

ADCP6-1

THE END AND THE BEGINNING

A DUNGEONS & DRAGONS®
LIVING FORGOTTEN REALMS ADVENTURE

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SPECIAL THANKS TO THE PLAYERS AND DMs OF WINTER FANTASY 2014

War rages between Cormyr and Netheril. While the battle for Suzail unfolds on the surface of Faerûn, a far more important struggle occurs in the realm of the unseen. The Netherese seek to create a new Shadow Weave and remake everything in Shar's image. The Order of Blue Fire wishes to ensure that the Spellplague's effects can never be undone. This is a fight not to determine the fate of the world, but to decide the very nature of reality. These are the last moments of this age, as the twin worlds of Abeir and Toril are sundered once more.

This is a two-round continuous-play *Living Forgotten Realms* Battle Interactive set throughout Faerûn and the planes for characters of the Paragon tier (levels 11-20). This adventure is the finale of the Desolation series. Its events are directly influenced by the outcomes of CORE6-1, MYTH6-1 through 6-3, SPEC6-1, PREQ6-1, and EPIC6-1. Please note that as with all Battle Interactives, this adventure is combat-intensive.

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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THE WIZARDS PLAY NETWORK

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

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

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

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session

often creates stories that live well beyond the play at the table. Always follow this golden rule:

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

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

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

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

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Paragon tier of play (levels 11-20). Heroic and Epic tier characters may not play this adventure. The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure

(for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

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

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

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

MILESTONES

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

MILESTONES AND ACTION POINTS

This adventure has special rules for dealing with action points (see page 10 for details). The standard boilerplate is included here, but be sure you are familiar with the additional options that the PCs have for using action points during the battle interactive.

LASTING EFFECTS

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

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

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

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

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

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

WHAT'S AN ADVENTURING COMPANY?

In the FORGOTTEN REALMS campaign setting, groups of adventurers often band together under a common cause or motivation. These groups are collectively referred to as "adventuring companies." A "company" is an organized group of adventurers that has taken on a specific name, heraldry or other identifying characteristic, regardless of whether their fundamental motive is one of profit. For example, an adventuring company could be part of an extended family or clan, a small religious sect, or a special team in a military organization. In the *Living Forgotten Realms* campaign, adventuring companies are player-created and player-administered organizations. They are a fun, but completely optional, component of the organized-play experience.

To learn more about the rules and guidelines for creating an adventuring company in *Living Forgotten Realms*, please see the *LFR Meta-Organization Guide*, which can be downloaded from the campaign website at <http://livingforgottenrealms.com>.

This adventure, like all DUNGEONS & DRAGONS® adventures, assumes that the player characters will be working together to achieve their goals. Any elements of competition between adventuring companies are intended to occur in a larger story context rather than taking place at the table. For example, an adventure might include a tournament or other contest in which the PCs score points for their adventuring company, with the company that scores the most points "winning" the overall competition. That's great, but it only works if the PCs at each individual table are working together instead of trying to undermine one another. Therefore, you may not run this adventure for a group of PCs that does not include at least four characters who are members of the same adventuring company, and it is recommended that all of the PCs be members of the same adventuring company.

If there are players whose characters do not belong to any existing adventuring company at the table, that's fine. They can join another PC's adventuring company or organize a new company on the spot, so long as the rules in the *LFR Campaign Guide* are followed (most notably, the restriction that a character may not change his or her adventuring company membership more than once per character level).

ORGANIZER INFORMATION

Adventuring company adventures are only available for sanctioned Wizards Play Network (WPN) Public Play events. These adventures are designed to incorporate some meta-game elements (such as an overall scoring system for the participating adventuring companies). These make the most sense and are the most fun when there are a large number of tables all playing the

adventure. Public Play events, especially conventions, are the biggest WPN events, draw the most players, and run the most tables, giving them the greatest opportunity to have participants from a variety of different adventuring companies.

Tables of an adventuring company adventure should be treated the same as any other LFR event. Each table must include 4-6 players and a DM. In other words, the core D&D experience must be the same, even though there might be some elements that extend beyond an individual table (the interactive elements). Each table DM must complete a Session Tracking Form and turn it in to the Senior DM or event organizer, who is responsible for making sure that the results are reported to the WPN in a timely fashion.

WHAT'S A BATTLE INTERACTIVE?

The term "Battle Interactive" (BI) is used to denote an adventure where the player characters are taking part in a mass combat environment (such as a war, although formally-declared wars between sovereign nations are rare in the *Forgotten Realms*). The PCs are fighting as part of a much larger force, typically an army. They might have different roles depending on their level (lower-level PCs are likely to be treated more like common soldiers, slugging it out against a horde of foes on the front lines, while higher-level PCs are generally regarded as valuable assets, asked to join war councils and engage in special missions to strike directly at enemy leaders). Regardless of the details, the basic idea behind a BI is that it represents a clash of two or more opposing forces on a larger scale than would typically be depicted in a normal *Living Forgotten Realms* adventure.

Because it is plausible for a large number of PCs to be fighting at the same time as part of the same army, a BI makes an excellent fit for a convention or game day that can run a large number of tables at the same time. In the *Living Forgotten Realms* campaign we have chosen to present Battle Interactives as Adventuring Company adventures (using the ADCP designation) because it makes sense for factions to recruit large numbers of characters through their adventuring companies, rather than trying to recruit each individual PC one by one.

The overall success or failure of a BI is often based on the collective outcomes of all the tables playing. For example, if five tables are playing, the story could change depending on the majority outcome. Look for ways for players to help each other. Special rules might allow tables to assist or affect one another in ways that are not possible in a normal adventure. For example, if Table #1 is overrun by monsters and forced to retreat, the BI organizer might rule that Table #2 can try to take on the extra monsters in addition to the ones they are already fighting, in hopes of saving Table #1 and closing the gap.

Because a BI is focused on the battlefield, it features more and harder combat encounters than a typical LFR adventure. The XP budget is higher, and the adventure is designed to push PCs to their limits, using up all their resources. Character deaths are common. Players who enjoy the tactical combat aspect of D&D are more likely to enjoy this adventure than those who don't.

DCs BY ADVENTURE LEVEL

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

Should you need to improvise a DC during the adventure, use the table on this page.

| Adventure Level | Easy DC | Moderate DC | Hard DC |
|-----------------|---------|-------------|---------|
| 12 | 14 | 20 | 28 |
| 14 | 15 | 21 | 29 |
| 16 | 16 | 22 | 31 |
| 18 | 17 | 23 | 32 |
| 20 | 18 | 25 | 34 |

EARNING TREASURE AND EXPERIENCE

This adventure does not list specific treasure and XP awards for individual missions. Instead, each party of adventurers accumulates **reward shares** for successfully completing their mission objectives. During Round 1, each primary objective is worth 1 share and each secondary objective is worth 1 share, so the PCs can earn 2 shares per mission. During Round 2, each mission as a whole is worth 2 or 3 shares.

Since the players will ask, in order to earn the maximum possible XP and gold rewards from this adventure, the PCs need a total of 12 shares. There are only 7 shares total available in Round 2, so that means that the PCs need to earn at least 5 during Round 1 if they want the maximum. This can be accomplished in as few as three missions (for example, two complete successes and one partial success), which should be attainable by all tables at all Adventure Levels.

To be clear, every character at the table earns the same number of shares regardless of what they do or don't do in terms of completing specific objectives during any given mission. We assume that over the course of the entire adventure everyone will contribute more or less equally. The players do NOT divide up their shares; all PCs earn the same number of shares based on their collective success or failure during each mission.

ADVENTURE BACKGROUND

Netheril has invaded Cormyr, etc.

MISSION STRUCTURE

The structure of this Battle Interactive is a bit more free-form than a typical LFR adventure. The BI is divided into two rounds, each of which is intended to take about 4 hours to finish with a 1-2 hour break in between rounds, for an overall running time of 9-10 hours.

During Round 1, there are initially six missions for the PCs to choose from. Each mission represents a location where either the followers of Shar are attempting to steal power for the Shadow Weave or the Order of Blue Fire is attempting to steal power for the Spellplague. All missions include some form of combat encounter, and defeating the monsters is usually an objective; however, some encounters also require diplomacy, puzzle-solving, or other non-combat skills in order to achieve a complete success. All of the Round 1 missions are of equal relative importance, so the PCs must decide (based on short mission briefings) which order they want to tackle these assignments in. There are also two "battlefield" encounters where the PCs have the opportunity to take part directly in the fight to defend Suzail from the invading Netherese army. These missions become available at certain points in time and have specific time limits. Only tables that complete these missions during the window of opportunity have their results count.

There is a hard time limit of 240 minutes (four hours) for completing missions during Round 1. (We are assuming that the first 30 minutes is for set-up, mustering, boxed text, and bathroom breaks.) Each table plays through missions as its own pace. Whenever a table finishes its current mission, assuming there are more missions remaining, they choose another mission and keep playing. Between each mission the PCs can take as many short rests as they want, but they cannot take an extended rest. Each mission has primary and secondary objectives. The more tables that complete the objectives for a given mission, the better the overall result becomes for everyone. Each mission has a different influence (either good or bad) on the overall outcome of the battle and the fate of Myth Nantar.

In Round 2, we shift back to a more traditional BI structure with all tables playing through the same missions at the same time. The PCs have the opportunity to take the fragments of Mystra's soul that were recovered by the Epic characters who played EPIC6-1 and use those fragments to seed a new Weave, thereby ending the Spellplague and also preventing Shar's followers from making the Shadow Weave the foundation of magic in the Realms.

We strongly recommend that you use a timer to control the start and end times for everyone

participating. During Round 1, the tables play at their own speed, but everyone needs to start and end the overall round together so that final results can be tabulated. The overall time limit of four hours for Round 1 missions is important as it forces the players to prioritize which of the eight missions they believe is most important. (If you have more time at your convention, you can lengthen Round 1, but the overall win/loss ratio will likely be skewed in favor of the PCs if you do.) During Round 2, the start and end of each mission must be synchronized as the overall success or failure of each mission affects the setup for the following mission.

Part of the challenge and the enjoyment of running a large-scale interactive is giving the players the sense that they are all fighting through the battle together. During Round 1, the table DMs must read the beginning and ending boxed text for each mission individually, because each table is playing at its own pace. For Round 2, if the venue has a sound system, the Senior DM can read the boxed text to everyone at once (again reinforcing the sense to the players that they are all in this fight together).

COMING BACK FROM THE DEAD

Among the defenders of Suzail are a number of high-level clerics. In recognition of the PCs' willingness to help defend the city, the Raise Dead ritual is always available at no cost.

A character who dies and returns during this adventure suffers the death penalty for his or her next three encounters (not three milestones). Unlike a normal LFR adventure, the death penalty does not carry over from this adventure to a character's subsequent adventures, so it does not need to be tracked on the character's logsheet.

Characters who die during a mission rejoin the fight on their table's next mission (without having to wait for an extended rest or the end of the adventure). They still suffer the usual 20% penalty to their earned XP at the conclusion of the adventure.

MISSION SUMMARY

The battle interactive consists of the following missions. Each mission has key objectives that determine how the overall battle progresses. In most missions, the obvious objective is to kill all the monsters. However, certain missions might have other objectives (saving NPCs, defeating a specific enemy, destroying a particular fortification or object, finishing within a certain number of combat rounds, and so forth). You will need a way for each table DM to track the success or failure of each mission's specific objectives, so that the Senior DM can tabulate the overall results.

ROUND 1 MISSIONS

If possible, track ongoing results in full view of all the tables so that everyone can see the ebb and flow of the battle as it happens. Set up a large poster or whiteboard that is visible to everyone. That way all the players can see which missions have been played the most, which have been played the least, and the running totals of success and failure at the individual mission objectives. The players might choose to work on missions that haven't been played as much yet, or try to make up for bad results that other tables suffered by tackling those same missions and achieving success.

Again, to be clear, during Round 1 each table picks its own missions and plays at its own pace. Whenever they finish their current mission, as long as there is still time on the clock, they immediately pick their next mission and continue without having to wait for any other tables. When the overall time limit is up, all tables stop and the Senior DM tabulates the overall success or failure of each mission using the results of every table that attempted that mission. A single table of PCs will almost certainly not be able to complete all the missions in the available time: this is by design. It's theoretically possible, but they would have to play at a pace of 30 minutes per mission. Emphasize to the players that the goal is not necessarily to complete the most missions: rather, the goal is to achieve total success on every mission that they attempt.

- **Mustering and Introduction (15 minutes):** Allow the players some time to mingle in character while you are forming tables. Remember that each table must consist of 4-6 PCs who all fall within a three levels of each other. Also, any PCs who are not members of an Adventuring Company might wish to form one at this time, to gain the benefit of the bonus Action Point for the table if nothing else. During this interlude, the PCs learn about the current situation in Cormyr and are given brief descriptions of each of the 6 missions that are initially available in Round 1, along with the overall rules for choosing missions and timing. When everyone is ready to begin, either the event organizer or the individual table DMs can read the Player's Introduction (for a large group it is often best to have one "mission boxed text reader" equipped with a microphone) and then each table picks its first mission and begins playing.
- **Mission 1.1:** The Order of Blue Fire appears to be receiving troops from their fomorian allies via a fey crossing. The PCs are sent to find the fey crossing and shut it down to stop the flow of reinforcements.
- **Mission 1.2:** A powerful magical nexus is being corrupted with Spellplague energy. The War Wizards can't tell exactly how, but the PCs need

to investigate the area and destroy the source of the malevolent energy before it can be turned into a weapon against Cormyr.

- **Mission 1.3:** The Netherese army includes a contingent of hill giants, who are bombarding the Cormyrean lines with boulders from a fortified position. The regular troops are not strong enough to mount a direct assault on this artillery position, but the PCs are.
- **Mission 1.4:** The scouts of Myth Drannor intercepted a communication between several high-ranking ritual casters of Netheril. It seems that a detachment of Netherese troops has been sent to secure a location that is infused with powerful magic, presumably so that magic can be shunted into the Shadow Weave. The site was once home to a warlock named Draigdurroch, whose name the PCs might have heard before.
- **Mission 1.5:** Reports have come to the Purple Dragon commanders that a number of common citizens of Suzail have been leaving the city, following the call of someone calling herself Tyrangal. This elf woman claims to be able to inoculate people against the Spellplague and is assembling volunteers to go after the Order of Blue Fire. The Cormyreans aren't sure what to make of this report, but if this is some sort of trick to infiltrate Suzail from within, it needs to be investigated and dealt with.
- **Mission 1.6:** A powerful burst of shadow energy has been detected coming from Zhentil Keep. The followers of Shar must be doing something big to create such a strong emanation. Whatever it is, it can't be good news for Cormyr, so the PCs are sent to investigate.
- **Mission 1.7 (Not initially available):** Urgent reports from the front lines tell of some kind of deadly cloud that is sweeping across the troops, killing people instantly when they breathe it. The entire northern front is in danger of routing if this isn't stopped, but anyone who tries to get near the area dies. Clearly a job for the powerful PCs, and time is of the essence, because we can't afford to keep losing soldiers to this thing!
- **Mission 1.8 (Not initially available):** An intercepted Netherese battlefield dispatch suggests that a number of the surviving commanders of the Netherese army are convening in a hastily-planned meeting to discuss strategy. They must feel the situation is dire to take the risk of getting so many commanders together like this. We should take advantage of the opportunity to kill as many of their leaders as we can. The window won't be open for long, though, so we need to hurry.

- **Interlude 1 and Results (15 minutes):** After time is up for completing Round 1 missions, this section explains how to tabulate and announce the overall results. Once that's done, we recommend that you take a nice long break and then reconvene for Round 2. Between rounds, the PCs get the benefits of an extended rest.

ROUND 2 MISSIONS

At the end of Round 1, the Senior DM should determine the overall success or failure of each of the eight missions. Each mission has consequences (good or bad) for the PCs during Round 2. These consequences are detailed in Appendix C1 (favorable) and Appendix C2 (unfavorable). Some of the beneficial results for successful mission outcomes give the PCs access to unique powers; others give them additional resources or take monsters away from Round 2. Negative outcomes give the DM unique powers that she can use or add extra monsters or hazards to Round 2 missions. Make sure that all table DMs know the final outcome of each mission so that they can apply the appropriate effects.

Round 2 is intended to run for about three and a half hours total. Most of this time is dedicated to the three missions, but unlike Round 1, all the tables should start and stop each mission together. This helps reinforce the sense that everyone playing is taking part in a single massive battle as they confront Dagon and his cult.

As a reminder, the PCs get the benefits of an extended rest.

- **Recap (10 minutes):** If possible, the Senior DM should read the boxed text explaining the situation at the beginning of Round 2 based on the overall success or failure of each Round 1 mission. Deciphering the mysterious fragments of prophecy that the PCs have been discovering throughout the battle suggests that Mystra is alive and that it might be possible to re-establish the Weave. This would not only prevent Netheril from being able to establish their own Shadow Weave, but also end the Spellplague once and for all. This would effectively end the war in one fell swoop. The prophecy says that the location where Dweomerheart can be reconstructed is Cyric's prison, the Supreme Throne. Yazeth Cobb asks for volunteers to break into the prison and take the power that was originally used to imprison Cyric, redirecting that power to bring back Mystra and the Weave. Breaking into Cyric's prison is risky, because it will release the Mad God. Yazeth tactfully points out that one way to resolve that particular dilemma would be for the PCs to kill Cyric, a proposition to which they are unlikely to object.

- Also at this time, the table DMs should pass out any power or resource cards that the PCs have earned as a result of the overall success of Round 1 missions and answer any questions about the mechanics of these cards. (The DM's own power or resource cards that she has accrued as a result of PC failures should be kept secret until they can be deployed at a suitably appropriate moment, accompanied by evil, mocking laughter.)
- **Mission 2.1 (60 minutes):** The PCs, accompanied by Yazeth Cobb, travel to the astral dominion that is Cyric's home and prison. The angels guarding Cyric's prison have fallen under the sway of the Mad God and must be destroyed in order to open the entrance to Cyric's crystal castle.
- **Mission 2.2 (60 minutes):** When the PCs open the seals on Cyric's prison, a number of demon lords who have been waiting for just the right moment decide to strike, sending a force of Abyssal monsters into the prison. If the PCs are defeated, then the demons may be able to seize the power and take control of the source of magic, which might be even worse than the Spellplague.
- **Mission 2.3 (75 minutes):** Having defeated the demons, the PCs reseal the prison (so that nobody else can come after them) and enter the heart of the Supreme Throne for the final battle with Cyric. The Spellplague is revealed to be Cyric's madness infused with the power of the Far Realm. The PCs must deal with a sharn and other aberrations in addition to defeating Cyric, who is greatly weakened by his imprisonment, but is after all still a god. Once the PCs defeat Cyric they can use the ritual of cleansing that they discovered in the Myth Drannor adventures to eradicate the Spellplague at its source, which allows Mystra to rebuild Dweomerheart on the ruins of the Supreme Throne and create a new Weave.
- **Conclusion (20 minutes):** The world is either saved or damned. If the PCs were successful, Mystra's reincarnation triggers the Sundering and effectively ends the current incarnation of the Forgotten Realms (as well as the LFR campaign).

CHOOSING MISSIONS

During Round 1, each player may have the chance to act as the table captain. Although the players should decide as a group which missions they want to tackle, the table captain has a tie-breaking vote and is also the person responsible for reporting the results of the mission to HQ (so that you, the DM, can start preparing for the next mission).

Here's how we want things to work. Before you run your first mission, choose the first table captain. You can have the players roll off, or let the youngest player go first. The first table captain chooses the second table captain, who chooses the third, and so on. A player may not serve as table captain a second time until every player has served as table captain at least once.

The players should then look at the list of available missions and discuss which one they would like to try. The first table captain then tells you which mission the players want to run first. Run that mission. When the mission ends, fill out a Mission Results tracking form (see Appendix T for a sample set of tracking forms you can use) and hand it to the first table captain. The first table captain (and only the table captain: we don't want all the players leaving the table and crowding HQ) will take the form to HQ and turn it in.

Meanwhile, the second table captain and the remaining players should start choosing their second mission. That way, you don't have to wait for the first table captain to get back. As soon as the second table captain has chosen the next mission, you can start setting up the map and getting ready. Meanwhile, the second table captain also chooses who the third table captain is going to be. When the first table captain gets back to the table, you should have all your players and be ready to start the second mission immediately. After the second mission ends, fill out another Mission Results tracking form, hand it to the second table captain, and the second table captain takes it to HQ while the third table captain and the remaining players start choosing the third mission. This process continues until you run out of time and Round 1 ends.

TROUBLESHOOTING

Time is of the essence during Round 1. The players have exactly four hours (unless the Senior DM has specified a longer duration) to complete as many missions as they can. When the allotted time for Round 1 is up, all of the Round 1 missions are over, for better or worse. There's no going back. As a result, you need to make every effort to keep things moving.

We Can't Decide: If the table consists of mostly new or inexperienced players, or if they are having a hard time agreeing on which mission they should start with, suggest that they pick Mission 1. This mission is straightforward and relatively easy compared to most of the other missions.

Overachievers: If your table somehow manages to finish all eight missions and they still have time remaining, something has probably gone horribly wrong. They can re-run any of Missions 1.1 through 1.6 if they wish, but not 1.7 or 1.8 (which are special).

BATTLE STANCES

It's difficult to calibrate a combat-heavy adventure for the wide variety of possible table configurations and tactical skill levels that inevitably arise when you get a large group of players together. To help adjust the challenge level so that each group gets the type of play experience they prefer, we have included the option for the PCs to pick a **battle stance**. (This is not a substitute for the DM's good judgement, which is always assumed to be in effect.)

At the beginning of each mission, ask the table captain for that mission which stance the party wishes to assume. This affects the quantity and timing of additional monsters that the PCs will face during that mission. (Nearly all of the missions include at least one wave of monster reinforcements, so choosing the harder stances generally means facing additional waves or numbers.)

The table captain should consult with everyone but ultimately makes the final decision (except for Glory; see below). It's fine for the group to choose different stances for different missions, either based on how well they think the mission briefing fits their capabilities or simply because they found the last mission easier or harder than they expected.

Normal is the default stance and should be chosen by most groups for most missions. (Emphasize to the players that this is "normal," not "timid.") This is the expected challenge level, not a scaled-down challenge level. All encounters were written to this standard; the Aggressive and Glory options simply make things harder. Most encounters have a base EL equal to the AL + 2 on Normal.

Aggressive is for groups with higher damage output or with stronger synergies between the PCs than normal. A leader-heavy or defender-heavy group could fall into this category, but sometimes having a lot of tanking ability or a lot of healing also translates into lower damage output, meaning that this stance might not be the best fit for all such groups even if they are otherwise tactically sound. Note also that striker-heavy groups might be "glass cannons" if they lack sufficient healing to keep up with the monsters' damage output. The Aggressive option is usually equivalent to about a +1 bump in the EL over Normal.

Glory is for those groups who want to go all-out or whose players believe that normal LFR adventures are simply not a challenge even when they play up. Tables choose to fight the Glory option at their own risk and you should not pull any punches when running for such a table. The table captain **cannot** select the Glory stance without the unanimous consent of all the other players.

There are no extra rewards for assuming the more dangerous stances. The option is there for those players who enjoy a greater challenge, but a table that plays the entire BI on Aggressive or Glory won't get

more XP, more gold, or more item access than one that plays the entire BI on Normal.

ADVENTURE LEVEL ELEVEN

If you have a table that is mostly or all level 11 characters, check and see if they are brand-new players. If so, consider scaling things down slightly. The intense time pressure and difficult combats of a battle interactive can be especially challenging for new players who might still be figuring out the rules.

For AL 11, use the AL 12 statistics, but don't ask the table what battle stance they want to use. Instead, run them on Normal, and remove a monster from the initial setup. Then bring that creature into the battle by itself (instead of the listed reinforcements) after a round or two of combat. That way the PCs have one fewer creature on the board to deal with initially, which gives them a couple of rounds to get the situation under control. If they are doing well, then you can subsequently bring in the Normal reinforcements a round or two after that. This way you don't overwhelm them. If the starting enemy force is enough of a challenge, the players never have to know that you didn't use the extra monsters.

Of course, the PCs still earn the normal reward shares for completing their mission objectives and get the listed AL 12 XP and treasure, even if you tone the fights down a bit. Veteran players with brand-new level 11 characters are welcome to take advantage of this option, too, if they want a less-stressful BI experience. It's all about everyone having fun!

HEALING SURGES AND ACTION POINTS

Healing surges are not tracked during Round 1 of this adventure, because the entire Cormyrean side is under the effects of a massive ritual that enables all the PCs to combine their healing surges into a single pool. Between missions, the PCs always have enough healing surges available to get back to their full hit points. During an encounter, healing surges can be spent for powers and magic items as normal. The only restriction is that a character cannot spend more surges in a single encounter than her normal daily total number of surges.

Action points are also an important resource. To give them a little bit of an edge, PCs start Round 1 with two action points each. As normal, completing two encounters (missions) constitutes a milestone. It does not matter what order the PCs play the missions in, or whether they succeed or fail. They earn another action point after every two missions.

When spending an action point, a PC can choose to recharge an expended encounter power, or to reroll a single d20 that they just rolled, instead of taking an extra standard action. A character may spend two action points per encounter, but only one for each of the options.

PLAYER'S INTRODUCTION

When the adventure begins, the PCs are in Suzail. A council of war between Cormyr, Myth Drannor, and various other allies has convened. The Netherese army has advanced on the capital city. Skirmishes are already occurring in outlying areas and it won't be long before the main invasion force is within range.

Meanwhile, the Order of Blue Fire is down but not out, and ritual casters in the service of Shar have evidently begun casting powerful spells at certain key locations around Faerun. The Paragon tier PCs are a much better choice for dealing with these kinds of special missions than the rank and file troops.

Boxed text for Player's Introduction.

PREVIOUS ADVENTURE HOOKS

Pretty much every adventure in the *Desolation* series, along with the last several Battle Interactives, along with all the other Winter Fantasy 2014 premieres (CORE6-1, SPEC6-1, MYTH6-1 to 6-3, and PREQ6-1) is important. Characters who have been on any of those adventures should already know why they are fighting and what they are fighting for.

Players (not characters) who participated in the Epic Campaign finale (EPIC6-1) probably have a better idea than anyone else what is at stake in this adventure. The events of EPIC6-1 actually happen in parallel with the Battle of Suzail. During Round 1, the fate of the goddess Shar (as decided by the Epic characters) has an impact on the morale and actions of the Netherese invaders. Throughout Round 1, the PCs receive cryptic fragments of some sort of message, which when assembled turns out to be from the goddess Mystra, whose soul was discovered in Shar's possession during EPIC6-1. Translating the mysterious message reveals the PCs' true mission, which is to break into Cyric's prison (his dominion, the Supreme Throne) and change the power that the greater gods used to imprison Cyric to instead recreate Mystra's dominion of Dweomerheart. With Dweomerheart reconstructed, Mystra's soul (with help from the PCs) can then reconstruct the Weave, which will end the Spellplague and usher in a new era for the Forgotten Realms (aka the Sundering).

ORGANIZATIONAL AND NATIONAL HOOKS

Anybody who has ever worked with Cormyr or Myth Drannor has a clear national hook, since those two nations are leading the fight (and it is Cormyr's capital city of Suzail that is currently under siege by Shade Enclave). More generally, all nations and all free peoples have a stake in the outcome of the war. If Netheril prevails, the Shadow Weave will take the place of the Spellplague (instead of Mystra's Weave), which

would give Shar's followers control of all magic in the Realms. This would certainly usher in a new Empire of Netheril that might last for all eternity.

IMPORTANT STORY AWARDS

Ask the players to complete Handout 1 while everyone is getting set up. There are various Story Awards and adventure outcomes listed on this form which the organizers of the BI need in order to make certain decisions during the event.

SUPPLY RUN

The PCs have been in Suzail long enough to rest and resupply before the battle starts. If the players want to stock up on consumables or pick up just the right magic item, they may do so before their first mission, subject to the normal rules in the *LFR Campaign Guide* for purchasing items (they may also take advantage of any Story Awards they have that allow them additional purchase access). Suzail is a major metropolis, so anything that the PCs are able to legally purchase may be found here.

BEGINNING THE BATTLE

Each table should fill out one copy of **Handout 1** so that the Senior DM can get a sense of which of the lead-in adventures were successful and unsuccessful (for example, if CORE6-1 was not successful, then there might be orc reinforcements available to bolster the Netherese forces during Round 1).

Distribute several copies **Handout 2** to each table as well. This provides a briefing on the six missions that are available when Round 1 starts. The players can use this information to choose their first (and subsequent) missions. We strongly recommend that you have a central tracking system such as a whiteboard or projection system so that each table can see which missions have been completed, which are currently being played, and the success / failure counts. This will help them focus their efforts in the areas that are most in need of support.

When all the DMs and players are ready, have the table captains choose their first missions and start. The expected duration of Round 1 is four hours. At the conclusion of this time, the Senior DM should tally the successes and failures to determine the results of each individual mission. We recommend that a mission be counted as a success if at least half plus one of the total number of tables completed it. For example, if you have a five-table event, a mission must be completed by at least three tables to count as a success; otherwise it is a failure. (You may want to require smaller success numbers for Missions 1.7 and 1.8 since these are only available for a limited time.)

MISSION 1.1: FEY CROSSING

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

- 1 Wind-Claw Owlbear (level 12 elite)
- 1 Green Hag (level 13)
- 2 Medusa Bodyguards (level 12)
- 2 Medusa Venom Arrows (level 12)

AL 14 (7000 XP):

- 1 Wind-Claw Owlbear (level 14 elite)
- 1 Green Hag (level 14)
- 2 Medusa Bodyguards (level 14)
- 2 Medusa Venom Arrows (level 14)

AL 16 (10,000 XP):

- 1 Wind-Claw Owlbear (level 16 elite)
- 1 Green Hag (level 17)
- 2 Medusa Bodyguards (level 16)
- 2 Medusa Venom Arrows (level 16)

AL 18 (14,000 XP):

- 1 Wind-Claw Owlbear (level 18 elite)
- 1 Green Hag (level 18)
- 2 Medusa Bodyguards (level 18)
- 2 Medusa Venom Arrows (level 18)

AL 20 (20,800 XP):

- 1 Wind-Claw Owlbear (level 21 elite)
- 1 Green Hag (level 21)
- 2 Medusa Bodyguards (level 20)
- 2 Medusa Venom Arrows (level 20)

SCALING THE ENCOUNTER

Four PCs: Remove a medusa venom arrow.

Six PCs: Add a third medusa venom arrow at the beginning of round 3.

TIERING THE ENCOUNTER

Aggressive: Give the owlbear a +2 bonus to attack rolls and a +5 bonus to damage rolls. The owlbear's *wind howl* power deals damage equal to its melee basic attack in addition to pushing targets and knocking them prone. The green hag's *grasping roots* power deals damage equal to her melee basic attack in addition to restraining those it hits.

Glory: Add the third medusa venom arrow at the beginning of round 2, and add a second owlbear at the beginning of round 3. At AL 12-16, the second owlbear is bloodied when it arrives; at AL 18-20 it has its full normal hit points.

OBJECTIVE

The PCs are sent to investigate a fey crossing where the Order of Blue Fire has been receiving reinforcements from their dark fey allies. The crossing is guarded by a contingent of medusas led by a green hag and accompanied by her pet owlbear. The green hag carries an item that is used to open and close the fey crossing; the PCs can "overload" this item with the right skills, allowing them to temporarily seal the crossing and stop further reinforcements (the effect lasts for 24 hours, which is more than enough in this case). The PCs are forced to deal with reinforcements from the Feywild if they do not act quickly enough to seal the crossing.

MEDUSA PETRIFICATION

It is possible that one or more PCs will fail two saving throws and become petrified during this encounter. A petrified creature is unconscious (but does not fall prone unless it was prone when it was petrified), has resist 20 to all damage, and doesn't age.

Petrified PCs can be restored by the following means, which any character knows on a successful Hard DC Nature check.

- The use of an appropriate power, such as *divine cleansing*.
- The use of an appropriate magic item, such as *oil of flesh returned*.
- The willing kiss of the medusa that petrified the creature (unlikely, but perhaps possible via Intimidate or domination)
- The medusa responsible for the petrification is killed and its blood is applied to the stony lips of the victim before a full day passes.

The fourth option is the easiest, assuming the PCs aren't forced to flee the battlefield. In a worst-case scenario, if petrified PCs are left behind, send the table captain to HQ and we will send another table on a rescue mission to recover the missing characters.

MISSION 1.1: FEY CROSSING (AL 12)

| Wind-Claw Owlbear | Level 12 Elite Controller |
|---|--|
| Large fey beast (air) | XP 1400 |
| HP 244; Bloodied 122 | Initiative +9 |
| AC 26, Fortitude 26, Reflex 22, Will 24 | Perception +15 |
| Speed 7 | Darkvision |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| ○ Keening Gale • Aura 2 | |
| Any enemy that ends its turn in the aura takes 5 damage, and the owlbear slides it up to 2 squares as a free action. | |
| STANDARD ACTIONS | |
| m Wind Claw • At-Will | |
| Attack: Melee 2 (one creature); +17 vs. AC | |
| Hit: 3d6 + 9 damage, and the owlbear slides the target up to 2 squares and knocks it prone. | |
| Miss: The owlbear can slide the target 1 square. | |
| M Disembowel • At-Will | |
| Effect: The owlbear uses <i>wind claw</i> twice against one creature. If both attacks hit, that creature is stunned until the end of the owlbear's next turn. | |
| M Beak Snap • At-Will | |
| Attack: Melee 1 (one creature stunned by the owlbear). | |
| Effect: The target takes 4d10 + 18 damage. (No attack roll needed.) | |
| TRIGGERED ACTIONS | |
| C Wind Howl • Encounter | |
| Trigger: The owlbear is first bloodied. | |
| Attack (Immediate Reaction): Close blast 5 (creatures in the blast); +15 vs. Fortitude | |
| Hit: The owlbear pushes the target up to 3 squares and knocks it prone. | |
| Miss: The owlbear can push the target 1 square. | |
| Str 22 (+12) | Dex 16 (+9) Wis 18 (+10) |
| Con 18 (+10) | Int 2 (+2) Cha 10 (+6) |
| Alignment unaligned Languages -- | |

| Green Hag | Level 13 Controller |
|--|--|
| Medium fey humanoid (shapechanger) | XP 800 |
| HP 132; Bloodied 66 | Initiative +10 |
| AC 27, Fortitude 26, Reflex 25, Will 24 | Perception +14 |
| Speed 8 (forest walk, swamp walk), swim 8 | Low-light vision |
| Resist 10 poison | |
| STANDARD ACTIONS | |
| m Hurl Through the Earth (teleportation) • At-Will | |
| Attack: Melee 1 (one creature); +18 vs. AC | |
| Hit: 2d6 + 10 damage. | |
| Effect: The hag teleports the target up to 3 squares. | |
| A Grasping Roots • At-Will | |
| Attack: Area burst 2 within 5 (creatures in the burst); +16 vs. Reflex | |
| Hit: The target is restrained (save ends). | |
| Miss: The target is slowed until the end of the hag's next turn. | |
| A Rampant Growth (zone) • Encounter | |
| Attack: Area burst 2 within 5, centered on a creature restrained by <i>grasping roots</i> (creatures in the burst); +16 vs. Reflex | |
| Hit: 2d8 + 10 damage. | |
| Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk. Creatures without forest walk take 5 damage for each square of movement within the zone. | |
| A Stagnant Miasma (poison, zone) • Recharge when first bloodied | |
| Attack: Area burst 2 within 5 (creatures in the burst); +16 vs. Fortitude | |
| Hit: 2d10 + 13 poison damage. | |
| Effect: The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 10 poison damage. | |
| MINOR ACTIONS | |
| Change Shape (polymorph) • At-Will | |
| Effect: The hag alters its physical form to appear as a crone or young woman of any Medium humanoid race until it uses <i>change shape</i> again or it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise. | |
| Skills Bluff +14, Stealth +15 | |
| Str 21 (+11) | Dex 19 (+10) Wis 16 (+9) |
| Con 20 (+11) | Int 15 (+8) Cha 16 (+9) |
| Alignment evil Languages Common, Elven | |

MISSION 1.1: FEY CROSSING (AL 12 CONTINUED)

| Medusa Bodyguard | Level 12 Soldier |
|--|--|
| Medium natural humanoid | XP 700 |
| HP 123; Bloodied 61 | Initiative +11 |
| AC 28, Fortitude 25, Reflex 23, Will 24 | Perception +15 |
| Speed 6 | |
| Immune petrification; Resist 10 poison | |
| STANDARD ACTIONS | |
| m Bastard Sword (poison, weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +17 vs. AC | |
| <i>Hit:</i> 2d8 + 9 damage, and ongoing 5 poison damage (save ends). | |
| <i>Effect:</i> The bodyguard marks the target until the end of the bodyguard's next turn. | |
| r Longbow (poison, weapon) • At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +17 vs. AC | |
| <i>Hit:</i> 2d8 + 9 damage, and ongoing 5 poison damage (save ends). | |
| TRIGGERED ACTIONS | |
| C Mind-Venom Gaze (charm, poison, psychic) • Recharge when the bodyguard hits with bastard sword | |
| <i>Trigger:</i> An enemy marked by the bodyguard makes an attack that does not include it as a target. | |
| <i>Attack (Immediate Interrupt):</i> Close blast 5 (enemies in the blast); +15 vs. Will. The attack must include the triggering enemy as a target. | |
| <i>Hit:</i> 2d6 + 3 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its next turn. | |
| Skills Bluff +14, Stealth +14 | |
| Str 22 (+12) | Dex 17 (+9) Wis 19 (+10) |
| Con 19 (+10) | Int 12 (+7) Cha 17 (+9) |
| Alignment evil Languages Common | |
| Equipment bastard sword, longbow, 20 arrows | |

| Medusa Venom Arrow | Level 12 Artillery |
|---|--|
| Medium natural humanoid | XP 700 |
| HP 96; Bloodied 48 | Initiative +12 |
| AC 26, Fortitude 23, Reflex 25, Will 23 | Perception +14 |
| Speed 6 | |
| Immune petrification; Resist 10 poison | |
| STANDARD ACTIONS | |
| m Serpent Hair (poison) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +17 vs. AC | |
| <i>Hit:</i> 2d8 + 9 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn. | |
| r Shortbow (poison, weapon) • At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +19 vs. AC | |
| <i>Hit:</i> 3d6 + 10 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). | |
| TRIGGERED ACTIONS | |
| Petrifying Stare • At-Will | |
| <i>Trigger:</i> An enemy starts its turn within 2 squares of the medusa. | |
| <i>Effect (Opportunity Action):</i> Close blast 2 (the triggering enemy in the blast); no attack roll needed. The target is slowed (save ends). | |
| <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). | |
| <i>Second Failed Save:</i> The target is petrified (see sidebar). | |
| Skills Bluff +15, Stealth +17 | |
| Str 14 (+8) | Dex 22 (+12) Wis 17 (+9) |
| Con 18 (+10) | Int 12 (+7) Cha 19 (+10) |
| Alignment evil Languages Common | |
| Equipment shortbow, 20 arrows | |

MISSION 1.1: FEY CROSSING (AL 14)

| Wind-Claw Owlbear | Level 14 Elite Controller |
|---|---------------------------------|
| Large fey beast (air) | XP 2000 |
| HP 276; Bloodied 138 | Initiative +10 |
| AC 28, Fortitude 28, Reflex 24, Will 26 | Perception +16 |
| Speed 7 | Darkvision |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| ○ Keening Gale • Aura 2 | |
| Any enemy that ends its turn in the aura takes 5 damage, and the owlbear slides it up to 2 squares as a free action. | |
| STANDARD ACTIONS | |
| m Wind Claw • At-Will | |
| Attack: Melee 2 (one creature); +19 vs. AC | |
| Hit: 3d6 + 11 damage, and the owlbear slides the target up to 2 squares and knocks it prone. | |
| Miss: The owlbear can slide the target 1 square. | |
| M Disembowel • At-Will | |
| Effect: The owlbear uses <i>wind claw</i> twice against one creature. If both attacks hit, that creature is stunned until the end of the owlbear's next turn. | |
| M Beak Snap • At-Will | |
| Attack: Melee 1 (one creature stunned by the owlbear). | |
| Effect: The target takes 5d10 + 17 damage. (No attack roll needed.) | |
| TRIGGERED ACTIONS | |
| C Wind Howl • Encounter | |
| Trigger: The owlbear is first bloodied. | |
| Attack (Immediate Reaction): Close blast 5 (creatures in the blast); +17 vs. Fortitude | |
| Hit: The owlbear pushes the target up to 3 squares and knocks it prone. | |
| Miss: The owlbear can push the target 1 square. | |
| Str 22 (+13) | Dex 16 (+10) Wis 18 (+11) |
| Con 18 (+11) | Int 2 (+3) Cha 10 (+7) |
| Alignment unaligned | Languages -- |

| Green Hag | Level 14 Controller |
|--|---------------------------------|
| Medium fey humanoid (shapechanger) | XP 1,000 |
| HP 140; Bloodied 70 | Initiative +11 |
| AC 28, Fortitude 27, Reflex 26, Will 25 | Perception +15 |
| Speed 8 (forest walk, swamp walk), swim 8 | Low-light vision |
| Resist 10 poison | |
| STANDARD ACTIONS | |
| m Hurl Through the Earth (teleportation) • At-Will | |
| Attack: Melee 1 (one creature); +19 vs. AC | |
| Hit: 2d6 + 11 damage. | |
| Effect: The hag teleports the target up to 3 squares. | |
| A Grasping Roots • At-Will | |
| Attack: Area burst 2 within 5 (creatures in the burst); +17 vs. Reflex | |
| Hit: The target is restrained (save ends). | |
| Miss: The target is slowed until the end of the hag's next turn. | |
| A Rampant Growth (zone) • Encounter | |
| Attack: Area burst 2 within 5, centered on a creature restrained by <i>grasping roots</i> (creatures in the burst); +17 vs. Reflex | |
| Hit: 2d8 + 11 damage. | |
| Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk. Creatures without forest walk take 5 damage for each square of movement within the zone. | |
| A Stagnant Miasma (poison, zone) • Recharge when first bloodied | |
| Attack: Area burst 2 within 5 (creatures in the burst); +17 vs. Fortitude | |
| Hit: 2d10 + 14 poison damage. | |
| Effect: The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 10 poison damage. | |
| MINOR ACTIONS | |
| Change Shape (polymorph) • At-Will | |
| Effect: The hag alters its physical form to appear as a crone or young woman of any Medium humanoid race until it uses <i>change shape</i> again or it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise. | |
| Skills Bluff +15, Stealth +16 | |
| Str 21 (+12) | Dex 19 (+11) Wis 16 (+10) |
| Con 20 (+12) | Int 15 (+9) Cha 16 (+10) |
| Alignment evil | Languages Common, Elven |

MISSION 1.1: FEY CROSSING (AL 14 CONTINUED)

| Medusa Bodyguard | Level 14 Soldier |
|--|---|
| Medium natural humanoid | XP 1,000 |
| HP 139; Bloodied 69 | Initiative +12 |
| AC 30, Fortitude 27, Reflex 25, Will 26 | Perception +16 |
| Speed 6 | |
| Immune petrification; Resist 10 poison | |
| STANDARD ACTIONS | |
| m Bastard Sword (poison, weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +19 vs. AC | |
| <i>Hit:</i> 2d8 + 10 damage, and ongoing 5 poison damage (save ends). | |
| <i>Effect:</i> The bodyguard marks the target until the end of the bodyguard's next turn. | |
| r Longbow (poison, weapon) • At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +19 vs. AC | |
| <i>Hit:</i> 2d8 + 11 damage, and ongoing 5 poison damage (save ends). | |
| TRIGGERED ACTIONS | |
| C Mind-Venom Gaze (charm, poison, psychic) • Recharge when the bodyguard hits with bastard sword | |
| <i>Trigger:</i> An enemy marked by the bodyguard makes an attack that does not include it as a target. | |
| <i>Attack (Immediate Interrupt):</i> Close blast 5 (enemies in the blast); +17 vs. Will. The attack must include the triggering enemy as a target. | |
| <i>Hit:</i> 2d6 + 5 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its next turn. | |
| Skills Bluff +15, Stealth +15 | |
| Str 22 (+13) | Dex 17 (+10) Wis 19 (+11) |
| Con 19 (+11) | Int 12 (+9) Cha 17 (+10) |
| Alignment evil | Languages Common |
| Equipment bastard sword, longbow, 20 arrows | |

| Medusa Venom Arrow | Level 14 Artillery |
|---|---|
| Medium natural humanoid | XP 1,000 |
| HP 108; Bloodied 54 | Initiative +13 |
| AC 28, Fortitude 25, Reflex 27, Will 25 | Perception +15 |
| Speed 6 | |
| Immune petrification; Resist 10 poison | |
| STANDARD ACTIONS | |
| m Serpent Hair (poison) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +19 vs. AC | |
| <i>Hit:</i> 2d8 + 11 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn. | |
| r Shortbow (poison, weapon) • At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +21 vs. AC | |
| <i>Hit:</i> 3d6 + 12 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). | |
| TRIGGERED ACTIONS | |
| Petrifying Stare • At-Will | |
| <i>Trigger:</i> An enemy starts its turn within 2 squares of the medusa. | |
| <i>Effect (Opportunity Action):</i> Close blast 2 (the triggering enemy in the blast); no attack roll needed. The target is slowed (save ends). | |
| <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). | |
| <i>Second Failed Save:</i> The target is petrified (see sidebar). | |
| Skills Bluff +16, Stealth +19 | |
| Str 14 (+9) | Dex 22 (+13) Wis 17 (+10) |
| Con 18 (+11) | Int 12 (+8) Cha 19 (+11) |
| Alignment evil | Languages Common |
| Equipment shortbow, 20 arrows | |

MISSION 1.1: FEY CROSSING (AL 16)

| Wind-Claw Owlbear | Level 16 Elite Controller |
|---|---------------------------|
| Large fey beast (air) | XP 2,800 |
| HP 308; Bloodied 154 | Initiative +11 |
| AC 30, Fortitude 30, Reflex 24, Will 26 | Perception +17 |
| Speed 7 | Darkvision |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| O Keening Gale • Aura 2 Any enemy that ends its turn in the aura takes 5 damage, and the owlbear slides it up to 2 squares as a free action. | |
| STANDARD ACTIONS | |
| m Wind Claw • At-Will <i>Attack:</i> Melee 2 (one creature); +21 vs. AC <i>Hit:</i> 3d6 + 13 damage, and the owlbear slides the target up to 2 squares and knocks it prone. <i>Miss:</i> The owlbear can slide the target 1 square. | |
| M Disembowel • At-Will <i>Effect:</i> The owlbear uses <i>wind claw</i> twice against one creature. If both attacks hit, that creature is stunned until the end of the owlbear's next turn. | |
| M Beak Snap • At-Will <i>Attack:</i> Melee 1 (one creature stunned by the owlbear). <i>Effect:</i> The target takes 5d10 + 19 damage. (No attack roll needed.) | |
| TRIGGERED ACTIONS | |
| C Wind Howl • Encounter <i>Trigger:</i> The owlbear is first bloodied. <i>Attack (Immediate Reaction):</i> Close blast 5 (creatures in the blast); +19 vs. Fortitude <i>Hit:</i> The owlbear pushes the target up to 3 squares and knocks it prone. <i>Miss:</i> The owlbear can push the target 1 square. | |
| Str 22 (+14) | Dex 16 (+11) |
| Con 18 (+12) | Int 2 (+4) |
| | Wis 18 (+12) |
| | Cha 10 (+8) |
| Alignment unaligned | |
| Languages -- | |

| Green Hag | Level 17 Controller |
|--|-----------------------|
| Medium fey humanoid (shapechanger) | XP1,600 |
| HP 164; Bloodied 82 | Initiative +12 |
| AC 31, Fortitude 30, Reflex 29, Will 28 | Perception +16 |
| Speed 8 (forest walk, swamp walk), swim 8 | Low-light vision |
| Resist 10 poison | |
| STANDARD ACTIONS | |
| m Hurl Through the Earth (teleportation) • At-Will <i>Attack:</i> Melee 1 (one creature); +22 vs. AC <i>Hit:</i> 2d8 + 14 damage. <i>Effect:</i> The hag teleports the target up to 3 squares. | |
| A Grasping Roots • At-Will <i>Attack:</i> Area burst 2 within 5 (creatures in the burst); +20 vs. Reflex <i>Hit:</i> The target is restrained (save ends). <i>Miss:</i> The target is slowed until the end of the hag's next turn. | |
| A Rampant Growth (zone) • Encounter <i>Attack:</i> Area burst 2 within 5, centered on a creature restrained by <i>grasping roots</i> (creatures in the burst); +20 vs. Reflex <i>Hit:</i> 3d8 + 14 damage. <i>Effect:</i> The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk. Creatures without forest walk take 5 damage for each square of movement within the zone. | |
| A Stagnant Miasma (poison, zone) • Recharge when first bloodied <i>Attack:</i> Area burst 2 within 5 (creatures in the burst); +20 vs. Fortitude <i>Hit:</i> 2d12 + 12 poison damage. <i>Effect:</i> The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 10 poison damage. | |
| MINOR ACTIONS | |
| Change Shape (polymorph) • At-Will <i>Effect:</i> The hag alters its physical form to appear as a crone or young woman of any Medium humanoid race until it uses <i>change shape</i> again or it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise. | |
| Skills Bluff +16, Stealth +16 | |
| Str 21 (+13) | Dex 19 (+12) |
| Con 20 (+13) | Int 15 (+10) |
| | Wis 16 (+11) |
| | Cha 16 (+11) |
| Alignment evil | |
| Languages Common, Elven | |

MISSION 1.1: FEY CROSSING (AL 16 CONTINUED)

| Medusa Bodyguard | Level 16 Soldier |
|--|---|
| Medium natural humanoid | XP 1,400 |
| HP 155; Bloodied 77 | Initiative +13 |
| AC 32, Fortitude 29, Reflex 27, Will 28 | Perception +17 |
| Speed 6 | |
| Immune petrification; Resist 10 poison | |
| STANDARD ACTIONS | |
| m Bastard Sword (poison, weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +21 vs. AC | |
| <i>Hit:</i> 2d8 + 13 damage, and ongoing 10 poison damage (save ends). | |
| <i>Effect:</i> The bodyguard marks the target until the end of the bodyguard's next turn. | |
| r Longbow (poison, weapon) • At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +21 vs. AC | |
| <i>Hit:</i> 2d8 + 13 damage, and ongoing 10 poison damage (save ends). | |
| TRIGGERED ACTIONS | |
| C Mind-Venom Gaze (charm, poison, psychic) • Recharge when the bodyguard hits with bastard sword | |
| <i>Trigger:</i> An enemy marked by the bodyguard makes an attack that does not include it as a target. | |
| <i>Attack (Immediate Interrupt):</i> Close blast 5 (enemies in the blast); +19 vs. Will. The attack must include the triggering enemy as a target. | |
| <i>Hit:</i> 2d6 + 7 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its next turn. | |
| Skills Bluff +16, Stealth +16 | |
| Str 22 (+14) | Dex 17 (+11) Wis 19 (+12) |
| Con 19 (+12) | Int 12 (+9) Cha 17 (+11) |
| Alignment evil | Languages Common |
| Equipment bastard sword, longbow, 20 arrows | |

| Medusa Venom Arrow | Level 16 Artillery |
|---|---|
| Medium natural humanoid | XP 1,400 |
| HP 120; Bloodied 60 | Initiative +14 |
| AC 30, Fortitude 27, Reflex 29, Will 27 | Perception +15 |
| Speed 6 | |
| Immune petrification; Resist 10 poison | |
| STANDARD ACTIONS | |
| m Serpent Hair (poison) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +21 vs. AC | |
| <i>Hit:</i> 2d8 + 14 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn. | |
| r Shortbow (poison, weapon) • At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +23 vs. AC | |
| <i>Hit:</i> 3d6 + 14 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both). | |
| TRIGGERED ACTIONS | |
| Petrifying Stare • At-Will | |
| <i>Trigger:</i> An enemy starts its turn within 2 squares of the medusa. | |
| <i>Effect (Opportunity Action):</i> Close blast 2 (the triggering enemy in the blast); no attack roll needed. The target is slowed (save ends). | |
| <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). | |
| <i>Second Failed Save:</i> The target is petrified (see sidebar). | |
| Skills Bluff +17, Stealth +19 | |
| Str 14 (+10) | Dex 22 (+14) Wis 17 (+10) |
| Con 18 (+12) | Int 12 (+9) Cha 19 (+12) |
| Alignment evil | Languages Common |
| Equipment shortbow, 20 arrows | |

MISSION 1.1: FEY CROSSING (AL 18)

| Wind-Claw Owlbear | | Level 18 Elite Controller |
|---|--------------|---------------------------|
| Large fey beast (air) | | XP 4,000 |
| HP 340; Bloodied 170 | | Initiative +12 |
| AC 32, Fortitude 32, Reflex 28, Will 30 | | Perception +18 |
| Speed 7 | | Darkvision |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| ○ Keening Gale • Aura 2 | | |
| Any enemy that ends its turn in the aura takes 5 damage, and the owlbear slides it up to 2 squares as a free action. | | |
| STANDARD ACTIONS | | |
| m Wind Claw • At-Will | | |
| Attack: Melee 2 (one creature); +23 vs. AC | | |
| Hit: 3d6 + 15 damage, and the owlbear slides the target up to 2 squares and knocks it prone. | | |
| Miss: The owlbear can slide the target 1 square. | | |
| M Disembowel • At-Will | | |
| Effect: The owlbear uses <i>wind claw</i> twice against one creature. If both attacks hit, that creature is stunned until the end of the owlbear's next turn. | | |
| M Beak Snap • At-Will | | |
| Attack: Melee 1 (one creature stunned by the owlbear). | | |
| Effect: The target takes 5d12 + 12 damage. (No attack roll needed.) | | |
| TRIGGERED ACTIONS | | |
| C Wind Howl • Encounter | | |
| Trigger: The owlbear is first bloodied. | | |
| Attack (Immediate Reaction): Close blast 5 (creatures in the blast); +20 vs. Fortitude | | |
| Hit: The owlbear pushes the target up to 3 squares and knocks it prone. | | |
| Miss: The owlbear can push the target 1 square. | | |
| Str 22 (+15) | Dex 16 (+12) | Wis 18 (+13) |
| Con 18 (+13) | Int 2 (+5) | Cha 10 (+9) |
| Alignment unaligned | | Languages -- |

| Green Hag | | Level 18 Controller |
|--|--------------|-------------------------|
| Medium fey humanoid (shapechanger) | | XP 2,000 |
| HP 172; Bloodied 86 | | Initiative +13 |
| AC 32, Fortitude 31, Reflex 30, Will 29 | | Perception +17 |
| Speed 8 (forest walk, swamp walk), swim 8 | | Low-light vision |
| Resist 10 poison | | |
| STANDARD ACTIONS | | |
| m Hurl Through the Earth (teleportation) • At-Will | | |
| Attack: Melee 1 (one creature); +23 vs. AC | | |
| Hit: 2d8 + 13 damage. | | |
| Effect: The hag teleports the target up to 3 squares. | | |
| A Grasping Roots • At-Will | | |
| Attack: Area burst 2 within 5 (creatures in the burst); +21 vs. Reflex | | |
| Hit: The target is restrained (save ends). | | |
| Miss: The target is slowed until the end of the hag's next turn. | | |
| A Rampant Growth (zone) • Encounter | | |
| Attack: Area burst 2 within 5, centered on a creature restrained by <i>grasping roots</i> (creatures in the burst); +21 vs. Reflex | | |
| Hit: 4d6 + 15 damage. | | |
| Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk. Creatures without forest walk take 5 damage for each square of movement within the zone. | | |
| A Stagnant Miasma (poison, zone) • Recharge when first bloodied | | |
| Attack: Area burst 2 within 5 (creatures in the burst); +16 vs. Fortitude | | |
| Hit: 3d8 + 11 poison damage. | | |
| Effect: The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 10 poison damage. | | |
| MINOR ACTIONS | | |
| Change Shape (polymorph) • At-Will | | |
| Effect: The hag alters its physical form to appear as a crone or young woman of any Medium humanoid race until it uses <i>change shape</i> again or it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise. | | |
| Skills Bluff +17, Stealth +18 | | |
| Str 21 (+14) | Dex 19 (+13) | Wis 16 (+12) |
| Con 20 (+14) | Int 15 (+11) | Cha 16 (+12) |
| Alignment evil | | Languages Common, Elven |

MISSION 1.1: FEY CROSSING (AL 18 CONTINUED)

| Medusa Bodyguard | Level 18 Soldier |
|--|---|
| Medium natural humanoid | XP 2,000 |
| HP 171; Bloodied 85 | Initiative +14 |
| AC 34, Fortitude 31, Reflex 29, Will 30 | Perception +18 |
| Speed 6 | |
| Immune petrification; Resist 10 poison | |
| STANDARD ACTIONS | |
| m Bastard Sword (poison, weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +23 vs. AC | |
| <i>Hit:</i> 2d8 + 15 damage, and ongoing 10 poison damage (save ends). | |
| <i>Effect:</i> The bodyguard marks the target until the end of the bodyguard's next turn. | |
| r Longbow (poison, weapon) • At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +23 vs. AC | |
| <i>Hit:</i> 2d8 + 15 damage, and ongoing 10 poison damage (save ends). | |
| TRIGGERED ACTIONS | |
| C Mind-Venom Gaze (charm, poison, psychic) • Recharge when the bodyguard hits with bastard sword | |
| <i>Trigger:</i> An enemy marked by the bodyguard makes an attack that does not include it as a target. | |
| <i>Attack (Immediate Interrupt):</i> Close blast 5 (enemies in the blast); +21 vs. Will. The attack must include the triggering enemy as a target. | |
| <i>Hit:</i> 2d6 + 9 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its next turn. | |
| Skills Bluff +17, Stealth +17 | |
| Str 22 (+15) | Dex 17 (+12) Wis 19 (+13) |
| Con 19 (+13) | Int 12 (+10) Cha 17 (+12) |
| Alignment evil | Languages Common |
| Equipment bastard sword, longbow, 20 arrows | |

| Medusa Venom Arrow | Level 18 Artillery |
|---|---|
| Medium natural humanoid | XP 2,000 |
| HP 132; Bloodied 66 | Initiative +15 |
| AC 32, Fortitude 29, Reflex 31, Will 29 | Perception +17 |
| Speed 6 | |
| Immune petrification; Resist 10 poison | |
| STANDARD ACTIONS | |
| m Serpent Hair (poison) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +23 vs. AC | |
| <i>Hit:</i> 2d8 + 15 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn. | |
| r Shortbow (poison, weapon) • At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +25 vs. AC | |
| <i>Hit:</i> 3d6 + 16 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both). | |
| TRIGGERED ACTIONS | |
| Petrifying Stare • At-Will | |
| <i>Trigger:</i> An enemy starts its turn within 2 squares of the medusa. | |
| <i>Effect (Opportunity Action):</i> Close blast 2 (the triggering enemy in the blast); no attack roll needed. The target is slowed (save ends). | |
| <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). | |
| <i>Second Failed Save:</i> The target is petrified (see sidebar). | |
| Skills Bluff +18, Stealth +20 | |
| Str 14 (+11) | Dex 22 (+15) Wis 17 (+12) |
| Con 18 (+13) | Int 12 (+10) Cha 19 (+13) |
| Alignment evil | Languages Common |
| Equipment shortbow, 20 arrows | |

MISSION 1.1: FEY CROSSING (AL 20)

| Wind-Claw Owlbear | Level 21 Elite Controller |
|---|--------------------------------|
| Large fey beast (air) | XP 6,400 |
| HP 388; Bloodied 194 | Initiative +13 |
| AC 35, Fortitude 35, Reflex 31, Will 33 | Perception +19 |
| Speed 7 | Darkvision |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| ○ Keening Gale • Aura 2 | |
| Any enemy that ends its turn in the aura takes 10 damage, and the owlbear slides it up to 2 squares as a free action. | |
| STANDARD ACTIONS | |
| m Wind Claw • At-Will | |
| Attack: Melee 2 (one creature); +25 vs. AC | |
| Hit: 4d6 + 15 damage, and the owlbear slides the target up to 2 squares and knocks it prone. | |
| Miss: The owlbear can slide the target 1 square. | |
| M Disembowel • At-Will | |
| Effect: The owlbear uses <i>wind claw</i> twice against one creature. If both attacks hit, that creature is stunned until the end of the owlbear's next turn. | |
| M Beak Snap • At-Will | |
| Attack: Melee 1 (one creature stunned by the owlbear). | |
| Effect: The target takes 5d12 + 14 damage. (No attack roll needed.) | |
| TRIGGERED ACTIONS | |
| C Wind Howl • Encounter | |
| Trigger: The owlbear is first bloodied. | |
| Attack (Immediate Reaction): Close blast 5 (creatures in the blast); +24 vs. Fortitude | |
| Hit: The owlbear pushes the target up to 3 squares and knocks it prone. | |
| Miss: The owlbear can push the target 1 square. | |
| Str 22 (+16) | Dex 16 (+13) Wis 18 (+14) |
| Con 18 (+14) | Int 2 (+6) Cha 10 (+10) |
| Alignment unaligned | Languages -- |

| Green Hag | Level 21 Controller |
|--|--------------------------------|
| Medium fey humanoid (shapechanger) | XP 3,200 |
| HP 180; Bloodied 90 | Initiative +14 |
| AC 35, Fortitude 34, Reflex 33, Will 32 | Perception +18 |
| Speed 8 (forest walk, swamp walk), swim 8 | Low-light vision |
| Resist 15 poison | |
| STANDARD ACTIONS | |
| m Hurl Through the Earth (teleportation) • At-Will | |
| Attack: Melee 1 (one creature); +26 vs. AC | |
| Hit: 3d6 + 15 damage. | |
| Effect: The hag teleports the target up to 3 squares. | |
| A Grasping Roots • At-Will | |
| Attack: Area burst 2 within 5 (creatures in the burst); +24 vs. Reflex | |
| Hit: The target is restrained (save ends). | |
| Miss: The target is slowed until the end of the hag's next turn. | |
| A Rampant Growth (zone) • Encounter | |
| Attack: Area burst 2 within 5, centered on a creature restrained by <i>grasping roots</i> (creatures in the burst); +24 vs. Reflex | |
| Hit: 4d6 + 17 damage. | |
| Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk. Creatures without forest walk take 5 damage for each square of movement within the zone. | |
| A Stagnant Miasma (poison, zone) • Recharge when first bloodied | |
| Attack: Area burst 2 within 5 (creatures in the burst); +16 vs. Fortitude | |
| Hit: 3d8 + 13 poison damage. | |
| Effect: The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 15 poison damage. | |
| MINOR ACTIONS | |
| Change Shape (polymorph) • At-Will | |
| Effect: The hag alters its physical form to appear as a crone or young woman of any Medium humanoid race until it uses <i>change shape</i> again or it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 35 Insight check to discern that the form is a disguise. | |
| Skills Bluff +18, Stealth +19 | |
| Str 21 (+15) | Dex 19 (+14) Wis 16 (+13) |
| Con 20 (+15) | Int 15 (+12) Cha 16 (+13) |
| Alignment evil | Languages Common, Elven |

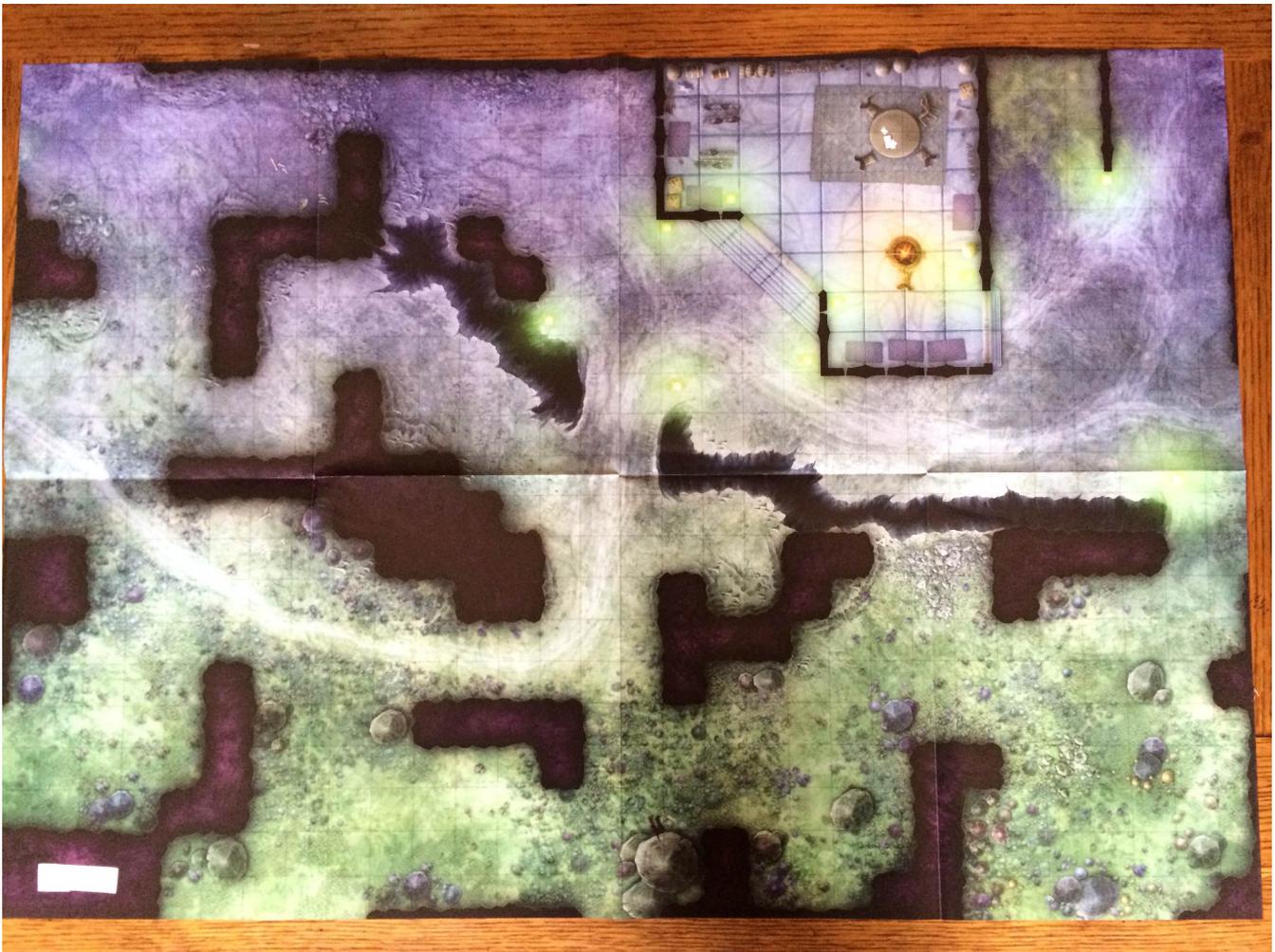
MISSION 1.1: FEY CROSSING (AL 20 CONTINUED)

| Medusa Bodyguard | Level 20 Soldier |
|--|-------------------------|
| Medium natural humanoid | XP 2,800 |
| HP 187; Bloodied 93 | Initiative +14 |
| AC 36, Fortitude 33, Reflex 31, Will 32 | Perception +19 |
| Speed 6 | |
| Immune petrification; Resist 15 poison | |
| STANDARD ACTIONS | |
| m Bastard Sword (poison, weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +25 vs. AC | |
| <i>Hit:</i> 2d8 + 17 damage, and ongoing 15 poison damage (save ends). | |
| <i>Effect:</i> The bodyguard marks the target until the end of the bodyguard's next turn. | |
| r Longbow (poison, weapon) • At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +25 vs. AC | |
| <i>Hit:</i> 2d8 + 17 damage, and ongoing 15 poison damage (save ends). | |
| TRIGGERED ACTIONS | |
| C Mind-Venom Gaze (charm, poison, psychic) • Recharge when the bodyguard hits with bastard sword | |
| <i>Trigger:</i> An enemy marked by the bodyguard makes an attack that does not include it as a target. | |
| <i>Attack (Immediate Interrupt):</i> Close blast 5 (enemies in the blast); +23 vs. Will. The attack must include the triggering enemy as a target. | |
| <i>Hit:</i> 2d6 + 11 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its next turn. | |
| Skills Bluff +18, Stealth +18 | |
| Str 22 (+16) | Dex 17 (+13) |
| Con 19 (+14) | Int 12 (+11) |
| | Wis 19 (+14) |
| | Cha 17 (+13) |
| Alignment evil | Languages Common |
| Equipment bastard sword, longbow, 20 arrows | |

| Medusa Venom Arrow | Level 20 Artillery |
|---|-------------------------|
| Medium natural humanoid | XP 2,800 |
| HP 144; Bloodied 72 | Initiative +16 |
| AC 34, Fortitude 31, Reflex 33, Will 31 | Perception +18 |
| Speed 6 | |
| Immune petrification; Resist 15 poison | |
| STANDARD ACTIONS | |
| m Serpent Hair (poison) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +25 vs. AC | |
| <i>Hit:</i> 2d8 + 17 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn. | |
| r Shortbow (poison, weapon) • At-Will | |
| <i>Attack:</i> Ranged 30 (one creature); +27 vs. AC | |
| <i>Hit:</i> 3d6 + 18 damage, and the target takes ongoing 15 poison damage and is slowed (save ends both). | |
| TRIGGERED ACTIONS | |
| Petrifying Stare • At-Will | |
| <i>Trigger:</i> An enemy starts its turn within 2 squares of the medusa. | |
| <i>Effect (Opportunity Action):</i> Close blast 2 (the triggering enemy in the blast); no attack roll needed. The target is slowed (save ends). | |
| <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends). | |
| <i>Second Failed Save:</i> The target is petrified (see sidebar). | |
| Skills Bluff +19, Stealth +21 | |
| Str 14 (+12) | Dex 22 (+16) |
| Con 18 (+14) | Int 12 (+11) |
| | Wis 17 (+13) |
| | Cha 19 (+14) |
| Alignment evil | Languages Common |
| Equipment shortbow, 20 arrows | |

MISSION 1.1: FEY CROSSING (BATTLE MAP)

POSTER MAP NEEDED
Vaults of the Underdark - 6



The fey crossing is located in the upper right-hand corner of the map. The building is used by the medusas as their base of operations and staging area for the dark fey troops coming through the crossing to join the Order of Blue Fire.

The PCs should set up at any of the three entrances on the bottom of the map (there are two entrances in the bottom left and one on the bottom right). The PCs can use any or all of these three setup areas, as they see fit, but all PCs must start within 3 squares of the nearest map edge.

Place the green hag inside the building, with one of the medusa bodyguards outside (guarding). The other bodyguard and one of the two venom arrows are out on patrol; place them near the upper left-hand corner of the map. The other venom arrow is guarding the fey crossing (so near the upper right-hand corner) while the owlbear is in its stable, which is the small 3x3 space next to the building but not inside the building.

For 6 PCs and at the Glory tier, when you introduce new combatants to the fight, they come onto the map through either the upper-left or upper-right corner entrances.

MISSION 1.2: CORRUPTED GROVE

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

- 1 Corrupted Elder Treant (level 11 solo)
- 5 Spellplague-Infused Saplings (level 11 minion)
- 2 Wood Woad Druids (level 11)
- 1 Wood Woad Juggernaut (level 11)

AL 14 (7000 XP):

- 1 Corrupted Elder Treant (level 13 solo)
- 5 Spellplague-Infused Saplings (level 12 minion)
- 2 Wood Woad Druids (level 13)
- 1 Wood Woad Juggernaut (level 12)

AL 16 (10,000 XP):

- 1 Corrupted Elder Treant (level 15 solo)
- 5 Spellplague-Infused Saplings (level 14 minion)
- 2 Wood Woad Druids (level 14)
- 1 Wood Woad Juggernaut (level 14)

AL 18 (14,000 XP):

- 1 Corrupted Elder Treant (level 17 solo)
- 5 Spellplague-Infused Saplings (level 16 minion)
- 2 Wood Woad Druids (level 17)
- 1 Wood Woad Juggernaut (level 16)

AL 20 (20,800 XP):

- 1 Corrupted Elder Treant (level 19 solo)
- 5 Spellplague-Infused Saplings (level 18 minion)
- 2 Wood Woad Druids (level 19)
- 1 Wood Woad Juggernaut (level 18)

SCALING THE ENCOUNTER

Four PCs: Remove one wood woad druid.

Six PCs: Add a wood woad juggernaut at the beginning of round 3.

TIERING THE ENCOUNTER

Aggressive: The elder treant automatically spawns two additional saplings at the beginning of each round (starting with round 2). They appear anywhere within 10 squares of the treant. This does not change the treant's *saplings arise* power.

Glory: Bring in the second wood woad juggernaut at the beginning of round 2. Increase the elder treant's starting hit points by an amount equal to one-half its bloodied value (AL 18-20: by its full bloodied value). Also give the elder treant a +2 bonus to attack rolls and +5 to damage rolls, and increase the damage of all saplings by 2.

OBJECTIVE

The PCs go to investigate a ley line and discover that the Order of Blue Fire has already taken control of it. A corrupted elder treant is "planted" here and its roots are feeding Spellplague energy directly into the nexus. The PCs must either destroy or purify the treant (optional in-combat skill challenge) while also dealing with its wood woad guardians and the corrupted saplings that the treant generates.

MISSION 1.2: CORRUPTED GROVE (AL 12)

| Corrupted Elder Treant | Level 11 Solo Controller |
|---|---|
| Huge fey magical beast (plant), treant | XP 3000 |
| HP 480; Bloodied 240 | Initiative +7 |
| AC 25, Fortitude 23, Reflex 20, Will 24 | Perception +19 |
| Speed 4 | |
| Immune poison, prone | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| Ancient Entity | |
| If the treant is stunned or dominated, it is instead dazed for the same duration. | |
| Deep Roots | |
| Whenever the treant is subjected to a push, pull, or slide, it can move 2 squares fewer than the attack specifies. The treant cannot be knocked prone. | |
| Firecatcher | |
| Whenever the treant takes fire damage, it also takes ongoing 10 fire damage (save ends). While taking ongoing fire damage, the treant deals 10 extra fire damage to any target it hits with a melee attack. | |
| Threatening Reach | |
| The treant can make opportunity attacks against enemies within 3 squares of it. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 3 (one creature); +16 vs. AC | |
| <i>Hit:</i> 3d6 + 9 damage. | |
| <i>Effect:</i> The treant can push the target 1 square. | |
| M Quadruple Slam • At-Will | |
| <i>Effect:</i> The treant uses slam four times. If the treant hits the same target at least twice, that target falls prone. | |
| C Reverberating Word (thunder) • Recharge when first bloodied | |
| <i>Attack:</i> Close burst 3 (non-plants in burst); +14 vs. Fortitude | |
| <i>Hit:</i> 3d6 + 11 thunder damage, and the target is dazed until the end of the treant's next turn. | |
| C Saplings Arise • Recharge when first bloodied | |
| <i>Effect:</i> Five spellplague-infused saplings appear within a close burst 10 of the treant. They share the treant's initiative and act immediately. | |
| MINOR ACTIONS | |
| M Root Grab • At-Will (1/turn) | |
| <i>Attack:</i> Melee 3 (one prone creature); +14 vs. Reflex | |
| <i>Hit:</i> The treant pulls the target up to 2 squares, and the target is grabbed (escape DC 20). The treant can have up to four creatures grabbed at once. | |
| TRIGGERED ACTIONS | |
| M Charred for Life • At-Will | |
| <i>Trigger:</i> An attack deals fire damage to the treant. | |
| <i>Effect (Immediate Reaction):</i> The treant uses slam. | |
| Skills History +15, Nature +19 | |
| Str 26 (+13) | Dex 15 (+7) Wis 29 (+14) |
| Con 24 (+12) | Int 21 (+10) Cha 26 (+13) |
| Alignment unaligned | Languages Common, Elven |

| Spellplague-Infused Sapling | Level 11 Minion Soldier |
|---|---------------------------------------|
| Medium fey magical beast (plant), treant | XP 150 |
| HP 1; a missed attack roll never damages a minion. | Initiative +9 |
| AC 27, Fortitude 24, Reflex 21, Will 23 | Perception +9 |
| Speed 6 (forest walk) | Low-light vision |
| Resist 10 fire | |
| TRAITS | |
| O Branches Ablaze (fire) • Aura 1 | |
| Whenever an immobilized enemy starts its turn in the aura, the enemy takes 3 fire damage. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +16 vs. AC | |
| <i>Hit:</i> 8 damage, and the target is immobilized until the end of its next turn. | |
| r Thorn • At-Will | |
| <i>Attack:</i> Ranged 10 (one creature); +16 vs. AC | |
| <i>Hit:</i> 8 damage. | |
| Str 21 (+10) | Dex 15 (+7) Wis 18 (+9) |
| Con 19 (+9) | Int 12 (+6) Cha 15 (+7) |
| Alignment unaligned | Languages Elven |

MISSION 1.2: CORRUPTED GROVE (AL 12 CONTINUED)

| Wood Woad Druid | Level 11 Skirmisher (Leader) |
|---|------------------------------|
| Medium fey humanoid (plant) | XP 600 |
| HP 121; Bloodied 60 | Initiative +12 |
| AC 25, Fortitude 24, Reflex 23, Will 23 | Perception +15 |
| Speed 5 | |
| Immune immobilized, restrained, slowed | |
| STANDARD ACTIONS | |
| m Cudgel (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +16 vs. AC | |
| Hit: 2d8 + 9 damage. | |
| M Darting Strike (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +16 vs. AC | |
| Hit: 2d8 + 9 damage. | |
| Effect: Before or after the attack, the druid can shift up to 2 squares. | |
| M Polymorph into Plant (polymorph) • Recharge if the power misses | |
| Attack: Melee 1 (one creature); +14 vs. Fortitude | |
| Hit: The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire. | |
| MOVE ACTIONS | |
| Earthen Stride • At-Will | |
| Effect: The druid and one ally adjacent to it can each shift up to 2 squares. | |
| MINOR ACTIONS | |
| Nature's Boon • Encounter | |
| Effect: Close burst 5 (one plant ally in the burst). The target gains 20 temporary hit points. | |
| Skills Endurance +17, Heal +15, Nature +15 | |
| Str 17 (+8) | Dex 20 (+10) Wis 21 (+10) |
| Con 25 (+12) | Int 15 (+7) Cha 15 (+7) |
| Alignment unaligned | Languages Common, Elven |
| Equipment cudgel | |

| Wood Woad Juggernaut | Level 11 Brute |
|---|--------------------------|
| Large fey humanoid (plant) | XP 600 |
| HP 143; Bloodied 71 | Initiative +8 |
| AC 23, Fortitude 24, Reflex 21, Will 23 | Perception +10 |
| Speed 5 | |
| TRAITS | |
| Juggernaut Charge | |
| The juggernaut has resist 15 to all damage while charging. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 2 (one creature); +16 vs. AC | |
| Hit: 3d8 + 11 damage. | |
| M Nature's Reign (healing) • Recharge when first bloodied | |
| Attack: Melee 2 (one creature); +16 vs. AC | |
| Hit: 3d12 + 10 damage, and ongoing 10 damage (save ends). Whenever the target takes this ongoing damage, the juggernaut regains 10 hit points. | |
| Str 20 (+10) | Dex 17 (+8) Wis 21 (+10) |
| Con 23 (+11) | Int 15 (+7) Cha 15 (+7) |
| Alignment unaligned | Languages Common, Elven |

MISSION 1.2: CORRUPTED GROVE (AL 14)

| Corrupted Elder Treant | Level 13 Solo Controller |
|---|--------------------------------|
| Huge fey magical beast (plant), treant | XP 4000 |
| HP 544; Bloodied 272 | Initiative +8 |
| AC 27, Fortitude 25, Reflex 22, Will 26 | Perception +20 |
| Speed 4 | |
| Immune poison, prone | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| Ancient Entity | |
| If the treant is stunned or dominated, it is instead dazed for the same duration. | |
| Deep Roots | |
| Whenever the treant is subjected to a push, pull, or slide, it can move 2 squares fewer than the attack specifies. The treant cannot be knocked prone. | |
| Firecatcher | |
| Whenever the treant takes fire damage, it also takes ongoing 10 fire damage (save ends). While taking ongoing fire damage, the treant deals 10 extra fire damage to any target it hits with a melee attack. | |
| Threatening Reach | |
| The treant can make opportunity attacks against enemies within 3 squares of it. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 3 (one creature); +18 vs. AC | |
| <i>Hit:</i> 3d6 + 11 damage. | |
| <i>Effect:</i> The treant can push the target 1 square. | |
| M Quadruple Slam • At-Will | |
| <i>Effect:</i> The treant uses slam four times. If the treant hits the same target at least twice, that target falls prone. | |
| C Reverberating Word (thunder) • Recharge when first bloodied | |
| <i>Attack:</i> Close burst 3 (non-plants in burst); +16 vs. Fortitude | |
| <i>Hit:</i> 3d6 + 12 thunder damage, and the target is dazed until the end of the treant's next turn. | |
| C Saplings Arise • Recharge when first bloodied | |
| <i>Effect:</i> Five spellplague-infused saplings appear within a close burst 10 of the treant. They share the treant's initiative and act immediately. | |
| MINOR ACTIONS | |
| M Root Grab • At-Will (1/turn) | |
| <i>Attack:</i> Melee 3 (one prone creature); +16 vs. Reflex | |
| <i>Hit:</i> The treant pulls the target up to 2 squares, and the target is grabbed (escape DC 21). The treant can have up to four creatures grabbed at once. | |
| TRIGGERED ACTIONS | |
| M Charred for Life • At-Will | |
| <i>Trigger:</i> An attack deals fire damage to the treant. | |
| <i>Effect (Immediate Reaction):</i> The treant uses slam. | |
| Skills History +16, Nature +20 | |
| Str 26 (+14) | Dex 15 (+8) |
| Con 24 (+13) | Int 21 (+11) |
| | Wis 29 (+15) |
| | Cha 26 (+14) |
| Alignment unaligned | Languages Common, Elven |

| Spellplague-Infused Sapling | Level 12 Minion Soldier |
|---|-------------------------|
| Medium fey magical beast (plant), treant | XP 175 |
| HP 1; a missed attack roll never damages a minion. | Initiative +10 |
| AC 28, Fortitude 25, Reflex 22, Will 24 | Perception +10 |
| Speed 6 (forest walk) | Low-light vision |
| Resist 10 fire | |
| TRAITS | |
| O Branches Ablaze (fire) • Aura 1 | |
| Whenever an immobilized enemy starts its turn in the aura, the enemy takes 3 fire damage. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +17 vs. AC | |
| <i>Hit:</i> 9 damage, and the target is immobilized until the end of its next turn. | |
| r Thorn • At-Will | |
| <i>Attack:</i> Ranged 10 (one creature); +17 vs. AC | |
| <i>Hit:</i> 10 damage. | |
| Str 21 (+11) | Dex 15 (+8) |
| Con 19 (+10) | Int 12 (+7) |
| | Wis 18 (+10) |
| | Cha 15 (+8) |
| Alignment unaligned | Languages Elven |

MISSION 1.2: CORRUPTED GROVE (AL 14 CONTINUED)

| | |
|---|---------------------------------------|
| Wood Woad Druid | Level 13 Skirmisher (Leader) |
| Medium fey humanoid (plant) | XP 800 |
| HP 137; Bloodied 68 | Initiative +13 |
| AC 27, Fortitude 26, Reflex 25, Will 25 | Perception +16 |
| Speed 5 | |
| Immune immobilized, restrained, slowed | |
| STANDARD ACTIONS | |
| m Cudgel (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +18 vs. AC | |
| Hit: 3d6 +11 damage. | |
| M Darting Strike (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +18 vs. AC | |
| Hit: 3d6 + 11 damage. | |
| Effect: Before or after the attack, the druid can shift up to 2 squares. | |
| M Polymorph into Plant (polymorph) • Recharge if the power misses | |
| Attack: Melee 1 (one creature); +14 vs. Fortitude | |
| Hit: The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire. | |
| MOVE ACTIONS | |
| Earthen Stride • At-Will | |
| Effect: The druid and one ally adjacent to it can each shift up to 2 squares. | |
| MINOR ACTIONS | |
| Nature's Boon • Encounter | |
| Effect: Close burst 5 (one plant ally in the burst). The target gains 20 temporary hit points. | |
| Skills Endurance +18, Heal +16, Nature +16 | |
| Str 17 (+9) | Dex 20 (+11) Wis 21 (+11) |
| Con 25 (+13) | Int 15 (+8) Cha 15 (+8) |
| Alignment unaligned | Languages Common, Elven |
| Equipment cudgel | |

| | |
|---|--------------------------------------|
| Wood Woad Juggernaut | Level 12 Brute |
| Large fey humanoid (plant) | XP 700 |
| HP 153; Bloodied 76 | Initiative +9 |
| AC 24, Fortitude 25, Reflex 22, Will 24 | Perception +11 |
| Speed 5 | |
| TRAITS | |
| Juggernaut Charge | |
| The juggernaut has resist 15 to all damage while charging. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 2 (one creature); +17 vs. AC | |
| Hit: 3d8 + 13 damage. | |
| M Nature's Reign (healing) • Recharge when first bloodied | |
| Attack: Melee 2 (one creature); +17 vs. AC | |
| Hit: 3d12 + 11 damage, and ongoing 10 damage (save ends). Whenever the target takes this ongoing damage, the juggernaut regains 10 hit points. | |
| Str 20 (+11) | Dex 17 (+9) Wis 21 (+11) |
| Con 23 (+12) | Int 15 (+8) Cha 15 (+8) |
| Alignment unaligned | Languages Common, Elven |

MISSION 1.2: CORRUPTED GROVE (AL 16)

| Corrupted Elder Treant | Level 15 Solo Controller | |
|---|--------------------------------|---------------------|
| Huge fey magical beast (plant), treant | XP 6,000 | |
| HP 576; Bloodied 288 | Initiative +9 | |
| AC 29, Fortitude 27, Reflex 24, Will 28 | Perception +21 | |
| Speed 4 | | |
| Immune poison, prone | | |
| Saving Throws +5; Action Points 2 | | |
| TRAITS | | |
| Ancient Entity | | |
| If the treant is stunned or dominated, it is instead dazed for the same duration. | | |
| Deep Roots | | |
| Whenever the treant is subjected to a push, pull, or slide, it can move 2 squares fewer than the attack specifies. The treant cannot be knocked prone. | | |
| Firecatcher | | |
| Whenever the treant takes fire damage, it also takes ongoing 10 fire damage (save ends). While taking ongoing fire damage, the treant deals 10 extra fire damage to any target it hits with a melee attack. | | |
| Threatening Reach | | |
| The treant can make opportunity attacks against enemies within 3 squares of it. | | |
| STANDARD ACTIONS | | |
| m Slam • At-Will | | |
| <i>Attack:</i> Melee 3 (one creature); +20 vs. AC | | |
| <i>Hit:</i> 3d6 + 13 damage. | | |
| <i>Effect:</i> The treant can push the target 1 square. | | |
| M Quadruple Slam • At-Will | | |
| <i>Effect:</i> The treant uses slam four times. If the treant hits the same target at least twice, that target falls prone. | | |
| C Reverberating Word (thunder) • Recharge when first bloodied | | |
| <i>Attack:</i> Close burst 3 (non-plants in burst); +18 vs. Fortitude | | |
| <i>Hit:</i> 3d6 + 15 thunder damage, and the target is dazed until the end of the treant's next turn. | | |
| C Saplings Arise • Recharge when first bloodied | | |
| <i>Effect:</i> Five spellplague-infused saplings appear within a close burst 10 of the treant. They share the treant's initiative and act immediately. | | |
| MINOR ACTIONS | | |
| M Root Grab • At-Will (1/turn) | | |
| <i>Attack:</i> Melee 3 (one prone creature); +18 vs. Reflex | | |
| <i>Hit:</i> The treant pulls the target up to 2 squares, and the target is grabbed (escape DC 22). The treant can have up to four creatures grabbed at once. | | |
| TRIGGERED ACTIONS | | |
| M Charred for Life • At-Will | | |
| <i>Trigger:</i> An attack deals fire damage to the treant. | | |
| <i>Effect (Immediate Reaction):</i> The treant uses slam. | | |
| Skills History +17, Nature +21 | | |
| Str 26 (+15) | Dex 15 (+8) | Wis 29 (+16) |
| Con 24 (+13) | Int 21 (+12) | Cha 26 (+15) |
| Alignment unaligned | Languages Common, Elven | |

| Spellplague-Infused Sapling | Level 14 Minion Soldier | |
|---|-------------------------|---------------------|
| Medium fey magical beast (plant), treant | XP 250 | |
| HP 1; a missed attack roll never damages a minion. | Initiative +11 | |
| AC 30, Fortitude 27, Reflex 24, Will 26 | Perception +11 | |
| Speed 6 (forest walk) | Low-light vision | |
| Resist 10 fire | | |
| TRAITS | | |
| O Branches Ablaze (fire) • Aura 1 | | |
| Whenever an immobilized enemy starts its turn in the aura, the enemy takes 3 fire damage. | | |
| STANDARD ACTIONS | | |
| m Slam • At-Will | | |
| <i>Attack:</i> Melee 1 (one creature); +19 vs. AC | | |
| <i>Hit:</i> 10 damage, and the target is immobilized until the end of its next turn. | | |
| r Thorn • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +19 vs. AC | | |
| <i>Hit:</i> 11 damage. | | |
| Str 21 (+12) | Dex 15 (+9) | Wis 18 (+11) |
| Con 19 (+11) | Int 12 (+8) | Cha 15 (+9) |
| Alignment unaligned | Languages Elven | |

MISSION 1.2: CORRUPTED GROVE (AL 16 CONTINUED)

| Wood Woad Druid | Level 14 Skirmisher (Leader) |
|--|--------------------------------|
| Medium fey humanoid (plant) | XP 1,000 |
| HP 145; Bloodied 72 | Initiative +14 |
| AC 28, Fortitude 27, Reflex 26, Will 26 | Perception +17 |
| Speed 5 | |
| Immune immobilized, restrained, slowed | |
| STANDARD ACTIONS | |
| m Cudgel (weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +19 vs. AC | |
| <i>Hit:</i> 3d6 + 12 damage. | |
| M Darting Strike (weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +19 vs. AC | |
| <i>Hit:</i> 3d6 + 12 damage. | |
| <i>Effect:</i> Before or after the attack, the druid can shift up to 2 squares. | |
| M Polymorph into Plant (polymorph) • Recharge if the power misses | |
| <i>Attack:</i> Melee 1 (one creature); +17 vs. Fortitude | |
| <i>Hit:</i> The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire. | |
| MOVE ACTIONS | |
| Earthen Stride • At-Will | |
| <i>Effect:</i> The druid and one ally adjacent to it can each shift up to 2 squares. | |
| MINOR ACTIONS | |
| Nature's Boon • Encounter | |
| <i>Effect:</i> Close burst 5 (one plant ally in the burst). The target gains 20 temporary hit points. | |
| Skills Endurance +19, Heal +17, Nature +17 | |
| Str 17 (+10) | Dex 20 (+12) |
| Con 25 (+14) | Int 15 (+9) |
| | Wis 21 (+12) |
| | Cha 15 (+9) |
| Alignment unaligned | Languages Common, Elven |
| Equipment cudgel | |

| Wood Woad Juggernaut | Level 14 Brute |
|--|--------------------------------|
| Large fey humanoid (plant) | XP 1,000 |
| HP 173; Bloodied 86 | Initiative +10 |
| AC 26, Fortitude 27, Reflex 24, Will 26 | Perception +12 |
| Speed 5 | |
| TRAITS | |
| Juggernaut Charge | |
| The juggernaut has resist 15 to all damage while charging. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 2 (one creature); +19 vs. AC | |
| <i>Hit:</i> 3d8 + 14 damage. | |
| M Nature's Reign (healing) • Recharge when first bloodied | |
| <i>Attack:</i> Melee 2 (one creature); +19 vs. AC | |
| <i>Hit:</i> 3d12 + 13 damage, and ongoing 10 damage (save ends). Whenever the target takes this ongoing damage, the juggernaut regains 10 hit points. | |
| Str 20 (+12) | Dex 17 (+10) |
| Con 23 (+13) | Int 15 (+9) |
| | Wis 21 (+12) |
| | Cha 15 (+9) |
| Alignment unaligned | Languages Common, Elven |

MISSION 1.2: CORRUPTED GROVE (AL 18)

| Corrupted Elder Treant | Level 17 Solo Controller |
|---|--------------------------------|
| Huge fey magical beast (plant), treant | XP 8000 |
| HP 672; Bloodied 336 | Initiative +10 |
| AC 31, Fortitude 29, Reflex 26, Will 30 | Perception +22 |
| Speed 4 | |
| Immune poison, prone | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| Ancient Entity | |
| If the treant is stunned or dominated, it is instead dazed for the same duration. | |
| Deep Roots | |
| Whenever the treant is subjected to a push, pull, or slide, it can move 2 squares fewer than the attack specifies. The treant cannot be knocked prone. | |
| Firecatcher | |
| Whenever the treant takes fire damage, it also takes ongoing 10 fire damage (save ends). While taking ongoing fire damage, the treant deals 10 extra fire damage to any target it hits with a melee attack. | |
| Threatening Reach | |
| The treant can make opportunity attacks against enemies within 3 squares of it. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 3 (one creature); +22 vs. AC | |
| <i>Hit:</i> 3d8 + 12 damage. | |
| <i>Effect:</i> The treant can push the target 1 square. | |
| M Quadruple Slam • At-Will | |
| <i>Effect:</i> The treant uses slam four times. If the treant hits the same target at least twice, that target falls prone. | |
| C Reverberating Word (thunder) • Recharge when first bloodied | |
| <i>Attack:</i> Close burst 3 (non-plants in burst); +20 vs. Fortitude | |
| <i>Hit:</i> 3d6 + 17 thunder damage, and the target is dazed until the end of the treant's next turn. | |
| C Saplings Arise • Recharge when first bloodied | |
| <i>Effect:</i> Five spellplague-infused saplings appear within a close burst 10 of the treant. They share the treant's initiative and act immediately. | |
| MINOR ACTIONS | |
| M Root Grab • At-Will (1/turn) | |
| <i>Attack:</i> Melee 3 (one prone creature); +20 vs. Reflex | |
| <i>Hit:</i> The treant pulls the target up to 2 squares, and the target is grabbed (escape DC 23). The treant can have up to four creatures grabbed at once. | |
| TRIGGERED ACTIONS | |
| M Charred for Life • At-Will | |
| <i>Trigger:</i> An attack deals fire damage to the treant. | |
| <i>Effect (Immediate Reaction):</i> The treant uses slam. | |
| Skills History +18, Nature +21 | |
| Str 26 (+16) | Dex 15 (+10) |
| Con 24 (+15) | Int 21 (+13) |
| | Wis 29 (+17) |
| | Cha 26 (+16) |
| Alignment unaligned | Languages Common, Elven |

| Spellplague-Infused Sapling | Level 16 Minion Soldier |
|---|-------------------------|
| Medium fey magical beast (plant), treant | XP 350 |
| HP 1; a missed attack roll never damages a minion. | Initiative +12 |
| AC 32, Fortitude 29, Reflex 26, Will 28 | Perception +12 |
| Speed 6 (forest walk) | Low-light vision |
| Resist 10 fire | |
| TRAITS | |
| O Branches Ablaze (fire) • Aura 1 | |
| Whenever an immobilized enemy starts its turn in the aura, the enemy takes 4 fire damage. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +21 vs. AC | |
| <i>Hit:</i> 11 damage, and the target is immobilized until the end of its next turn. | |
| r Thorn • At-Will | |
| <i>Attack:</i> Ranged 10 (one creature); +21 vs. AC | |
| <i>Hit:</i> 12 damage. | |
| Str 21 (+13) | Dex 15 (+10) |
| Con 19 (+12) | Int 12 (+9) |
| | Wis 18 (+12) |
| | Cha 15 (+10) |
| Alignment unaligned | Languages Elven |

MISSION 1.2: CORRUPTED GROVE (AL 18 CONTINUED)

| Wood Woad Druid | Level 17 Skirmisher (Leader) |
|--|---|
| Medium fey humanoid (plant) | XP 1,600 |
| HP 169; Bloodied 84 | Initiative +15 |
| AC 31, Fortitude 30, Reflex 29, Will 29 | Perception +18 |
| Speed 5 | |
| Immune immobilized, restrained, slowed | |
| STANDARD ACTIONS | |
| m Cudgel (weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +22 vs. AC | |
| <i>Hit:</i> 3d8 + 12 damage. | |
| M Darting Strike (weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +22 vs. AC | |
| <i>Hit:</i> 3d8 + 12 damage. | |
| <i>Effect:</i> Before or after the attack, the druid can shift up to 2 squares. | |
| M Polymorph into Plant (polymorph) • Recharge if the power misses | |
| <i>Attack:</i> Melee 1 (one creature); +20 vs. Fortitude | |
| <i>Hit:</i> The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire. | |
| MOVE ACTIONS | |
| Earthen Stride • At-Will | |
| <i>Effect:</i> The druid and one ally adjacent to it can each shift up to 2 squares. | |
| MINOR ACTIONS | |
| Nature's Boon • Encounter | |
| <i>Effect:</i> Close burst 5 (one plant ally in the burst). The target gains 20 temporary hit points. | |
| Skills Endurance +20, Heal +18, Nature +18 | |
| Str 17 (+9) | Dex 20 (+13) Wis 21 (+13) |
| Con 25 (+15) | Int 15 (+10) Cha 15 (+10) |
| Alignment unaligned | Languages Common, Elven |
| Equipment cudgel | |

| Wood Woad Juggernaut | Level 16 Brute |
|--|---|
| Large fey humanoid (plant) | XP 1,400 |
| HP 193; Bloodied 96 | Initiative +11 |
| AC 28, Fortitude 29, Reflex 26, Will 28 | Perception +13 |
| Speed 5 | |
| TRAITS | |
| Juggernaut Charge | |
| The juggernaut has resist 15 to all damage while charging. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 2 (one creature); +21 vs. AC | |
| <i>Hit:</i> 4d6 + 18 damage. | |
| M Nature's Reign (healing) • Recharge when first bloodied | |
| <i>Attack:</i> Melee 2 (one creature); +21 vs. AC | |
| <i>Hit:</i> 3d12 + 15 damage, and ongoing 10 damage (save ends). Whenever the target takes this ongoing damage, the juggernaut regains 10 hit points. | |
| Str 20 (+13) | Dex 17 (+11) Wis 21 (+13) |
| Con 23 (+14) | Int 15 (+10) Cha 15 (+10) |
| Alignment unaligned | Languages Common, Elven |

MISSION 1.2: CORRUPTED GROVE (AL 20)

| Corrupted Elder Treant | Level 19 Solo Controller |
|---|--------------------------------|
| Huge fey magical beast (plant), treant | XP 12,000 |
| HP 738; Bloodied 369 | Initiative +11 |
| AC 33, Fortitude 31, Reflex 28, Will 32 | Perception +23 |
| Speed 4 | |
| Immune poison, prone | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| Ancient Entity | |
| If the treant is stunned or dominated, it is instead dazed for the same duration. | |
| Deep Roots | |
| Whenever the treant is subjected to a push, pull, or slide, it can move 2 squares fewer than the attack specifies. The treant cannot be knocked prone. | |
| Firecatcher | |
| Whenever the treant takes fire damage, it also takes ongoing 15 fire damage (save ends). While taking ongoing fire damage, the treant deals 15 extra fire damage to any target it hits with a melee attack. | |
| Threatening Reach | |
| The treant can make opportunity attacks against enemies within 3 squares of it. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 3 (one creature); +24 vs. AC | |
| <i>Hit:</i> 3d8 + 14 damage. | |
| <i>Effect:</i> The treant can push the target 1 square. | |
| M Quadruple Slam • At-Will | |
| <i>Effect:</i> The treant uses slam four times. If the treant hits the same target at least twice, that target falls prone. | |
| C Reverberating Word (thunder) • Recharge when first bloodied | |
| <i>Attack:</i> Close burst 3 (non-plants in burst); +22 vs. Fortitude | |
| <i>Hit:</i> 3d8 + 9 thunder damage, and the target is dazed until the end of the treant's next turn. | |
| C Saplings Arise • Recharge when first bloodied | |
| <i>Effect:</i> Five spellplague-infused saplings appear within a close burst 10 of the treant. They share the treant's initiative and act immediately. | |
| MINOR ACTIONS | |
| M Root Grab • At-Will (1/turn) | |
| <i>Attack:</i> Melee 3 (one prone creature); +22 vs. Reflex | |
| <i>Hit:</i> The treant pulls the target up to 2 squares, and the target is grabbed (escape DC 24). The treant can have up to four creatures grabbed at once. | |
| TRIGGERED ACTIONS | |
| M Charred for Life • At-Will | |
| <i>Trigger:</i> An attack deals fire damage to the treant. | |
| <i>Effect (Immediate Reaction):</i> The treant uses slam. | |
| Skills History +19, Nature +23 | |
| Str 26 (+17) Dex 15 (+11) Wis 29 (+18) | |
| Con 24 (+16) Int 21 (+14) Cha 26 (+17) | |
| Alignment unaligned | Languages Common, Elven |

| Spellplague-Infused Sapling | Level 18 Minion Soldier |
|---|-------------------------|
| Medium fey magical beast (plant), treant | XP 500 |
| HP 1; a missed attack roll never damages a minion. | Initiative +13 |
| AC 34, Fortitude 31, Reflex 28, Will 30 | Perception +13 |
| Speed 6 (forest walk) | Low-light vision |
| Resist 15 fire | |
| TRAITS | |
| O Branches Ablaze (fire) • Aura 1 | |
| Whenever an immobilized enemy starts its turn in the aura, the enemy takes 4 fire damage. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +23 vs. AC | |
| <i>Hit:</i> 12 damage, and the target is immobilized until the end of its next turn. | |
| r Thorn • At-Will | |
| <i>Attack:</i> Ranged 10 (one creature); +23 vs. AC | |
| <i>Hit:</i> 13 damage. | |
| Str 21 (+14) Dex 15 (+11) Wis 18 (+13) | |
| Con 19 (+13) Int 12 (+10) Cha 15 (+11) | |
| Alignment unaligned | Languages Elven |

MISSION 1.2: CORRUPTED GROVE (AL 20 CONTINUED)

| Wood Woad Druid | | Level 19 Skirmisher (Leader) |
|---|--------------|------------------------------|
| Medium fey humanoid (plant) | | XP 2,400 |
| HP 185; Bloodied 92 | | Initiative +16 |
| AC 33, Fortitude 32, Reflex 31, Will 31 | | Perception +19 |
| Speed 5 | | |
| Immune immobilized, restrained, slowed | | |
| STANDARD ACTIONS | | |
| m Cudgel (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +24 vs. AC | | |
| Hit: 3d8 + 14 damage. | | |
| M Darting Strike (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +24 vs. AC | | |
| Hit: 3d8 + 14 damage. | | |
| Effect: Before or after the attack, the druid can shift up to 2 squares. | | |
| M Polymorph into Plant (polymorph) • Recharge if the power misses | | |
| Attack: Melee 1 (one creature); +22 vs. Fortitude | | |
| Hit: The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire. | | |
| MOVE ACTIONS | | |
| Earthen Stride • At-Will | | |
| Effect: The druid and one ally adjacent to it can each shift up to 2 squares. | | |
| MINOR ACTIONS | | |
| Nature's Boon • Encounter | | |
| Effect: Close burst 5 (one plant ally in the burst). The target gains 20 temporary hit points. | | |
| Skills Endurance +21, Heal +19, Nature +19 | | |
| Str 17 (+12) | Dex 20 (+14) | Wis 21 (+14) |
| Con 25 (+16) | Int 15 (+11) | Cha 15 (+11) |
| Alignment unaligned | | Languages Common, Elven |
| Equipment cudgel | | |

| Wood Woad Juggernaut | | Level 18 Brute |
|---|--------------|-------------------------|
| Large fey humanoid (plant) | | XP 2,000 |
| HP 213; Bloodied 106 | | Initiative +12 |
| AC 30, Fortitude 31, Reflex 28, Will 30 | | Perception +14 |
| Speed 5 | | |
| TRAITS | | |
| Juggernaut Charge | | |
| The juggernaut has resist 15 to all damage while charging. | | |
| STANDARD ACTIONS | | |
| m Slam • At-Will | | |
| Attack: Melee 2 (one creature); +23 vs. AC | | |
| Hit: 4d6 + 19 damage. | | |
| M Nature's Reign (healing) • Recharge when first bloodied | | |
| Attack: Melee 2 (one creature); +23 vs. AC | | |
| Hit: 3d12 + 17 damage, and ongoing 15 damage (save ends). Whenever the target takes this ongoing damage, the juggernaut regains 15 hit points. | | |
| Str 20 (+14) | Dex 17 (+12) | Wis 21 (+14) |
| Con 23 (+15) | Int 15 (+11) | Cha 15 (+11) |
| Alignment unaligned | | Languages Common, Elven |

MISSION 1.2: CORRUPTED GROVE (BATTLE MAP)

POSTER MAP NEEDED
Vaults of the Underdark - 4



The PCs enter from either the lower-left or lower-right tunnel (or both, if they want to split up). All PCs must begin within 3 squares of the map edge.

Everything that looks like a mushroom should be treated as tree cover instead. Characters in a tree square gain cover against ranged attacks. Assume that the trees are 20 feet high (Easy DC to climb). The rocky outcroppings do not require a Climb check to ascend, but crossing an elevation line does require 1 extra square of movement. Treat each “tier” of the rocks like it is a five-foot increase in the elevation. Solid black/purple squares are impassible.

The corrupted treant is in the pool at the center of the map (where it is infusing Spellplague energy into the grove). The initial group of corrupted saplings should be spread out around the edges of the pool on all sides.

One of the two druids should set up near the top right corner of the map (any square next to the rocky outcropping), while the other druid should be near the top left corner (any square next to the rocky outcropping).

The juggernaut should be near the center of the right-hand side of the map, within a couple squares of the edge. If there are 6 PCs, put the second juggernaut in a similar position but near the center of the left-hand side of the map.

MISSION 1.3: LIVING SIEGE ENGINES

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

- 1 Hill Giant Earth Shaman (level 14)
- 2 Hill Giants (level 11)
- 2 Manticore Spike Hurlers (level 12)
- 1 Earth Titan (level 12 elite)

AL 14 (7000 XP):

- 1 Hill Giant Earth Shaman (level 16)
- 2 Hill Giants (level 13)
- 2 Manticore Spike Hurlers (level 14)
- 1 Earth Titan (level 14 elite)

AL 16 (10,000 XP):

- 1 Hill Giant Earth Shaman (level 18)
- 2 Hill Giants (level 15)
- 2 Manticore Spike Hurlers (level 16)
- 1 Earth Titan (level 16 elite)

AL 18 (14,000 XP):

- 1 Hill Giant Earth Shaman (level 20)
- 2 Hill Giants (level 17)
- 2 Manticore Spike Hurlers (level 18)
- 1 Earth Titan (level 18 elite)

AL 20 (20,950 XP):

- 1 Hill Giant Earth Shaman (level 22)
- 2 Hill Giants (level 20)
- 2 Manticore Spike Hurlers (level 20)
- 1 Earth Titan (level 20 elite)

SCALING THE ENCOUNTER

Four PCs: Remove a manticore spike hurler and delay the arrival of the earth titan by 1 round (so it appears on the second round after the earth shaman is killed instead of the first round after the shaman is killed).

Six PCs: Add a third hill giant at the beginning of round 3, and increase the earth titan's starting hit points by 25% (half its bloodied value). Do not delay the arrival of the earth titan.

CALL THE TITAN

When the earth shaman drops to 0 hit points, or at the end of Round 5 if the earth shaman is still alive, it uses a No Action ability to summon the earth titan. The earth titan appears one round later on the earth shaman's initiative count and takes its first turn. The titan can

appear anywhere within 5 squares of the shaman (or where the shaman was when it died). The PCs can recognize that the shaman just activated some sort of summoning effect with a Moderate DC Arcana check made as an immediate reaction. The PCs feel the earth rumbling and can get a basic idea where the titan is going to appear with a Moderate DC Nature check made as a move action.

TIERING THE ENCOUNTER

Aggressive: The earth titan appears immediately when the earth shaman is killed, and it takes its first turn immediately. Give the earth titan a +2 bonus to attack rolls and a +5 bonus to damage rolls.

Glory: The third hill giant arrives at the beginning of round 2, and a third manticore arrives at the beginning of round 3. Increase the earth titan's starting hit points by 50% (its full bloodied value).

OBJECTIVE

A group of hill giants allied with the Netherese army is bombarding the city with boulders from behind enemy lines, just out of reach of the Cormyrean regulars. The PCs are sent to take out these living artillery pieces. (There are many of these units, so each table that completes this mission will degrade the strength of the Netherese assault on Suzail.) The hill giants are led by an earth shaman, who summons a powerful titan once it becomes clear that the PCs are a significant threat.

MISSION 1.3: LIVING SIEGE ENGINES (AL 12)

| Hill Giant Earth Shaman | | Level 14 Controller |
|---|-------------|---------------------|
| Large natural humanoid (earth, giant) | | XP 1000 |
| HP 139; Bloodied 69 | | Initiative +7 |
| AC 28, Fortitude 26, Reflex 24, Will 24 | | Perception +9 |
| Speed 8 | | |
| STANDARD ACTIONS | | |
| m Earthgrip Slam • At-Will | | |
| Attack: Melee 2 (one creature); +19 vs. AC | | |
| Hit: 2d8 + 11 damage, and the target is restrained until the end of the giant's next turn. | | |
| R Earthen Chains (healing) • Encounter | | |
| Attack: Ranged 10 (one creature); +17 vs. Reflex | | |
| Hit: 1d8 + 6 damage, and the target is stunned (save ends). If the target is flying, it falls. The first time one of the giant's allies hits the target while it is stunned by this power, that ally regains 15 hit points. | | |
| C Earth Wave • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +17 vs. Fortitude | | |
| Hit: 1d10 + 5 damage, and the giant pushes the target up to 2 squares. | | |
| Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack. | | |
| Str 21 (+12) | Dex 10 (+7) | Wis 14 (+9) |
| Con 19 (+11) | Int 7 (+5) | Cha 16 (+10) |
| Alignment chaotic evil | | Languages Giant |

| Hill Giant | | Level 11 Brute |
|--|------------|-----------------|
| Large natural humanoid (earth, giant) | | XP 600 |
| HP 139; Bloodied 69 | | Initiative +4 |
| AC 23, Fortitude 25, Reflex 21, Will 23 | | Perception +6 |
| Speed 8 | | |
| STANDARD ACTIONS | | |
| m Greatclub (weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +16 vs. AC | | |
| Hit: 3d8 + 11 damage. | | |
| M Sweeping Club (weapon) • Encounter | | |
| Attack: Melee 2 (one or two creatures); +16 vs. AC | | |
| Hit: 3d8 + 11 damage, and the giant pushes the target up to 2 squares and knocks it prone. | | |
| R Hurl Rock (weapon) • Recharge 5 6 | | |
| Attack: Ranged 10 (one creature); +16 vs. AC | | |
| Hit: 2d8 + 8 damage. | | |
| Skills Athletics +15 | | |
| Str 21 (+10) | Dex 8 (+4) | Wis 12 (+6) |
| Con 19 (+9) | Int 7 (+3) | Cha 9 (+4) |
| Alignment chaotic evil | | Languages Giant |
| Equipment rock x4, greatclub | | |

| Earth Titan | | Level 12 Elite Brute |
|---|-------------|----------------------|
| Huge elemental humanoid (earth, giant) | | XP 1400 |
| HP 304; Bloodied 152 | | Initiative +5 |
| AC 26, Fortitude 27, Reflex 21, Will 22 | | Perception +7 |
| Speed 6 | | |
| Immune dominate, petrification, removed from play | | |
| Saving Throws +2; Action Points 1 | | |
| STANDARD ACTIONS | | |
| m Slam • At-Will | | |
| Attack: Melee 3 (one creature); +17 vs. AC | | |
| Hit: 3d8 + 13 damage. | | |
| M Double Attack • At-Will | | |
| Effect: The titan uses slam twice. | | |
| R Hurl Rock (weapon) • At-Will | | |
| Attack: Ranged 20 (one creature); +17 vs. AC | | |
| Hit: 3d8 + 13 damage. | | |
| C Earth Shock • Encounter | | |
| Attack: Close burst 2 (enemies in the burst); +15 vs. Fortitude | | |
| Hit: 2d8 + 10 damage, and the target is stunned until the end of the titan's next turn. | | |
| Miss: Half damage. | | |
| Skills Athletics +17 | | |
| Str 23 (+12) | Dex 8 (+5) | Wis 12 (+7) |
| Con 22 (+12) | Int 10 (+6) | Cha 13 (+7) |
| Alignment chaotic evil | | Languages Giant |
| Equipment rock x5 | | |

| Manticore Spike Hurler | | Level 12 Artillery |
|---|--------------|--------------------|
| Large natural magical beast | | XP 700 |
| HP 94; Bloodied 47 | | Initiative +12 |
| AC 26, Fortitude 24, Reflex 25, Will 22 | | Perception +14 |
| Speed 6, fly 8 | | |
| STANDARD ACTIONS | | |
| m Claw • At-Will | | |
| Attack: Melee 1 (one creature); +17 vs. AC | | |
| Hit: 3d6 + 8 damage. | | |
| R Tail Spike • At-Will | | |
| Attack: Ranged 10 (one creature); +19 vs. AC | | |
| Hit: 3d6 + 10 damage. | | |
| A Spike Volley • At-Will | | |
| Attack: Area burst 1 within 10 (creatures in burst); +19 vs. AC | | |
| Hit: 2d8 + 6 damage. | | |
| Str 21 (+11) | Dex 22 (+12) | Wis 17 (+9) |
| Con 16 (+9) | Int 4 (+3) | Cha 12 (+7) |
| Alignment chaotic evil | | Languages Giant |

MISSION 1.3: LIVING SIEGE ENGINES (AL 14)

| Hill Giant Earth Shaman | | Level 16 Controller |
|---|-------------|---------------------|
| Large natural humanoid (earth, giant) | | XP 1,400 |
| HP 155; Bloodied 77 | | Initiative +8 |
| AC 30, Fortitude 28, Reflex 26, Will 26 | | Perception +11 |
| Speed 8 | | |
| STANDARD ACTIONS | | |
| m Earthgrip Slam • At-Will | | |
| Attack: Melee 2 (one creature); +21 vs. AC | | |
| Hit: 2d8 + 13 damage, and the target is restrained until the end of the giant's next turn. | | |
| R Earthen Chains (healing) • Encounter | | |
| Attack: Ranged 10 (one creature); +19 vs. Reflex | | |
| Hit: 1d8 + 8 damage, and the target is stunned (save ends). If the target is flying, it falls. The first time one of the giant's allies hits the target while it is stunned by this power, that ally regains 15 hit points. | | |
| C Earth Wave • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +19 vs. Fortitude | | |
| Hit: 1d10 + 7 damage, and the giant pushes the target up to 2 squares. | | |
| Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack. | | |
| Str 21 (+13) | Dex 10 (+8) | Wis 14 (+10) |
| Con 19 (+12) | Int 7 (+6) | Cha 16 (+11) |
| Alignment chaotic evil | | Languages Giant |

| Hill Giant | | Level 13 Brute |
|--|------------|-----------------|
| Large natural humanoid (earth, giant) | | XP 800 |
| HP 159; Bloodied 79 | | Initiative +5 |
| AC 25, Fortitude 27, Reflex 23, Will 25 | | Perception +7 |
| Speed 8 | | |
| STANDARD ACTIONS | | |
| m Greatclub (weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +18 vs. AC | | |
| Hit: 3d8 + 14 damage. | | |
| M Sweeping Club (weapon) • Encounter | | |
| Attack: Melee 2 (one or two creatures); +18 vs. AC | | |
| Hit: 3d8 + 14 damage, and the giant pushes the target up to 2 squares and knocks it prone. | | |
| R Hurl Rock (weapon) • Recharge 5 6 | | |
| Attack: Ranged 10 (one creature); +18 vs. AC | | |
| Hit: 2d8 + 10 damage. | | |
| Skills Athletics +16 | | |
| Str 21 (+11) | Dex 8 (+5) | Wis 12 (+7) |
| Con 19 (+10) | Int 7 (+4) | Cha 9 (+5) |
| Alignment chaotic evil | | Languages Giant |
| Equipment rock x4, greatclub | | |

| Earth Titan | | Level 14 Elite Brute |
|---|-------------|----------------------|
| Huge elemental humanoid (earth, giant) | | XP 2,800 |
| HP 344; Bloodied 172 | | Initiative +6 |
| AC 28, Fortitude 29, Reflex 23, Will 24 | | Perception +8 |
| Speed 6 | | |
| Immune dominate, petrification, removed from play | | |
| Saving Throws +2; Action Points 1 | | |
| STANDARD ACTIONS | | |
| m Slam • At-Will | | |
| Attack: Melee 3 (one creature); +19 vs. AC | | |
| Hit: 3d8 + 15 damage. | | |
| M Double Attack • At-Will | | |
| Effect: The titan uses slam twice. | | |
| R Hurl Rock (weapon) • At-Will | | |
| Attack: Ranged 20 (one creature); +19 vs. AC | | |
| Hit: 3d8 + 15 damage. | | |
| C Earth Shock • Encounter | | |
| Attack: Close burst 2 (enemies in the burst); +17 vs. Fortitude | | |
| Hit: 2d8 + 12 damage, and the target is stunned until the end of the titan's next turn. | | |
| Miss: Half damage. | | |
| Skills Athletics +18 | | |
| Str 23 (+13) | Dex 8 (+6) | Wis 12 (+8) |
| Con 22 (+13) | Int 10 (+7) | Cha 13 (+8) |
| Alignment chaotic evil | | Languages Giant |
| Equipment rock x5 | | |

| Manticore Spike Hurler | | Level 14 Artillery |
|---|--------------|--------------------|
| Large natural magical beast | | XP 1,000 |
| HP 106; Bloodied 53 | | Initiative +13 |
| AC 28, Fortitude 26, Reflex 27, Will 24 | | Perception +15 |
| Speed 6, fly 8 | | |
| STANDARD ACTIONS | | |
| m Claw • At-Will | | |
| Attack: Melee 1 (one creature); +19 vs. AC | | |
| Hit: 3d6 + 10 damage. | | |
| R Tail Spike • At-Will | | |
| Attack: Ranged 10 (one creature); +21 vs. AC | | |
| Hit: 3d6 + 12 damage. | | |
| A Spike Volley • At-Will | | |
| Attack: Area burst 1 within 10 (creatures in burst); +21 vs. AC | | |
| Hit: 2d8 + 8 damage. | | |
| Str 21 (+12) | Dex 22 (+14) | Wis 17 (+10) |
| Con 16 (+10) | Int 4 (+4) | Cha 12 (+8) |
| Alignment chaotic evil | | Languages Giant |

MISSION 1.3: LIVING SIEGE ENGINES (AL 16)

| Hill Giant Earth Shaman | Level 18 Controller |
|--|-------------------------------|
| Large natural humanoid (earth, giant) | XP 2000 |
| HP 171; Bloodied 85 | Initiative +9 |
| AC 32, Fortitude 30, Reflex 28, Will 28 | Perception +11 |
| Speed 8 | |
| STANDARD ACTIONS | |
| m Earthgrip Slam • At-Will | |
| Attack: Melee 2 (one creature); +23 vs. AC | |
| Hit: 2d8 + 15 damage, and the target is restrained until the end of the giant's next turn. | |
| R Earthen Chains (healing) • Encounter | |
| Attack: Ranged 10 (one creature); +21 vs. Reflex | |
| Hit: 1d8 + 10 damage, and the target is stunned (save ends). If the target is flying, it falls. The first time one of the giant's allies hits the target while it is stunned by this power, that ally regains 15 hit points. | |
| C Earth Wave • Recharge when first bloodied | |
| Attack: Close blast 5 (enemies in the blast); +21 vs. Fortitude | |
| Hit: 1d10 + 9 damage, and the giant pushes the target up to 2 squares. | |
| Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack. | |
| Str 21 (+14) | Dex 10 (+9) Wis 14 (+11) |
| Con 19 (+13) | Int 7 (+7) Cha 16 (+12) |
| Alignment chaotic evil | Languages Giant |

| Hill Giant | Level 15 Brute |
|--|-----------------------------|
| Large natural humanoid (earth, giant) | XP 1,200 |
| HP 179; Bloodied 89 | Initiative +6 |
| AC 27, Fortitude 29, Reflex 25, Will 27 | Perception +8 |
| Speed 8 | |
| STANDARD ACTIONS | |
| m Greatclub (weapon) • At-Will | |
| Attack: Melee 2 (one creature); +21 vs. AC | |
| Hit: 4d6 + 15 damage. | |
| M Sweeping Club (weapon) • Encounter | |
| Attack: Melee 2 (one or two creatures); +20 vs. AC | |
| Hit: 4d6 + 15 damage, and the giant pushes the target up to 2 squares and knocks it prone. | |
| R Hurl Rock (weapon) • Recharge 5 6 | |
| Attack: Ranged 10 (one creature); +16 vs. AC | |
| Hit: 3d8 + 10 damage. | |
| Skills Athletics +17 | |
| Str 21 (+12) | Dex 8 (+6) Wis 12 (+8) |
| Con 19 (+11) | Int 7 (+5) Cha 9 (+6) |
| Alignment chaotic evil | Languages Giant |
| Equipment rock x4, greatclub | |

| Earth Titan | Level 16 Elite Brute |
|---|------------------------------|
| Huge elemental humanoid (earth, giant) | XP 2,800 |
| HP 384; Bloodied 142 | Initiative +7 |
| AC 30, Fortitude 31, Reflex 25, Will 26 | Perception +9 |
| Speed 6 | |
| Immune dominate, petrification, removed from play | |
| Saving Throws +2; Action Points 1 | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 3 (one creature); +21 vs. AC | |
| Hit: 4d6 + 17 damage. | |
| M Double Attack • At-Will | |
| Effect: The titan uses slam twice. | |
| R Hurl Rock (weapon) • At-Will | |
| Attack: Ranged 20 (one creature); +21 vs. AC | |
| Hit: 4d6 + 17 damage. | |
| C Earth Shock • Encounter | |
| Attack: Close burst 2 (enemies in the burst); +19 vs. Fortitude | |
| Hit: 2d8 + 14 damage, and the target is stunned until the end of the titan's next turn. | |
| Miss: Half damage. | |
| Skills Athletics +19 | |
| Str 23 (+14) | Dex 8 (+7) Wis 12 (+9) |
| Con 22 (+14) | Int 10 (+8) Cha 13 (+9) |
| Alignment chaotic evil | Languages Giant |
| Equipment rock x5 | |

| Manticore Spike Hurler | Level 16 Artillery |
|---|--------------------------------|
| Large natural magical beast | XP 1,400 |
| HP 118; Bloodied 59 | Initiative +14 |
| AC 30, Fortitude 28, Reflex 29, Will 26 | Perception +16 |
| Speed 6, fly 8 | |
| STANDARD ACTIONS | |
| m Claw • At-Will | |
| Attack: Melee 1 (one creature); +21 vs. AC | |
| Hit: 3d6 + 12 damage. | |
| R Tail Spike • At-Will | |
| Attack: Ranged 10 (one creature); +23 vs. AC | |
| Hit: 3d6 + 14 damage. | |
| A Spike Volley • At-Will | |
| Attack: Area burst 1 within 10 (creatures in burst); +23 vs. AC | |
| Hit: 2d8 + 10 damage. | |
| Str 21 (+13) | Dex 22 (+14) Wis 17 (+11) |
| Con 16 (+11) | Int 4 (+5) Cha 12 (+9) |
| Alignment chaotic evil | Languages Giant |

MISSION 1.3: LIVING SIEGE ENGINES (AL 18)

| Hill Giant Earth Shaman | Level 20 Controller |
|--|---|
| Large natural humanoid (earth, giant) | XP 2,8000 |
| HP 187 Bloodied 93 | Initiative +10 |
| AC 34, Fortitude 32, Reflex 30, Will 30 | Perception +12 |
| Speed 8 | |
| STANDARD ACTIONS | |
| m Earthgrip Slam • At-Will | |
| <i>Attack:</i> Melee 2 (one creature); +25 vs. AC | |
| <i>Hit:</i> 3d8 + 10 damage, and the target is restrained until the end of the giant's next turn. | |
| R Earthen Chains (healing) • Encounter | |
| <i>Attack:</i> Ranged 10 (one creature); +23 vs. Reflex | |
| <i>Hit:</i> 2d8 + 6 damage, and the target is stunned (save ends). If the target is flying, it falls. The first time one of the giant's allies hits the target while it is stunned by this power, that ally regains 15 hit points. | |
| C Earth Wave • Recharge when first bloodied | |
| <i>Attack:</i> Close blast 5 (enemies in the blast); +23 vs. Fortitude | |
| <i>Hit:</i> 2d10 + 5 damage, and the giant pushes the target up to 2 squares. | |
| <i>Effect:</i> The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack. | |
| Str 21 (+15) | Dex 10 (+10) Wis 14 (+12) |
| Con 19 (+14) | Int 7 (+8) Cha 16 (+13) |
| Alignment chaotic evil | Languages Giant |

| Hill Giant | Level 17 Brute |
|---|--------------------------------------|
| Large natural humanoid (earth, giant) | XP 1,600 |
| HP 199; Bloodied 99 | Initiative +7 |
| AC 29, Fortitude 31, Reflex 27, Will 29 | Perception +9 |
| Speed 8 | |
| STANDARD ACTIONS | |
| m Greatclub (weapon) • At-Will | |
| <i>Attack:</i> Melee 2 (one creature); +22 vs. AC | |
| <i>Hit:</i> 4d8 + 17 damage. | |
| M Sweeping Club (weapon) • Encounter | |
| <i>Attack:</i> Melee 2 (one or two creatures); +22 vs. AC | |
| <i>Hit:</i> 4d8 + 17 damage, and the giant pushes the target up to 2 squares and knocks it prone. | |
| R Hurl Rock (weapon) • Recharge 5 6 | |
| <i>Attack:</i> Ranged 10 (one creature); +22 vs. AC | |
| <i>Hit:</i> 3d8 +12 damage. | |
| Skills Athletics +18 | |
| Str 21 (+13) | Dex 8 (+7) Wis 12 (+9) |
| Con 19 (+12) | Int 7 (+6) Cha 9 (+7) |
| Alignment chaotic evil | Languages Giant |
| Equipment rock x4, greatclub | |

| Earth Titan | Level 18 Elite Brute |
|--|--|
| Huge elemental humanoid (earth, giant) | XP 4000 |
| HP 424; Bloodied 212 | Initiative +8 |
| AC 32, Fortitude 33, Reflex 27, Will 28 | Perception +10 |
| Speed 6 | |
| Immune dominate, petrification, removed from play | |
| Saving Throws +2; Action Points 1 | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 3 (one creature); +23 vs. AC | |
| <i>Hit:</i> 4d6 + 19 damage. | |
| M Double Attack • At-Will | |
| <i>Effect:</i> The titan uses slam twice. | |
| R Hurl Rock (weapon) • At-Will | |
| <i>Attack:</i> Ranged 20 (one creature); +23 vs. AC | |
| <i>Hit:</i> 4d6 + 19 damage. | |
| C Earth Shock • Encounter | |
| <i>Attack:</i> Close burst 2 (enemies in the burst); +21 vs. Fortitude | |
| <i>Hit:</i> 3d8 + 14 damage, and the target is stunned until the end of the titan's next turn. | |
| <i>Miss:</i> Half damage. | |
| Skills Athletics +20 | |
| Str 23 (+15) | Dex 8 (+8) Wis 12 (+10) |
| Con 22 (+15) | Int 10 (+9) Cha 13 (+10) |
| Alignment chaotic evil | Languages Giant |
| Equipment rock x5 | |

| Manticore Spike Hurler | Level 18 Artillery |
|--|---|
| Large natural magical beast | XP 2000 |
| HP 130; Bloodied 65 | Initiative +15 |
| AC 32, Fortitude 30, Reflex 31, Will 28 | Perception +17 |
| Speed 6, fly 8 | |
| STANDARD ACTIONS | |
| m Claw • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +23 vs. AC | |
| <i>Hit:</i> 3d8 + 13 damage. | |
| R Tail Spike • At-Will | |
| <i>Attack:</i> Ranged 10 (one creature); +25 vs. AC | |
| <i>Hit:</i> 3d8 + 13 damage and ongoing 10 damage (save ends). | |
| A Spike Volley • At-Will | |
| <i>Attack:</i> Area burst 1 within 10 (creatures in burst); +25 vs. AC | |
| <i>Hit:</i> 2d10 + 6 damage and ongoing 5 damage (save ends). | |
| Str 21 (+14) | Dex 22 (+15) Wis 17 (+12) |
| Con 16 (+12) | Int 4 (+6) Cha 12 (+10) |
| Alignment chaotic evil | Languages Giant |

MISSION 1.3: LIVING SIEGE ENGINES (AL 20)

| Hill Giant Earth Shaman | | Level 22 Controller |
|---|--------------|---------------------|
| Large natural humanoid (earth, giant) | | XP 4,150 |
| HP 203; Bloodied 101 | | Initiative +11 |
| AC 36, Fortitude 34, Reflex 32, Will 32 | | Perception +13 |
| Speed 8 | | |
| STANDARD ACTIONS | | |
| m Earthgrip Slam • At-Will | | |
| Attack: Melee 2 (one creature); +27 vs. AC | | |
| Hit: 3d8 + 12 damage, and the target is restrained until the end of the giant's next turn. | | |
| R Earthen Chains (healing) • Encounter | | |
| Attack: Ranged 10 (one creature); +25 vs. Reflex | | |
| Hit: 2d8 + 8 damage, and the target is stunned (save ends). If the target is flying, it falls. The first time one of the giant's allies hits the target while it is stunned by this power, that ally regains 20 hit points. | | |
| C Earth Wave • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +25 vs. Fortitude | | |
| Hit: 2d10 + 7 damage, and the giant pushes the target up to 2 squares. | | |
| Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack. | | |
| Str 21 (+16) | Dex 10 (+11) | Wis 14 (+13) |
| Con 19 (+15) | Int 7 (+9) | Cha 16 (+14) |
| Alignment chaotic evil | | Languages Giant |

| Hill Giant | | Level 20 Brute |
|--|------------|-----------------|
| Large natural humanoid (earth, giant) | | XP 2,800 |
| HP 229; Bloodied 114 | | Initiative +9 |
| AC 31, Fortitude 34, Reflex 30, Will 32 | | Perception +6 |
| Speed 8 | | |
| STANDARD ACTIONS | | |
| m Greatclub (weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +25 vs. AC | | |
| Hit: 4d8 + 17 damage. | | |
| M Sweeping Club (weapon) • Encounter | | |
| Attack: Melee 2 (one or two creatures); +25 vs. AC | | |
| Hit: 4d8 + 17 damage, and the giant pushes the target up to 2 squares and knocks it prone. | | |
| R Hurl Rock (weapon) • Recharge 5 6 | | |
| Attack: Ranged 10 (one creature); +25 vs. AC | | |
| Hit: 3d8 + 14 damage. | | |
| Skills Athletics +20 | | |
| Str 21 (+15) | Dex 8 (+9) | Wis 12 (+11) |
| Con 19 (+14) | Int 7 (+8) | Cha 9 (+9) |
| Alignment chaotic evil | | Languages Giant |
| Equipment rock x4, greatclub | | |

| Earth Titan | | Level 20 Elite Brute |
|---|--------------|----------------------|
| Huge elemental humanoid (earth, giant) | | XP 5,600 |
| HP 464; Bloodied 232 | | Initiative +9 |
| AC 34, Fortitude 35, Reflex 29, Will 30 | | Perception +11 |
| Speed 6 | | |
| Immune dominate, petrification, removed from play | | |
| Saving Throws +2; Action Points 1 | | |
| STANDARD ACTIONS | | |
| m Slam • At-Will | | |
| Attack: Melee 3 (one creature); +25 vs. AC | | |
| Hit: 4d8 + 17 damage. | | |
| M Double Attack • At-Will | | |
| Effect: The titan uses slam twice. | | |
| R Hurl Rock (weapon) • At-Will | | |
| Attack: Ranged 20 (one creature); +25 vs. AC | | |
| Hit: 4d8 + 17 damage. | | |
| C Earth Shock • Encounter | | |
| Attack: Close burst 2 (enemies in the burst); +23 vs. Fortitude | | |
| Hit: 3d8 + 16 damage, and the target is stunned until the end of the titan's next turn. | | |
| Miss: Half damage. | | |
| Skills Athletics +21 | | |
| Str 23 (+16) | Dex 8 (+9) | Wis 12 (+11) |
| Con 22 (+16) | Int 10 (+10) | Cha 13 (+11) |
| Alignment chaotic evil | | Languages Giant |
| Equipment rock x5 | | |

| Manticore Spike Hurler | | Level 20 Artillery |
|---|--------------|--------------------|
| Large natural magical beast | | XP 2,800 |
| HP 142; Bloodied 71 | | Initiative +16 |
| AC 34, Fortitude 32, Reflex 33, Will 30 | | Perception +18 |
| Speed 6, fly 8 | | |
| STANDARD ACTIONS | | |
| m Claw • At-Will | | |
| Attack: Melee 1 (one creature); +25 vs. AC | | |
| Hit: 3d8 + 15 damage. | | |
| R Tail Spike • At-Will | | |
| Attack: Ranged 10 (one creature); +27 vs. AC | | |
| Hit: 4d6 + 12 damage and ongoing 15 damage (save ends). | | |
| A Spike Volley • At-Will | | |
| Attack: Area burst 1 within 10 (creatures in burst); +27 vs. AC | | |
| Hit: 2d10 + 8 damage and ongoing 10 damage (save ends). | | |
| Str 21 (+15) | Dex 22 (+16) | Wis 17 (+13) |
| Con 16 (+13) | Int 4 (+7) | Cha 12 (+11) |
| Alignment chaotic evil | | Languages Giant |

MISSION 1.3: LIVING SIEGE ENGINES (BATTLE MAP)

POSTER MAP NEEDED

Shattered Keeps - 6



The map represents a destroyed building that the giants are using as a fortification from which to lob rocks at the Cormyrean lines. The PCs set up anywhere within 3 squares of the right map edge.

The earth shaman is in the center of the building. The two hill giants should be in the two open areas where the walls of the building are broken on the right side (one near the upper-right corner of the building and one in the middle of the right side of the building). The two manticores are perched on the left wall of the building, one on the top-left corner and one near the bottom left corner.

Squares of rubble and destroyed catapults are difficult terrain. The solid black squares are what remain of the walls (15 feet high, Easy DC Climb). There is no roof on the building. The manticores can perch on the walls (at least two squares of the manticore's base need to be overlapping the wall for this to be true).

When the earth shaman is killed, or at the end of the earth shaman's turn on Round 5 if the shaman has not yet been killed, the shaman summons the earth titan. The titan can appear anywhere within 5 squares of the shaman. The titan appears on the earth shaman's initiative count one turn after being summoned (although this can change if the PCs are playing on Aggressive or Glory tier, in which case the titan appears immediately). When the titan appears it takes its first turn.

MISSION 1.4: DRAIGDURROCH'S TOWER

ENCOUNTER LEVEL = AL + 3

CREATURES

AL 12 (6100 XP):

- 1 Calastryx (level 12 solo)
- 1 Shadovar Legate (level 12 elite)
- 10 Shadovar Legionnaires (level 11 minions)

AL 14 (8200 XP):

- 1 Calastryx (level 14 solo)
- 1 Shadovar Legate (level 13 elite)
- 10 Shadovar Legionnaires (level 13 minions)

AL 16 (12,200 XP):

- 1 Calastryx (level 16 solo)
- 1 Shadovar Legate (level 16 elite)
- 10 Shadovar Legionnaires (level 15 minions)

AL 18 (16,400 XP):

- 1 Calastryx (level 18 solo)
- 1 Shadovar Legate (level 17 elite)
- 10 Shadovar Legionnaires (level 17 minions)

AL 20 (25,200 XP):

- 1 Calastryx (level 20 solo)
- 1 Shadovar Legate (level 20 elite)
- 10 Shadovar Legionnaires (level 20 minions)

Note: The legionnaires arrive in two waves. The legate and five legionnaires are part of the initial force; the next five arrive as follows: two at the end of Round 1, and three at the end of Round 2. New arrivals roll initiative as soon as they come on the map and take their normal turn in the initiative order on the round that is about to begin.

SCALING THE ENCOUNTER

Four PCs: Remove 5 of the Shadovar legionnaires (so only the initial 5 appear; basically, don't bring on the second wave).

Six PCs: Bring on a third wave of legionnaires by adding two more legionnaires at the end of Round 3, Round 4, and Round 5.

TIERING THE ENCOUNTER

Aggressive: It takes two hits instead of one to kill a legionnaire (first hit "bloodies" the minion, second hit kills it). Instead of always dealing fire damage, Calastryx deals fire damage with one head, cold damage with

another, acid damage with a third, and lightning damage with the fourth. Overlapping zones created by her breath weapons combine their damage types (e.g. fire and cold) to reduce the likelihood of PCs being able to resist that damage.

Glory: Increase Calastryx's hit points by 25% and the shadovar legate's hit points by 50%. Calastryx begins the encounter with all four heads instead of only three (she does not grow a fifth head when she becomes bloodied; instead, each head recharges *rip and tear*).

OBJECTIVE

A ley line exists at the site occupied by Draigdurroch Tower (explored by PCs in the adventure *Menace of the Icy Spire*). The PCs are sent to secure it. They arrive first and have an opportunity to explore the top of the tower (where once a powerful gemstone was placed, sealing the tower in ice and bringing an unnatural winter to the region). Once the PCs begin to tap into the ley line, a Netherese force arrives: a group of legionnaires flying in on a huge dragon. The PCs must fight for their prize. This mission is more difficult than most of the other Round 1 encounters (EL increased by 1).

AERIAL COMBAT

Out of all the battles in the BI, this is the one where being able to fly matters the most. The dragon obviously has an innate fly speed. The legate and all of the legionnaires are under the effects of a ritual granting them a fly speed of 6 (hover). The dragon cannot hover, so its best strategy is to land and fight. The legate and at least some of the legionnaires should also get into melee to support the dragon, while a few of the legionnaires should stay back and throw javelins to hopefully force the PCs to divide their attention. If a non-flying character is forced over the edge of the tower, it is a 100-foot fall (10d10 damage) to the bottom. The tower walls can be climbed with a Moderate DC Climb check (total of 20 squares of climbing to get back to the top).

If a PC has the ability to dispel magic and wants to try and dispel the legionnaires' ability to fly, the required skill check is made against the Hard DC to dispel minions and the Hard DC + 10 to dispel the legate. A creature whose flight spell is dispelled immediately gets to move up to its speed and must land on a solid surface; otherwise it falls (and can safely be assumed dead).

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 12)

| Calastryx | Level 12 Solo Brute | |
|--|-------------------------------|---------------------|
| Huge natural magical beast (dragon) | XP 3500 | |
| HP 500; Bloodied 250 | Initiative (see below) | |
| AC 24, Fortitude 25, Reflex 23, Will 25 | Perception +18 | |
| Speed 6, fly 8 | Darkvision | |
| Resist 10 fire | | |
| Saving Throws +5; Action Points 2 | | |
| TRAITS | | |
| Action Recovery | | |
| Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends. | | |
| Multiple Heads | | |
| Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns. | | |
| Power of Three | | |
| Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately. | | |
| STANDARD ACTIONS | | |
| m Bite • At-Will | | |
| <i>Attack:</i> Melee 3 (one creature); +17 vs. AC | | |
| <i>Hit:</i> 3d12 + 6 damage, and Calastryx slides the target up to 3 squares. | | |
| R Inferno Shot (fire) • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +15 vs. Reflex | | |
| <i>Hit:</i> 3d10 + 4 fire damage. | | |
| C Breath Weapon (fire, zone) • Recharge 6 | | |
| <i>Attack:</i> Close blast 5 (creatures in blast); +15 vs. Reflex | | |
| <i>Hit:</i> 2d12 + 5 fire damage. | | |
| <i>Miss:</i> Half damage. | | |
| <i>Effect:</i> The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 10 fire damage. | | |
| M Rip and Tear • Encounter | | |
| <i>Attack:</i> Melee 3 (one, two, or three creatures); +17 vs. AC | | |
| <i>Hit:</i> 2d12 + 9 damage. | | |
| TRIGGERED ACTIONS | | |
| Bloodied Birth • Encounter | | |
| <i>Trigger:</i> Calastryx is first bloodied. | | |
| <i>Effect (Immediate Reaction):</i> Calastryx sprouts a fourth head, which acts on initiative count 40 (and gets its own usage of <i>breath weapon</i> and <i>rip and tear</i> , tracked separately from the other three heads). | | |
| Skills Arcana +16, Diplomacy +16, History +16, Insight +18, Intimidate +16 | | |
| Str 24 (+13) | Dex 15 (+8) | Wis 24 (+13) |
| Con 21 (+11) | Int 20 (+11) | Cha 21 (+11) |
| Alignment evil Languages Common, Draconic, Giant, Goblin | | |

| Shadovar Legate | Level 12 Elite Soldier | |
|---|-------------------------------|---------------------|
| Medium natural humanoid, dragonborn | XP 1400 | |
| HP 242; Bloodied 121 | Initiative +9 | |
| AC 28, Fortitude 25, Reflex 23, Will 24 | Perception +10 | |
| Speed 6, fly 6 (hover) | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| O Last Stand • Aura 5 | | |
| The legate and all his allies in the aura gain a +2 power bonus to attack rolls while the legate is bloodied. | | |
| Phalanx Formation | | |
| The legate gains a +1 power bonus for each ally adjacent to him, up to a maximum power bonus of +4. | | |
| STANDARD ACTIONS | | |
| m Longsword (weapon) • At-Will | | |
| <i>Attack:</i> Melee 1 (one creature); +17 vs. AC (+19 while bloodied) | | |
| <i>Hit:</i> 3d8 + 7 damage, or 5d8 + 7 if the legate is marked by the target or if the target has an active defender aura. | | |
| r Shock Javelin (lightning, weapon) • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +15 vs. Reflex (+17 while bloodied) | | |
| <i>Hit:</i> 3d8 + 7 lightning damage. | | |
| MINOR ACTIONS | | |
| M Shield Bash (weapon) • At-Will (1/round) | | |
| <i>Attack:</i> Melee 1 (one creature); +17 vs. AC (+19 while bloodied) | | |
| <i>Hit:</i> 2d8 + 6 damage, and the legate can push the target 1 square and then shift 1 square to a square the target formerly occupied. | | |
| C Hurling Dragon Breath (lightning) • Encounter | | |
| <i>Attack:</i> Area burst 2 within 10 (creatures in the burst); +15 vs. Reflex (+17 while bloodied) | | |
| <i>Hit:</i> 2d8 + 6 lightning damage. | | |
| C Dragonfear (fear) • Encounter | | |
| <i>Attack:</i> Close burst 5 (enemies in the burst); +15 vs. Will (+17 while bloodied) | | |
| <i>Hit:</i> The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the legate's next turn. | | |
| TRIGGERED ACTIONS | | |
| Legate's Challenge • At-Will | | |
| <i>Trigger:</i> An ally within 5 squares of the legate is marked by an enemy. | | |
| <i>Effect (Immediate Interrupt):</i> The enemy marks the legate instead. | | |
| Skills Athletics +18, History +16 | | |
| Str 25 (+13) | Dex 13 (+7) | Wis 18 (+10) |
| Con 17 (+9) | Int 20 (+11) | Cha 23 (+12) |
| Alignment evil Languages Common, Draconic | | |
| Equipment javelin x6, light shield, longsword, plate armor | | |

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 12 CONTINUED)

| | | |
|---|-----------------------------------|-----------------------------------|
| Shadovar Legionnaire | Level 11 Minion Skirmisher | |
| Medium natural humanoid, dragonborn | XP 150 | |
| HP 1; a missed attack roll never damages a minion. | Initiative +10 | |
| AC 25, Fortitude 24, Reflex 23, Will 23 | Perception +6 | |
| Speed 6, fly 6 (hover) | | |
| TRAITS | | |
| Netherese Legion Training | | |
| The legionnaire can score a critical hit on a natural 20. It deals double damage on a critical hit. (Minions normally cannot crit.) | | |
| Phalanx Formation | | |
| The legionnaire gains a +1 power bonus for each ally adjacent to it, up to a maximum power bonus of +4. | | |
| STANDARD ACTIONS | | |
| m Spear (weapon) • At-Will | | |
| <i>Effect:</i> Before and after the attack, the legionnaire can shift 1 square. | | |
| <i>Attack:</i> Melee 1 (one creature); +16 vs. AC | | |
| <i>Hit:</i> 9 damage, or 11 damage if the legionnaire has combat advantage against the target. | | |
| r Javelin (weapon) • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +16 vs. AC | | |
| <i>Hit:</i> 9 damage. | | |
| Str 16 (+8) | Dex 16 (+8) | Wis 13 (+6) |
| Con 19 (+9) | Int 10 (+5) | Cha 16 (+8) |
| Alignment evil | | Languages Common, Draconic |
| Equipment heavy shield, leather armor, spear, javelin x6 | | |

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 14)

| Calastryx | Level 14 Solo Brute | |
|--|-------------------------------|---------------------|
| Huge natural magical beast (dragon) | XP 5000 | |
| HP 564; Bloodied 282 | Initiative (see below) | |
| AC 26, Fortitude 27, Reflex 25, Will 27 | Perception +19 | |
| Speed 6, fly 8 | Darkvision | |
| Resist 10 fire | | |
| Saving Throws +5; Action Points 2 | | |
| TRAITS | | |
| Action Recovery | | |
| Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends. | | |
| Multiple Heads | | |
| Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns. | | |
| Power of Three | | |
| Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately. | | |
| STANDARD ACTIONS | | |
| m Bite • At-Will | | |
| Attack: Melee 3 (one creature); +19 vs. AC | | |
| Hit: 3d12 + 8 damage, and Calastryx slides the target up to 3 squares. | | |
| R Inferno Shot (fire) • At-Will | | |
| Attack: Ranged 10 (one creature); +17 vs. Reflex | | |
| Hit: 3d10 + 6 fire damage. | | |
| C Breath Weapon (fire, zone) • Recharge 6 | | |
| Attack: Close blast 5 (creatures in blast); +17 vs. Reflex | | |
| Hit: 2d12 + 6 fire damage. | | |
| Miss: Half damage. | | |
| Effect: The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 10 fire damage. | | |
| M Rip and Tear • Encounter | | |
| Attack: Melee 3 (one, two, or three creatures); +19 vs. AC | | |
| Hit: 2d12 + 11 damage. | | |
| TRIGGERED ACTIONS | | |
| Bloodied Birth • Encounter | | |
| Trigger: Calastryx is first bloodied. | | |
| Effect (Immediate Reaction): Calastryx sprouts a fourth head, which acts on initiative count 40 (and gets its own usage of <i>breath weapon</i> and <i>rip and tear</i> , tracked separately from the other three heads). | | |
| Skills Arcana +17, Diplomacy +17, History +17, Insight +19, Intimidate +17 | | |
| Str 24 (+14) | Dex 15 (+9) | Wis 24 (+14) |
| Con 21 (+12) | Int 20 (+12) | Cha 21 (+12) |
| Alignment evil Languages Common, Draconic, Giant, Goblin | | |

| Shadovar Legate | Level 13 Elite Soldier | |
|---|------------------------|-----------------------------------|
| Medium natural humanoid, dragonborn | XP 1600 | |
| HP 258; Bloodied 129 | Initiative +9 | |
| AC 29, Fortitude 26, Reflex 24, Will 25 | Perception +10 | |
| Speed 6, fly 6 (hover) | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| O Last Stand • Aura 5 | | |
| The legate and all his allies in the aura gain a +2 power bonus to attack rolls while the legate is bloodied. | | |
| Phalanx Formation | | |
| The legate gains a +1 power bonus for each ally adjacent to him, up to a maximum power bonus of +4. | | |
| STANDARD ACTIONS | | |
| m Longsword (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +18 vs. AC (+20 while bloodied) | | |
| Hit: 3d8 + 8 damage, or 5d8 + 8 if the legate is marked by the target or if the target has an active defender aura. | | |
| r Shock Javelin (lightning, weapon) • At-Will | | |
| Attack: Ranged 10 (one creature); +16 vs. Reflex (+18 while bloodied) | | |
| Hit: 3d8 + 8 lightning damage. | | |
| MINOR ACTIONS | | |
| M Shield Bash (weapon) • At-Will (1/round) | | |
| Attack: Melee 1 (one creature); +18 vs. AC (+20 while bloodied) | | |
| Hit: 2d8 + 7 damage, and the legate can push the target 1 square and then shift 1 square to a square the target formerly occupied. | | |
| C Hurling Dragon Breath (lightning) • Encounter | | |
| Attack: Area burst 2 within 10 (creatures in the burst); +16 vs. Reflex (+18 while bloodied) | | |
| Hit: 2d8 + 7 lightning damage. | | |
| C Dragonfear (fear) • Encounter | | |
| Attack: Close burst 5 (enemies in the burst); +16 vs. Will (+18 while bloodied) | | |
| Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the legate's next turn. | | |
| TRIGGERED ACTIONS | | |
| Legate's Challenge • At-Will | | |
| Trigger: An ally within 5 squares of the legate is marked by an enemy. | | |
| Effect (Immediate Interrupt): The enemy marks the legate instead. | | |
| Skills Athletics +18, History +16 | | |
| Str 25 (+13) | Dex 13 (+7) | Wis 18 (+10) |
| Con 17 (+9) | Int 20 (+11) | Cha 23 (+12) |
| Alignment evil | | Languages Common, Draconic |
| Equipment javelin x6, light shield, longsword, plate armor | | |

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 14 CONTINUED)

| | | |
|---|-----------------------------------|-----------------------------------|
| Shadovar Legionnaire | Level 13 Minion Skirmisher | |
| Medium natural humanoid, dragonborn | XP 200 | |
| HP 1; a missed attack roll never damages a minion. | Initiative +11 | |
| AC 27, Fortitude 26, Reflex 25, Will 25 | Perception +7 | |
| Speed 6, fly 6 (hover) | | |
| TRAITS | | |
| Netherese Legion Training | | |
| The legionnaire can score a critical hit on a natural 20. It deals double damage on a critical hit. (Minions normally cannot crit.) | | |
| Phalanx Formation | | |
| The legionnaire gains a +1 power bonus for each ally adjacent to it, up to a maximum power bonus of +4. | | |
| STANDARD ACTIONS | | |
| m Spear (weapon) • At-Will | | |
| <i>Effect:</i> Before and after the attack, the legionnaire can shift 1 square. | | |
| <i>Attack:</i> Melee 1 (one creature); +18 vs. AC | | |
| <i>Hit:</i> 10 damage, or 12 damage if the legionnaire has combat advantage against the target. | | |
| r Javelin (weapon) • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +18 vs. AC | | |
| <i>Hit:</i> 10 damage. | | |
| Str 16 (+9) | Dex 16 (+9) | Wis 13 (+7) |
| Con 19 (+10) | Int 10 (+6) | Cha 16 (+9) |
| Alignment evil | | Languages Common, Draconic |
| Equipment heavy shield, leather armor, spear, javelin x6 | | |

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 16)

| | | |
|---|-------------------------------|---------------------|
| Calastryx | Level 16 Solo Brute | |
| Huge natural magical beast (dragon) | XP 7000 | |
| HP 628; Bloodied 314 | Initiative (see below) | |
| AC 28, Fortitude 29, Reflex 27, Will 29 | Perception +20 | |
| Speed 6, fly 8 | Darkvision | |
| Resist 15 fire | | |
| Saving Throws +5; Action Points 2 | | |
| TRAITS | | |
| Action Recovery | | |
| Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends. | | |
| Multiple Heads | | |
| Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns. | | |
| Power of Three | | |
| Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately. | | |
| STANDARD ACTIONS | | |
| m Bite • At-Will | | |
| Attack: Melee 3 (one creature); +21 vs. AC | | |
| Hit: 3d12 + 10 damage, and Calastryx slides the target up to 3 squares. | | |
| R Inferno Shot (fire) • At-Will | | |
| Attack: Ranged 10 (one creature); +19 vs. Reflex | | |
| Hit: 3d10 + 8 fire damage. | | |
| C Breath Weapon (fire, zone) • Recharge 6 | | |
| Attack: Close blast 5 (creatures in blast); +19 vs. Reflex | | |
| Hit: 3d8 + 8 fire damage and ongoing 5 fire damage (save ends). | | |
| Miss: Half damage. | | |
| Effect: The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 15 fire damage. | | |
| M Rip and Tear • Encounter | | |
| Attack: Melee 3 (one, two, or three creatures); +21 vs. AC | | |
| Hit: 3d8 + 13 damage. | | |
| TRIGGERED ACTIONS | | |
| Bloodied Birth • Encounter | | |
| Trigger: Calastryx is first bloodied. | | |
| Effect (Immediate Reaction): Calastryx sprouts a fourth head, which acts on initiative count 40 (and gets its own usage of <i>breath weapon</i> and <i>rip and tear</i> , tracked separately from the other three heads). | | |
| Skills Arcana +18, Diplomacy +18, History +18, Insight +20, Intimidate +18 | | |
| Str 24 (+15) | Dex 15 (+10) | Wis 24 (+15) |
| Con 21 (+13) | Int 20 (+13) | Cha 21 (+13) |
| Alignment evil Languages Common, Draconic, Giant, Goblin | | |

| | | |
|--|-------------------------------|---------------------|
| Shadovar Legate | Level 16 Elite Soldier | |
| Medium natural humanoid, dragonborn | XP 2800 | |
| HP 306; Bloodied 153 | Initiative +11 | |
| AC 32, Fortitude 29, Reflex 27, Will 28 | Perception +12 | |
| Speed 6, fly 6 (hover) | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| O Last Stand • Aura 5 | | |
| The legate and all his allies in the aura gain a +2 power bonus to attack rolls while the legate is bloodied. | | |
| Phalanx Formation | | |
| The legate gains a +1 power bonus for each ally adjacent to him, up to a maximum power bonus of +4. | | |
| STANDARD ACTIONS | | |
| m Longsword (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +21 vs. AC (+23 while bloodied) | | |
| Hit: 3d8 + 11 damage, or 5d8 + 11 if the legate is marked by the target or if the target has an active defender aura. | | |
| r Shock Javelin (lightning, weapon) • At-Will | | |
| Attack: Ranged 10 (one creature); +19 vs. Reflex (+21 while bloodied) | | |
| Hit: 3d8 + 11 lightning damage. | | |
| MINOR ACTIONS | | |
| M Shield Bash (weapon) • At-Will (1/round) | | |
| Attack: Melee 1 (one creature); +21 vs. AC (+23 while bloodied) | | |
| Hit: 3d6 + 8 damage, and the legate can push the target 1 square and then shift 1 square to a square the target formerly occupied. | | |
| C Hurling Dragon Breath (lightning) • Encounter | | |
| Attack: Area burst 2 within 10 (creatures in the burst); +19 vs. Reflex (+21 while bloodied) | | |
| Hit: 3d6 + 8 lightning damage, and ongoing 5 lightning (save ends). | | |
| C Dragonfear (fear) • Encounter | | |
| Attack: Close burst 5 (enemies in the burst); +19 vs. Will (+21 while bloodied) | | |
| Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the legate's next turn. | | |
| TRIGGERED ACTIONS | | |
| Legate's Challenge • At-Will | | |
| Trigger: An ally within 5 squares of the legate is marked by an enemy. | | |
| Effect (Immediate Interrupt): The enemy marks the legate instead. | | |
| Skills Athletics +20, History +18 | | |
| Str 25 (+15) | Dex 13 (+9) | Wis 18 (+12) |
| Con 17 (+11) | Int 20 (+13) | Cha 23 (+14) |
| Alignment evil Languages Common, Draconic | | |
| Equipment javelin x6, light shield, longsword, plate armor | | |

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 16 CONTINUED)

| | | |
|---|-----------------------------------|-----------------------------------|
| Shadovar Legionnaire | Level 15 Minion Skirmisher | |
| Medium natural humanoid, dragonborn | XP 300 | |
| HP 1; a missed attack roll never damages a minion. | Initiative +12 | |
| AC 29, Fortitude 28, Reflex 27, Will 27 | Perception +8 | |
| Speed 6, fly 6 (hover) | | |
| TRAITS | | |
| Netherese Legion Training | | |
| The legionnaire can score a critical hit on a natural 20. It deals double damage on a critical hit. (Minions normally cannot crit.) | | |
| Phalanx Formation | | |
| The legionnaire gains a +1 power bonus for each ally adjacent to it, up to a maximum power bonus of +4. | | |
| STANDARD ACTIONS | | |
| m Spear (weapon) • At-Will | | |
| <i>Effect:</i> Before and after the attack, the legionnaire can shift 1 square. | | |
| <i>Attack:</i> Melee 1 (one creature); +20 vs. AC | | |
| <i>Hit:</i> 11 damage, or 13 damage if the legionnaire has combat advantage against the target. | | |
| r Javelin (weapon) • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +20 vs. AC | | |
| <i>Hit:</i> 11 damage. | | |
| Str 16 (+10) | Dex 16 (+10) | Wis 13 (+8) |
| Con 19 (+11) | Int 10 (+7) | Cha 16 (+10) |
| Alignment evil | | Languages Common, Draconic |
| Equipment heavy shield, leather armor, spear, javelin x6 | | |

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 18)

| Calastryx | Level 18 Solo Brute | |
|--|-------------------------------|---------------------|
| Huge natural magical beast (dragon) | XP 10000 | |
| HP 692; Bloodied 346 | Initiative (see below) | |
| AC 30, Fortitude 31, Reflex 29, Will 31 | Perception +21 | |
| Speed 6, fly 8 | Darkvision | |
| Resist 15 fire | | |
| Saving Throws +5; Action Points 2 | | |
| TRAITS | | |
| Action Recovery | | |
| Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends. | | |
| Multiple Heads | | |
| Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns. | | |
| Netherese Legion Training | | |
| While bloodied, Calastryx can score critical hits on a roll of 19-20. | | |
| Power of Three | | |
| Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately. | | |
| STANDARD ACTIONS | | |
| m Bite • At-Will | | |
| <i>Attack:</i> Melee 3 (one creature); +23 vs. AC | | |
| <i>Hit:</i> 3d12 + 12 damage, and Calastryx slides the target up to 3 squares. | | |
| R Inferno Shot (fire) • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +21 vs. Reflex | | |
| <i>Hit:</i> 3d10 + 10 fire damage. | | |
| C Breath Weapon (fire, zone) • Recharge 6 | | |
| <i>Attack:</i> Close blast 5 (creatures in blast); +21 vs. Reflex | | |
| <i>Hit:</i> 3d8 + 10 fire damage and ongoing 10 fire damage (save ends). | | |
| <i>Miss:</i> Half damage. | | |
| <i>Effect:</i> The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 15 fire damage. | | |
| M Rip and Tear • Encounter | | |
| <i>Attack:</i> Melee 3 (one, two, or three creatures); +23 vs. AC | | |
| <i>Hit:</i> 4d6 + 15 damage. | | |
| TRIGGERED ACTIONS | | |
| Bloodied Birth • Encounter | | |
| <i>Trigger:</i> Calastryx is first bloodied. | | |
| <i>Effect (Immediate Reaction):</i> Calastryx sprouts a fourth head, which acts on initiative count 40 (and gets its own usage of <i>breath weapon</i> and <i>rip and tear</i> , tracked separately from the other three heads). | | |
| Skills Arcana +19, Diplomacy +19, History +19, Insight +21, Intimidate +19 | | |
| Str 24 (+16) | Dex 15 (+11) | Wis 24 (+16) |
| Con 21 (+14) | Int 20 (+14) | Cha 21 (+14) |
| Alignment evil Languages Common, Draconic, Giant, Goblin | | |

| Shadovar Legate | Level 17 Elite Soldier | |
|---|-------------------------------|---------------------|
| Medium natural humanoid, dragonborn | XP 3200 | |
| HP 322; Bloodied 161 | Initiative +11 | |
| AC 33, Fortitude 30, Reflex 28, Will 29 | Perception +12 | |
| Speed 6, fly 6 (hover) | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| O Last Stand • Aura 5 | | |
| The legate and all his allies in the aura gain a +2 power bonus to attack rolls while the legate is bloodied. | | |
| Phalanx Formation | | |
| The legate gains a +1 power bonus for each ally adjacent to him, up to a maximum power bonus of +4. | | |
| STANDARD ACTIONS | | |
| m Longsword (weapon) • At-Will | | |
| <i>Attack:</i> Melee 1 (one creature); +22 vs. AC (+24 while bloodied) | | |
| <i>Hit:</i> 3d8 + 12 damage, or 5d8 + 12 if the legate is marked by the target or if the target has an active defender aura. | | |
| r Shock Javelin (lightning, weapon) • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +20 vs. Reflex (+22 while bloodied) | | |
| <i>Hit:</i> 3d8 + 12 lightning damage and ongoing 5 lightning (save ends). | | |
| MINOR ACTIONS | | |
| M Shield Bash (weapon) • At-Will (1/round) | | |
| <i>Attack:</i> Melee 1 (one creature); +22 vs. AC (+24 while bloodied) | | |
| <i>Hit:</i> 3d6 + 9 damage, and the legate can push the target 1 square and then shift 1 square to a square the target formerly occupied. | | |
| C Hurling Dragon Breath (lightning) • Encounter | | |
| <i>Attack:</i> Area burst 2 within 10 (creatures in the burst); +20 vs. Reflex (+22 while bloodied) | | |
| <i>Hit:</i> 3d6 + 9 lightning damage, and ongoing 10 lightning (save ends). | | |
| C Dragonfear (fear) • Encounter | | |
| <i>Attack:</i> Close burst 5 (enemies in the burst); +20 vs. Will (+22 while bloodied) | | |
| <i>Hit:</i> The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the legate's next turn. | | |
| TRIGGERED ACTIONS | | |
| Legate's Challenge • At-Will | | |
| <i>Trigger:</i> An ally within 5 squares of the legate is marked by an enemy. | | |
| <i>Effect (Immediate Interrupt):</i> The enemy marks the legate instead. | | |
| Skills Athletics +20, History +18 | | |
| Str 25 (+15) | Dex 13 (+9) | Wis 18 (+12) |
| Con 17 (+11) | Int 20 (+13) | Cha 23 (+14) |
| Alignment evil Languages Common, Draconic | | |
| Equipment javelin x6, light shield, longsword, plate armor | | |

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 18 CONTINUED)

| | | |
|---|-----------------------------------|-----------------------------------|
| Shadovar Legionnaire | Level 17 Minion Skirmisher | |
| Medium natural humanoid, dragonborn | XP 400 | |
| HP 1; a missed attack roll never damages a minion. | Initiative +13 | |
| AC 31, Fortitude 30, Reflex 29, Will 29 | Perception +9 | |
| Speed 6, fly 6 (hover) | | |
| TRAITS | | |
| Netherese Legion Training | | |
| The legionnaire can score a critical hit on a natural 20. It deals double damage on a critical hit. (Minions normally cannot crit.) | | |
| Phalanx Formation | | |
| The legionnaire gains a +1 power bonus for each ally adjacent to it, up to a maximum power bonus of +4. | | |
| STANDARD ACTIONS | | |
| m Spear (weapon) • At-Will | | |
| <i>Effect:</i> Before and after the attack, the legionnaire can shift 1 square. | | |
| <i>Attack:</i> Melee 1 (one creature); +22 vs. AC | | |
| <i>Hit:</i> 12 damage, or 14 damage if the legionnaire has combat advantage against the target. | | |
| r Javelin (weapon) • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +22 vs. AC | | |
| <i>Hit:</i> 12 damage. | | |
| Str 16 (+11) | Dex 16 (+11) | Wis 13 (+9) |
| Con 19 (+12) | Int 10 (+8) | Cha 16 (+11) |
| Alignment evil | | Languages Common, Draconic |
| Equipment heavy shield, leather armor, spear, javelin x6 | | |

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 20)

| Calastryx | Level 20 Solo Brute | |
|--|-------------------------------|---------------------|
| Huge natural magical beast (dragon) | XP 14000 | |
| HP 754; Bloodied 378 | Initiative (see below) | |
| AC 32, Fortitude 33, Reflex 31, Will 33 | Perception +22 | |
| Speed 6, fly 8 | Darkvision | |
| Resist 20 fire | | |
| Saving Throws +5; Action Points 2 | | |
| TRAITS | | |
| Action Recovery | | |
| Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends. | | |
| Multiple Heads | | |
| Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns. | | |
| Netherese Legion Training | | |
| While bloodied, Calastryx can score critical hits on a roll of 18-20. | | |
| Power of Three | | |
| Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately. | | |
| STANDARD ACTIONS | | |
| m Bite • At-Will | | |
| Attack: Melee 3 (one creature); +25 vs. AC | | |
| Hit: 4d12 + 12 damage, and Calastryx slides the target up to 3 squares. | | |
| R Inferno Shot (fire) • At-Will | | |
| Attack: Ranged 10 (one creature); +23 vs. Reflex | | |
| Hit: 4d10 + 10 fire damage. | | |
| C Breath Weapon (fire, zone) • Recharge 6 | | |
| Attack: Close blast 5 (creatures in blast); +23 vs. Reflex | | |
| Hit: 3d8 + 13 fire damage and ongoing 15 fire damage (save ends). | | |
| Miss: Half damage. | | |
| Effect: The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 20 fire damage. | | |
| M Rip and Tear • Encounter | | |
| Attack: Melee 3 (one, two, or three creatures); +25 vs. AC | | |
| Hit: 4d8 + 17 damage. | | |
| TRIGGERED ACTIONS | | |
| Bloodied Birth • Encounter | | |
| Trigger: Calastryx is first bloodied. | | |
| Effect (Immediate Reaction): Calastryx sprouts a fourth head, which acts on initiative count 40 (and gets its own usage of <i>breath weapon</i> and <i>rip and tear</i> , tracked separately from the other three heads). | | |
| Skills Arcana +20, Diplomacy +20, History +20, Insight +22, Intimidate +20 | | |
| Str 24 (+17) | Dex 15 (+12) | Wis 24 (+17) |
| Con 21 (+15) | Int 20 (+15) | Cha 21 (+15) |
| Alignment evil Languages Common, Draconic, Giant, Goblin | | |

| Shadovar Legate | Level 20 Elite Soldier | |
|--|------------------------|-----------------------------------|
| Medium natural humanoid, dragonborn | XP 5600 | |
| HP 370; Bloodied 185 | Initiative +13 | |
| AC 36, Fortitude 33, Reflex 31, Will 32 | Perception +14 | |
| Speed 6, fly 6 (hover) | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| O Last Stand • Aura 5 | | |
| The legate and all his allies in the aura gain a +2 power bonus to attack rolls while the legate is bloodied. | | |
| Netherese Legion Training | | |
| The legate can score critical hits on a roll of 19-20. | | |
| Phalanx Formation | | |
| The legate gains a +1 power bonus for each ally adjacent to him, up to a maximum power bonus of +4. | | |
| STANDARD ACTIONS | | |
| m Longsword (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +25 vs. AC (+27 while bloodied) | | |
| Hit: 3d8 + 15 damage, or 5d8 + 15 if the legate is marked by the target or if the target has an active defender aura. | | |
| r Shock Javelin (lightning, weapon) • At-Will | | |
| Attack: Ranged 10 (one creature); +22 vs. Reflex (+25 while bloodied) | | |
| Hit: 3d8 + 15 lightning damage. | | |
| MINOR ACTIONS | | |
| M Shield Bash (weapon) • At-Will (1/round) | | |
| Attack: Melee 1 (one creature); +25 vs. AC (+27 while bloodied) | | |
| Hit: 3d6 + 11 damage, and the legate can push the target 1 square and then shift 1 square to a square the target formerly occupied. | | |
| C Hurling Dragon Breath (lightning) • Encounter | | |
| Attack: Area burst 2 within 10 (creatures in the burst); +23 vs. Reflex (+25 while bloodied) | | |
| Hit: 3d6 + 11 lightning damage, and ongoing 15 lightning (save ends). | | |
| C Dragonfear (fear) • Encounter | | |
| Attack: Close burst 5 (enemies in the burst); +23 vs. Will (+25 while bloodied) | | |
| Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the legate's next turn. | | |
| TRIGGERED ACTIONS | | |
| Legate's Challenge • At-Will | | |
| Trigger: An ally within 5 squares of the legate is marked by an enemy. | | |
| Effect (Immediate Interrupt): The enemy marks the legate instead. | | |
| Skills Athletics +22, History +20 | | |
| Str 25 (+17) | Dex 13 (+11) | Wis 18 (+14) |
| Con 17 (+13) | Int 20 (+15) | Cha 23 (+16) |
| Alignment evil | | Languages Common, Draconic |
| Equipment javelin x6, light shield, longsword, plate armor | | |

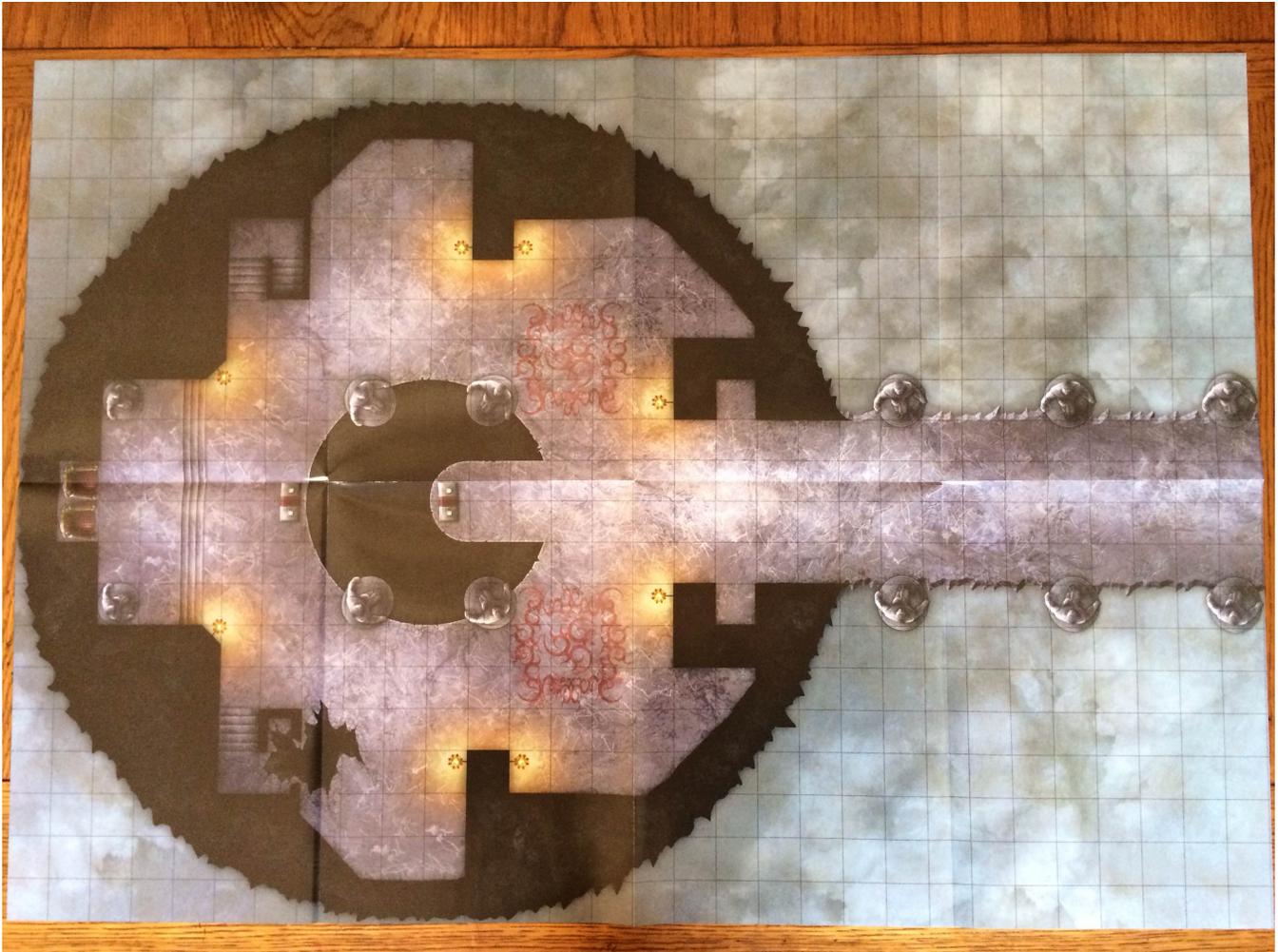
MISSION 1.4: DRAIGDURROCH'S TOWER (AL 20 CONTINUED)

| | | |
|---|-----------------------------------|-----------------------------------|
| Shadovar Legionnaire | Level 20 Minion Skirmisher | |
| Medium natural humanoid, dragonborn | XP 700 | |
| HP 1; a missed attack roll never damages a minion. | Initiative +15 | |
| AC 34, Fortitude 33, Reflex 32, Will 32 | Perception +10 | |
| Speed 6, fly 6 (hover) | | |
| TRAITS | | |
| Netherese Legion Training | | |
| The legionnaire can score a critical hit on a natural 20. It deals double damage on a critical hit. (Minions normally cannot crit.) | | |
| Phalanx Formation | | |
| The legionnaire gains a +1 power bonus for each ally adjacent to it, up to a maximum power bonus of +4. | | |
| STANDARD ACTIONS | | |
| m Spear (weapon) • At-Will | | |
| <i>Effect:</i> Before and after the attack, the legionnaire can shift 1 square. | | |
| <i>Attack:</i> Melee 1 (one creature); +25 vs. AC | | |
| <i>Hit:</i> 14 damage, or 17 damage if the legionnaire has combat advantage against the target. | | |
| r Javelin (weapon) • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +25 vs. AC | | |
| <i>Hit:</i> 14 damage. | | |
| Str 16 (+13) | Dex 16 (+13) | Wis 13 (+11) |
| Con 19 (+14) | Int 10 (+10) | Cha 16 (+13) |
| Alignment evil | | Languages Common, Draconic |
| Equipment heavy shield, leather armor, spear, javelin x6 | | |

MISSION 1.4: DRAIGDURROCH'S TOWER (BATTLE MAP)

POSTER MAP NEEDED

Haunted Temples - 4



All of the legionnaires are under the effects of a ritual that gives them a fly speed, but that's mainly just to keep them from falling off the edge of the tower (which is 100 feet high). The PCs reach the tower first, so they should set up anywhere they want in the main section.

The top of the tower is actually flat, so treat all the solid black squares as normal terrain. Only the outer edge matters. The statues are blocking terrain. The stairwells have collapsed and the interior of the tower is choked with rubble.

Calastryx arrives from the upper left hand corner of the map. The legate and the first wave of shadow legionnaires arrive from the lower left hand corner of the map. The second wave of shadow legionnaires arrive from the center (landing on the bridge). Any subsequent reinforcements should enter from whatever direction you see fit.

MISSION 1.5: TYRANGAL'S RETURN?

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP)

- 1 Doppelganger Impresario (level 14)
- 3 Doppelganger Rogues (level 11)
- 1 Plaguechanged Mind Flayer (level 11)
- 1 Squamous Maw (level 13 elite)

AL 14 (7000 XP)

- 1 Doppelganger Impresario (level 16)
- 3 Doppelganger Rogues (level 13)
- 1 Plaguechanged Mind Flayer (level 13)
- 1 Squamous Maw (level 15 elite)

AL 16 (10,000 XP)

- 1 Doppelganger Impresario (level 18)
- 3 Doppelganger Rogues (level 15)
- 1 Plaguechanged Mind Flayer (level 15)
- 1 Squamous Maw (level 17 elite)

AL 18 (14,000 XP)

- 1 Doppelganger Impresario (level 20)
- 3 Doppelganger Rogues (level 17)
- 1 Plaguechanged Mind Flayer (level 17)
- 1 Squamous Maw (level 19 elite)

AL 20 (21,750 XP)

- 1 Doppelganger Impresario (level 22)
- 3 Doppelganger Rogues (level 20)
- 1 Plaguechanged Mind Flayer (level 20)
- 1 Squamous Maw (level 21 elite)

SCALING THE ENCOUNTER

Four PCs: Remove a doppelganger rogue from the crowd in the main room.

Six PCs: Add a fourth doppelganger rogue, who starts in the back room with the mind flayer and squamous maw.

TIERING THE ENCOUNTER

Aggressive: Add a fourth doppelganger rogue (or a fifth in the case of 6 PCs). Increase the doppelganger impresario's and the plaguechanged mind flayer's starting hit points by an amount equal to their bloodied value.

Glory: All the doppelgangers gain a +2 bonus to attack rolls and a +5 bonus to damage rolls. Add a second squamous maw, which begins the battle bloodied (AL 12-16) or at full normal hit points (AL 18-20).

OBJECTIVE

Rumors reach the PCs that Tyrangal, the enigmatic elf (only a few know that she is a copper dragon) who was instrumental in the (ultimately unsuccessful) fight to save Elturgard, has reappeared, and is recruiting for a strike against the Order of Blue Fire. This seems impossible, as anyone who was at the final battle for Eltural knows that the city was completely destroyed and that Tyrangal sacrificed herself. However, these reports must be investigated.

When the PCs arrive they find "Tyrangal" holding an audience for a number of pilgrims. If the PCs talk to her, she explains that the power of the Companion sustained her, causing her to disincorporate rather than die. She claims that it has taken some time to regain her strength, but now she is prepared to make a final assault on the Order of Blue Fire. She has discovered a ritual that will make people immune to the Spellplague for a short time. If she can just get enough volunteers, she can immunize them long enough for a strike force to breach the Order's headquarters and destroy them.

This is, of course, all a lie. The details of the encounter vary slightly depending on how the PCs decide to proceed. "Tyrangal" is a doppelganger, and those who agree to submit to the ritual are dominated, infused with the Spellplague, and turned into aberrations to fight for the Order. Stopping this process denies the Order one of its last sources of new troops, although of course the doppelgangers will not go down without a fight.

In the ritual chamber, the PCs find a disturbing sight: the dead body of a young copper dragon, which has been transformed into a gibbering aberration. It is tended by a plaguechanged mind flayer.

MISSION 1.5: TYRANGAL'S RETURN? (AL 12)

| | |
|--|--------------------------------|
| Doppelganger Impresario | Level 14 Lurker |
| Medium natural humanoid (shapechanger) | XP 1000 |
| HP 112; Bloodied 56 | Initiative +18 |
| AC 28, Fortitude 26, Reflex 27, Will 24 | Perception +10 |
| Speed 6 | |
| TRAITS | |
| Blend In | |
| While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment. | |
| STANDARD ACTIONS | |
| m Dagger (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +19 vs. AC | |
| Hit: 3d4 + 1 damage. | |
| M Assassin's Strike (necrotic, weapon) • Recharge when the doppelganger uses vanish | |
| Attack: Melee 1 (one creature); +19 vs. AC | |
| Hit: 3d4 + 1 damage plus 4d8 + 12 necrotic damage. | |
| Miss: 3d8 + 9 necrotic damage. | |
| Perfect Replica (illusion, polymorph) • At-Will | |
| Effect: Melee 1 (one Medium creature). The doppelganger takes on the form of the target and alters its clothing and gear to match those of the target. Until the end of the doppelganger's next turn, the target is immobilized and takes 2d8 extra damage from the doppelganger's dagger power. See also <i>replica switch</i> . | |
| Vanish (illusion) • At-Will | |
| Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed. | |
| MINOR ACTIONS | |
| Alter Shape (illusion, polymorph) • At-Will | |
| Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses <i>alter shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 36 Insight check to discern that the form is a disguise. | |
| TRIGGERED ACTIONS | |
| Replica Switch • At-Will | |
| Requirement: The doppelganger must be adjacent to an enemy affected by its <i>perfect replica</i> . | |
| Trigger: A melee or ranged attack from an enemy unaffected by the doppelganger's <i>perfect replica</i> targets the doppelganger. | |
| Effect (Opportunity Action): The doppelganger and the enemy affected by its <i>perfect replica</i> swap places, and the triggering attack instead targets the enemy affected by the doppelganger's <i>perfect replica</i> . | |
| Skills Bluff +18, Insight +15, Stealth +19 | |
| Str 11 (+7) | Dex 25 (+14) Wis 16 (+10) |
| Con 22 (+13) | Int 13 (+8) Cha 23 (+13) |
| Alignment unaligned | Languages Common |
| Equipment dagger | |

| | |
|--|-------------------------------|
| Doppelganger Rogue | Level 11 Skirmisher |
| Medium natural humanoid (shapechanger) | XP 600 |
| HP 110; Bloodied 55 | Initiative +13 |
| AC 25, Fortitude 23, Reflex 25, Will 24 | Perception +11 |
| Speed 6 | |
| TRAITS | |
| Combat Advantage | |
| The doppelganger deals an extra 2d6 damage against any target it has combat advantage against. | |
| STANDARD ACTIONS | |
| m Longsword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +16 vs. AC | |
| Hit: 3d6 + 9 damage. | |
| MINOR ACTIONS | |
| M Shapeshifter Feint • At-Will | |
| Attack: Melee 1 (one creature); +14 vs. Reflex | |
| Effect: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn. | |
| Change Shape (illusion, polymorph) • At-Will | |
| Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>alter shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 32 Insight check to discern that the form is a disguise. | |
| Skills Bluff +14, Insight +11, Stealth +16 | |
| Str 16 (+8) | Dex 22 (+11) Wis 13 (+6) |
| Con 14 (+7) | Int 10 (+5) Cha 18 (+7) |
| Alignment unaligned | Languages Common |
| Equipment longsword | |

MISSION 1.5: TYRANGAL'S RETURN? (AL 12 CONTINUED)

| | | |
|---|-------------------------------|--|
| Squamous Maw | Level 13 Elite Soldier | |
| Large aberrant magical beast (dragon) | XP 1600 | |
| HP 264; Bloodied 132 | Initiative +11 | |
| AC 29, Fortitude 27, Reflex 25, Will 26 | Perception +13 | |
| Speed 6 | All-around vision | |
| Resist 10 psychic | Darkvision | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| ○ Dreadful Cacophony (fear) • Aura 3 | | |
| Enemies within the aura that are taking ongoing psychic damage take a -2 penalty to attack rolls. | | |
| All-Around Vision | | |
| Enemies can't gain combat advantage by flanking the maw. | | |
| Mad Hunger | | |
| The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against any creature taking ongoing psychic damage. | | |
| STANDARD ACTIONS | | |
| m Bite (psychic) • At-Will | | |
| Attack: Melee 2 (one creature); +18 vs. AC | | |
| Hit: 3d6 + 6 damage, and ongoing 10 psychic damage (save ends). | | |
| M Double Attack • At-Will | | |
| Effect: The maw makes two bite attacks. | | |
| C Breath Weapon (psychic) • Encounter | | |
| Attack: Close blast 5 (enemies in blast); +14 vs. Reflex | | |
| Hit: 2d8 + 7 psychic damage, and ongoing 10 psychic damage (save ends). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| Bloodied Breath (psychic) • Encounter | | |
| Trigger: The maw is first bloodied. | | |
| Effect (Free Action): <i>Breath weapon</i> recharges, and the maw uses it. | | |
| Skills Intimidate +12 | | |
| Str 23 (+12) | Dex 17 (+9) | Wis 15 (+8) |
| Con 20 (+11) | Int 11 (+6) | Cha 13 (+7) |
| Alignment evil | | Languages Draconic, Deep Speech |

At Glory tier add:

| |
|--|
| Action Recovery |
| Whenever the maw ends its turn, any dazing, stunning, or dominating effect on it ends. |

| | | |
|---|-------------------------------------|---|
| Plaguechanged Mind Flayer | Level 11 Controller (Leader) | |
| Medium aberrant humanoid | XP 600 | |
| HP 106; Bloodied 53 | Initiative +6 | |
| AC 27, Fortitude 21, Reflex 25, Will 23 | Perception +7 | |
| Speed 7 | Darkvision | |
| STANDARD ACTIONS | | |
| m Tentacles • At-Will | | |
| Requirement: The mind flayer must not have a creature grabbed. | | |
| Attack: Melee 1 (one creature); +14 vs. Reflex. This attack automatically hits a dazed or stunned target. | | |
| Hit: 3d6 + 9 damage, and the mind flayer grabs the target (escape DC 20). | | |
| M Enthrall Brain (charm) • At-Will | | |
| Attack: Melee 1 (one creature grabbed by the mind flayer); +14 vs. Fortitude | | |
| Hit: 4d6 + 15 damage, and the target is dazed until it is no longer grabbed by the mind flayer. | | |
| Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points. | | |
| R Whispers of Madness (psychic) • At-Will | | |
| Attack: Ranged 5 (one creature); +14 vs. Will | | |
| Hit: 3d6 + 9 psychic damage, and the target is slowed (save ends). | | |
| C Psychotic Blast (charm, psychic) • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +14 vs. Will | | |
| Hit: 2d6 + 7 psychic damage, and the target makes a basic attack against its nearest ally as a free action. | | |
| Miss: Half damage. | | |
| MINOR ACTIONS | | |
| C Your Friends Can't Help You Now • At-Will (1/round) | | |
| Attack: Close burst 10 (one creature in the burst); +14 vs. Will | | |
| Hit: The target gains vulnerable 5 psychic, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all). | | |
| TRIGGERED ACTIONS | | |
| Forceful Submission • At-Will | | |
| Trigger: An enemy the mind flayer can see succeeds on a saving throw. | | |
| Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty. | | |
| Skills Arcana +15, Bluff +13, Insight +12 | | |
| Str 12 (+6) | Dex 12 (+6) | Wis 14 (+7) |
| Con 10 (+5) | Int 20 (+10) | Cha 17 (+8) |
| Alignment chaotic evil | | Languages Deep Speech, telepathy |

MISSION 1.5: TYRANGAL'S RETURN? (AL 14)

| Doppelganger Impresario | Level 16 Lurker |
|--|--------------------------------|
| Medium natural humanoid (shapechanger) | XP 1400 |
| HP 124; Bloodied 62 | Initiative +19 |
| AC 30, Fortitude 28, Reflex 29, Will 26 | Perception +11 |
| Speed 6 | |
| TRAITS | |
| Blend In | |
| While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment. | |
| STANDARD ACTIONS | |
| m Dagger (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +21 vs. AC | |
| Hit: 3d4 + 3 damage. | |
| M Assassin's Strike (necrotic, weapon) • Recharge when the doppelganger uses vanish | |
| Attack: Melee 1 (one creature); +21 vs. AC | |
| Hit: 3d4 + 3 damage plus 4d8 + 14 necrotic damage. | |
| Miss: 3d8 + 10 necrotic damage. | |
| Perfect Replica (illusion, polymorph) • At-Will | |
| Effect: Melee 1 (one Medium creature). The doppelganger takes on the form of the target and alters its clothing and gear to match those of the target. Until the end of the doppelganger's next turn, the target is immobilized and takes 3d6 extra damage from the doppelganger's dagger power. See also <i>replica switch</i> . | |
| Vanish (illusion) • At-Will | |
| Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed. | |
| MINOR ACTIONS | |
| Alter Shape (illusion, polymorph) • At-Will | |
| Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses <i>alter shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 37 Insight check to discern that the form is a disguise. | |
| TRIGGERED ACTIONS | |
| Replica Switch • At-Will | |
| Requirement: The doppelganger must be adjacent to an enemy affected by its <i>perfect replica</i> . | |
| Trigger: A melee or ranged attack from an enemy unaffected by the doppelganger's <i>perfect replica</i> targets the doppelganger. | |
| Effect (Opportunity Action): The doppelganger and the enemy affected by its <i>perfect replica</i> swap places, and the triggering attack instead targets the enemy affected by the doppelganger's <i>perfect replica</i> . | |
| Skills Bluff +19, Insight +16, Stealth +20 | |
| Str 11 (+8) | Dex 25 (+15) Wis 16 (+11) |
| Con 22 (+14) | Int 13 (+9) Cha 23 (+14) |
| Alignment unaligned | |
| Languages Common | |
| Equipment dagger | |

| Doppelganger Rogue | Level 13 Skirmisher |
|--|-------------------------------|
| Medium natural humanoid (shapechanger) | XP 800 |
| HP 126; Bloodied 63 | Initiative +14 |
| AC 27, Fortitude 25, Reflex 27, Will 26 | Perception +12 |
| Speed 6 | |
| TRAITS | |
| Combat Advantage | |
| The doppelganger deals an extra 2d8 damage against any target it has combat advantage against. | |
| STANDARD ACTIONS | |
| m Longsword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +18 vs. AC | |
| Hit: 3d6 + 11 damage. | |
| MINOR ACTIONS | |
| M Shapeshifter Feint • At-Will | |
| Attack: Melee 1 (one creature); +16 vs. Reflex | |
| Effect: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn. | |
| Change Shape (illusion, polymorph) • At-Will | |
| Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>alter shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise. | |
| Skills Bluff +15, Insight +12, Stealth +17 | |
| Str 16 (+9) | Dex 22 (+12) Wis 13 (+7) |
| Con 14 (+8) | Int 10 (+7) Cha 18 (+8) |
| Alignment unaligned | |
| Languages Common | |
| Equipment longsword | |

MISSION 1.5: TYRANGAL'S RETURN? (AL 14 CONTINUED)

| Squamous Maw | | Level 15 Elite Soldier |
|---|---------------------|--|
| Large aberrant magical beast (dragon) | | XP 2400 |
| HP 296; Bloodied 148 | | Initiative +12 |
| AC 31, Fortitude 29, Reflex 27, Will 28 | | Perception +14 |
| Speed 6 | All-around vision | |
| Resist 10 psychic | Darkvision | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| ○ Dreadful Cacophony (fear) • Aura 3 | | |
| Enemies within the aura that are taking ongoing psychic damage take a -2 penalty to attack rolls. | | |
| All-Around Vision | | |
| Enemies can't gain combat advantage by flanking the maw. | | |
| Mad Hunger | | |
| The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against any creature taking ongoing psychic damage. | | |
| STANDARD ACTIONS | | |
| m Bite (psychic) • At-Will | | |
| Attack: Melee 2 (one creature); +20 vs. AC | | |
| Hit: 3d6 + 8 damage, and ongoing 10 psychic damage (save ends). | | |
| M Double Attack • At-Will | | |
| Effect: The maw makes two bite attacks. | | |
| C Breath Weapon (psychic) • Encounter | | |
| Attack: Close blast 5 (enemies in blast); +18 vs. Reflex | | |
| Hit: 2d8 + 8 psychic damage, and ongoing 10 psychic damage (save ends). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| Bloodied Breath (psychic) • Encounter | | |
| Trigger: The maw is first bloodied. | | |
| Effect (Free Action): <i>Breath weapon</i> recharges, and the maw uses it. | | |
| Skills Intimidate +13 | | |
| Str 23 (+13) | Dex 17 (+10) | Wis 15 (+9) |
| Con 20 (+12) | Int 11 (+7) | Cha 13 (+8) |
| Alignment evil | | Languages Draconic, Deep Speech |

At Glory tier add:

| Action Recovery |
|--|
| Whenever the maw ends its turn, any dazing, stunning, or dominating effect on it ends. |

| Plaguechanged Mind Flayer | | Level 13 Controller (Leader) |
|---|---------------------|---|
| Medium aberrant humanoid | | XP 800 |
| HP 122; Bloodied 61 | | Initiative +7 |
| AC 29, Fortitude 23, Reflex 27, Will 25 | | Perception +8 |
| Speed 7 | Darkvision | |
| STANDARD ACTIONS | | |
| m Tentacles • At-Will | | |
| Requirement: The mind flayer must not have a creature grabbed. | | |
| Attack: Melee 1 (one creature); +16 vs. Reflex. This attack automatically hits a dazed or stunned target. | | |
| Hit: 3d6 + 11 damage, and the mind flayer grabs the target (escape DC 21). | | |
| M Enthrall Brain (charm) • At-Will | | |
| Attack: Melee 1 (one creature grabbed by the mind flayer); +16 vs. Fortitude | | |
| Hit: 4d6 + 18 damage, and the target is dazed until it is no longer grabbed by the mind flayer. | | |
| Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points. | | |
| R Whispers of Madness (psychic) • At-Will | | |
| Attack: Ranged 5 (one creature); +16 vs. Will | | |
| Hit: 3d6 + 11 psychic damage, and the target is slowed (save ends). | | |
| C Psychotic Blast (charm, psychic) • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +16 vs. Will | | |
| Hit: 2d8 + 7 psychic damage, and the target makes a basic attack against its nearest ally as a free action. | | |
| Miss: Half damage. | | |
| MINOR ACTIONS | | |
| C Your Friends Can't Help You Now • At-Will (1/round) | | |
| Attack: Close burst 10 (one creature in the burst); +16 vs. Will | | |
| Hit: The target gains vulnerable 5 psychic, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all). | | |
| TRIGGERED ACTIONS | | |
| Forceful Submission • At-Will | | |
| Trigger: An enemy the mind flayer can see succeeds on a saving throw. | | |
| Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty. | | |
| Skills Arcana +16, Bluff +14, Insight +13 | | |
| Str 12 (+7) | Dex 12 (+7) | Wis 14 (+8) |
| Con 10 (+6) | Int 20 (+11) | Cha 17 (+9) |
| Alignment chaotic evil | | Languages Deep Speech, telepathy |

MISSION 1.5: TYRANGAL'S RETURN? (AL 16)

| Doppelganger Impresario | Level 18 Lurker |
|--|-------------------------|
| Medium natural humanoid (shapechanger) | XP 2000 |
| HP 136; Bloodied 68 | Initiative +20 |
| AC 32, Fortitude 30, Reflex 31, Will 28 | Perception +12 |
| Speed 6 | |
| TRAITS | |
| Blend In | |
| While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment. | |
| STANDARD ACTIONS | |
| m Dagger (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +23 vs. AC | |
| Hit: 3d4 + 5 damage. | |
| M Assassin's Strike (necrotic, weapon) • Recharge when the doppelganger uses vanish | |
| Attack: Melee 1 (one creature); +23 vs. AC | |
| Hit: 3d4 + 5 damage plus 4d8 + 16 necrotic damage. | |
| Miss: 3d8 + 12 necrotic damage. | |
| Perfect Replica (illusion, polymorph) • At-Will | |
| Effect: Melee 1 (one Medium creature). The doppelganger takes on the form of the target and alters its clothing and gear to match those of the target. Until the end of the doppelganger's next turn, the target is immobilized and takes 3d8 extra damage from the doppelganger's dagger power. See also <i>replica switch</i> . | |
| Vanish (illusion) • At-Will | |
| Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed. | |
| MINOR ACTIONS | |
| Alter Shape (illusion, polymorph) • At-Will | |
| Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses <i>alter shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise. | |
| TRIGGERED ACTIONS | |
| Replica Switch • At-Will | |
| Requirement: The doppelganger must be adjacent to an enemy affected by its <i>perfect replica</i> . | |
| Trigger: A melee or ranged attack from an enemy unaffected by the doppelganger's <i>perfect replica</i> targets the doppelganger. | |
| Effect (Opportunity Action): The doppelganger and the enemy affected by its <i>perfect replica</i> swap places, and the triggering attack instead targets the enemy affected by the doppelganger's <i>perfect replica</i> . | |
| Skills Bluff +20, Insight +17, Stealth +21 | |
| Str 11 (+9) | Dex 25 (+16) |
| Con 22 (+15) | Int 13 (+10) |
| | Cha 23 (+15) |
| Alignment unaligned | Languages Common |
| Equipment dagger | |

| Doppelganger Rogue | Level 15 Skirmisher |
|--|-------------------------|
| Medium natural humanoid (shapechanger) | XP 1200 |
| HP 142; Bloodied 71 | Initiative +15 |
| AC 29, Fortitude 27, Reflex 29, Will 28 | Perception +13 |
| Speed 6 | |
| TRAITS | |
| Combat Advantage | |
| The doppelganger deals an extra 3d6 damage against any target it has combat advantage against. | |
| STANDARD ACTIONS | |
| m Longsword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +20 vs. AC | |
| Hit: 3d6 + 13 damage. | |
| MINOR ACTIONS | |
| M Shapeshifter Feint • At-Will | |
| Attack: Melee 1 (one creature); +18 vs. Reflex | |
| Effect: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn. | |
| Change Shape (illusion, polymorph) • At-Will | |
| Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>alter shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 34 Insight check to discern that the form is a disguise. | |
| Skills Bluff +16, Insight +13, Stealth +18 | |
| Str 16 (+10) | Dex 22 (+13) |
| Con 14 (+9) | Int 10 (+8) |
| | Cha 18 (+9) |
| Alignment unaligned | Languages Common |
| Equipment longsword | |

MISSION 1.5: TYRANGAL'S RETURN? (AL 16 CONTINUED)

| Squamous Maw | | Level 17 Elite Soldier |
|---|-------------------|---------------------------------|
| Large aberrant magical beast (dragon) | | XP 3200 |
| HP 328; Bloodied 164 | Initiative +13 | |
| AC 33, Fortitude 31, Reflex 29, Will 30 | Perception +15 | |
| Speed 6 | All-around vision | |
| Resist 10 psychic | Darkvision | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| O Dreadful Cacophony (fear) • Aura 3 | | |
| Enemies within the aura that are taking ongoing psychic damage take a -2 penalty to attack rolls. | | |
| All-Around Vision | | |
| Enemies can't gain combat advantage by flanking the maw. | | |
| Mad Hunger | | |
| The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against any creature taking ongoing psychic damage. | | |
| STANDARD ACTIONS | | |
| m Bite (psychic) • At-Will | | |
| Attack: Melee 2 (one creature); +22 vs. AC | | |
| Hit: 3d8 + 7 damage, and ongoing 10 psychic damage (save ends). | | |
| M Double Attack • At-Will | | |
| Effect: The maw makes two bite attacks. | | |
| C Breath Weapon (psychic) • Encounter | | |
| Attack: Close blast 5 (enemies in blast); +20 vs. Reflex | | |
| Hit: 3d6 + 9 psychic damage, and ongoing 10 psychic damage (save ends). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| Bloodied Breath (psychic) • Encounter | | |
| Trigger: The maw is first bloodied. | | |
| Effect (Free Action): Breath weapon recharges, and the maw uses it. | | |
| Skills Intimidate +14 | | |
| Str 23 (+14) | Dex 17 (+11) | Wis 15 (+10) |
| Con 20 (+13) | Int 11 (+8) | Cha 13 (+9) |
| Alignment evil | | Languages Draconic, Deep Speech |

At Glory tier add:

| Action Recovery |
|--|
| Whenever the maw ends its turn, any dazing, stunning, or dominating effect on it ends. |

| Plaguechanged Mind Flayer | | Level 15 Controller (Leader) |
|---|---------------|----------------------------------|
| Medium aberrant humanoid | | XP 1200 |
| HP 138; Bloodied 69 | Initiative +8 | |
| AC 31, Fortitude 25, Reflex 29, Will 27 | Perception +9 | |
| Speed 7 | Darkvision | |
| STANDARD ACTIONS | | |
| m Tentacles • At-Will | | |
| Requirement: The mind flayer must not have a creature grabbed. | | |
| Attack: Melee 1 (one creature); +18 vs. Reflex. This attack automatically hits a dazed or stunned target. | | |
| Hit: 3d6 + 13 damage, and the mind flayer grabs the target (escape DC 22). | | |
| M Enthrall Brain (charm) • At-Will | | |
| Attack: Melee 1 (one creature grabbed by the mind flayer); +18 vs. Fortitude | | |
| Hit: 4d8 + 17 damage, and the target is dazed until it is no longer grabbed by the mind flayer. | | |
| Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points. | | |
| R Whispers of Madness (psychic) • At-Will | | |
| Attack: Ranged 5 (one creature); +18 vs. Will | | |
| Hit: 3d6 + 13 psychic damage, and the target is slowed (save ends). | | |
| C Psychotic Blast (charm, psychic) • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +18 vs. Will | | |
| Hit: 2d8 + 8 psychic damage, and the target makes a basic attack against its nearest ally as a free action. | | |
| Miss: Half damage. | | |
| MINOR ACTIONS | | |
| C Your Friends Can't Help You Now • At-Will (1/round) | | |
| Attack: Close burst 10 (one creature in the burst); +18 vs. Will | | |
| Hit: The target gains vulnerable 5 psychic, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all). | | |
| TRIGGERED ACTIONS | | |
| Forceful Submission • At-Will | | |
| Trigger: An enemy the mind flayer can see succeeds on a saving throw. | | |
| Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty. | | |
| Skills Arcana +17, Bluff +15, Insight +14 | | |
| Str 12 (+8) | Dex 12 (+8) | Wis 14 (+9) |
| Con 10 (+7) | Int 20 (+12) | Cha 17 (+10) |
| Alignment chaotic evil | | Languages Deep Speech, telepathy |

MISSION 1.5: TYRANGAL'S RETURN? (AL 18)

| Doppelganger Impresario | Level 20 Lurker |
|--|--------------------------------|
| Medium natural humanoid (shapechanger) | XP 2800 |
| HP 148; Bloodied 74 | Initiative +21 |
| AC 34, Fortitude 32, Reflex 33, Will 30 | Perception +13 |
| Speed 6 | |
| TRAITS | |
| Blend In | |
| While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment. | |
| STANDARD ACTIONS | |
| m Dagger (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +25 vs. AC | |
| Hit: 3d4 + 7 damage. | |
| M Assassin's Strike (necrotic, weapon) • Recharge when the doppelganger uses <i>vanish</i> | |
| Attack: Melee 1 (one creature); +25 vs. AC | |
| Hit: 3d4 + 7 damage plus 4d10 + 20 necrotic damage. | |
| Miss: 3d10 + 15 necrotic damage. | |
| Perfect Replica (illusion, polymorph) • At-Will | |
| Effect: Melee 1 (one Medium creature). The doppelganger takes on the form of the target and alters its clothing and gear to match those of the target. Until the end of the doppelganger's next turn, the target is immobilized and takes 4d8 extra damage from the doppelganger's dagger power. See also <i>replica switch</i> . | |
| Vanish (illusion) • At-Will | |
| Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed. | |
| MINOR ACTIONS | |
| Alter Shape (illusion, polymorph) • At-Will | |
| Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses <i>alter shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 39 Insight check to discern that the form is a disguise. | |
| TRIGGERED ACTIONS | |
| Replica Switch • At-Will | |
| Requirement: The doppelganger must be adjacent to an enemy affected by its <i>perfect replica</i> . | |
| Trigger: A melee or ranged attack from an enemy unaffected by the doppelganger's <i>perfect replica</i> targets the doppelganger. | |
| Effect (Opportunity Action): The doppelganger and the enemy affected by its <i>perfect replica</i> swap places, and the triggering attack instead targets the enemy affected by the doppelganger's <i>perfect replica</i> . | |
| Skills Bluff +21, Insight +18, Stealth +22 | |
| Str 11 (+10) | Dex 25 (+17) Wis 16 (+13) |
| Con 22 (+16) | Int 13 (+11) Cha 23 (+16) |
| Alignment unaligned | |
| Languages Common | |
| Equipment dagger | |

| Doppelganger Rogue | Level 17 Skirmisher |
|--|-------------------------------|
| Medium natural humanoid (shapechanger) | XP 1600 |
| HP 158; Bloodied 79 | Initiative +16 |
| AC 31, Fortitude 29, Reflex 31, Will 30 | Perception +14 |
| Speed 6 | |
| TRAITS | |
| Combat Advantage | |
| The doppelganger deals an extra 3d8 damage against any target it has combat advantage against. | |
| STANDARD ACTIONS | |
| m Longsword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +22 vs. AC | |
| Hit: 3d8 + 12 damage. | |
| MINOR ACTIONS | |
| M Shapeshifter Feint • At-Will | |
| Attack: Melee 1 (one creature); +20 vs. Reflex | |
| Effect: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn. | |
| Change Shape (illusion, polymorph) • At-Will | |
| Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>alter shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 35 Insight check to discern that the form is a disguise. | |
| Skills Bluff +17, Insight +14, Stealth +19 | |
| Str 16 (+11) | Dex 22 (+14) Wis 13 (+9) |
| Con 14 (+10) | Int 10 (+9) Cha 18 (+10) |
| Alignment unaligned | |
| Languages Common | |
| Equipment longsword | |

MISSION 1.5: TYRANGAL'S RETURN? (AL 18 CONTINUED)

| Squamous Maw | | Level 19 Elite Soldier |
|---|-------------------|---------------------------------|
| Large aberrant magical beast (dragon) | | XP 4800 |
| HP 360; Bloodied 180 | | Initiative +14 |
| AC 35, Fortitude 33, Reflex 31, Will 32 | | Perception +16 |
| Speed 6 | All-around vision | |
| Resist 15 psychic | Darkvision | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| O Dreadful Cacophony (fear) • Aura 3 | | |
| Enemies within the aura that are taking ongoing psychic damage take a -2 penalty to attack rolls. | | |
| All-Around Vision | | |
| Enemies can't gain combat advantage by flanking the maw. | | |
| Mad Hunger | | |
| The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against any creature taking ongoing psychic damage. | | |
| STANDARD ACTIONS | | |
| m Bite (psychic) • At-Will | | |
| Attack: Melee 2 (one creature); +24 vs. AC | | |
| Hit: 3d8 + 9 damage, and ongoing 10 psychic damage (save ends). | | |
| M Double Attack • At-Will | | |
| Effect: The maw makes two bite attacks. | | |
| C Breath Weapon (psychic) • Encounter | | |
| Attack: Close blast 5 (enemies in blast); +22 vs. Reflex | | |
| Hit: 3d6 + 10 psychic damage, and ongoing 15 psychic damage (save ends). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| Bloodied Breath (psychic) • Encounter | | |
| Trigger: The maw is first bloodied. | | |
| Effect (Free Action): <i>Breath weapon</i> recharges, and the maw uses it. | | |
| Skills Intimidate +15 | | |
| Str 23 (+15) | Dex 17 (+12) | Wis 15 (+11) |
| Con 20 (+14) | Int 11 (+9) | Cha 13 (+10) |
| Alignment evil | | Languages Draconic, Deep Speech |

At Glory tier add:

| Action Recovery |
|--|
| Whenever the maw ends its turn, any dazing, stunning, or dominating effect on it ends. |

| Plaguechanged Mind Flayer | | Level 17 Controller (Leader) |
|---|--------------|----------------------------------|
| Medium aberrant humanoid | | XP 1600 |
| HP 154; Bloodied 77 | | Initiative +9 |
| AC 33, Fortitude 27, Reflex 31, Will 29 | | Perception +10 |
| Speed 7 | Darkvision | |
| STANDARD ACTIONS | | |
| m Tentacles • At-Will | | |
| Requirement: The mind flayer must not have a creature grabbed. | | |
| Attack: Melee 1 (one creature); +20 vs. Reflex. This attack automatically hits a dazed or stunned target. | | |
| Hit: 3d8 + 12 damage, and the mind flayer grabs the target (escape DC 23). | | |
| M Enthrall Brain (charm) • At-Will | | |
| Attack: Melee 1 (one creature grabbed by the mind flayer); +20 vs. Fortitude | | |
| Hit: 4d8 + 20 damage, and the target is dazed until it is no longer grabbed by the mind flayer. | | |
| Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points. | | |
| R Whispers of Madness (psychic) • At-Will | | |
| Attack: Ranged 5 (one creature); +20 vs. Will | | |
| Hit: 3d8 + 12 psychic damage, and the target is slowed (save ends). | | |
| C Psychotic Blast (charm, psychic) • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +20 vs. Will | | |
| Hit: 3d6 + 9 psychic damage, and the target makes a basic attack against its nearest ally as a free action. | | |
| Miss: Half damage. | | |
| MINOR ACTIONS | | |
| C Your Friends Can't Help You Now • At-Will (1/round) | | |
| Attack: Close burst 10 (one creature in the burst); +20 vs. Will | | |
| Hit: The target gains vulnerable 10 psychic, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all). | | |
| TRIGGERED ACTIONS | | |
| Forceful Submission • At-Will | | |
| Trigger: An enemy the mind flayer can see succeeds on a saving throw. | | |
| Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty. | | |
| Skills Arcana +18, Bluff +16, Insight +15 | | |
| Str 12 (+9) | Dex 12 (+9) | Wis 14 (+10) |
| Con 10 (+8) | Int 20 (+13) | Cha 17 (+11) |
| Alignment chaotic evil | | Languages Deep Speech, telepathy |

MISSION 1.5: TYRANGAL'S RETURN? (AL 20)

| Doppelganger Impresario | Level 22 Lurker |
|--|-------------------------|
| Medium natural humanoid (shapechanger) | XP 4150 |
| HP 160; Bloodied 80 | Initiative +22 |
| AC 36, Fortitude 34, Reflex 35, Will 32 | Perception +14 |
| Speed 6 | |
| TRAITS | |
| Blend In | |
| While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment. | |
| STANDARD ACTIONS | |
| m Dagger (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +27 vs. AC | |
| Hit: 3d4 + 9 damage. | |
| M Assassin's Strike (necrotic, weapon) • Recharge when the doppelganger uses vanish | |
| Attack: Melee 1 (one creature); +27 vs. AC | |
| Hit: 3d4 + 9 damage plus 4d12 + 20 necrotic damage. | |
| Miss: 3d12 + 15 necrotic damage. | |
| Perfect Replica (illusion, polymorph) • At-Will | |
| Effect: Melee 1 (one Medium creature). The doppelganger takes on the form of the target and alters its clothing and gear to match those of the target. Until the end of the doppelganger's next turn, the target is immobilized and takes 5d8 extra damage from the doppelganger's dagger power. See also <i>replica switch</i> . | |
| Vanish (illusion) • At-Will | |
| Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed. | |
| MINOR ACTIONS | |
| Alter Shape (illusion, polymorph) • At-Will | |
| Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses <i>alter shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 40 Insight check to discern that the form is a disguise. | |
| TRIGGERED ACTIONS | |
| Replica Switch • At-Will | |
| Requirement: The doppelganger must be adjacent to an enemy affected by its <i>perfect replica</i> . | |
| Trigger: A melee or ranged attack from an enemy unaffected by the doppelganger's <i>perfect replica</i> targets the doppelganger. | |
| Effect (Opportunity Action): The doppelganger and the enemy affected by its <i>perfect replica</i> swap places, and the triggering attack instead targets the enemy affected by the doppelganger's <i>perfect replica</i> . | |
| Skills Bluff +22, Insight +19, Stealth +23 | |
| Str 11 (+11) | Dex 25 (+18) |
| Con 22 (+17) | Wis 16 (+14) |
| Int 13 (+12) | Cha 23 (+17) |
| Alignment unaligned | Languages Common |
| Equipment dagger | |

| Doppelganger Rogue | Level 20 Skirmisher |
|--|-------------------------|
| Medium natural humanoid (shapechanger) | XP 2800 |
| HP 182; Bloodied 91 | Initiative +18 |
| AC 34, Fortitude 32, Reflex 34, Will 33 | Perception +16 |
| Speed 6 | |
| TRAITS | |
| Combat Advantage | |
| The doppelganger deals an extra 5d6 damage against any target it has combat advantage against. | |
| STANDARD ACTIONS | |
| m Longsword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +25 vs. AC | |
| Hit: 3d8 + 15 damage. | |
| MINOR ACTIONS | |
| M Shapeshifter Feint • At-Will | |
| Attack: Melee 1 (one creature); +23 vs. Reflex | |
| Effect: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn. | |
| Change Shape (illusion, polymorph) • At-Will | |
| Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>alter shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 37 Insight check to discern that the form is a disguise. | |
| Skills Bluff +19, Insight +16, Stealth +21 | |
| Str 16 (+13) | Dex 22 (+16) |
| Con 14 (+12) | Wis 13 (+10) |
| Int 10 (+10) | Cha 18 (+12) |
| Alignment unaligned | Languages Common |
| Equipment longsword | |

MISSION 1.5: TYRANGAL'S RETURN? (AL 20 CONTINUED)

| Squamous Maw | | Level 21 Elite Soldier |
|---|-------------------|---------------------------------|
| Large aberrant magical beast (dragon) | | XP 6400 |
| HP 392; Bloodied 196 | | Initiative +15 |
| AC 37, Fortitude 35, Reflex 33, Will 34 | | Perception +17 |
| Speed 6 | All-around vision | |
| Resist 15 psychic | Darkvision | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| O Dreadful Cacophony (fear) • Aura 3 | | |
| Enemies within the aura that are taking ongoing psychic damage take a -2 penalty to attack rolls. | | |
| All-Around Vision | | |
| Enemies can't gain combat advantage by flanking the maw. | | |
| Mad Hunger | | |
| The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against any creature taking ongoing psychic damage. | | |
| STANDARD ACTIONS | | |
| m Bite (psychic) • At-Will | | |
| Attack: Melee 2 (one creature); +26 vs. AC | | |
| Hit: 4d6 + 10 damage, and ongoing 15 psychic damage (save ends). | | |
| M Double Attack • At-Will | | |
| Effect: The maw makes two bite attacks. | | |
| C Breath Weapon (psychic) • Encounter | | |
| Attack: Close blast 5 (enemies in blast); +24 vs. Reflex | | |
| Hit: 3d8 + 9 psychic damage, and ongoing 20 psychic damage (save ends). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| Bloodied Breath (psychic) • Encounter | | |
| Trigger: The maw is first bloodied. | | |
| Effect (Free Action): <i>Breath weapon</i> recharges, and the maw uses it. | | |
| Skills Intimidate +16 | | |
| Str 23 (+16) | Dex 17 (+13) | Wis 15 (+12) |
| Con 20 (+15) | Int 11 (+10) | Cha 13 (+11) |
| Alignment evil | | Languages Draconic, Deep Speech |

At Glory tier add:

| Action Recovery |
|--|
| Whenever the maw ends its turn, any dazing, stunning, or dominating effect on it ends. |

| Plaguechanged Mind Flayer | | Level 20 Controller (Leader) |
|---|--------------|----------------------------------|
| Medium aberrant humanoid | | XP 2800 |
| HP 178; Bloodied 89 | | Initiative +11 |
| AC 36, Fortitude 30, Reflex 34, Will 32 | | Perception +12 |
| Speed 7 | Darkvision | |
| STANDARD ACTIONS | | |
| m Tentacles • At-Will | | |
| Requirement: The mind flayer must not have a creature grabbed. | | |
| Attack: Melee 1 (one creature); +22 vs. Reflex. This attack automatically hits a dazed or stunned target. | | |
| Hit: 3d8 + 15 damage, and the mind flayer grabs the target (escape DC 25). | | |
| M Enthrall Brain (charm) • At-Will | | |
| Attack: Melee 1 (one creature grabbed by the mind flayer); +22 vs. Fortitude | | |
| Hit: 4d12 + 17 damage, and the target is dazed until it is no longer grabbed by the mind flayer. | | |
| Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points. | | |
| R Whispers of Madness (psychic) • At-Will | | |
| Attack: Ranged 5 (one creature); +22 vs. Will | | |
| Hit: 3d8 + 15 psychic damage, and the target is slowed (save ends). | | |
| C Psychotic Blast (charm, psychic) • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +22 vs. Will | | |
| Hit: 3d6 + 11 psychic damage, and the target makes a basic attack against its nearest ally as a free action. | | |
| Miss: Half damage. | | |
| MINOR ACTIONS | | |
| C Your Friends Can't Help You Now • At-Will (1/round) | | |
| Attack: Close burst 10 (one creature in the burst); +22 vs. Will | | |
| Hit: The target gains vulnerable 15 psychic, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all). | | |
| TRIGGERED ACTIONS | | |
| Forceful Submission • At-Will | | |
| Trigger: An enemy the mind flayer can see succeeds on a saving throw. | | |
| Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty. | | |
| Skills Arcana +20, Bluff +18, Insight +17 | | |
| Str 12 (+11) | Dex 12 (+11) | Wis 14 (+12) |
| Con 10 (+10) | Int 20 (+15) | Cha 17 (+13) |
| Alignment chaotic evil | | Languages Deep Speech, telepathy |

MISSION 1.5: TYRANGAL'S RETURN? (BATTLE MAP)

POSTER MAP NEEDED

Shattered Keeps - 5



The PCs initially approach this small keep from the outside, using the road. The bridge and the doors are intact. A line of pilgrims stretches outside the keep, and you should place 12 tokens inside the bailey of the keep to represent the pilgrims (some of which are actually doppelganger rogues; choose which ones in advance but use identical tokens for all the pilgrims so the players don't know which is which without making Insight checks.)

“Tyrangal” (the doppelganger impresario) is standing at the top of the staircase giving her speech when the PCs enter. If they attack immediately, just go to initiative, but if they want to question her, she will allow it as long as they don't try to come up the staircase. If they try to come up the staircase she shouts for her followers to stop them, and the tokens intervene. The PCs will have to decide how willing they are to kill innocents (since any token that isn't a doppelganger rogue is a 1hp commoner with all defenses equal to the AL).

The mind flayer and the squamous maw are in the back room (the 6x4 room) waiting for the next batch of pilgrims to be brought back for the “ritual of protection” against the Spellplague. If there is a second maw, put it in the 4x4 tower at the lower right-hand corner of the map, since having both maws in the same room would be difficult.

MISSION 1.6: ZHENTIL KEEP

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

- 2 Ghost Troll Renders (level 13)
- 5 Shadow Remnants (level 11 minions)
- 1 Death Knight Blackguard (level 12 elite)
- 1 Adherent of Shar (level 12 elite)

AL 14 (7200 XP):

- 2 Ghost Troll Renders (level 15)
- 5 Shadow Remnants (level 13 minions)
- 1 Death Knight Blackguard (level 14 elite)
- 1 Adherent of Shar (level 14 elite)

AL 16 (10,000 XP):

- 2 Ghost Troll Renders (level 17)
- 5 Shadow Remnants (level 15 minions)
- 1 Death Knight Blackguard (level 16 elite)
- 1 Adherent of Shar (level 16 elite)

AL 18 (14,400 XP):

- 2 Ghost Troll Renders (level 19)
- 5 Shadow Remnants (level 17 minions)
- 1 Death Knight Blackguard (level 18 elite)
- 1 Adherent of Shar (level 18 elite)

AL 20 (20,800 XP):

- 2 Ghost Troll Renders (level 21)
- 5 Shadow Remnants (level 21 minions)
- 1 Death Knight Blackguard (level 20 elite)
- 1 Adherent of Shar (level 20 elite)

SCALING THE ENCOUNTER

Four PCs: Remove a ghost troll render.

Six PCs: Add a third ghost troll render at the beginning of round 3.

TIERING THE ENCOUNTER

Aggressive: Increase the starting hit points of the adherent of Shar by 25%. Give the death knight a +2 bonus to attack rolls and a +5 bonus to damage. Add two shadow remnants per round at the end of Round 2, Round 3, and Round 4.

Glory: Add a second death knight blackguard at the beginning of round 3. Treat all the shadow remnants as if they always have one level of *obliteration empowerment* active (which can still be further increased by remnants using the power on each other). Add three shadow remnants per round at the end of Round 2, Round 3, and Round 4; add two per round for every round

thereafter until both the death knight and the adherent have been defeated.

OBJECTIVE

A ley line exists at the site of the temple to Shar visited by the PCs during the very first LFR Special. They must go there and stop a ritual caster from claiming the power of the nexus for the Shadow Weave. The adherent of Shar is trying to prove herself worthy of becoming one of Shar's Chosen and has raised a number of undead allies from the army that the PCs fought during the original adventure (including a ghost troll, a death knight, and a number of shadows).

RITUAL ACTIONS

The adherent of Shar can take a "ritual action" as a minor action each round (as detailed in her stat block). She has the following options:

- Slide one target up to 5 squares
- Inflict ongoing damage equal to the AL (save ends) on one target
- End one effect that a save can end (on herself or one of her allies)
- Grant one of her allies a free action to immediately make a basic attack
- Give herself or one of her allies a +5 bonus on its next attack roll, or a damage bonus on its next attack equal to the AL (in either case, the bonus applies to the next roll made before the end of the target's next turn)
- Give one enemy a -5 penalty on its next attack roll, or a penalty on its next damage roll equal to the AL (in either case, on its next attack or damage roll before the end of its next turn)

The ritual ends when the adherent is reduced to 0 hit points. As a standard action (Moderate DC) or a move action (Hard DC), a PC within 5 squares of the altar can make a Religion check to deny the adherent the ability to use a ritual action on her next turn. Multiple successes by more than one character don't wipe out future turns, but once the party as a whole achieves a total number of successes equal to the number of PCs, the ritual is shut down and the adherent loses the ability to take ritual actions for the rest of the encounter.

Important Note: This encounter is nearly impossible if the PCs do not have a way to negate the ghost trolls' insubstantial quality. If the PCs are struggling, give them a "get a clue" check to realize that the adherent is the only enemy who can perform the ritual, so if the PCs kill her, they can safely escape and still succeed.

MISSION 1.6: ZHENTIL KEEP (AL 12)

| | |
|---|-----------------------|
| Ghost Troll Render | Level 13 Brute |
| Large natural humanoid (undead) | XP 800 |
| HP 161; Bloodied 80 | Initiative +10 |
| AC 25, Fortitude 27, Reflex 24, Will 23 | Perception +14 |
| Speed fly 7 (hover); phasing | |
| Immune disease, poison | |
| TRAITS | |
| Insubstantial | |
| The ghost troll takes half damage from all attacks, except those that deal force damage. When it takes acid, fire, or radiant damage, it loses this trait until the start of its next turn. | |
| STANDARD ACTIONS | |
| m Spirit Claw • At-Will | |
| Attack: Melee 2 (one creature); +16 vs. Reflex | |
| Hit: 3d8 + 14 damage. | |
| M Terror Strike (psychic) • Recharge if the power misses | |
| Attack: Melee 2 (one bloodied creature); +16 vs. Will | |
| Hit: 4d6 + 18 psychic damage, and the target is slowed (save ends). | |
| First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends). If the target takes damage, the effect also ends. | |
| Str 24 (+13) | Dex 18 (+10) |
| Con 21 (+11) | Int 5 (+3) |
| Wis 16 (+9) | Cha 11 (+6) |
| Alignment chaotic evil | |
| Languages Giant | |

At Glory tier, Terror Strike changes to “Recharge if the power misses and when first bloodied.”

| | |
|---|----------------------------------|
| Shadow Remnant | Level 11 Minion Artillery |
| Medium natural humanoid (undead) | XP 150 |
| HP 1; a missed attack roll never damages a minion. | Initiative +7 |
| AC 25, Fortitude 22, Reflex 26, Will 25 | Perception +8 |
| Speed 0, fly 6 (hover); phasing | |
| Immune disease; Resist 20 necrotic, 20 poison | |
| TRAITS | |
| Insubstantial | |
| When the shadow remnant is hit by an attack, it is not destroyed if the attack roll was an odd number, unless the attack deals force or radiant damage. If the attack roll was an even number, the remnant is destroyed regardless of the type of damage dealt. | |
| STANDARD ACTIONS | |
| m Shadow Touch (necrotic) • At-Will | |
| Attack: Melee 1 (one creature); +14 vs. Fortitude | |
| Hit: 9 necrotic damage. | |
| r Shadow Ray (necrotic) • At-Will | |
| Attack: Ranged 20 (one creature); +16 vs. Fortitude | |
| Hit: 11 necrotic damage. | |
| A Orb of Obliteration (fire, necrotic) • At-Will | |
| Attack: Area burst 1 within 20 (enemies in the burst); +16 vs. Reflex | |
| Hit: 7 fire and necrotic damage. | |
| Miss: Half damage. | |
| Obliteration Empowerment • At-Will | |
| Effect: Ranged 5 (one lich remnant). The next time the target uses <i>orb of obliteration</i> before the end of its next turn, the size of the power’s burst increases by 1, and the power deals 5 extra damage. | |
| Special: <i>Obliteration empowerment</i> stacks with other uses of <i>obliteration empowerment</i> . | |
| Str 9 (+4) | Dex 14 (+7) |
| Con 20 (+10) | Int 28 (+14) |
| Wis 17 (+8) | Cha 26 (+13) |
| Alignment evil | |
| Languages -- | |

MISSION 1.6: ZHENTIL KEEP (AL 12 CONTINUED)

| Death Knight Blackguard | | Level 12 Elite Skirmisher |
|---|---------------------|---------------------------|
| Medium natural humanoid (undead) | | XP 1400 |
| HP 242; Bloodied 121 | | Initiative +14 |
| AC 26, Fortitude 25, Reflex 23, Will 24 | | Perception +7 |
| Speed 6 | | Darkvision |
| Immune disease, poison; Resist 15 necrotic | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| ○ Slayer of the Living (fear) • Aura 3 | | |
| Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares. | | |
| STANDARD ACTIONS | | |
| m Soulsword (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +17 vs. AC | | |
| Hit: 3d6 damage plus 10 necrotic damage. | | |
| Effect: The death knight shifts up to 2 squares. | | |
| M Double Strike • At-Will | | |
| Effect: The death knight uses soulsword twice, making each attack against a different enemy. | | |
| M Overpowering Attack (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +17 vs. AC | | |
| Hit: 4d6 damage plus 17 necrotic damage, and the death knight slides the target up to 2 squares. | | |
| C Abyssal Burst (fire, necrotic) • Encounter | | |
| Attack: Close burst 5 (enemies in the burst); +15 vs. Reflex | | |
| Hit: 3d6 + 12 fire and necrotic damage. | | |
| Miss: Half damage. | | |
| MINOR ACTIONS | | |
| C Chilling Glare (fear) • At-Will (1/round) | | |
| Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn. | | |
| TRIGGERED ACTIONS | | |
| Implacable • At-Will | | |
| Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect. | | |
| Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save. | | |
| Str 24 (+13) | Dex 22 (+12) | Wis 13 (+7) |
| Con 17 (+9) | Int 14 (+8) | Cha 20 (+11) |
| Alignment evil | | Languages Common |
| Equipment soulsword, light shield, plate armor | | |

At Glory tier, Abyssal Burst is “Recharge when first bloodied.”

| Adherent of Shar | | Level 12 Elite Controller |
|--|---------------------|-----------------------------------|
| Medium immortal humanoid, deva | | XP 1400 |
| HP 248; Bloodied 124 | | Initiative +12 |
| AC 26, Fortitude 24, Reflex 24, Will 26 | | Perception +15 |
| Speed 6, fly 8 (hover) | | Low-light vision |
| Resist 10 necrotic, 10 radiant | | |
| TRAITS | | |
| Deva's Fall | | |
| While the adherent is bloodied, she loses her resistance to radiant damage. | | |
| STANDARD ACTIONS | | |
| m Astral Staff (necrotic, radiant, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +17 vs. AC | | |
| Hit: 3d6 + 5 radiant damage, or 3d6 + 15 necrotic and radiant damage while the adherent is bloodied. In addition, the adherent pushes the target up to 2 squares. | | |
| r Bolt of Light (necrotic, radiant) • At-Will | | |
| Attack: Ranged 20 (one creature); +15 vs. Reflex | | |
| Hit: 3d6 + 5 radiant damage, or 3d6 + 15 necrotic and radiant damage while the adherent is bloodied. In addition, the target is slowed until the end of the adherent's next turn. If the target was already slowed, it is instead immobilized until the end of the adherent's next turn. | | |
| C Astral Hurricane (necrotic, radiant) • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +15 vs. Fortitude | | |
| Hit: 2d8 + 5 radiant damage, or 2d8 + 15 radiant and necrotic damage while the adherent is bloodied. In addition, the adherent slides the target up to 3 squares and knocks it prone. | | |
| Miss: Half damage, and the adherent slides the target up to 2 squares. | | |
| MINOR ACTIONS | | |
| Shadow Wings (illusion, zone) • At-Will (1/round) | | |
| Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the adherent uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it. | | |
| Shadow Weave Ritual • At-Will (1/round) | | |
| Effect: The adherent takes one of her available ritual actions. | | |
| TRIGGERED ACTIONS | | |
| Resonant Memory • Recharge when first bloodied | | |
| Trigger: The adherent makes an attack roll, saving throw, or ability check and dislikes the result. | | |
| Effect: Add 1d6 to the triggering roll. | | |
| C Swallowed in Darkness (necrotic, radiant) • Encounter | | |
| Trigger: The adherent drops to 0 hit points | | |
| Attack (No Action): Close burst 3 (enemies in the burst); +15 vs. Reflex | | |
| Hit: 2d8 + 16 necrotic and radiant damage, and the target is dazed until the end of its next turn. | | |
| Effect: The adherent is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the adherent occupied when she was destroyed. | | |
| Skills Arcana +18, Insight +20, Religion +18 | | |
| Str 18 (+10) | Dex 23 (+12) | Wis 28 (+15) |
| Con 20 (+11) | Int 25 (+13) | Cha 24 (+13) |
| Alignment evil | | Languages Common, Supernal |
| Equipment robes, cloth armor, staff implement | | |

MISSION 1.6: ZHENTIL KEEP (AL 14)

| | |
|---|------------------------|
| Ghost Troll Render | Level 15 Brute |
| Large natural humanoid (undead) | XP 1200 |
| HP 181; Bloodied 90 | Initiative +11 |
| AC 27, Fortitude 29, Reflex 26, Will 25 | Perception +15 |
| Speed fly 7 (hover); phasing | |
| Immune disease, poison | |
| TRAITS | |
| Insubstantial | |
| The ghost troll takes half damage from all attacks, except those that deal force damage. When it takes acid, fire, or radiant damage, it loses this trait until the start of its next turn. | |
| STANDARD ACTIONS | |
| m Spirit Claw • At-Will | |
| Attack: Melee 2 (one creature); +18 vs. Reflex | |
| Hit: 4d6 + 15 damage. | |
| M Terror Strike (psychic) • Recharge if the power misses | |
| Attack: Melee 2 (one bloodied creature); +18 vs. Will | |
| Hit: 4d8 + 17 psychic damage, and the target is slowed (save ends). | |
| First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends). If the target takes damage, the effect also ends. | |
| Str 24 (+14) | Dex 18 (+11) |
| Con 21 (+12) | Wis 16 (+10) |
| | Cha 11 (+7) |
| Alignment chaotic evil | Languages Giant |

At Glory tier, Terror Strike changes to “Recharge if the power misses and when first bloodied.”

| | |
|---|----------------------------------|
| Shadow Remnant | Level 13 Minion Artillery |
| Medium natural humanoid (undead) | XP 200 |
| HP 1; a missed attack roll never damages a minion. | Initiative +8 |
| AC 27, Fortitude 24, Reflex 28, Will 27 | Perception +9 |
| Speed 0, fly 6 (hover); phasing | Darkvision |
| Immune disease; Resist 20 necrotic, 20 poison | |
| TRAITS | |
| Insubstantial | |
| When the shadow remnant is hit by an attack, it is not destroyed if the attack roll was an odd number, unless the attack deals force or radiant damage. If the attack roll was an even number, the remnant is destroyed regardless of the type of damage dealt. | |
| STANDARD ACTIONS | |
| m Shadow Touch (necrotic) • At-Will | |
| Attack: Melee 1 (one creature); +16 vs. Fortitude | |
| Hit: 10 necrotic damage. | |
| r Shadow Ray (necrotic) • At-Will | |
| Attack: Ranged 20 (one creature); +18 vs. Fortitude | |
| Hit: 12 necrotic damage. | |
| A Orb of Obliteration (fire, necrotic) • At-Will | |
| Attack: Area burst 1 within 20 (enemies in the burst); +18 vs. Reflex | |
| Hit: 8 fire and necrotic damage. | |
| Miss: Half damage. | |
| Obliteration Empowerment • At-Will | |
| Effect: Ranged 5 (one lich remnant). The next time the target uses <i>orb of obliteration</i> before the end of its next turn, the size of the power's burst increases by 1, and the power deals 5 extra damage. | |
| Special: <i>Obliteration empowerment</i> stacks with other uses of <i>obliteration empowerment</i> . | |
| Str 9 (+5) | Dex 14 (+8) |
| Con 20 (+11) | Wis 17 (+9) |
| | Cha 26 (+14) |
| Alignment evil | Languages -- |

MISSION 1.6: ZHENTIL KEEP (AL 14 CONTINUED)

| Death Knight Blackguard | | Level 14 Elite Skirmisher |
|---|--------------|---------------------------|
| Medium natural humanoid (undead) | | XP 2000 |
| HP 274; Bloodied 137 | | Initiative +15 |
| AC 28, Fortitude 27, Reflex 25, Will 26 | | Perception +8 |
| Speed 6 | | Darkvision |
| Immune disease, poison; Resist 15 necrotic | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| ○ Slayer of the Living (fear) • Aura 3 | | |
| Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares. | | |
| STANDARD ACTIONS | | |
| m Soulsword (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +19 vs. AC | | |
| Hit: 3d6 damage plus 12 necrotic damage. | | |
| Effect: The death knight shifts up to 2 squares. | | |
| M Double Strike • At-Will | | |
| Effect: The death knight uses soulsword twice, making each attack against a different enemy. | | |
| M Overpowering Attack (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +19 vs. AC | | |
| Hit: 4d8 damage plus 16 necrotic damage, and the death knight slides the target up to 2 squares. | | |
| C Abyssal Burst (fire, necrotic) • Encounter | | |
| Attack: Close burst 5 (enemies in the burst); +17 vs. Reflex | | |
| Hit: 3d8 + 12 fire and necrotic damage. | | |
| Miss: Half damage. | | |
| MINOR ACTIONS | | |
| C Chilling Glare (fear) • At-Will (1/round) | | |
| Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn. | | |
| TRIGGERED ACTIONS | | |
| Implacable • At-Will | | |
| Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect. | | |
| Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save. | | |
| Str 24 (+14) | Dex 22 (+13) | Wis 13 (+8) |
| Con 17 (+10) | Int 14 (+9) | Cha 20 (+12) |
| Alignment evil | | Languages Common |
| Equipment soulsword, light shield, plate armor | | |

At Glory tier, Abyssal Burst is “Recharge when first bloodied.”

| Adherent of Shar | | Level 14 Elite Controller |
|--|--------------|----------------------------|
| Medium immortal humanoid, deva | | XP 2000 |
| HP 280; Bloodied 140 | | Initiative +13 |
| AC 28, Fortitude 26, Reflex 26, Will 28 | | Perception +16 |
| Speed 6, fly 8 (hover) | | Low-light vision |
| Resist 10 necrotic, 10 radiant | | |
| TRAITS | | |
| Deva's Fall | | |
| While the adherent is bloodied, she loses her resistance to radiant damage. | | |
| STANDARD ACTIONS | | |
| m Astral Staff (necrotic, radiant, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +19 vs. AC | | |
| Hit: 3d6 + 7 radiant damage, or 3d6 + 17 necrotic and radiant damage while the adherent is bloodied. In addition, the adherent pushes the target up to 2 squares. | | |
| r Bolt of Light (necrotic, radiant) • At-Will | | |
| Attack: Ranged 20 (one creature); +17 vs. Reflex | | |
| Hit: 3d6 + 7 radiant damage, or 3d6 + 17 necrotic and radiant damage while the adherent is bloodied. In addition, the target is slowed until the end of the adherent's next turn. If the target was already slowed, it is instead immobilized until the end of the adherent's next turn. | | |
| C Astral Hurricane (necrotic, radiant) • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +17 vs. Fortitude | | |
| Hit: 2d8 + 7 radiant damage, or 2d8 + 17 radiant and necrotic damage while the adherent is bloodied. In addition, the adherent slides the target up to 3 squares and knocks it prone. | | |
| Miss: Half damage, and the adherent slides the target up to 2 squares. | | |
| MINOR ACTIONS | | |
| Shadow Wings (illusion, zone) • At-Will (1/round) | | |
| Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the adherent uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it. | | |
| Shadow Weave Ritual • At-Will (1/round) | | |
| Effect: The adherent takes one of her available ritual actions. | | |
| TRIGGERED ACTIONS | | |
| Resonant Memory • Recharge when first bloodied | | |
| Trigger: The adherent makes an attack roll, saving throw, or ability check and dislikes the result. | | |
| Effect: Add 1d6 to the triggering roll. | | |
| C Swallowed in Darkness (necrotic, radiant) • Encounter | | |
| Trigger: The adherent drops to 0 hit points | | |
| Attack (No Action): Close burst 3 (enemies in the burst); +17 vs. Reflex | | |
| Hit: 2d8 + 17 necrotic and radiant damage, and the target is dazed until the end of its next turn. | | |
| Effect: The adherent is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the adherent occupied when she was destroyed. | | |
| Skills Arcana +19, Insight +21, Religion +19 | | |
| Str 18 (+11) | Dex 23 (+13) | Wis 28 (+16) |
| Con 20 (+12) | Int 25 (+14) | Cha 24 (+14) |
| Alignment evil | | Languages Common, Supernal |
| Equipment robes, cloth armor, staff implement | | |

MISSION 1.6: ZHENTIL KEEP (AL 16)

| | |
|---|----------------------------------|
| Ghost Troll Render | Level 17 Brute |
| Large natural humanoid (undead) | XP 1600 |
| HP 201; Bloodied 100 | Initiative +12 |
| AC 29, Fortitude 31, Reflex 28, Will 27 | Perception +16 |
| Speed fly 7 (hover); phasing | |
| Immune disease, poison | |
| TRAITS | |
| Insubstantial | |
| The ghost troll takes half damage from all attacks, except those that deal force damage. When it takes acid, fire, or radiant damage, it loses this trait until the start of its next turn. | |
| STANDARD ACTIONS | |
| m Spirit Claw • At-Will | |
| Attack: Melee 2 (one creature); +20 vs. Reflex | |
| Hit: 4d6 + 18 damage. | |
| M Terror Strike (psychic) • Recharge if the power misses | |
| Attack: Melee 2 (one bloodied creature); +20 vs. Will | |
| Hit: 4d8 + 20 psychic damage, and the target is slowed (save ends). | |
| First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends). If the target takes damage, the effect also ends. | |
| Str 24 (+15) | Dex 18 (+12) Wis 16 (+11) |
| Con 21 (+13) | Int 5 (+5) Cha 11 (+8) |
| Alignment chaotic evil | Languages Giant |

At Glory tier, Terror Strike changes to “Recharge if the power misses and when first bloodied.”

| | |
|---|----------------------------------|
| Shadow Remnant | Level 15 Minion Artillery |
| Medium natural humanoid (undead) | XP 300 |
| HP 1; a missed attack roll never damages a minion. | Initiative +9 |
| AC 29, Fortitude 26, Reflex 30, Will 29 | Perception +10 |
| Speed 0, fly 6 (hover); phasing | Darkvision |
| Immune disease; Resist 20 necrotic, 20 poison | |
| TRAITS | |
| Insubstantial | |
| When the shadow remnant is hit by an attack, it is not destroyed if the attack roll was an odd number, unless the attack deals force or radiant damage. If the attack roll was an even number, the remnant is destroyed regardless of the type of damage dealt. | |
| STANDARD ACTIONS | |
| m Shadow Touch (necrotic) • At-Will | |
| Attack: Melee 1 (one creature); +18 vs. Fortitude | |
| Hit: 11 necrotic damage. | |
| r Shadow Ray (necrotic) • At-Will | |
| Attack: Ranged 20 (one creature); +20 vs. Fortitude | |
| Hit: 14 necrotic damage. | |
| A Orb of Obliteration (fire, necrotic) • At-Will | |
| Attack: Area burst 1 within 20 (enemies in the burst); +20 vs. Reflex | |
| Hit: 10 fire and necrotic damage. | |
| Miss: Half damage. | |
| Obliteration Empowerment • At-Will | |
| Effect: Ranged 5 (one lich remnant). The next time the target uses <i>orb of obliteration</i> before the end of its next turn, the size of the power’s burst increases by 1, and the power deals 5 extra damage. | |
| Special: <i>Obliteration empowerment</i> stacks with other uses of <i>obliteration empowerment</i> . | |
| Str 9 (+6) | Dex 14 (+9) Wis 17 (+10) |
| Con 20 (+12) | Int 28 (+16) Cha 26 (+15) |
| Alignment evil | Languages -- |

MISSION 1.6: ZHENTIL KEEP (AL 16 CONTINUED)

| Death Knight Blackguard | | Level 16 Elite Skirmisher |
|---|---------------------|---------------------------|
| Medium natural humanoid (undead) | | XP 2800 |
| HP 306; Bloodied 153 | | Initiative +16 |
| AC 30, Fortitude 29, Reflex 27, Will 28 | | Perception +9 |
| Speed 6 | | Darkvision |
| Immune disease, poison; Resist 15 necrotic | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| ○ Slayer of the Living (fear) • Aura 3 | | |
| Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares. | | |
| STANDARD ACTIONS | | |
| m Soulsword (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +21 vs. AC | | |
| Hit: 3d8 damage plus 11 necrotic damage. | | |
| Effect: The death knight shifts up to 2 squares. | | |
| M Double Strike • At-Will | | |
| Effect: The death knight uses soulsword twice, making each attack against a different enemy. | | |
| M Overpowering Attack (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +21 vs. AC | | |
| Hit: 4d8 damage plus 19 necrotic damage, and the death knight slides the target up to 2 squares. | | |
| C Abyssal Burst (fire, necrotic) • Encounter | | |
| Attack: Close burst 5 (enemies in the burst); +19 vs. Reflex | | |
| Hit: 3d8 + 14 fire and necrotic damage. | | |
| Miss: Half damage. | | |
| MINOR ACTIONS | | |
| C Chilling Glare (fear) • At-Will (1/round) | | |
| Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn. | | |
| TRIGGERED ACTIONS | | |
| Implacable • At-Will | | |
| Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect. | | |
| Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save. | | |
| Str 24 (+15) | Dex 22 (+14) | Wis 13 (+9) |
| Con 17 (+11) | Int 14 (+10) | Cha 20 (+13) |
| Alignment evil | | Languages Common |
| Equipment soulsword, light shield, plate armor | | |

At Glory tier, Abyssal Burst is “Recharge when first bloodied.”

| Adherent of Shar | | Level 16 Elite Controller |
|--|---------------------|-----------------------------------|
| Medium immortal humanoid, deva | | XP 2800 |
| HP 312; Bloodied 156 | | Initiative +14 |
| AC 30, Fortitude 28, Reflex 28, Will 30 | | Perception +17 |
| Speed 6, fly 8 (hover) | | Low-light vision |
| Resist 10 necrotic, 10 radiant | | |
| TRAITS | | |
| Deva's Fall | | |
| While the adherent is bloodied, she loses her resistance to radiant damage. | | |
| STANDARD ACTIONS | | |
| m Astral Staff (necrotic, radiant, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +21 vs. AC | | |
| Hit: 3d8 + 7 radiant damage, or 3d8 + 17 necrotic and radiant damage while the adherent is bloodied. In addition, the adherent pushes the target up to 2 squares. | | |
| r Bolt of Light (necrotic, radiant) • At-Will | | |
| Attack: Ranged 20 (one creature); +19 vs. Reflex | | |
| Hit: 3d8 + 7 radiant damage, or 3d8 + 17 necrotic and radiant damage while the adherent is bloodied. In addition, the target is slowed until the end of the adherent's next turn. If the target was already slowed, it is instead immobilized until the end of the adherent's next turn. | | |
| C Astral Hurricane (necrotic, radiant) • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +19 vs. Fortitude | | |
| Hit: 3d6 + 8 radiant damage, or 3d6 + 18 radiant and necrotic damage while the adherent is bloodied. In addition, the adherent slides the target up to 3 squares and knocks it prone. | | |
| Miss: Half damage, and the adherent slides the target up to 2 squares. | | |
| MINOR ACTIONS | | |
| Shadow Wings (illusion, zone) • At-Will (1/round) | | |
| Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the adherent uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it. | | |
| Shadow Weave Ritual • At-Will (1/round) | | |
| Effect: The adherent takes one of her available ritual actions. | | |
| TRIGGERED ACTIONS | | |
| Resonant Memory • Recharge when first bloodied | | |
| Trigger: The adherent makes an attack roll, saving throw, or ability check and dislikes the result. | | |
| Effect: Add 1d6 to the triggering roll. | | |
| C Swallowed in Darkness (necrotic, radiant) • Encounter | | |
| Trigger: The adherent drops to 0 hit points | | |
| Attack (No Action): Close burst 3 (enemies in the burst); +19 vs. Reflex | | |
| Hit: 3d6 + 18 necrotic and radiant damage, and the target is dazed until the end of its next turn. | | |
| Effect: The adherent is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the adherent occupied when she was destroyed. | | |
| Skills Arcana +20, Insight +22, Religion +20 | | |
| Str 18 (+12) | Dex 23 (+14) | Wis 28 (+17) |
| Con 20 (+13) | Int 25 (+15) | Cha 24 (+15) |
| Alignment evil | | Languages Common, Supernal |
| Equipment robes, cloth armor, staff implement | | |

MISSION 1.6: ZHENTIL KEEP (AL 18)

| Ghost Troll Render | Level 19 Brute |
|---|------------------------|
| Large natural humanoid (undead) | XP 2400 |
| HP 221; Bloodied 110 | Initiative +13 |
| AC 31, Fortitude 33, Reflex 30, Will 29 | Perception +17 |
| Speed fly 7 (hover); phasing | |
| Immune disease, poison | |
| TRAITS | |
| Insubstantial | |
| The ghost troll takes half damage from all attacks, except those that deal force damage. When it takes acid, fire, or radiant damage, it loses this trait until the start of its next turn. | |
| STANDARD ACTIONS | |
| m Spirit Claw • At-Will | |
| <i>Attack:</i> Melee 2 (one creature); +22 vs. Reflex | |
| <i>Hit:</i> 4d8 + 16 damage. | |
| M Terror Strike (psychic) • Recharge if the power misses | |
| <i>Attack:</i> Melee 2 (one bloodied creature); +22 vs. Will | |
| <i>Hit:</i> 4d10 + 20 psychic damage, and the target is slowed (save ends). | |
| <i>First Failed Saving Throw:</i> The target is knocked unconscious instead of slowed (save ends). If the target takes damage, the effect also ends. | |
| Str 24 (+16) | Dex 18 (+13) |
| Con 21 (+14) | Int 5 (+6) |
| | Wis 16 (+12) |
| | Cha 11 (+9) |
| Alignment chaotic evil | Languages Giant |

At Glory tier, Terror Strike changes to “Recharge if the power misses and when first bloodied.”

| Shadow Remnant | Level 17 Minion Artillery |
|---|---------------------------|
| Medium natural humanoid (undead) | XP 400 |
| HP 1; a missed attack roll never damages a minion. | Initiative +10 |
| AC 31, Fortitude 28, Reflex 32, Will 31 | Perception +11 |
| Speed 0, fly 6 (hover); phasing | Darkvision |
| Immune disease; Resist 20 necrotic, 20 poison | |
| TRAITS | |
| Insubstantial | |
| When the shadow remnant is hit by an attack, it is not destroyed if the attack roll was an odd number, unless the attack deals force or radiant damage. If the attack roll was an even number, the remnant is destroyed regardless of the type of damage dealt. | |
| STANDARD ACTIONS | |
| m Shadow Touch (necrotic) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +20 vs. Fortitude | |
| <i>Hit:</i> 12 necrotic damage. | |
| r Shadow Ray (necrotic) • At-Will | |
| <i>Attack:</i> Ranged 20 (one creature); +22 vs. Fortitude | |
| <i>Hit:</i> 15 necrotic damage. | |
| A Orb of Obliteration (fire, necrotic) • At-Will | |
| <i>Attack:</i> Area burst 1 within 20 (enemies in the burst); +22 vs. Reflex | |
| <i>Hit:</i> 12 fire and necrotic damage. | |
| <i>Miss:</i> Half damage. | |
| Obliteration Empowerment • At-Will | |
| <i>Effect:</i> Ranged 5 (one lich remnant). The next time the target uses <i>orb of obliteration</i> before the end of its next turn, the size of the power’s burst increases by 1, and the power deals 5 extra damage. | |
| <i>Special:</i> <i>Obliteration empowerment</i> stacks with other uses of <i>obliteration empowerment</i> . | |
| Str 9 (+7) | Dex 14 (+10) |
| Con 20 (+13) | Int 28 (+17) |
| | Wis 17 (+11) |
| | Cha 26 (+16) |
| Alignment evil | Languages -- |

MISSION 1.6: ZHENTIL KEEP (AL 18 CONTINUED)

| Death Knight Blackguard | | Level 18 Elite Skirmisher |
|--|---------------------|---------------------------|
| Medium natural humanoid (undead) | | XP 4000 |
| HP 338; Bloodied 169 | | Initiative +17 |
| AC 32, Fortitude 31, Reflex 29, Will 30 | | Perception +10 |
| Speed 6 | | Darkvision |
| Immune disease, poison; Resist 15 necrotic | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| ○ Slayer of the Living (fear) • Aura 3 | | |
| Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares. | | |
| STANDARD ACTIONS | | |
| m Soulsword (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +23 vs. AC | | |
| Hit: 3d8 damage plus 13 necrotic damage. | | |
| Effect: The death knight shifts up to 2 squares. | | |
| M Double Strike • At-Will | | |
| Effect: The death knight uses soulsword twice, making each attack against a different enemy. | | |
| M Overpowering Attack (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +23 vs. AC | | |
| Hit: 4d10 damage plus 18 necrotic damage, and the death knight slides the target up to 2 squares. | | |
| C Abyssal Burst (fire, necrotic) • Encounter | | |
| Attack: Close burst 5 (enemies in the burst); +21 vs. Reflex | | |
| Hit: 4d6 + 15 fire and necrotic damage. | | |
| Miss: Half damage. | | |
| MINOR ACTIONS | | |
| C Chilling Glare (fear) • At-Will (1/round) | | |
| Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn. | | |
| TRIGGERED ACTIONS | | |
| Implacable • At-Will | | |
| Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect. | | |
| Effect (<i>Opportunity Action</i>): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save. | | |
| Str 24 (+16) | Dex 22 (+15) | Wis 13 (+10) |
| Con 17 (+12) | Int 14 (+11) | Cha 20 (+14) |
| Alignment evil | | Languages Common |
| Equipment soulsword, light shield, plate armor | | |

At Glory tier, Abyssal Burst is “Recharge when first bloodied.”

| Adherent of Shar | | Level 18 Elite Controller |
|--|---------------------|-----------------------------------|
| Medium immortal humanoid, deva | | XP 4000 |
| HP 344; Bloodied 172 | | Initiative +15 |
| AC 32, Fortitude 30, Reflex 30, Will 32 | | Perception +18 |
| Speed 6, fly 8 (hover) | | Low-light vision |
| Resist 15 necrotic, 15 radiant | | |
| TRAITS | | |
| Deva's Fall | | |
| While the adherent is bloodied, she loses her resistance to radiant damage. | | |
| STANDARD ACTIONS | | |
| m Astral Staff (necrotic, radiant, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +23 vs. AC | | |
| Hit: 3d8 + 9 radiant damage, or 3d8 + 24 necrotic and radiant damage while the adherent is bloodied. In addition, the adherent pushes the target up to 2 squares. | | |
| r Bolt of Light (necrotic, radiant) • At-Will | | |
| Attack: Ranged 20 (one creature); +21 vs. Reflex | | |
| Hit: 3d8 + 9 radiant damage, or 3d8 + 24 necrotic and radiant damage while the adherent is bloodied. In addition, the target is slowed until the end of the adherent's next turn. If the target was already slowed, it is instead immobilized until the end of the adherent's next turn. | | |
| C Astral Hurricane (necrotic, radiant) • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +21 vs. Fortitude | | |
| Hit: 3d6 + 10 radiant damage, or 3d6 + 25 radiant and necrotic damage while the adherent is bloodied. In addition, the adherent slides the target up to 3 squares and knocks it prone. | | |
| Miss: Half damage, and the adherent slides the target up to 2 squares. | | |
| MINOR ACTIONS | | |
| Shadow Wings (illusion, zone) • At-Will (1/round) | | |
| Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the adherent uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it. | | |
| Shadow Weave Ritual • At-Will (1/round) | | |
| Effect: The adherent takes one of her available ritual actions. | | |
| TRIGGERED ACTIONS | | |
| Resonant Memory • Recharge when first bloodied | | |
| Trigger: The adherent makes an attack roll, saving throw, or ability check and dislikes the result. | | |
| Effect: Add 1d6 to the triggering roll. | | |
| C Swallowed in Darkness (necrotic, radiant) • Encounter | | |
| Trigger: The adherent drops to 0 hit points | | |
| Attack (<i>No Action</i>): Close burst 3 (enemies in the burst); +21 vs. Reflex | | |
| Hit: 3d6 + 20 necrotic and radiant damage, and the target is dazed until the end of its next turn. | | |
| Effect: The adherent is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the adherent occupied when she was destroyed. | | |
| Skills Arcana +21, Insight +23, Religion +21 | | |
| Str 18 (+13) | Dex 23 (+15) | Wis 28 (+18) |
| Con 20 (+14) | Int 25 (+16) | Cha 24 (+16) |
| Alignment evil | | Languages Common, Supernal |
| Equipment robes, cloth armor, staff implement | | |

MISSION 1.6: ZHENTIL KEEP (AL 20)

| Ghost Troll Render | Level 21 Brute |
|---|------------------------|
| Large natural humanoid (undead) | XP 3200 |
| HP 241; Bloodied 120 | Initiative +14 |
| AC 33, Fortitude 35, Reflex 32, Will 31 | Perception +18 |
| Speed fly 7 (hover); phasing | |
| Immune disease, poison | |
| TRAITS | |
| Insubstantial | |
| The ghost troll takes half damage from all attacks, except those that deal force damage. When it takes acid, fire, or radiant damage, it loses this trait until the start of its next turn. | |
| STANDARD ACTIONS | |
| m Spirit Claw • At-Will | |
| Attack: Melee 2 (one creature); +24 vs. Reflex | |
| Hit: 4d8 + 18 damage. | |
| M Terror Strike (psychic) • Recharge if the power misses | |
| Attack: Melee 2 (one bloodied creature); +24 vs. Will | |
| Hit: 4d12 + 25 psychic damage, and the target is slowed (save ends). | |
| First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends). If the target takes damage, the effect also ends. | |
| Str 24 (+17) | Dex 18 (+14) |
| Con 21 (+15) | Int 5 (+7) |
| | Wis 16 (+13) |
| | Cha 11 (+10) |
| Alignment chaotic evil | Languages Giant |

At Glory tier, Terror Strike changes to “Recharge if the power misses and when first bloodied.”

| Shadow Remnant | Level 21 Minion Artillery |
|---|---------------------------|
| Medium natural humanoid (undead) | XP 800 |
| HP 1; a missed attack roll never damages a minion. | Initiative +12 |
| AC 35, Fortitude 32, Reflex 36, Will 35 | Perception +13 |
| Speed 0, fly 6 (hover); phasing | Darkvision |
| Immune disease; Resist 20 necrotic, 20 poison | |
| TRAITS | |
| Insubstantial | |
| When the shadow remnant is hit by an attack, it is not destroyed if the attack roll was an odd number, unless the attack deals force or radiant damage. If the attack roll was an even number, the remnant is destroyed regardless of the type of damage dealt. | |
| STANDARD ACTIONS | |
| m Shadow Touch (necrotic) • At-Will | |
| Attack: Melee 1 (one creature); +24 vs. Fortitude | |
| Hit: 14 necrotic damage. | |
| r Shadow Ray (necrotic) • At-Will | |
| Attack: Ranged 20 (one creature); +26 vs. Fortitude | |
| Hit: 17 necrotic damage. | |
| A Orb of Obliteration (fire, necrotic) • At-Will | |
| Attack: Area burst 1 within 20 (enemies in the burst); +26 vs. Reflex | |
| Hit: 15 fire and necrotic damage. | |
| Miss: Half damage. | |
| Obliteration Empowerment • At-Will | |
| Effect: Ranged 5 (one lich remnant). The next time the target uses <i>orb of obliteration</i> before the end of its next turn, the size of the power's burst increases by 1, and the power deals 5 extra damage. | |
| Special: <i>Obliteration empowerment</i> stacks with other uses of <i>obliteration empowerment</i> . | |
| Str 9 (+9) | Dex 14 (+12) |
| Con 20 (+15) | Int 28 (+19) |
| | Wis 17 (+13) |
| | Cha 26 (+18) |
| Alignment evil | Languages -- |

MISSION 1.6: ZHENTIL KEEP (AL 20 CONTINUED)

| Death Knight Blackguard | | Level 20 Elite Skirmisher |
|---|---------------------|---------------------------|
| Medium natural humanoid (undead) | | XP 5600 |
| HP 370; Bloodied 185 | | Initiative +18 |
| AC 34, Fortitude 33, Reflex 31, Will 32 | | Perception +11 |
| Speed 6 | | Darkvision |
| Immune disease, poison; Resist 15 necrotic | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| ○ Slayer of the Living (fear) • Aura 3 | | |
| Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares. | | |
| STANDARD ACTIONS | | |
| m Soulsword (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +25 vs. AC | | |
| Hit: 3d8 damage plus 15 necrotic damage. | | |
| Effect: The death knight shifts up to 2 squares. | | |
| M Double Strike • At-Will | | |
| Effect: The death knight uses soulsword twice, making each attack against a different enemy. | | |
| M Overpowering Attack (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +25 vs. AC | | |
| Hit: 4d12 damage plus 18 necrotic damage, and the death knight slides the target up to 2 squares. | | |
| C Abyssal Burst (fire, necrotic) • Encounter | | |
| Attack: Close burst 5 (enemies in the burst); +23 vs. Reflex | | |
| Hit: 4d6 + 17 fire and necrotic damage. | | |
| Miss: Half damage. | | |
| MINOR ACTIONS | | |
| C Chilling Glare (fear) • At-Will (1/round) | | |
| Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn. | | |
| TRIGGERED ACTIONS | | |
| Implacable • At-Will | | |
| Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect. | | |
| Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save. | | |
| Str 24 (+17) | Dex 22 (+16) | Wis 13 (+11) |
| Con 17 (+13) | Int 14 (+12) | Cha 20 (+15) |
| Alignment evil | | Languages Common |
| Equipment soulsword, light shield, plate armor | | |

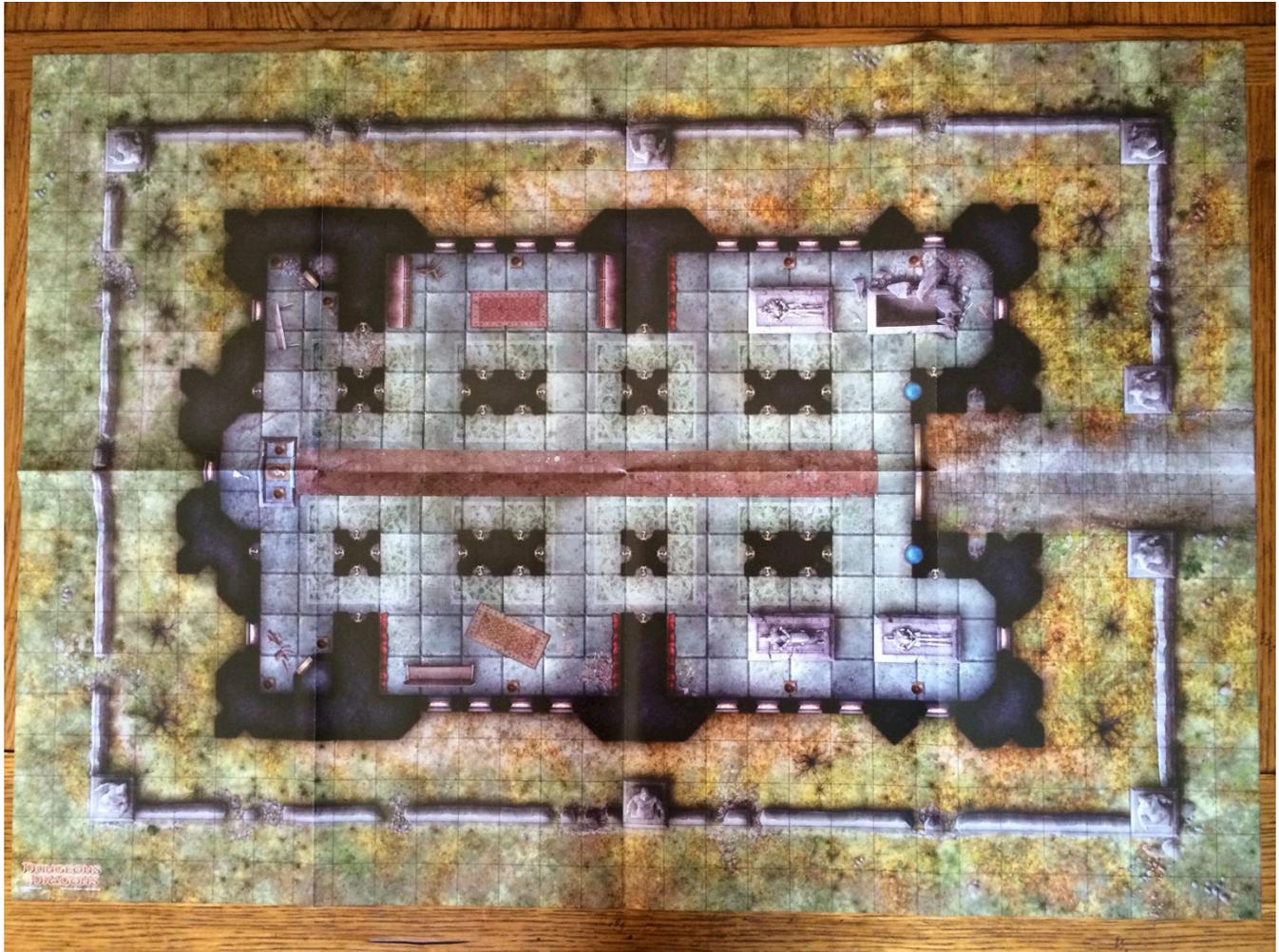
At Glory tier, Abyssal Burst is “Recharge when first bloodied.”

| Adherent of Shar | | Level 20 Elite Controller |
|---|---------------------|-----------------------------------|
| Medium immortal humanoid, deva | | XP 5600 |
| HP 376; Bloodied 188 | | Initiative +16 |
| AC 34, Fortitude 32, Reflex 32, Will 34 | | Perception +19 |
| Speed 6, fly 8 (hover) | | Low-light vision |
| Resist 15 necrotic, 15 radiant | | |
| TRAITS | | |
| Deva's Fall | | |
| While the adherent is bloodied, she loses her resistance to radiant damage. | | |
| STANDARD ACTIONS | | |
| m Astral Staff (necrotic, radiant, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +25 vs. AC | | |
| Hit: 3d8 + 11 radiant damage, or 3d8 + 26 necrotic and radiant damage while the adherent is bloodied. In addition, the adherent pushes the target up to 2 squares. | | |
| r Bolt of Light (necrotic, radiant) • At-Will | | |
| Attack: Ranged 20 (one creature); +23 vs. Reflex | | |
| Hit: 3d8 + 11 radiant damage, or 3d8 + 26 necrotic and radiant damage while the adherent is bloodied. In addition, the target is slowed until the end of the adherent's next turn. If the target was already slowed, it is instead immobilized until the end of the adherent's next turn. | | |
| C Astral Hurricane (necrotic, radiant) • Recharge when first bloodied | | |
| Attack: Close blast 5 (enemies in the blast); +23 vs. Fortitude | | |
| Hit: 3d6 + 12 radiant damage, or 3d6 + 27 radiant and necrotic damage while the adherent is bloodied. In addition, the adherent slides the target up to 3 squares and knocks it prone. | | |
| Miss: Half damage, and the adherent slides the target up to 2 squares. | | |
| MINOR ACTIONS | | |
| Shadow Wings (illusion, zone) • At-Will (1/round) | | |
| Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the adherent uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it. | | |
| Shadow Weave Ritual • At-Will (1/round) | | |
| Effect: The adherent takes one of her available ritual actions. | | |
| TRIGGERED ACTIONS | | |
| Resonant Memory • Recharge when first bloodied | | |
| Trigger: The adherent makes an attack roll, saving throw, or ability check and dislikes the result. | | |
| Effect: Add 1d6 to the triggering roll. | | |
| C Swallowed in Darkness (necrotic, radiant) • Encounter | | |
| Trigger: The adherent drops to 0 hit points | | |
| Attack (No Action): Close burst 3 (enemies in the burst); +23 vs. Reflex | | |
| Hit: 3d8 + 25 necrotic and radiant damage, and the target is dazed until the end of its next turn. | | |
| Effect: The adherent is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the adherent occupied when she was destroyed. | | |
| Skills Arcana +22, Insight +24, Religion +22 | | |
| Str 18 (+14) | Dex 23 (+16) | Wis 28 (+19) |
| Con 20 (+15) | Int 25 (+17) | Cha 24 (+17) |
| Alignment evil | | Languages Common, Supernal |
| Equipment robes, cloth armor, staff implement | | |

MISSION 1.6: ZHENTIL KEEP (BATTLE MAP)

POSTER MAP NEEDED

Haunted Temples - 1



The PCs can set up anywhere on the road leading up to the front doors of the temple (or anywhere else outside the stone fence, if they don't want to all set up on the road). Ignore any windows or arrow slits indicated on the map - the walls are solid, and enchanted so that it is not possible to teleport or phase through them. (The pillars inside the temple have no such restriction, however, so the ghost trolls can phase through them, which is important since there is otherwise not a lot of room inside the temple for Large creatures to maneuver.)

The adherent of Shar is at the back of the temple behind the altar where she is conducting the ritual. The death knight is protecting her, standing about 5 squares in front of the altar on the red carpet. The ghost trolls are on the sarcophagi (your choice which ones). The shadow fragments are scattered around the temple as you see fit.

When additional shadow fragments are added as reinforcements, they simply materialize in any unoccupied square of your choosing within the temple (they cannot appear outside the temple).

MISSION 1.7: A DEADLY WIND

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

- 1 Living Cloudkill (level 13)
- 2 Ragewinds (level 12)
- 2 Mages of the Order (level 12)
- 2 Warped Mages of the Order (level 12)

AL 14 (7000 XP):

- 1 Living Cloudkill (level 14)
- 2 Ragewinds (level 14)
- 2 Mages of the Order (level 14)
- 2 Warped Mages of the Order (level 14)

AL 16 (10,000 XP):

- 1 Living Cloudkill (level 17)
- 2 Ragewinds (level 16)
- 2 Mages of the Order (level 16)
- 2 Warped Mages of the Order (level 16)

AL 18 (14,000 XP):

- 1 Living Cloudkill (level 18)
- 2 Ragewinds (level 18)
- 2 Mages of the Order (level 18)
- 2 Warped Mages of the Order (level 18)

AL 20 (20,800 XP):

- 1 Living Cloudkill (level 21)
- 2 Ragewinds (level 20)
- 2 Mages of the Order (level 20)
- 2 Warped Mages of the Order (level 21)

SCALING THE ENCOUNTER

Four PCs: Remove a ragewind.

Six PCs: Add a third ragewind at the beginning of round 3.

TIERING THE ENCOUNTER

Aggressive: Make the living cloudkill elite (double its hit points, +2 to saving throws, 1 action point, and it can use *slam* twice as a standard action).

Glory: Add a cadaver collector to the starting enemy forces (see extra stat block).

OBJECTIVE

This encounter is not initially available for the players to choose. Once a certain number of battlefield missions have been completed, the Order of Blue Fire unleashes a deadly weapon onto the battlefield, not caring whether it

kills Netherese or Cormyrean troops. A living cloudkill spell and several ragewinds begin slaughtering the low-level soldiers on the front lines, but the danger is greater to Cormyr, because if the living cloudkill gets into Suzail, it could wipe out a lot of the city's population quickly, even those who are hiding in their homes.

Several mages of the Order are directing the living spells, making them a likely first target for the PCs. When killed, their spellscars activate, transforming them into warped brutes capable of inflicting a great deal of damage.

Once it becomes available, this mission is only available for a fixed period of time (1 hour); the number of successes accumulated by all tables during that time determines the number of living cloudkill spells that ultimately make it into Suzail, reducing Cormyr's defense value.

SECONDARY OBJECTIVE: PROTECT THE SOLDIERS

When setting up this encounter, put eight tokens on the map inside the central "fence" area to represent the last few surviving members of the Cormyrian regular troops that were in this area when the living cloudkill and its allies showed up and started slaughtering them. These are the initial targets for the monsters; rather than worrying about stats, just say that the cloudkill automatically kills a soldier by entering its square, and the other monsters kill a soldier by spending a standard action to make a melee or basic attack against them (no die roll required).

At the end of every round, any surviving tokens move 5 squares toward the right edge of the map (trying to hide behind the PCs). On his or her turn, a PC can use a move action to make a social skill check against the Moderate DC to move one token 5 squares. If a token gets off the edge of the map from which the PCs entered (not the top or bottom edges) then that token survives. Each token in this encounter represents a certain percentage of the total Cormyrean army, so the more tokens the PCs save, the better the defenders will do in the final calculation of the battle for Suzail.

Once the PCs demonstrate that they are a threat, the mages command the other monsters to ignore the tokens and focus on the PCs instead, so it's possible that some of the soldiers might survive if the PCs try to save them.

MISSION 1.7: A DEADLY WIND (AL 12)

| Ragewind | | Level 12 Skirmisher |
|---|--------------|-----------------------|
| Large natural animate | | XP 700 |
| HP 124; Bloodied 62 | | Initiative +13 |
| AC 26, Fortitude 25, Reflex 25, Will 23 | | Perception +12 |
| Speed 10, fly 5 | | Blindsight 20 |
| TRAITS | | |
| ○ Slashing Aura • Aura 1 | | |
| An enemy that ends its turn in the aura takes 10 damage, or 15 while the ragewind is bloodied. | | |
| All-Around Defense | | |
| The ragewind does not provoke opportunity attacks when it moves. | | |
| Freedom of Movement | | |
| Any immobilizing or slowing effects on the ragewind end at the start of its turn. | | |
| STANDARD ACTIONS | | |
| m Weapon Fury • At-Will | | |
| Attack: Melee 1 (one creature); +17 vs. AC | | |
| Hit: 3d6 + 10 damage. If the ragewind is bloodied, it gains 10 temporary hit points. | | |
| M Rush of Blades • At-Will | | |
| Effect: The ragewind shifts up to 5 squares and uses <i>weapon fury</i> once at any point during this movement. | | |
| C Steel Whirlwind • Recharge when first bloodied | | |
| Attack: Close burst 1, or close burst 2 if the ragewind is bloodied (enemies in the burst); +17 vs. AC | | |
| Hit: 4d6 + 17 damage. | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| C Death's Rage • Encounter | | |
| Trigger: The ragewind dies. | | |
| Attack (No Action): Close burst 5 (enemies in the burst); +15 vs. Will | | |
| Hit: The target makes a basic attack against its nearest ally as a free action. | | |
| Str 17 (+9) | Dex 20 (+11) | Wis 13 (+7) |
| Con 20 (+11) | Int 13 (+7) | Cha 17 (+9) |
| Alignment chaotic evil | | Languages Common |

| Living Cloudkill | | Level 13 Brute |
|---|--------------|-----------------------|
| Large aberrant animate | | XP 800 |
| HP 115; Bloodied 57 | | Initiative +11 |
| AC 25, Fortitude 27, Reflex 25, Will 25 | | Perception +11 |
| Speed 0, fly 5 (altitude limit 2) | | Blindsight 20 |
| Immune disease, poison; Resist insubstantial | | |
| TRAITS | | |
| Choking Miasma | | |
| A creature that starts its turn within the living cloudkill's space takes 10 poison damage. | | |
| Heavy Vapor | | |
| Creatures within the living cloudkill's space are slowed, and it costs 2 squares of movement to move through 1 square occupied by the living cloudkill. | | |
| Insubstantial | | |
| The living cloudkill takes half damage from all damage sources. | | |
| Mist Form | | |
| The living cloudkill can move through openings of any size. It can also enter other creatures' spaces and end its turn there. | | |
| STANDARD ACTIONS | | |
| m Slam (poison) • At-Will | | |
| Attack: Melee 1 (one creature); +15 vs. Fortitude | | |
| Hit: 3d8 + 14 poison damage. | | |
| MOVE ACTIONS | | |
| Shifting Mists • At-Will | | |
| Effect: The living cloudkill shifts up to its speed. If it moves through another creature's space during this movement, that creature takes 10 poison damage. A creature can take this damage no more than once per turn. | | |
| Str 22 (+12) | Dex 20 (+11) | Wis 20 (+11) |
| Con 24 (+13) | Int 5 (+3) | Cha 11 (+6) |
| Alignment unaligned | | Languages -- |

MISSION 1.7: A DEADLY WIND (AL 12 CONTINUED)

| Mage of the Order | Level 12 Controller | |
|--|---------------------|----------------------------|
| Medium natural humanoid, human | XP 700 | |
| HP 116; Bloodied 58 | Initiative +8 | |
| AC 26, Fortitude 22, Reflex 27, Will 24 | Perception +9 | |
| Speed 6 | | |
| STANDARD ACTIONS | | |
| m Quarterstaff (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +17 vs. AC | | |
| Hit: 2d8 + 3 damage. | | |
| Effect: The mage can slide the target 1 square. | | |
| r Empowered Magic Missile (force, implement) • At-Will | | |
| Effect: Ranged 10 (one creature). The target takes 10 force damage, and the mage pushes the target up to 2 squares. | | |
| C Noxious Blast (implement, poison) • At-Will | | |
| Attack: Close blast 3 (creatures in the blast); +15 vs. Fortitude | | |
| Hit: 3d6 + 6 poison damage and the target is slowed (save ends). | | |
| A Cloying Flames (fire, implement) • Recharge when first bloodied | | |
| Attack: Area burst 2 within 10 (creatures in the burst); +15 vs. Reflex | | |
| Hit: 3d10 + 9 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| Spellscar Transformation • Encounter | | |
| Trigger: The mage drops to 0 hit points. | | |
| Effect (No Action): The mage's spellscar activates. Tentacles erupt from his body, and he transforms into a Warped Mage of the Order. The warped mage has the same initiative count as the original creature and acts on that count. (If the mage died on its own turn, the warped mage takes its first turn immediately; if the mage died on another creature's turn, the warped mage takes its first turn as normal when its initiative count comes up, which may be in the next round.) | | |
| Skills Arcana +17 | | |
| Str 10 (+6) | Dex 14 (+8) | Wis 17 (+9) |
| Con 12 (+7) | Int 22 (+12) | Cha 12 (+7) |
| Alignment evil | | Languages Common, Draconic |
| Equipment quarterstaff | | |

| Warped Mage of the Order | Level 12 Brute | |
|--|----------------|----------------------------|
| Medium aberrant humanoid, human | XP 700 | |
| HP 153; Bloodied 76 | Initiative +9 | |
| AC 24, Fortitude 24, Reflex 23, Will 22 | Perception +9 | |
| Speed 6, climb 4 | Blindsight 10 | |
| Resist 10 psychic | | |
| STANDARD ACTIONS | | |
| m Spellscar Tentacle • At-Will | | |
| Attack: Melee 3 (one creature); +15 vs. Reflex | | |
| Hit: 3d8 + 13 damage, and the target is grabbed (escape DC 20). Whenever a creature attempts to escape the grab and fails, that creature takes 10 damage. | | |
| C Tentacle Lash • At-Will | | |
| Attack: Close blast 3 (enemies in the blast); +15 vs. Reflex | | |
| Hit: 2d8 + 10 damage, and the target falls prone. | | |
| C Psychic Burst (psychic) • Encounter | | |
| Attack: Close burst 2 (enemies in the burst); +15 vs. Will | | |
| Hit: 3d6 + 3 psychic damage, and the target is dazed (save ends). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| C Arcane Release (cold, fire, lightning, thunder) • Encounter | | |
| Trigger: The mage is stunned or drops to 0 hit points. | | |
| Attack (No Action): Close burst 2 (creatures in the burst); +15 vs. Fortitude | | |
| Hit: 2d10 + 10 cold, fire, lightning, and thunder damage. | | |
| Miss: Half damage. | | |
| Skills Arcana +16, Dungeoneering +14 | | |
| Str 20 (+11) | Dex 16 (+9) | Wis 16 (+9) |
| Con 23 (+12) | Int 21 (+11) | Cha 3 (+2) |
| Alignment evil | | Languages Common, Draconic |

MISSION 1.7: A DEADLY WIND (AL 12 CONTINUED)

| | | |
|--|-------------------------------|-------------------------|
| Cadaver Collector | Level 11 Elite Soldier | |
| Large natural animate (construct) | XP 1200 | |
| HP 232; Bloodied 116 | Initiative +9 | |
| AC 27, Fortitude 25, Reflex 22, Will 22 | Perception +12 | |
| Speed 8 | Darkvision | |
| Immune charm, disease, poison; Resist 10 lightning | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| Rolling Corpses | | |
| The cadaver collector gains a +2 bonus to attack rolls against slowed, immobilized, or restrained targets (including those it is grabbing). | | |
| Thunder Shakes | | |
| Whenever the cadaver collector takes thunder damage, it is slowed (save ends). | | |
| STANDARD ACTIONS | | |
| m Slam • At-Will | | |
| <i>Attack:</i> Melee 2 (one creature); +16 vs. AC | | |
| <i>Hit:</i> 2d10 + 8 damage, and the target is grabbed (escape DC 20). The collector can grab no more than one Large creature or four Medium or smaller creatures at one time. | | |
| M Double Slam • At-Will | | |
| <i>Effect:</i> The cadaver collector uses slam twice. | | |
| M Impale • At-Will | | |
| <i>Attack:</i> Melee 1 (one creature grabbed by the collector); +14 vs. Reflex | | |
| <i>Hit:</i> 4d10 + 16 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 10 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in an unoccupied space of its choice adjacent to the collector. | | |
| M Trample • Encounter | | |
| <i>Effect:</i> The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy. | | |
| <i>Attack:</i> Melee 0 (enemy in the space); +14 vs. Reflex | | |
| <i>Hit:</i> 3d12 + 8 damage, and the target is knocked prone. | | |
| MINOR ACTIONS | | |
| C Breath Weapon • Recharge 5 6 | | |
| <i>Attack:</i> Close blast 3 (creatures in the blast); +14 vs. Fortitude | | |
| <i>Hit:</i> The target is immobilized (save ends). | | |
| Str 10 (+7) | Dex 14 (+9) | Wis 17 (+10) |
| Con 12 (+8) | Int 22 (+13) | Cha 12 (+8) |
| Alignment unaligned | | Languages Common |

MISSION 1.7: A DEADLY WIND (AL 14)

| Ragewind | Level 14 Skirmisher | |
|--|-------------------------|---------------------|
| Large natural animate | XP 1000 | |
| HP 140; Bloodied 70 | Initiative +14 | |
| AC 28, Fortitude 27, Reflex 27, Will 25 | Perception +13 | |
| Speed 10, fly 5 | Blindsight 20 | |
| TRAITS | | |
| ○ Slashing Aura • Aura 1 | | |
| An enemy that ends its turn in the aura takes 10 damage, or 15 while the ragewind is bloodied. | | |
| All-Around Defense | | |
| The ragewind does not provoke opportunity attacks when it moves. | | |
| Freedom of Movement | | |
| Any immobilizing or slowing effects on the ragewind end at the start of its turn. | | |
| STANDARD ACTIONS | | |
| m Weapon Fury • At-Will | | |
| <i>Attack:</i> Melee 1 (one creature); +19 vs. AC | | |
| <i>Hit:</i> 3d6 + 12 damage. If the ragewind is bloodied, it gains 10 temporary hit points. | | |
| M Rush of Blades • At-Will | | |
| <i>Effect:</i> The ragewind shifts up to 5 squares and uses <i>weapon fury</i> once at any point during this movement. | | |
| C Steel Whirlwind • Recharge when first bloodied | | |
| <i>Attack:</i> Close burst 1, or close burst 2 if the ragewind is bloodied (enemies in the burst); +19 vs. AC | | |
| <i>Hit:</i> 4d6 + 19 damage. | | |
| <i>Miss:</i> Half damage. | | |
| TRIGGERED ACTIONS | | |
| C Death's Rage • Encounter | | |
| <i>Trigger:</i> The ragewind dies. | | |
| <i>Attack (No Action):</i> Close burst 5 (enemies in the burst); +17 vs. Will | | |
| <i>Hit:</i> The target makes a basic attack against its nearest ally as a free action. | | |
| Str 17 (+10) | Dex 20 (+12) | Wis 13 (+8) |
| Con 20 (+12) | Int 13 (+8) | Cha 17 (+10) |
| Alignment chaotic evil | Languages Common | |

| Living Cloudkill | Level 14 Brute | |
|--|-----------------------|---------------------|
| Large aberrant animate | XP 1000 | |
| HP 125; Bloodied 62 | Initiative +12 | |
| AC 26, Fortitude 28, Reflex 26, Will 26 | Perception +12 | |
| Speed 0, fly 5 (altitude limit 2) | Blindsight 20 | |
| Immune disease, poison; Resist insubstantial | | |
| TRAITS | | |
| Choking Miasma | | |
| A creature that starts its turn within the living cloudkill's space takes 10 poison damage. | | |
| Heavy Vapor | | |
| Creatures within the living cloudkill's space are slowed, and it costs 2 squares of movement to move through 1 square occupied by the living cloudkill. | | |
| Insubstantial | | |
| The living cloudkill takes half damage from all damage sources. | | |
| Mist Form | | |
| The living cloudkill can move through openings of any size. It can also enter other creatures' spaces and end its turn there. | | |
| STANDARD ACTIONS | | |
| m Slam (poison) • At-Will | | |
| <i>Attack:</i> Melee 1 (one creature); +16 vs. Fortitude | | |
| <i>Hit:</i> 3d8 + 15 poison damage. | | |
| MOVE ACTIONS | | |
| Shifting Mists • At-Will | | |
| <i>Effect:</i> The living cloudkill shifts up to its speed. If it moves through another creature's space during this movement, that creature takes 10 poison damage. A creature can take this damage no more than once per turn. | | |
| Str 22 (+13) | Dex 20 (+12) | Wis 20 (+12) |
| Con 24 (+14) | Int 5 (+4) | Cha 11 (+7) |
| Alignment unaligned | Languages -- | |

MISSION 1.7: A DEADLY WIND (AL 14 CONTINUED)

| Mage of the Order | Level 14 Controller | |
|--|---------------------|----------------------------|
| Medium natural humanoid, human | XP 1000 | |
| HP 132; Bloodied 66 | Initiative +9 | |
| AC 28, Fortitude 24, Reflex 29, Will 26 | Perception +10 | |
| Speed 6 | | |
| STANDARD ACTIONS | | |
| m Quarterstaff (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +19 vs. AC | | |
| Hit: 2d8 + 5 damage. | | |
| Effect: The mage can slide the target 1 square. | | |
| r Empowered Magic Missile (force, implement) • At-Will | | |
| Effect: Ranged 10 (one creature). The target takes 11 force damage, and the mage pushes the target up to 2 squares. | | |
| C Noxious Blast (implement, poison) • At-Will | | |
| Attack: Close blast 3 (creatures in the blast); +17 vs. Fortitude | | |
| Hit: 3d6 + 8 poison damage and the target is slowed (save ends). | | |
| A Cloying Flames (fire, implement) • Recharge when first bloodied | | |
| Attack: Area burst 2 within 10 (creatures in the burst); +17 vs. Reflex | | |
| Hit: 3d10 + 11 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| Spellscar Transformation • Encounter | | |
| Trigger: The mage drops to 0 hit points. | | |
| Effect (No Action): The mage's spellscar activates. Tentacles erupt from his body, and he transforms into a Warped Mage of the Order. The warped mage has the same initiative count as the original creature and acts on that count. (If the mage died on its own turn, the warped mage takes its first turn immediately; if the mage died on another creature's turn, the warped mage takes its first turn as normal when its initiative count comes up, which may be in the next round.) | | |
| Skills Arcana +18 | | |
| Str 10 (+7) | Dex 14 (+9) | Wis 17 (+10) |
| Con 12 (+8) | Int 22 (+13) | Cha 12 (+8) |
| Alignment evil | | Languages Common, Draconic |
| Equipment quarterstaff | | |

| Warped Mage of the Order | Level 14 Brute | |
|--|----------------|----------------------------|
| Medium aberrant humanoid, human | XP 1000 | |
| HP 173; Bloodied 86 | Initiative +10 | |
| AC 26, Fortitude 26, Reflex 25, Will 24 | Perception +10 | |
| Speed 6, climb 4 | Blindsight 10 | |
| Resist 10 psychic | | |
| STANDARD ACTIONS | | |
| m Spellscar Tentacle • At-Will | | |
| Attack: Melee 3 (one creature); +17 vs. Reflex | | |
| Hit: 3d8 + 15 damage, and the target is grabbed (escape DC 21). Whenever a creature attempts to escape the grab and fails, that creature takes 10 damage. | | |
| C Tentacle Lash • At-Will | | |
| Attack: Close blast 3 (enemies in the blast); +17 vs. Reflex | | |
| Hit: 2d8 + 12 damage, and the target falls prone. | | |
| C Psychic Burst (psychic) • Encounter | | |
| Attack: Close burst 2 (enemies in the burst); +17 vs. Will | | |
| Hit: 3d6 + 5 psychic damage, and the target is dazed (save ends). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| C Arcane Release (cold, fire, lightning, thunder) • Encounter | | |
| Trigger: The mage is stunned or drops to 0 hit points. | | |
| Attack (No Action): Close burst 2 (creatures in the burst); +17 vs. Fortitude | | |
| Hit: 2d10 + 12 cold, fire, lightning, and thunder damage. | | |
| Miss: Half damage. | | |
| Skills Arcana +17, Dungeoneering +15 | | |
| Str 20 (+12) | Dex 16 (+10) | Wis 16 (+10) |
| Con 23 (+13) | Int 21 (+12) | Cha 3 (+3) |
| Alignment evil | | Languages Common, Draconic |

MISSION 1.7: A DEADLY WIND (AL 14 CONTINUED)

| | | | |
|--|---------------------|-------------------------------|--|
| Cadaver Collector | | Level 13 Elite Soldier | |
| Large natural animate (construct) | | XP 1600 | |
| HP 264; Bloodied 132 | | Initiative +10 | |
| AC 29, Fortitude 27, Reflex 24, Will 24 | | Perception +13 | |
| Speed 8 | | Darkvision | |
| Immune charm, disease, poison; Resist 10 lightning | | | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| Rolling Corpses | | | |
| The cadaver collector gains a +2 bonus to attack rolls against slowed, immobilized, or restrained targets (including those it is grabbing). | | | |
| Thunder Shakes | | | |
| Whenever the cadaver collector takes thunder damage, it is slowed (save ends). | | | |
| STANDARD ACTIONS | | | |
| m Slam • At-Will | | | |
| <i>Attack:</i> Melee 2 (one creature); +18 vs. AC | | | |
| <i>Hit:</i> 2d10 + 10 damage, and the target is grabbed (escape DC 21). The collector can grab no more than one Large creature or four Medium or smaller creatures at one time. | | | |
| M Double Slam • At-Will | | | |
| <i>Effect:</i> The cadaver collector uses slam twice. | | | |
| M Impale • At-Will | | | |
| <i>Attack:</i> Melee 1 (one creature grabbed by the collector); +16 vs. Reflex | | | |
| <i>Hit:</i> 4d10 + 18 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 10 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in an unoccupied space of its choice adjacent to the collector. | | | |
| M Trample • Encounter | | | |
| <i>Effect:</i> The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy. | | | |
| <i>Attack:</i> Melee 0 (enemy in the space); +16 vs. Reflex | | | |
| <i>Hit:</i> 3d12 + 10 damage, and the target is knocked prone. | | | |
| MINOR ACTIONS | | | |
| C Breath Weapon • Recharge 5 6 | | | |
| <i>Attack:</i> Close blast 3 (creatures in the blast); +16 vs. Fortitude | | | |
| <i>Hit:</i> The target is immobilized (save ends). | | | |
| Str 10 (+8) | Dex 14 (+10) | Wis 17 (+11) | |
| Con 12 (+9) | Int 22 (+14) | Cha 12 (+9) | |
| Alignment unaligned | | Languages Common | |

MISSION 1.7: A DEADLY WIND (AL 16)

| Ragewind | Level 14 Skirmisher | |
|---|-------------------------|---------------------|
| Large natural animate | XP 1000 | |
| HP 156; Bloodied 78 | Initiative +14 | |
| AC 30, Fortitude 29, Reflex 29, Will 27 | Perception +13 | |
| Speed 10, fly 5 | Blindsight 20 | |
| TRAITS | | |
| ○ Slashing Aura • Aura 1 | | |
| An enemy that ends its turn in the aura takes 10 damage, or 15 while the ragewind is bloodied. | | |
| All-Around Defense | | |
| The ragewind does not provoke opportunity attacks when it moves. | | |
| Freedom of Movement | | |
| Any immobilizing or slowing effects on the ragewind end at the start of its turn. | | |
| STANDARD ACTIONS | | |
| m Weapon Fury • At-Will | | |
| Attack: Melee 1 (one creature); +21 vs. AC | | |
| Hit: 3d6 + 14 damage. If the ragewind is bloodied, it gains 15 temporary hit points. | | |
| M Rush of Blades • At-Will | | |
| Effect: The ragewind shifts up to 5 squares and uses <i>weapon fury</i> once at any point during this movement. | | |
| C Steel Whirlwind • Recharge when first bloodied | | |
| Attack: Close burst 1, or close burst 2 if the ragewind is bloodied (enemies in the burst); +21 vs. AC | | |
| Hit: 4d8 + 15 damage. | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| C Death's Rage • Encounter | | |
| Trigger: The ragewind dies. | | |
| Attack (No Action): Close burst 5 (enemies in the burst); +19 vs. Will | | |
| Hit: The target makes a basic attack against its nearest ally as a free action. | | |
| Str 17 (+11) | Dex 20 (+13) | Wis 13 (+9) |
| Con 20 (+13) | Int 13 (+9) | Cha 17 (+11) |
| Alignment chaotic evil | Languages Common | |

| Living Cloudkill | Level 17 Brute | |
|---|-----------------------|---------------------|
| Large aberrant animate | XP 1600 | |
| HP 155; Bloodied 77 | Initiative +13 | |
| AC 29, Fortitude 31, Reflex 29, Will 29 | Perception +13 | |
| Speed 0, fly 5 (altitude limit 2) | Blindsight 20 | |
| Immune disease, poison; Resist insubstantial | | |
| TRAITS | | |
| Choking Miasma | | |
| A creature that starts its turn within the living cloudkill's space takes 10 poison damage. | | |
| Heavy Vapor | | |
| Creatures within the living cloudkill's space are slowed, and it costs 2 squares of movement to move through 1 square occupied by the living cloudkill. | | |
| Insubstantial | | |
| The living cloudkill takes half damage from all damage sources. | | |
| Mist Form | | |
| The living cloudkill can move through openings of any size. It can also enter other creatures' spaces and end its turn there. | | |
| STANDARD ACTIONS | | |
| m Slam (poison) • At-Will | | |
| Attack: Melee 1 (one creature); +19 vs. Fortitude | | |
| Hit: 3d8 + 18 poison damage. | | |
| MOVE ACTIONS | | |
| Shifting Mists • At-Will | | |
| Effect: The living cloudkill shifts up to its speed. If it moves through another creature's space during this movement, that creature takes 10 poison damage. A creature can take this damage no more than once per turn. | | |
| Str 22 (+14) | Dex 20 (+13) | Wis 20 (+13) |
| Con 24 (+15) | Int 5 (+5) | Cha 11 (+8) |
| Alignment unaligned | Languages -- | |

MISSION 1.7: A DEADLY WIND (AL 16 CONTINUED)

| Mage of the Order | Level 16 Controller |
|---|---|
| Medium natural humanoid, human | XP 1400 |
| HP 148; Bloodied 74 | Initiative +10 |
| AC 30, Fortitude 26, Reflex 31, Will 28 | Perception +11 |
| Speed 6 | |
| STANDARD ACTIONS | |
| m Quarterstaff (weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +21 vs. AC | |
| <i>Hit:</i> 2d8 + 7 damage. | |
| <i>Effect:</i> The mage can slide the target 1 square. | |
| r Empowered Magic Missile (force, implement) • At-Will | |
| <i>Effect:</i> Ranged 10 (one creature). The target takes 12 force damage, and the mage pushes the target up to 2 squares. | |
| C Noxious Blast (implement, poison) • At-Will | |
| <i>Attack:</i> Close blast 3 (creatures in the blast); +19 vs. Fortitude | |
| <i>Hit:</i> 3d6 + 10 poison damage and the target is slowed (save ends). | |
| A Cloying Flames (fire, implement) • Recharge when first bloodied | |
| <i>Attack:</i> Area burst 2 within 10 (creatures in the burst); +19 vs. Reflex | |
| <i>Hit:</i> 3d10 + 13 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both). | |
| <i>Miss:</i> Half damage. | |
| TRIGGERED ACTIONS | |
| Spellscar Transformation • Encounter | |
| <i>Trigger:</i> The mage drops to 0 hit points. | |
| <i>Effect (No Action):</i> The mage's spellscar activates. Tentacles erupt from his body, and he transforms into a Warped Mage of the Order. The warped mage has the same initiative count as the original creature and acts on that count. (If the mage died on its own turn, the warped mage takes its first turn immediately; if the mage died on another creature's turn, the warped mage takes its first turn as normal when its initiative count comes up, which may be in the next round.) | |
| Skills Arcana +19 | |
| Str 10 (+8) | Dex 14 (+10) Wis 17 (+11) |
| Con 12 (+9) | Int 22 (+14) Cha 12 (+9) |
| Alignment evil | Languages Common, Draconic |
| Equipment quarterstaff | |

| Warped Mage of the Order | Level 16 Brute |
|---|---|
| Medium aberrant humanoid, human | XP 1400 |
| HP 193; Bloodied 96 | Initiative +11 |
| AC 28, Fortitude 28, Reflex 27, Will 26 | Perception +11 |
| Speed 6, climb 4 | Blindsight 10 |
| Resist 10 psychic | |
| STANDARD ACTIONS | |
| m Spellscar Tentacle • At-Will | |
| <i>Attack:</i> Melee 3 (one creature); +19 vs. Reflex | |
| <i>Hit:</i> 3d8 + 17 damage, and the target is grabbed (escape DC 22). Whenever a creature attempts to escape the grab and fails, that creature takes 15 damage. | |
| C Tentacle Lash • At-Will | |
| <i>Attack:</i> Close blast 3 (enemies in the blast); +19 vs. Reflex | |
| <i>Hit:</i> 2d8 + 14 damage, and the target falls prone. | |
| C Psychic Burst (psychic) • Encounter | |
| <i>Attack:</i> Close burst 2 (enemies in the burst); +19 vs. Will | |
| <i>Hit:</i> 3d6 + 7 psychic damage, and the target is dazed (save ends). | |
| <i>Miss:</i> Half damage. | |
| TRIGGERED ACTIONS | |
| C Arcane Release (cold, fire, lightning, thunder) • Encounter | |
| <i>Trigger:</i> The mage is stunned or drops to 0 hit points. | |
| <i>Attack (No Action):</i> Close burst 2 (creatures in the burst); +19 vs. Fortitude | |
| <i>Hit:</i> 2d10 + 14 cold, fire, lightning, and thunder damage. | |
| <i>Miss:</i> Half damage. | |
| Skills Arcana +18, Dungeoneering +16 | |
| Str 20 (+13) | Dex 16 (+11) Wis 16 (+11) |
| Con 23 (+14) | Int 21 (+13) Cha 3 (+4) |
| Alignment evil | Languages Common, Draconic |

MISSION 1.7: A DEADLY WIND (AL 16 CONTINUED)

| | | | |
|---|--------------|-------------------------------|--|
| Cadaver Collector | | Level 15 Elite Soldier | |
| Large natural animate (construct) | | XP 2400 | |
| HP 296; Bloodied 148 | | Initiative +11 | |
| AC 31, Fortitude 29, Reflex 26, Will 26 | | Perception +14 | |
| Speed 8 | | Darkvision | |
| Immune charm, disease, poison; Resist 10 lightning | | | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| Rolling Corpses | | | |
| The cadaver collector gains a +2 bonus to attack rolls against slowed, immobilized, or restrained targets (including those it is grabbing). | | | |
| Thunder Shakes | | | |
| Whenever the cadaver collector takes thunder damage, it is slowed (save ends). | | | |
| STANDARD ACTIONS | | | |
| m Slam • At-Will | | | |
| Attack: Melee 2 (one creature); +20 vs. AC | | | |
| Hit: 2d10 + 12 damage, and the target is grabbed (escape DC 22). The collector can grab no more than one Large creature or four Medium or smaller creatures at one time. | | | |
| M Double Slam • At-Will | | | |
| Effect: The cadaver collector uses slam twice. | | | |
| M Impale • At-Will | | | |
| Attack: Melee 1 (one creature grabbed by the collector); +18 vs. Reflex | | | |
| Hit: 4d12 + 14 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 10 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in an unoccupied space of its choice adjacent to the collector. | | | |
| M Trample • Encounter | | | |
| Effect: The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy. | | | |
| Attack: Melee 0 (enemy in the space); +18 vs. Reflex | | | |
| Hit: 3d12 + 12 damage, and the target is knocked prone. | | | |
| MINOR ACTIONS | | | |
| C Breath Weapon • Recharge 5 6 | | | |
| Attack: Close blast 3 (creatures in the blast); +18 vs. Fortitude | | | |
| Hit: The target is immobilized (save ends). | | | |
| Str 10 (+9) | Dex 14 (+11) | Wis 17 (+12) | |
| Con 12 (+10) | Int 22 (+15) | Cha 12 (+10) | |
| Alignment unaligned | | Languages Common | |

MISSION 1.7: A DEADLY WIND (AL 18)

| Ragewind | Level 18 Skirmisher | |
|---|---------------------|--------------|
| Large natural animate | XP 2000 | |
| HP 160; Bloodied 80 | Initiative +16 | |
| AC 32, Fortitude 31, Reflex 31, Will 29 | Perception +15 | |
| Speed 10, fly 5 | Blindsight 20 | |
| TRAITS | | |
| ○ Slashing Aura • Aura 1 | | |
| An enemy that ends its turn in the aura takes 15 damage, or 20 while the ragewind is bloodied. | | |
| All-Around Defense | | |
| The ragewind does not provoke opportunity attacks when it moves. | | |
| Freedom of Movement | | |
| Any immobilizing or slowing effects on the ragewind end at the start of its turn. | | |
| STANDARD ACTIONS | | |
| m Weapon Fury • At-Will | | |
| Attack: Melee 1 (one creature); +23 vs. AC | | |
| Hit: 3d6 + 16 damage. If the ragewind is bloodied, it gains 20 temporary hit points. | | |
| M Rush of Blades • At-Will | | |
| Effect: The ragewind shifts up to 5 squares and uses <i>weapon fury</i> once at any point during this movement. | | |
| C Steel Whirlwind • Recharge when first bloodied | | |
| Attack: Close burst 1, or close burst 2 if the ragewind is bloodied (enemies in the burst); +23 vs. AC | | |
| Hit: 4d8 + 17 damage. | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| C Death's Rage • Encounter | | |
| Trigger: The ragewind dies. | | |
| Attack (No Action): Close burst 5 (enemies in the burst); +21 vs. Will | | |
| Hit: The target makes a basic attack against its nearest ally as a free action. | | |
| Str 17 (+12) | Dex 20 (+14) | Wis 13 (+10) |
| Con 20 (+14) | Int 13 (+10) | Cha 17 (+12) |
| Alignment chaotic evil | Languages Common | |

| Living Cloudkill | Level 18 Brute | |
|---|----------------|--------------|
| Large aberrant animate | XP 2000 | |
| HP 165; Bloodied 82 | Initiative +14 | |
| AC 30, Fortitude 32, Reflex 30, Will 30 | Perception +14 | |
| Speed 0, fly 5 (altitude limit 2) | Blindsight 20 | |
| Immune disease, poison; Resist insubstantial | | |
| TRAITS | | |
| Choking Miasma | | |
| A creature that starts its turn within the living cloudkill's space takes 15 poison damage. | | |
| Heavy Vapor | | |
| Creatures within the living cloudkill's space are slowed, and it costs 2 squares of movement to move through 1 square occupied by the living cloudkill. | | |
| Insubstantial | | |
| The living cloudkill takes half damage from all damage sources. | | |
| Mist Form | | |
| The living cloudkill can move through openings of any size. It can also enter other creatures' spaces and end its turn there. | | |
| STANDARD ACTIONS | | |
| m Slam (poison) • At-Will | | |
| Attack: Melee 1 (one creature); +20 vs. Fortitude | | |
| Hit: 4d6 + 19 poison damage. | | |
| MOVE ACTIONS | | |
| Shifting Mists • At-Will | | |
| Effect: The living cloudkill shifts up to its speed. If it moves through another creature's space during this movement, that creature takes 10 poison damage. A creature can take this damage no more than once per turn. | | |
| Str 22 (+15) | Dex 20 (+14) | Wis 20 (+14) |
| Con 24 (+16) | Int 5 (+6) | Cha 11 (+9) |
| Alignment unaligned | Languages -- | |

MISSION 1.7: A DEADLY WIND (AL 18 CONTINUED)

| Mage of the Order | Level 18 Controller | |
|--|---------------------|----------------------------|
| Medium natural humanoid, human | XP 2000 | |
| HP 164; Bloodied 82 | Initiative +11 | |
| AC 32, Fortitude 28, Reflex 32, Will 30 | Perception +12 | |
| Speed 6 | | |
| STANDARD ACTIONS | | |
| m Quarterstaff (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +23 vs. AC | | |
| Hit: 2d8 + 9 damage. | | |
| Effect: The mage can slide the target 1 square. | | |
| r Empowered Magic Missile (force, implement) • At-Will | | |
| Effect: Ranged 10 (one creature). The target takes 13 force damage, and the mage pushes the target up to 2 squares. | | |
| C Noxious Blast (implement, poison) • At-Will | | |
| Attack: Close blast 3 (creatures in the blast); +21 vs. Fortitude | | |
| Hit: 3d6 + 12 poison damage and the target is slowed (save ends). | | |
| A Cloying Flames (fire, implement) • Recharge when first bloodied | | |
| Attack: Area burst 2 within 10 (creatures in the burst); +21 vs. Reflex | | |
| Hit: 3d10 + 15 fire damage, and the target is immobilized and takes ongoing 10 fire damage (save ends both). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| Spellscar Transformation • Encounter | | |
| Trigger: The mage drops to 0 hit points. | | |
| Effect (No Action): The mage's spellscar activates. Tentacles erupt from his body, and he transforms into a Warped Mage of the Order. The warped mage has the same initiative count as the original creature and acts on that count. (If the mage died on its own turn, the warped mage takes its first turn immediately; if the mage died on another creature's turn, the warped mage takes its first turn as normal when its initiative count comes up, which may be in the next round.) | | |
| Skills Arcana +20 | | |
| Str 10 (+9) | Dex 14 (+11) | Wis 17 (+12) |
| Con 12 (+10) | Int 22 (+15) | Cha 12 (+10) |
| Alignment evil | | Languages Common, Draconic |
| Equipment quarterstaff | | |

| Warped Mage of the Order | Level 18 Brute | |
|--|----------------|----------------------------|
| Medium aberrant humanoid, human | XP 2000 | |
| HP 213; Bloodied 106 | Initiative +12 | |
| AC 30, Fortitude 30, Reflex 29, Will 28 | Perception +12 | |
| Speed 6, climb 4 | Blindsight 10 | |
| Resist 10 psychic | | |
| STANDARD ACTIONS | | |
| m Spellscar Tentacle • At-Will | | |
| Attack: Melee 3 (one creature); +21 vs. Reflex | | |
| Hit: 3d8 + 19 damage, and the target is grabbed (escape DC 23). Whenever a creature attempts to escape the grab and fails, that creature takes 20 damage. | | |
| C Tentacle Lash • At-Will | | |
| Attack: Close blast 3 (enemies in the blast); +21 vs. Reflex | | |
| Hit: 2d8 + 16 damage, and the target falls prone. | | |
| C Psychic Burst (psychic) • Encounter | | |
| Attack: Close burst 2 (enemies in the burst); +21 vs. Will | | |
| Hit: 3d6 + 9 psychic damage, and the target is dazed (save ends). | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| C Arcane Release (cold, fire, lightning, thunder) • Encounter | | |
| Trigger: The mage is stunned or drops to 0 hit points. | | |
| Attack (No Action): Close burst 2 (creatures in the burst); +21 vs. Fortitude | | |
| Hit: 2d10 + 16 cold, fire, lightning, and thunder damage. | | |
| Miss: Half damage. | | |
| Skills Arcana +19, Dungeoneering +17 | | |
| Str 20 (+14) | Dex 16 (+12) | Wis 16 (+12) |
| Con 23 (+15) | Int 21 (+14) | Cha 3 (+5) |
| Alignment evil | | Languages Common, Draconic |

MISSION 1.7: A DEADLY WIND (AL 18 CONTINUED)

| | | |
|---|-------------------------------|------------------|
| Cadaver Collector | Level 18 Elite Soldier | |
| Large natural animate (construct) | XP 4000 | |
| HP 344; Bloodied 172 | Initiative +12 | |
| AC 34, Fortitude 32, Reflex 29, Will 29 | Perception +15 | |
| Speed 8 | Darkvision | |
| Immune charm, disease, poison; Resist 10 lightning | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| Rolling Corpses | | |
| The cadaver collector gains a +2 bonus to attack rolls against slowed, immobilized, or restrained targets (including those it is grabbing). | | |
| Thunder Shakes | | |
| Whenever the cadaver collector takes thunder damage, it is slowed (save ends). | | |
| STANDARD ACTIONS | | |
| m Slam • At-Will | | |
| Attack: Melee 2 (one creature); +23 vs. AC | | |
| Hit: 2d10 + 15 damage, and the target is grabbed (escape DC 23). The collector can grab no more than one Large creature or four Medium or smaller creatures at one time. | | |
| M Double Slam • At-Will | | |
| Effect: The cadaver collector uses slam twice. | | |
| M Impale • At-Will | | |
| Attack: Melee 1 (one creature grabbed by the collector); +21 vs. Reflex | | |
| Hit: 4d12 + 17 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 10 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in an unoccupied space of its choice adjacent to the collector. | | |
| M Trample • Encounter | | |
| Effect: The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy. | | |
| Attack: Melee 0 (enemy in the space); +21 vs. Reflex | | |
| Hit: 3d12 + 15 damage, and the target is knocked prone. | | |
| MINOR ACTIONS | | |
| C Breath Weapon • Recharge 5 6 | | |
| Attack: Close blast 3 (creatures in the blast); +21 vs. Fortitude | | |
| Hit: The target is immobilized (save ends). | | |
| Str 10 (+10) | Dex 14 (+12) | Wis 17 (+13) |
| Con 12 (+11) | Int 22 (+16) | Cha 12 (+11) |
| Alignment unaligned | | Languages Common |

MISSION 1.7: A DEADLY WIND (AL 20)

| Ragewind | | Level 20 Skirmisher |
|---|--------------|-----------------------|
| Large natural animate | | XP 2,800 |
| HP 220; Bloodied 110 | | Initiative +17 |
| AC 34, Fortitude 33, Reflex 33, Will 31 | | Perception +16 |
| Speed 10, fly 5 | | Blindsight 20 |
| TRAITS | | |
| ○ Slashing Aura • Aura 1 | | |
| An enemy that ends its turn in the aura takes 20 damage, or 25 while the ragewind is bloodied. | | |
| All-Around Defense | | |
| The ragewind does not provoke opportunity attacks when it moves. | | |
| Freedom of Movement | | |
| Any immobilizing or slowing effects on the ragewind end at the start of its turn. | | |
| STANDARD ACTIONS | | |
| m Weapon Fury • At-Will | | |
| Attack: Melee 1 (one creature); +25 vs. AC | | |
| Hit: 3d6 + 18 damage. If the ragewind is bloodied, it gains 25 temporary hit points. | | |
| M Rush of Blades • At-Will | | |
| Effect: The ragewind shifts up to 5 squares and uses <i>weapon fury</i> once at any point during this movement. | | |
| C Steel Whirlwind • Recharge when first bloodied | | |
| Attack: Close burst 1, or close burst 2 if the ragewind is bloodied (enemies in the burst); +25 vs. AC | | |
| Hit: 4d8 + 19 damage. | | |
| Miss: Half damage. | | |
| TRIGGERED ACTIONS | | |
| C Death's Rage • Encounter | | |
| Trigger: The ragewind dies. | | |
| Attack (No Action): Close burst 5 (enemies in the burst); +23 vs. Will | | |
| Hit: The target makes a basic attack against its nearest ally as a free action. | | |
| Str 17 (+13) | Dex 20 (+15) | Wis 13 (+11) |
| Con 20 (+15) | Int 13 (+11) | Cha 17 (+11) |
| Alignment chaotic evil | | Languages Common |

| Living Cloudkill | | Level 21 Brute |
|---|--------------|-----------------------|
| Large aberrant animate | | XP 3200 |
| HP 195; Bloodied 97 | | Initiative +15 |
| AC 33, Fortitude 35, Reflex 33, Will 33 | | Perception +15 |
| Speed 0, fly 5 (altitude limit 2) | | Blindsight 20 |
| Immune disease, poison; Resist insubstantial | | |
| TRAITS | | |
| Choking Miasma | | |
| A creature that starts its turn within the living cloudkill's space takes 20 poison damage. | | |
| Heavy Vapor | | |
| Creatures within the living cloudkill's space are slowed, and it costs 2 squares of movement to move through 1 square occupied by the living cloudkill. | | |
| Insubstantial | | |
| The living cloudkill takes half damage from all damage sources. | | |
| Mist Form | | |
| The living cloudkill can move through openings of any size. It can also enter other creatures' spaces and end its turn there. | | |
| STANDARD ACTIONS | | |
| m Slam (poison) • At-Will | | |
| Attack: Melee 1 (one creature); +23 vs. Fortitude | | |
| Hit: 4d6 + 14 poison damage. | | |
| MOVE ACTIONS | | |
| Shifting Mists • At-Will | | |
| Effect: The living cloudkill shifts up to its speed. If it moves through another creature's space during this movement, that creature takes 15 poison damage. A creature can take this damage no more than once per turn. | | |
| Str 22 (+16) | Dex 20 (+15) | Wis 20 (+15) |
| Con 24 (+17) | Int 5 (+7) | Cha 11 (+10) |
| Alignment unaligned | | Languages -- |

MISSION 1.7: A DEADLY WIND (AL 20 CONTINUED)

| Mage of the Order | Level 20 Controller |
|---|---|
| Medium natural humanoid, human | XP 2800 |
| HP 180; Bloodied 90 | Initiative +12 |
| AC 34, Fortitude 30, Reflex 35, Will 32 | Perception +13 |
| Speed 6 | |
| STANDARD ACTIONS | |
| m Quarterstaff (weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +25 vs. AC | |
| <i>Hit:</i> 3d8 + 15 damage. | |
| <i>Effect:</i> The mage can slide the target 1 square. | |
| r Empowered Magic Missile (force, implement) • At-Will | |
| <i>Effect:</i> Ranged 10 (one creature). The target takes 14 force damage, and the mage pushes the target up to 2 squares. | |
| C Noxious Blast (implement, poison) • At-Will | |
| <i>Attack:</i> Close blast 3 (creatures in the blast); +23 vs. Fortitude | |
| <i>Hit:</i> 3d6 + 14 poison damage and the target is slowed (save ends). | |
| A Cloying Flames (fire, implement) • Recharge when first bloodied | |
| <i>Attack:</i> Area burst 2 within 10 (creatures in the burst); +23 vs. Reflex | |
| <i>Hit:</i> 3d10 + 17 fire damage, and the target is immobilized and takes ongoing 10 fire damage (save ends both). | |
| <i>Miss:</i> Half damage. | |
| TRIGGERED ACTIONS | |
| Spellscar Transformation • Encounter | |
| <i>Trigger:</i> The mage drops to 0 hit points. | |
| <i>Effect (No Action):</i> The mage's spellscar activates. Tentacles erupt from his body, and he transforms into a Warped Mage of the Order. The warped mage has the same initiative count as the original creature and acts on that count. (If the mage died on its own turn, the warped mage takes its first turn immediately; if the mage died on another creature's turn, the warped mage takes its first turn as normal when its initiative count comes up, which may be in the next round.) | |
| Skills Arcana +21 | |
| Str 10 (+10) | Dex 14 (+12) Wis 17 (+13) |
| Con 12 (+13) | Int 22 (+16) Cha 12 (+11) |
| Alignment evil | |
| Languages Common, Draconic | |
| Equipment quarterstaff | |

| Warped Mage of the Order | Level 21 Brute |
|---|---|
| Medium aberrant humanoid, human | XP 3200 |
| HP 243; Bloodied 121 | Initiative +13 |
| AC 33, Fortitude 33, Reflex 32, Will 31 | Perception +13 |
| Speed 6, climb 4 | Blindsight 10 |
| Resist 15 psychic | |
| STANDARD ACTIONS | |
| m Spellscar Tentacle • At-Will | |
| <i>Attack:</i> Melee 3 (one creature); +24 vs. Reflex | |
| <i>Hit:</i> 4d8 + 17 damage, and the target is grabbed (escape DC 25). Whenever a creature attempts to escape the grab and fails, that creature takes 25 damage. | |
| C Tentacle Lash • At-Will | |
| <i>Attack:</i> Close blast 3 (enemies in the blast); +24 vs. Reflex | |
| <i>Hit:</i> 2d8 + 19 damage, and the target falls prone. | |
| C Psychic Burst (psychic) • Encounter | |
| <i>Attack:</i> Close burst 2 (enemies in the burst); +24 vs. Will | |
| <i>Hit:</i> 3d6 + 12 psychic damage, and the target is dazed (save ends). | |
| <i>Miss:</i> Half damage. | |
| TRIGGERED ACTIONS | |
| C Arcane Release (cold, fire, lightning, thunder) • Encounter | |
| <i>Trigger:</i> The mage is stunned or drops to 0 hit points. | |
| <i>Attack (No Action):</i> Close burst 2 (creatures in the burst); +24 vs. Fortitude | |
| <i>Hit:</i> 2d10 + 19 cold, fire, lightning, and thunder damage. | |
| <i>Miss:</i> Half damage. | |
| Skills Arcana +20, Dungeoneering +18 | |
| Str 20 (+15) | Dex 16 (+13) Wis 16 (+13) |
| Con 23 (+16) | Int 21 (+15) Cha 3 (+6) |
| Alignment evil | |
| Languages Common, Draconic | |

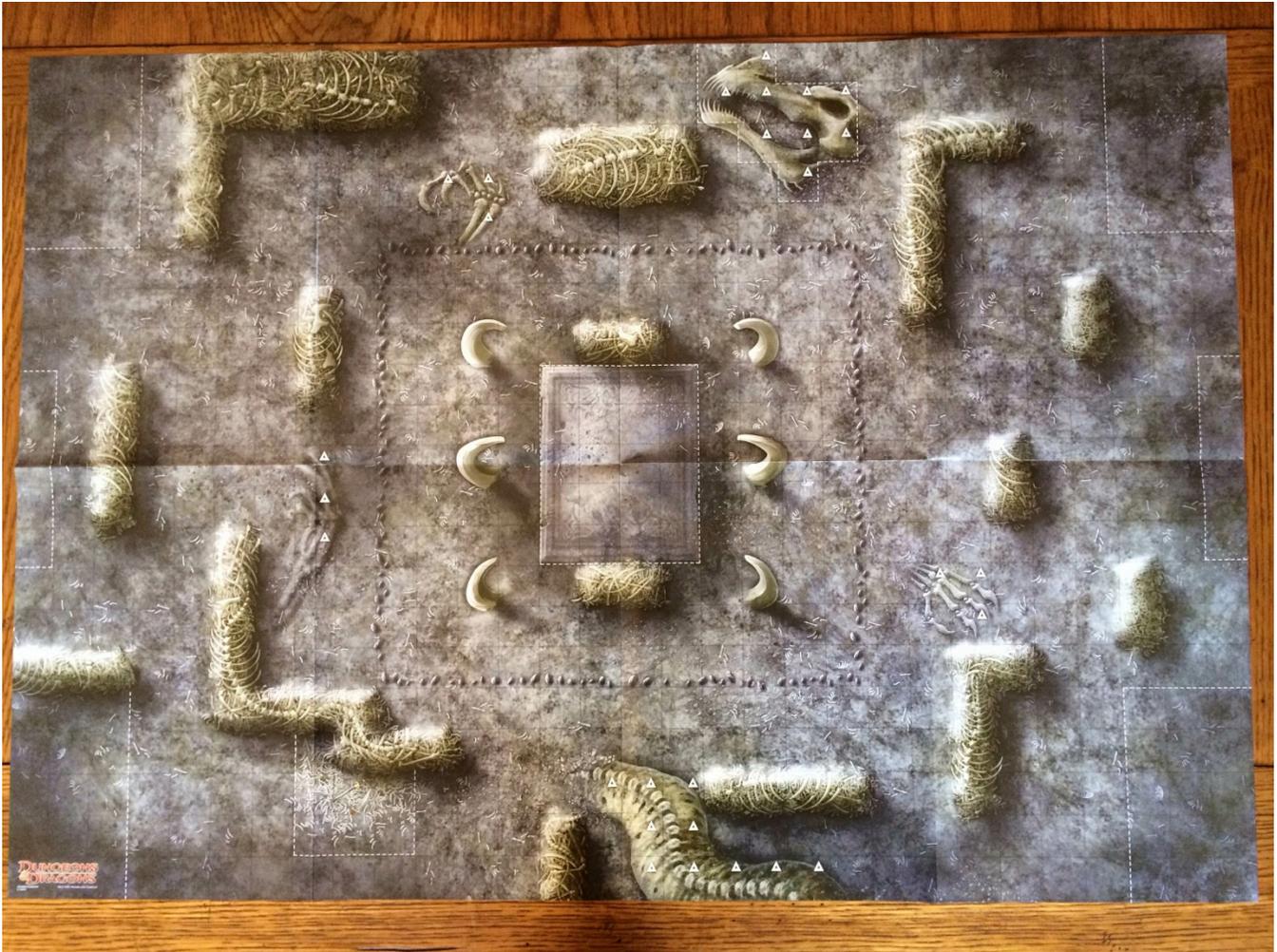
MISSION 1.7: A DEADLY WIND (AL 20 CONTINUED)

| Cadaver Collector | | Level 20 Elite Soldier |
|---|--------------|-------------------------------|
| Large natural animate (construct) | | XP 5600 |
| HP 376; Bloodied 188 | | Initiative +14 |
| AC 35, Fortitude 34, Reflex 31, Will 31 | | Perception +17 |
| Speed 8 | | Darkvision |
| Immune charm, disease, poison; Resist 15 lightning | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| Rolling Corpses | | |
| The cadaver collector gains a +2 bonus to attack rolls against slowed, immobilized, or restrained targets (including those it is grabbing). | | |
| Thunder Shakes | | |
| Whenever the cadaver collector takes thunder damage, it is slowed (save ends). | | |
| STANDARD ACTIONS | | |
| m Slam • At-Will | | |
| Attack: Melee 2 (one creature); +25 vs. AC | | |
| Hit: 2d10 + 17 damage, and the target is grabbed (escape DC 24). The collector can grab no more than one Large creature or four Medium or smaller creatures at one time. | | |
| M Double Slam • At-Will | | |
| Effect: The cadaver collector uses slam twice. | | |
| M Impale • At-Will | | |
| Attack: Melee 1 (one creature grabbed by the collector); +23 vs. Reflex | | |
| Hit: 4d12 + 18 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 15 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in an unoccupied space of its choice adjacent to the collector. | | |
| M Trample • Encounter | | |
| Effect: The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy. | | |
| Attack: Melee 0 (enemy in the space); +23 vs. Reflex | | |
| Hit: 3d12 + 17 damage, and the target is knocked prone. | | |
| MINOR ACTIONS | | |
| C Breath Weapon • Recharge 5 6 | | |
| Attack: Close blast 3 (creatures in the blast); +23 vs. Fortitude | | |
| Hit: The target is immobilized (save ends). | | |
| Str 10 (+12) | Dex 14 (+14) | Wis 17 (+15) |
| Con 12 (+13) | Int 22 (+18) | Cha 12 (+13) |
| Alignment unaligned | | Languages Common |

MISSION 1.7: A DEADLY WIND (BATTLE MAP)

POSTER MAP NEEDED

Haunted Temples - 3



The PCs come onto the map anywhere within 3 squares of the right edge.

The monsters should initially set up on the left side of the map (within 8 squares of the left edge) with the living cloudkill and the cadaver collector (if present) closest to the PCs, the two ragewinds toward the top and bottom, and the two mages farthest away from the PCs.

The soldier tokens should be set up inside the central square bounded by the line of small rocks around the altar. Scatter them around so that some are closer to the PCs and have at least a chance to survive.

MISSION 1.8: FIELD COMMANDERS

ENCOUNTER LEVEL = AL + 4

CREATURES

AL 12 (7200 XP)

- 1 Tovin Gravelstoke, Artillery (level 13)
- 1 Mikus Gravelstoke, Soldier (level 13)
- 1 Halvath Cormarrin, Brute (level 13 elite)
- 1 Alesta Gravelstoke, Controller (level 13)
- 1 Vincent Gravelstoke, Lurker (level 13)
- 1 Xander Gravelstoke, Skirmisher (level 13 elite)

AL 14 (9600 XP)

- 1 Tovin Gravelstoke, Artillery (level 16)
- 1 Mikus Gravelstoke, Soldier (level 16)
- 1 Halvath Cormarrin, Brute (level 15 elite)
- 1 Alesta Gravelstoke, Controller (level 16)
- 1 Vincent Gravelstoke, Lurker (level 16)
- 1 Xander Gravelstoke, Skirmisher (level 15 elite)

AL 16 (14,400 XP)

- 1 Tovin Gravelstoke, Artillery (level 18)
- 1 Mikus Gravelstoke, Soldier (level 18)
- 1 Halvath Cormarrin, Brute (level 17 elite)
- 1 Alesta Gravelstoke, Controller (level 18)
- 1 Vincent Gravelstoke, Lurker (level 18)
- 1 Xander Gravelstoke, Skirmisher (level 17 elite)

AL 18 (20,800 XP)

- 1 Tovin Gravelstoke, Artillery (level 20)
- 1 Mikus Gravelstoke, Soldier (level 20)
- 1 Halvath Cormarrin, Brute (level 20)
- 1 Alesta Gravelstoke, Controller (level 19 elite)
- 1 Vincent Gravelstoke, Lurker (level 20)
- 1 Xander Gravelstoke, Skirmisher (level 19 elite)

AL 20 (29,400 XP)

- 1 Tovin Gravelstoke, Artillery (level 22)
- 1 Mikus Gravelstoke, Soldier (level 22)
- 1 Halvath Cormarrin, Brute (level 21 elite)
- 1 Alesta Gravelstoke, Controller (level 22)
- 1 Vincent Gravelstoke, Lurker (level 22)
- 1 Xander Gravelstoke, Skirmisher (level 21 elite)

SCALING THE ENCOUNTER

Four PCs: Remove the Lurker (Vincent Gravelstoke).

Six PCs: Make the Artillery (Tovin Gravelstoke) elite (double its hit points and give it a Double Attack ability that lets it use its ranged basic attack twice with a single standard action).

TIERING THE ENCOUNTER

Aggressive: Make the Soldier elite (double hit points, +2 saving throws, 1 action point, can make two basic attacks as a single standard action).

Glory: Make all the monsters elite. The monsters that are already elite (either because they are always elite, or because some other scaling factor makes them elite) instead gain a +2 bonus to attack rolls and a +5 bonus to damage rolls.

OBJECTIVE

The Netherese army knows that there are many powerful heroes on the battlefield. As a result, they have been taking care to keep their command tents warded and change positions frequently. However, after a great deal of scrying and a few intercepted messages, the Cormyrean generals believe they know where the next command position will be located. The PCs have a brief window of opportunity to make a surgical strike that, if successful, will significantly decrease the command and control capabilities of the invading army.

This mission is not available at the beginning, nor is its existence known to the players. It will be offered at a certain point during the first round BI, and its success or failure will depend on how many tables complete it during the window of opportunity. Because it is a “special mission”, the difficulty level is the highest of any of the Round 1 encounters (EL increased by 2). The mission briefing will warn the players that this is a very dangerous mission. (Even with the changes specified, a four-player table is likely to struggle with this mission.)

A table that has been playing at Glory up until the point should not necessarily play this encounter at Glory. Six elite monsters is a very difficult encounter (the equivalent of twelve normal creatures’ worth of hit points to whittle down). Unless the party has been having an incredibly easy time, or has a massive damage output, or both, consider running them on Aggressive in the interest of time if nothing else. But, if they have been blowing through everything else that they’ve faced, then go for it. If time starts to drag, you can always have the commanders retreat when they are reduced to 25% of their starting (elite) hit points.

MISSION 1.8: FIELD COMMANDERS (AL 12)

| Halvath Cormarrin | | Level 13 Elite Brute (Leader) | |
|---|-------------|-------------------------------|--|
| Medium natural humanoid, human | | XP 1600 | |
| HP 314; Bloodied 157 | | Initiative +8 | |
| AC 25, Fortitude 26, Reflex 23, Will 24 | | Perception +8 | |
| Speed 5 | | Darkvision | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| O Until the Last Breath • Aura 10 | | | |
| Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action. | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| STANDARD ACTIONS | | | |
| M Ancient Rune Flail (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +18 vs. AC | | | |
| Hit: 3d8 + 14 damage. | | | |
| M Double Attack • At-Will | | | |
| Effect: Cormarrin uses ancient rune flail twice. | | | |
| C Rune Flail's Arc (thunder, weapon) • At-Will | | | |
| Attack: Close burst 1 (enemies in the burst); +16 vs. Reflex | | | |
| Hit: 3d8 + 11 lightning damage, and Cormarrin pushes the target 1 square and knocks it prone. | | | |
| Miss: Half damage, and Cormarrin pushes the target 1 square. | | | |
| TRIGGERED ACTIONS | | | |
| Cry of Glory • Encounter | | | |
| Trigger: An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit. | | | |
| Effect (Free Action): The ally instead scores a critical hit. | | | |
| Skills Arcana +13, Athletics +16, History +13 | | | |
| Str 20 (+11) | Dex 14 (+8) | Wis 14 (+8) | |
| Con 17 (+9) | Int 15 (+8) | Cha 16 (+9) | |
| Alignment evil | | Languages Common, Draconic | |
| Equipment ancient flail, heavy shield, plate armor | | | |

| Xander Gravelstoke | | Level 13 Elite Skirmisher (Leader) | |
|---|--------------|------------------------------------|--|
| Medium natural humanoid, human | | XP 1600 | |
| HP 256; Bloodied 128 | | Initiative +15 | |
| AC 28, Fortitude 25, Reflex 23, Will 24 | | Perception +16 | |
| Speed 6 | | Darkvision | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| Resistance is Futile | | | |
| All of Xander's attacks ignore the first 10 points of all the target's resistances (including resist all). | | | |
| STANDARD ACTIONS | | | |
| M Short Sword (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +18 vs. AC | | | |
| Hit: 3d6 + 11 damage, and Xander can slide the target 1 square. | | | |
| M Lunge (weapon) • Recharge 5 6 | | | |
| Effect: Before the attack, Xander can shift up to half his speed. | | | |
| Attack: Melee 1 (one creature); +18 vs. AC | | | |
| Hit: 4d6 + 18 damage. | | | |
| MOVE ACTIONS | | | |
| Shadow Step (teleportation) • At-Will (1/round) | | | |
| Effect: Xander teleports up to 5 squares and gains partial concealment until the start of his next turn. | | | |
| MINOR ACTIONS | | | |
| M Off-Hand Swipe (weapon) • At-Will (1/round) | | | |
| Effect: Before the attack, Xander shifts up to 2 squares. | | | |
| Attack: Melee 1 (one creature); +18 vs. AC | | | |
| Hit: 2d8 + 7 damage. | | | |
| Quick Rally • Encounter | | | |
| Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. | | | |
| Skills Acrobatics +18, Bluff +17, Diplomacy +17, Insight +16 | | | |
| Str 17 (+10) | Dex 23 (+13) | Wis 18 (+11) | |
| Con 16 (+10) | Int 15 (+9) | Cha 20 (+12) | |
| Alignment evil | | Languages Common, Dwarven, Elven | |
| Equipment leather armor, short sword x2 | | | |

MISSION 1.8: FIELD COMMANDERS (AL 12 CONTINUED)

| Vincent Gravelstoke | Level 13 Lurker |
|--|-----------------|
| Medium natural humanoid, human | XP 800 |
| HP 96; Bloodied 48 | Initiative +16 |
| AC 27, Fortitude 22, Reflex 26, Will 24 | Perception +12 |
| Speed 6 | Darkvision |
| TRAITS | |
| Combat Advantage | |
| If Vincent hits a target that is granting combat advantage to him, that target also takes ongoing 10 damage (save ends). | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Poisoned Rapier (necrotic, poison, weapon) • At-Will Attack: Melee 1 (one creature); +16 vs. Fortitude Hit: 2d6 + 11 necrotic and poison damage. | |
| M Shadow Strike (weapon) • Recharge when first bloodied Effect: Vincent is removed from play. At the start of his next turn, he reappears in an unoccupied square within 10 squares of his previous location and can make the following attack as a standard action. Vincent automatically gains combat advantage with this attack. Attack: Melee 1 (one creature); +18 vs. AC Hit: 4d6 + 18 damage, and the target cannot spend healing surges (save ends). | |
| MINOR ACTIONS | |
| Fade Into the Shadows (illusion) • Encounter Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. While insubstantial, Vincent takes half damage from all damage sources except force or radiant. | |
| TRIGGERED ACTIONS | |
| Parry • At-Will Trigger: An enemy hits Vincent with a melee attack. Effect (<i>Immediate Interrupt</i>): Vincent gains a +4 power bonus to all defenses against the triggering attack. | |
| Skills Stealth +17 Str 17 (+9) Dex 22 (+12) Wis 13 (+7) Con 12 (+7) Int 13 (+7) Cha 7 (+4) | |
| Alignment evil Languages Common, Elven | |
| Equipment leather armor, rapier | |

| Mikus Gravelstoke | Level 13 Soldier |
|---|------------------|
| Medium natural humanoid, human | XP 800 |
| HP 128; Bloodied 64 | Initiative +11 |
| AC 29, Fortitude 27, Reflex 23, Will 25 | Perception +9 |
| Speed 6 | Darkvision |
| TRAITS | |
| O Gloaming Shroud • Aura 1 | |
| Any enemy that starts its turn in the aura is slowed until the end of its next turn. | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Greatsword (weapon) • At-Will Attack: Melee 1 (one creature); +18 vs. AC Hit: 3d6 + 11 damage. Effect: The target is marked until the end of Mikus's next turn. | |
| M Incite the Blood (charm, weapon) • Recharge when first bloodied Effect: Close burst 3 (enemies in the burst). Mikus pulls each target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him. Attack: Melee 1 (one adjacent enemy); +18 vs. AC Hit: 3d6 + 11 damage. | |
| TRIGGERED ACTIONS | |
| Shadow's Curse (necrotic) • At-Will Trigger: An enemy within 5 squares of Mikus and marked by him makes an attack that doesn't include him as a target. Effect (<i>Immediate Reaction</i>): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage. This damage ignores all of the target's resistances and immunities. | |
| Skills Athletics +16, Intimidate +15 Str 21 (+11) Dex 17 (+9) Wis 16 (+9) Con 16 (+9) Int 10 (+6) Cha 18 (+10) | |
| Alignment evil Languages Common | |
| Equipment greatsword, leather armor | |

MISSION 1.8: FIELD COMMANDERS (AL 12 CONTINUED)

| Tovin Gravelstoke | Level 13 Artillery |
|---|--|
| Medium natural humanoid, human | XP 800 |
| HP 96; Bloodied 48 | Initiative +11 |
| AC 27, Fortitude 25, Reflex 26, Will 23 | Perception +9 |
| Speed 6 | Darkvision |
| TRAITS | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Dagger of Death (necrotic, weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +18 vs. AC | |
| <i>Hit:</i> 3d6 + 11 necrotic damage. | |
| r Crossbow of Dread (weapon) • At-Will | |
| <i>Attack:</i> Ranged 20 (one creature); +20 vs. AC | |
| <i>Hit:</i> 3d6 + 11 damage, and Tovin gains a +4 power bonus to damage rolls against the target until the end of his next turn. | |
| R Poisoned Shot (necrotic, poison, weapon) • Recharge 5 6 | |
| <i>Attack:</i> Ranged 20 (one creature); +20 vs. AC | |
| <i>Hit:</i> 4d6 + 13 damage, and ongoing 10 necrotic and poison damage (save ends). | |
| <i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 10 necrotic and poison damage (save ends both). | |
| <i>Second Failed Saving Throw:</i> The power's other effects end, and the target falls unconscious (save ends). Even if the target takes damage while unconscious due to this effect, this effect does not end. | |
| TRIGGERED ACTIONS | |
| Shadow Escape (necrotic, poison, teleportation) • Encounter | |
| <i>Trigger:</i> An adjacent enemy attacks Tovin with a melee attack. | |
| <i>Effect (Immediate Interrupt):</i> Melee 1 (triggering enemy). The target takes 10 necrotic and poison damage, and Tovin teleports up to 5 squares. | |
| Skills Acrobatics +16, Athletics +15, Bluff +13, Insight +14, Stealth +16 | |
| Str 18 (+10) | Dex 21 (+11) Wis 17 (+9) |
| Con 12 (+7) | Int 17 (+9) Cha 14 (+8) |
| Alignment evil Languages Common, Draconic, Elven | |
| Equipment crossbow, crossbow bolt x20, dagger, leather armor | |

| Alesia Gravelstoke | Level 13 Controller |
|---|---|
| Medium natural humanoid, human | XP 800 |
| HP 132; Bloodied 66 | Initiative +10 |
| AC 27, Fortitude 25, Reflex 24, Will 26 | Perception +12 |
| Speed 6 | Darkvision |
| TRAITS | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m/r Bewildering Chakram (psychic, weapon) • At-Will | |
| <i>Attack:</i> Melee 1 or Ranged 5 (one creature); +18 vs. AC | |
| <i>Hit:</i> 3d6 + 11 damage. | |
| <i>Effect:</i> If the target moves on its next turn, during the move it takes 5 psychic damage for each square of movement. If Alesia uses this power as a ranged attack, her chakram returns to her hand. | |
| M/R Reeling Chakram (weapon) • Recharge when first bloodied | |
| <i>Attack:</i> Melee 1 or Ranged 5 (one creature); +18 vs. AC | |
| <i>Hit:</i> 6d6 + 11 damage. | |
| <i>Miss:</i> Half damage. | |
| <i>Effect:</i> Alesia slides the target up to 2 squares and knocks it prone. If Alesia uses this power as a ranged attack, her chakram returns to her hand. | |
| A Toxic Tendrils (necrotic, poison) • Recharge 5 6 | |
| <i>Attack:</i> Area burst 2 within 10 (enemies in the burst); +16 vs. Reflex | |
| <i>Hit:</i> 3d8 + 11 necrotic and poison damage, and the target is slowed (save ends). | |
| Skills Acrobatics +14, Bluff +16, Stealth +15, Streetwise +16 | |
| Str 14 (+8) | Dex 18 (+10) Wis 23 (+12) |
| Con 20 (+11) | Int 17 (+9) Cha 20 (+11) |
| Alignment evil Languages Common, Draconic, Elven | |
| Equipment chakram, cloth armor | |

MISSION 1.8: FIELD COMMANDERS (AL 14)

| Halvath Cormarrin | | Level 15 Elite Brute (Leader) | |
|---|-------------|-------------------------------|--|
| Medium natural humanoid, human | | XP 2400 | |
| HP 354; Bloodied 177 | | Initiative +9 | |
| AC 27, Fortitude 28, Reflex 25, Will 26 | | Perception +9 | |
| Speed 5 | | Darkvision | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| ○ Until the Last Breath • Aura 10 | | | |
| Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action. | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| STANDARD ACTIONS | | | |
| m Ancient Rune Flail (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +20 vs. AC | | | |
| Hit: 4d6 + 15 damage. | | | |
| M Double Attack • At-Will | | | |
| Effect: Cormarrin uses ancient rune flail twice. | | | |
| C Rune Flail's Arc (thunder, weapon) • At-Will | | | |
| Attack: Close burst 1 (enemies in the burst); +18 vs. Reflex | | | |
| Hit: 3d8 + 13 lightning damage, and Cormarrin pushes the target 1 square and knocks it prone. | | | |
| Miss: Half damage, and Cormarrin pushes the target 1 square. | | | |
| TRIGGERED ACTIONS | | | |
| Cry of Glory • Encounter | | | |
| Trigger: An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit. | | | |
| Effect (Free Action): The ally instead scores a critical hit. | | | |
| Skills Arcana +14, Athletics +17, History +14 | | | |
| Str 20 (+12) | Dex 14 (+9) | Wis 14 (+9) | |
| Con 17 (+10) | Int 15 (+9) | Cha 16 (+10) | |
| Alignment evil | | Languages Common, Draconic | |
| Equipment ancient flail, heavy shield, plate armor | | | |

| Xander Gravelstoke | | Level 15 Elite Skirmisher (Leader) | |
|---|--------------|------------------------------------|--|
| Medium natural humanoid, human | | XP 2400 | |
| HP 288; Bloodied 144 | | Initiative +16 | |
| AC 30, Fortitude 27, Reflex 25, Will 26 | | Perception +17 | |
| Speed 6 | | Darkvision | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| Resistance is Futile | | | |
| All of Xander's attacks ignore the first 10 points of all the target's resistances (including resist all). | | | |
| STANDARD ACTIONS | | | |
| m Short Sword (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +20 vs. AC | | | |
| Hit: 3d6 + 13 damage, and Xander can slide the target 1 square. | | | |
| M Lunge (weapon) • Recharge 5 6 | | | |
| Effect: Before the attack, Xander can shift up to half his speed. | | | |
| Attack: Melee 1 (one creature); +20 vs. AC | | | |
| Hit: 4d8 + 17 damage. | | | |
| MOVE ACTIONS | | | |
| Shadow Step (teleportation) • At-Will (1/round) | | | |
| Effect: Xander teleports up to 5 squares and gains partial concealment until the start of his next turn. | | | |
| MINOR ACTIONS | | | |
| M Off-Hand Swipe (weapon) • At-Will (1/round) | | | |
| Effect: Before the attack, Xander shifts up to 2 squares. | | | |
| Attack: Melee 1 (one creature); +20 vs. AC | | | |
| Hit: 2d8 + 8 damage. | | | |
| Quick Rally • Encounter | | | |
| Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. | | | |
| Skills Acrobatics +19, Bluff +18, Diplomacy +18, Insight +17 | | | |
| Str 17 (+11) | Dex 23 (+14) | Wis 18 (+12) | |
| Con 16 (+11) | Int 15 (+10) | Cha 20 (+13) | |
| Alignment evil | | Languages Common, Dwarven, Elven | |
| Equipment leather armor, short sword x2 | | | |

MISSION 1.8: FIELD COMMANDERS (AL 14 CONTINUED)

| Vincent Gravelstoke | Level 16 Lurker |
|---|-----------------------|
| Medium natural humanoid, human | XP 1400 |
| HP 114; Bloodied 57 | Initiative +18 |
| AC 30, Fortitude 25, Reflex 29, Will 27 | Perception +14 |
| Speed 6 | Darkvision |
| TRAITS | |
| Combat Advantage | |
| If Vincent hits a target that is granting combat advantage to him, that target also takes ongoing 10 damage (save ends). | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Poisoned Rapier (necrotic, poison, weapon) • At-Will | |
| Attack: Melee 1 (one creature); +19 vs. Fortitude | |
| Hit: 2d8 + 11 necrotic and poison damage. | |
| M Shadow Strike (weapon) • Recharge when first bloodied | |
| Effect: Vincent is removed from play. At the start of his next turn, he reappears in an unoccupied square within 10 squares of his previous location and can make the following attack as a standard action. | |
| Vincent automatically gains combat advantage with this attack. | |
| Attack: Melee 1 (one creature); +21 vs. AC | |
| Hit: 4d8 + 19 damage, and the target cannot spend healing surges (save ends). | |
| MINOR ACTIONS | |
| Fade Into the Shadows (illusion) • Encounter | |
| Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. While insubstantial, Vincent takes half damage from all damage sources except force or radiant. | |
| TRIGGERED ACTIONS | |
| Parry • At-Will | |
| Trigger: An enemy hits Vincent with a melee attack. | |
| Effect (<i>Immediate Interrupt</i>): Vincent gains a +4 power bonus to all defenses against the triggering attack. | |
| Skills Stealth +19 | |
| Str 17 (+11) | Dex 22 (+14) |
| Con 12 (+9) | Int 13 (+9) |
| | Wis 13 (+9) |
| | Cha 7 (+6) |
| Alignment evil | |
| Languages Common, Elven | |
| Equipment leather armor, rapier | |

| Mikus Gravelstoke | Level 16 Soldier |
|---|-----------------------|
| Medium natural humanoid, human | XP 1400 |
| HP 152; Bloodied 76 | Initiative +13 |
| AC 32, Fortitude 30, Reflex 26, Will 28 | Perception +11 |
| Speed 6 | Darkvision |
| TRAITS | |
| O Gloaming Shroud • Aura 1 | |
| Any enemy that starts its turn in the aura is slowed until the end of its next turn. | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Greatsword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +21 vs. AC | |
| Hit: 3d8 + 11 damage. | |
| Effect: The target is marked until the end of Mikus's next turn. | |
| M Incite the Blood (charm, weapon) • Recharge when first bloodied | |
| Effect: Close burst 3 (enemies in the burst). Mikus pulls each target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him. | |
| Attack: Melee 1 (one adjacent enemy); +21 vs. AC | |
| Hit: 3d8 + 11 damage. | |
| TRIGGERED ACTIONS | |
| Shadow's Curse (necrotic) • At-Will | |
| Trigger: An enemy within 5 squares of Mikus and marked by him makes an attack that doesn't include him as a target. | |
| Effect (<i>Immediate Reaction</i>): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage. This damage ignores all of the target's resistances and immunities. | |
| Skills Athletics +18, Intimidate +17 | |
| Str 21 (+13) | Dex 17 (+11) |
| Con 16 (+11) | Int 10 (+8) |
| | Wis 16 (+11) |
| | Cha 18 (+12) |
| Alignment evil | |
| Languages Common | |
| Equipment greatsword, leather armor | |

MISSION 1.8: FIELD COMMANDERS (AL 14 CONTINUED)

| Tovin Gravelstoke | | Level 16 Artillery |
|---|--------------|--------------------|
| Medium natural humanoid, human | | XP 1400 |
| HP 114; Bloodied 57 | | Initiative +13 |
| AC 30, Fortitude 28, Reflex 29, Will 26 | | Perception +11 |
| Speed 6 | | Darkvision |
| TRAITS | | |
| Grim Determination | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | |
| STANDARD ACTIONS | | |
| m Dagger of Death (necrotic, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +21 vs. AC | | |
| Hit: 3d8 + 11 necrotic damage. | | |
| r Crossbow of Dread (weapon) • At-Will | | |
| Attack: Ranged 20 (one creature); +23 vs. AC | | |
| Hit: 3d8 + 11 damage, and Tovin gains a +8 power bonus to damage rolls against the target until the end of his next turn. | | |
| R Poisoned Shot (necrotic, poison, weapon) • Recharge 5 6 | | |
| Attack: Ranged 20 (one creature); +23 vs. AC | | |
| Hit: 4d8 + 14 damage, and ongoing 10 necrotic and poison damage (save ends). | | |
| <i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 10 necrotic and poison damage (save ends both). | | |
| <i>Second Failed Saving Throw:</i> The power's other effects end, and the target falls unconscious (save ends). Even if the target takes damage while unconscious due to this effect, this effect does not end. | | |
| TRIGGERED ACTIONS | | |
| Shadow Escape (necrotic, poison, teleportation) • Encounter | | |
| Trigger: An adjacent enemy attacks Tovin with a melee attack. | | |
| Effect (<i>Immediate Interrupt</i>): Melee 1 (triggering enemy). The target takes 15 necrotic and poison damage, and Tovin teleports up to 5 squares. | | |
| Skills Acrobatics +18, Athletics +17, Bluff +15, Insight +16, Stealth +18 | | |
| Str 18 (+12) | Dex 21 (+13) | Wis 17 (+11) |
| Con 12 (+9) | Int 17 (+11) | Cha 14 (+10) |
| Alignment evil Languages Common, Draconic, Elven | | |
| Equipment crossbow, crossbow bolt x20, dagger, leather armor | | |

| Alesia Gravelstoke | | Level 16 Controller |
|---|--------------|---------------------|
| Medium natural humanoid, human | | XP 1400 |
| HP 156; Bloodied 78 | | Initiative +12 |
| AC 30, Fortitude 28, Reflex 27, Will 29 | | Perception +14 |
| Speed 6 | | Darkvision |
| TRAITS | | |
| Grim Determination | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | |
| STANDARD ACTIONS | | |
| m/r Bewildering Chakram (psychic, weapon) • At-Will | | |
| Attack: Melee 1 or Ranged 5 (one creature); +21 vs. AC | | |
| Hit: 3d8 + 11 damage. | | |
| Effect: If the target moves on its next turn, during the move it takes 5 psychic damage for each square of movement. If Alesia uses this power as a ranged attack, her chakram returns to her hand. | | |
| M/R Reeling Chakram (weapon) • Recharge when first bloodied | | |
| Attack: Melee 1 or Ranged 5 (one creature); +21 vs. AC | | |
| Hit: 6d8 + 11 damage. | | |
| Miss: Half damage. | | |
| Effect: Alesia slides the target up to 2 squares and knocks it prone. If Alesia uses this power as a ranged attack, her chakram returns to her hand. | | |
| A Toxic Tendrils (necrotic, poison) • Recharge 5 6 | | |
| Attack: Area burst 2 within 10 (enemies in the burst); +19 vs. Reflex | | |
| Hit: 3d8 + 14 necrotic and poison damage, and the target is slowed (save ends). | | |
| Skills Acrobatics +16, Bluff +18, Stealth +17, Streetwise +18 | | |
| Str 14 (+10) | Dex 18 (+12) | Wis 23 (+14) |
| Con 20 (+13) | Int 17 (+11) | Cha 20 (+12) |
| Alignment evil Languages Common, Draconic, Elven | | |
| Equipment chakram, cloth armor | | |

MISSION 1.8: FIELD COMMANDERS (AL 16)

| Halvath Cormarrin | | Level 17 Elite Brute (Leader) | |
|---|--------------|-------------------------------|--|
| Medium natural humanoid, human | | XP 3200 | |
| HP 394; Bloodied 197 | | Initiative +10 | |
| AC 29, Fortitude 30, Reflex 27, Will 28 | | Perception +10 | |
| Speed 5 | | Darkvision | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| ○ Until the Last Breath • Aura 10 | | | |
| Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action. | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| STANDARD ACTIONS | | | |
| m Ancient Rune Flail (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +22 vs. AC | | | |
| Hit: 4d6 +18 damage. | | | |
| M Double Attack • At-Will | | | |
| Effect: Cormarrin uses ancient rune flail twice. | | | |
| C Rune Flail's Arc (thunder, weapon) • At-Will | | | |
| Attack: Close burst 1 (enemies in the burst); +20 vs. Reflex | | | |
| Hit: 3d8 + 15 lightning damage, and Cormarrin pushes the target 1 square and knocks it prone. | | | |
| Miss: Half damage, and Cormarrin pushes the target 1 square. | | | |
| TRIGGERED ACTIONS | | | |
| Cry of Glory • Recharge when first bloodied | | | |
| Trigger: An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit. | | | |
| Effect (Free Action): The ally instead scores a critical hit. | | | |
| Skills Arcana +15, Athletics +18, History +15 | | | |
| Str 20 (+13) | Dex 14 (+10) | Wis 14 (+10) | |
| Con 17 (+11) | Int 15 (+10) | Cha 16 (+11) | |
| Alignment evil | | Languages Common, Draconic | |
| Equipment ancient flail, heavy shield, plate armor | | | |

| Xander Gravelstoke | | Level 17 Elite Skirmisher (Leader) | |
|---|--------------|------------------------------------|--|
| Medium natural humanoid, human | | XP 3200 | |
| HP 320; Bloodied 160 | | Initiative +17 | |
| AC 32, Fortitude 29, Reflex 27, Will 28 | | Perception +18 | |
| Speed 6 | | Darkvision | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| Resistance is Futile | | | |
| All of Xander's attacks ignore the first 10 points of all the target's resistances (including resist all). | | | |
| STANDARD ACTIONS | | | |
| m Short Sword (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +22 vs. AC | | | |
| Hit: 3d8 + 12 damage, and Xander can slide the target 1 square. | | | |
| M Lunge (weapon) • Recharge 5 6 | | | |
| Effect: Before the attack, Xander can shift up to half his speed. | | | |
| Attack: Melee 1 (one creature); +22 vs. AC | | | |
| Hit: 4d8 +20 damage. | | | |
| MOVE ACTIONS | | | |
| Shadow Step (teleportation) • At-Will (1/round) | | | |
| Effect: Xander teleports up to 5 squares and gains partial concealment until the start of his next turn. | | | |
| MINOR ACTIONS | | | |
| M Off-Hand Swipe (weapon) • At-Will (1/round) | | | |
| Effect: Before the attack, Xander shifts up to 2 squares. | | | |
| Attack: Melee 1 (one creature); +22 vs. AC | | | |
| Hit: 3d6 + 9 damage. | | | |
| Quick Rally • Encounter | | | |
| Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. | | | |
| Skills Acrobatics +20, Bluff +19, Diplomacy +19, Insight +18 | | | |
| Str 17 (+12) | Dex 23 (+15) | Wis 18 (+13) | |
| Con 16 (+12) | Int 15 (+11) | Cha 20 (+14) | |
| Alignment evil | | Languages Common, Dwarven, Elven | |
| Equipment leather armor, short sword x2 | | | |

MISSION 1.8: FIELD COMMANDERS (AL 16 CONTINUED)

| Vincent Gravelstoke | Level 18 Lurker |
|---|--------------------------------|
| Medium natural humanoid, human | XP 2000 |
| HP 126; Bloodied 63 | Initiative +19 |
| AC 32, Fortitude 27, Reflex 31, Will 29 | Perception +15 |
| Speed 6 | Darkvision |
| TRAITS | |
| Combat Advantage | |
| If Vincent hits a target that is granting combat advantage to him, that target also takes ongoing 15 damage (save ends). | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Poisoned Rapier (necrotic, poison, weapon) • At-Will | |
| Attack: Melee 1 (one creature); +21 vs. Fortitude | |
| Hit: 2d8 + 13 necrotic and poison damage. | |
| M Shadow Strike (weapon) • Recharge when first bloodied | |
| Effect: Vincent is removed from play. At the start of his next turn, he reappears in an unoccupied square within 10 squares of his previous location and can make the following attack as a standard action. | |
| Vincent automatically gains combat advantage with this attack. | |
| Attack: Melee 1 (one creature); +23 vs. AC | |
| Hit: 4d10 + 18 damage, and the target cannot spend healing surges (save ends). | |
| MINOR ACTIONS | |
| Fade Into the Shadows (illusion) • Recharge when first bloodied | |
| Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. While insubstantial, Vincent takes half damage from all damage sources except force or radiant. | |
| TRIGGERED ACTIONS | |
| Parry • At-Will | |
| Trigger: An enemy hits Vincent with a melee attack. | |
| Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack. | |
| Skills Stealth +20 | |
| Str 17 (+12) | Dex 22 (+15) Wis 13 (+10) |
| Con 12 (+10) | Int 13 (+10) Cha 7 (+7) |
| Alignment evil | |
| Languages Common, Elven | |
| Equipment leather armor, rapier | |

| Mikus Gravelstoke | Level 18 Soldier |
|---|--------------------------------|
| Medium natural humanoid, human | XP 2000 |
| HP 168; Bloodied 84 | Initiative +14 |
| AC 34, Fortitude 32, Reflex 28, Will 30 | Perception +12 |
| Speed 6 | Darkvision |
| TRAITS | |
| O Gloaming Shroud • Aura 1 | |
| Any enemy that starts its turn in the aura is slowed until the end of its next turn. | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Greatsword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +23 vs. AC | |
| Hit: 3d8 + 13 damage. | |
| Effect: The target is marked until the end of Mikus's next turn. | |
| M Incite the Blood (charm, weapon) • Recharge when first bloodied | |
| Effect: Close burst 3 (enemies in the burst). Mikus pulls each target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him. | |
| Attack: Melee 1 (one adjacent enemy); +23 vs. AC | |
| Hit: 3d10 + 15 damage. | |
| TRIGGERED ACTIONS | |
| Shadow's Curse (necrotic) • At-Will | |
| Trigger: An enemy within 5 squares of Mikus and marked by him makes an attack that doesn't include him as a target. | |
| Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 15 necrotic damage. This damage ignores all of the target's resistances and immunities. | |
| Skills Athletics +19, Intimidate +18 | |
| Str 21 (+14) | Dex 17 (+12) Wis 16 (+12) |
| Con 16 (+12) | Int 10 (+9) Cha 18 (+13) |
| Alignment evil | |
| Languages Common | |
| Equipment greatsword, leather armor | |

MISSION 1.8: FIELD COMMANDERS (AL 16 CONTINUED)

| Tovin Gravelstoke | Level 18 Artillery |
|---|---|
| Medium natural humanoid, human | XP 2000 |
| HP 126; Bloodied 63 | Initiative +14 |
| AC 32, Fortitude 30, Reflex 31, Will 28 | Perception +12 |
| Speed 6 | Darkvision |
| TRAITS | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Dagger of Death (necrotic, weapon) • At-Will | |
| Attack: Melee 1 (one creature); +23 vs. AC | |
| Hit: 3d8 + 13 necrotic damage. | |
| r Crossbow of Dread (weapon) • At-Will | |
| Attack: Ranged 20 (one creature); +25 vs. AC | |
| Hit: 3d8 + 13 damage, and Tovin gains a +12 power bonus to damage rolls against the target until the end of his next turn. | |
| R Poisoned Shot (necrotic, poison, weapon) • Recharge 5 6 | |
| Attack: Ranged 20 (one creature); +25 vs. AC | |
| Hit: 4d10 + 13 damage, and ongoing 15 necrotic and poison damage (save ends). | |
| <i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 20 necrotic and poison damage (save ends both). | |
| <i>Second Failed Saving Throw:</i> The power's other effects end, and the target falls unconscious (save ends). Even if the target takes damage while unconscious due to this effect, this effect does not end. | |
| TRIGGERED ACTIONS | |
| Shadow Escape (necrotic, poison, teleportation) • Encounter | |
| <i>Trigger:</i> An adjacent enemy attacks Tovin with a melee attack. | |
| <i>Effect (Immediate Interrupt):</i> Melee 1 (triggering enemy). The target takes 20 necrotic and poison damage, and Tovin teleports up to 5 squares. | |
| Skills Acrobatics +19, Athletics +18, Bluff +16, Insight +17, Stealth +19 | |
| Str 18 (+13) | Dex 21 (+14) Wis 17 (+12) |
| Con 12 (+10) | Int 17 (+12) Cha 14 (+11) |
| Alignment evil Languages Common, Draconic, Elven | |
| Equipment crossbow, crossbow bolt x20, dagger, leather armor | |

| Alesia Gravelstoke | Level 18 Controller |
|---|---|
| Medium natural humanoid, human | XP 2000 |
| HP 172; Bloodied 86 | Initiative +13 |
| AC 32, Fortitude 30, Reflex 29, Will 31 | Perception +15 |
| Speed 6 | Darkvision |
| TRAITS | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m/r Bewildering Chakram (psychic, weapon) • At-Will | |
| Attack: Melee 1 or Ranged 5 (one creature); +23 vs. AC | |
| Hit: 3d8 + 13 damage. | |
| <i>Effect:</i> If the target moves on its next turn, during the move it takes 10 psychic damage for each square of movement. If Alesia uses this power as a ranged attack, her chakram returns to her hand. | |
| M/R Reeling Chakram (weapon) • Recharge when first bloodied | |
| Attack: Melee 1 or Ranged 5 (one creature); +23 vs. AC | |
| Hit: 6d8 + 13 damage. | |
| <i>Miss:</i> Half damage. | |
| <i>Effect:</i> Alesia slides the target up to 2 squares and knocks it prone. If Alesia uses this power as a ranged attack, her chakram returns to her hand. | |
| A Toxic Tendrils (necrotic, poison) • Recharge 5 6 | |
| Attack: Area burst 2 within 10 (enemies in the burst); +21 vs. Reflex | |
| Hit: 4d6 + 15 necrotic and poison damage, and the target is slowed (save ends). | |
| Skills Acrobatics +17, Bluff +19, Stealth +18, Streetwise +19 | |
| Str 14 (+11) | Dex 18 (+13) Wis 23 (+15) |
| Con 20 (+14) | Int 17 (+12) Cha 20 (+13) |
| Alignment evil Languages Common, Draconic, Elven | |
| Equipment chakram, cloth armor | |

MISSION 1.8: FIELD COMMANDERS (AL 18)

| Halvath Cormarrin | | Level 19 Elite Brute (Leader) | |
|---|---------------------|-----------------------------------|--|
| Medium natural humanoid, human | | XP 4800 | |
| HP 434; Bloodied 217 | | Initiative +11 | |
| AC 31, Fortitude 32, Reflex 29, Will 30 | | Perception +11 | |
| Speed 5 | | Darkvision | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| ○ Until the Last Breath • Aura 10 | | | |
| Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action. | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| STANDARD ACTIONS | | | |
| m Ancient Rune Flail (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +24 vs. AC | | | |
| Hit: 4d8 + 16 damage. | | | |
| M Double Attack • At-Will | | | |
| Effect: Cormarrin uses ancient rune flail twice. | | | |
| C Rune Flail's Arc (thunder, weapon) • At-Will | | | |
| Attack: Close burst 1 (enemies in the burst); +22 vs. Reflex | | | |
| Hit: 4d6 + 16 lightning damage, and Cormarrin pushes the target 1 square and knocks it prone. | | | |
| Miss: Half damage, and Cormarrin pushes the target 1 square. | | | |
| TRIGGERED ACTIONS | | | |
| Cry of Glory • Recharge when first bloodied | | | |
| Trigger: An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit. | | | |
| Effect (Free Action): The ally instead scores a critical hit. | | | |
| Skills Arcana +16, Athletics +17, History +16 | | | |
| Str 20 (+14) | Dex 14 (+11) | Wis 14 (+11) | |
| Con 17 (+12) | Int 15 (+11) | Cha 16 (+12) | |
| Alignment evil | | Languages Common, Draconic | |
| Equipment ancient flail, heavy shield, plate armor | | | |

| Xander Gravelstoke | | Level 19 Elite Skirmisher (Leader) | |
|---|---------------------|---|--|
| Medium natural humanoid, human | | XP 4800 | |
| HP 352; Bloodied 176 | | Initiative +18 | |
| AC 34, Fortitude 31, Reflex 29, Will 30 | | Perception +19 | |
| Speed 6 | | Darkvision | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| Resistance is Futile | | | |
| All of Xander's attacks ignore the first 15 points of all the target's resistances (including resist all). | | | |
| STANDARD ACTIONS | | | |
| m Short Sword (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +24 vs. AC | | | |
| Hit: 3d8 + 14 damage, and Xander can slide the target 1 square. | | | |
| M Lunge (weapon) • Recharge 5 6 | | | |
| Effect: Before the attack, Xander can shift up to half his speed. | | | |
| Attack: Melee 1 (one creature); +24 vs. AC | | | |
| Hit: 4d10 + 19 damage. | | | |
| MOVE ACTIONS | | | |
| Shadow Step (teleportation) • At-Will (1/round) | | | |
| Effect: Xander teleports up to 5 squares and gains partial concealment until the start of his next turn. | | | |
| MINOR ACTIONS | | | |
| M Off-Hand Swipe (weapon) • At-Will (1/round) | | | |
| Effect: Before the attack, Xander shifts up to 2 squares. | | | |
| Attack: Melee 1 (one creature); +24 vs. AC | | | |
| Hit: 3d6 + 10 damage. | | | |
| Quick Rally • Recharge when first bloodied | | | |
| Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. | | | |
| Skills Acrobatics +21, Bluff +20, Diplomacy +20, Insight +19 | | | |
| Str 17 (+13) | Dex 23 (+16) | Wis 18 (+14) | |
| Con 16 (+13) | Int 15 (+12) | Cha 20 (+15) | |
| Alignment evil | | Languages Common, Dwarven, Elven | |
| Equipment leather armor, short sword x2 | | | |

MISSION 1.8: FIELD COMMANDERS (AL 18 CONTINUED)

| Vincent Gravelstoke | Level 20 Lurker |
|---|-----------------|
| Medium natural humanoid, human | XP 2800 |
| HP 138; Bloodied 69 | Initiative +20 |
| AC 34, Fortitude 29, Reflex 33, Will 31 | Perception +16 |
| Speed 6 | Darkvision |
| TRAITS | |
| Combat Advantage | |
| If Vincent hits a target that is granting combat advantage to him, that target also takes ongoing 20 damage (save ends). | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Poisoned Rapier (necrotic, poison, weapon) • At-Will Attack: Melee 1 (one creature); +23 vs. Fortitude Hit: 2d8 + 15 necrotic and poison damage. | |
| M Shadow Strike (weapon) • At-Will Effect: Vincent is removed from play. At the start of his next turn, he reappears in an unoccupied square within 10 squares of his previous location and can make the following attack as a standard action. Vincent automatically gains combat advantage with this attack. Attack: Melee 1 (one creature); +25 vs. AC Hit: 4d12 + 17 damage, and the target cannot spend healing surges (save ends). | |
| MINOR ACTIONS | |
| Fade Into the Shadows (illusion) • Recharge when first bloodied Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. While insubstantial, Vincent takes half damage from all damage sources except force or radiant. | |
| TRIGGERED ACTIONS | |
| Parry • At-Will Trigger: An enemy hits Vincent with a melee attack. Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack. | |
| Skills Stealth +21 Str 17 (+13) Dex 22 (+16) Wis 13 (+11) Con 12 (+11) Int 13 (+11) Cha 7 (+8) | |
| Alignment evil Languages Common, Elven Equipment leather armor, rapier | |

| Mikus Gravelstoke | Level 20 Soldier |
|--|------------------|
| Medium natural humanoid, human | XP 2800 |
| HP 184; Bloodied 92 | Initiative +15 |
| AC 36, Fortitude 34, Reflex 30, Will 32 | Perception +13 |
| Speed 6 | Darkvision |
| TRAITS | |
| O Gloaming Shroud • Aura 1 Any enemy that starts its turn in the aura is slowed until the end of its next turn. | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Greatsword (weapon) • At-Will Attack: Melee 1 (one creature); +25 vs. AC Hit: 3d8 + 15 damage. Effect: The target is marked until the end of Mikus's next turn. | |
| M Incite the Blood (charm, weapon) • Recharge when first bloodied Effect: Close burst 3 (enemies in the burst). Mikus pulls each target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him. Attack: Melee 1 (one adjacent enemy); +25 vs. AC Hit: 3d10 + 20 damage. | |
| TRIGGERED ACTIONS | |
| Shadow's Curse (necrotic) • At-Will Trigger: An enemy within 5 squares of Mikus and marked by him makes an attack that doesn't include him as a target. Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 20 necrotic damage. This damage ignores all of the target's resistances and immunities. | |
| Skills Athletics +20, Intimidate +19 Str 21 (+15) Dex 17 (+13) Wis 16 (+13) Con 16 (+13) Int 10 (+10) Cha 18 (+14) | |
| Alignment evil Languages Common Equipment greatsword, leather armor | |

MISSION 1.8: FIELD COMMANDERS (AL 18 CONTINUED)

| Tovin Gravelstoke | | Level 20 Artillery | |
|---|---------------------|---------------------|--|
| Medium natural humanoid, human | | XP 2800 | |
| HP 138; Bloodied 69 | | Initiative +15 | |
| AC 34, Fortitude 32, Reflex 33, Will 30 | | Perception +13 | |
| Speed 6 | | Darkvision | |
| TRAITS | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| STANDARD ACTIONS | | | |
| m Dagger of Death (necrotic, weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +25 vs. AC | | | |
| Hit: 3d8 + 15 necrotic damage. | | | |
| r Crossbow of Dread (weapon) • At-Will | | | |
| Attack: Ranged 20 (one creature); +27 vs. AC | | | |
| Hit: 3d8 + 15 damage, and Tovin gains a +16 power bonus to damage rolls against the target until the end of his next turn. | | | |
| R Poisoned Shot (necrotic, poison, weapon) • Recharge 5 6 | | | |
| Attack: Ranged 20 (one creature); +27 vs. AC | | | |
| Hit: 4d12 + 12 damage, and ongoing 20 necrotic and poison damage (save ends). | | | |
| <i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 25 necrotic and poison damage (save ends both). | | | |
| <i>Second Failed Saving Throw:</i> The power's other effects end, and the target falls unconscious (save ends). Even if the target takes damage while unconscious due to this effect, this effect does not end. | | | |
| TRIGGERED ACTIONS | | | |
| Shadow Escape (necrotic, poison, teleportation) • Encounter | | | |
| <i>Trigger:</i> An adjacent enemy attacks Tovin with a melee attack. | | | |
| <i>Effect (Immediate Interrupt):</i> Melee 1 (triggering enemy). The target takes 25 necrotic and poison damage, and Tovin teleports up to 5 squares. | | | |
| Skills Acrobatics +20, Athletics +19, Bluff +17, Insight +18, Stealth +20 | | | |
| Str 18 (+14) | Dex 21 (+15) | Wis 17 (+13) | |
| Con 12 (+11) | Int 17 (+13) | Cha 14 (+12) | |
| Alignment evil Languages Common, Draconic, Elven | | | |
| Equipment crossbow, crossbow bolt x20, dagger, leather armor | | | |

| Alesia Gravelstoke | | Level 20 Controller | |
|---|---------------------|---------------------|--|
| Medium natural humanoid, human | | XP 2800 | |
| HP 188; Bloodied 94 | | Initiative +14 | |
| AC 34, Fortitude 32, Reflex 31, Will 33 | | Perception +16 | |
| Speed 6 | | Darkvision | |
| TRAITS | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| STANDARD ACTIONS | | | |
| m/r Bewildering Chakram (psychic, weapon) • At-Will | | | |
| Attack: Melee 1 or Ranged 5 (one creature); +25 vs. AC | | | |
| Hit: 3d8 + 15 damage. | | | |
| <i>Effect:</i> If the target moves on its next turn, during the move it takes 10 psychic damage for each square of movement. If Alesia uses this power as a ranged attack, her chakram returns to her hand. | | | |
| M/R Reeling Chakram (weapon) • Recharge when first bloodied | | | |
| Attack: Melee 1 or Ranged 5 (one creature); +25 vs. AC | | | |
| Hit: 6d8 + 15 damage. | | | |
| <i>Miss:</i> Half damage. | | | |
| <i>Effect:</i> Alesia slides the target up to 2 squares and knocks it prone. If Alesia uses this power as a ranged attack, her chakram returns to her hand. | | | |
| A Toxic Tendrils (necrotic, poison) • Recharge 5 6 | | | |
| Attack: Area burst 2 within 10 (enemies in the burst); +23 vs. Reflex | | | |
| Hit: 4d6 + 17 necrotic and poison damage, and the target is slowed (save ends). | | | |
| Skills Acrobatics +18, Bluff +20, Stealth +19, Streetwise +20 | | | |
| Str 14 (+12) | Dex 18 (+14) | Wis 23 (+16) | |
| Con 20 (+15) | Int 17 (+13) | Cha 20 (+14) | |
| Alignment evil Languages Common, Draconic, Elven | | | |
| Equipment chakram, cloth armor | | | |

MISSION 1.8: FIELD COMMANDERS (AL 20)

| Halvath Cormarrin | | Level 21 Elite Brute (Leader) | |
|---|--------------|-------------------------------|--|
| Medium natural humanoid, human | | XP 6400 | |
| HP 474; Bloodied 237 | | Initiative +12 | |
| AC 33, Fortitude 34, Reflex 31, Will 32 | | Perception +12 | |
| Speed 5 | | Darkvision | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| ○ Until the Last Breath • Aura 10 | | | |
| Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action. | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| STANDARD ACTIONS | | | |
| m Ancient Rune Flail (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +26 vs. AC | | | |
| Hit: 4d8 + 18 damage. | | | |
| M Double Attack • At-Will | | | |
| Effect: Cormarrin uses ancient rune flail twice. | | | |
| C Rune Flail's Arc (thunder, weapon) • At-Will | | | |
| Attack: Close burst 1 (enemies in the burst); +24 vs. Reflex | | | |
| Hit: 4d6 + 18 lightning damage, and Cormarrin pushes the target 1 square and knocks it prone. | | | |
| Miss: Half damage, and Cormarrin pushes the target 1 square. | | | |
| TRIGGERED ACTIONS | | | |
| Cry of Glory • Recharge when first bloodied | | | |
| Trigger: An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit. | | | |
| Effect (Free Action): The ally instead scores a critical hit. | | | |
| Skills Arcana +17, Athletics +18, History +17 | | | |
| Str 20 (+15) | Dex 14 (+12) | Wis 14 (+12) | |
| Con 17 (+13) | Int 15 (+12) | Cha 16 (+13) | |
| Alignment evil | | Languages Common, Draconic | |
| Equipment ancient flail, heavy shield, plate armor | | | |

| Xander Gravelstoke | | Level 21 Elite Skirmisher (Leader) | |
|---|--------------|------------------------------------|--|
| Medium natural humanoid, human | | XP 6400 | |
| HP 384; Bloodied 192 | | Initiative +19 | |
| AC 36, Fortitude 33, Reflex 31, Will 32 | | Perception +20 | |
| Speed 6 | | Darkvision | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| Grim Determination | | | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | | | |
| Resistance is Futile | | | |
| All of Xander's attacks ignore the first 20 points of all the target's resistances (including resist all). | | | |
| Sword Master | | | |
| Xander can score critical hits on a roll of 19-20. | | | |
| STANDARD ACTIONS | | | |
| m Short Sword (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +26 vs. AC | | | |
| Hit: 4d6 + 15 damage, and Xander can slide the target 1 square. | | | |
| M Lunge (weapon) • Recharge 5 6 | | | |
| Effect: Before the attack, Xander can shift up to half his speed. | | | |
| Attack: Melee 1 (one creature); +26 vs. AC | | | |
| Hit: 4d12 + 18 damage. | | | |
| MOVE ACTIONS | | | |
| Shadow Step (teleportation) • At-Will (1/round) | | | |
| Effect: Xander teleports up to 5 squares and gains partial concealment until the start of his next turn. | | | |
| MINOR ACTIONS | | | |
| M Off-Hand Swipe (weapon) • At-Will (1/round) | | | |
| Effect: Before the attack, Xander shifts up to 2 squares. | | | |
| Attack: Melee 1 (one creature); +26 vs. AC | | | |
| Hit: 3d8 + 9 damage. | | | |
| Quick Rally • Recharge when first bloodied | | | |
| Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. | | | |
| Skills Acrobatics +22, Bluff +21, Diplomacy +21, Insight +20 | | | |
| Str 17 (+14) | Dex 23 (+17) | Wis 18 (+15) | |
| Con 16 (+14) | Int 15 (+13) | Cha 20 (+16) | |
| Alignment evil | | Languages Common, Dwarven, Elven | |
| Equipment leather armor, short sword x2 | | | |

MISSION 1.8: FIELD COMMANDERS (AL 20 CONTINUED)

| Vincent Gravelstoke | Level 22 Lurker |
|---|---------------------------|
| Medium natural humanoid, human | XP 4150 |
| HP 150; Bloodied 75 | Initiative +21 |
| AC 36, Fortitude 31, Reflex 35, Will 33 | Perception +17 |
| Speed 6 | Darkvision |
| TRAITS | |
| Combat Advantage | |
| If Vincent hits a target that is granting combat advantage to him, that target also takes ongoing 25 damage (save ends). | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Poisoned Rapier (necrotic, poison, weapon) • At-Will | |
| Attack: Melee 1 (one creature); +25 vs. Fortitude | |
| Hit: 3d6 + 16 necrotic and poison damage. | |
| M Shadow Strike (weapon) • At-Will | |
| Effect: Vincent is removed from play. At the start of his next turn, he reappears in an unoccupied square within 10 squares of his previous location and can make the following attack as a standard action. | |
| Vincent automatically gains combat advantage with this attack. | |
| Attack: Melee 1 (one creature); +27 vs. AC | |
| Hit: 4d12 + 19 damage, and the target cannot spend healing surges (save ends). | |
| MINOR ACTIONS | |
| Fade Into the Shadows (illusion) • At-Will | |
| Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. While insubstantial, Vincent takes half damage from all damage sources except force or radiant. | |
| TRIGGERED ACTIONS | |
| Parry • At-Will | |
| Trigger: An enemy hits Vincent with a melee attack. | |
| Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack. | |
| Skills Stealth +22 | |
| Str 17 (+14) | Dex 22 (+17) Wis 13 (+12) |
| Con 12 (+12) | Int 13 (+12) Cha 7 (+9) |
| Alignment evil Languages Common, Elven | |
| Equipment leather armor, rapier | |

| Mikus Gravelstoke | Level 22 Soldier |
|---|---------------------------|
| Medium natural humanoid, human | XP 4150 |
| HP 200; Bloodied 100 | Initiative +16 |
| AC 38, Fortitude 36, Reflex 32, Will 34 | Perception +14 |
| Speed 6 | Darkvision |
| TRAITS | |
| O Gloaming Shroud • Aura 1 | |
| Any enemy that starts its turn in the aura is slowed until the end of its next turn. | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Greatsword (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +27 vs. AC | |
| Hit: 4d6 + 16 damage. | |
| Effect: The target is marked until the end of Mikus's next turn. | |
| M Incite the Blood (charm, weapon) • Recharge when first bloodied | |
| Effect: Close burst 3 (enemies in the burst). Mikus pulls each target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him. | |
| Attack: Melee 1 (one adjacent enemy); +27 vs. AC | |
| Hit: 4d10 + 20 damage. | |
| TRIGGERED ACTIONS | |
| Shadow's Curse (necrotic) • At-Will | |
| Trigger: An enemy within 5 squares of Mikus and marked by him makes an attack that doesn't include him as a target. | |
| Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 30 necrotic damage. This damage ignores all of the target's resistances and immunities. | |
| Skills Athletics +21, Intimidate +20 | |
| Str 21 (+16) | Dex 17 (+14) Wis 16 (+14) |
| Con 16 (+14) | Int 10 (+11) Cha 18 (+15) |
| Alignment evil Languages Common | |
| Equipment greatsword, leather armor | |

MISSION 1.8: FIELD COMMANDERS (AL 20 CONTINUED)

| Tovin Gravelstoke | Level 22 Artillery |
|---|---|
| Medium natural humanoid, human | XP 4150 |
| HP 150; Bloodied 75 | Initiative +16 |
| AC 36, Fortitude 34, Reflex 35, Will 32 | Perception +14 |
| Speed 6 | Darkvision |
| TRAITS | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m Dagger of Death (necrotic, weapon) • At-Will | |
| Attack: Melee 1 (one creature); +27 vs. AC | |
| Hit: 4d6 + 16 necrotic damage. | |
| r Crossbow of Dread (weapon) • At-Will | |
| Attack: Ranged 20 (one creature); +29 vs. AC | |
| Hit: 4d6 + 16 damage, and Tovin gains a +16 power bonus to damage rolls against the target until the end of his next turn. | |
| R Poisoned Shot (necrotic, poison, weapon) • Recharge 5 6 | |
| Attack: Ranged 20 (one creature); +29 vs. AC | |
| Hit: 4d12 + 14 damage, and ongoing 25 necrotic and poison damage (save ends). | |
| <i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 30 necrotic and poison damage (save ends both). | |
| <i>Second Failed Saving Throw:</i> The power's other effects end, and the target falls unconscious (save ends). Even if the target takes damage while unconscious due to this effect, this effect does not end. | |
| TRIGGERED ACTIONS | |
| Shadow Escape (necrotic, poison, teleportation) • Encounter | |
| <i>Trigger:</i> An adjacent enemy attacks Tovin with a melee attack. | |
| <i>Effect (Immediate Interrupt):</i> Melee 1 (triggering enemy). The target takes 30 necrotic and poison damage, and Tovin teleports up to 5 squares. | |
| Skills Acrobatics +21, Athletics +20, Bluff +18, Insight +19, Stealth +21 | |
| Str 18 (+15) | Dex 21 (+16) Wis 17 (+14) |
| Con 12 (+12) | Int 17 (+14) Cha 14 (+13) |
| Alignment evil Languages Common, Draconic, Elven | |
| Equipment crossbow, crossbow bolt x20, dagger, leather armor | |

| Alesia Gravelstoke | Level 22 Controller |
|---|---|
| Medium natural humanoid, human | XP 4150 |
| HP 204; Bloodied 102 | Initiative +15 |
| AC 36, Fortitude 34, Reflex 33, Will 35 | Perception +17 |
| Speed 6 | Darkvision |
| TRAITS | |
| Grim Determination | |
| At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save. | |
| STANDARD ACTIONS | |
| m/r Bewildering Chakram (psychic, weapon) • At-Will | |
| Attack: Melee 1 or Ranged 5 (one creature); +27 vs. AC | |
| Hit: 4d6 + 16 damage. | |
| <i>Effect:</i> If the target moves on its next turn, during the move it takes 15 psychic damage for each square of movement. If Alesia uses this power as a ranged attack, her chakram returns to her hand. | |
| M/R Reeling Chakram (weapon) • Recharge when first bloodied | |
| Attack: Melee 1 or Ranged 5 (one creature); +27 vs. AC | |
| Hit: 6d10 + 20 damage. | |
| <i>Miss:</i> Half damage. | |
| <i>Effect:</i> Alesia slides the target up to 2 squares and knocks it prone. If Alesia uses this power as a ranged attack, her chakram returns to her hand. | |
| A Toxic Tendrils (necrotic, poison) • At-Will | |
| Attack: Area burst 2 within 10 (enemies in the burst); +25 vs. Reflex | |
| Hit: 4d6 + 19 necrotic and poison damage, and the target is slowed (save ends). | |
| Skills Acrobatics +19, Bluff +21, Stealth +20, Streetwise +21 | |
| Str 14 (+13) | Dex 18 (+15) Wis 23 (+17) |
| Con 20 (+16) | Int 17 (+14) Cha 20 (+15) |
| Alignment evil Languages Common, Draconic, Elven | |
| Equipment chakram, cloth armor | |

MISSION 1.8: FIELD COMMANDERS (BATTLE MAP)

POSTER MAP NEEDED

Shattered Keeps - 3



The PCs approach from the north (the top of the map) and may set up anywhere they want within 2 squares of the top edge of the map (they don't have to set up on the road).

The NPCs are initially meeting inside the ruined structure. They move around on the battlefield so that their location is hard to pin down, because the risk of having them all in one place is very high - exactly the situation of this encounter! However, things have been going badly for Netheril, so they have to take the risk of meeting.

Place the NPCs anywhere inside the center area (so that they have the middle wall between them and the PCs, i.e. neither group should have line of sight to the other group at the beginning of the encounter). A ritual cast on the area restricts flight so that no creature can fly above an altitude of 1 (to prevent aerial reconnaissance). The ritual also blocks scrying (which is why the PCs have to go in blind).

The encounter can begin with the PCs trying to sneak up or send in a scout; use opposed Perception vs. Stealth to see what happens. Once the NPCs detect the PCs, combat ensues. If time starts to get tight (i.e. you have been playing this encounter for more than an hour) the NPCs attempt to flee. If an NPC can get off the map in a position where there is no PC within 5 squares, they escape by activating a ring of retreat (not statted) outside the area of the ritual.

MISSION 2.1: BREAKING IN

ENCOUNTER LEVEL = AL + 3

CREATURES

AL 12 (6000 XP):

- 1 Fallen Angel of Vengeance (level 14 elite)
- 2 Fallen Angels of Winter (level 13)
- 5 Fallen Angel Guardians (level 13 minion)
- 1 Fallen Angel of Sorrow (level 13)
- 1 Fallen Angel of Death (level 13)

AL 14 (8000 XP):

- 1 Fallen Angel of Vengeance (level 15 elite)
- 2 Fallen Angels of Winter (level 14)
- 5 Fallen Angel Guardians (level 15 minion)
- 1 Fallen Angel of Sorrow (level 15)
- 1 Fallen Angel of Death (level 15)

AL 16 (12,000 XP):

- 1 Fallen Angel of Vengeance (level 18 elite)
- 2 Fallen Angels of Winter (level 17)
- 5 Fallen Angel Guardians (level 17 minion)
- 1 Fallen Angel of Sorrow (level 17)
- 1 Fallen Angel of Death (level 17)

AL 18 (16,000 XP):

- 1 Fallen Angel of Vengeance (level 19 elite)
- 2 Fallen Angels of Winter (level 19)
- 5 Fallen Angel Guardians (level 19 minion)
- 1 Fallen Angel of Sorrow (level 18)
- 1 Fallen Angel of Death (level 18)

AL 20 (25,250 XP):

- 1 Fallen Angel of Vengeance (level 22 elite)
- 2 Fallen Angels of Winter (level 21)
- 5 Fallen Angel Guardians (level 21 minion)
- 1 Fallen Angel of Sorrow (level 22)
- 1 Fallen Angel of Death (level 21)

SCALING THE ENCOUNTER

Four PCs: Remove a fallen angel of winter.

Six PCs: Add another fallen angel of sorrow.

TIERING THE ENCOUNTER

Aggressive: Give the fallen angel of vengeance a +2 bonus to attack rolls and a +5 bonus to damage rolls. Add two fallen angel guardians at the start of every round beginning on round 3 until you have added a total of six more guardians.

Glory: Add another fallen angel of death. (You cannot stack both of their *death's hourglass* abilities on the same

target, since both would deal the same amount of ongoing necrotic damage.)

OBJECTIVE

The PCs must break into the Supreme Throne. At the time the Mad God was imprisoned for his murder of Mystra, the council of deities assigned a detachment of angels to guard Cyric's prison. The gods knew that Cyric's followers would constantly seek to free him. Unfortunately, because of the long time they have spent within Cyric's domain, the angels have succumbed to his madness. The fallen angels still fulfill their original purpose, but now even the gods who originally put them here are unable to command them.

OPENING THE LOCK

All the angels must be destroyed for the PCs to continue, as the seal on Cyric's prison cannot be opened until every last one of the angels has been destroyed (they could not open it voluntarily even if they wanted to, which they do not). Once the last angel dies, the blue glyph starts glowing. When all the PCs are standing on the glyph, Yazeth Cobb speaks a command word in Supernal and everyone is teleported into the crystal castle.

MISSION 2.1: BREAKING IN (AL 12)

| Fallen Angel of Vengeance | | Level 14 Elite Brute |
|--|--------------|----------------------|
| Large immortal humanoid (angel) | | XP 2000 |
| HP 346; Bloodied 173 | | Initiative +11 |
| AC 26, Fortitude 28, Reflex 24, Will 28 | | Perception +14 |
| Speed 8; fly 12 (hover) | | |
| Immune fear; Resist 10 cold, 10 fire, 10 radiant | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| Cloak of Vengeance (cold, fire) | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 7 cold and fire damage. | | |
| STANDARD ACTIONS | | |
| m Longsword (cold, fire, weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +19 vs. AC | | |
| Hit: 3d8 + 15 cold and fire damage. | | |
| M Double Attack • At-Will | | |
| Effect: The angel uses longsword twice. | | |
| MINOR ACTIONS | | |
| Sign of Vengeance • Encounter | | |
| Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action. | | |
| TRIGGERED ACTIONS | | |
| C Coldfire Pillar Transformation (cold, fire, polymorph) • Encounter | | |
| Trigger: The angel is first bloodied. | | |
| Effect (Free Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage. | | |
| When the effect ends, the angel makes the following attack. | | |
| Attack: Close burst 2 (enemies in the burst); +17 vs. Reflex | | |
| Hit: 3d8 + 12 cold and fire damage. | | |
| Skills Insight +19 | | |
| Str 27 (+15) | Dex 18 (+11) | Wis 25 (+14) |
| Con 23 (+13) | Int 19 (+11) | Cha 26 (+15) |
| Alignment evil | | Languages Supernal |
| Equipment longsword x2 | | |

| Fallen Angel of Winter | | Level 13 Soldier |
|---|--------------|--------------------|
| Medium immortal humanoid (angel) | | XP 800 |
| HP 128; Bloodied 64 | | Initiative +12 |
| AC 29, Fortitude 27, Reflex 25, Will 23 | | Perception +7 |
| Speed 6, fly 8 (hover) | | |
| Immune fear; Resist 10 cold, 10 radiant | | |
| TRAITS | | |
| O Freezing Aura • Aura 3 | | |
| While the angel is not bloodied, enemies in the aura have vulnerable 5 cold. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| STANDARD ACTIONS | | |
| m Ice Spear (cold, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +18 vs. AC | | |
| Hit: 3d6 + 11 cold damage, and the target is immobilized until the end of the angel's next turn. | | |
| C Divine Vengeance (cold) • At-Will | | |
| Requirement: The angel must be bloodied. | | |
| Attack: Close burst 3 (enemies in the burst); +16 vs. Fortitude | | |
| Hit: 2d8 + 7 cold damage, and the target is immobilized and takes ongoing 10 cold damage (save ends). | | |
| Aftereffect: The target is slowed (save ends). | | |
| Miss: Half damage, and the target is slowed and takes ongoing 5 cold damage (save ends both). | | |
| Str 22 (+12) | Dex 19 (+10) | Wis 13 (+7) |
| Con 16 (+9) | Int 10 (+6) | Cha 15 (+8) |
| Alignment evil | | Languages Supernal |
| Equipment scale armor, spear | | |

| Fallen Angel Guardian | | Level 13 Minion Soldier |
|---|--------------|-------------------------|
| Medium immortal humanoid (angel) | | XP 200 |
| HP 1; a missed attack roll never damages a minion. | | Initiative +12 |
| AC 29, Fortitude 27, Reflex 24, Will 23 | | Perception +8 |
| Speed 6, fly 9 (hover) | | |
| Immune fear; Resist 10 fire, 10 psychic, 10 radiant | | |
| STANDARD ACTIONS | | |
| m Greatsword (fire, radiant, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +18 vs. AC | | |
| Hit: 10 fire and radiant damage. | | |
| r Divine Rebuke (fire, psychic) • At-Will | | |
| Attack: Ranged 10 (one creature); +16 vs. Reflex | | |
| Hit: 10 fire and psychic damage. | | |
| Str 24 (+13) | Dex 18 (+10) | Wis 14 (+8) |
| Con 18 (+10) | Int 12 (+7) | Cha 16 (+9) |
| Alignment evil | | Languages Supernal |
| Equipment chainmail, greatsword | | |

MISSION 2.1: BREAKING IN (AL 12 CONTINUED)

| Fallen Angel of Sorrow | | Level 13 Artillery |
|--|---------------------|---------------------------|
| Medium immortal humanoid (angel) | | XP 800 |
| HP 98; Bloodied 49 | | Initiative +11 |
| AC 27, Fortitude 24, Reflex 25, Will 27 | | Perception +12 |
| Speed 6, fly 8 (hover) | | |
| Immune fear; Resist 10 radiant | | |
| TRAITS | | |
| ○ Sorrow • Aura 1 | | |
| Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| STANDARD ACTIONS | | |
| m Flail (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +18 vs. AC | | |
| Hit: 3d6 + 11 damage, and the angel can push the target up to 2 squares. | | |
| r Longbow (weapon) • At-Will | | |
| Attack: Ranged 20 (one creature); +20 vs. AC | | |
| Hit: 3d6 + 11 damage, and the target is slowed (save ends). This attack deals an extra 2d6 damage against a slowed target. | | |
| A Tears from Heaven (fear, weapon) • Encounter | | |
| Attack: Area burst 1 within 10 (enemies in the burst); +18 vs. Will | | |
| Hit: 3d6 + 10 damage, and the target cannot attack (save ends). | | |
| Miss: Half damage. | | |
| Str 18 (+10) | Dex 21 (+11) | Wis 22 (+12) |
| Con 14 (+8) | Int 12 (+7) | Cha 24 (+13) |
| Alignment evil | | Languages Supernal |
| Equipment flail, longbow, arrows x30 | | |

| Fallen Angel of Death | | Level 13 Skirmisher |
|--|---------------------|---------------------------|
| Large immortal humanoid (angel, undead) | | XP 800 |
| HP 133; Bloodied 66 | | Initiative +14 |
| AC 27, Fortitude 27, Reflex 25, Will 24 | | Perception +15 |
| Speed 8, fly 12 (hover) | | Darkvision |
| Immune disease, fear, poison; Resist 10 necrotic, 10 radiant | | |
| TRAITS | | |
| ○ Death's Demand • Aura 5 | | |
| Any enemy in the aura that makes a death saving throw takes a -5 penalty to the roll. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| Life Sense | | |
| The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment. | | |
| STANDARD ACTIONS | | |
| m Scythe (weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +18 vs. AC | | |
| Hit: 3d8 + 9 damage. | | |
| Effect: The angel can shift up to 2 squares. | | |
| Death's Hourglass (necrotic) • Recharge when the effect ends | | |
| Effect: Ranged 10 (one creature). The target takes ongoing 10 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 28 Religion check or two standard action DC 20 Religion checks. The effect automatically ends when the angel drops below 1 hit point. | | |
| MINOR ACTIONS | | |
| Death's Decree (necrotic) • At-Will (1/round) | | |
| Effect: Ranged 5 (one creature subject to <i>death's hourglass</i>). The target takes 10 necrotic damage, and the angel can shift 1 square closer to the target. | | |
| Skills Insight +15 | | |
| Str 26 (+14) | Dex 23 (+12) | Wis 19 (+10) |
| Con 21 (+11) | Int 18 (+10) | Cha 21 (+11) |
| Alignment evil | | Languages Supernal |
| Equipment scythe | | |

MISSION 2.1: BREAKING IN (AL 14)

| Fallen Angel of Vengeance | Level 15 Elite Brute | |
|--|-----------------------|---------------------------|
| Large immortal humanoid (angel) | XP 2400 | |
| HP 366; Bloodied 183 | Initiative +11 | |
| AC 27, Fortitude 29, Reflex 25, Will 29 | Perception +14 | |
| Speed 8; fly 12 (hover) | | |
| Immune fear; Resist 10 cold, 10 fire, 10 radiant | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| Cloak of Vengeance (cold, fire) | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 8 cold and fire damage. | | |
| STANDARD ACTIONS | | |
| m Longsword (cold, fire, weapon) • At-Will | | |
| <i>Attack:</i> Melee 2 (one creature); +20 vs. AC | | |
| <i>Hit:</i> 4d6 + 15 cold and fire damage. | | |
| M Double Attack • At-Will | | |
| <i>Effect:</i> The angel uses longsword twice. | | |
| MINOR ACTIONS | | |
| Sign of Vengeance • Encounter | | |
| <i>Effect:</i> Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action. | | |
| TRIGGERED ACTIONS | | |
| C Coldfire Pillar Transformation (cold, fire, polymorph) • Encounter | | |
| <i>Trigger:</i> The angel is first bloodied. | | |
| <i>Effect (Free Action):</i> The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage. | | |
| When the effect ends, the angel makes the following attack. | | |
| <i>Attack:</i> Close burst 2 (enemies in the burst); +18 vs. Reflex | | |
| <i>Hit:</i> 3d8 + 13 cold and fire damage. | | |
| Skills Insight +19 | | |
| Str 27 (+15) | Dex 18 (+11) | Wis 25 (+14) |
| Con 23 (+13) | Int 19 (+11) | Cha 26 (+15) |
| Alignment evil | | Languages Supernal |
| Equipment longsword x2 | | |

| Fallen Angel of Winter | Level 14 Soldier | |
|--|-----------------------|---------------------------|
| Medium immortal humanoid (angel) | XP 1000 | |
| HP 136; Bloodied 68 | Initiative +13 | |
| AC 30, Fortitude 28, Reflex 26, Will 24 | Perception +8 | |
| Speed 6, fly 8 (hover) | | |
| Immune fear; Resist 10 cold, 10 radiant | | |
| TRAITS | | |
| O Freezing Aura • Aura 3 | | |
| While the angel is not bloodied, enemies in the aura have vulnerable 5 cold. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| STANDARD ACTIONS | | |
| m Ice Spear (cold, weapon) • At-Will | | |
| <i>Attack:</i> Melee 1 (one creature); +19 vs. AC | | |
| <i>Hit:</i> 3d6 + 12 cold damage, and the target is immobilized until the end of the angel's next turn. | | |
| C Divine Vengeance (cold) • At-Will | | |
| <i>Requirement:</i> The angel must be bloodied. | | |
| <i>Attack:</i> Close burst 3 (enemies in the burst); +17 vs. Fortitude | | |
| <i>Hit:</i> 2d8 + 8 cold damage, and the target is immobilized and takes ongoing 10 cold damage (save ends). | | |
| <i>Aftereffect:</i> The target is slowed (save ends). | | |
| <i>Miss:</i> Half damage, and the target is slowed and takes ongoing 5 cold damage (save ends both). | | |
| Str 22 (+13) | Dex 19 (+11) | Wis 13 (+8) |
| Con 16 (+10) | Int 10 (+7) | Cha 15 (+9) |
| Alignment evil | | Languages Supernal |
| Equipment scale armor, spear | | |

| Fallen Angel Guardian | Level 15 Minion Soldier | |
|---|-------------------------|---------------------------|
| Medium immortal humanoid (angel) | XP 300 | |
| HP 1; a missed attack roll never damages a minion. | Initiative +13 | |
| AC 31, Fortitude 29, Reflex 26, Will 25 | Perception +9 | |
| Speed 6, fly 9 (hover) | | |
| Immune fear; Resist 10 fire, 10 psychic, 10 radiant | | |
| STANDARD ACTIONS | | |
| m Greatsword (fire, radiant, weapon) • At-Will | | |
| <i>Attack:</i> Melee 1 (one creature); +20 vs. AC | | |
| <i>Hit:</i> 11 fire and radiant damage. | | |
| r Divine Rebuke (fire, psychic) • At-Will | | |
| <i>Attack:</i> Ranged 10 (one creature); +18 vs. Reflex | | |
| <i>Hit:</i> 11 fire and psychic damage. | | |
| Str 24 (+14) | Dex 18 (+11) | Wis 14 (+9) |
| Con 18 (+11) | Int 12 (+8) | Cha 16 (+10) |
| Alignment evil | | Languages Supernal |
| Equipment chainmail, greatsword | | |

MISSION 2.1: BREAKING IN (AL 14 CONTINUED)

| Fallen Angel of Sorrow | | Level 15 Artillery |
|--|----------------|--------------------|
| Medium immortal humanoid (angel) | | XP 1200 |
| HP 110; Bloodied 55 | Initiative +12 | |
| AC 29, Fortitude 26, Reflex 27, Will 29 | Perception +13 | |
| Speed 6, fly 8 (hover) | | |
| Immune fear; Resist 10 radiant | | |
| TRAITS | | |
| ○ Sorrow • Aura 1 | | |
| Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| STANDARD ACTIONS | | |
| m Flail (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +20 vs. AC | | |
| Hit: 3d6 + 13 damage, and the angel can push the target up to 2 squares. | | |
| r Longbow (weapon) • At-Will | | |
| Attack: Ranged 20 (one creature); +22 vs. AC | | |
| Hit: 3d6 + 13 damage, and the target is slowed (save ends). This attack deals an extra 2d8 damage against a slowed target. | | |
| A Tears from Heaven (fear, weapon) • Encounter | | |
| Attack: Area burst 1 within 10 (enemies in the burst); +20 vs. Will | | |
| Hit: 3d6 + 11 damage, and the target cannot attack (save ends). | | |
| Miss: Half damage. | | |
| Str 18 (+11) | Dex 21 (+12) | Wis 22 (+13) |
| Con 14 (+9) | Int 12 (+8) | Cha 24 (+14) |
| Alignment evil | | Languages Supernal |
| Equipment flail, longbow, arrows x30 | | |

| Fallen Angel of Death | | Level 15 Skirmisher |
|--|----------------|---------------------|
| Large immortal humanoid (angel, undead) | | XP 1200 |
| HP 149; Bloodied 74 | Initiative +15 | |
| AC 29, Fortitude 29, Reflex 27, Will 26 | Perception +16 | |
| Speed 8, fly 12 (hover) | | |
| Immune disease, fear, poison; Resist 10 necrotic, 10 radiant | | |
| TRAITS | | |
| ○ Death's Demand • Aura 5 | | |
| Any enemy in the aura that makes a death saving throw takes a -5 penalty to the roll. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| Life Sense | | |
| The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment. | | |
| STANDARD ACTIONS | | |
| m Scythe (weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +20 vs. AC | | |
| Hit: 4d6 + 10 damage. | | |
| Effect: The angel can shift up to 2 squares. | | |
| Death's Hourglass (necrotic) • Recharge when the effect ends | | |
| Effect: Ranged 10 (one creature). The target takes ongoing 15 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 29 Religion check or two standard action DC 21 Religion checks. The effect automatically ends when the angel drops below 1 hit point. | | |
| MINOR ACTIONS | | |
| Death's Decree (necrotic) • At-Will (1/round) | | |
| Effect: Ranged 5 (one creature subject to <i>death's hourglass</i>). The target takes 10 necrotic damage, and the angel can shift 1 square closer to the target. | | |
| Skills Insight +16 | | |
| Str 26 (+15) | Dex 23 (+13) | Wis 19 (+11) |
| Con 21 (+12) | Int 18 (+11) | Cha 21 (+12) |
| Alignment evil | | Languages Supernal |
| Equipment scythe | | |

MISSION 2.1: BREAKING IN (AL 16)

| Fallen Angel of Vengeance | | Level 18 Elite Brute |
|---|--------------------|----------------------|
| Large immortal humanoid (angel) | | XP 4000 |
| HP 426; Bloodied 213 | Initiative +13 | |
| AC 30, Fortitude 32, Reflex 28, Will 32 | Perception +16 | |
| Speed 8; fly 12 (hover) | | |
| Immune fear; Resist 10 cold, 10 fire, 10 radiant | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| Cloak of Vengeance (cold, fire) | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 10 cold and fire damage. | | |
| STANDARD ACTIONS | | |
| m Longsword (cold, fire, weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +23 vs. AC | | |
| Hit: 4d6 + 19 cold and fire damage. | | |
| M Double Attack • At-Will | | |
| Effect: The angel uses longsword twice. | | |
| MINOR ACTIONS | | |
| Sign of Vengeance • Encounter | | |
| Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action. | | |
| TRIGGERED ACTIONS | | |
| C Coldfire Pillar Transformation (cold, fire, polymorph) • Encounter | | |
| Trigger: The angel is first bloodied. | | |
| Effect (Free Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage. | | |
| When the effect ends, the angel makes the following attack. | | |
| Attack: Close burst 2 (enemies in the burst); +21 vs. Reflex | | |
| Hit: 4d6 + 15 cold and fire damage. | | |
| Skills Insight +21 | | |
| Str 27 (+17) | Dex 18 (+13) | Wis 25 (+16) |
| Con 23 (+15) | Int 19 (+13) | Cha 26 (+17) |
| Alignment evil | Languages Supernal | |
| Equipment longsword x2 | | |

| Fallen Angel of Winter | | Level 17 Soldier |
|---|--------------------|------------------|
| Medium immortal humanoid (angel) | | XP 1600 |
| HP 160; Bloodied 80 | Initiative +14 | |
| AC 33, Fortitude 31, Reflex 29, Will 27 | Perception +9 | |
| Speed 6, fly 8 (hover) | | |
| Immune fear; Resist 10 cold, 10 radiant | | |
| TRAITS | | |
| O Freezing Aura • Aura 3 | | |
| While the angel is not bloodied, enemies in the aura have vulnerable 5 cold. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| STANDARD ACTIONS | | |
| m Ice Spear (cold, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +22 vs. AC | | |
| Hit: 3d8 + 12 cold damage, and the target is immobilized until the end of the angel's next turn. | | |
| C Divine Vengeance (cold) • At-Will | | |
| Requirement: The angel must be bloodied. | | |
| Attack: Close burst 3 (enemies in the burst); +20 vs. Fortitude | | |
| Hit: 3d6 + 9 cold damage, and the target is immobilized and takes ongoing 15 cold damage (save ends). | | |
| Aftereffect: The target is slowed (save ends). | | |
| Miss: Half damage, and the target is slowed and takes ongoing 10 cold damage (save ends both). | | |
| Str 22 (+14) | Dex 19 (+12) | Wis 13 (+9) |
| Con 16 (+11) | Int 10 (+8) | Cha 15 (+10) |
| Alignment evil | Languages Supernal | |
| Equipment scale armor, spear | | |

| Fallen Angel Guardian | | Level 17 Minion Soldier |
|---|--------------------|-------------------------|
| Medium immortal humanoid (angel) | | XP 400 |
| HP 1; a missed attack roll never damages a minion. | Initiative +14 | |
| AC 33, Fortitude 31, Reflex 28, Will 27 | Perception +10 | |
| Speed 6, fly 9 (hover) | | |
| Immune fear; Resist 10 fire, 10 psychic, 10 radiant | | |
| STANDARD ACTIONS | | |
| m Greatsword (fire, radiant, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +22 vs. AC | | |
| Hit: 12 fire and radiant damage. | | |
| r Divine Rebuke (fire, psychic) • At-Will | | |
| Attack: Ranged 10 (one creature); +20 vs. Reflex | | |
| Hit: 12 fire and psychic damage. | | |
| Str 24 (+15) | Dex 18 (+12) | Wis 14 (+10) |
| Con 18 (+12) | Int 12 (+9) | Cha 16 (+11) |
| Alignment evil | Languages Supernal | |
| Equipment chainmail, greatsword | | |

MISSION 2.1: BREAKING IN (AL 16 CONTINUED)

| Fallen Angel of Sorrow | | Level 17 Artillery |
|--|--------------|-----------------------|
| Medium immortal humanoid (angel) | | XP 1600 |
| HP 122; Bloodied 61 | | Initiative +13 |
| AC 31, Fortitude 28, Reflex 29, Will 31 | | Perception +14 |
| Speed 6, fly 8 (hover) | | |
| Immune fear; Resist 10 radiant | | |
| TRAITS | | |
| ○ Sorrow • Aura 1 | | |
| Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| STANDARD ACTIONS | | |
| m Flail (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +22 vs. AC | | |
| Hit: 3d8 + 12 damage, and the angel can push the target up to 2 squares. | | |
| r Longbow (weapon) • At-Will | | |
| Attack: Ranged 20 (one creature); +24 vs. AC | | |
| Hit: 3d8 + 12 damage, and the target is slowed (save ends). This attack deals an extra 3d6 damage against a slowed target. | | |
| A Tears from Heaven (fear, weapon) • Encounter | | |
| Attack: Area burst 1 within 10 (enemies in the burst); +22 vs. Will | | |
| Hit: 3d6 + 13 damage, and the target cannot attack (save ends). | | |
| Miss: Half damage. | | |
| Str 18 (+12) | Dex 21 (+13) | Wis 22 (+14) |
| Con 14 (+10) | Int 12 (+9) | Cha 24 (+15) |
| Alignment evil | | Languages Supernal |
| Equipment flail, longbow, arrows x30 | | |

| Fallen Angel of Death | | Level 17 Skirmisher |
|--|--------------|-----------------------|
| Large immortal humanoid (angel, undead) | | XP 1600 |
| HP 185; Bloodied 82 | | Initiative +16 |
| AC 31, Fortitude 31, Reflex 29, Will 28 | | Perception +17 |
| Speed 8, fly 12 (hover) | | Darkvision |
| Immune disease, fear, poison; Resist 10 necrotic, 10 radiant | | |
| TRAITS | | |
| ○ Death's Demand • Aura 5 | | |
| Any enemy in the aura that makes a death saving throw takes a -5 penalty to the roll. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| Life Sense | | |
| The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment. | | |
| STANDARD ACTIONS | | |
| m Scythe (weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +22 vs. AC | | |
| Hit: 4d6 + 13 damage. | | |
| Effect: The angel can shift up to 2 squares. | | |
| Death's Hourglass (necrotic) • Recharge when the effect ends | | |
| Effect: Ranged 10 (one creature). The target takes ongoing 20 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 31 Religion check or two standard action DC 22 Religion checks. The effect automatically ends when the angel drops below 1 hit point. | | |
| MINOR ACTIONS | | |
| Death's Decree (necrotic) • At-Will (1/round) | | |
| Effect: Ranged 5 (one creature subject to <i>death's hourglass</i>). The target takes 10 necrotic damage, and the angel can shift 1 square closer to the target. | | |
| Skills Insight +17 | | |
| Str 26 (+16) | Dex 23 (+14) | Wis 19 (+12) |
| Con 21 (+13) | Int 18 (+12) | Cha 21 (+13) |
| Alignment evil | | Languages Supernal |
| Equipment scythe | | |

MISSION 2.1: BREAKING IN (AL 18)

| Fallen Angel of Vengeance | | Level 19 Elite Brute |
|---|--------------|-----------------------|
| Large immortal humanoid (angel) | | XP 4800 |
| HP 446; Bloodied 223 | | Initiative +13 |
| AC 31, Fortitude 33, Reflex 29, Will 33 | | Perception +16 |
| Speed 8; fly 12 (hover) | | |
| Immune fear; Resist 10 cold, 10 fire, 10 radiant | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| Cloak of Vengeance (cold, fire) | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 10 cold and fire damage. | | |
| STANDARD ACTIONS | | |
| m Longsword (cold, fire, weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +24 vs. AC | | |
| Hit: 4d8 + 16 cold and fire damage. | | |
| M Double Attack • At-Will | | |
| Effect: The angel uses longsword twice. | | |
| MINOR ACTIONS | | |
| Sign of Vengeance • Encounter | | |
| Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action. | | |
| TRIGGERED ACTIONS | | |
| C Coldfire Pillar Transformation (cold, fire, polymorph) • Encounter | | |
| Trigger: The angel is first bloodied. | | |
| Effect (Free Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage. | | |
| When the effect ends, the angel makes the following attack. | | |
| Attack: Close burst 2 (enemies in the burst); +22 vs. Reflex | | |
| Hit: 4d6 + 16 cold and fire damage. | | |
| Avenge the Fallen • At-Will | | |
| Trigger: An ally that the angel can see is reduced to 0 hit points. | | |
| Effect (Immediate Reaction): The angel can move up to its speed and make a melee basic attack. | | |
| Skills Insight +21 | | |
| Str 27 (+17) | Dex 18 (+13) | Wis 25 (+16) |
| Con 23 (+15) | Int 19 (+13) | Cha 26 (+17) |
| Alignment evil | | Languages Supernal |
| Equipment longsword x2 | | |

| Fallen Angel of Winter | | Level 19 Soldier |
|--|--------------|-----------------------|
| Medium immortal humanoid (angel) | | XP 2400 |
| HP 176; Bloodied 88 | | Initiative +15 |
| AC 35, Fortitude 33, Reflex 31, Will 29 | | Perception +10 |
| Speed 6, fly 8 (hover) | | |
| Immune fear; Resist 10 cold, 10 radiant | | |
| TRAITS | | |
| O Freezing Aura • Aura 3 | | |
| While the angel is not bloodied, enemies in the aura have vulnerable 10 cold. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| STANDARD ACTIONS | | |
| m Ice Spear (cold, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +24 vs. AC | | |
| Hit: 3d8 + 14 cold damage, and the target is immobilized until the end of the angel's next turn. | | |
| C Divine Vengeance (cold) • At-Will | | |
| Requirement: The angel must be bloodied. | | |
| Attack: Close burst 3 (enemies in the burst); +20 vs. Fortitude | | |
| Hit: 3d6 + 10 cold damage, and the target is immobilized and takes ongoing 20 cold damage (save ends). | | |
| Aftereffect: The target is slowed (save ends). | | |
| Miss: Half damage, and the target is slowed and takes ongoing 10 cold damage (save ends both). | | |
| Str 22 (+15) | Dex 19 (+13) | Wis 13 (+10) |
| Con 16 (+12) | Int 10 (+9) | Cha 15 (+11) |
| Alignment evil | | Languages Supernal |
| Equipment scale armor, spear | | |

| Fallen Angel Guardian | | Level 19 Minion Soldier |
|--|--------------|-------------------------|
| Medium immortal humanoid (angel) | | XP 600 |
| HP 1; a missed attack roll never damages a minion. | | Initiative +15 |
| AC 35, Fortitude 33, Reflex 30, Will 29 | | Perception +11 |
| Speed 6, fly 9 (hover) | | |
| Immune fear; Resist 10 fire, 10 psychic, 10 radiant | | |
| STANDARD ACTIONS | | |
| m Greatsword (fire, radiant, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +24 vs. AC | | |
| Hit: 13 fire and radiant damage. | | |
| r Divine Rebuke (fire, psychic) • At-Will | | |
| Attack: Ranged 10 (one creature); +22 vs. Reflex | | |
| Hit: 13 fire and psychic damage. | | |
| Str 24 (+16) | Dex 18 (+13) | Wis 14 (+11) |
| Con 18 (+13) | Int 12 (+10) | Cha 16 (+12) |
| Alignment evil | | Languages Supernal |
| Equipment chainmail, greatsword | | |

MISSION 2.1: BREAKING IN (AL 18 CONTINUED)

| Fallen Angel of Sorrow | | Level 18 Artillery |
|--|--------------|--------------------|
| Medium immortal humanoid (angel) | | XP 2000 |
| HP 128; Bloodied 64 | | Initiative +14 |
| AC 32, Fortitude 29, Reflex 30, Will 32 | | Perception +15 |
| Speed 6, fly 8 (hover) | | |
| Immune fear; Resist 10 radiant | | |
| TRAITS | | |
| ○ Sorrow • Aura 1 | | |
| Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| STANDARD ACTIONS | | |
| m Flail (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +23 vs. AC | | |
| Hit: 3d8 + 13 damage, and the angel can push the target up to 2 squares. | | |
| r Longbow (weapon) • At-Will | | |
| Attack: Ranged 20 (one creature); +25 vs. AC | | |
| Hit: 3d8 + 13 damage, and the target is slowed (save ends). This attack deals an extra 3d8 damage against a slowed target. | | |
| A Tears from Heaven (fear, weapon) • Encounter | | |
| Attack: Area burst 1 within 10 (enemies in the burst); +23 vs. Will | | |
| Hit: 3d8 + 11 damage, and the target cannot attack (save ends). | | |
| Miss: Half damage. | | |
| Str 18 (+13) | Dex 21 (+14) | Wis 22 (+15) |
| Con 14 (+11) | Int 12 (+10) | Cha 24 (+16) |
| Alignment evil | | Languages Supernal |
| Equipment flail, longbow, arrows x30 | | |

| Fallen Angel of Death | | Level 18 Skirmisher |
|--|--------------|---------------------|
| Large immortal humanoid (angel, undead) | | XP 2000 |
| HP 193; Bloodied 86 | | Initiative +17 |
| AC 32, Fortitude 32, Reflex 30, Will 29 | | Perception +18 |
| Speed 8, fly 12 (hover) | | Darkvision |
| Immune disease, fear, poison; Resist 10 necrotic, 10 radiant | | |
| TRAITS | | |
| ○ Death's Demand • Aura 5 | | |
| Any enemy in the aura that makes a death saving throw takes a -5 penalty to the roll. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| Life Sense | | |
| The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment. | | |
| STANDARD ACTIONS | | |
| m Scythe (weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +23 vs. AC | | |
| Hit: 4d6 + 14 damage. | | |
| Effect: The angel can shift up to 2 squares. | | |
| Death's Hourglass (necrotic) • Recharge when the effect ends | | |
| Effect: Ranged 10 (one creature). The target takes ongoing 25 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 32 Religion check or two standard action DC 23 Religion checks. The effect automatically ends when the angel drops below 1 hit point. | | |
| MINOR ACTIONS | | |
| Death's Decree (necrotic) • At-Will (1/round) | | |
| Effect: Ranged 5 (one creature subject to death's hourglass). The target takes 15 necrotic damage, and the angel can shift 1 square closer to the target. | | |
| Skills Insight +18 | | |
| Str 26 (+17) | Dex 23 (+15) | Wis 19 (+13) |
| Con 21 (+14) | Int 18 (+13) | Cha 21 (+14) |
| Alignment evil | | Languages Supernal |
| Equipment scythe | | |

MISSION 2.1: BREAKING IN (AL 20)

| Fallen Angel of Vengeance | | Level 22 Elite Brute |
|---|--------------|-----------------------|
| Large immortal humanoid (angel) | | XP 8300 |
| HP 506; Bloodied 253 | | Initiative +15 |
| AC 34, Fortitude 36, Reflex 32, Will 36 | | Perception +18 |
| Speed 8; fly 12 (hover) | | |
| Immune fear; Resist 15 cold, 15 fire, 15 radiant | | |
| Saving Throws +2; Action Points 1 | | |
| TRAITS | | |
| Cloak of Vengeance (cold, fire) | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 15 cold and fire damage. | | |
| STANDARD ACTIONS | | |
| m Longsword (cold, fire, weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +27 vs. AC | | |
| Hit: 4d8 + 20 cold and fire damage. | | |
| M Double Attack • At-Will | | |
| Effect: The angel uses longsword twice. | | |
| MINOR ACTIONS | | |
| Sign of Vengeance • At-Will | | |
| Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action. The angel can only have one creature at a time targeted by this power. | | |
| TRIGGERED ACTIONS | | |
| C Coldfire Pillar Transformation (cold, fire, polymorph) • Encounter | | |
| Trigger: The angel is first bloodied. | | |
| Effect (<i>Free Action</i>): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage. When the effect ends, the angel makes the following attack. | | |
| Attack: Close burst 2 (enemies in the burst); +25 vs. Reflex | | |
| Hit: 4d6 + 19 cold and fire damage. | | |
| Avenge the Fallen • At-Will | | |
| Trigger: An ally that the angel can see is reduced to 0 hit points. | | |
| Effect (<i>Immediate Reaction</i>): The angel can move up to its speed and make a melee basic attack with a +2 bonus on the attack roll and a +5 bonus on the damage roll. | | |
| Skills Insight +23 | | |
| Str 27 (+19) | Dex 18 (+15) | Wis 25 (+18) |
| Con 23 (+17) | Int 19 (+15) | Cha 26 (+19) |
| Alignment evil | | Languages Supernal |
| Equipment longsword x2 | | |

| Fallen Angel of Winter | | Level 21 Soldier |
|---|--------------|-----------------------|
| Medium immortal humanoid (angel) | | XP 3200 |
| HP 192; Bloodied 96 | | Initiative +16 |
| AC 37, Fortitude 35, Reflex 33, Will 31 | | Perception +11 |
| Speed 6, fly 8 (hover) | | |
| Immune fear; Resist 15 cold, 15 radiant | | |
| TRAITS | | |
| O Freezing Aura • Aura 3 | | |
| While the angel is not bloodied, enemies in the aura have vulnerable 10 cold. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| STANDARD ACTIONS | | |
| m Ice Spear (cold, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +26 vs. AC | | |
| Hit: 4d6 + 15 cold damage, and the target is immobilized until the end of the angel's next turn. | | |
| C Divine Vengeance (cold) • At-Will | | |
| Requirement: The angel must be bloodied. | | |
| Attack: Close burst 3 (enemies in the burst); +24 vs. Fortitude | | |
| Hit: 3d8 + 9 cold damage, and the target is immobilized and takes ongoing 25 cold damage (save ends). | | |
| Aftereffect: The target is slowed (save ends). | | |
| Miss: Half damage, and the target is slowed and takes ongoing 15 cold damage (save ends both). | | |
| Str 22 (+17) | Dex 19 (+15) | Wis 13 (+12) |
| Con 16 (+14) | Int 10 (+11) | Cha 15 (+13) |
| Alignment evil | | Languages Supernal |
| Equipment scale armor, spear | | |

| Fallen Angel Guardian | | Level 21 Minion Soldier |
|--|--------------|-------------------------|
| Medium immortal humanoid (angel) | | XP 800 |
| HP 1; a missed attack roll never damages a minion. | | Initiative +16 |
| AC 37, Fortitude 35, Reflex 32, Will 31 | | Perception +12 |
| Speed 6, fly 9 (hover) | | |
| Immune fear; Resist 15 fire, 15 psychic, 15 radiant | | |
| STANDARD ACTIONS | | |
| m Greatsword (fire, radiant, weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +26 vs. AC | | |
| Hit: 14 fire and radiant damage. | | |
| r Divine Rebuke (fire, psychic) • At-Will | | |
| Attack: Ranged 10 (one creature); +24 vs. Reflex | | |
| Hit: 14 fire and psychic damage. | | |
| Str 24 (+17) | Dex 18 (+14) | Wis 14 (+12) |
| Con 18 (+14) | Int 12 (+11) | Cha 16 (+13) |
| Alignment evil | | Languages Supernal |
| Equipment chainmail, greatsword | | |

MISSION 2.1: BREAKING IN (AL 20 CONTINUED)

| Fallen Angel of Sorrow | | Level 22 Artillery |
|--|-----------------------|---------------------------|
| Medium immortal humanoid (angel) | | XP 4150 |
| HP 152; Bloodied 76 | Initiative +16 | |
| AC 36, Fortitude 33, Reflex 34, Will 36 | Perception +17 | |
| Speed 6, fly 8 (hover) | | |
| Immune fear; Resist 15 radiant | | |
| TRAITS | | |
| ○ Sorrow • Aura 1 | | |
| Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| STANDARD ACTIONS | | |
| m Flail (weapon) • At-Will | | |
| Attack: Melee 1 (one creature); +27 vs. AC | | |
| Hit: 4d6 + 16 damage, and the angel can push the target up to 2 squares. | | |
| r Longbow (weapon) • At-Will | | |
| Attack: Ranged 20 (one creature); +29 vs. AC | | |
| Hit: 4d6 + 16 damage, and the target is slowed (save ends). This attack deals an extra 5d6 damage against a slowed target. | | |
| A Tears from Heaven (fear, weapon) • Recharge when first bloodied | | |
| Attack: Area burst 1 within 10 (enemies in the burst); +27 vs. Will | | |
| Hit: 3d8 + 15 damage, and the target cannot attack (save ends). | | |
| Miss: Half damage. | | |
| Str 18 (+15) | Dex 21 (+16) | Wis 22 (+17) |
| Con 14 (+13) | Int 12 (+12) | Cha 24 (+18) |
| Alignment evil | | Languages Supernal |
| Equipment flail, longbow, arrows x30 | | |

| Fallen Angel of Death | | Level 21 Skirmisher |
|--|-----------------------|---------------------------|
| Large immortal humanoid (angel, undead) | | XP 3200 |
| HP 217; Bloodied 98 | Initiative +18 | |
| AC 35, Fortitude 35, Reflex 33, Will 32 | Perception +19 | |
| Speed 8, fly 12 (hover) | | |
| Immune disease, fear, poison; Resist 15 necrotic, 15 radiant | | |
| TRAITS | | |
| ○ Death's Demand • Aura 5 | | |
| Any enemy in the aura that makes a death saving throw takes a -5 penalty to the roll. | | |
| Angelic Presence | | |
| While the angel is not bloodied, attack rolls against it take a -2 penalty. | | |
| Life Sense | | |
| The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment. | | |
| STANDARD ACTIONS | | |
| m Scythe (weapon) • At-Will | | |
| Attack: Melee 2 (one creature); +26 vs. AC | | |
| Hit: 4d8 + 15 damage. | | |
| Effect: The angel can shift up to 2 squares. | | |
| Death's Hourglass (necrotic) • Recharge when the effect ends | | |
| Effect: Ranged 10 (one creature). The target takes ongoing 30 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 35 Religion check or two standard action DC 26 Religion checks. The effect automatically ends when the angel drops below 1 hit point. | | |
| MINOR ACTIONS | | |
| Death's Decree (necrotic) • At-Will (1/round) | | |
| Effect: Ranged 5 (one creature subject to <i>death's hourglass</i>). The target takes 15 necrotic damage, and the angel can shift 1 square closer to the target. | | |
| Skills Insight +19 | | |
| Str 26 (+18) | Dex 23 (+16) | Wis 19 (+14) |
| Con 21 (+15) | Int 18 (+14) | Cha 21 (+15) |
| Alignment evil | | Languages Supernal |
| Equipment scythe | | |

MISSION 2.1: BREAKING IN (BATTLE MAP)

POSTER MAP NEEDED

Shattered Keeps - 4



The PCs enter the map in the bottom center, anywhere within 3 squares of the map edge (but not on white squares). The blue glyph is the entrance to the Supreme Throne, but it cannot be opened until all the angels are defeated.

The angel of sorrow is on the plateau at the top of the map, where she is at the highest elevation and has the best view of the battlefield. She is guarded by several of the minions. The other minions should be guarding the two routes to the left and right of the PCs' starting area.

The angel of death is on the second level, directly above the glyph. This should let it reach a PC with its ranged abilities without exposing it to a melee attack on the first round.

The angel of vengeance is on the right side of the map toward the center, and the angel of winter is on the left side in a similar position. (They should pose an obstacle to the PCs making it up either side.) Each of these angels should have a couple of minions with it as an escort.

MISSION 2.2: CHAOS ABIDES

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

The Scarmaker (level 13 elite)
5 Chaos Hounds (level 11 minion)
2 Greater Maw Demons (level 12)
2 Chaos Vanguard (level 12)

AL 14 (7100 XP):

The Scarmaker (level 15 elite)
5 Chaos Hounds (level 12 minion)
2 Greater Maw Demons (level 14)
2 Chaos Vanguard (level 14)

AL 16 (10,000 XP):

The Scarmaker (level 17 elite)
5 Chaos Hounds (level 15 minion)
2 Greater Maw Demons (level 16)
2 Chaos Vanguard (level 16)

AL 18 (14,000 XP):

The Scarmaker (level 18 elite)
5 Chaos Hounds (level 18 minion)
2 Greater Maw Demons (level 18)
2 Chaos Vanguard (level 18)

AL 20 (20,800 XP):

The Scarmaker (level 21 elite)
5 Chaos Hounds (level 21 minion)
2 Greater Maw Demons (level 20)
2 Chaos Vanguard (level 20)

SCALING THE ENCOUNTER

Four PCs: Remove one greater maw demon.

Six PCs: Add a soulcatcher (see extra stat block).

TIERING THE ENCOUNTER

Aggressive: The Scarmaker gets a +2 bonus to attack rolls and a +5 bonus to damage rolls. Add two chaos hounds per round at the start of every round, until the Scarmaker has been killed. They appear in unoccupied squares within 5 of the Scarmaker.

Glory: Add the soulcatcher even if there are less than 6 PCs. The greater maw demons get +2 to hit and a +5 damage bonus while bloodied. Increase the Scarmaker's hit points by 50% (his bloodied value). Change *infernal moon curse* and *howl of the demon* to "Recharge when first bloodied."

OBJECTIVE

As the PCs are breaking into Cyric's prison, they are interrupted by a pack of demons. The demon lords have been waiting for the opportunity to seize power and extend the Elemental Chaos into the world by replacing the Spellplague with the Abyssal Plague. The demonic force is led by a gnoll called The Scarmaker. PCs who have a history with any demon lord (based on Story Awards) suffer additional effects during this encounter.

The PCs must defeat the Abyssal monsters and seal themselves inside the prison (thereby re-establishing the wards preventing planar breaches of the prison). This will give them enough time to deal with Cyric before the forces of the Abyss can make another attack.

MISSION 2.2: CHAOS ABIDES (AL 12)

| The Scarmaker | Level 13 Elite Artillery (Leader) |
|---|-----------------------------------|
| Medium elemental humanoid (demon), gnoll | XP 1600 |
| HP 208; Bloodied 104 | Initiative +10 |
| AC 27, Fortitude 26, Reflex 25, Will 22 | Perception +7 |
| Speed 7; fly 9 (hover) | Darkvision |
| Resist 10 poison | |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| Pack Attack | |
| The Scarmaker's attacks deal 6 extra damage to any enemy that is adjacent to at least one of his allies. | |
| STANDARD ACTIONS | |
| m Cudgel of Bloody Teeth (weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +18 vs. AC | |
| <i>Hit:</i> 3d6 + 7 damage and ongoing 10 damage (save ends). | |
| r Eldritch Blast (implement) • At-Will | |
| <i>Attack:</i> Ranged 10 (one creature); +18 vs. Reflex | |
| <i>Hit:</i> 2d10 + 10 damage. | |
| R Forked Blast (implement, radiant) • At-Will | |
| <i>Effect:</i> The Scarmaker uses <i>eldritch blast</i> twice, against different targets. | |
| R Dire Radiance (implement, radiant) • At-Will | |
| <i>Attack:</i> Ranged 10 (one or two creatures); +18 vs. Fortitude | |
| <i>Hit:</i> 3d6 + 10 radiant damage. If the target moves closer to the Scarmaker on its next turn, it takes 10 radiant damage. | |
| R Infernal Moon Curse (implement, poison) • Encounter | |
| <i>Attack:</i> Ranged 10 (one or two creatures); +18 vs. Fortitude | |
| <i>Hit:</i> 3d8 + 15 poison damage, and the target is immobilized and held 5 feet off the ground until the end of the Scarmaker's next turn. | |
| C Howl of the Demon • Encounter | |
| <i>Effect:</i> Close burst 5 (allies in the burst). Each target can make a melee basic attack as a free action. | |
| MINOR ACTIONS | |
| Yeenoghu's Curse • At-Will 1/round | |
| <i>Effect:</i> The Scarmaker chooses one enemy he can see. Until the end of his turn, his implement attacks deal 1d8 extra damage against the chosen enemy. | |
| TRIGGERED ACTIONS | |
| M Spined Tail • At-Will | |
| <i>Trigger:</i> An enemy enters a square adjacent to the Scarmaker. | |
| <i>Attack (Opportunity Action):</i> Melee 1 (the triggering enemy); +18 vs. AC | |
| <i>Hit:</i> 3d6 + 11 damage. | |
| Skills Arcana +11, Intimidate +12, Religion +11, Thievery +15 | |
| Str 11 (+6) | Dex 18 (+10) |
| | Wis 12 (+7) |
| Con 20 (+11) | Int 10 (+6) |
| | Cha 13 (+7) |
| Alignment chaotic evil | Languages Abyssal, Common |
| Equipment leather armor, cudgel, rod implement | |

| Chaos Hound | Level 11 Minion Skirmisher |
|--|----------------------------|
| Medium elemental beast (demon) | XP 150 |
| HP 1; a missed attack roll never damages a minion. | Initiative +10 |
| AC 25, Fortitude 24, Reflex 23, Will 21 | Perception +6 |
| Speed 8 | Darkvision |
| TRAITS | |
| Pack Attack | |
| The hound's attacks deal 3 extra damage for each other demon that is adjacent to the target. | |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +16 vs. AC | |
| <i>Hit:</i> 9 damage, and the hound can shift 1 square. | |
| Str 18 (+9) | Dex 16 (+8) |
| | Wis 12 (+6) |
| Con 18 (+9) | Int 5 (+2) |
| | Cha 10 (+5) |
| Alignment chaotic evil | Languages -- |

| Greater Maw Demon | Level 12 Brute |
|---|--------------------------|
| Large elemental humanoid (demon) | XP 700 |
| HP 150; Bloodied 75 | Initiative +6 |
| AC 24, Fortitude 24, Reflex 23, Will 22 | Perception +7 |
| Speed 6 | Darkvision |
| TRAITS | |
| O Snapping Jaws • Aura 1 | |
| Enemies within the aura grant combat advantage. | |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| <i>Attack:</i> Melee 2 (one creature); +17 vs. AC | |
| <i>Hit:</i> 3d8 + 13 damage. | |
| C Howling Hunger (thunder) • Encounter | |
| <i>Requirement:</i> The demon must be bloodied. | |
| <i>Attack:</i> Close burst 3 (enemies in the burst); +15 vs. Will | |
| <i>Hit:</i> 3d6 + 12 thunder damage, and the target falls prone. | |
| MOVE ACTIONS | |
| Ravenous Advance • At-Will | |
| <i>Effect:</i> The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy. | |
| MINOR ACTIONS | |
| Vicious Assault • Recharge when first bloodied | |
| <i>Effect:</i> The next attack the demon makes before the end of its next turn is made against the lowest of the target's defenses. | |
| Str 22 (+12) | Dex 11 (+6) |
| | Wis 13 (+7) |
| Con 20 (+10) | Int 5 (+3) |
| | Cha 10 (+4) |
| Alignment chaotic evil | Languages Abyssal |

MISSION 2.2: CHAOS ABIDES (AL 12 CONTINUED)

| Soulcatcher | | Level 12 Controller |
|---|--------------|---|
| Medium elemental humanoid (demon) | | XP 700 |
| HP 126; Bloodied 63 | | Initiative +13 |
| AC 26, Fortitude 24, Reflex 26, Will 22 | | Perception +18 |
| Speed 8 | | Low-light vision |
| TRAITS | | |
| ○ Scent of Fear (fear) • Aura 10 | | |
| Enemies within the aura take a -2 penalty to Will. | | |
| Beyond Sight | | |
| Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn. | | |
| STANDARD ACTIONS | | |
| m Claw • At-Will | | |
| Attack: Melee 1 (one creature); +17 vs. AC | | |
| Hit: 3d6 + 5 damage. | | |
| M Cannibal's Bite (healing) • At-Will | | |
| Attack: Melee 1 (one creature dominated by the soulcatcher); +17 vs. AC | | |
| Hit: 4d8 + 6 damage, and the soulcatcher regains hit points equal to half the damage dealt. | | |
| R Inflate the Hungry Soul (charm, psychic) • Recharge when no creature is affected by this power | | |
| Attack: Ranged 10 (one creature); +15 vs. Will | | |
| Hit: 2d8 + 6 psychic damage, and the target is dominated (save ends). | | |
| MINOR ACTIONS | | |
| Material Instability • Encounter | | |
| Effect: The soulcatcher is insubstantial and phasing until the end of its next turn. | | |
| Skills Endurance +17, Stealth +18 | | |
| Str 24 (+13) | Dex 25 (+13) | Wis 24 (+13) |
| Con 22 (+12) | Int 18 (+10) | Cha 16 (+9) |
| Alignment chaotic evil | | Languages Abyssal, Common, telepathy 15 |

| Chaos Vanguard | | Level 12 Soldier |
|---|-------------|-------------------|
| Large elemental beast (demon) | | XP 700 |
| HP 124; Bloodied 62 | | Initiative +10 |
| AC 28, Fortitude 27, Reflex 22, Will 22 | | Perception +8 |
| Speed 6 | | Darkvision |
| TRAITS | | |
| ○ Crimson Retribution • Aura 2 | | |
| Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 10 damage. | | |
| ○ Soul Stealer • Aura 2 | | |
| Whenever an enemy in the aura spends a healing surge, the vanguard makes a melee basic attack against that enemy as a free action. The vanguard gains a +5 bonus to its attack and damage rolls with this attack. | | |
| STANDARD ACTIONS | | |
| m Slam • At-Will | | |
| Attack: Melee 2 (one creature); +17 vs. AC | | |
| Hit: 3d6 + 10 damage, and the vanguard pushes the target up to 2 squares. | | |
| C Sweeping Slash • Recharge when first bloodied | | |
| Attack: Close blast 3 (enemies in the blast); +17 vs. AC | | |
| Hit: 2d12 + 10 damage. | | |
| Str 24 (+13) | Dex 15 (+8) | Wis 14 (+8) |
| Con 20 (+11) | Int 14 (+8) | Cha 12 (+7) |
| Alignment chaotic evil | | Languages Abyssal |

MISSION 2.2: CHAOS ABIDES (AL 14)

| The Scarmaker | Level 15 Elite Artillery (Leader) |
|--|--|
| Medium elemental humanoid (demon), gnoll | XP 2400 |
| HP 232; Bloodied 116 | Initiative +11 |
| AC 29, Fortitude 28, Reflex 27, Will 24 | Perception +8 |
| Speed 7; fly 9 (hover) | Darkvision |
| Resist 10 poison | |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| Pack Attack | |
| The Scarmaker's attacks deal 7 extra damage to any enemy that is adjacent to at least one of his allies. | |
| STANDARD ACTIONS | |
| m Cudgel of Bloody Teeth (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +20 vs. AC | |
| Hit: 3d6 + 9 damage and ongoing 10 damage (save ends). | |
| r Eldritch Blast (implement) • At-Will | |
| Attack: Ranged 10 (one creature); +20 vs. Reflex | |
| Hit: 2d10 + 12 damage. | |
| R Forked Blast (implement, radiant) • At-Will | |
| Effect: The Scarmaker uses <i>eldritch blast</i> twice, against different targets. | |
| R Dire Radiance (implement, radiant) • At-Will | |
| Attack: Ranged 10 (one or two creatures); +20 vs. Fortitude | |
| Hit: 3d6 + 11 radiant damage. If the target moves closer to the Scarmaker on its next turn, it takes 10 radiant damage. | |
| R Infernal Moon Curse (implement, poison) • Encounter | |
| Attack: Ranged 10 (one or two creatures); +20 vs. Fortitude | |
| Hit: 4d6 + 15 poison damage, and the target is immobilized and held 5 feet off the ground until the end of the Scarmaker's next turn. | |
| C Howl of the Demon • Encounter | |
| Effect: Close burst 5 (allies in the burst). Each target can make a melee basic attack as a free action. | |
| MINOR ACTIONS | |
| Yeenoghu's Curse • At-Will 1/round | |
| Effect: The Scarmaker chooses one enemy he can see. Until the end of his turn, his implement attacks deal 2d6 extra damage against the chosen enemy. | |
| TRIGGERED ACTIONS | |
| M Spined Tail • At-Will | |
| Trigger: An enemy enters a square adjacent to the Scarmaker. | |
| Attack (<i>Opportunity Action</i>): Melee 1 (the triggering enemy); +20 vs. AC | |
| Hit: 3d6 + 13 damage. | |
| Skills Arcana +12, Intimidate +13, Religion +12, Thievery +16 | |
| Str 11 (+7) | Dex 18 (+11) Wis 12 (+8) |
| Con 20 (+12) | Int 10 (+7) Cha 13 (+8) |
| Alignment chaotic evil Languages Abyssal, Common | |
| Equipment leather armor, cudgel, rod implement | |

| Chaos Hound | Level 12 Minion Skirmisher |
|--|---------------------------------------|
| Medium elemental beast (demon) | XP 175 |
| HP 1; a missed attack roll never damages a minion. | Initiative +11 |
| AC 26, Fortitude 25, Reflex 24, Will 22 | Perception +7 |
| Speed 8 | Darkvision |
| TRAITS | |
| Pack Attack | |
| The hound's attacks deal 3 extra damage for each other demon that is adjacent to the target. | |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| Attack: Melee 1 (one creature); +17 vs. AC | |
| Hit: 10 damage, and the hound can shift 1 square. | |
| Str 18 (+10) | Dex 16 (+9) Wis 12 (+7) |
| Con 18 (+10) | Int 5 (+3) Cha 10 (+6) |
| Alignment chaotic evil Languages -- | |

| Greater Maw Demon | Level 14 Brute |
|--|---------------------------------------|
| Large elemental humanoid (demon) | XP 1000 |
| HP 170; Bloodied 85 | Initiative +7 |
| AC 26, Fortitude 26, Reflex 25, Will 24 | Perception +8 |
| Speed 6 | Darkvision |
| TRAITS | |
| O Snapping Jaws • Aura 1 | |
| Enemies within the aura grant combat advantage. | |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| Attack: Melee 2 (one creature); +19 vs. AC | |
| Hit: 3d8 + 15 damage. | |
| C Howling Hunger (thunder) • Encounter | |
| Requirement: The demon must be bloodied. | |
| Attack: Close burst 3 (enemies in the burst); +17 vs. Will | |
| Hit: 3d8 + 12 thunder damage, and the target falls prone. | |
| MOVE ACTIONS | |
| Ravenous Advance • At-Will | |
| Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy. | |
| MINOR ACTIONS | |
| Vicious Assault • Recharge when first bloodied | |
| Effect: The next attack the demon makes before the end of its next turn is made against the lowest of the target's defenses. | |
| Str 22 (+13) | Dex 11 (+7) Wis 13 (+8) |
| Con 20 (+11) | Int 5 (+4) Cha 10 (+5) |
| Alignment chaotic evil Languages Abyssal | |

MISSION 2.2: CHAOS ABIDES (AL 14 CONTINUED)

| Soulcatcher | Level 14 Controller |
|--|---|
| Medium elemental humanoid (demon) | XP 1000 |
| HP 142; Bloodied 71 | Initiative +14 |
| AC 28, Fortitude 26, Reflex 28, Will 24 | Perception +19 |
| Speed 8 | Low-light vision |
| TRAITS | |
| <p>O Scent of Fear (fear) • Aura 10 Enemies within the aura take a -2 penalty to Will.</p> | |
| Beyond Sight | |
| Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn. | |
| STANDARD ACTIONS | |
| m Claw • At-Will | |
| Attack: Melee 1 (one creature); +19 vs. AC Hit: 3d6 + 7 damage. | |
| M Cannibal's Bite (healing) • At-Will | |
| Attack: Melee 1 (one creature dominated by the soulcatcher); +19 vs. AC Hit: 4d8 + 8 damage, and the soulcatcher regains hit points equal to half the damage dealt. | |
| R Inflare the Hungry Soul (charm, psychic) • Recharge when no creature is affected by this power | |
| Attack: Ranged 10 (one creature); +17 vs. Will Hit: 3d8 + 4 psychic damage, and the target is dominated (save ends). | |
| MINOR ACTIONS | |
| Material Instability • Encounter | |
| Effect: The soulcatcher is insubstantial and phasing until the end of its next turn. | |
| Skills Endurance +18, Stealth +19 | |
| Str 24 (+14) | Dex 25 (+14) Wis 24 (+14) |
| Con 22 (+13) | Int 18 (+11) Cha 16 (+10) |
| Alignment chaotic evil | Languages Abyssal, Common, telepathy 15 |

| Chaos Vanguard | Level 14 Soldier |
|--|------------------------------|
| Large elemental beast (demon) | XP 1000 |
| HP 140; Bloodied 70 | Initiative +11 |
| AC 30, Fortitude 29, Reflex 24, Will 24 | Perception +9 |
| Speed 6 | Darkvision |
| TRAITS | |
| <p>O Crimson Retribution • Aura 2 Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 10 damage.</p> | |
| <p>O Soul Stealer • Aura 2 Whenever an enemy in the aura spends a healing surge, the vanguard makes a melee basic attack against that enemy as a free action. The vanguard gains a +5 bonus to its attack and damage rolls with this attack.</p> | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 2 (one creature); +19 vs. AC Hit: 3d6 + 12 damage, and the vanguard pushes the target up to 2 squares. | |
| C Sweeping Slash • Recharge when first bloodied | |
| Attack: Close blast 3 (enemies in the blast); +19 vs. AC Hit: 2d12 + 12 damage. | |
| Str 24 (+14) | Dex 15 (+9) Wis 14 (+9) |
| Con 20 (+12) | Int 14 (+9) Cha 12 (+8) |
| Alignment chaotic evil | Languages Abyssal |

MISSION 2.2: CHAOS ABIDES (AL 16)

| The Scarmaker | Level 17 Elite Artillery (Leader) |
|---|--|
| Medium elemental humanoid (demon), gnoll | XP 3200 |
| HP 256; Bloodied 128 | Initiative +12 |
| AC 31, Fortitude 30, Reflex 29, Will 26 | Perception +9 |
| Speed 7; fly 9 (hover) | Darkvision |
| Resist 10 poison | |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| Pack Attack | |
| The Scarmaker's attacks deal 8 extra damage to any enemy that is adjacent to at least one of his allies. | |
| STANDARD ACTIONS | |
| m Cudgel of Bloody Teeth (weapon) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +22 vs. AC | |
| <i>Hit:</i> 3d8 + 9 damage and ongoing 10 damage (save ends). | |
| r Eldritch Blast (implement) • At-Will | |
| <i>Attack:</i> Ranged 10 (one creature); +22 vs. Reflex | |
| <i>Hit:</i> 2d10 + 15 damage. | |
| R Forked Blast (implement, radiant) • At-Will | |
| <i>Effect:</i> The Scarmaker uses <i>eldritch blast</i> twice, against different targets. | |
| R Dire Radiance (implement, radiant) • At-Will | |
| <i>Attack:</i> Ranged 10 (one or two creatures); +22 vs. Fortitude | |
| <i>Hit:</i> 3d6 + 13 radiant damage. If the target moves closer to the Scarmaker on its next turn, it takes 10 radiant damage. | |
| R Infernal Moon Curse (implement, poison) • Encounter | |
| <i>Attack:</i> Ranged 10 (one or two creatures); +22 vs. Fortitude | |
| <i>Hit:</i> 4d6 + 18 poison damage, and the target is immobilized and held 5 feet off the ground until the end of the Scarmaker's next turn. | |
| C Howl of the Demon • Encounter | |
| <i>Effect:</i> Close burst 5 (allies in the burst). Each target can make a melee basic attack as a free action. | |
| MINOR ACTIONS | |
| Yeenoghu's Curse • At-Will 1/round | |
| <i>Effect:</i> The Scarmaker chooses one enemy he can see. Until the end of his turn, his implement attacks deal 2d8 extra damage against the chosen enemy. | |
| TRIGGERED ACTIONS | |
| M Spined Tail • At-Will | |
| <i>Trigger:</i> An enemy enters a square adjacent to the Scarmaker. | |
| <i>Attack (Opportunity Action):</i> Melee 1 (the triggering enemy); +22 vs. AC | |
| <i>Hit:</i> 3d8 + 12 damage. | |
| Skills Arcana +13, Intimidate +14, Religion +13, Thievery +17 | |
| Str 11 (+8) | Dex 18 (+12) Wis 12 (+9) |
| Con 20 (+13) | Int 10 (+8) Cha 13 (+9) |
| Alignment chaotic evil | Languages Abyssal, Common |
| Equipment leather armor, cudgel, rod implement | |

| Chaos Hound | Level 15 Minion Skirmisher |
|--|--|
| Medium elemental beast (demon) | XP 300 |
| HP 1; a missed attack roll never damages a minion. | Initiative +12 |
| AC 29, Fortitude 28, Reflex 27, Will 25 | Perception +8 |
| Speed 8 | Darkvision |
| TRAITS | |
| Pack Attack | |
| The hound's attacks deal 4 extra damage for each other demon that is adjacent to the target. | |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +20 vs. AC | |
| <i>Hit:</i> 11 damage, and the hound can shift 1 square. | |
| Str 18 (+11) | Dex 16 (+10) Wis 12 (+8) |
| Con 18 (+11) | Int 5 (+4) Cha 10 (+7) |
| Alignment chaotic evil | Languages -- |

| Greater Maw Demon | Level 16 Brute |
|---|---------------------------------------|
| Large elemental humanoid (demon) | XP 1400 |
| HP 190; Bloodied 95 | Initiative +8 |
| AC 28, Fortitude 28, Reflex 27, Will 26 | Perception +9 |
| Speed 6 | Darkvision |
| TRAITS | |
| O Snapping Jaws • Aura 1 | |
| Enemies within the aura grant combat advantage. | |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| <i>Attack:</i> Melee 2 (one creature); +21 vs. AC | |
| <i>Hit:</i> 4d6 + 17 damage. | |
| C Howling Hunger (thunder) • Encounter | |
| <i>Requirement:</i> The demon must be bloodied. | |
| <i>Attack:</i> Close burst 3 (enemies in the burst); +19 vs. Will | |
| <i>Hit:</i> 3d8 + 14 thunder damage, and the target falls prone. | |
| MOVE ACTIONS | |
| Ravenous Advance • At-Will | |
| <i>Effect:</i> The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy. | |
| MINOR ACTIONS | |
| Vicious Assault • Recharge when first bloodied | |
| <i>Effect:</i> The next attack the demon makes before the end of its next turn is made against the lowest of the target's defenses. | |
| Str 22 (+14) | Dex 11 (+8) Wis 13 (+9) |
| Con 20 (+12) | Int 5 (+5) Cha 10 (+6) |
| Alignment chaotic evil | Languages Abyssal |

MISSION 2.2: CHAOS ABIDES (AL 16 CONTINUED)

| Soulcatcher | Level 16 Controller |
|---|--|
| Medium elemental humanoid (demon) | XP 1400 |
| HP 158; Bloodied 79 | Initiative +15 |
| AC 30, Fortitude 28, Reflex 30, Will 26 | Perception +20 |
| Speed 8 | Low-light vision |
| TRAITS | |
| ○ Scent of Fear (fear) • Aura 10 | |
| Enemies within the aura take a -2 penalty to Will. | |
| Beyond Sight | |
| Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn. | |
| STANDARD ACTIONS | |
| m Claw • At-Will | |
| <i>Attack:</i> Melee 1 (one creature); +21 vs. AC | |
| <i>Hit:</i> 3d8 + 11 damage. | |
| M Cannibal's Bite (healing) • At-Will | |
| <i>Attack:</i> Melee 1 (one creature dominated by the soulcatcher); +21 vs. AC | |
| <i>Hit:</i> 4d8 + 16 damage, and the soulcatcher regains hit points equal to half the damage dealt. | |
| R Inflate the Hungry Soul (charm, psychic) • Recharge when no creature is affected by this power | |
| <i>Attack:</i> Ranged 10 (one creature); +19 vs. Will | |
| <i>Hit:</i> 3d8 + 6 psychic damage, and the target is dominated (save ends). | |
| TRIGGERED ACTIONS | |
| MINOR ACTIONS | |
| Material Instability • Encounter | |
| <i>Effect:</i> The soulcatcher is insubstantial and phasing until the end of its next turn. | |
| Skills Endurance +19, Stealth +20 | |
| Str 24 (+15) | Dex 25 (+15) Wis 24 (+15) |
| Con 22 (+14) | Int 18 (+12) Cha 16 (+11) |
| Alignment chaotic evil | Languages Abyssal, Common, telepathy 15 |

| Chaos Vanguard | Level 16 Soldier |
|---|---|
| Large elemental beast (demon) | XP 1400 |
| HP 156; Bloodied 78 | Initiative +12 |
| AC 32, Fortitude 31, Reflex 26, Will 26 | Perception +10 |
| Speed 6 | Darkvision |
| TRAITS | |
| ○ Crimson Retribution • Aura 2 | |
| Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 15 damage. | |
| ○ Soul Stealer • Aura 2 | |
| Whenever an enemy in the aura spends a healing surge, the vanguard makes a melee basic attack against that enemy as a free action. The vanguard gains a +5 bonus to its attack and damage rolls with this attack. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| <i>Attack:</i> Melee 2 (one creature); +21 vs. AC | |
| <i>Hit:</i> 3d8 + 11 damage, and the vanguard pushes the target up to 2 squares. | |
| C Sweeping Slash • Recharge when first bloodied | |
| <i>Attack:</i> Close blast 3 (enemies in the blast); +21 vs. AC | |
| <i>Hit:</i> 2d12 + 14 damage. | |
| <i>Miss:</i> Half damage. | |
| Str 24 (+15) | Dex 15 (+10) Wis 14 (+10) |
| Con 20 (+13) | Int 14 (+10) Cha 12 (+9) |
| Alignment chaotic evil | Languages Abyssal |

MISSION 2.2: CHAOS ABIDES (AL 18)

| The Scarmaker | Level 18 Elite Artillery (Leader) |
|--|-----------------------------------|
| Medium elemental humanoid (demon), gnoll | XP 4000 |
| HP 268; Bloodied 134 | Initiative +13 |
| AC 32, Fortitude 31, Reflex 30, Will 27 | Perception +10 |
| Speed 7; fly 9 (hover) | Darkvision |
| Resist 10 poison | |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| Pack Attack | |
| The Scarmaker's attacks deal 9 extra damage to any enemy that is adjacent to at least one of his allies. | |
| STANDARD ACTIONS | |
| m Cudgel of Bloody Teeth (weapon) • At-Will | |
| Attack: Melee 1 (one creature); +23 vs. AC | |
| Hit: 3d8 + 10 damage and ongoing 10 damage (save ends). | |
| r Eldritch Blast (implement) • At-Will | |
| Attack: Ranged 10 (one creature); +23 vs. Reflex | |
| Hit: 2d10 + 16 damage. | |
| R Forked Blast (implement, radiant) • At-Will | |
| Effect: The Scarmaker uses <i>eldritch blast</i> twice, against different targets. | |
| R Dire Radiance (implement, radiant) • At-Will | |
| Attack: Ranged 10 (one or two creatures); +23 vs. Fortitude | |
| Hit: 3d8 + 11 radiant damage. If the target moves closer to the Scarmaker on its next turn, it takes 10 radiant damage. | |
| R Infernal Moon Curse (implement, poison) • Encounter | |
| Attack: Ranged 10 (one or two creatures); +23 vs. Fortitude | |
| Hit: 4d6 + 19 poison damage, and the target is immobilized and held 5 feet off the ground until the end of the Scarmaker's next turn. | |
| C Howl of the Demon • Recharge when first bloodied | |
| Effect: Close burst 5 (allies in the burst). Each target can make a melee basic attack as a free action. | |
| MINOR ACTIONS | |
| Yeenoghu's Curse • At-Will 1/round | |
| Effect: The Scarmaker chooses one enemy he can see. Until the end of his turn, his implement attacks deal 3d6 extra damage against the chosen enemy. | |
| TRIGGERED ACTIONS | |
| M Spined Tail • At-Will | |
| Trigger: An enemy enters a square adjacent to the Scarmaker. | |
| Attack (<i>Opportunity Action</i>): Melee 1 (the triggering enemy); +23 vs. AC | |
| Hit: 3d8 + 13 damage. | |
| Skills Arcana +14, Intimidate +15, Religion +14, Thievery +18 | |
| Str 11 (+9) Dex 18 (+13) Wis 12 (+10) | |
| Con 20 (+14) Int 10 (+9) Cha 13 (+10) | |
| Alignment chaotic evil | Languages Abyssal, Common |
| Equipment leather armor, cudgel, rod implement | |

| Chaos Hound | Level 18 Minion Skirmisher |
|--|----------------------------|
| Medium elemental beast (demon) | XP 500 |
| HP 1; a missed attack roll never damages a minion. | Initiative +14 |
| AC 32, Fortitude 31, Reflex 30, Will 28 | Perception +10 |
| Speed 8 | Darkvision |
| TRAITS | |
| Pack Attack | |
| The hound's attacks deal 4 extra damage for each other demon that is adjacent to the target. | |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| Attack: Melee 1 (one creature); +23 vs. AC | |
| Hit: 13 damage, and the hound can shift 1 square. | |
| Str 18 (+13) Dex 16 (+12) Wis 12 (+10) | |
| Con 18 (+13) Int 5 (+6) Cha 10 (+9) | |
| Alignment chaotic evil | Languages -- |

| Greater Maw Demon | Level 18 Brute |
|--|-----------------------|
| Large elemental humanoid (demon) | XP 2000 |
| HP 210; Bloodied 105 | Initiative +9 |
| AC 30, Fortitude 30, Reflex 29, Will 28 | Perception +10 |
| Speed 6 | Darkvision |
| TRAITS | |
| O Snapping Jaws • Aura 1 | |
| Enemies within the aura grant combat advantage. | |
| STANDARD ACTIONS | |
| m Bite • At-Will | |
| Attack: Melee 2 (one creature); +23 vs. AC | |
| Hit: 4d6 + 19 damage and ongoing 10 damage (save ends). | |
| C Howling Hunger (thunder) • Encounter | |
| Requirement: The demon must be bloodied. | |
| Attack: Close burst 3 (enemies in the burst); +21 vs. Will | |
| Hit: 4d6 + 15 thunder damage, and the target falls prone. | |
| MOVE ACTIONS | |
| Ravenous Advance • At-Will | |
| Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy. | |
| MINOR ACTIONS | |
| Vicious Assault • Recharge when first bloodied | |
| Effect: The next attack the demon makes before the end of its next turn is made against the lowest of the target's defenses. | |
| Str 22 (+15) Dex 11 (+9) Wis 13 (+10) | |
| Con 20 (+13) Int 5 (+6) Cha 10 (+7) | |
| Alignment chaotic evil | Languages Abyssal |

MISSION 2.2: CHAOS ABIDES (AL 18 CONTINUED)

| Soulcatcher | Level 18 Controller |
|---|--------------------------------|
| Medium elemental humanoid (demon) | XP 2000 |
| HP 174; Bloodied 87 | Initiative +16 |
| AC 32, Fortitude 30, Reflex 32, Will 28 | Perception +21 |
| Speed 8 | Low-light vision |
| TRAITS | |
| ○ Scent of Fear (fear) • Aura 10 | |
| Enemies within the aura take a -2 penalty to Will. | |
| Beyond Sight | |
| Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn. | |
| You Know You Love Me | |
| Creatures dominated by the soulcatcher take a -2 penalty on saving throws to end the effect. | |
| STANDARD ACTIONS | |
| m Claw • At-Will | |
| Attack: Melee 1 (one creature); +23 vs. AC | |
| Hit: 3d8 + 13 damage. | |
| M Cannibal's Bite (healing) • At-Will | |
| Attack: Melee 1 (one creature dominated by the soulcatcher); +23 vs. AC | |
| Hit: 4d10 + 18 damage, and the soulcatcher regains hit points equal to half the damage dealt. | |
| R Inflame the Hungry Soul (charm, psychic) • Recharge when no creature is affected by this power | |
| Attack: Ranged 10 (one creature); +21 vs. Will | |
| Hit: 3d8 + 8 psychic damage, and the target is dominated (save ends). | |
| MINOR ACTIONS | |
| Material Instability • Encounter | |
| Effect: The soulcatcher is insubstantial and phasing until the end of its next turn. | |
| Skills Endurance +20, Stealth +21 | |
| Str 24 (+16) | Dex 25 (+16) Wis 24 (+16) |
| Con 22 (+15) | Int 18 (+13) Cha 16 (+12) |
| Alignment chaotic evil Languages Abyssal, Common, telepathy 15 | |

| Chaos Vanguard | Level 18 Soldier |
|--|--------------------------------|
| Large elemental beast (demon) | XP 2000 |
| HP 172; Bloodied 86 | Initiative +13 |
| AC 34, Fortitude 33, Reflex 28, Will 28 | Perception +11 |
| Speed 6 | Darkvision |
| TRAITS | |
| ○ Crimson Retribution • Aura 2 | |
| Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 15 damage. | |
| ○ Soul Stealer • Aura 2 | |
| Whenever an enemy in the aura spends a healing surge, the vanguard makes a melee basic attack against that enemy as a free action. The vanguard gains a +5 bonus to its attack roll and a +10 bonus to its damage roll with this attack. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 2 (one creature); +23 vs. AC | |
| Hit: 3d8 + 13 damage, and the vanguard pushes the target up to 2 squares. | |
| C Sweeping Slash • Recharge when first bloodied | |
| Attack: Close blast 3 (enemies in the blast); +23 vs. AC | |
| Hit: 3d12 + 13 damage. | |
| Miss: Half damage. | |
| Str 24 (+16) | Dex 15 (+11) Wis 14 (+11) |
| Con 20 (+14) | Int 14 (+11) Cha 12 (+10) |
| Alignment chaotic evil Languages Abyssal | |

MISSION 2.2: CHAOS ABIDES (AL 20)

| The Scarmaker | | Level 21 Elite Artillery (Leader) | |
|--|--------------|-----------------------------------|--|
| Medium elemental humanoid (demon), gnoll | | XP 6400 | |
| HP 304; Bloodied 152 | | Initiative +14 | |
| AC 35, Fortitude 34, Reflex 33, Will 30 | | Perception +11 | |
| Speed 7; fly 9 (hover) | | Darkvision | |
| Resist 15 poison | | | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| Pack Attack | | | |
| The Scarmaker's attacks deal 10 extra damage to any enemy that is adjacent to at least one of his allies. | | | |
| STANDARD ACTIONS | | | |
| m Cudgel of Bloody Teeth (weapon) • At-Will | | | |
| Attack: Melee 1 (one creature); +26 vs. AC | | | |
| Hit: 4d6 + 10 damage and ongoing 15 damage (save ends). | | | |
| r Eldritch Blast (implement) • At-Will | | | |
| Attack: Ranged 10 (one creature); +26 vs. Reflex | | | |
| Hit: 2d10 + 20 damage. | | | |
| R Forked Blast (implement, radiant) • At-Will | | | |
| Effect: The Scarmaker uses <i>eldritch blast</i> twice, against different targets. | | | |
| R Dire Radiance (implement, radiant) • At-Will | | | |
| Attack: Ranged 10 (one or two creatures); +26 vs. Fortitude | | | |
| Hit: 3d8 + 14 radiant damage. If the target moves closer to the Scarmaker on its next turn, it takes 10 radiant damage. | | | |
| R Infernal Moon Curse (implement, poison) • Recharge when first bloodied | | | |
| Attack: Ranged 10 (one or two creatures); +26 vs. Fortitude | | | |
| Hit: 4d8 + 18 poison damage, and the target is immobilized and held 5 feet off the ground until the end of the Scarmaker's next turn. | | | |
| MOVE ACTIONS | | | |
| C Howl of the Demon • Recharge when first bloodied | | | |
| Effect: Close burst 5 (allies in the burst). Each target can make a melee basic attack as a free action. | | | |
| MINOR ACTIONS | | | |
| Yeenoghu's Curse • At-Will 1/round | | | |
| Effect: The Scarmaker chooses one enemy he can see. Until the end of his turn, his implement attacks deal 3d8 extra damage against the chosen enemy. | | | |
| TRIGGERED ACTIONS | | | |
| M Spined Tail • At-Will | | | |
| Trigger: An enemy enters a square adjacent to the Scarmaker. | | | |
| Attack (<i>Opportunity Action</i>): Melee 1 (the triggering enemy); +26 vs. AC | | | |
| Hit: 4d6 + 15 damage. | | | |
| Skills Arcana +15, Intimidate +16, Religion +15, Thievery +19 | | | |
| Str 11 (+10) | Dex 18 (+14) | Wis 12 (+11) | |
| Con 20 (+15) | Int 10 (+10) | Cha 13 (+11) | |
| Alignment chaotic evil | | Languages Abyssal, Common | |
| Equipment leather armor, cudgel, rod implement | | | |

| Chaos Hound | | Level 21 Minion Skirmisher | |
|--|--------------|----------------------------|--|
| Medium elemental beast (demon) | | XP 800 | |
| HP 1; a missed attack roll never damages a minion. | | Initiative +16 | |
| AC 35, Fortitude 34, Reflex 33, Will 31 | | Perception +12 | |
| Speed 8 | | Darkvision | |
| TRAITS | | | |
| Pack Attack | | | |
| The hound's attacks deal 5 extra damage for each other demon that is adjacent to the target. | | | |
| STANDARD ACTIONS | | | |
| m Bite • At-Will | | | |
| Attack: Melee 1 (one creature); +26 vs. AC | | | |
| Hit: 14 damage, and the hound can shift 1 square. | | | |
| Str 18 (+14) | Dex 16 (+13) | Wis 12 (+11) | |
| Con 18 (+14) | Int 5 (+7) | Cha 10 (+10) | |
| Alignment chaotic evil | | Languages -- | |

| Greater Maw Demon | | Level 20 Brute | |
|---|--------------|-------------------|--|
| Large elemental humanoid (demon) | | XP 2800 | |
| HP 230; Bloodied 115 | | Initiative +10 | |
| AC 32, Fortitude 32, Reflex 31, Will 30 | | Perception +11 | |
| Speed 6 | | Darkvision | |
| TRAITS | | | |
| O Snapping Jaws • Aura 1 | | | |
| Enemies within the aura grant combat advantage. | | | |
| You Wouldn't Like Me When I'm Angry | | | |
| While bloodied, the demon gains a +2 bonus to attack rolls and a +5 bonus to damage rolls, and can score a critical hit on a roll of 19-20. | | | |
| STANDARD ACTIONS | | | |
| m Bite • At-Will | | | |
| Attack: Melee 2 (one creature); +25 vs. AC | | | |
| Hit: 4d8 + 17 damage and ongoing 15 damage (save ends). | | | |
| C Howling Hunger (thunder) • Encounter | | | |
| Requirement: The demon must be bloodied. | | | |
| Attack: Close burst 3 (enemies in the burst); +23 vs. Will | | | |
| Hit: 4d6 + 17 thunder damage, and the target falls prone and is immobilized and cannot stand up (save ends both). | | | |
| MOVE ACTIONS | | | |
| Ravenous Advance • At-Will | | | |
| Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy. | | | |
| MINOR ACTIONS | | | |
| Vicious Assault • Recharge when first bloodied | | | |
| Effect: The next attack the demon makes before the end of its next turn is made against the lowest of the target's defenses. | | | |
| Str 22 (+16) | Dex 11 (+10) | Wis 13 (+11) | |
| Con 20 (+14) | Int 5 (+7) | Cha 10 (+8) | |
| Alignment chaotic evil | | Languages Abyssal | |

MISSION 2.2: CHAOS ABIDES (AL 20 CONTINUED)

| Soulcatcher | Level 20 Controller |
|---|---------------------------|
| Medium elemental humanoid (demon) | XP 2800 |
| HP 190; Bloodied 95 | Initiative +17 |
| AC 34, Fortitude 32, Reflex 34, Will 30 | Perception +22 |
| Speed 8 | Low-light vision |
| TRAITS | |
| ○ Scent of Fear (fear) • Aura 10 | |
| Enemies within the aura take a -2 penalty to Will. | |
| Beyond Sight | |
| Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn. | |
| You Know You Love Me | |
| Creatures dominated by the soulcatcher take a -3 penalty on saving throws to end the effect. | |
| STANDARD ACTIONS | |
| m Claw • At-Will | |
| Attack: Melee 1 (one creature); +25 vs. AC | |
| Hit: 3d8 + 15 damage. | |
| M Cannibal's Bite (healing) • At-Will | |
| Attack: Melee 1 (one creature dominated by the soulcatcher); +25 vs. AC | |
| Hit: 4d12 + 20 damage, and the soulcatcher regains hit points equal to half the damage dealt. | |
| R Inflame the Hungry Soul (charm, psychic) • Recharge when no creature is affected by this power | |
| Attack: Ranged 10 (one creature); +23 vs. Will | |
| Hit: 3d8 + 10 psychic damage, and the target is dominated (save ends). | |
| MINOR ACTIONS | |
| Material Instability • Recharge when first bloodied | |
| Effect: The soulcatcher is insubstantial and phasing until the end of its next turn. | |
| Skills Endurance +21, Stealth +22 | |
| Str 24 (+17) | Dex 25 (+17) Wis 24 (+17) |
| Con 22 (+16) | Int 18 (+14) Cha 16 (+13) |
| Alignment chaotic evil Languages Abyssal, Common, telepathy 15 | |

| Chaos Vanguard | Level 20 Soldier |
|--|---------------------------|
| Large elemental beast (demon) | XP 2800 |
| HP 188; Bloodied 94 | Initiative +14 |
| AC 36, Fortitude 35, Reflex 30, Will 30 | Perception +12 |
| Speed 6 | Darkvision |
| TRAITS | |
| ○ Crimson Retribution • Aura 2 | |
| Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 20 damage. | |
| ○ Soul Stealer • Aura 2 | |
| Whenever an enemy in the aura spends a healing surge, the vanguard makes a melee basic attack against that enemy as a free action. The vanguard gains a +5 bonus to its attack roll and a +15 bonus to its damage roll with this attack. | |
| STANDARD ACTIONS | |
| m Slam • At-Will | |
| Attack: Melee 2 (one creature); +25 vs. AC | |
| Hit: 3d8 + 15 damage, and the vanguard pushes the target up to 2 squares. If the attack roll was a 15 or higher, the vanguard also knocks the target prone. | |
| C Sweeping Slash • Recharge when first bloodied | |
| Attack: Close blast 3 (enemies in the blast); +25 vs. AC | |
| Hit: 3d12 + 15 damage. | |
| Miss: Half damage. | |
| Str 24 (+17) | Dex 15 (+12) Wis 14 (+12) |
| Con 20 (+15) | Int 14 (+12) Cha 12 (+11) |
| Alignment chaotic evil Languages Abyssal | |

MISSION 2.2: CHAOS ABIDES (BATTLE MAP)

POSTER MAP NEEDED

Vaults of the Underdark - 2



The PCs appear on the map in the blue glyph. They are now inside Cyric's prison, but in order to reach their goal, they have to exit the map via the tunnel at the lower left (which is full of bones). Squares that look like they contain rubble or other debris are treated as difficult terrain. The ceiling is 15' high and all solid black squares are walls that reach from the floor to the ceiling. The demons instantly appear on the map when the PCs appear in the blue glyph.

The Scarmaker leads from the middle of his pack of demon hounds. Flanking them are the two maw demons, with the chaos vanguard in the front. This group starts in the upper left-hand corner of the map and splits into two groups of roughly equal strength to go around the pillars and get to the PCs. (Basically you don't want to send the horde at the PCs in such a fashion that it's easy to catch them all in area attacks or block off a single route.)

If present, the soulcatcher should initially be hidden in the lower right-hand corner of the map (so that it can get behind the PCs when they come out of the room containing the glyph).

MISSION 2.3: CYRIC'S MADNESS

ENCOUNTER LEVEL = AL + 4

CREATURES

AL 12 (7100 XP):

- 1 Cyric, the Mad God (level 12 solo)
- 1 Supreme Throne (level 11 hazard)
- 5 Sharn Portals (level 11 minion trap)
- 1 Sharn Gatekeeper (level 11 elite)
- 2 Thoon Hulks (level 11)

AL 14 (10,000 XP):

- 1 Cyric, the Mad God (level 14 solo)
- 1 Supreme Throne (level 14 hazard)
- 5 Sharn Portals (level 13 minion trap)
- 1 Sharn Gatekeeper (level 13 elite)
- 2 Thoon Hulks (level 13)

AL 16 (14,200 XP):

- 1 Cyric, the Mad God (level 16 solo)
- 1 Supreme Throne (level 15 hazard)
- 5 Sharn Portals (level 15 minion trap)
- 1 Sharn Gatekeeper (level 15 elite)
- 2 Thoon Hulks (level 15)

AL 18 (20,800 XP):

- 1 Cyric, the Mad God (level 18 solo)
- 1 Supreme Throne (level 18 hazard)
- 5 Sharn Portals (level 17 minion trap)
- 1 Sharn Gatekeeper (level 18 elite)
- 2 Thoon Hulks (level 17)

AL 20 (32,800 XP):

- 1 Cyric, the Mad God (level 21 solo)
- 1 Supreme Throne (level 20 hazard)
- 5 Sharn Portals (level 20 minion trap)
- 1 Sharn Gatekeeper (level 20 elite)
- 2 Thoon Hulks (level 20)

SCALING THE ENCOUNTER

Four PCs: Remove one of the thoon hulks.

Six PCs: Add a third thoon hulk.

TIERING THE ENCOUNTER

Aggressive: Increase Cyric's hit points by 25% (one-half his bloodied value). Cyric and the Sharn Hexshadow gain a +2 bonus to attack rolls and a +5 bonus to damage with all attacks.

Glory: Increase Cyric's hit points by 50% instead of by 25%, and increase the sharn hexshadow's hit points by 25%. One destroyed sharn portal reappears at the start of every round, until Cyric is defeated. If there are

already five sharn portals at the start of the round, do not add a sixth portal. Instead, the portals instead deal extra damage equal to the AL minus 10 (2 / 4 / 6 / 8 / 10) for the duration of that round. This will encourage the PCs to destroy at least one portal per round.

CHOSEN

Sensing that this is the fateful moment, Mystra infuses what little of her divine essence remains into the PCs to help them defeat Cyric. Distribute Handout 3 at this time. Each PC (not one PC per table!) has the option of accepting Mystra's blessing and becoming a Chosen for the duration of this encounter. (If a PC does not wish to be Mystra's Chosen because of religious objections, that's fine; that character simply doesn't get the benefits.)

OBJECTIVE

The PCs have reached their final and most difficult test. They must sunder the Supreme Throne, a creation of the greater deities, so that its power can be used to rebuild Dweomerheart and establish the new Weave using the fragments of Mystra's soul that the Epic Campaign PCs rescued from Shar.

Unfortunately, the opening of the Supreme Throne also releases Cyric. The true origin of the Spellplague is now revealed. It is Cyric's madness made manifest, corrupted by the energy of the Far Realm, bathed in the release of all the world's magic when the Weave was destroyed. Cyric's murder of Mystra was abetted by Shar, who opened the way to the Far Realm at the crucial moment to ensure Dweomerheart's destruction (believing that she could control the resulting cataclysm). Because the Far Realm is completely outside of creation, not even Ao's power could have prevented the Spellplague once Shar's plan was carried out.

A sharn is present to serve as a guardian of Cyric and tender of the gate to the Far Realm (unknown to the gods who created this prison), and several Thoon hulks are present as well. The Supreme Throne acts as a trap.

The PCs must defeat Cyric (who fortunately is much reduced in power thanks to his imprisonment). The PCs also get a grant of divine energy directly from Mystra (making all the PCs into her Chosen for this fight). Once Cyric has been defeated, the PCs and Yazeth Cobb can enact the ritual that was recovered from the leaders of the Order of Blue Fire at the conclusion of the Myth Drannor series. This ritual cleanses Cyric of the Spellplague (though not, alas, of his innate madness) and permits the PCs to establish the new Weave using the power released by the destruction of the Supreme Throne and the closure of the link to the Far Realm.

This battle determines whether a new Weave (and a reborn Mystra) or the Spellplague will be the source of all magic in the Realms.

MISSION 2.3: CYRIC'S MADNESS (AL 12)

| | |
|---|------------------------------|
| Cyric, the Mad God | Level 12 Solo Soldier |
| Huge immortal humanoid | XP 3500 |
| HP 536; Bloodied 268 | Initiative +18 |
| AC 28, Fortitude 25, Reflex 25, Will 25 | Perception +21 |
| Speed 6, fly 6 (hover) | Truesight 20 |
| Immune disease, dominate, fear, petrify, polymorph, unconscious, removed from play | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| Action Recovery | |
| Whenever Cyric ends his turn, any dazing effect on him ends. If Cyric would be stunned, he is dazed instead. | |
| Blinded by the Black Sun | |
| Enemies take a -2 penalty on saving throws against Cyric's effects. | |
| Bloodied Fury | |
| While Cyric is bloodied, he gains an extra standard action on his turn each round, even if he is dazed. | |
| Furious Assault | |
| On an initiative of 10 + his initiative check, Cyric can use a free action to move or make a basic attack. If Cyric cannot use this free action due to any effect, then that effect ends instead of Cyric gaining the action. | |
| My House, My Rules | |
| Once per round on his own turn, Cyric can alter his size between Medium, Large, and Huge. This does not require an action. | |
| Unholy Bleeding | |
| If Cyric would deal ongoing damage to a creature that is already taking ongoing damage, the amount of ongoing damage instead increases by 5. | |
| STANDARD ACTIONS | |
| m Razor's Edge (weapon) • At-Will | |
| Attack: Melee 3 (one creature); +17 vs. AC | |
| Hit: 3d6 + 10 damage and ongoing 10 damage (save ends). | |
| r Throw Razor's Edge (weapon) • At-Will | |
| Attack: Ranged 20 (one creature); +17 vs. AC | |
| Hit: 3d6 + 10 damage and ongoing 10 damage (save ends). | |
| M/R Razor's Edge for Everybody! (weapon) • At-Will | |
| Effect: Cyric makes two basic attacks. | |
| M Three Crowns (weapon) • At-Will | |
| Attack: Melee 3 (one, two, or three creatures); +17 vs. AC | |
| Hit: 3d6 + 10 damage and ongoing 10 damage (save ends). | |
| Special: If Cyric uses this power against two targets instead of three, increase the damage dealt to each target by 10. If Cyric uses this power against only one target, increase the damage dealt by 20. (This does not apply to the ongoing damage.) | |
| A Burst of Blue Fire (fire, psychic) • At-Will | |
| Attack: Area burst 1 within 20 (enemies in burst); +15 vs. Reflex | |
| Hit: 3d6 + 12 fire and psychic damage. | |
| C Blast of Blue Fire (psychic) • Recharge 5 6 | |
| Attack: Close blast 5 (enemies in blast); +15 vs. Fortitude | |
| Hit: 2d8 + 10 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 10 damage. | |
| MINOR ACTIONS | |
| C On Your Knees! (fear) • At-Will | |
| Attack: Close burst 10 (one creature in burst); +15 vs. Will | |
| Hit: 2d8 + 6 damage and the target falls prone. | |

| | |
|---|---------------------------|
| MINOR ACTIONS | |
| C Unravel Essence • Recharge when no enemy is affected by this power | |
| Attack: Close burst 10 (one creature in burst); +15 vs. Fortitude | |
| Hit: Ongoing 10 damage (save ends). | |
| First Failed Save: The ongoing damage increases to 15. | |
| Second Failed Save: The target is also weakened (save ends both). | |
| Third Failed Save: The target drops to 0 hit points, unless it is already below 0 hit points. | |
| TRIGGERED ACTIONS | |
| Prince of Lies • At-Will | |
| Trigger: An enemy scores a critical hit against Cyric. | |
| Effect (Immediate Reaction): The triggering enemy is dominated (save ends). | |
| Special: The second and any subsequent time that the same enemy would be subject to this effect, that enemy may choose to forego scoring a critical hit against Cyric, voluntarily turning it into a normal hit to avoid being dominated. | |
| That Totally Never Happened • Recharge when first bloodied | |
| Trigger: Cyric rolls a d20 and dislikes the result. | |
| Effect (No Action): Cyric rerolls the triggering die and uses either result. | |
| Skills Divinely gifted at everything (all skills roll key ability bonus +10) | |
| Str 30 (+16) | Dex 30 (+16) Wis 30 (+16) |
| Con 30 (+16) | Int 30 (+16) Cha 30 (+16) |
| Alignment chaotic evil | |
| Languages All, telepathy 50 | |

| | |
|---|---------------------------|
| Thoon Hulk | Level 11 Brute |
| Large aberrant humanoid | XP 600 |
| HP 145; Bloodied 72 | Initiative +12 |
| AC 23, Fortitude 24, Reflex 22, Will 22 | Perception +18 |
| Speed 6 | Darkvision |
| Resist 10 psychic | |
| STANDARD ACTIONS | |
| m Eviscerate • At-Will | |
| Attack: Melee 2 (one creature); +16 vs. AC | |
| Hit: 3d8 + 11 damage (5d8 + 11 against a creature grabbed by the Thoon hulk). | |
| R Call of Thoon (charm, psychic) • At-Will | |
| Attack: Ranged 10 (one creature); +14 vs. Will | |
| Hit: 3d8 + 11 psychic damage. | |
| Effect: The Thoon hulk pulls the target up to 5 squares. | |
| C Mind Blast (psychic) • Encounter | |
| Attack: Close blast 5 (enemies in the blast); +14 vs. Will | |
| Hit: 2d8 + 6 psychic damage, and the target is dazed (save ends). | |
| MINOR ACTIONS | |
| M Tentacles • At-Will | |
| Requirement: The Thoon hulk must not have a creature grabbed. | |
| Attack: Melee 1 (one creature); +14 vs. Reflex | |
| Hit: The Thoon hulk grabs the target (escape DC 20) | |
| TRIGGERED ACTIONS | |
| C Psychic Explosion (psychic) • Encounter | |
| Trigger: The Thoon hulk drops to 0 hit points. | |
| Attack (No Action): Close burst 2 (enemies in the burst); +14 vs. Will | |
| Hit: Ongoing 10 psychic damage (save ends). | |
| Str 28 (+14) | Dex 24 (+12) Wis 26 (+13) |
| Con 25 (+12) | Int 6 (+3) Cha 23 (+11) |
| Alignment evil | |
| Languages Deep Speech, telepathy 10 | |

MISSION 2.3: CYRIC'S MADNESS (AL 12 CONTINUED)

| Sharn Gatekeeper | Level 11 Elite Skirmisher |
|--|--------------------------------|
| Large aberrant magical beast | XP 1200 |
| HP 228; Bloodied 114 | Initiative +12 |
| AC 25, Fortitude 23, Reflex 23, Will 25 | Perception +15 |
| Speed 4, fly 8 (hover) | Darkvision |
| Immune petrification, polymorph, forced movement | |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| Double Actions | |
| The sharn rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different consciousness. The sharn's ability to take immediate actions refreshes on each of its turns. | |
| Independent Consciousness | |
| The sharn automatically saves against the dazed and stunned conditions, and against charm effects that a save can end. | |
| Looking-Glass | |
| As long as there is at least one hex portal active, enemies can't gain combat advantage by flanking the sharn. | |
| Portal Master | |
| The sharn can trace line of sight and line of effect through any combination of hex portals, in any direction. | |
| STANDARD ACTIONS | |
| m Rend Time and Space • At-Will | |
| Attack: Melee 5 (one creature); +16 vs. AC | |
| Hit: 3d6 + 9 damage. | |
| Effect: The sharn shifts up to 2 squares. | |
| R Lightning Ball (lightning) • At-Will | |
| Attack: Ranged 10 (one creature); +14 vs. Reflex | |
| Hit: 3d6 + 9 lightning damage. | |
| MOVE ACTIONS | |
| Hex Step • At-Will | |
| Requirement: The sharn must be adjacent to a hex portal. | |
| Effect: The sharn teleports to any unoccupied square adjacent to any hex portal. | |
| MINOR ACTIONS | |
| Create Hex Portal • At-Will (1/turn) | |
| Requirement: There must be no more than 6 (six) hex portals currently on the map. | |
| Effect: The sharn creates a hex portal (see stat block) in an unoccupied space within 10 squares. The hex portal must be at least 5 squares away from any other hex portal currently on the map. Hex portals created by the sharn have the same initiative count as the sharn had when it created that portal (the sharn gets two turns per round, so different portals may activate on each of its turns, but a portal can only activate once per round.) | |
| Move Hex Portal • At-Will (1/turn) | |
| Effect: The sharn teleports an existing hex portal up to 5 squares to an unoccupied space that is at least 5 squares away from any other hex portal. | |
| Skills Arcana +16, Insight +15, Religion +16 | |
| Str 21 (+10) | Dex 23 (+10) Wis 23 (+10) |
| Con 18 (+9) | Int 25 (+11) Cha 23 (+10) |
| Alignment unaligned | Languages Deep Speech |

| Hex Portal | Level 11 Minion Artillery |
|--|------------------------------|
| Small aberrant animate | XP 150 |
| HP 1; a missed attack roll never damages a minion. | Initiative +11 |
| AC 23, Fortitude 23, Reflex 23, Will 23 | Perception +2 |
| Speed 0 (cannot move on its own) | |
| Immune forced movement (can only be moved by the sharn gatekeeper) | |
| TRAITS | |
| Dimensional Anchor | |
| A hex portal is immune to forced movement and involuntary teleportation. It cannot be removed from play. Only the sharn that created it can move it. | |
| Non-Euclidean | |
| A hex portal does not block line of sight, line of effect, or movement. It is one-way (creatures cannot pass through it to the Far Realm). Other creatures can move through the portal's space and end their turn in its space. A creature that starts its turn in the hex portal's space or that moves through the hex portal's space takes damage equal to the damage dealt by the hex portal's basic attack. A creature can take this damage no more than once per hex portal per turn. | |
| STANDARD ACTIONS | |
| R Tentacle from the Far Realm • At-Will | |
| Special: This attack does not provoke opportunity attacks. | |
| Attack: Ranged 5 (one creature); +18 vs. AC | |
| Hit: 10 damage. | |
| Str 23 (+11) | Dex 23 (+11) Wis 5 (+2) |
| Con 23 (+11) | Int 5 (+2) Cha 5 (+2) |
| Alignment unaligned | Languages -- |

Note: Hex portals make their basic attack on their own turns. These attacks are separate from attacks that the sharn may make through them on its turns. However, if a particular hex portal does not have any valid targets within 5 squares on its own turn, it can't attack.

If the sharn is reduced to 0 hit points, this does NOT cause the remaining hex portals to disappear. They must still be destroyed individually.

MISSION 2.3: CYRIC'S MADNESS (AL 12 CONTINUED)

| | |
|---|-------------------------|
| The Supreme Throne | Level 11 Blaster |
| Trap | XP 600 |
| HP 120 | Initiative +13 |
| AC 25, Fortitude 23, Reflex 23, Will 23 | |
| Resist 10 all; Immune all conditions | |
| DETECT | |
| <ul style="list-style-type: none"> • Perception: No check is required to see the Supreme Throne. • Arcana, Religion or Thievery: Moderate DC to study the lines of power and understand the available countermeasures | |
| TRIGGER | |
| When a creature attacks the Supreme Throne or moves within 10 squares of it, the trap activates and rolls for initiative. | |
| STANDARD ACTIONS | |
| C Crush Mind and Body (energy types as damage dealt) • At-Will | |
| <i>Special:</i> When the Supreme Throne attacks, roll 1d4 to determine which attack it uses. | |
| <i>Targets:</i> Close burst 5 or Area burst 1 within 20 (enemies in burst). | |
| 1 Attack: +16 vs. Fortitude | |
| <i>Hit:</i> 2d6 + 7 thunder and force damage, and the target is pushed 3 squares. | |
| 2 Attack: +16 vs. Will | |
| <i>Hit:</i> 2d6 + 7 thunder and radiant damage and ongoing 15 radiant damage (save ends). | |
| 3 Attack: +16 vs. Fortitude | |
| <i>Hit:</i> 2d6 + 7 thunder and necrotic damage and the target is weakened (save ends). | |
| 4 Attack: +16 vs. Will | |
| <i>Hit:</i> 2d6 + 7 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends). | |
| TRIGGERED ACTIONS | |
| R Come Here and Die (lightning, thunder) • At-Will | |
| <i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages it with an attack. | |
| <i>Effect (Opportunity Action):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. | |
| <i>Attack:</i> Ranged sight (the triggering enemy); +18 vs. AC | |
| <i>Hit:</i> 3d6 + 9 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne. | |
| COUNTERMEASURES | |
| <ul style="list-style-type: none"> • Thievery: An adjacent character can prevent the Supreme Throne from attacking for a round with a successful Moderate DC check made as a standard action or a Hard DC check made as a move action. Failure causes the Supreme Throne to use <i>crush mind and body</i> as an opportunity action. • Arcana, Nature, Religion: A character within 10 squares can prevent the Supreme Throne from attacking for a round with a successful Hard DC check made as a standard action. Failure causes the Supreme Throne to use <i>come here and die</i> against the character as an opportunity action. | |

MISSION 2.3: CYRIC'S MADNESS (AL 14)

| Cyric, the Mad God | Level 14 Solo Soldier |
|---|-----------------------|
| Huge immortal humanoid | XP 5000 |
| HP 600; Bloodied 300 | Initiative +19 |
| AC 30, Fortitude 27, Reflex 27, Will 27 | Perception +22 |
| Speed 6, fly 6 (hover) | Truesight 20 |
| Immune disease, dominate, fear, petrify, polymorph, unconscious, removed from play | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| Action Recovery | |
| Whenever Cyric ends his turn, any dazing effect on him ends. If Cyric would be stunned, he is dazed instead. | |
| Blinded by the Black Sun | |
| Enemies take a -2 penalty on saving throws against Cyric's effects. | |
| Bloodied Fury | |
| While Cyric is bloodied, he gains an extra standard action on his turn each round, even if he is dazed. | |
| Furious Assault | |
| On an initiative of 10 + his initiative check, Cyric can use a free action to move or make a basic attack. If Cyric cannot use this free action due to any effect, then that effect ends instead of Cyric gaining the action. | |
| My House, My Rules | |
| Once per round on his own turn, Cyric can alter his size between Medium, Large, and Huge. This does not require an action. | |
| Unholy Bleeding | |
| If Cyric would deal ongoing damage to a creature that is already taking ongoing damage, the amount of ongoing damage instead increases by 5. | |
| STANDARD ACTIONS | |
| m Razor's Edge (weapon) • At-Will | |
| Attack: Melee 3 (one creature); +19 vs. AC | |
| Hit: 3d6 + 12 damage and ongoing 10 damage (save ends). | |
| r Throw Razor's Edge (weapon) • At-Will | |
| Attack: Ranged 20 (one creature); +19 vs. AC | |
| Hit: 3d6 + 12 damage and ongoing 10 damage (save ends). | |
| M/R Razor's Edge for Everybody! (weapon) • At-Will | |
| Effect: Cyric makes two basic attacks. | |
| M Three Crowns (weapon) • At-Will | |
| Attack: Melee 3 (one, two, or three creatures); +19 vs. AC | |
| Hit: 3d6 + 12 damage and ongoing 10 damage (save ends). | |
| Special: If Cyric uses this power against two targets instead of three, increase the damage dealt to each target by 12. If Cyric uses this power against only one target, increase the damage dealt by 25. (This does not apply to the ongoing damage.) | |
| A Burst of Blue Fire (fire, psychic) • At-Will | |
| Attack: Area burst 1 within 20 (enemies in burst); +17 vs. Reflex | |
| Hit: 3d8 + 12 fire and psychic damage. | |
| C Blast of Blue Fire (psychic) • Recharge 5 6 | |
| Attack: Close blast 5 (enemies in blast); +17 vs. Fortitude | |
| Hit: 3d6 + 10 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 12 damage. | |
| MINOR ACTIONS | |
| C On Your Knees! (fear) • At-Will | |
| Attack: Close burst 10 (one creature in burst); +17 vs. Will | |
| Hit: 2d8 + 7 damage and the target falls prone. | |

| MINOR ACTIONS | |
|---|---------------------------|
| C Unravel Essence • Recharge when no enemy is affected by this power | |
| Attack: Close burst 10 (one creature in burst); +17 vs. Fortitude | |
| Hit: Ongoing 10 damage (save ends). | |
| First Failed Save: The ongoing damage increases to 15. | |
| Second Failed Save: The target is also weakened (save ends both). | |
| Third Failed Save: The target drops to 0 hit points, unless it is already below 0 hit points. | |
| TRIGGERED ACTIONS | |
| Prince of Lies • At-Will | |
| Trigger: An enemy scores a critical hit against Cyric. | |
| Effect (Immediate Reaction): The triggering enemy is dominated (save ends). | |
| Special: The second and any subsequent time that the same enemy would be subject to this effect, that enemy may choose to forego scoring a critical hit against Cyric, voluntarily turning it into a normal hit to avoid being dominated. | |
| That Totally Never Happened • Recharge when first bloodied | |
| Trigger: Cyric rolls a d20 and dislikes the result. | |
| Effect (No Action): Cyric rerolls the triggering die and uses either result. | |
| Skills Divinely gifted at everything (all skills roll key ability bonus +10) | |
| Str 30 (+17) | Dex 30 (+17) Wis 30 (+17) |
| Con 30 (+17) | Int 30 (+17) Cha 30 (+17) |
| Alignment chaotic evil | |
| Languages All, telepathy 50 | |

| Thoon Hulk | Level 13 Brute |
|---|---------------------------|
| Large aberrant humanoid | XP 800 |
| HP 165; Bloodied 82 | Initiative +13 |
| AC 25, Fortitude 26, Reflex 24, Will 24 | Perception +19 |
| Speed 6 | Darkvision |
| Resist 10 psychic | |
| STANDARD ACTIONS | |
| m Eviscerate • At-Will | |
| Attack: Melee 2 (one creature); +18 vs. AC | |
| Hit: 3d8 + 14 damage (5d8 + 14 against a creature grabbed by the Thoon hulk). | |
| R Call of Thoon (charm, psychic) • At-Will | |
| Attack: Ranged 10 (one creature); +16 vs. Will | |
| Hit: 3d8 + 14 psychic damage. | |
| Effect: The Thoon hulk pulls the target up to 5 squares. | |
| C Mind Blast (psychic) • Encounter | |
| Attack: Close blast 5 (enemies in the blast); +16 vs. Will | |
| Hit: 2d8 + 7 psychic damage, and the target is dazed (save ends). | |
| MINOR ACTIONS | |
| M Tentacles • At-Will | |
| Requirement: The Thoon hulk must not have a creature grabbed. | |
| Attack: Melee 1 (one creature); +16 vs. Reflex | |
| Hit: The Thoon hulk grabs the target (escape DC 21) | |
| TRIGGERED ACTIONS | |
| C Psychic Explosion (psychic) • Encounter | |
| Trigger: The Thoon hulk drops to 0 hit points. | |
| Attack (No Action): Close burst 2 (enemies in the burst); +16 vs. Will | |
| Hit: Ongoing 10 psychic damage (save ends). | |
| Str 28 (+15) | Dex 24 (+13) Wis 26 (+14) |
| Con 25 (+13) | Int 6 (+4) Cha 23 (+12) |
| Alignment evil | |
| Languages Deep Speech, telepathy 10 | |

MISSION 2.3: CYRIC'S MADNESS (AL 14 CONTINUED)

| Sharn Gatekeeper | Level 13 Elite Skirmisher |
|--|--------------------------------|
| Large aberrant magical beast | XP 1600 |
| HP 260; Bloodied 130 | Initiative +13 |
| AC 27, Fortitude 25, Reflex 25, Will 27 | Perception +16 |
| Speed 4, fly 8 (hover) | Darkvision |
| Immune petrification, polymorph, forced movement | |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| Double Actions | |
| The sharn rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different consciousness. The sharn's ability to take immediate actions refreshes on each of its turns. | |
| Independent Consciousness | |
| The sharn automatically saves against the dazed and stunned conditions, and against charm effects that a save can end. | |
| Looking-Glass | |
| As long as there is at least one hex portal active, enemies can't gain combat advantage by flanking the sharn. | |
| Portal Master | |
| The sharn can trace line of sight and line of effect through any combination of hex portals, in any direction. | |
| STANDARD ACTIONS | |
| m Rend Time and Space • At-Will | |
| Attack: Melee 5 (one creature); +18 vs. AC | |
| Hit: 3d6 + 11 damage. | |
| Effect: The sharn shifts up to 2 squares. | |
| R Lightning Ball (lightning) • At-Will | |
| Attack: Ranged 10 (one creature); +16 vs. Reflex | |
| Hit: 3d6 + 11 lightning damage. | |
| MOVE ACTIONS | |
| Hex Step • At-Will | |
| Requirement: The sharn must be adjacent to a hex portal. | |
| Effect: The sharn teleports to any unoccupied square adjacent to any hex portal. | |
| MINOR ACTIONS | |
| Create Hex Portal • At-Will (1/turn) | |
| Requirement: There must be no more than 6 (six) hex portals currently on the map. | |
| Effect: The sharn creates a hex portal (see stat block) in an unoccupied space within 10 squares. The hex portal must be at least 5 squares away from any other hex portal currently on the map. Hex portals created by the sharn have the same initiative count as the sharn had when it created that portal (the sharn gets two turns per round, so different portals may activate on each of its turns, but a portal can only activate once per round.) | |
| Move Hex Portal • At-Will (1/turn) | |
| Effect: The sharn teleports an existing hex portal up to 5 squares to an unoccupied space that is at least 5 squares away from any other hex portal. | |
| Skills Arcana +17, Insight +16, Religion +17 | |
| Str 21 (+11) | Dex 23 (+11) Wis 23 (+11) |
| Con 18 (+10) | Int 25 (+12) Cha 23 (+11) |
| Alignment unaligned | Languages Deep Speech |

| Hex Portal | Level 13 Minion Artillery |
|--|------------------------------|
| Small aberrant animate | XP 150 |
| HP 1; a missed attack roll never damages a minion. | Initiative +12 |
| AC 25, Fortitude 25, Reflex 25, Will 25 | Perception +3 |
| Speed 0 (cannot move on its own) | |
| Immune forced movement (can only be moved by the sharn gatekeeper) | |
| TRAITS | |
| Dimensional Anchor | |
| A hex portal is immune to forced movement and involuntary teleportation. It cannot be removed from play. Only the sharn that created it can move it. | |
| Non-Euclidean | |
| A hex portal does not block line of sight, line of effect, or movement. It is one-way (creatures cannot pass through it to the Far Realm). Other creatures can move through the portal's space and end their turn in its space. A creature that starts its turn in the hex portal's space or that moves through the hex portal's space takes damage equal to the damage dealt by the hex portal's basic attack. A creature can take this damage no more than once per hex portal per turn. | |
| STANDARD ACTIONS | |
| R Tentacle from the Far Realm • At-Will | |
| Special: This attack does not provoke opportunity attacks. | |
| Attack: Ranged 5 (one creature); +20 vs. AC | |
| Hit: 11 damage. | |
| Str 23 (+12) | Dex 23 (+12) Wis 5 (+3) |
| Con 23 (+12) | Int 5 (+3) Cha 5 (+3) |
| Alignment unaligned | Languages -- |

Note: Hex portals make their basic attack on their own turns. These attacks are separate from attacks that the sharn may make through them on its turns. However, if a particular hex portal does not have any valid targets within 5 squares on its own turn, it can't attack.

If the sharn is reduced to 0 hit points, this does NOT cause the remaining hex portals to disappear. They must still be destroyed individually.

MISSION 2.3: CYRIC'S MADNESS (AL 14 CONTINUED)

| The Supreme Throne | Level 14 Blaster |
|---|------------------|
| Trap | XP 1000 |
| HP 150 | Initiative +15 |
| AC 28, Fortitude 26, Reflex 26, Will 26 | |
| Resist 10 all; Immune all conditions | |
| DETECT | |
| <ul style="list-style-type: none"> • Perception: No check is required to see the Supreme Throne. • Arcana, Religion or Thievery: Moderate DC to study the lines of power and understand the available countermeasures | |
| TRIGGER | |
| When a creature attacks the Supreme Throne or moves within 10 squares of it, the trap activates and rolls for initiative. | |
| STANDARD ACTIONS | |
| C Crush Mind and Body (energy types as damage dealt) • At-Will | |
| <i>Special:</i> When the Supreme Throne attacks, roll 1d4 to determine which attack it uses. | |
| <i>Targets:</i> Close burst 5 or Area burst 1 within 20 (enemies in burst). | |
| 1 <i>Attack:</i> +19 vs. Fortitude | |
| Hit: 2d8 + 7 thunder and force damage, and the target is pushed 3 squares. | |
| 2 <i>Attack:</i> +19 vs. Will | |
| Hit: 2d8 + 7 thunder and radiant damage and ongoing 15 radiant damage (save ends). | |
| 3 <i>Attack:</i> +19 vs. Fortitude | |
| Hit: 2d8 + 7 thunder and necrotic damage and the target is weakened (save ends). | |
| 4 <i>Attack:</i> +19 vs. Will | |
| Hit: 2d8 + 7 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends). | |
| TRIGGERED ACTIONS | |
| R Come Here and Die (lightning, thunder) • At-Will | |
| <i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages it with an attack. | |
| <i>Effect (Opportunity Action):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. | |
| <i>Attack:</i> Ranged sight (the triggering enemy); +21 vs. AC | |
| Hit: 3d6 + 12 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne. | |
| COUNTERMEASURES | |
| <ul style="list-style-type: none"> • Thievery: An adjacent character can prevent the Supreme Throne from attacking for a round with a successful Moderate DC check made as a standard action or a Hard DC check made as a move action. Failure causes the Supreme Throne to use <i>crush mind and body</i> as an opportunity action. • Arcana, Nature, Religion: A character within 10 squares can prevent the Supreme Throne from attacking for a round with a successful Hard DC check made as a standard action. Failure causes the Supreme Throne to use <i>come here and die</i> against the character as an opportunity action. | |

MISSION 2.3: CYRIC'S MADNESS (AL 16)

| Cyric, the Mad God | Level 16 Solo Soldier |
|---|-----------------------|
| Huge immortal humanoid | XP 7000 |
| HP 664; Bloodied 332 | Initiative +20 |
| AC 32, Fortitude 29, Reflex 29, Will 29 | Perception +23 |
| Speed 6, fly 6 (hover) | Truesight 20 |
| Immune disease, dominate, fear, petrify, polymorph, unconscious, removed from play | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| Action Recovery | |
| Whenever Cyric ends his turn, any dazing effect on him ends. If Cyric would be stunned, he is dazed instead. | |
| Blinded by the Black Sun | |
| Enemies take a -2 penalty on saving throws against Cyric's effects. | |
| Bloodied Fury | |
| While Cyric is bloodied, he gains an extra standard action on his turn each round, even if he is dazed. | |
| Furious Assault | |
| On an initiative of 10 + his initiative check, Cyric can use a free action to move or make a basic attack. If Cyric cannot use this free action due to any effect, then that effect ends instead of Cyric gaining the action. | |
| My House, My Rules | |
| Once per round on his own turn, Cyric can alter his size between Medium, Large, and Huge. This does not require an action. | |
| Unholy Bleeding | |
| If Cyric would deal ongoing damage to a creature that is already taking ongoing damage, the amount of ongoing damage instead increases by 5. | |
| STANDARD ACTIONS | |
| m Razor's Edge (weapon) • At-Will | |
| Attack: Melee 3 (one creature); +21 vs. AC | |
| Hit: 3d8 + 11 damage and ongoing 10 damage (save ends). | |
| r Throw Razor's Edge (weapon) • At-Will | |
| Attack: Ranged 20 (one creature); +21 vs. AC | |
| Hit: 3d8 + 11 damage and ongoing 10 damage (save ends). | |
| M/R Razor's Edge for Everybody! (weapon) • At-Will | |
| Effect: Cyric makes two basic attacks. | |
| M Three Crowns (weapon) • At-Will | |
| Attack: Melee 3 (one, two, or three creatures); +21 vs. AC | |
| Hit: 3d8 + 11 damage and ongoing 10 damage (save ends). | |
| Special: If Cyric uses this power against two targets instead of three, increase the damage dealt to each target by 15. If Cyric uses this power against only one target, increase the damage dealt by 30. (This does not apply to the ongoing damage.) | |
| A Burst of Blue Fire (fire, psychic) • At-Will | |
| Attack: Area burst 1 within 20 (enemies in burst); +19 vs. Reflex | |
| Hit: 3d8 + 14 fire and psychic damage. | |
| C Blast of Blue Fire (psychic) • Recharge 5 6 | |
| Attack: Close blast 5 (enemies in blast); +19 vs. Fortitude | |
| Hit: 3d6 + 12 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 15 damage. | |
| MINOR ACTIONS | |
| C On Your Knees! (fear) • At-Will | |
| Attack: Close burst 10 (one creature in burst); +19 vs. Will | |
| Hit: 3d6 + 8 damage and the target falls prone. | |

| MINOR ACTIONS | |
|---|------------------------------------|
| C Unravel Essence • Recharge when no enemy is affected by this power | |
| Attack: Close burst 10 (one creature in burst); +19 vs. Fortitude | |
| Hit: Ongoing 10 damage (save ends). | |
| First Failed Save: The ongoing damage increases to 15. | |
| Second Failed Save: The target is also weakened (save ends both). | |
| Third Failed Save: The target drops to 0 hit points, unless it is already below 0 hit points. | |
| TRIGGERED ACTIONS | |
| Prince of Lies • At-Will | |
| Trigger: An enemy scores a critical hit against Cyric. | |
| Effect (Immediate Reaction): The triggering enemy is dominated (save ends). | |
| Special: The second and any subsequent time that the same enemy would be subject to this effect, that enemy may choose to forego scoring a critical hit against Cyric, voluntarily turning it into a normal hit to avoid being dominated. | |
| That Totally Never Happened • Recharge when first bloodied | |
| Trigger: Cyric rolls a d20 and dislikes the result. | |
| Effect (No Action): Cyric rerolls the triggering die and uses either result. | |
| Skills Divinely gifted at everything (all skills roll key ability bonus +10) | |
| Str 30 (+18) | Dex 30 (+18) |
| Con 30 (+18) | Int 30 (+18) |
| | Wis 30 (+18) |
| | Cha 30 (+18) |
| Alignment chaotic evil | Languages All, telepathy 50 |

| Thoon Hulk | Level 15 Brute |
|---|--|
| Large aberrant humanoid | XP 1200 |
| HP 185; Bloodied 92 | Initiative +14 |
| AC 27, Fortitude 28, Reflex 26, Will 26 | Perception +20 |
| Speed 6 | Darkvision |
| Resist 10 psychic | |
| STANDARD ACTIONS | |
| m Eviscerate • At-Will | |
| Attack: Melee 2 (one creature); +20 vs. AC | |
| Hit: 4d6 + 15 damage (7d6 + 15 against a creature grabbed by the Thoon hulk). | |
| R Call of Thoon (charm, psychic) • At-Will | |
| Attack: Ranged 10 (one creature); +18 vs. Will | |
| Hit: 4d6 + 15 psychic damage. | |
| Effect: The Thoon hulk pulls the target up to 5 squares. | |
| C Mind Blast (psychic) • Encounter | |
| Attack: Close blast 5 (enemies in the blast); +18 vs. Will | |
| Hit: 2d8 + 8 psychic damage, and the target is dazed (save ends). | |
| MINOR ACTIONS | |
| M Tentacles • At-Will | |
| Requirement: The Thoon hulk must not have a creature grabbed. | |
| Attack: Melee 1 (one creature); +18 vs. Reflex | |
| Hit: The Thoon hulk grabs the target (escape DC 22) | |
| TRIGGERED ACTIONS | |
| C Psychic Explosion (psychic) • Encounter | |
| Trigger: The Thoon hulk drops to 0 hit points. | |
| Attack (No Action): Close burst 2 (enemies in the burst); +18 vs. Will | |
| Hit: Ongoing 10 psychic damage (save ends). | |
| Str 28 (+16) | Dex 24 (+14) |
| Con 25 (+14) | Int 6 (+5) |
| | Wis 26 (+15) |
| | Cha 23 (+13) |
| Alignment evil | Languages Deep Speech, telepathy 10 |

MISSION 2.3: CYRIC'S MADNESS (AL 16 CONTINUED)

| Sharn Gatekeeper | Level 15 Elite Skirmisher |
|--|--------------------------------|
| Large aberrant magical beast | XP 2400 |
| HP 292; Bloodied 146 | Initiative +14 |
| AC 29, Fortitude 27, Reflex 27, Will 29 | Perception +17 |
| Speed 4, fly 8 (hover) | Darkvision |
| Immune petrification, polymorph, forced movement | |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| Double Actions | |
| The sharn rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different consciousness. The sharn's ability to take immediate actions refreshes on each of its turns. | |
| Independent Consciousness | |
| The sharn automatically saves against the dazed and stunned conditions, and against charm effects that a save can end. | |
| Looking-Glass | |
| As long as there is at least one hex portal active, enemies can't gain combat advantage by flanking the sharn. | |
| Portal Master | |
| The sharn can trace line of sight and line of effect through any combination of hex portals, in any direction. | |
| STANDARD ACTIONS | |
| m Rend Time and Space • At-Will | |
| Attack: Melee 5 (one creature); +20 vs. AC | |
| Hit: 3d6 + 13 damage. | |
| Effect: The sharn shifts up to 2 squares. | |
| R Lightning Ball (lightning) • At-Will | |
| Attack: Ranged 10 (one creature); +18 vs. Reflex | |
| Hit: 3d6 + 13 lightning damage. | |
| MOVE ACTIONS | |
| Hex Step • At-Will | |
| Requirement: The sharn must be adjacent to a hex portal. | |
| Effect: The sharn teleports to any unoccupied square adjacent to any hex portal. | |
| MINOR ACTIONS | |
| Create Hex Portal • At-Will (1/turn) | |
| Requirement: There must be no more than 6 (six) hex portals currently on the map. | |
| Effect: The sharn creates a hex portal (see stat block) in an unoccupied space within 10 squares. The hex portal must be at least 5 squares away from any other hex portal currently on the map. Hex portals created by the sharn have the same initiative count as the sharn had when it created that portal (the sharn gets two turns per round, so different portals may activate on each of its turns, but a portal can only activate once per round.) | |
| Move Hex Portal • At-Will (1/turn) | |
| Effect: The sharn teleports an existing hex portal up to 5 squares to an unoccupied space that is at least 5 squares away from any other hex portal. | |
| Skills Arcana +18, Insight +17, Religion +18 | |
| Str 21 (+12) | Dex 23 (+12) Wis 23 (+12) |
| Con 18 (+11) | Int 25 (+13) Cha 23 (+12) |
| Alignment unaligned Languages Deep Speech | |

| Hex Portal | Level 15 Minion Artillery |
|--|------------------------------|
| Small aberrant animate | XP 300 |
| HP 1; a missed attack roll never damages a minion. | Initiative +13 |
| AC 27, Fortitude 27, Reflex 27, Will 27 | Perception +4 |
| Speed 0 (cannot move on its own) | |
| Immune forced movement (can only be moved by the sharn gatekeeper) | |
| TRAITS | |
| Dimensional Anchor | |
| A hex portal is immune to forced movement and involuntary teleportation. It cannot be removed from play. Only the sharn that created it can move it. | |
| Non-Euclidean | |
| A hex portal does not block line of sight, line of effect, or movement. It is one-way (creatures cannot pass through it to the Far Realm). Other creatures can move through the portal's space and end their turn in its space. A creature that starts its turn in the hex portal's space or that moves through the hex portal's space takes damage equal to the damage dealt by the hex portal's basic attack. A creature can take this damage no more than once per hex portal per turn. | |
| STANDARD ACTIONS | |
| R Tentacle from the Far Realm • At-Will | |
| Special: This attack does not provoke opportunity attacks. | |
| Attack: Ranged 5 (one creature); +22 vs. AC | |
| Hit: 12 damage. | |
| Str 23 (+13) | Dex 23 (+13) Wis 5 (+4) |
| Con 23 (+13) | Int 5 (+4) Cha 5 (+4) |
| Alignment unaligned Languages -- | |

Note: Hex portals make their basic attack on their own turns. These attacks are separate from attacks that the sharn may make through them on its turns. However, if a particular hex portal does not have any valid targets within 5 squares on its own turn, it can't attack.

If the sharn is reduced to 0 hit points, this does NOT cause the remaining hex portals to disappear. They must still be destroyed individually.

MISSION 2.3: CYRIC'S MADNESS (AL 16 CONTINUED)

| The Supreme Throne | Level 15 Blaster |
|---|------------------|
| Trap | XP 1200 |
| HP 160 | Initiative +15 |
| AC 29, Fortitude 27, Reflex 27, Will 27 | |
| Resist 10 all; Immune all conditions | |
| DETECT | |
| <ul style="list-style-type: none"> • Perception: No check is required to see the Supreme Throne. • Arcana, Religion or Thievery: Moderate DC to study the lines of power and understand the available countermeasures | |
| TRIGGER | |
| When a creature attacks the Supreme Throne or moves within 10 squares of it, the trap activates and rolls for initiative. | |
| STANDARD ACTIONS | |
| C Crush Mind and Body (energy types as damage dealt) • At-Will | |
| <i>Special:</i> When the Supreme Throne attacks, roll 1d4 to determine which attack it uses. | |
| <i>Targets:</i> Close burst 5 or Area burst 1 within 20 (enemies in burst). | |
| 1 <i>Attack:</i> +20 vs. Fortitude | |
| Hit: 2d8 + 8 thunder and force damage, and the target is pushed 3 squares. | |
| 2 <i>Attack:</i> +20 vs. Will | |
| Hit: 2d8 + 8 thunder and radiant damage and ongoing 15 radiant damage (save ends). | |
| 3 <i>Attack:</i> +20 vs. Fortitude | |
| Hit: 2d8 + 8 thunder and necrotic damage and the target is weakened (save ends). | |
| 4 <i>Attack:</i> +20 vs. Will | |
| Hit: 2d8 + 8 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends). | |
| TRIGGERED ACTIONS | |
| R Come Here and Die (lightning, thunder) • At-Will | |
| <i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages it with an attack. | |
| <i>Effect (Opportunity Action):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. | |
| <i>Attack:</i> Ranged sight (the triggering enemy); +22 vs. AC | |
| Hit: 3d6 + 13 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne. | |
| COUNTERMEASURES | |
| <ul style="list-style-type: none"> • Thievery: An adjacent character can prevent the Supreme Throne from attacking for a round with a successful Moderate DC check made as a standard action or a Hard DC check made as a move action. Failure causes the Supreme Throne to use <i>crush mind and body</i> as an opportunity action. • Arcana, Nature, Religion: A character within 10 squares can prevent the Supreme Throne from attacking for a round with a successful Hard DC check made as a standard action. Failure causes the Supreme Throne to use <i>come here and die</i> against the character as an opportunity action. | |

MISSION 2.3: CYRIC'S MADNESS (AL 18)

| Cyric, the Mad God | Level 18 Solo Soldier |
|--|--|
| Huge immortal humanoid | XP 10,000 |
| HP 728; Bloodied 364 | Initiative +21 |
| AC 34, Fortitude 31, Reflex 31, Will 31 | Perception +24 |
| Speed 6, fly 6 (hover) | Truesight 20 |
| Immune disease, dominate, fear, petrify, polymorph, unconscious, removed from play | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| Action Recovery | Whenever Cyric ends his turn, any dazing effect on him ends. If Cyric would be stunned, he is dazed instead. |
| Blinded by the Black Sun | Enemies take a -2 penalty on saving throws against Cyric's effects. |
| Bloodied Fury | While Cyric is bloodied, he gains an extra standard action on his turn each round, even if he is dazed. |
| Furious Assault | On an initiative of 10 + his initiative check, Cyric can use a free action to move or make a basic attack. If Cyric cannot use this free action due to any effect, then that effect ends instead of Cyric gaining the action. |
| My House, My Rules | Once per round on his own turn, Cyric can alter his size between Medium, Large, and Huge. This does not require an action. |
| Unholy Bleeding | If Cyric would deal ongoing damage to a creature that is already taking ongoing damage, the amount of ongoing damage instead increases by 5. |
| STANDARD ACTIONS | |
| m Razor's Edge (weapon) • At-Will | Attack: Melee 3 (one creature); +23 vs. AC Hit: 3d8 + 13 damage and ongoing 15 damage (save ends). |
| r Throw Razor's Edge (weapon) • At-Will | Attack: Ranged 20 (one creature); +23 vs. AC Hit: 3d8 + 13 damage and ongoing 15 damage (save ends). |
| M/R Razor's Edge for Everybody! (weapon) • At-Will | Effect: Cyric makes two basic attacks. |
| M Three Crowns (weapon) • At-Will | Attack: Melee 3 (one, two, or three creatures); +23 vs. AC Hit: 3d8 + 13 damage and ongoing 15 damage (save ends). Special: If Cyric uses this power against two targets instead of three, increase the damage dealt to each target by 20. If Cyric uses this power against only one target, increase the damage dealt by 40. (This does not apply to the ongoing damage.) |
| A Burst of Blue Fire (fire, psychic) • At-Will | Attack: Area burst 1 within 20 (enemies in burst); +21 vs. Reflex Hit: 4d6 + 15 fire and psychic damage. |
| C Blast of Blue Fire (psychic) • Recharge 5 6 | Attack: Close blast 5 (enemies in blast); +21 vs. Fortitude Hit: 3d8 + 11 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 15 damage. |
| MINOR ACTIONS | |
| C On Your Knees! (fear) • At-Will | Attack: Close burst 10 (one creature in burst); +21 vs. Will Hit: 3d6 + 9 damage and the target falls prone. |

| MINOR ACTIONS | |
|---|--|
| C Unravel Essence • Recharge | when no enemy is affected by this power |
| Attack: | Close burst 10 (one creature in burst); +21 vs. Fortitude |
| Hit: | Ongoing 15 damage (save ends). First Failed Save: The ongoing damage increases to 25. Second Failed Save: The target is also weakened (save ends both). Third Failed Save: The target drops to 0 hit points, unless it is already below 0 hit points. |
| TRIGGERED ACTIONS | |
| Prince of Lies • At-Will | |
| Trigger: | An enemy scores a critical hit against Cyric. |
| Effect (Immediate Reaction): | The triggering enemy is dominated (save ends). |
| Special: | The second and any subsequent time that the same enemy would be subject to this effect, that enemy may choose to forego scoring a critical hit against Cyric, voluntarily turning it into a normal hit to avoid being dominated. |
| That Totally Never Happened • Recharge | when first bloodied |
| Trigger: | Cyric rolls a d20 and dislikes the result. |
| Effect (No Action): | Cyric rerolls the triggering die and uses either result. |
| Skills | Divinely gifted at everything (all skills roll key ability bonus +10) |
| Str 30 (+19) | Dex 30 (+19) Wis 30 (+19) |
| Con 30 (+19) | Int 30 (+19) Cha 30 (+19) |
| Alignment | chaotic evil Languages All, telepathy 50 |

| Thoon Hulk | Level 17 Brute |
|---|--|
| Large aberrant humanoid | XP 1600 |
| HP 205; Bloodied 102 | Initiative +15 |
| AC 29, Fortitude 30, Reflex 28, Will 28 | Perception +21 |
| Speed 6 | Darkvision |
| Resist 10 psychic | |
| STANDARD ACTIONS | |
| m Eviscerate • At-Will | |
| Attack: | Melee 2 (one creature); +22 vs. AC |
| Hit: | 4d6 + 18 damage (7d6 + 18 against a creature grabbed by the Thoon hulk). |
| R Call of Thoon (charm, psychic) • At-Will | |
| Attack: | Ranged 10 (one creature); +20 vs. Will |
| Hit: | 4d6 + 18 psychic damage. |
| Effect: | The Thoon hulk pulls the target up to 5 squares. |
| C Mind Blast (psychic) • Encounter | |
| Attack: | Close blast 5 (enemies in the blast); +20 vs. Will |
| Hit: | 3d6 + 9 psychic damage, and the target is dazed (save ends). |
| MINOR ACTIONS | |
| M Tentacles • At-Will | |
| Requirement: | The Thoon hulk must not have a creature grabbed. |
| Attack: | Melee 1 (one creature); +20 vs. Reflex |
| Hit: | The Thoon hulk grabs the target (escape DC 23) |
| TRIGGERED ACTIONS | |
| C Psychic Explosion (psychic) • Encounter | |
| Trigger: | The Thoon hulk drops to 0 hit points. |
| Attack (No Action): | Close burst 2 (enemies in the burst); +20 vs. Will |
| Hit: | Ongoing 15 psychic damage (save ends). |
| Str 28 (+17) | Dex 24 (+15) Wis 26 (+16) |
| Con 25 (+15) | Int 6 (+6) Cha 23 (+14) |
| Alignment | evil Languages Deep Speech, telepathy 10 |

MISSION 2.3: CYRIC'S MADNESS (AL 18 CONTINUED)

| Sharn Gatekeeper | Level 18 Elite Skirmisher |
|--|--------------------------------|
| Large aberrant magical beast | XP 4000 |
| HP 340; Bloodied 170 | Initiative +16 |
| AC 32, Fortitude 30, Reflex 30, Will 32 | Perception +19 |
| Speed 4, fly 8 (hover) | Darkvision |
| Immune petrification, polymorph, forced movement | |
| Saving Throws +2; Action Points 1 | |
| TRAITS | |
| Double Actions | |
| The sharn rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different consciousness. The sharn's ability to take immediate actions refreshes on each of its turns. | |
| Independent Consciousness | |
| The sharn automatically saves against the dazed and stunned conditions, and against charm effects that a save can end. | |
| Looking-Glass | |
| As long as there is at least one hex portal active, enemies can't gain combat advantage by flanking the sharn. | |
| Portal Master | |
| The sharn can trace line of sight and line of effect through any combination of hex portals, in any direction. | |
| STANDARD ACTIONS | |
| m Rend Time and Space • At-Will | |
| Attack: Melee 5 (one creature); +23 vs. AC | |
| Hit: 3d8 + 13 damage. | |
| Effect: The sharn shifts up to 2 squares. | |
| R Lightning Ball (lightning) • At-Will | |
| Attack: Ranged 10 (one creature); +21 vs. Reflex | |
| Hit: 3d8 + 13 lightning damage. | |
| MOVE ACTIONS | |
| Hex Step • At-Will | |
| Requirement: The sharn must be adjacent to a hex portal. | |
| Effect: The sharn teleports to any unoccupied square adjacent to any hex portal. | |
| MINOR ACTIONS | |
| Create Hex Portal • At-Will (1/turn) | |
| Requirement: There must be no more than 6 (six) hex portals currently on the map. | |
| Effect: The sharn creates a hex portal (see stat block) in an unoccupied space within 10 squares. The hex portal must be at least 5 squares away from any other hex portal currently on the map. Hex portals created by the sharn have the same initiative count as the sharn had when it created that portal (the sharn gets two turns per round, so different portals may activate on each of its turns, but a portal can only activate once per round.) | |
| Move Hex Portal • At-Will (1/turn) | |
| Effect: The sharn teleports an existing hex portal up to 5 squares to an unoccupied space that is at least 5 squares away from any other hex portal. | |
| Skills Arcana +19, Insight +18, Religion +19 | |
| Str 21 (+13) | Dex 23 (+13) Wis 23 (+13) |
| Con 18 (+12) | Int 25 (+14) Cha 23 (+13) |
| Alignment unaligned Languages Deep Speech | |

| Hex Portal | Level 17 Minion Artillery |
|--|------------------------------|
| Small aberrant animate | XP 400 |
| HP 1; a missed attack roll never damages a minion. | Initiative +14 |
| AC 29, Fortitude 29, Reflex 29, Will 29 | Perception +5 |
| Speed 0 (cannot move on its own) | |
| Immune forced movement (can only be moved by the sharn gatekeeper) | |
| TRAITS | |
| Dimensional Anchor | |
| A hex portal is immune to forced movement and involuntary teleportation. It cannot be removed from play. Only the sharn that created it can move it. | |
| Non-Euclidean | |
| A hex portal does not block line of sight, line of effect, or movement. It is one-way (creatures cannot pass through it to the Far Realm). Other creatures can move through the portal's space and end their turn in its space. A creature that starts its turn in the hex portal's space or that moves through the hex portal's space takes damage equal to the damage dealt by the hex portal's basic attack. A creature can take this damage no more than once per hex portal per turn. | |
| STANDARD ACTIONS | |
| R Tentacle from the Far Realm • At-Will | |
| Special: This attack does not provoke opportunity attacks. | |
| Attack: Ranged 5 (one creature); +24 vs. AC | |
| Hit: 13 damage. | |
| Str 23 (+14) | Dex 23 (+14) Wis 5 (+5) |
| Con 23 (+14) | Int 5 (+5) Cha 5 (+5) |
| Alignment unaligned Languages -- | |

Note: Hex portals make their basic attack on their own turns. These attacks are separate from attacks that the sharn may make through them on its turns. However, if a particular hex portal does not have any valid targets within 5 squares on its own turn, it can't attack.

If the sharn is reduced to 0 hit points, this does NOT cause the remaining hex portals to disappear. They must still be destroyed individually.

MISSION 2.3: CYRIC'S MADNESS (AL 18 CONTINUED)

| The Supreme Throne | Level 18 Blaster |
|---|------------------|
| Trap | XP 2000 |
| HP 190 | Initiative +17 |
| AC 32, Fortitude 30, Reflex 30, Will 30 | |
| Resist 10 all; Immune all conditions | |
| DETECT | |
| <ul style="list-style-type: none"> • Perception: No check is required to see the Supreme Throne. • Arcana, Religion or Thievery: Moderate DC to study the lines of power and understand the available countermeasures | |
| TRIGGER | |
| When a creature attacks the Supreme Throne or moves within 10 squares of it, the trap activates and rolls for initiative. | |
| STANDARD ACTIONS | |
| C Crush Mind and Body (energy types as damage dealt) • At-Will | |
| <i>Special:</i> When the Supreme Throne attacks, roll 1d4 to determine which attack it uses. | |
| <i>Targets:</i> Close burst 5 or Area burst 1 within 20 (enemies in burst). | |
| 1 <i>Attack:</i> +23 vs. Fortitude | |
| Hit: 3d6 + 9 thunder and force damage, and the target is pushed 3 squares. | |
| 2 <i>Attack:</i> +23 vs. Will | |
| Hit: 3d6 + 9 thunder and radiant damage and ongoing 15 radiant damage (save ends). | |
| 3 <i>Attack:</i> +23 vs. Fortitude | |
| Hit: 3d6 + 9 thunder and necrotic damage and the target is weakened (save ends). | |
| 4 <i>Attack:</i> +23 vs. Will | |
| Hit: 3d6 + 9 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends). | |
| TRIGGERED ACTIONS | |
| R Come Here and Die (lightning, thunder) • At-Will | |
| <i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages it with an attack. | |
| <i>Effect (Opportunity Action):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. | |
| <i>Attack:</i> Ranged sight (the triggering enemy); +25 vs. AC | |
| <i>Hit:</i> 3d8 + 13 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne. | |
| COUNTERMEASURES | |
| <ul style="list-style-type: none"> • Thievery: An adjacent character can prevent the Supreme Throne from attacking for a round with a successful Moderate DC check made as a standard action or a Hard DC check made as a move action. Failure causes the Supreme Throne to use <i>crush mind and body</i> as an opportunity action. • Arcana, Nature, Religion: A character within 10 squares can prevent the Supreme Throne from attacking for a round with a successful Hard DC check made as a standard action. Failure causes the Supreme Throne to use <i>come here and die</i> against the character as an opportunity action. | |

MISSION 2.3: CYRIC'S MADNESS (AL 20)

| Cyric, the Mad God | Level 21 Solo Soldier |
|--|--|
| Huge immortal humanoid | XP 16,000 |
| HP 824; Bloodied 412 | Initiative +22 |
| AC 37, Fortitude 35, Reflex 35, Will 35 | Perception +25 |
| Speed 6, fly 6 (hover) | Truesight 20 |
| Immune disease, dominate, fear, petrify, polymorph, unconscious, removed from play | |
| Saving Throws +5; Action Points 2 | |
| TRAITS | |
| Action Recovery | Whenever Cyric ends his turn, any dazing effect on him ends. If Cyric would be stunned, he is dazed instead. |
| Blinded by the Black Sun | Enemies take a -2 penalty on saving throws against Cyric's effects. |
| Bloodied Fury | While Cyric is bloodied, he gains an extra standard action on his turn each round, even if he is dazed. |
| Furious Assault | On an initiative of 10 + his initiative check, Cyric can use a free action to move or make a basic attack. If Cyric cannot use this free action due to any effect, then that effect ends instead of Cyric gaining the action. |
| My House, My Rules | Once per round on his own turn, Cyric can alter his size between Medium, Large, and Huge. This does not require an action. |
| Unholy Bleeding | If Cyric would deal ongoing damage to a creature that is already taking ongoing damage, the amount of ongoing damage instead increases by 10. |
| STANDARD ACTIONS | |
| m Razor's Edge (weapon) • At-Will | Attack: Melee 3 (one creature); +26 vs. AC Hit: 4d6 + 15 damage and ongoing 20 damage (save ends). |
| r Throw Razor's Edge (weapon) • At-Will | Attack: Ranged 20 (one creature); +26 vs. AC Hit: 4d6 + 15 damage and ongoing 20 damage (save ends). |
| M/R Razor's Edge for Everybody! (weapon) • At-Will | Effect: Cyric makes two basic attacks. |
| M Three Crowns (weapon) • At-Will | Attack: Melee 3 (one, two, or three creatures); +26 vs. AC Hit: 4d6 + 15 damage and ongoing 15 damage (save ends). Special: If Cyric uses this power against two targets instead of three, increase the damage dealt to each target by 25. If Cyric uses this power against only one target, increase the damage dealt by 50. (This does not apply to the ongoing damage.) |
| A Burst of Blue Fire (fire, psychic) • At-Will | Attack: Area burst 1 within 20 (enemies in burst); +24 vs. Reflex Hit: 4d6 + 18 fire and psychic damage. |
| C Blast of Blue Fire (psychic) • Recharge 5 6 | Attack: Close blast 5 (enemies in blast); +24 vs. Fortitude Hit: 3d8 + 14 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 20 damage. |
| MINOR ACTIONS | |
| C On Your Knees! (fear) • At-Will | Attack: Close burst 10 (one creature in burst); +24 vs. Will Hit: 3d8 + 9 damage and the target falls prone. |

| MINOR ACTIONS | | |
|---|--|--------------|
| C Unravel Essence • Recharge | when no enemy is affected by this power | |
| Attack: | Close burst 10 (one creature in burst); +21 vs. Fortitude | |
| Hit: | Ongoing 20 damage (save ends). | |
| First Failed Save: | The ongoing damage increases to 30. | |
| Second Failed Save: | The target is also weakened (save ends both). | |
| Third Failed Save: | The target drops to 0 hit points, unless it is already below 0 hit points. | |
| TRIGGERED ACTIONS | | |
| Prince of Lies • At-Will | | |
| Trigger: | An enemy scores a critical hit against Cyric. | |
| Effect (Immediate Reaction): | The triggering enemy is dominated (save ends). | |
| Special: | The second and any subsequent time that the same enemy would be subject to this effect, that enemy may choose to forego scoring a critical hit against Cyric, voluntarily turning it into a normal hit to avoid being dominated. | |
| That Totally Never Happened • Recharge | when first bloodied or whenever Cyric rolls a natural 1 | |
| Trigger: | Cyric rolls a d20 and dislikes the result. | |
| Effect (No Action): | Cyric rerolls the triggering die and uses either result. | |
| Skills | Divinely gifted at everything (all skills roll key ability bonus +10) | |
| Str 30 (+20) | Dex 30 (+20) | Wis 30 (+20) |
| Con 30 (+20) | Int 30 (+20) | Cha 30 (+20) |
| Alignment | chaotic evil | |
| Languages | All, telepathy 50 | |

| Thoon Hulk | Level 20 Brute | |
|---|--|--------------|
| Large aberrant humanoid | XP 2800 | |
| HP 235; Bloodied 117 | Initiative +17 | |
| AC 32, Fortitude 33, Reflex 31, Will 31 | Perception +23 | |
| Speed 6 | Darkvision | |
| Resist 15 psychic | | |
| STANDARD ACTIONS | | |
| m Eviscerate • At-Will | | |
| Attack: | Melee 2 (one creature); +25 vs. AC | |
| Hit: | 4d8 + 17 damage (7d8 + 24 against a creature grabbed by the Thoon hulk). | |
| R Call of Thoon (charm, psychic) • At-Will | | |
| Attack: | Ranged 10 (one creature); +23 vs. Will | |
| Hit: | 4d8 + 17 psychic damage. | |
| Effect: | The Thoon hulk pulls the target up to 5 squares. | |
| C Mind Blast (psychic) • Encounter | | |
| Attack: | Close blast 5 (enemies in the blast); +23 vs. Will | |
| Hit: | 3d6 + 11 psychic damage, and the target is dazed (save ends). | |
| MINOR ACTIONS | | |
| M Tentacles • At-Will | | |
| Requirement: | The Thoon hulk must not have a creature grabbed. | |
| Attack: | Melee 1 (one creature); +23 vs. Reflex | |
| Hit: | The Thoon hulk grabs the target (escape DC 25) | |
| TRIGGERED ACTIONS | | |
| C Psychic Explosion (psychic) • Encounter | | |
| Trigger: | The Thoon hulk drops to 0 hit points. | |
| Attack (No Action): | Close burst 2 (enemies in the burst); +23 vs. Will | |
| Hit: | Ongoing 20 psychic damage (save ends). | |
| Str 28 (+18) | Dex 24 (+16) | Wis 26 (+17) |
| Con 25 (+16) | Int 6 (+7) | Cha 23 (+15) |
| Alignment | evil | |
| Languages | Deep Speech, telepathy 10 | |

Glory tier: *mind blast* is "Recharge when first bloodied"

MISSION 2.3: CYRIC'S MADNESS (AL 20 CONTINUED)

| Sharn Gatekeeper | | Level 20 Elite Skirmisher | |
|--|---------------------|------------------------------|--|
| Large aberrant magical beast | | XP 5600 | |
| HP 372; Bloodied 186 | | Initiative +17 | |
| AC 34, Fortitude 32, Reflex 32, Will 34 | | Perception +20 | |
| Speed 4, fly 8 (hover) | | Darkvision | |
| Immune petrification, polymorph, forced movement | | | |
| Saving Throws +2; Action Points 1 | | | |
| TRAITS | | | |
| Backstabber | | | |
| If the sharn uses a hex portal to make an attack, that attack can score a critical hit on a roll of 19-20. | | | |
| Double Actions | | | |
| The sharn rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different consciousness. The sharn's ability to take immediate actions refreshes on each of its turns. | | | |
| Independent Consciousness | | | |
| The sharn automatically saves against the dazed and stunned conditions, and against charm effects that a save can end. | | | |
| Looking-Glass | | | |
| As long as there is at least one hex portal active, enemies can't gain combat advantage by flanking the sharn. | | | |
| Portal Master | | | |
| The sharn can trace line of sight and line of effect through any combination of hex portals, in any direction. | | | |
| STANDARD ACTIONS | | | |
| m Rend Time and Space • At-Will | | | |
| Attack: Melee 5 (one creature); +25 vs. AC | | | |
| Hit: 3d8 + 15 damage. | | | |
| Effect: The sharn shifts up to 2 squares. | | | |
| R Lightning Ball (lightning) • At-Will | | | |
| Attack: Ranged 10 (one creature); +23 vs. Reflex | | | |
| Hit: 3d8 + 15 lightning damage. | | | |
| MOVE ACTIONS | | | |
| Hex Step • At-Will | | | |
| Requirement: The sharn must be adjacent to a hex portal. | | | |
| Effect: The sharn teleports to any unoccupied square adjacent to any hex portal. | | | |
| MINOR ACTIONS | | | |
| Create Hex Portal • At-Will (1/turn) | | | |
| Requirement: There must be no more than 6 (six) hex portals currently on the map. | | | |
| Effect: The sharn creates a hex portal (see stat block) in an unoccupied space within 10 squares. The hex portal must be at least 5 squares away from any other hex portal currently on the map. Hex portals created by the sharn have the same initiative count as the sharn had when it created that portal (the sharn gets two turns per round, so different portals may activate on each of its turns, but a portal can only activate once per round.) | | | |
| Move Hex Portal • At-Will (1/turn) | | | |
| Effect: The sharn teleports an existing hex portal up to 5 squares to an unoccupied space that is at least 5 squares away from any other hex portal. | | | |
| Skills Arcana +20, Insight +19, Religion +20 | | | |
| Str 21 (+14) | Dex 23 (+14) | Wis 23 (+14) | |
| Con 18 (+13) | Int 25 (+15) | Cha 23 (+14) | |
| Alignment unaligned | | Languages Deep Speech | |

| Hex Portal | | Level 20 Minion Artillery | |
|--|---------------------|---------------------------|--|
| Small aberrant animate | | XP 700 | |
| HP 1; a missed attack roll never damages a minion. | | Initiative +16 | |
| AC 32, Fortitude 32, Reflex 32, Will 32 | | Perception +7 | |
| Speed 0 (cannot move on its own) | | | |
| Immune forced movement (can only be moved by the sharn gatekeeper) | | | |
| TRAITS | | | |
| Dimensional Anchor | | | |
| A hex portal is immune to forced movement and involuntary teleportation. It cannot be removed from play. Only the sharn that created it can move it. | | | |
| Non-Euclidean | | | |
| A hex portal does not block line of sight, line of effect, or movement. It is one-way (creatures cannot pass through it to the Far Realm). Other creatures can move through the portal's space and end their turn in its space. A creature that starts its turn in the hex portal's space or that moves through the hex portal's space takes damage equal to the damage dealt by the hex portal's basic attack. A creature can take this damage no more than once per hex portal per turn. | | | |
| STANDARD ACTIONS | | | |
| R Tentacle from the Far Realm • At-Will | | | |
| Special: This attack does not provoke opportunity attacks. | | | |
| Attack: Ranged 5 (one creature); +27 vs. AC | | | |
| Hit: 15 damage. | | | |
| Str 23 (+15) | Dex 23 (+15) | Wis 5 (+6) | |
| Con 23 (+15) | Int 5 (+6) | Cha 5 (+6) | |
| Alignment unaligned | | Languages -- | |

Note: Hex portals make their basic attack on their own turns. These attacks are separate from attacks that the sharn may make through them on its turns. However, if a particular hex portal does not have any valid targets within 5 squares on its own turn, it can't attack.

If the sharn is reduced to 0 hit points, this does NOT cause the remaining hex portals to disappear. They must still be destroyed individually.

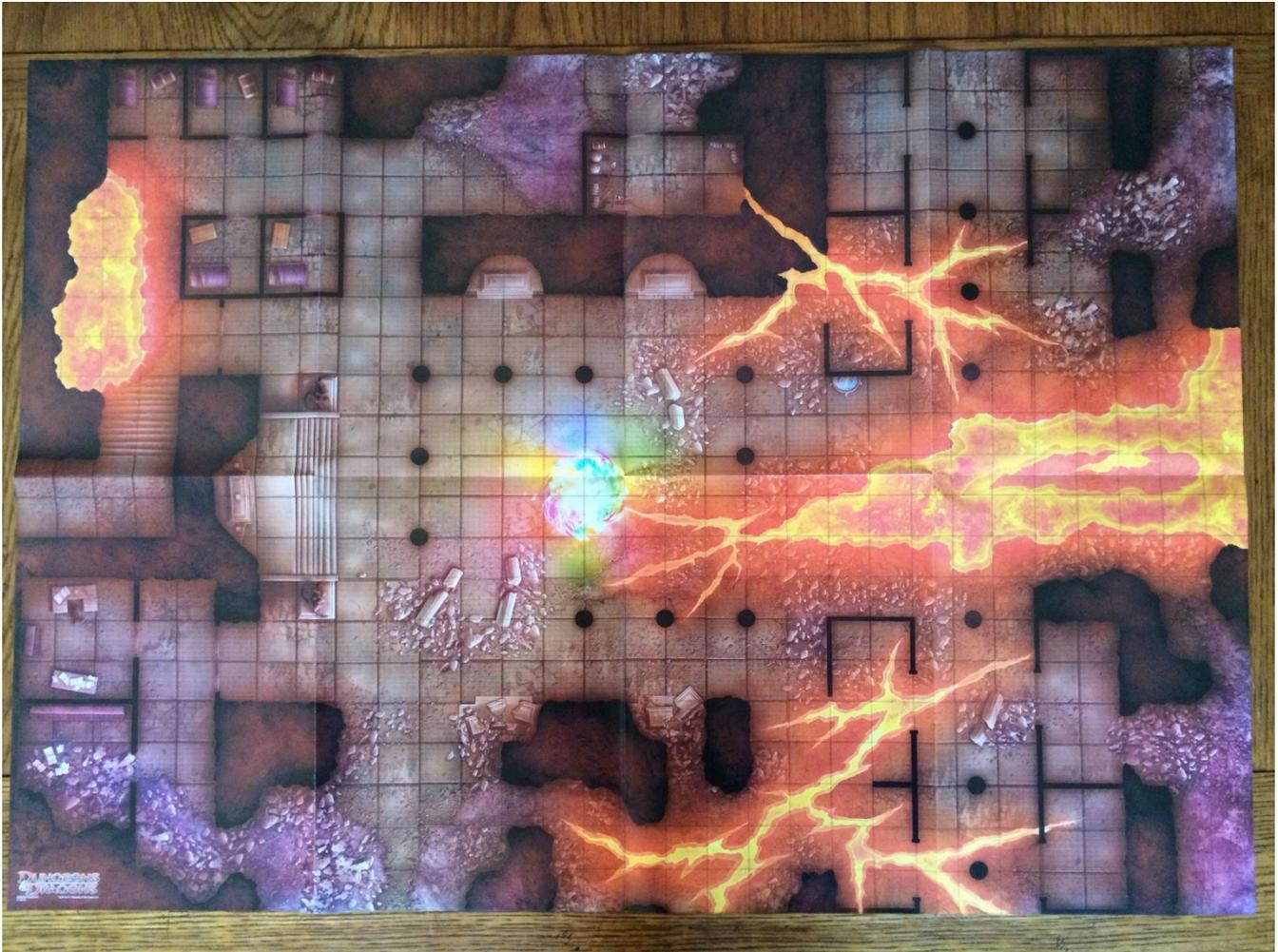
MISSION 2.3: CYRIC'S MADNESS (AL 20 CONTINUED)

| The Supreme Throne | Level 20 Blaster |
|---|------------------|
| Trap | XP 8000 |
| HP 210 | Initiative +18 |
| AC 34, Fortitude 32, Reflex 32, Will 32 | |
| Resist 10 all; Immune all conditions | |
| DETECT | |
| <ul style="list-style-type: none"> • Perception: No check is required to see the Supreme Throne. • Arcana, Religion or Thievery: Moderate DC to study the lines of power and understand the available countermeasures | |
| TRIGGER | |
| When a creature attacks the Supreme Throne or moves within 10 squares of it, the trap activates and rolls for initiative. | |
| STANDARD ACTIONS | |
| C Crush Mind and Body (energy types as damage dealt) • At-Will | |
| <i>Special:</i> When the Supreme Throne attacks, roll 1d4 to determine which attack it uses. | |
| <i>Targets:</i> Close burst 5 or Area burst 1 within 20 (enemies in burst). | |
| 1 <i>Attack:</i> +25 vs. Fortitude | |
| Hit: 3d6 + 11 thunder and force damage, and the target is pushed 3 squares. | |
| 2 <i>Attack:</i> +25 vs. Will | |
| Hit: 3d6 + 11 thunder and radiant damage and ongoing 15 radiant damage (save ends). | |
| 3 <i>Attack:</i> +25 vs. Fortitude | |
| Hit: 3d6 + 11 thunder and necrotic damage and the target is weakened (save ends). | |
| 4 <i>Attack:</i> +25 vs. Will | |
| Hit: 3d6 + 11 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends). | |
| TRIGGERED ACTIONS | |
| R Come Here and Die (lightning, thunder) • At-Will | |
| <i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages it with an attack. | |
| <i>Effect (Opportunity Action):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. | |
| <i>Attack:</i> Ranged sight (the triggering enemy); +27 vs. AC | |
| Hit: 3d8 + 15 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne. | |
| R You Are Not the Boss of Me (lightning, thunder) • At-Will | |
| <i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages Cyric with an attack. | |
| <i>Effect (Immediate Reaction):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. | |
| <i>Attack:</i> Ranged sight (the triggering enemy); +27 vs. AC | |
| Hit: 3d8 + 15 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne. | |
| COUNTERMEASURES | |
| <ul style="list-style-type: none"> • Thievery: An adjacent character can prevent the Supreme Throne from attacking for a round with a successful Moderate DC check made as a standard action or a Hard DC check made as a move action. Failure causes the Supreme Throne to use <i>crush mind and body</i> as an opportunity action. • Arcana, Nature, Religion: A character within 10 squares can prevent the Supreme Throne from attacking for a round with a successful Hard DC check made as a standard action. Failure causes the Supreme Throne to use <i>come here and die</i> against the character as an opportunity action. | |

MISSION 2.3: CYRIC'S MADNESS (BATTLE MAP)

POSTER MAP NEEDED

Haunted Temples - 5



The PCs set up at the top right-hand corner of the map, in the hallway with columns above the lava. Put a figure on the map to represent Yazeth Cobb as well (this will give you something to threaten if the PCs leave him alone).

The Supreme Throne is the altar pictured on the map (in the large main room, at the top of the small staircase). The Thoon hulks are flanking it to either side (one above and one below).

The sharn appears in the purple swirl of energy and you should place the initial set of hex portals in whatever way is most advantageous depending on how the PCs are set up.

Cyric is not initially on the map. He enters at the beginning of Round 2 through the center of the right hand side of the map (where the lava flow leaves the map).

The flows of lava are actually crackling Spellplague energy. These squares are not hazardous all the time, but instead they flash with energy at random. When a PC ends his or her turn in one of these squares, the character makes a saving throw. On a success, nothing happens. On a failure, all characters who are on squares containing the red energy take damage equal to the AL (this damage is all energy types at once so cannot be resisted).

APPENDIX 1: FRAGMENTS OF A MYSTERIOUS PROPHECY

During Round 1, each time a table successfully completes a mission, they should be given a fragment of the prophecy that explains how to resurrect Mystra, recreate Dweomerheart, and restore the Weave. Exactly how you do this is up to you - it depends on how many tables you have, how much your players like puzzles, and so forth.

At Winter Fantasy 2014 we created three sets of colored index cards (yellow, pink, and blue) and wrote one word on each card. The colors were used to group stanzas of the poem together (making it easier for the players to figure out). We also capitalized the first word of each line and included the ending punctuation with the last word of each line to give the players anchor points. We then shuffled up all the cards (so that the colors and word order were completely mixed) and gave each table three cards the first time they completed a mission, two cards the second time, and one card for each mission after that, until all the cards were distributed throughout the room. We then left it up to the players to realize that they had to work together with other tables to figure out how to assemble the message. Each table captain was told that as he or she was walking back from filing the mission report, a mysterious blue dust swirled up around the PC, who began to see twinkling motes of blue light and hear a mysterious female voice whisper the words. The blue light and the female voice were additional clues that the message comes from Mystra.

This poem has about 50 words, so if you follow our strategy of giving out 3 words, then 2 words, then 1 word, and each table completes 3 missions on average during Round 1 (which is about right) then that strategy will fully distribute the words as long as you have at least 8 tables. If you have fewer than 8 tables, you either need tables to finish more than 3 missions, or you should give out more words for each mission after the first.

The poem / prophecy that we used is:

*To restore the home of magic true,
Stalwart champions must knit together the tangled threads of magic blue.*

*The power wrought by greatest hands into binding tool,
Can be bent to noble intention from the final seat of the divine fool.*

*Creation begins anew,
With crystal thrown astrew.*

HANDOUT 1: TABLE INFORMATION FORM

The purpose of this form is to consolidate important information about the player characters for the DM and the event organizers. Please fill out the following information and send it to HQ when your table captain goes to report your first mission.

Table Number:

DM's Name:

Adventure Level:

Number of PCs at the table: 4 5 6

Number of PCs who played MYTH6-1 and succeeded: 0 1 2 3 4 5 6

Number of PCs who played MYTH6-2 and succeeded: 0 1 2 3 4 5 6

Number of PCs who played MYTH6-3 and succeeded: 0 1 2 3 4 5 6

Number of PCs who played CORE6-1 and succeeded: 0 1 2 3 4 5 6

Number of PCs who played SPEC6-1 and succeeded: 0 1 2 3 4 5 6

List all PC Home Regions and/or National Allegiances represented at the table (names of regions, nations, and/or meta-organizations of which you are a member, e.g. Baldur's Gate or the Heirs of Mirt). The purpose of this question is for us to get a sense of the diversity of adventurers who have come to fight for Cormyr's survival. Use the back if necessary. Maximum 3 per PC (home region, national allegiance, and/or meta-organization)

HANDOUT 2: MISSION BRIEFINGS (ROUND 1)

The main battle for Suzail is being fought in the usual way - soldiers on the ground and in the air, the clash of steel, the thrum of arrows, and the crackle of magic. But there is a deeper and more important war being waged alongside the obvious struggle on the battlefield near Suzail. Both sides have a handful of powerful agents who are not likely to set foot on the front lines, but whose plots and powers will make all the difference in the tide of the battle. You are among them. The best use of powerful heroes like you in this battle will be to travel to places where ordinary soldiers cannot go - and would have no chance of survival even if they could go.

The best way for you to help win the overall war is by completing as many of the following objectives as you can in the available time, while also staying alert. As the situation unfolds there may be brief windows of opportunity to take on special objectives that are unknown or unavailable at the outset. We will let you know if and when such opportunities arise. For the moment, these are the missions that are available. You may complete them in any order you choose.

Mission 1.1 - The Order of Blue Fire appears to be getting reinforcements from their fomorian allies through the use of a fey crossing. We do not know exactly where the crossing is located or how it is controlled, but we have been able to identify a general area. It will likely be guarded by powerful agents of the dark fey (who are willing to support the Order but do not want to see a counterattack into the Feywild by Cormyr and Myth Drannor). Travel to the area and search for the fey crossing. Deal with any guardians you find. Hopefully you will find a way to shut the fey crossing down, whether permanently or temporarily, so that the Order will be denied further reinforcements.

Mission 1.2 - A powerful infusion of Spellplague energy has been detected in the forest not far from Myth Drannor. Considering recent events in that area, we are obviously concerned. It may be that another plagueland is forming of its own accord - or that it is being "helped" to form by someone. Go to the area, find the source of the Spellplague energy, and deal with it so that it cannot threaten Myth Drannor. Although the eladrin have returned to the alliance, if they think their homeland is being threatened again, there is a risk that they could leave their positions on the battlefield. Deal with this so that they won't have to.

Mission 1.3 - The Netherese have brought a large contingent of hill giants who serve as living artillery pieces. A number of heavily fortified positions behind the Netherese lines are being used by the giants to bombard the city of Suzail and the Cormyrean lines. The loss of life will be great if someone can't get to those hill giants and take them out. We can get you past the front lines, so you won't have to engage the ordinary Netherese troops, but you'll have to deal with the giants yourself.

Mission 1.4 - We recently intercepted a set of procurement orders headed to Sembia. These orders appear to be intended for a detachment of Netherese troops that are being sent to a location called Draigdurroch Tower. It's far from Suzail, but if the Netherese think it's important, we want to know why. The requisitions suggested an advance force would secure the area before a specialized spellcasting unit moves in later. There must be a strong source of energy that the Netherese believe they can incorporate into the Shadow Weave. Head to the tower and secure it so that Netheril cannot use this resource.

Mission 1.5 - Recently there have been a handful of recruits who deserted the Cormyrean army prior to enlistment. It is rare for Cormyreans to forsake their duty to King and Country. In talking with the families of those who went missing, one common thread emerged: they had all been contacted by the followers of an elf calling herself Tyrangal. There was a very famous Tyrangal who worked to oppose the Order of Blue Fire in Elturgard, but she disappeared when the city fell. At any rate, this elf claims to be able to cure the Spellplague. She has set up a base of operations in an abandoned keep some miles outside the city and is accepting all pilgrims who wish to partake of her miraculous cure. Cormyr hasn't been hit as hard as Myth Drannor was by the Spellplague, but we can't afford to lose any more recruits (or active-duty soldiers) to these wild claims. We don't want to cause a civilian panic, so we want someone a little more discreet than the Purple Dragon Knights to investigate these rumors.

Mission 1.6 - The War Wizards of Cormyr and the High Mages of Myth Drannor have sensed a strong emanation of shadow energy coming from the ruins of Zhentil Keep. Some years ago there was a relic of Shar discovered there by adventurers. It may be that the Netherese have discovered more ancient artifacts of Shar that they could use against us in the battle. Go to the temple and capture or destroy any relics or other items of power.

HANDOUT 3: CHOSEN OF MYSTRA

When Cyric murdered Mystra at Shar's urging, it resulted in the destruction of Dweomerheart, the collapse of the Weave of magic, and unleashed the Spellplague. Although nearly everyone, including Cyric, believed Mystra to be utterly destroyed, in fact her essence was captured by Shar and hidden away in the Towers of Midnight. Ever since the Year of Blue Fire, Shar has been attempting to use Mystra's essence to forge a new Shadow Weave. Had this plan succeeded, Shar would have assumed the portfolio of the Goddess of Magic and been able to reshape reality according to her whims.

However, it was not to be. The Epic Campaign characters discovered Shar's deception and freed Mystra's soul by destroying the Shadow Weave before it could be completed. However, Mystra was not instantly restored to life. Rather, she lingers in a discorporated state, unable to reform the Weave. She needs the power that was used by the Greater Gods to imprison Cyric within his dominion, the Supreme Throne. Unable to communicate directly, Mystra whispered a prophecy, which filtered down across the battlefield and into your ears. You deciphered the text and realized that it was instructing you to break into Cyric's prison and destroy his domain the way that he destroyed Mystra's. With the power released by this action, Mystra will be able to reform Dweomerheart and recreate the Weave.

You and Yazeth Cobb, loyal servant of Amaunator and longtime ally, fought your way through the prison plane, into Cyric's crystal castle, defeating fallen angels who had been placed as guardians and fighting back an attempt by the demon lords of the Abyss to steal the power away from you at exactly the moment when you broke the planar seals on the Supreme Throne. Now you stand before Cyric's demesne, the literal Supreme Throne at the heart of his dominion.

Mystra is unable to affect the battlefield directly. Indeed, her grip on existence is tenuous. Shar drained away a great deal of her power, and Mystra is not strong enough to survive on her own for very long without the protection of an astral dominion. Knowing that the fate of all creation is at stake, Mystra has infused each of you with the last scraps of her divine power.

You are now Chosen of Mystra. This grants you the following benefits:

Divine Spark: You gain a +1 bonus to attack rolls and a +2 bonus on damage rolls.

Divine Recovery: One time only, when you are reduced to 0 hit points, you regain hit points equal to your bloodied value. This does not require an action and is not voluntary on your part; it triggers automatically.

Divine Miracle: When you have expended your last encounter attack power, you regain the use of one encounter attack power of your choice. In this way, you cannot run out of encounter attack powers.

Chosen Power: You gain the following utility power:

Spell Mastery • Chosen of Mystra Utility 26

Daily

Standard Action (Personal)

Effect: You use one of your encounter or daily powers and one of your at-will powers with a single standard action.

If you fail, Mystra will die - this time forever.