damage			
MOVE ACTIONS			
Share's Gift of Travel (teleportation) • Encounter			
Effect: The grunt teleports 5 squares.			
MINOR ACTIONS			
M Mark of Shade • At-Will			
Effect: The target is marked until the end of its next turn.			
Str 18 (+10)	Dex 25 (+13)	Wis 14 (+8)	
Con 16 (+9)	Int 15 (+8)	Cha 17 (+9)	
Alignment evil		Languages common, netherese	
Equipment: leather armor, kopesh, longbow, arrow x 20			

1 Sergeant of Shade		Level 12 Soldier (Leader)	
Medium natural humanoid (human)		XP 700	
HP 120; Bloodied 60		Initiative +11	
AC 28, Fortitude 26, Reflex 24, Will 24		Perception +13	
Speed 5			
TRAITS			
Phalanx Soldier			
The sergeant gains a +2 bonus to AC while at least one ally is adjacent to it.			
STANDARD ACTIONS			
m Longsword (weapon) • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 3d6 + 10 damage, and the target is marked until the end of the sergeant's next turn.			
R Crossbow (weapon) • At-Will			
Attack: Ranged 15/30 (one creature); +17 vs. AC			
Hit: 3d6 + 10 damage.			
FREE ACTIONS			
C Call to Arms • At-Will 1/round			
Effect: Close burst 10; non-minion allies in the burst make a basic attack or shift 3 squares as a free action. Minion allies in the burst may shift their speed as a free action.			
TRIGGERED ACTIONS			
M Line Support • At-Will			
Trigger: A marked enemy within reach shifts or makes an attack against a creature other than the sergeant.			
Attack (Immediate Reaction): Melee 1 (triggering creature); +17 vs. AC			
Hit: 3d6 + 10 damage, and the target is pushed 1 square.			
Str 16 (+9)	Dex 16 (+9)	Wis 14 (+8)	
Con 16 (+9)	Int 13 (+7)	Cha 16 (+9)	
Alignment evil		Languages Common, Netherese	
Equipment: chainmail, longsword, crossbow, bolt x 20			

ARTILLERY POST 1:

1 Commander Zaknoril		Level 12 Elite Soldier (Leader)	
Medium natural humanoid (human)		XP 1,400	
HP 216; Bloodied 108		Initiative +9	
AC 28, Fortitude 25, Reflex 24, Will 23		Perception +5	
Speed 6		Darkvision	
Saving throws +2; Action points 1			
TRAITS			
Combat Leader			
All allies within 10 squares of Zaknoril who can see and hear him gain a +2 power bonus to initiative.			
STANDARD ACTIONS			
m Longsword (weapon) • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 3d6 + 10 damage.			
M Surprise Attack (weapon) • Recharge 5-6			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 3d6 + 10 damage. An ally within 5 squares of Zaknoril makes a basic attack with combat advantage and a +4 bonus to the attack roll as a free action against a target of its choice.			
M Beat Them into the Ground (weapon) • Encounter			
Attack: Melee 1 (one creature); +15 vs. Fort			
Hit: 3d6 + 10 damage, and the target is knocked prone. Every ally within 5 squares of Zaknoril makes a basic attack with a +4 bonus to one target of its choice as a free action. These attacks deal no damage but knock a target prone on a hit.			
MINOR ACTIONS			
C Inspiring Word (healing) • Recharge 5-6			
Effect: Zaknoril or one ally in a close burst 10 heals 15 hit points.			
Tactical Shift • At-Will			
Effect: Zaknoril chooses one ally who can see and hear him. That ally can shift up to 5 squares.			
Insignia of Shar • Encounter			
Effect: Zaknoril gains concealment until the end of the encounter.			
FREE ACTIONS			
Commander's Strike • At-Will 1/round			
Effect: Zaknoril chooses one ally who can see and hear him to make a melee basic attack against a target. On a hit, the ally deals an extra 8 damage.			
Skills: Diplomacy +14, History +13, Intimidate +14, Stealth +12			
Str 19 (+10)		Dex 13 (+7)	
Con 12 (+7)		Int 14 (+8)	
		Wis 10 (+6)	
		Cha 17 (+9)	
Alignment evil		Languages Common, Netherese	
Equipment: chainmail, longsword, crossbow, bolt x 20			
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.			

ARTILLERY POST 2:

1 Krotak		Level 12 Elite Soldier	
Large humanoid (fire, shadow)		XP 1,400	
HP 240; Bloodied 120		Initiative +7	
AC 28, Fortitude 27, Reflex 25, Will 26		Perception +6	
Speed 6		Darkvision	
Immune disease, poison; Resist 10 fire, 10 necrotic			
Saving throws +2; Action points 1			
TRAITS			
Threatening Reach			
Krotak can make opportunity attacks against all enemies within its			

reach (2 squares)
○ Black Blaze • Aura 2
Any enemy that starts its turn within the aura takes 10 fire and necrotic damage.
STANDARD ACTIONS
™ Slam (fire, necrotic) • At-Will
Attack: Melee 2 (one creature); +17 vs. AC
Hit: 3d6 + 10 necrotic damage and ongoing 10 fire damage (save ends).
ℳ Prison of Black Flame (fire, necrotic) • At-Will
Attack: Melee 2 (one creature); +17 vs. AC
Hit: 3d6 + 10 fire and necrotic damage, and the target is grabbed.
FREE ACTIONS
ℳ Crushing Prison • At-Will 1/round
Effect: Targets a creature grabbed by Krotak; 3d6 + 10 damage (no attack roll required).
TRIGGERED ACTIONS
ℳ The Gift of Death • At-Will
Trigger: An enemy within 2 squares of Krotak is reduced to 0 hit points or fewer.
Effect (Free Action): Make a <i>slam</i> attack against the triggering creature.
○ Black Rage Pyre (fire, necrotic) • Encounter
Trigger: When Krotak first becomes bloodied.
Attack (No Action): Close burst 3 (enemies in burst); +15 vs. Fortitude
Hit: 2d8 +6 fire damage plus 1d12 necrotic damage.
Miss: Half damage.
Skills: Intimidate +14, Stealth +12
Str 19 (+10) Dex 13 (+7) Wis 10 (+6)
Con 16 (+9) Int 14 (+8) Cha 17 (+9)
Alignment evil Languages Common, Netherese
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.

ARTILLERY POST 3:

1 Captain Kur Mar	Level 12 Elite Controller (Leader)
Medium shadow humanoid	XP 1,400
HP 210; Bloodied 105	Initiative +10
AC 26, Fortitude 26, Reflex 22, Will 24	Perception +5
Speed 7	Low-Light Vision
Saving throws +2; Action points 1	
TRAITS	
○ Bolstered by the Faithful • Aura 5	
As long as one of his allies is within the aura Captain Kur Mar and his allies have Resist 5 all.	
STANDARD ACTIONS	
™ Stormblade (lightning, thunder) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 6 lightning and thunder damage, and the target falls prone.	
⚡ Stormbolt (lightning) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d6 + 10 lightning damage, and the target falls prone.	
ℳ Be Gone! • At-Will	
Attack: Ranged 5 (one creature); +15 vs. Reflex	
Hit: Slide the target 5 squares.	
Gust of Shadow • At-Will	
Effect: Captain Kur Mar makes a <i>stormblade</i> or <i>stormbolt</i> attack and follows this up with <i>be gone!</i> . This usage of <i>be gone!</i> does not provoke attacks of opportunity.	
○ Thunderburst (thunder) • Encounter	
Attack: Close burst 3 (targets enemies); +15 vs. Reflex	
Hit: 2d8 + 6 thunder damage, and slide the target 5 squares	
Miss: Half damage.	

MOVE ACTIONS
Shadow Jaunt • Encounter
Effect: Mur Kar teleports 3 squares and becomes insubstantial until the start of his next turn.
FREE ACTIONS
○ Shar's Gift of Battle • Encounter
Effect: Close burst 10 (targets allies); All allies within the burst gain 10 temporary hit points.
Skills: Arcana +19, Stealth +12
Str 11 (+6) Dex 16 (+9) Wis 11(+6)
Con 17 (+9) Int 23 (+12) Cha 19 (+10)
Alignment evil Languages Common, Netherese
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.

ARTILLERY POST 4:

Uthias Darkwell	Level 12 Elite Soldier
Medium natural humanoid	XP 1,400
HP 260; Bloodied 130	Initiative +14
AC 28, Fortitude 24, Reflex 25, Will 26	Perception +15
Speed 6	Low-Light vision
Saving throws +2; Action points 1	
TRAITS	
○ Aura of Resolve • Aura 5	
Any ally within Uthias's aura gains a +2 bonus to all defenses.	
STANDARD ACTIONS	
™ Vigilant Sword (radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 9 radiant damage and the target is marked.	
ℳ Blazing Retribution (radiant, weapon) • Encounter	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d10 + 14 damage, and the target takes ongoing 5 radiant damage (save ends). Until the end of the encounter, on a turn the target takes radiant damage, the target is immobilized until the end of its next turn.	
ℳ Sweeping Strike! • At-Will	
Effect: Uthias makes a basic attack against two targets adjacent to him.	
○ Harsh Dictum (radiant, thunger) • Recharge 5-6	
Attack: Close burst 1 (enemies within burst); +15 vs. Will	
Hit: 1d10 + 10 radiant and thunder damage, and the target is dazed (save ends).	
TRIGGERED ACTIONS	
ℳ Harsh Justicar • Encounter	
Trigger: A marked enemy within reach shifts or makes an attack against a creature other than Uthias.	
Effect (immediate interrupt): Uthias makes a <i>vigilant sword</i> attack against the target. If this attack hits, the target falls prone.	
Skills: Bluff +18, Insight +20	
Str 20 (+11) Dex 22 (+12) Wis 28 (+15)	
Con 24 (+13) Int 18 (+10) Cha 25 (+13)	
Alignment evil Languages Common, Netherese	
Equipment scalemail, bastard sword	
Shar's Curse: Remember that the first commander killed tries to curse the characters. See Ending the Encounter for details.	

SPECIAL MISSION 2: RAINING BLOOD

TILE SETS NEEDED:

Ruins of the Wild x 2, Arcane Corridors (magical ammo only)



SPECIAL MISSION 3: OFF THE LEASH

ENCOUNTER LEVEL 12/14/16

SETUP

This encounter includes the following creatures at adventure level 12:

6 blackfire leash-guards (level 12) (L)
2 blackfire battle mages (level 12) (M)
4 blackfire essence tamers (level 12) (E)
1 Lady Saharel (S)

This encounter includes the following creatures at adventure level 14:

6 blackfire leash-guards (level 14) (L)
2 blackfire battle mages (level 14) (M)
4 blackfire essence tamers (level 14) (E)
1 Lady Saharel (S)

This encounter includes the following creatures at adventure level 16:

6 blackfire leash-guards (level 16) (L)
2 blackfire battle mages (level 16) (M)
4 blackfire essence tamers (level 16) (E)
1 Lady Saharel (S)

Oracular Powers: See below.

Running Time; 75 minutes. Once the playtime expires, the allied forces have taken the field and reinforcements have made the fight a foregone conclusion. If this happens before the PCs achieve total success, no character gets the blessing of Saharel (see Ending the Encounter)!

In this special mission the PCs are sent into the tower of Spellgard together with a detachment of NPC soldiers. Their goal is to free Lady Saharel from Netherese control as quickly as possible to stop the Netherese from using her oracular powers to their advantage.

The PC's are led into a makeshift camp that looks very organized especially considering the occupants have had about 10 minutes to create it. The PCs are met by a scruffy looking middle aged man with deep seated eyes, a scarred face and eyebrows like thorn bushes.

“Welcome, you must be the... specialists. You can call me Commander, or you can call me Brows - they all do.” The man’s remarks are met with a chuckle from his companions as they gather around.

“From what I hear we were given the happy task of getting you into a position from where you can put an end to those prediction shenanigans that the enemy has been pulling. A happy task because I must admit it was kind of unnerving to sneak up on some shady-types and have them turn around on me before I could cut their throat. Sure, it can happen to anyone, but it had never happened to me before.” More chuckles erupt and the commander grins. “So, we ready? Or do you have questions?”

The commander can relay the following information:

- Saharel is being held at the top of the Scepter tower.
- The commandos will help with getting to the area where Saharel is held and defending the position. The PCs need to do the heavy lifting.
- Saharel is being controlled by magical means but we don't know exactly what. Probably some arcane or religious ritual.

With the help of the well-trained team of NPC commandos the PCs easily make it into and up the tower. There are no stairs leading to the top, so the commandos create an improvised climbing web to aid in crossing the last 30 feet.

Stepping through the dark black barriers, you step into a dimly lit area. In the center of the room you note a ghostly apparition, a female fitting the description of Lady Saharel. Anchored to her are four <or five with 6 PCs> strands of darkness, like taut ropes leading to gaunt figures standing on opposite sides of the room. A group of darkly clad humans milling about in the center turn to face you as you enter, baring needle like fangs and hissing aggressively.

One of the commandos that helped you get here raises a hand crossbow and fires a shot at one of the gaunt figures at the room’s edge, hitting it squarely between the eyes. The creature barely blinks and makes a dismissive gesture. The commando turns to you and mutters: “Glad these are yours to deal with. We’re out. Consider your back watched and good luck.”

With that he steps back out of the room, disappearing a mere fraction of a second before a ray of magical energy strikes the surface of the shadowy barrier.

The PCs can move freely on the tower’s rim before entering the room. Make sure the players realize they do not have to all pick the same doorway when engaging.

Players can find out the following about the situation in the room using Arcana, History or Religion:

- **Easy DC:** The dark ropes must be part of some sort of domination ritual or mechanism.
- **Moderate DC:** The leashes of shadow seem to provide some sort of protective energy to the ones holding them.
- **Hard DC:** The shadow leashes have manifested enough of a physical form to be disruptable by someone sufficiently skilled (i.e. Thievery can be used against them in addition to the obvious skills like Arcana and Religion).

FEATURES OF THE AREA

Illumination: As long as Lady Saharel is leashed the area is shrouded in a shadowy fog resulting in dim light conditions.

Shadow Barriers: The doors to the central area on the map are barriers of magically charged shadow. They emanate a piercing cold. They block line of sight and any creature ending its turn adjacent to a barrier (the squares to the left and right) takes 2d8 + adventure level necrotic and cold damage.

BREAKING THE LEASHES

Lady Saharel is held in thrall by 4 or 5 shadow leashes controlled by the essence tamers. (There are 4 leashes for 4 or 5 PCs, or 5 leashes for 6 PCs). These leashes manifest as ropes of coalesced darkness. A leash can be broken in one of two ways:

- 3 successful Arcana or Religion checks as a standard (Moderate DC) or minor (Hard DC) action or a Thievery check (Hard DC) as a standard action, while adjacent to or in a square the leash passes through (draw a straight line from the essence tamer to lady Saharel to determine). Anyone with the shadow power source has a +3 bonus to these checks. (Maximum of 2 checks/round per PC.)
- Bloody an essence tamer. At this point the tamer is unable to maintain its link and the leash breaks.

Each time the PCs manage to remove one of the shadow leashes Lady Saharel is able to assert her power for the briefest of moments. She uses this moment to take control of the PC responsible for breaking the leash:

Obey Your Destiny

Effect: The creature directly responsible for breaking the leash is dominated and immediately takes an extra standard action. Saharel chooses one of the following benefits for the target to gain during this action. At the end of the extra action, the target is no longer dominated.

1. **Aggression:** The target deals 5 extra damage on charge attacks.
2. **Battle Cry:** The target gains a +2 power bonus to attack rolls.
3. **Clout:** Any creature the target hits is knocked prone.
4. **Poison:** Any creature the target hits is slowed (save ends).
5. **Spellcraft:** The target slides any creature it hits up to 2 squares.

The dominated PC is aimed at the enemies in the way that most favors Saharel, generally this is moving on to remove the next leash.

When at least half of the leashes are broken inform the Senior DM and the other DMs of this. From this moment on oracular effects can no longer be used by the Netherese forces. If all leashes on Lady Saharel are broken before the end of the playtime for the encounter all PCs at the event gain the Glimpse of the Future consumable (see Ending the Encounter). Alert all DMs at the event of this effect.

Once no more leashes are attached to Lady Saharel place her in the initiative order at an initiative count of Adventure Level + 10. Each round on her initiative Saharel uses *obey your destiny* on the nearest PC and aids them in the fight against her former captors.

ORACULAR EFFECTS

In this encounter the DM can use more than one of the oracular effects (see Appendix 3 in the main adventure) per round. Each round, while there are active shadow leashes on Lady Saharel, two effects can be used, but each individual effect can still be used only once. Once Saharel is freed no more effects are usable.

TACTICS

When no longer attached to Lady Saharel the essence tamers choose a new target amongst the PCs, if at all possible they try to join forces with other tamers. They know that attempting to re-attach the leashes to Saharel is useless and won't try.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the Essence Tamers hit points and bloodied value to: 98/49 at AL 12, 110/55 at AL 14 and 123/62 at AL 16.

Six PCs: Add 1 additional essence tamer leashed to Saharel (for a total of 5 instead of 4)

ENDING THE ENCOUNTER

When half of the leashes are broken, Netheril loses enough of their control over Saharel to lose access to the oracular powers. If all the leashes are broken before the end of the playtime for the encounter all characters in

the battle interactive, including the PCs in this special mission, gain the Glimpse of the Future consumable power as a gift by Saharel for their help. Make sure the judges at the event are aware when this happens. The Glimpse of the Future powers plus the rules can be found in Players' Handout 1 in the main adventure.

If the PCs are unable to liberate Saharel on time, reinforcements arrive to help. However, the Netherese manage to drain her power significantly and she cannot reward the characters. No character gets the Glimpse of the Future power in this case.

With the conquest of the Scepter Tower the forces of Evereska and Luruar have conquered Spellgard. For the moment the fighting is over, and action has to be taken to liberate Lady Saharel permanently. It takes some time for the ritual casters to make the necessary preparations, giving the PCs ample time to take multiple short rests, but **not** enough for an extended rest. During this time the PCs at the interactive also have to decide on Saharel's fate. Proceed with the Interlude.

QUESTIONNAIRE

- Did the characters free Lady Saharel quick enough for the groups in Spellgard to gain her blessing?
- Did any PCs die?
- Did any PC use *liquid shadow*?
- Did your table play at glory tier?

SPECIAL MISSION 3: OFF THE LEASH (ADVENTURE LEVEL 12)

4 Blackfire Essence Tamer	Level 12 Controller (leader)
Medium shadow humanoid (human)	XP 700
HP 122; Bloodied 61	Initiative +10
AC 26, Fortitude 23, Reflex 24, Will 25	Perception +10
Speed 6	Darkvision
Resist 10 necrotic	
TRAITS	
Shadow Feedback	
As long as the essence tamer has a target grabbed with shadow leash it is unable to move. Additionally it gains resist 5 all. For each additional shadow leash attached to the target this resistance increases by 5.	
Should the essence tamer be unable to take actions due to being stunned, the shadow leash is automatically sustained, but the target takes no additional penalties.	
STANDARD ACTIONS	
Blackfire Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 cold and necrotic damage.	
Reaving Bolt (implement, necrotic) • Recharge 5-6	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d10 + 3 necrotic damage and ongoing 10 damage (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target falls unconscious (save ends).	
Call of Death (implement, necrotic) • At-Will	
Attack: Area 1 within 10 (creatures in burst); +15 vs. Fortitude	
Hit: 3d8 + 8 necrotic damage, and the target is slowed (save ends).	
Shadow Leash • Recharge 5-6	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: The target is dominated, restrained and cannot be teleported (save ends)	
Sustain Minor: The effect persists and the target takes a cumulative -1 penalty to saves and attempts to escape the leash.	
TRIGGERED ACTIONS	
The Gift of Anger • At-Will	
Trigger: An enemy within 10 squares of the essence tamer moves out of a square adjacent to an ally of the essence tamer	
Effect (Immediate Interrupt): The minion makes a basic attack against the enemy as a free action. On a hit the enemy is slowed	
Str 16 (+9)	Dex 15 (+8)
Con 18 (+10)	Int 20 (+11)
	Wis 18 (+10)
	Cha 22 (+12)
Alignment evil	Languages Common, Netherese

6 Blackfire Leash-Guard	Level 12 Minion Brute
Medium shadow humanoid	XP 175
HP 1; a missed attack never damages a minion	Initiative +11
AC 25, Fortitude 24, Reflex 25, Will 23	Perception +8
Speed 7	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Rise Again	
When an attack that isn't a critical hit drops this creature to 0 hit points while there is still a shadow leash attached to lady Saharel, the creature falls unconscious until the start of its next turn. At the start of this creature's next turn, it regains 1 hit point and can then stand as a free action.	
STANDARD ACTIONS	
Bite • At-Will	
Attack: +17 vs. AC	
Hit: 8 damage and ongoing 3 necrotic damage (save ends). A creature already taking ongoing necrotic damage instead increases its current ongoing damage by 2	
Str 16 (+9)	Dex 18 (+10)
Con 13 (+7)	Int 9 (+5)
	Wis 1.2(+7)
	Cha 15 (+8)
Alignment evil	Languages Common, Netherese

2 Blackfire Battle Mage	Level 12 Skirmisher
Medium natural humanoid	XP 700
HP 123; Bloodied 62	Initiative +10
AC 26, Fortitude 24, Reflex 26, Will 24	Perception +9
Speed 6	Low-light vision
STANDARD ACTIONS	
Necrotic Mace (necrotic, weapon) • At-Will	
Attack: Melee 1; +17 vs. AC	
Hit: 3d8 + 9 necrotic damage.	
Death Bolt (force, implement, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d6 + 8 force and necrotic damage, and the target is dazed until the end of its next turn.	
Running Attack • At-Will	
Effect: The battle mage moves 8 squares and makes one basic attack at any point during that movement.	
MOVE ACTIONS	
Black Step (necrotic) • At-Will	
Effect: The battle mage shifts 3 squares. Any living creature adjacent to the battle mage at the end of the shift takes 1d8 + 4 necrotic damage.	
MINOR ACTIONS	
Inspire the troops • At-Will	
Effect: Choose one shadow minion ally within sight of the battle mage. That ally makes a melee basic attack against, or charges, the nearest enemy as a free action	
Skills: Arcana +17, Religion +17	
Str 16 (+9)	Dex 15 (+8)
Con 19 (+10)	Int 22 (+12)
	Wis 16(+9)
	Cha 19 (+10)
Alignment evil	Languages Common, Netherese

SPECIAL MISSION 3: OFF THE LEASH (ADVENTURE LEVEL 14)

Blackfire Essence Tamer	Level 14 Controller (leader)
Medium natural humanoid (human)	XP 1,000
HP 138; Bloodied 69	Initiative +11
AC 28, Fortitude 25, Reflex 26, Will 27	Perception +11
Speed 6	Darkvision
Resist 10 necrotic	
TRAITS	
Shadow Feedback	
As long as the essence tamer has a target grabbed with shadow leash it is unable to move. Additionally it gains resist 5 all. For each additional shadow leash attached to the target this resistance increases by 5.	
Should the essence tamer be unable to take actions due to being stunned, the shadow leash is automatically sustained, but the target takes no additional penalties.	
STANDARD ACTIONS	
Blackfire Staff (cold, necrotic, weapon) • At-Will Attack: Melee 1 (one creature); +19 vs. AC Hit: 3d6 + 12 cold and necrotic damage.	
Reaving Bolt (implement, necrotic) • Recharge 5-6 Attack: Ranged 10 (one creature); +17 vs. Reflex Hit: 3d10 + 6 necrotic damage and ongoing 10 damage (save ends). <i>First Failed Saving Throw:</i> The target is immobilized (save ends). <i>Second Failed Saving Throw:</i> The target falls unconscious (save ends).	
Call of Death (implement, necrotic) • At-Will Attack: Area 1 within 10 (creatures in burst); +17 vs. Fortitude Hit: 3d8 + 10 necrotic damage, and the target is slowed (save ends).	
Shadow Leash • Recharge 5-6 Attack: Ranged 10 (one creature); +17 vs. Will Hit: The target is dominated, restrained and cannot be teleported (save ends). <i>Sustain Minor:</i> The effect persists and the target takes a cumulative -1 penalty to saves and attempts to escape the leash.	
TRIGGERED ACTIONS	
The Gift of Anger • At-Will	
<i>Trigger:</i> An enemy within 10 squares of the essence tamer moves out of a square adjacent to an ally of the essence tamer <i>Effect (Immediate Interrupt):</i> The minion makes a basic attack against the enemy as a free action. On a hit the enemy is slowed	
Str 16 (+10)	Dex 15 (+9)
Con 18 (+11)	Int 20 (+12)
	Wis 18(+11)
	Cha 22 (+13)
Alignment evil	Languages Common, Netherese

Blackfire Leash-Guard	Level 14 Minion Brute
Medium shadiw humanoid	XP 250
HP 1; a missed attack never damages a minion	Initiative +12
AC 27, Fortitude 26, Reflex 27 Will 25	Perception +9
Speed 7	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Rise Again	
When an attack that isn't a critical hit drops this creature to 0 hit points while there is still a shadow leash attached to lady Saharel, the creature falls unconscious until the start of its next turn. At the start of this creature's next turn, it regains 1 hit point and can then stand as a free action.	
STANDARD ACTIONS	
Bite • At-Will Attack: Melee 1 (one creature); +19 vs. AC Hit: 10 damage and ongoing 4 necrotic damage (save ends). A creature already taking ongoing necrotic damage instead increases its current ongoing damage by 3	
Str 16 (+10)	Dex 18 (+11)
Con 13 (+8)	Int 9 (+6)
	Wis 12(+8)
	Cha 15 (+9)
Alignment evil	Languages Common, Netherese

Blackfire Battle Mage	Level 14 Skirmisher
Medium shadow humanoid	XP 1,000
HP 139; Bloodied 69	Initiative +11
AC 28, Fortitude 26, Reflex 28, Will 26	Perception +10
Speed 6	Low-light vision
STANDARD ACTIONS	
Necrotic Mace (necrotic, weapon) • At-Will Attack: Melee 1; +19 vs. AC Hit: 3d8 + 11 necrotic damage	
Death Bolt (force, implement, necrotic) • At-Will Attack: Ranged 10 (one creature); +17 vs. Reflex Hit: 3d6 + 10 force and necrotic damage, and the target is dazed until the end of its next turn	
Running Attack • At-Will	
<i>Effect:</i> The battle mage moves 8 squares and makes one basic attack at any point during that movement	
MOVE ACTIONS	
Black Step (necrotic) • At-Will	
<i>Effect:</i> The battle mage shifts 3 squares. Any living creature adjacent to the battle mage at the end of the shift takes 1d8 + 6 necrotic damage	
MINOR ACTIONS	
Inspire the troops • At-Will	
<i>Effect:</i> Choose one shadow minion ally within sight of the battle mage. That ally makes a melee basic attack against, or charges, the nearest enemy as a free action	
Skills: Arcana +19, Religion +19	
Str 16 (+10)	Dex 15 (+9)
Con 19 (+11)	Int 22 (+13)
	Wis 16(+10)
	Cha 19 (+11)
Alignment evil	Languages Common, Netherese

SPECIAL MISSION 3: OFF THE LEASH (ADVENTURE LEVEL 16)

4 Blackfire Essence Tamer	Level 16 Controller (leader)
Medium shadow humanoid (human)	XP 1,400
HP 154; Bloodied 77	Initiative +12
AC 30, Fortitude 27, Reflex 28, Will 29	Perception +12
Speed 6	Darkvision
Resist 10 necrotic	
TRAITS	
Shadow Feedback	
As long as the essence tamer has a target grabbed with shadow leash it is unable to move. Additionally it gains resist 5 all. For each additional shadow leash attached to the target this resistance increases by 5.	
Should the essence tamer be unable to take actions due to being stunned, the shadow leash is automatically sustained, but the target takes no additional penalties.	
STANDARD ACTIONS	
Blackfire Staff (cold, necrotic, weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 3d8 + 11 cold and necrotic damage.	
Reaving Bolt (implement, necrotic) • Recharge 5-6 <i>Attack:</i> Ranged 10 (one creature); +19 vs. Reflex <i>Hit:</i> 3d10 + 9 necrotic damage and ongoing 10 damage (save ends). <i>First Failed Saving Throw:</i> The target is immobilized (save ends). <i>Second Failed Saving Throw:</i> The target falls unconscious (save ends).	
Call of Death (implement, necrotic) • At-Will <i>Attack:</i> Area 1 within 10 (creatures in burst); +19 vs. Fortitude <i>Hit:</i> 3d8 + 8 necrotic damage, and the target is slowed (save ends).	
Shadow Leash • Recharge 5-6 <i>Attack:</i> Ranged 10 (one creature); +19 vs. Will <i>Hit:</i> The target is dominated, restrained and cannot be teleported (save ends). <i>Sustain Minor:</i> The effect persists and the target takes a cumulative -1 penalty to saves and attempts to escape the leash.	
TRIGGERED ACTIONS	
The Gift of Anger • At-Will <i>Trigger:</i> An enemy within 10 squares of the essence tamer moves out of a square adjacent to an ally of the essence tamer <i>Effect (Immediate Interrupt):</i> The minion makes a basic attack against the enemy as a free action. On a hit the enemy is slowed	
Str 16 (+11)	Dex 15 (+10)
Con 18 (+12)	Int 20 (+13)
	Wis 18(+12)
	Cha 22 (+14)
Alignment evil	Languages Common, Netherese

6 Blackfire Leash-Guard	Level 16 Minion Brute
Medium shadow humanoid	XP 350
HP 1; a missed attack never damages a minion	Initiative +13
AC 29, Fortitude 28, Reflex 29, Will 27	Perception +10
Speed 7	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Rise Again	
When an attack that isn't a critical hit drops this creature to 0 hit points while there is still a shadow leash attached to lady Saharel, the creature falls unconscious until the start of its next turn. At the start of this creature's next turn, it regains 1 hit point and can then stand as a free action.	
STANDARD ACTIONS	
Bite • At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 12 damage, and ongoing 5 necrotic damage (save ends). A creature already taking ongoing necrotic damage instead increases its current ongoing damage by 4.	
Str 16 (+11)	Dex 18 (+12)
Con 13 (+9)	Int 9 (+7)
	Wis 12(+9)
	Cha 15 (+10)
Alignment evil	Languages Common, Netherese

2 Blackfire Battle Mage	Level 16 Skirmisher
Medium shadow humanoid	XP 1,400
HP 155; Bloodied 77	Initiative +12
AC 30, Fortitude 28, Reflex 30, Will 28	Perception +11
Speed 6	Low-light vision
STANDARD ACTIONS	
Necrotic Mace (necrotic, weapon) • At-Will <i>Attack:</i> Melee 1; +21 vs. AC <i>Hit:</i> 3d8 + 11 necrotic damage.	
Death Bolt (force, implement, necrotic) • At-Will <i>Attack:</i> Ranged 10 (one creature); +19 vs. Reflex <i>Hit:</i> 3d6 + 10 force and necrotic damage, and the target is dazed until the end of its next turn.	
Running Attack • At-Will <i>Effect:</i> The battle mage moves 8 squares and makes one basic attack at any point during that movement.	
MOVE ACTIONS	
Black Step (necrotic) • At-Will <i>Effect:</i> The battle mage shifts 3 squares. Any living creature adjacent to the battle mage at the end of the shift takes 1d8 + 8 necrotic damage.	
MINOR ACTIONS	
Inspire the troops • At-Will <i>Effect:</i> Choose one shadow minion ally within sight of the battle mage. That ally makes a melee basic attack against, or charges, the nearest enemy as a free action	
Skills: Arcana +21, Religion +21	
Str 16 (+11)	Dex 15 (+10)
Con 19 (+12)	Int 22 (+14)
	Wis 16(+11)
	Cha 19 (+12)
Alignment evil	Languages Common, Netherese

SPECIAL MISSION 3: OFF THE LEASH

THIS MAP IS FROM THE SCEPTER TOWER OF SPELLGARD ADVENTURE POSTER MAPS



SPECIAL MISSION 4: THE LADY DOTH PROTEST

ENCOUNTER LEVEL 16/18/20

SETUP

This encounter includes the following creatures at adventure level 16:

1 Lady Saharel (level 16) (S)

This encounter includes the following creatures at adventure level 18:

1 Lady Saharel (level 18) (S)

This encounter includes the following creatures at adventure level 20:

1 Lady Saharel (S)

Running Time; 75 minutes. Once the playtime expires, the battle-group has either succeeded or failed...

This encounter is only run if the players choose during the Interlude to destroy Saharel instead of rescuing her from Spellgard.

In this special mission the PCs are sent into the tower of Spellgard to contain or defeat the Lady while the rest of the battlegroups attempt to destroy the power fueling Spellgard.

Note that once Saharel realizes that the PCs have come to kill her, all PCs in the entire BI lose the Glimpse of the Future consumable power if they have not already used it.

BRIEFING

You make your way up the tower to the platform just below the lady's room and are met by a tall woman in a commander's uniform. She nods solemnly and speaks. "I don't know about you, but I just wish the hairs on the back of my neck would go down. This makes me more than a little uneasy. Anyway..." she shrugs and produces a weak smile. "My name is Yldira. You must be the volunteers to take on the Lady of the Tower. Going to just dive in or do you have questions?"

The commander can relay the following information:

- Lady Saharel is resting at the top of the Scepter Tower where she had been held.
- Lady Saharel is a being of immense power and experience, but her time under Netherese control

has left her weakened. If there was ever a time to strike, it is now.

- While the Netherese may no longer have access to her oracular powers, we expect the Lady herself to use them in her own defense.

This encounter makes extensive use of the PCs' at-will attacks by letting both Saharel (through *unfriendly prediction*) and the visions (through *simulacrum attack*) use them. Having the players note down their at-will attacks beforehand will save you a lot of time.

IMPORTANT NOTE: If the players decide to stay outside the room and buff up with encounter-long bonuses (like for instance *wrath of the gods*) Lady Saharel gets to use *meet your destiny* on two random PC's ignoring line of sight and effect. She also uses her *temporal shockwave* (see Features of the Area) to try and push them off the tower.

As the PCs enter the room read the following:

As you enter the large circular room you can feel magical tides pulling at your sense of reality. A barrage of images assaults you. Slowed down visions of your fights today, sped up conversations, random scenes from your adventuring days ending in a clear picture of you, your companions and the briefing you just concluded. A shrill voice, laden with contempt, focuses your attention on the apparition in the center of the room. "Did you think I would not know? I know, I knew, I have always known. I know exactly how this will end." Lady Saharel pauses and shrugs her fine translucent shoulders and says "For what it is worth, I am truly sorry."

With that she raises her hands in an intricate gesture and you feel the tug of magic intensify around you. She will not go quietly into the night.

The areas affected by the *future* and *past* effects (see below) are easy to spot. Everything seems to move a little faster or slower respectively in these areas.

FEATURES OF THE AREA

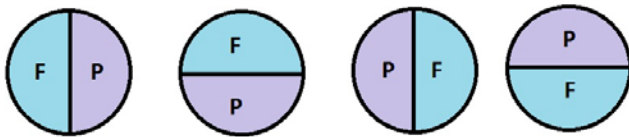
Illumination: The entire area is bathed in bright light, enhanced by a glow emanating from Lady Saharel herself.

Shadow Barriers: The doors to the central area on the map are barriers of magically charged shadow. They emanate a piercing cold. They block line of sight and any creature ending its turn adjacent to a barrier (the squares to the left and right) takes 2d8 + AL necrotic and cold damage. Lady Saharel and the visions are immune to this effect.

Zones of time: Realizing ahead of time what choice the PCs would make, Lady Saharel has made preparations and created a zone of temporal flux. This zone divides the entire map into two zones of equal size: **Future** and **Past**. These zones have the following effects:

- **Future:** Any PC that ends their turn in this zone finds all their movement is sped up. They gain a +2 bonus to their speed and Reflex defense, a -2 penalty to their attack rolls (until the end of their next turn) and are pushed 3 squares from the now (i.e. Saharel).
- **Past:** Any PC that ends their turn in this zone finds all their movement is slowed down. They suffer a -2 penalty to their speed and Reflex defense, grant combat advantage (until the end of their next turn) and are pulled 3 squares towards the now (Saharel). If the pull effect ends the PC in reach of Saharel's *unfriendly prediction* power, she uses it immediately (it is still the same turn so one PC cannot be targeted twice in a row)
- The forced movement effects never move a PC out of the room.

At the start of each round change the zones' orientation to the next one in line according to the pictures below:



Note: Lady Saharel and the Visions of the Future are immune to the zones' effect. Lady Saharel's presence disturbs the zones making each square within 3 of her position unaffected, effectively creating a "now" zone.

Pillars: The pillars on the outer ring of the tower are blocking terrain. Moving past them requires squeezing for any creature without phasing.

Tower Edge: Any creature falling over the towers edge drops down to a platform 30 feet below (3d10 falling damage). The way back up is littered with climbing aids making the Athletics check to climb back up an Easy DC.

Temporal Shockwave: If all PCs decide to leave the central room, Lady Saharel triggers a *temporal shockwave* and attempt to push all PCs off the roof:

Temporal Shockwave

Effect: A shockwave of temporal energy emits from the center of the tower affecting all PCs on the outer ring. Each PC must make a moderate DC Athletics or Endurance check or be pushed 3 squares.

She repeats this attack every 2 rounds as long as she is not being engaged.

ORACULAR EFFECTS

In this encounter the DM can use 1 oracular effect per round. You can make this 2 per round once Saharel is bloodied if the players are having an easy time.

TACTICS

Saharel leads off with *visions of the future* and then spends two minor actions to use *meet your destiny* on two different targets. If needed she uses an action point to use *meet your destiny* twice more.

Use *unfriendly prediction* whenever possible (note it is an attack so 1/turn maximum).

The initiative of the duplicates from *visions of the future* is equal to their originator's at the time of creation. As long as the PC stays at the same initiative the vision acts directly after the PC.

Saharel and the visions will not leave the room and move back inside if somehow moved outside it.

Note: Saharel's *visions of the future* power recharges often, but only targets PCs without an active duplicate. Make sure to keep track of which duplicate is which.

Note: If a PC has an active duplicate, attacks made through the domination from *unfriendly prediction* are carried out by the duplicate. This is an attack with the full damage bonuses, to-hit and effects as if the PC had made the attack. Smart players might do things like sheathe their weapons or implements. These actions will not affect the attack if it is carried out by a duplicate. Any positive effects from the attack apply to Saharel and the *visions of the future*.

GLORY TIER

At glory tier the attacks granted by *unfriendly prediction* can be any one of the PC's encounter powers whether used or not (otherwise the duplicates can only use at-will powers). If the PC had not already used the power, this use does not count towards the amount of times the PC can use the power. Additionally Saharel can use one extra oracular effect per round.

SCALING THE ENCOUNTER

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

Four PCs: lower Lady Saharel's defenses by 1 and changer her hit points and bloodied value to: 528/264 (AL 16), 592/296 (AL 18), or 656/328 (AL 20).

Six PCs: increase Lady Saharel's defenses by 1 and changer her hit points and bloodied value to: 656/328, 720/360, or 784/392.

ENDING THE ENCOUNTER

If the PCs manage to defeat the Lady she will disincorporate and her life force is sent spinning into the Shadowfell. Without her magical anchor at Spellgard she will not be able to make her way back. Ever. The table can report a success.

If the PCs fail to defeat Saharel within the set time, the Senior DM must decide whether the fight is victorious or not depending on how the characters have been doing. This has a pretty big impact on the future development of this story line so be sure that the correct outcome is reported in the Event Summary for the BI.

QUESTIONNAIRE

- Did the PCs succeed in defeating/occupying Lady Saharel?
- Did any PCs die?
- Did any PC use *liquid shadow*?
- Did your table play at glory tier?

SPECIAL MISSION 4: THE LADY DOTH PROTEST (AL 16)

Lady Saharel	Level 16 solo controller
Medium natural humanoid (undead)	XP 7000
HP 592 Bloodied 296	Initiative +14
AC 31, Fortitude 29, Reflex 31, Will 31	Perception +11
Speed 6, fly 6 (altitude limit 1); phasing	Darkvision
Immune disease, poison, sleep effects, stunning effects	
Saving Throws +5; Action Points 2	
TRAITS	
Ghostly Grace	
Lady Saharel is insubstantial while moving	
Always Prepared	
When spending an action point Lady Saharel can choose to use her <i>meet your destiny</i> power twice as one standard action.	
STANDARD ACTIONS	
Touch of Regret • At-Will	
Attack: Melee 3 (one creature); +22 vs. AC	
Hit: 3d8 + 11 psychic damage.	
Visions of the Future (illusion) • Recharge 4-6	
Attack: Close burst 20 (enemies without a duplicate in burst); +19 vs. Will	
Hit: The target is dazed and cannot use its encounter or daily attack powers (save ends both).	
Effect: Lady Saharel creates a vision of the future duplicate of the target in a square adjacent to the target.	
MINOR ACTIONS	
Meet your Destiny (fear, psychic) • At-Will	
Effect: Ranged sight (one creature); If the target doesn't end its next turn within 5 squares of lady Saharel, the target takes 25 psychic damage.	
Special: The use of this power does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
Unfriendly Prediction • At-Will	
Trigger: An enemy that is not currently dominated ends its turn within 5 squares of lady Saharel.	
Effect (Free): Close burst 20 (triggering enemy in the burst); The target is dominated and takes an extra turn. If the target has an active duplicate from <i>visions of the future</i> this duplicate becomes the source of the target's action. She chooses one of the following benefits for the target to gain during the extra turn. At the end of the extra turn, the target is no longer dominated.	
1-Aggression: The target deals 5 extra damage on charge attacks.	
2-Battle Cry: The target gains a +2 power bonus to attack rolls.	
3-Clout: Any creature the target hits is knocked prone.	
4-Poison: Any creature the target hits is slowed (save ends).	
5-Spellcraft: The target slides any creature it hits up to 2 squares. Saharel chooses where the creatures slide to.	
Prediction Proven • At-Will	
Trigger: An enemy lady Saharel can see hits while that enemy is dominated.	
Effect(immediate reaction): Ranged sight (triggering enemy); The target gains 5 temporary hit points and deals 10 extra damage with the attack. Special: The use of this power does not provoke opportunity attacks.	
Str 16 (+11)	Dex 14 (+10)
Con 12 (+9)	Int 22 (+14)
	Wis 17(+11)
	Cha 25 (+15)
Alignment unaligned	Languages Common, Netherese

Vision of the Future	Level 16 Minion
Medium humanoid (illusion)	XP 350
HP 1; a missed attack never damages a minion	Initiative +15
AC 31, Fortitude 29, Reflex 29 Will 29	Perception +11
Speed fly 6; altitude limit 1; phasing	Darkvision
Immune disease, poison; Resist Insubstantial	
STANDARD ACTIONS	
Future's touch (illusion) • At-Will	
Attack: +19 vs. Will	
Hit: 12 psychic damage.	
Simulacrum Attack (illusion) • At-Will	
Effect: when the vision is created by Lady Saharel choose one at-will attack power belonging to the enemy the vision is duplicating.	
Attack: +21 vs. AC; +19 vs non AC	
Effect: The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the vision gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.	
Str 6 (+6)	Dex 25 (+15)
Con 22 (+14)	Int 6 (+6)
	Wis 6(+6)
	Cha 20 (+13)
Alignment unaligned	Languages all languages of the original

Examples for Vision of the Future minion:

Minion is a copy of a Ranger. At will attack chosen is *twin strike*. The level 16 PC ranger has a *waraxe* as both main hand and off hand weapon. *Twin strike* is two attacks vs AC for 1[W] damage. The minion makes two attack rolls at +21 (vs AC) for 1d12 damage each.

Minion is a copy of a Sorcerer. At will attack chosen is *blazing starfall*. The level 16 cosmic sorcerer has a 22 Charisma and 22 Strength. *Blazing starfall* is a close burst 1 within 10, attack vs Reflex for 1d4 + CHA. Since the PC original is a cosmic sorcerer *blazing starfall* has an additional effect: "The burst creates a zone bounded by burning ground that lasts until the end of your next turn. Whenever an enemy within the zone leaves it, that enemy takes damage equal to your Strength modifier".

The minion makes a burst 1 attack within 10 at +19 vs Reflex (non-ac) for 1d4 +6 damage. The attack creates a zone that exists till the end of the minion's next turn. Any PC leaving that zone takes 6 fire damage.

SPECIAL MISSION 4: THE LADY DOTH PROTEST (AL 18)

Lady Saharel	Level 18 solo controller
Medium natural humanoid (undead)	XP 10000
HP 656 Bloodied 328	Initiative +15
AC 33, Fortitude 31, Reflex 33 Will 33	Perception +12
Speed 6, fly 6 (altitude limit 1); phasing	Darkvision
Immune disease, poison, sleep effects, stunning effects	
Saving Throws +5; Action Points 2	
TRAITS	
Ghostly Grace	
Lady Saharel is insubstantial while moving.	
Always Prepared	
When spending an action point Lady Saharel can choose to use her <i>meet your destiny</i> power twice as one standard action.	
STANDARD ACTIONS	
m Touch of Regret • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 3d8 + 13 psychic damage.	
C Visions of the Future (illusion) • Recharge 4-6	
Attack: Close burst 20 (enemies without a duplicate in burst); +19 vs. Will	
Hit: The target is dazed and cannot use its encounter or daily attack powers (save ends both).	
Effect: Lady Saharel creates a vision of the future duplicate of the target in a square adjacent to the target.	
MINOR ACTIONS	
m Meet your Destiny (fear, psychic) • At-Will	
Effect: Ranged sight (one creature); If the target doesn't end its next turn within 5 squares of lady Saharel, the target takes 30 psychic damage.	
Special: The use of this power does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
C Unfriendly Prediction • At-Will	
Trigger: An enemy that is not currently dominated ends its turn within 5 squares of lady Saharel.	
Effect (Free): Close burst 20 (triggering enemy in the burst); The target is dominated and takes an extra turn. If the target has an active duplicate from <i>visions of the future</i> this duplicate becomes the source of the target's action. She chooses one of the following benefits for the target to gain during the extra turn. At the end of the extra turn, the target is no longer dominated.	
1-Aggression: The target deals 5 extra damage on charge attacks.	
2-Battle Cry: The target gains a +2 power bonus to attack rolls.	
3-Clout: Any creature the target hits is knocked prone.	
4-Poison: Any creature the target hits is slowed (save ends).	
5-Spellcraft: The target slides any creature it hits up to 2 squares. Saharel chooses where the creatures slide to.	
R Prediction Proven • At-Will	
Trigger: An enemy lady Saharel can see hits while that enemy is dominated.	
Effect(immediate reaction): Ranged sight (triggering enemy); The target gains 5 temporary hit points and deals 10 extra damage with the attack. Special: The use of this power does not provoke opportunity attacks.	
Str 16 (+12)	Dex 14 (+11)
Con 12 (+10)	Int 22 (+15)
	Wis 17(+12)
	Cha 25 (+16)
Alignment unaligned	Languages Common, Netherese

Vision of the Future	Level 18 Minion
Medium humanoid (illusion)	XP 500
HP 1; a missed attack never damages a minion	Initiative +16
AC 33, Fortitude 31, Reflex 31 Will 31	Perception +12
Speed fly 6; altitude limit 1; phasing	Darkvision
Immune disease, poison; Resist Insubstantial	
STANDARD ACTIONS	
m Future's touch (illusion) • At-Will	
Attack: +21 vs. Will	
Hit: 12 psychic damage.	
Simulacrum Attack (illusion) • At-Will	
Effect: when the vision is created by Lady Saharel choose one at-will attack power belonging to the enemy the vision is duplicating.	
Attack: +23 vs. AC; +21 vs non AC	
Effect: The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the vision gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.	
Str 6 (+7)	Dex 25 (+16)
Con 22 (+15)	Int 6 (+7)
	Wis 6(+7)
	Cha 20 (+14)
Alignment unaligned	Languages all languages of the original

Examples for Vision of the Future minion:

Minion is a copy of a Ranger. At will attack chosen is *twin strike*. The level 16 PC ranger has a *waraxe* as both main hand and off hand weapon. *Twin strike* is two attacks vs AC for 1[W] damage. The minion makes two attack rolls at +21 (vs AC) for 1d12 damage each.

Minion is a copy of a Sorcerer. At will attack chosen is *blazing starfall*. The level 16 cosmic sorcerer has a 22 Charisma and 22 Strength. *Blazing starfall* is a close burst 1 within 10, attack vs Reflex for 1d4 + CHA. Since the PC original is a cosmic sorcerer *blazing starfall* has an additional effect: "The burst creates a zone bounded by burning ground that lasts until the end of your next turn. Whenever an enemy within the zone leaves it, that enemy takes damage equal to your Strength modifier".

The minion makes a burst 1 attack within 10 at +19 vs Reflex (non-ac) for 1d4 +6 damage. The attack creates a zone that exists till the end of the minion's next turn. Any PC leaving that zone takes 6 fire damage.

SPECIAL MISSION 4: THE LADY DOTH PROTEST (AL 20)

Lady Saharel	Level 20 solo controller
Medium natural humanoid (undead)	XP 14000
HP 720 Bloodied 360	Initiative +16
AC 35, Fortitude 33, Reflex 35, Will 35	Perception +13
Speed 6, fly 6 (altitude limit 1); phasing	Darkvision
Immune disease, poison, sleep effects, stunning effects	
Saving Throws +5; Action Points 2	
TRAITS	
Ghostly Grace	
Lady Saharel is insubstantial while moving.	
Always Prepared	
When spending an action point Lady Saharel can choose to use her <i>meet your destiny</i> power twice as one standard action.	
STANDARD ACTIONS	
m Touch of Regret • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 3d8 + 13 psychic damage.	
C Visions of the Future (illusion) • Recharge 4-6	
Attack: Close burst 20 (enemies without a duplicate in burst); +19 vs. Will	
Hit: The target is dazed and cannot use its encounter or daily attack powers (save ends both).	
Effect: Lady Saharel creates a vision of the future duplicate of the target in a square adjacent to the target.	
MINOR ACTIONS	
m Meet your Destiny (fear, psychic) • At-Will	
Effect: Ranged sight (one creature); If the target doesn't end its next turn within 5 squares of lady Saharel, the target takes 35 psychic damage.	
Special: The use of this power does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
C Unfriendly Prediction • At-Will	
Trigger: An enemy that is not currently dominated ends its turn within 5 squares of lady Saharel.	
Effect (Free): Close burst 20 (triggering enemy in the burst); The target is dominated and takes an extra turn. If the target has an active duplicate from <i>visions of the future</i> this duplicate becomes the source of the target's action. She chooses one of the following benefits for the target to gain during the extra turn. At the end of the extra turn, the target is no longer dominated.	
1-Aggression: The target deals 5 extra damage on charge attacks.	
2-Battle Cry: The target gains a +2 power bonus to attack rolls.	
3-Clout: Any creature the target hits is knocked prone.	
4-Poison: Any creature the target hits is slowed (save ends).	
5-Spellcraft: The target slides any creature it hits up to 2 squares. Saharel chooses where the creatures slide to.	
R Prediction Proven • At-Will	
Trigger: An enemy lady Saharel can see hits while that enemy is dominated.	
Effect(immediate reaction): Ranged sight (triggering enemy); The target gains 5 temporary hit points and deals 10 extra damage with the attack. Special: The use of this power does not provoke opportunity attacks	
Str 16 (+13)	Dex 14 (+12)
Con 12 (+11)	Int 22 (+16)
	Wis 17(+13)
	Cha 25 (+17)
Alignment unaligned	Languages Common, Netherese

Vision of the Future	Level 20 Minion
Medium humanoid (illusion)	XP 700
HP 1; a missed attack never damages a minion	Initiative +17
AC 35, Fortitude 33, Reflex 33 Will 33	Perception +13
Speed fly 6; altitude limit 1; phasing	Darkvision
Immune disease, poison; Resist Insubstantial	
STANDARD ACTIONS	
m Future's touch (illusion) • At-Will	
Attack: +23 vs. Will	
Hit: 12 psychic damage.	
Simulacrum Attack (illusion) • At-Will	
Effect: when the vision is created by Lady Saharel choose one at-will attack power belonging to the enemy the vision is duplicating.	
Attack: +25 vs. AC; +23 vs non AC	
Effect: The target takes damage and is subject to effects as though it were hit by the chosen attack. The damage roll uses the ability score modifier of the creature from whom the power was chosen. The damage does not include any bonuses or penalties to the damage roll that the owner of the power might have. In addition, the vision gains any benefits from the power's Hit entry, using the ability score modifiers of the creature from whom the power was chosen but not including any bonuses or penalties.	
Str 6 (+8)	Dex 25 (+17)
Con 22 (+16)	Int 6 (+8)
	Wis 6(+8)
	Cha 20 (+15)
Alignment unaligned	Languages all languages of the original

Examples for Vision of the Future minion:

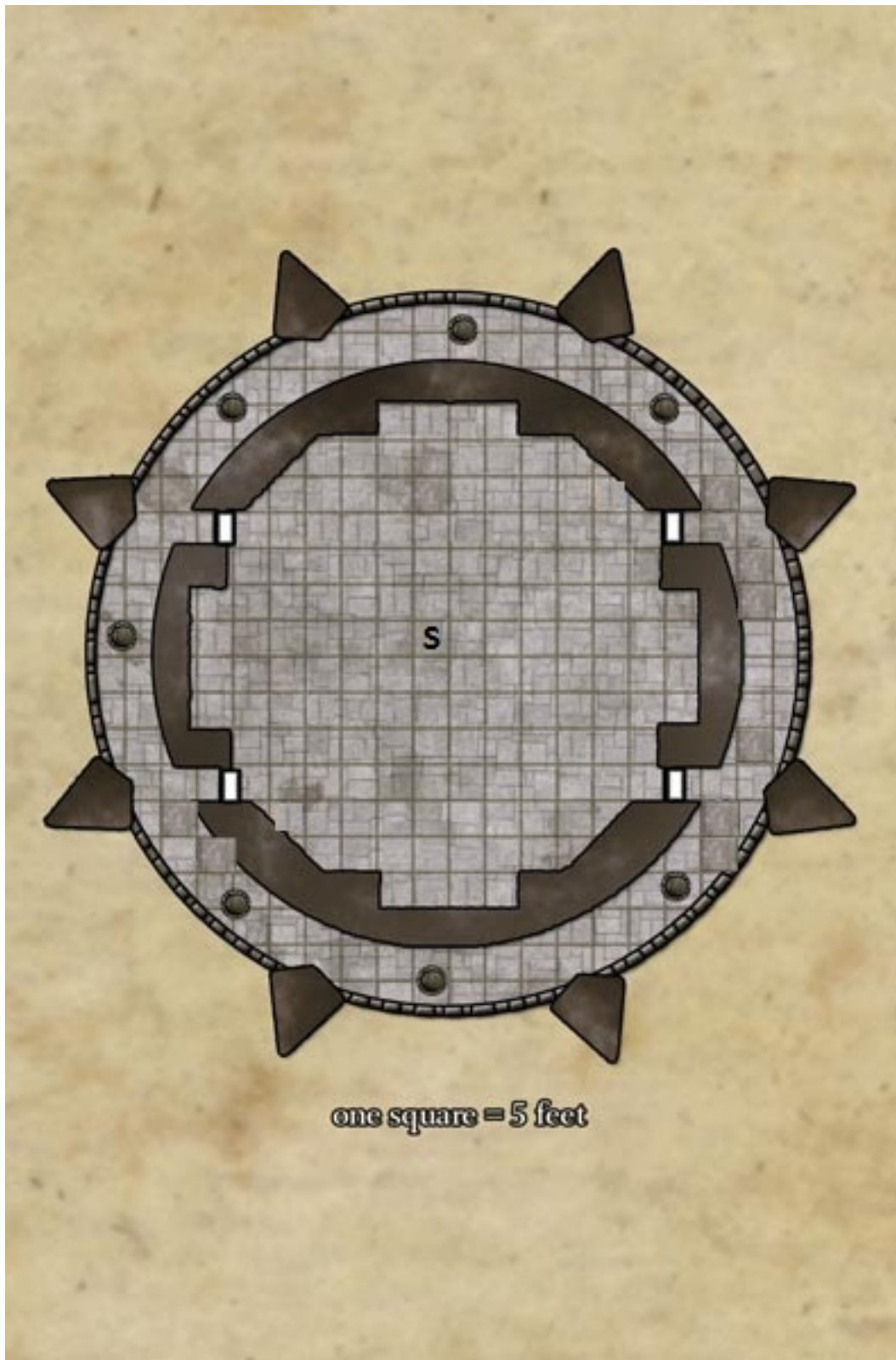
Minion is a copy of a Ranger. At will attack chosen is *twin strike*. The level 16 PC ranger has a *waraxe* as both main hand and off hand weapon. *Twin strike* is two attacks vs AC for 1[W] damage. The minion makes two attack rolls at +21 (vs AC) for 1d12 damage each.

Minion is a copy of a Sorcerer. At will attack chosen is *blazing starfall*. The level 16 cosmic sorcerer has a 22 Charisma and 22 Strength. *Blazing starfall* is a close burst 1 within 10, attack vs Reflex for 1d4 + CHA. Since the PC original is a cosmic sorcerer *blazing starfall* has an additional effect: "The burst creates a zone bounded by burning ground that lasts until the end of your next turn. Whenever an enemy within the zone leaves it, that enemy takes damage equal to your Strength modifier".

The minion makes a burst 1 attack within 10 at +19 vs Reflex (non-ac) for 1d4 +6 damage. The attack creates a zone that exists till the end of the minion's next turn. Any PC leaving that zone takes 6 fire damage.

SPECIAL MISSION 4: THE LADY DOTH PROTEST

THIS MAP IS FROM THE SCEPTER TOWER OF SPELLGARD ADVENTURE POSTER MAPS



ENCOUNTER 5: FLIGHT OF THE DRAGONS

ENCOUNTER LEVEL 16/18/20

SETUP

This encounter includes the following creatures at adventure level 16:

- 1 shade dragonrider (level 18) (S)
- 1 shadowbound drakkensteed (level 18) (D)
- 2 draconic wraith soulravagers (level 18) (W)

This encounter includes the following creatures at adventure level 18:

- 1 shade dragonrider (level 20) (S)
- 1 shadowbound drakkensteed (level 20) (D)
- 2 draconic wraith soulravagers (level 20) (W)

This encounter includes the following creatures at adventure level 20:

- 1 shade dragonrider (level 20) (S)
- 1 shadowbound drakkensteed (level 20) (D)
- 2 draconic wraith soulravagers (level 20) (W)

Running Time: 1 hour.

The sudden appearance of Sakkors has created a bit of an uproar as the retreat schedule has to be “moved up a bit”. While PCs on the ground tend to the remains of the pillars, reinforcements stream from Sakkors and a counter-assault is launched that is both aerial and ground based.

Above you a cloud of dots is belched forth from the bowels of Sakkors. Circling ever closer they quickly turn out to be dragons. A flock of smaller shadow dragons spearheaded by a large dragon carrying a shade on his back. They are making their way towards the retreating troops. Commander Brows yells “We need to intercept those dragons and deal with that shade. We need you to get in the air and run interference. Don’t just stand there, grab a dragon if you need one and GO!”

A single table of PCs is to run interference and protect the vulnerable ground based troops. They will also need to deal with the shade.

PCs that don’t possess a flying mount or are unwilling to use their own are supplied one by the captain. These mounts are domesticated drakensteeds with the following statistics (see Player’s Handout 1).

Domesticated Drakkensteed (level 16)			Level 16 Skirmisher
Large magical beast (mount, reptile)			XP 1400
HP 157; Bloodied 78			Initiative +15
AC 30, Fortitude 29, Reflex 27, Will 26			Perception +12
Speed 8, fly 10, overland flight 15			Low-light vision
STANDARD ACTIONS			
Claw • At-Will Attack: Melee 1 (one creature); +21 vs. AC Hit: 2d8 + 7 damage.			
Wing Swipe • At-Will Attack: Melee 1 (one creature); +21 vs. AC Hit: 1d6 + 7 damage.			
Str 24 (+15)	Dex 21 (+13)	Wis 19 (+12)	
Con 21 (+13)	Int 3 (+4)	Cha 10 (+8)	
Alignment unaligned		Languages -	

To keep their allies below safe the PCs must engage in the following skill challenge during their fight with the captain and his dragons.

SKILL CHALLENGE: CLEARING THE AIRSPACE

Goal: Keep the allies on the ground below free from strafing breaths.

Complexity: 1 (Special)

Primary Skills: Any.

Victory: Each success means the PCs below are protected from harm. When the shade dragonrider and his steed have been defeated the skill challenge ends.

Defeat: Failure means the PCs below are subject to breath weapon attacks during the encounter.

This skill challenge is an abstract representation of the defensive maneuvers the PCs use to keep their colleagues on the ground safe. Each round a number of successes equal to the amount of players participating in the special mission need to be scored or a breath weapon occurs. If a breath weapon occurs the players should yell DEATH FROM ABOVE and the other tables are subject to an immediate breath weapon attack as described in Encounter 5 of the main BI.

Allow PCs to come up with creative uses for their own skills, or use the examples provided. The DC depends on the action used for the skill challenge. With a standard action the DC is Moderate, with a minor action the DC is Hard.

Below are some suitable examples of how the PCs can use their skills:

Arcana or Religion (1 success)

A character uses his divine or arcane connection to throw up an impromptu shield that prevents the dragons from breathing on the players below.

Bluff, Diplomacy or Intimidate (1 success)

Goading, trickery, or just insults can draw the attention of the dragons from the PCs on the ground to the PCs in the air.

Acrobatics or Athletics (1 success)

Flying interference or ramming into the other dragons can keep the PCs below safe.

FEATURES OF THE AREA

Illumination: There is normal illumination during the encounter. The sun is setting but gives off enough light.

Aerial Battle: The entire battle takes place over a 100ft in the air. There is no battlemat provided since there is no noticeable terrain. DMs are encouraged to use a normal square grid and only track relative distance between the combatants.

Falling: PCs falling from their dragon would be in grave danger weren't it for the great height at which combat is taking place. When a PC falls from his mount and has no means to save themselves, they are caught by their mount at the end of a long dive. The PC takes 4d10/5d10/6d10 points of falling damage and their mount takes 2d10 points of impact damage. The PC can rejoin combat with a double move.

TACTICS

The shade dragonrider uses the first round to gauge the strength of the different PCs and set up for a devastating round, closing in and using a normal attack. Making sure to have all his allies close by he starts off with War Master's Assault to focus on a single target, most likely a nasty melee striker or a very debilitating defender. Following this with an action point and a Rain of Steel attack. If there is still a target he'll use Shar's dictum on one of his allies.

The soulravagers initially stay close for the nova round but then will move about picking off stray targets. They use Soul Ravage as soon as they can profit from it. If at all possible they try to remain in the aura of the Shade.

The shadowbred drakkkensteed follows the Shade and uses his abilities to protect and supplement its rider. It is fiercely loyal to the shade and will do whatever it takes to avenge its death should the PCs kill it.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 Soulravager

Six PCs: Add 1 Soulravager

ENDING THE ENCOUNTER

Once all creatures are defeated, the remainder of the dragons is easily scattered and no attacks are imminent on the defenders below.

QUESTIONNAIRE

- Did any PCs die?
- Did any PC quaff *liquid shadow*?

ENCOUNTER 5: FLIGHT OF THE DRAGONS MAP

TILE SETS NEEDED

No map is provided: this is a purely aerial battle with no terrain needed. Track elevation and positioning as needed. See Features of the Area.

ENCOUNTER 5: FLIGHT OF THE DRAGONS STATISTICS (AL 16)

Shade dragonrider (level 18)	Level 18 Elite Controller
Medium shadow humanoid	XP 4000
HP 320; Bloodied 160	Initiative +16
AC 32, Fortitude 28, Reflex 29, Will 33	Perception +20
Speed 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
○ Shar's command • Aura sight	
Shade and dragon allies in the aura gain a +2 bonus to attack rolls, a +2 bonus to damage rolls and resist 5 all to damage.	
○ Combat Leader • Aura 5	
Allies in the aura gain a +5 bonus to initiative	
STANDARD ACTIONS	
⌚ Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 9 damage.	
⌚ Shadow Web (necrotic) • At-Will	
Attack: Ranged 5 (one creature); +22 vs. Reflex	
Hit: 3d10 + 7 necrotic damage, and the target is immobilized and gains vulnerable 5 necrotic (save ends both).	
⌚ Shadow Wrath (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 (enemies in burst); +22 vs. Will	
Hit: 4d10 + 7 necrotic damage, and the target is blinded (save ends).	
⌚ Maddening Oratory (psychic) • Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +20 vs. Will	
Hit: 3d8 + 7 psychic damage, and the target is dazed (save ends)	
Effect: Dragon allies in the burst gain 10 hit points.	
⌚ Hail of Steel (weapon) • Encounter	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 1d8 + 9 damage, and each ally within 5 squares of the shade can make a melee basic attack against the target.	
⌚ War Master's Assault • Encounter	
Effect: Close burst 3 (you and each ally in the burst); Each target can charge or make a basic attack as a free action, with a +5 power bonus to the attack roll and damage roll.	
⌚ Death from Two Sides (weapon) • At-Will	
Effect: Melee 1 (one creature). You and one ally make a melee basic attack against the target. If both attacks hit, your ally's attack is a critical hit.	
MINOR ACTIONS	
⌚ Inspiring Word • Encounter	
Effect: close burst 10 (You or one ally in the burst). The target can spend a healing surge and regains an additional 4d6+5 hit points.	
⌚ Shars dictum • At-Will 1/round	
Effect: close burst 10 (one ally in the burst). The target can use a free action to shift up to 3 squares and make a basic attack.	
Skills Bluff +19, Diplomacy +19, Insight +20, Stealth +16	
Str 12 (+10)	Dex 15 (+11) Wis 22 (+15)
Con 12 (+10)	Int 16 (+12) Cha 20 (+14)
Alignment evil Languages Common, Netherese	
Note: Drow Noble with warlord template and updated damage expressions.	

Draconic Wraith Soulravager (level 18)	Level 18 Brute
Large shadow magical beast (dragon, undead)	XP 2000
HP 153; Bloodied 76	Initiative +14
AC 30, Fortitude 30, Reflex 27, Will 25	Perception +12
Speed fly 8 (hover); phasing	Darkvision
Immune disease, poison Resist 20 necrotic Vulnerable 10 radiant	
TRAITS	
○ Tendrils of Reaping • Aura 2	
Enemies that enter or start their turn in the aura take 10 points of necrotic damage	
STANDARD ACTIONS	
⌚ Ravaging Strike (necrotic) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 7 necrotic damage.	
⌚ Soul Ravage (healing, necrotic) • Recharge 5-6	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 4d8 + 7 necrotic damage, and the target loses 1 healing surge, and the wraith regains 45 hitpoints. If the draconic wraith takes radiant damage, it cannot use this power until after the end of the wraith's next turn.	
MOVE ACTIONS	
⌚ Theft of Knowledge • Encounter	
Effect: The draconic wraith shifts 8 squares.	
Str 26 (+17)	Dex 20 (+16) Wis 16 (+14)
Con 24 (+16)	Int 9 (+10) Cha 14 (+13)
Alignment evil Languages Draconic	
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values.	

Shadowbred Drakkensteed (level 18)		Level 18 Skirmisher
Large shadow magical beast (dragon, mount)		XP 2000
HP 176; Bloodied 88		Initiative +19
AC 30, Fortitude 31, Reflex 30, Will 28		Perception +15
Speed 8, fly 10 (hover), overland flight 15		Darkvision
Resist 20 necrotic		
TRAITS		
Gift of the Dragon (mount)		
When the mounted rider spends an action point to take an extra action, the drakkensteed's fearsome roar recharges, and the drakkensteed uses it as a free action.		
Draconic Resistance (Mount)		
The mounted rider gains resist 20 necrotic		
Draconic Frenzy • Aura sight (only after <i>death frenzy</i> triggered)		
All dragon allies gain a +2 bonus to attack rolls and a +5 bonus to damage rolls.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d6 + 8 damage plus 1d6 necrotic damage.		
m Wing Swipe • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d6 + 8 damage plus 1d6 necrotic damage.		
M Flyby Attack • At-Will		
Effect: The drakkensteed flies up to 10 squares and makes one claw attack and one wing swipe against different creatures, at any point during that movement. The drakkensteed and its rider don't provoke opportunity attacks when moving away from the target of the attacks.		
C Fearsome Roar • Encounter		
Attack: Close burst 4 (enemies in burst, deafened creature are immune); +21 vs. Fortitude		
Hit: The target is dazed (save ends).		
TRIGGERED ACTIONS		
Death Frenzy • Encounter		
Trigger: A friendly rider is dropped to 0 hit point.		
Effect (free action): The drakkensteed ends all conditions that are currently affecting it, shift its speed and makes 2 claw and 2 wing swipe attacks with a +5 power bonus to attack rolls and damage rolls against the target that dropped its rider.		
Str 28 (+18)	Dex 26 (+17)	Wis 23 (+15)
Con 24 (+16)	Int 7 (+7)	Cha 13 (+10)
Alignment evil		Languages Draconic
Note: Cobalt dragon-bred Drakkensteed with some Death Frenzy added and updated damage expressions.		

ENCOUNTER 5: FLIGHT OF THE DRAGONS STATISTICS (AL 18)

Shade dragonrider (level 20)	Level 20 Elite Controller
Medium shadow humanoid	XP 5600
HP 352; Bloodied 176	Initiative +17
AC 34, Fortitude 30, Reflex 31, Will 35	Perception +21
Speed 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
○ Shar's command • Aura sight	
Shade and dragon allies in the aura gain a +2 bonus to attack rolls, a +2 bonus to damage rolls and resist 5 all to damage.	
○ Combat Leader • Aura 5	
Allies in the aura gain a +5 bonus to initiative	
STANDARD ACTIONS	
⌚ Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 10 damage.	
⌚ Shadow Web (necrotic) • At-Will	
Attack: Ranged 5 (one creature); +24 vs. Reflex	
Hit: 3d10 + 8 necrotic damage, and the target is immobilized and gains vulnerable 5 necrotic (save ends both).	
⌚ Shadow Wrath (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 (enemies in burst); +24 vs. Will	
Hit: 4d10 + 8 necrotic damage, and the target is blinded (save ends).	
⌚ Maddening Oratory (psychic) • Recharge 5-6	
Attack: Close burst 5 (enemies in burst); +22 vs. Will	
Hit: 3d8 + 8 psychic damage, and the target is dazed (save ends)	
Effect: Dragon allies in the burst gain 10 hit points.	
⌚ Hail of Steel (weapon) • Encounter	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 10 damage, and each ally within 5 squares of the shade can make a melee basic attack against the target.	
⌚ War Master's Assault • Encounter	
Effect: Close burst 3 (you and each ally in the burst); Each target can charge or make a basic attack as a free action, with a +5 power bonus to the attack roll and damage roll.	
⌚ Death from Two Sides (weapon) • At-Will	
Effect: Melee 1 (one creature). You and one ally make a melee basic attack against the target. If both attacks hit, your ally's attack is a critical hit.	
MINOR ACTIONS	
Inspiring Word • Encounter	
Effect: close burst 10 (You or one ally in the burst). The target can spend a healing surge and regains an additional 4d6+5 hit points.	
Shars dictum • At-Will 1/round	
Effect: close burst 10 (one ally in the burst). The target can use a free action to shift up to 3 squares and make a basic attack.	
Skills Bluff +20, Diplomacy +20, Insight +21, Stealth +17	
Str 12 (+11)	Dex 15 (+12)
Con 12 (+11)	Int 16 (+13)
	Cha 20 (+15)
Alignment evil	Languages Common, Netherese
Note: Drow Noble with warlord template and updated damage expressions.	

Draconic Wraith Soulravager (level 20)	Level 20 Brute
Large shadow magical beast (dragon, undead)	XP 2800
HP 173; Bloodied 96	Initiative +15
AC 32, Fortitude 32, Reflex 29, Will 27	Perception +13
Speed fly 8 (hover); phasing	Darkvision
Immune disease, poison Resist 20 necrotic Vulnerable 10 radiant	
TRAITS	
○ Tendrils of Reaping • Aura 2	
Enemies that enter or start their turn in the aura take 10 points of necrotic damage	
STANDARD ACTIONS	
⌚ Ravaging Strike (necrotic) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 8 necrotic damage.	
⌚ Soul Ravage (healing, necrotic) • Recharge 5-6	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d8 + 8 necrotic damage, and the target loses 1 healing surge, and the wraith regains 45 hitpoints. If the draconic wraith takes radiant damage, it cannot use this power until after the end of the wraith's next turn.	
MOVE ACTIONS	
Theft of Knowledge • Encounter	
Effect: The draconic wraith shifts 8 squares.	
Str 26 (+18)	Dex 20 (+17)
Con 24 (+17)	Int 9 (+11)
	Wis 16 (+15)
	Cha 14 (+14)
Alignment evil	Languages Draconic
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values.	

Shadowbred Drakkensteed (level 20)		Level 20 Skirmisher
Large shadow magical beast (dragon, mount)		XP 2800
HP 192; Bloodied 96		Initiative +20
AC 32, Fortitude 33, Reflex 32, Will 30		Perception +16
Speed 8, fly 10 (hover), overland flight 15		Darkvision
Resist 20 necrotic		
TRAITS		
Gift of the Dragon (mount)		
When the mounted rider spends an action point to take an extra action, the drakkensteed's fearsome roar recharges, and the drakkensteed uses it as a free action.		
Draconic Resistance (mount)		
The mounted rider gains resist 20 necrotic		
Draconic Frenzy • Aura sight (only after <i>death frenzy</i> triggered)		
All dragon allies gain a +2 bonus to attack rolls and a +5 bonus to damage rolls.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d6 + 9 damage plus 1d6 necrotic damage.		
m Wing Swipe • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d6 + 9 damage plus 1d6 necrotic damage.		
M Flyby Attack • At-Will		
Effect: The drakkensteed flies up to 10 squares and makes one claw attack and one wing swipe against different creatures, at any point during that movement. The drakkensteed and its rider doesn't provoke opportunity attacks when moving away from the target of the attacks.		
C Fearsome Roar • Encounter		
Attack: Close burst 4 (enemies in burst, deafened creature are immune); +23 vs. Fortitude		
Hit: The target is dazed (save ends).		
TRIGGERED ACTIONS		
Death Frenzy • Encounter		
Trigger: A friendly rider is dropped to 0 hit point.		
Effect (free action): The drakkensteed ends all conditions that are currently affecting it, shift its speed and makes 2 <i>claw</i> and 2 <i>wing swipe</i> attacks with a +5 power bonus to attack rolls and damage rolls against the target that dropped its rider.		
Str 28 (+19)	Dex 26 (+18)	Wis 23 (+16)
Con 24 (+17)	Int 7 (+8)	Cha 13 (+11)
Alignment evil		Languages Draconic
Note: Cobalt dragon-bred Drakkensteed with Death Frenzy added and updated damage expressions.		

ENCOUNTER 5: FLIGHT OF THE DRAGONS STATISTICS (AL 20)

Shade dragonrider (level 20)	Level 22 Elite Controller
Medium shadow humanoid	XP 8300
HP 384; Bloodied 192	Initiative +18
AC 36, Fortitude 32, Reflex 33, Will 37	Perception +22
Speed 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
○ Shar's command • Aura sight Shade and dragon allies in the aura gain a +2 bonus to attack rolls, a +2 bonus to damage rolls and resist 5 all to damage.	
○ Combat Leader • Aura 5 Allies in the aura gain a +5 bonus to initiative	
STANDARD ACTIONS	
Ⓜ Longsword (weapon) • At-Will Attack: Melee 1 (one creature); +27 vs. AC Hit: 3d8 + 11 damage.	
Ⓜ Shadow Web (necrotic) • At-Will Attack: Ranged 5 (one creature); +26 vs. Reflex Hit: 3d10 + 9 necrotic damage, and the target is immobilized and gains vulnerable 5 necrotic (save ends both).	
Ⓜ Shadow Wrath (necrotic) • Recharge 6 Attack: Area burst 2 within 10 (enemies in burst); +26 vs. Will Hit: 4d10 + 9 necrotic damage, and the target is blinded (save ends).	
Ⓜ Maddening Oratory (psychic) • Recharge 5-6 Attack: Close burst 5 (enemies in burst); +24 vs. Will Hit: 3d8 + 8 psychic damage, and the target is dazed (save ends) Effect: Dragon allies in the burst gain 10 hit points.	
Ⓜ Hail of Steel (weapon) • Encounter Attack: Melee 1 (one creature); +27 vs. AC Hit: 3d8 + 11 damage, and each ally within 5 squares of the shade can make a melee basic attack against the target.	
Ⓜ War Master's Assault • Encounter Effect: Close burst 3 (you and each ally in the burst); Each target can charge or make a basic attack as a free action, with a +5 power bonus to the attack roll and damage roll.	
Ⓜ Death from Two Sides (weapon) • At-Will Effect: Melee 1 (one creature). You and one ally make a melee basic attack against the target. If both attacks hit, your ally's attack is a critical hit.	
MINOR ACTIONS	
Ⓜ Inspiring Word • Encounter Effect: close burst 10 (You or one ally in the burst). The target can spend a healing surge and regains an additional 5d6+5 hit points.	
Ⓜ Shars dictum • At-Will 1/round Effect: close burst 10 (one ally in the burst). The target can use a free action to shift up to 3 squares and make a basic attack.	
Skills Bluff +21, Diplomacy +21, Insight +22, Stealth +18 Str 12 (+12) Dex 15 (+13) Wis 22 (+17) Con 12 (+12) Int 16 (+14) Cha 20 (+16)	
Alignment evil Languages Common, Netherese	
Note: Drow Noble with warlord template and updated damage expressions.	

Draconic Wraith Soulravager (level 22)	Level 22 Brute
Large shadow magical beast (dragon, undead)	XP 4150
HP 193; Bloodied 96	Initiative +16
AC 34, Fortitude 34, Reflex 31, Will 29	Perception +14
Speed fly 8 (hover); phasing	Darkvision
Immune disease, poison Resist 20 necrotic Vulnerable 10 radiant	
TRAITS	
○ Tendrils of Reaping • Aura 2 Enemies that enter or start their turn in the aura take 10 points of necrotic damage	
STANDARD ACTIONS	
Ⓜ Ravaging Strike (necrotic) • At-Will Attack: Melee 2 (one creature); +27 vs. AC Hit: 3d8 + 9 necrotic damage.	
Ⓜ Soul Ravage (healing, necrotic) • Recharge 5-6 Attack: Melee 2 (one creature); +28 vs. AC Hit: 4d8 + 9 necrotic damage, and the target loses 1 healing surge, and the wraith regains 45 hitpoints. If the draconic wraith takes radiant damage, it cannot use this power until after the end of the wraith's next turn.	
MOVE ACTIONS	
Theft of Knowledge • Encounter Effect: The draconic wraith shifts 8 squares.	
Str 26 (+19)	Dex 20 (+18)
Con 24 (+18)	Int 9 (+12)
	Wis 16 (+16)
	Cha 14 (+15)
Alignment evil Languages Draconic	
Note: Damage and insubstantial trait updated to Monster Vault values.	

Shadowbred Drakkensteed (level 22)		Level 22 Skirmisher
Large shadow magical beast (dragon, mount)		XP 4150
HP 208; Bloodied 104		Initiative +21
AC 34, Fortitude 35, Reflex 34, Will 32		Perception +17
Speed 8, fly 10 (hover), overland flight 15		Darkvision
Resist 20 necrotic		
TRAITS		
Gift of the Dragon (mount)		
When the mounted rider spends an action point to take an extra action, the drakkensteed's fearsome roar recharges, and the drakkensteed uses it as a free action.		
Draconic Resistance (mount)		
The mounted rider gains resist 20 necrotic		
Draconic Frenzy • Aura sight (only after <i>death frenzy</i> triggered)		
All dragon allies gain a +2 bonus to attack rolls and a +5 bonus to damage rolls.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +27 vs. AC		
Hit: 3d6 + 10 damage plus 1d6 necrotic damage.		
m Wing Swipe • At-Will		
Attack: Melee 1 (one creature); +27 vs. AC		
Hit: 3d6 + 10 damage plus 1d6 necrotic damage.		
M Flyby Attack • At-Will		
Effect: The drakkensteed flies up to 10 squares and makes one claw attack and one wing swipe against different creatures, at any point during that movement. The drakkensteed and its rider doesn't provoke opportunity attacks when moving away from the target of the attacks.		
C Fearsome Roar • Encounter		
Attack: Close burst 4 (enemies in burst, deafened creature are immune); +25 vs. Fortitude		
Hit: The target is dazed (save ends).		
TRIGGERED ACTIONS		
Death Frenzy • Encounter		
Trigger: A friendly rider is dropped to 0 hit point.		
Effect (free action): The drakkensteed ends all conditions that are currently affecting it, shift its speed and makes 2 <i>claw</i> and 2 <i>wing swipe</i> attacks with a +5 power bonus to attack rolls and damage rolls against the target that dropped its rider.		
Str 28 (+20)	Dex 26 (+19)	Wis 23 (+17)
Con 24 (+18)	Int 7 (+9)	Cha 13 (+12)
Alignment evil		Languages Draconic
Note: Cobalt dragon-bred Drakkensteed with Death Frenzy added and updated damage expressions.		

SPECIAL MISSION 6: LIGHT THE WAY

ENCOUNTER LEVEL 16/18/20

SETUP

This encounter includes the following creatures at adventure level 16:

1 Shadow of Shar (level 18 hazard)
Infinitely many Shadow Attendants (level 18)
Infinitely many Sakkors Abductors (level 18)

This encounter includes the following creatures at adventure level 18:

1 Shadow of Shar (level 20 hazard)
Infinitely many Shadow Attendants (level 20)
Infinitely many Sakkors Abductors (level 20)

This encounter includes the following creatures at adventure level 20:

1 Shadow of Shar (level 22 hazard)
Infinitely many Shadow Attendants (level 22)
Infinitely many Sakkors Abductors (level 22)

Running Time: 1.5 hours max. This encounter runs until either the Shadow of Shar makes its way into the forest, or all PC forces have successfully completed Encounter 6 of the main BI.

DO NOT RUN THIS ENCOUNTER AT ALL IF YOU DO NOT HAVE AT LEAST ONE HOUR OF REAL-WORLD TIME REMAINING IN THE BATTLE INTERACTIVE.

In this special mission the PCs stay behind to cover the retreat of the other forces.

MISSION INTENT

The intent of this mission is to present the PCs with a battle they cannot win and one where if they do not flee they will die. The sacrifice of the PCs can have substantial effects on the other tables, if they can keep up the pace and manage to stand their ground.

The encounter can be a difficult balancing act for the DM and as such you are hereby reminded of your DME mandate. If the PCs have too easy a time, feel free to increase the damage needed to stop the shadow from expanding or otherwise increase the difficulty. On the other hand, if the PCs are on track to TPK within the first half hour, ease up a little. A TPK is fine, but we want the sacrifice to have meaning.

BRIEFING

You are met by a small team at the gate that your allied forces are using for the full retreat. The tall regal woman from earlier greets you. "My name is Commander Yldira and I am here to join you in this madness. If we succeed, we give our troops a much better chance to make it out alive. A worthy cause, but the Netherese are not holding back. I do not expect all of us to live through this. What I do expect is that by accepting this mission, you understand that you are willing to make the ultimate sacrifice. If you are still clinging to the idea that it will not come to that, please just say so now."

While unlikely, if the players decide they want to back out, this is the last point for them to do so. The commander can relay the following information to the PC's

- There is a good chance magic will be used. Powerful magic.
- Word has come from our scouts that large shadow giants are being dropped in from above.
- Yldira and her team will be setting up a ritual of supplication, calling in divine aid. The power of this spell will grow over time and provide all allied forces with an increasingly powerful radiant blessing.

As your comrades make their way to the evacuation site, the clattering of their armor forms an accompaniment to the light from their torches fading into the forest. Ahead the floating city of Sakkors hangs over Spellgard. The upside down mountain that supports the shade city forms an appendage. A globe of pure darkness grows and grows, then soundlessly drops to the ground, all light vanishing where it lands. Smaller drops follow in a seemingly endless rain of shadow.

On the ground below Sakkors, points of light start to wink out. Whatever abomination Sakkors just sent, it is coming your way.

"Time's a wasting" Yldira shouts as she gathers her team to the edge of the forest. "Let's get this ritual going before that thing gets here!"

Allow the PCs some time to prepare for what is coming, create defenses, choose positions, etc. You can allow them to make skill checks to see what they know or can guess. Use the DCs from the stat-block for Shar's Shadow, but increase the difficulty by one step (so people cannot get the information that would be Hard DC until they can observe the shadow). Once the PCs

have had a chance to gather some information and/or devise a strategy continue with the following:

As the chanting from the forest's edge reaches a crescendo, a bright flash of light fills your vision. Hovering above the trees is a bright knot of radiant energy, slowly pulsating, growing. Yldira comes running through the gate "It's up! Now to keep it going. How are things over here..."

Her voice trails off as a shadow descends over the field. One by one the unattended lights and fires in the area go dark as tendrils of shadow waft over them. Slowly a patch of shadow begins to swirl, drawing in all the errant tendrils, forming a solid, writhing mass. The upper half of the shadowy mass shapes itself, forming the torso of a slender female. Her hands gesture and out of the darkness behind her flow a number of smaller humanoid forms wielding dark axes.

"Amaunator have mercy! They sent her shadow! It will devour us all!" Yldira's shout of despair rings out. "Keep it at bay as long as you can, I will warn the others to make haste. We cannot hope to stand against this long."

With that vote of confidence she turns and hurries off into the forest.

As the shadow of Shar arrives all unattended lights in the area go dark, this includes the two torches at the bottom of the map.

The shadow of Shar is heading for the forest, drawn by both the radiant nexus and the forces in retreat. Make sure the players realize that letting the Shadow reach the forest would be very bad indeed.

At the start of combat 5 shadow attendants appear together with the Shadow of Shar. The Shadow of Shar starts at a 2x2 (more for 6 players and/or glory tier) size. Each round on their initiative, 3 more of the shadow attendants join the fray, coming in from the top of the map. If all the PCs gather at the bottom of the map, adjust the starting positions to be within 12 squares of the PC closest to the direction marked Spellgard.

The PCs can keep the shadow of Shar away from the gate and the forest beyond by attracting its attention with mundane light and/or radiant, fire or lightning spells (see Shadow of Shar stat block)

The shadow of Shar is completely unaffected by all terrain with the exception of the magic infused walls (see below).

At the end of rounds 1, 3, 5, and every odd numbered round after it, the shadow creates a *Sakkors abductor*. Roll initiative for the abductor and have it act in the following round.

You can use the following to describe the appearance of the first abductor:

The female torso rising from the swirling shadow opens her mouth in a wordless scream, pushing both her hands down into the mass below her. Tearing out a chunk of shadow she tosses it to the ground, where it surges into the form of a large hound. Mimicking its mistress it opens its enormous maw in a roar of anger and murderous intent.

IMPORTANT NOTE: While the PCs can attack the shadow of Shar and damage her, they can only damage her. No effects of any kind will affect her. No slow, dominate, daze, stun, weakness, ongoing damage, vulnerabilities or other effects.

A mechanical exception is made for any striker effects like quarry, shrouds, warlock's curse and the like to not disadvantage certain strikers in comparison to those that have their bonus damage built in. Again only allow the application of extra damage from those effects. Likewise, should a PC do extra damage to a marked enemy (like for instance divine challenge), you can allow them to mark the shadow of Shar for that purpose. However this would only provide the PC with the extra damage, The shadow of Shar is immune to any other nondamaging effects of a mark (including the -2 penalty to attacks on the defender's allies).

The shadow of Shar never provokes attacks of opportunity and cannot be moved, teleported, or dismissed to another realm. The PCs are literally fighting a deity's shadow given evil purpose by the magical might of a Netherese prince. They cannot win this fight; just managing to hold the creature off is an accomplishment.

FEATURES OF THE AREA

Illumination: The entire area is dimly lit as twilight has set in.

Walls: The walls are 25 feet tall and require a Moderate DC athletics check to climb from the outside, Easy DC from the inside. The walls are part of the original defenses of Saharelgard and infused with magic. As such they block the Shadow of Shar as long as she is not big enough to just flow over (8x8+)

Rubble: Rocks, fallen logs, statues, other rubble are all difficult terrain.

Trees: The big trees are blocking terrain. The smaller trees and shrubs are blocking terrain for Medium sized creatures or smaller.

Watch Towers: The two improvised wooden watch towers are 40 feet high and can be climbed via an attached ladder at the open side. (Easy DC Athletics)

Ruined tower: The remaining walls of the ruined tower are 15 feet tall and require an Easy DC to climb. The walls are part of the original defenses of Saharelgard and infused with magic. As such they block the Shadow of Shar as long as it is not big enough to just flow over (6x6+). It can still try to flow into the tower.

TACTICS

The shadow of Shar hunts out light sources with a near mindless hunger. This provides the PCs with a way to control it and keep it away from the retreating forces as long as possible.

The shadow attendants attempt to stay within the area of the shadow of Shar to make optimal use of the benefit this provides them.

When not able to engage a “light source”, i.e. when no lights can be doused or no PC would be in reach of her *chains of shadow* at the end of her movement, the shadow of Shar moves towards the forest and the nexus of radiant energy that is there. Since the shadow of Shar does not fly, flying PCs are considered out of reach unless they can be included in her *chains of shadow*.

Note: The shadow has the following preference in pursuing light sources if two are equidistant: radiant, lightning, fire, other.

THE RADIANT NEXUS

The point of radiant light created by Yldira and her ritual is slowly growing in power and triggers at set times. At those set times the number of rounds the PCs in this special mission have managed to survive determines the power of this effect. Unfortunately the presence of the Shadow of Shar prevents the PCs from enjoying most of the benefits the radiant nexus provides, but it can have a huge impact on the other tables in Encounter 6.

Keep track of the rounds and at 30, 45, 60 and 75 minutes into the encounter communicate the current round number to the rest of the BI by shouting “RADIANT PULSE” followed by the number of the round you are in.

While it is hard for the PCs to get a positive effect from the radiant pulse, it is not impossible. The following effects apply to the PCs in the special mission. The effects in Encounter 6 are similar but more powerful and easier to reach.

- At **30 minutes**, if the PCs are in round 3 or higher, they gain a number of temporary hit points equal to the AL.

- At **45 minutes**, if the PCs are in round 5 or higher they may make a save against one effect that a save can end.
- At **60 minutes**, if the PCs are in round 7 or higher, they regain a healing surge.
- At **75 minutes**, if the PCs are in round 10 or higher, they may make a save against an effect that a save can end, and they gain a healing surge.

GLORY TIER

Yldira will try to dissuade the PCs from being foolish here. If the players choose to use the Glory Tier option on this encounter, increase the number of minions that appear each turn by 2 and have the Shadow of Shar appear with a starting size of 6x6. Additionally have the first Sakkors Abductors appear at the start of the encounter and add a new one every round.

SCALING THE ENCOUNTER

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

For a group with 4 players: remove 2 of the starting minions, lower all the attack rolls of the Shadow of Shar by 2 and limit the amount of new minions entering the fray each round to 2. In addition lower the starting amount of damage needed to not have the shadow expand to 40/50/60

For a group with 6 players: increase the starting size of the Shadow of Shar by 1 (4x4 or 8x8 on glory tier), add 2 starting minions and increase the amount of new minions each round to 5 and add another Sakkors abductor at the end of round 1, 3, 5, etc.

ENDING THE ENCOUNTER

The encounter ends when:

- The Shadow of Shar reaches the forest.
- All the PCs are dead or have fled.

Both these outcomes count as a failure and will lead to the disappearance of the radiant nexus. This should be reported.

Otherwise the encounter ends when time is called and PCs will need to decide whether they flee or stay to die heroically.

QUESTIONNAIRE

- Did any PCs die to the shadow of Shar?
- How many rounds did the PCs manage to delay the Shadow of Shar?
- Did any PCs decide to stay and die at the end?

SPECIAL MISSION 6: LIGHT THE WAY (ADVENTURE LEVEL 16)

Shadow of Shar	Level 18 Elite Hazard
Hazard	XP --
<i>A growing absence of light, devouring all sight, a mass of shadow, an expanding pool of deep destructive black swirling below a slender female torso bathed in a purplish halo.</i>	
Trap: The Shadow of Shar is a lightless reflection of Shar's desires and hates. Sustained through regular sacrifice this actual piece of Shar's shadow has been kept "alive" for ages. Let loose to feed it spreads into an area devouring all light. When fed enough it can grow to cover a city and then gorge on the life energy inside	
Perception The Shadow of Shar is immediately visible, no skill check is necessary to perceive it.	
Additional Skills: Arcana , Religion, History	
♦ Easy DC: The Shadow of Shar is literally a part of Shar's actual shadow. It hunts light. ♦ Medium DC: The Shadow of Shar is drawn by any form of light, the brighter the better. This includes any radiant fire or lightning effects. It grows by devouring light. ♦ Hard DC: The Shadow of Shar is a mindless hunter of light,, but once it runs out of light to devour, it will extend its diet to feed on life itself. While it is mostly impossible to hurt the shadow, damage may control its growth	
General Info The Shadow of Shar activates when combat begins. Any unattended lights within 20 squares of the Shadow of Shar go dark , Any creature that begins its turn within the Shadow of Shar's space is targeted by the effects of <i>consume light</i> . Squares inside the Shadow of Shar's space are fully dark, unless a light source is active within its area. Any lit spaces are dim light. Using a power with the radiant, fire or lightning keyword lights the area within the shadow in a burst 1 around the user.	
INITIATIVE 30	
Snuff them Out (cold, necrotic) Attack: Ranged 20 (one or two enemies nearest to Shar's shadow); +22 vs. Fortitude Hit: 4d6 +12 necrotic and cold damage, and the target is slowed and cannot teleport (save ends). Effect: A creature starting their turn adjacent to a creature affected by <i>snuff them out</i> takes 12 necrotic and cold damage	
INITIATIVE 0	
The Shadow of Shar moves 8 squares (see countermeasures) towards or over the nearest light source (in addition to mundane light sources any creature using a power with the radiant, fire or lightning keyword is considered a "light source" until the start of its next turn), engulfing creatures in her path and dousing all light sources she moves over. If any active PC light sources are already within the shadow, she moves as far as possible while keeping the light sources inside to be able to use <i>consume light</i> later. At the end of her movement she uses its <i>chains of shadow</i> At the end of each round in which the Shadow of Shar has damaged or consumed a "light source" its area expands by 1 in all directions (2x2, 4x4, 6x6, 8x8, 10x10, ...) unless enough damage has been done to her (see countermeasures)	
Chains of Shadow Attack: Close burst 4 (enemies in burst); +20 vs. Reflex Hit: 3d8+10 damage, and the target is restrained (escape hard DC ends). Creatures gain a cumulative +5 bonus for each consecutive escape attempt after the first.	

TRIGGERED ACTIONS
Consume Light <i>Trigger:</i> A non-shadow creature begins its turn within a square occupied by the Shadow of Shar <i>Effect (Opportunity Action):</i> The creature takes its healing surge value in damage. If the creature has used a power with the radiant, fire or lighting keyword in its previous turn, this damage increases to their bloodied value. In addition any active light sources held by or otherwise on the creature go dark (until the next extended rest).
Head towards the light <i>Trigger:</i> a creature uses a power with the radiant, lightning or fire keyword <i>Effect (Immediate Reaction):</i> the Shadow moves 4 squares in the direction of the new light source.
COUNTERMEASURES
The Shadow of Shar is essentially immune to all damage and effects, however damaging the shadow can keep it from expanding. If the PCs manage to deal at least 50 damage to the shadow in a round it will not expand. Increase the amount needed to to not have the shadow expand in the following round by 10 (50, 60, 70, etc..) Use the following statistics in determining damage: AC 33, Fortitude 31, Reflex 29 Will 33 Immune: everything but damage, critical hits Resists: 10 all; Special: If the PCs manage to do more than the required damage subtract 1 square of movement from her for each 15 points of damage beyond the goal (round down) up to a maximum of 4.
Note: Custom hazard based on the Phantom Hunter trap (DMG2)

Shadow Attendant	Level 18 Minion Brute
Medium shadow humanoid (giant)	XP --
HP 1; a missed attack never damages a minion	Initiative +14
AC 30, Fortitude 32, Reflex 29 Will 28	Perception +17
Speed 7	Darkvision
Resist necrotic 15	
TRAITS	
Lightless Attendance An attendant gains a +2 bonus to attack rolls while within the area of the Shadow of Shar	
STANDARD ACTIONS	
Greataxe (weapon) • At-Will Attack: Reach 2; +21 vs. AC Hit: 8 damage (crit 17 damage)	
TRIGGERED ACTIONS	
Shadow Explosion (shadow) • At-Will <i>Trigger:</i> when the attendant drops to 0 hit points or below Attack (No Action): Close burst 1; +19 vs. Reflex Hit: 25 cold and necrotic damage	
Str 28 (+18)	Dex 20 (+14)
Con 25 (+16)	Int 12 (+10)
	Wis 16(+12)
	Cha 15 (+11)
Alignment evil	Languages giant

Sakkors Abductor (level 18)	Level 18 Brute
Large shadow magical beast	XP 2000
HP 211; Bloodied 105	Initiative +17
AC 30, Fortitude 29, Reflex 32, Will 30	Perception +16
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
☞ Bite • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d12 + 13 damage.	
☞ Reaching Darkness • At-Will	
Attack: Ranged 5 (one creature); +21 vs. Reflex	
Hit: 2d12 + 3 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
☞ Gobble • At-Will	
Requirement: The abductor must be bloodied	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d12 + 7 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges <i>swallow</i> and uses it against the target.	
☞ Swallow • Recharge 5-6	
Attack: melee 1 (one bloodied creature grabbed by the abductor); +21 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
TRIGGERED ACTIONS	
Cross into Shadow (Teleportation) • Encounter	
Trigger: The abductor is first bloodied	
Effect (No Action): The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +20, Stealth +22	
Str 22 (+15)	Dex 27 (+17)
Con 21 (+14)	Int 2 (+15)
	Wis 25 (+16)
	Cha 12 (+10)
Alignment evil	Languages understands Netherese

SPECIAL MISSION 6: LIGHT THE WAY (ADVENTURE LEVEL 18)

Shadow of Shar	Level 20 Elite Hazard
Hazard	XP --
<i>A growing absence of light, devouring all sight, a mass of shadow, an expanding pool of deep destructive black swirling below a slender female torso bathed in a purplish halo.</i>	
Trap: The Shadow of Shar is a lightless reflection of Shar's desires and hates. Sustained through regular sacrifice this actual piece of Shar's shadow has been kept "alive" for ages. Let loose to feed it spreads into an area devouring all light. When fed enough it can grow to cover a city and then gorge on the life energy inside	
Perception The Shadow of Shar is immediately visible, no skill check is necessary to perceive it.	
Additional Skills: Arcana , Religion, History	
♦ Easy DC: The Shadow of Shar is literally a part of Shar's actual shadow. It hunts light. ♦ Medium DC: The Shadow of Shar is drawn by any form of light, the brighter the better. This includes any radiant fire or lightning effects. It grows by devouring light. ♦ Hard DC: The Shadow of Shar is a mindless hunter of light,, but once it runs out of light to devour, it will extend its diet to feed on life itself. While it is mostly impossible to hurt the shadow, damage may control its growth	
General Info The Shadow of Shar activates when combat begins. Any unattended lights within 20 squares of the Shadow of Shar go dark , Any creature that begins its turn within the Shadow of Shar's space is targeted by the effects of <i>consume light</i> . Squares inside the Shadow of Shar's space are fully dark, unless a light source is active within its area. Any lit spaces are dim light. Using a power with the radiant, fire or lightning keyword lights the area within the shadow in a burst 1 around the user.	
INITIATIVE 30 Snuff them Out (cold, necrotic) Attack: Ranged 20 (one or two enemies nearest to Shar's shadow); +24 vs. Fortitude Hit: 4d6 +14 necrotic and cold damage, and the target is slowed and cannot teleport (save ends). Effect: A creature starting their turn adjacent to a creature affected by <i>snuff them out</i> takes 14 necrotic and cold damage	
INITIATIVE 0 The Shadow of Shar moves 8 squares (see countermeasures) towards or over the nearest light source - in addition to mundane light sources any creature using a power with the radiant, fire or lightning keyword is considered a "light source" until the start of its next turn -, engulfing creatures in her path and dousing all light sources she moves over. If any active PC light sources are already within the shadow, she moves as far as possible while keeping the light sources inside to be able to use <i>consume light</i> later. At the end of her movement she uses its <i>chains of shadow</i> At the end of each round in which the Shadow of Shar has damaged or consumed a "light source" its area expands by 1 in all directions (2x2, 4x4, 6x6, 8x8, 10x10, ...) unless enough damage has been done to her (see countermeasures)	
Chains of Shadow Attack: Close burst 4 (enemies in burst); +22 vs. Reflex Hit: 3d8+12 damage, and the target is restrained (escape hard DC ends). Creatures gain a cumulative +5 bonus for each consecutive escape attempt after the first.	

TRIGGERED ACTIONS
Consume Light <i>Trigger:</i> A non-shadow creature begins its turn within a square occupied by the Shadow of Shar <i>Effect (Opportunity Action):</i> The creature takes its healing surge value in damage. If the creature has used a power with the radiant, fire or lighting keyword in its previous turn, this damage increases to their bloodied value. In addition any active light sources held by or otherwise on the creature go dark (until the next extended rest).
Head towards the light <i>Trigger:</i> a creature uses a power with the radiant, lightning or fire keyword <i>Effect (Immediate Reaction):</i> the Shadow moves 4 squares in the direction of the new light source.
COUNTERMEASURES
The Shadow of Shar is essentially immune to all damage and effects, however damaging the shadow can keep it from expanding. If the PCs manage to deal at least 60 damage to the shadow in a round it will not expand. Increase the amount needed to to not have the shadow expand in the following round by 10 (60, 70, 80, etc.)Use the following statistics in determining damage: AC 35, Fortitude 33, Reflex 31 Will 35 Immune: everything but damage, critical hits Resists: 10 all; Special: If the PCs manage to do more than the required damage subtract 1 square of movement from her for each 15 points of damage beyond the goal (round down) up to a maximum of 4 Note: Custom hazard based on the Phantom Hunter trap (DMG2)

Shadow Attendant	Level 20 Minion Brute
Medium shadow humanoid (giant)	XP --
HP 1; a missed attack never damages a minion	Initiative +16
AC 32, Fortitude 34, Reflex 31 Will 30	Perception +19
Speed 7	Darkvision
Resist necrotic 15	
TRAINS	
Lightless Attendance An attendant gains a +2 bonus to attack rolls while within the area of the Shadow of Shar	
STANDARD ACTIONS	
Greataxe (weapon) • At-Will Attack: Reach 2; +23 vs. AC Hit: 11 damage (crit 21 damage)	
TRIGGERED ACTIONS	
Shadow Explosion (shadow) • At-Will <i>Trigger:</i> when the attendant drops to 0 hit points or below Attack (No Action): Close burst 1; +21 vs. Reflex Hit: 30 cold and necrotic damage	
Str 28 (+19)	Dex 20 (+15)
Con 25 (+17)	Int 12 (+11)
Alignment evil	Wis 16(+13)
	Cha 15 (+12)
Languages giant	

Sakkors Abductor (level 20)	Level 20 Brute
Large shadow magical beast	XP 2800
HP 231; Bloodied 115	Initiative +18
AC 32, Fortitude 31, Reflex 34, Will 32	Perception +17
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d12 + 14 damage.	
r Reaching Darkness • At-Will	
Attack: Ranged 5 (one creature); +23 vs. Reflex	
Hit: 2d12 + 4 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
m Gobble • At-Will	
Requirement: The abductor must be bloodied	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d12 + 8 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges <i>swallow</i> and uses it against the target.	
m Swallow • Recharge 5-6	
Attack: melee 1 (one bloodied creature grabbed by the abductor); +23 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
TRIGGERED ACTIONS	
Cross into Shadow (Teleportation) • Encounter	
Trigger: The abductor is first bloodied	
Effect (No Action): The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +21, Stealth +23	
Str 22 (+16)	Dex 27 (+18) Wis 25 (+17)
Con 21 (+15)	Int 2 (+16) Cha 12 (+11)
Alignment evil	Languages understands Netherese

SPECIAL MISSION 6: LIGHT THE WAY (ADVENTURE LEVEL 20)

Shadow of Shar	Level 22 Elite Hazard
Hazard	XP --
<i>A growing absence of light, devouring all sight, a mass of shadow, an expanding pool of deep destructive black swirling below a slender female torso bathed in a purplish halo.</i>	
Trap: The Shadow of Shar is a lightless reflection of Shar's desires and hates. Sustained through regular sacrifice this actual piece of Shar's shadow has been kept "alive" for ages. Let loose to feed it spreads into an area devouring all light. When fed enough it can grow to cover a city and then gorge on the life energy inside	
Perception	
The Shadow of Shar is immediately visible, no skill check is necessary to perceive it.	
Additional Skills: Arcana , Religion, History	
♦ Easy DC: The Shadow of Shar is literally a part of Shar's actual shadow. It hunts light.	
♦ Medium DC: The Shadow of Shar is drawn by any form of light, the brighter the better. This includes any radiant fire or lightning effects. It grows by devouring light.	
♦ Hard DC: The Shadow of Shar is a mindless hunter of light,, but once it runs out of light to devour, it will extend its diet to feed on life itself. While it is mostly impossible to hurt the shadow, damage may control its growth	
General Info	
The Shadow of Shar activates when combat begins.	
Any unattended lights within 20 squares of the Shadow of Shar go dark ,	
Any creature that begins its turn within the Shadow of Shar's space is targeted by the effects of <i>consume light</i> .	
Squares inside the Shadow of Shar's space are fully dark, unless a light source is active within its area. Any lit spaces are dim light. Using a power with the radiant, fire or lightning keyword lights the area within the shadow in a burst 1 around the user.	
INITIATIVE 30	
Snuff them Out (cold, necrotic)	
Attack: Ranged 20 (one or two enemies nearest to Shar's shadow); +26 vs. Fortitude	
Hit: 4d6 +16 necrotic and cold damage, and the target is slowed and cannot teleport (save ends).	
Effect: A creature starting their turn adjacent to a creature affected by <i>snuff them out</i> takes 16 necrotic and cold damage	
INITIATIVE 0	
The Shadow of Shar moves 8 squares (see countermeasures) towards or over the nearest light source - in addition to mundane light sources any creature using a power with the radiant, fire or lightning keyword is considered a "light source" until the start of its next turn -, engulfing creatures in her path and dousing all light sources she moves over. If any active PC light sources are already within the shadow, she moves as far as possible while keeping the light sources inside to be able to use <i>consume light</i> later. At the end of her movement she uses its <i>chains of shadow</i>	
At the end of each round in which the Shadow of Shar has damaged or consumed a "light source" its area expands by 1 in all directions (2x2, 4x4, 6x6, 8x8, 10x10, ...) unless enough damage has been done to her (see countermeasures)	
Chains of Shadow	
Attack: Close burst 4 (enemies in burst); +24 vs. Reflex	
Hit: 3d8+14 damage, and the target is restrained (escape hard DC ends). Creatures gain a cumulative +5 bonus for each consecutive escape attempt after the first.	

TRIGGERED ACTIONS
Consume Light
<i>Trigger:</i> A non-shadow creature begins its turn within a square occupied by the Shadow of Shar
<i>Effect (Opportunity Action):</i> The creature takes its healing surge value in damage. If the creature has used a power with the radiant, fire or lighting keyword in its previous turn, this damage increases to their bloodied value.
In addition any active light sources held by or otherwise on the creature go dark (until the next extended rest).
Head towards the light
<i>Trigger:</i> a creature uses a power with the radiant, lightning or fire keyword
<i>Effect (Immediate Reaction):</i> the Shadow moves 4 squares in the direction of the new light source.
COUNTERMEASURES
The Shadow of Shar is essentially immune to all damage and effects, however damaging the shadow can keep it from expanding. If the PCs manage to deal at least 70 damage to the shadow in a round it will not expand. Increase the amount needed to to not have the shadow expand in the following round by 10 (70, 80, 90, etc.)Use the following statistics in determining damage:
AC 37, Fortitude 35, Reflex 33 Will 37
Immune: everything but damage, critical hits
Resists: 10 all;
Special: If the PCs manage to do more than the required damage subtract 1 square of movement from her for each 15 points of damage beyond the goal (round down) up to a maximum of 4
Note: Custom hazard based on the Phantom Hunter trap (DMG2)

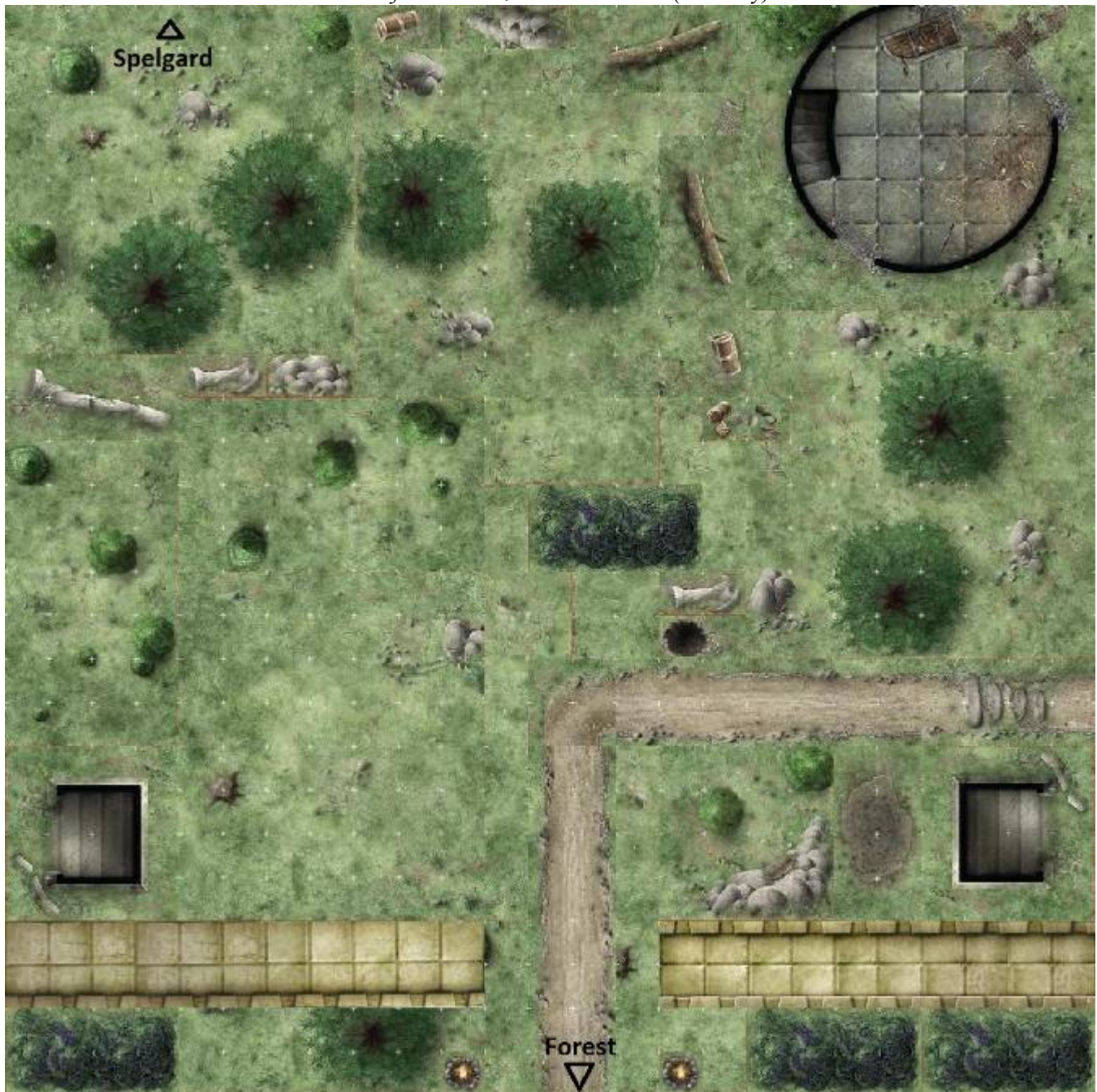
Shadow Attendant	Level 22 Minion Brute
Medium shadow humanoid (giant)	XP --
HP 1; a missed attack never damages a minion	Initiative +16
AC 34, Fortitude 36, Reflex 33 Will 32	Perception +19
Speed 7	Darkvision
Resist necrotic 15	
TRAINS	
Lightless Attendance	
An attendant gains a +2 bonus to attack rolls while within the area of the Shadow of Shar	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Reach 2; +25 vs. AC	
Hit: 14 damage (crit 25 damage)	
TRIGGERED ACTIONS	
m Shadow Explosion (shadow) • At-Will	
Trigger: when the attendant drops to 0 hit points or below	
Attack (No Action): Close burst 1; +23 vs. Reflex	
Hit: 35 cold and necrotic damage	
Str 28 (+20)	Dex 20 (+16) Wis 16(+14)
Con 15 (+18)	Int 12 (+12) Cha 15 (+13)
Alignment evil	Languages giant

Sakkors Abductor (level 22)	Level 22 Brute
Large shadow magical beast	XP 4150
HP 251; Bloodied 125	Initiative +19
AC 34, Fortitude 33, Reflex 36, Will 34	Perception +18
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
☞ Bite • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d12 + 15 damage.	
☞ Reaching Darkness • At-Will	
Attack: Ranged 5 (one creature); +25 vs. Reflex	
Hit: 2d12 + 5 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
☞ Gobble • At-Will	
Requirement: The abductor must be bloodied	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d12 + 9 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges <i>swallow</i> and uses it against the target.	
☞ Swallow • Recharge 5-6	
Attack: melee 1 (one bloodied creature grabbed by the abductor); +25 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
TRIGGERED ACTIONS	
Cross into Shadow (Teleportation) • Encounter	
Trigger: The abductor is first bloodied	
Effect (No Action): The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +22, Stealth +24	
Str 22 (+17)	Dex 27 (+19) Wis 25 (+18)
Con 21 (+16)	Int 2 (+17) Cha 12 (+12)
Alignment evil	Languages understands Netherese

SPECIAL MISSION 6: LIGHT THE WAY

TILESETS USED

Ruins of the Wild x2, Arcane Towers x2 (walls only)



Note: The walls, road and terrain continue north, east and west. Since space matters in this encounter feel free to make it as big as you can manage

PLAYER'S HANDOUT 1: DRAKENSTEEDS

Domesticated Drakkensteed (level 16)	Level 16 Skirmisher
Large magical beast (mount, reptile)	XP 1400
HP 157; Bloodied 78	Initiative +15
AC 30, Fortitude 29, Reflex 27, Will 26	Perception +12
Speed 8, fly 10, overland flight 15	Low-light vision
STANDARD ACTIONS	
☞ Claw • At-Will Attack: Melee 1 (one creature); +21 vs. AC Hit: 2d8 + 7 damage.	
☞ Wing Swipe • At-Will Attack: Melee 1 (one creature); +21 vs. AC Hit: 1d6 + 7 damage.	
Str 24 (+15)	Dex 21 (+13) Wis 19 (+12)
Con 21 (+13)	Int 3 (+4) Cha 10 (+8)
Alignment unaligned	Languages -

Domesticated Drakkensteed (level 16)	Level 16 Skirmisher
Large magical beast (mount, reptile)	XP 1400
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