

FROM DAWN TILL DUSK

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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RICHMOND FOR THE MECHANICS BORROWED FROM *EPIC3-2*
SEE APPENDIX IV FOR THE LIST OF PLAYTESTERS

Netheril has taken over Spellgard - Saharelgard, as they name it now - and are controlling its oracle, the lady Saharel. With reinforcements on the way, soon the pass will be closed and the secrets of the fortress will be theirs. Only a 12 hour window is left to liberate Saharel and prevent the Shades from achieving a major victory. A *Living Forgotten Realms* Battle Interactive set in Netheril for adventurers of the Heroic and Paragon tiers (character levels 1 - 20). This adventure is designed to run in two very full rounds (11 hours total play time including a one-hour break).

This adventure is combat-intensive. Players who do not enjoy combat encounters are less likely to enjoy this adventure. It is recommended that at least three of the characters be members of the same Adventuring Company. This adventure may only be run at Wizards Play Network (WPN) Public Play events. It may **not** be sanctioned for Private Play.

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 will be noted in the **New Rules Items** section at the end of the adventure.

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Heroic and Paragon tiers of play (levels 1-20). 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 within each tier. The choice of adventure level 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 adventure level 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 level 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either level 2 or level 4, but they will probably choose level 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

CHARACTER DEATH

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

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

opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

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

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

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 Campaign Guide*, which can be downloaded from the LFR download 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 aren't members of any existing adventuring company when they sit down at the table, that's fine. They can 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 RPGA 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.

Everybody who participates in an adventuring company adventure receives a story object to commemorate the occasion. These story objects are handed out by the DM at the end of the adventure, just like any other *Living Forgotten Realms* adventure. Some adventuring company adventures might include an additional prize, such as a special certificate, that only the winning team gets. The additional prize may be reserved for events that are at least some minimum size (such as 10 tables). The organizer (the person who sanctioned the event) is responsible for making sure that the adventure is run in a consistent and fair fashion, and for reporting the results back to the WPN. In the case of any disputes, the organizer makes the final decision about all elements relating to the competitive aspects of the adventure. The organizer's decisions are final and may not be appealed. Remember that the goal is for everyone to have fun!

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

COMPANIES COMPETE, NOT PCs

Adventuring company adventures are designed to offer unique challenges and opportunities. They often pit adventuring companies head-to-head in some sort of competition (such as a tournament, scavenger hunt, or race). They might also involve a large-scale event (such as a battle to defend a frontier town, clearing out a significant monster lair, exploring a new dungeon, or staking a claim to new territory in the wilderness). In all these cases, it makes sense for the NPC sponsors to recruit adventuring companies rather than individual player characters. Regardless of the plot, the focus is on

the companies themselves, and the PCs' efforts will increase or decrease their company's relative standing in the eyes of the wealthy or influential patron who has organized the event.

There must never be direct PC-versus-PC combat in any Living Forgotten Realms adventure. You may not force or allow player characters to fight directly against other player characters. For example, it would be inappropriate to have a battle between two noble houses over a gold mine, where some of the adventuring companies are hired by one of the houses and the other adventuring companies are hired by the rival house, with the player characters fighting each other. Characters may temporarily be dominated by evil magic and forced to attack one another, but no one is ever allowed to set up a scenario in which individual PCs or groups of PCs are able to engage in direct combat against one another.

However, that does not mean that the various adventuring companies (and even members of the same company) cannot compete with each other in any way. That same "battle for the gold mine" scenario would be just fine if all the PC adventuring companies in the battle are working for the same faction, with all the NPCs hired by the opposing faction.

It is also okay to have the PCs represent different competing factions, so long as the PCs themselves do not directly come into conflict. In a tournament, the PC adventuring companies might be presented with multiple offers of employment by different noble houses. Each group of PCs would then individually decide which of the various nobles they want to represent. The winning adventuring company also wins the tournament on behalf the house they chose as their sponsor. Even in a tournament setting, however, player characters could only joust, duel, or otherwise directly engage in combat with NPCs, never with other PCs.

WHAT AM I ALLOWED TO CHANGE?

Because they are sanctioned for public play only, adventuring company adventures can offer some interesting opportunities to organizers. The organizer decides how to structure the event for maximum publicity and enjoyment. For example, you might run the adventure multiple times over the various days of a convention and award the grand prize at the very end. Or, you can get all the participants together at the same time (and ideally in the same room) for a grand event, with scores tabulated and prizes given out on the spot.

Some adventuring company adventures might lend themselves to a slightly more elaborate setup than a typical RPGA adventure. For example, a tournament might feature individual tests of skill and prowess, such

as an archery competition or a riddle contest. You could set these up as "stations" in which the individual characters would visit each station to participate in that particular competition. The DM supervising that station would have the player roll the appropriate dice or do whatever else is required, and then record the results on the player's score sheet, story certificate, or other tracking form.

However, the core RPGA DUNGEONS & DRAGONS experience remains 4-6 players and a DM at a table for 4 hours. Adventuring company adventures do not change that format. You may not run this adventure in any way that removes the core D&D experience. So, for example, you cannot run the entire adventure as a LARP (or "interactive"). The players are coming to play D&D and D&D is what you are expected to give them. Any additional elements that you present must be ancillary to the main 4-hour tabletop gaming session. You are also not allowed to change the story or encounters from what is presented in the adventure, other than as specified herein and in the "DM Adventure Adjustments" section of the *RPGA Character Creation Guide*.

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.

Organizers are encouraged to set the event up so that all the tables go through each mission of the BI

together. 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.

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 would change depending on the majority outcome (if three tables failed a mission and two tables succeeded at the same mission, then the official result of that mission would be a failure).

Because a BI is focused on the battlefield, it features more and harder combat encounters than a typical *Living Forgotten Realms* 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 more common. Players who do not enjoy combat encounters are probably unlikely to enjoy a BI.

DCs BY ADVENTURE LEVEL

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

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

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

SPECIAL RULES FOR THE INTERACTIVE

LIQUID SHADOW

One of the uses of Spellgard's powers the followers of Shar learned was how to distill *liquid shadow*. These potions invigorate the imbuer, but the liquid is tainted by Shar. The nightcloaks of Shar gave these potions to the Zhentarim in the hope of using it to corrupt them. The Zhentarim have not used them, and so the PCs find the vials after Encounter 1.

Liquid shadow follows the following rules/effects:

- Consuming *liquid shadow* or administering it to an adjacent creature is a standard action.
- *Liquid shadow* loses its potency when ADCP3-2 is complete.
- *Liquid shadow* can be passed between tables in between any encounters.
- When consumed, one of the following effects happens:
 - A creature that died within the last hour is instantly raised at full hit points. They suffer the death penalty as normal, but no healing surges or powers are restored.
 - The creature regains 3 healing surges and 1 daily attack or utility power.
 - A creature cannot benefit from the same effect more than once in a 24-hour period.
- Regardless of which effect is chosen, when a PC consumes the *liquid shadow*, check to see if they have story award **PREQ02 A Secret Given**. If they do, they gain these additional effects:
 - Regain 1 additional healing surge and 1 additional daily attack or utility power.
 - Until they take an extended rest, the PC dies when they fail 2 death saving throws (instead of the normal 3).
- Any PC that drinks *liquid shadow* gains the story award **ADCP18 Quaffed Liquid Shadow** at the end of the event.

PREQ02 A SECRET GIVEN AND DISFAVORS OF SHAR

Before the adventure starts you should check whether PCs have the story award **PREQ02 A Secret Given** from *PREQ3-1 Shrouded Visions* and any story awards that contain disfavours from Shar or her followers (such as **CORE15 Humiliated the Dark Moon Monks** from

CORE1-8 *Taken* and CORE29 *Mixed Blessings* from CORE1-15 *Where Dragons Die*.

PREQ02 has an impact on dealing with shadow as described above. Besides being a minor factor in determining whom to target during the battle, all of these will have an impact in Encounter 2. When the Netherese commander dies, he curses the PCs with his dying breath. If the PCs angered Shar enough in the past, she empowers the curse. PCs with PREQ02 gain the Curse of Shar's Whispering curse for the duration of the adventure. PCs who do not have PREQ02, but do have any disfavours, gain Shadow's Foe Curse. Give these players Players' Handout 2.

Note that these curses function exactly like a disease in how they progress, except that the skill check differs as described in the handout and the check is made after each Encounter. At the end of the adventure, the curse is removed automatically by friendly casters.

LEVEL OF ENGAGEMENT

The DM can alter the level of challenge for the players by changing the level of engagement. Some PCs are ever searching for more foes to engage, moving beyond the safety of their allies' lines, while others move more cautiously. At the beginning of each combat encounter (with the exception of Special Missions), the players should decide on their level of engagement by majority vote (with ties broken by their Table Spokesman).

- a. *Normal*: This is the average level of engagement. Run the encounter as written.
- b. *Glory*: Each encounter contains the details; mostly the PCs are facing more opponents. For 4 and 5 player tables it is recommended to use respectively the 5 and 6 player table numbers of opponents instead of the glory tier option.

Note that it is important to count the number of glory tier tables per encounter. It earns the players of the BI a minor benefit at the end of Encounter 5 and during the skill challenge of Encounter 6. **Each table playing at glory tier earns 1 Glory Point.**

A NOTE ON MAPS

Some of the maps may seem small. This has been done intentionally to for those DMs who print them to scale in color. Do not constrain the PCs to the areas shown on the maps. While the important and interesting terrain is shown on the maps, they are not completely enclosed and the PCs can move off or around the map. You are encouraged to place Dungeon Tiles or pirated maps in

the center of a larger battlemat and extend the general terrain as appropriate (trees, walls, open fields, etc.)

REINFORCEMENTS

Individual tables may seek reinforcements, should the tide of battle turn against them. During combat, if a table is particularly struggling, their Table Spokesman can decide to call for reinforcements. Use the following mechanics to handle this process:

(1) The table captain stands up and yells for reinforcements.

(2) The organizers look for volunteer tables playing at the same Adventure Level who are willing to take on some or all of Table A's monsters. **Only tables still fighting can volunteer.**

(2A) If there are no volunteers at the same AL then look for volunteers at other ALs.

(2B) If there are no volunteers at all, then Table A is out of luck.

(2C) If there are multiple volunteers then the Senior DM decides how many of them to use. This is a judgment call based on how things are going and how much time is left in the mission.

(3) Table A decides how many of their monsters (and which monsters) they want to send away. (The volunteer table does not get to decide. They have to accept whatever Table A chooses to send them.) This could be one monster or it could be all the monsters or it could be anything in between. If there is only one volunteer table (call it Table B) then they have to take all the monsters that Table A decides to send away.

Note: If the Senior DM has decided to accept multiple volunteer tables then first Table A decides how many monsters they want to send away, and then the Senior DM decides which monsters go to which volunteer tables (Table B, Table C, and so forth). If there is an obvious major threat (a solo or elite) and some minor threats (standard monsters and minions) then the Senior DM might let the volunteer tables choose which one of them wants to take on the hardest threat and adjust the distribution of the monsters accordingly. Minions should be moved in groups of at least 4-5 if possible or else it is not worth the trouble to track them.

(4) The monsters move from Table A to Table B (C, D, etc). Rather than rolling a new initiative for each monster, they just come on as a wave at the start of the next round (and get a full round of actions on their first turn; moving between tables does not consume the

monsters' actions). The newly-arrived monsters act in order from highest to lowest initiative bonus.

Table B's DM gets to decide where the additional monsters enter the battle map (but they have to arrive in a logical fashion; for example, they can't just teleport into flanking positions, unless the monsters would have a way to do that).

(5) Carrying monsters over is done according to the following rules:

- The current hit points carry over from Table A to Table B only in a general sense (e.g. a scale of "full health" - "down about 25%" - "bloodied" - "down about 75%" is good enough).
- If Table B is not the same AL as Table A, then the DM uses the stats appropriate for Table B (i.e. the monsters can get weaker or stronger as part of the transfer). This is one reason it is not important to know exactly how much damage each monster has already taken; Table B's DM is likely going to have to adjust the hit points anyway.
- In general, ongoing damage and other conditions **DO NOT** travel with the monsters. Likewise, the DMs should **NOT** try to figure out which encounter/daily/recharge powers the creature has already used and which ones it has not used. Assume that the monsters have all their powers available when they arrive at the new table. (This is part of the price of calling for reinforcements.) However, if time is tight in the mission or if it is just one monster (especially a solo) then the Senior DM can allow the table DMs to transfer this information, but be very careful about taking too much time away from the actual game (it is not fun for the players if the various table DMs have to spend 20 minutes figuring everything out while the fighting is on hold).

(6) The new table has a fixed amount of time to fight the monsters. The authors recommend about 15 to 20 minutes, but the Senior DM can decide otherwise. It is better to use real-world time instead of a number of in-game rounds because different tables finish rounds at different speeds.

At the end of the 15-20 minute real-world time limit, any surviving monsters from all the other tables go back to Table A (repeat steps 4-9) unless Table A has been eliminated (fled the battlefield or TPK) in which case the monsters just stay at their new tables for the rest of the mission.

(7) If Table A did not send away all their monsters, then they stay in their own initiative order and keep fighting.

If Table A did send away all their monsters, then they can take as many rounds as they want, within reason (their table DM must be present) to use healing powers and so forth. They still have to wait for the 15-20 minutes of real world time to be up (they can't just all spend a couple of healing surges and then ask for their monsters back after 2 minutes as this is not fair to the other players). They are still required to track the use of things like encounter powers, second wind, etc.

However, Table A may **NOT** take a short rest or cast lengthy rituals in the middle of the battle without permission of the Senior DM. (Five minutes is the equivalent of 50 combat rounds.) If they need a short rest just to survive they probably need to retreat and sit it out until the next encounter begins.

The Senior DM can always make exceptions (for example, if it is a table of new players or there is still 75 minutes left in the mission and they would have nothing to do). The Senior DM might also choose to give them a few additional resources (e.g. drop off a box of healing potions), refresh their second wind, send over some NPCs with *healing word*, or whatever is needed to let them get some resources back without giving them all the benefits of a short rest.

SPECIAL MISSIONS

In addition to the normal missions, there are also "special missions" provided for a few select tables to step up and prove their mettle. Success in the Special Missions provides a significant advantage to all of the PCs participating in the BI, or prevents some great catastrophe that could turn the tide of battle. These special missions are meant to be unique and played by only one table each, but are entirely optional. Do not allow a table to undertake more than one special mission. As they are generally more difficult than the already challenging missions, no table should be forced into playing any of them. They are also limited to certain Adventure Levels. If you have no tables of the span of adventure levels listed, do not run the mission and apply no benefit or penalty based on its success or failure. If tables could have volunteered but do not, assume the mission is a failure. These missions are detailed in a separate document.

It is strongly advised to appoint a single DM at an event to run all special missions, switching the DMs temporarily for those tables playing a special mission. It saves the DMs from preparing 6 complicated encounters they are likely never to run, while one DM can focus the attention on those encounters.

ORACULAR DEFENSES

Throughout the occupation of Spellgard the Netherese have done extensive research into the magic infusing the fortress and its connection with Lady Saharel. As a result, the Netherese forces learned how to tap into these powers and use them to their benefit. In Encounters 2 and 3 **one** creature of your choice can use **one** oracular power per round. Once used, that power cannot be used until all other powers have been used. See Appendix III for details on these powers. Once the PCs liberate Saharel (Special Mission 3), the Netherese lose access to these powers and, if done quickly enough, potentially benefit the PCs instead.

IMPORTANT NOTE: These powers can be very irritating for the players and they should be used with care. For example, do **not** use them to redirect a daily attack against a PC or to miss with an attack after the player already missed several times during the adventure. It is best to use them to defend against at-will and encounter attack powers. Their purpose is to highlight the importance of liberating Saharel. You do not need to use them each round, but be sure the players see them in action a few times (enough to realize the importance of Special Mission 3 and to appreciate it when the group running that special mission is victorious).

LONG RANGE TELEPORTATION

Due to the interference between the Sharn Wall and the old mythalar of Spellgard, long range teleportation travel and long range scrying/divination rituals are disrupted. As a result, rituals such as Linked Portal do not work when performed within a few miles of the fortress. The barrier with the Shadowfell is thin enough to pierce with a Shadow Passage ritual, but traveling through the Shadowfell offers no protection against Netheril. Short-range teleportation acquired through powers (such as *fey step* or the swordmage aegis) work normally. It initially poses no big problem, but it does block a quick escape by the end of the battle when Netherese forces arrive en masse. The officers of the army are well aware of this effect and they warn the adventurers in advance.

ADVENTURE BACKGROUND

Lady Saharel was once a powerful mage, who lived at the height of the Netherese Empire. She was the ruler of Saharelgard, a great fortress that existed of miles upon miles of gardens, turrets, towers, and palaces. Now, hundreds of years later, the place has fallen in ruins. Only a few isolated spots are left standing, and the lady

Saharel is a ghost, tied to the ruins that are now known as Spellgard.

Over time, pilgrims went to visit Spellgard to find the ghost. Lady Saharel was known for her great knowledge. Those who would rebuild part of her former place would have a chance to meet her, and she would answer them one question. While originally the lore Saharel could give was limited to Netheril of old, over time her answers became almost oracular. She would have an answer to any question. Some cryptic, some direct, but all true.

With time, however, it became also rarer to find her. Saharel avoided most contact to prevent being tricked into answering questions that would aid evil forces. For this reason, most organizations showed little interest in Spellgard.

All this changed when it was discovered that with the proper ritual, the lady could be summoned at will and forced to answer questions. The initial attempt to control her was disrupted by heroic adventurers, but a Netherese spy stalking the ruins reported the ritual's existence to his superiors.

A few months later, several Netherese moved in. Now, a small army is gathered in Spellgard, to restore 'Saharelgard' to its greater glory. Their plan is to involve both Saharel's oracular knowledge and the magic inherent to Saharelgard to their advantage. After questioning Saharel they have come to believe that the magic of Saharelgard draws from a pure source. They have investigated means to use this magic, but have not yet found a way that would not be utterly destructive to the region. Saharelgard's magic has become entwined with another local feature - a remnant of a magical barrier that once encompassed the whole of Netheril, known as the Sharn Wall. The Wall was created shortly after Netheril's fall. It is a creation of chaotic energy, and while it has been damaged and has long lost its original purpose, remnants of it still exist and can affect the magic of places like Saharelgard. Because of this the Netherese have not yet managed to rob the place of its magic.

Rightfully fearing the power Netheril might glean from the fortress has a lot of people worried. Various groups have decided to band together in an uneasy alliance to stop the Netherese from executing their plans. The alliance is aware that Sakkors is on the way and that with the city's arrival, there is no hope to prevent the Netherese from attaining their goals. The groups in the uneasy alliance include the Harpers, Luruar, Eltugard and Waterdeep, although the nations do so through various intermediaries to remain officially unaccountable.

Together, the groups are recruiting adventurers; mustering them in Silverymoon for a desperate attempt to take Spellgard, hold it long enough to free Saharel, and then retreat before Sakkors arrives. The PCs have one day before Sakkors arrives - or so the groups assume. In truth, Sakkors is quicker and arrives at dusk.

More details on Spellgard can be found in Appendix 1.

MISSION STRUCTURE

The battle consists of the following missions. We strongly recommend that you use a timer to control the start and end of each mission. Part of the challenge and the enjoyment of running a large-scale battle interactive is giving the players the sense that they are all fighting through the battle together. One of the best ways to do that is by having every mission start and end simultaneously. You can allow the table DMs to read the beginning and ending boxed text for each mission individually, or for large groups, if the venue has a sound system, the event organizer can read it to everyone at once (again reinforcing the sense to the players that they are all in it together).

Each mission has a suggested running time, but the event organizer needs to keep an eye on how tables are actually doing. If most of the tables have finished early, it's usually better to end the mission early than to have most of the players sitting around waiting for one or two tables to finish a fight. Some missions allow for optional extensions to an encounter, whether additional waves of monsters or skill challenges. The extras help extend the time for tables that would otherwise finish early. Be careful not to let the players take on too many opponents, because this depletes resources like healing surges and daily item powers that they likely need in the later missions.

This battle interactive consists of the following missions. Each mission has key objectives that determine how the overall battle progresses. Usually, the primary objective is simply 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 event organizer can tabulate the overall results.

We estimate that this event lasts about 10 hours, depending on how much time you allow for each mission. Each encounter contains the recommended run time for that encounter.

The battle interactive consists of the following encounters:

- **Interlude 1 and Mustering (30 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 commander meets with the PCs and briefs them on the mission. 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 start Encounter 1.
- **Encounter 1 (60 minutes):** The PCs deal with the Zhentarim south of Spellgard. The goal is to defeat as many soldiers as fast as possible, as well as potentially two commanders to route the Zhentarim and prevent an alarm from being raised.
- **Special Mission 1 (60 minutes):** The PCs are to contact the kobolds living below Spellgard and try to befriend them (for AL 2 - 8).
- **Encounter 2 (75 minutes):** The battle to conquer Spellgard is started by assaulting the walls, gates and towers. Magical siege engines make life hard for the attackers.
- **Special Mission 2 (75 minutes):** Spellgard is protected by several large defensive siege engines that rain down destruction on any attackers. Somebody must destroy them, and as fast as possible or those assaulting the walls suffer (for AL 8 - 12).
- **Encounter 3 (75 minutes):** The Netherese have reinforcements in the Shadowfell. Portals open to spew forth shadow creatures. Paragon groups are sent in to deal with whatever is behind the portals. Heroic groups face whatever comes through while closing the portals.
- **Special Mission 3 (75 minutes):** As long as Saharel is under Netherese control, the Netherese have ocular-like powers. It is a matter of getting her liberated as fast as possible. If the PCs are quick, they can spend the remainder of the time getting Saharel to help out
- **Interlude (30 minutes):** The PCs need to decide what to do with Saharel. There is an easy method, but which poses considerable risk to Saharel's sanity and existence. She opposes this, making special mission 4 necessary. There is a

harder method which makes Encounter 4 considerably harder, but which poses less risk to Saharel.

- **Encounter 4 (75 minutes):** The rituals start performing the rituals on the pillars, both in this world and Shadowfell. Defensive mechanisms are triggered, and the PCs need to defend themselves and above all the casters.
- **Special Mission 4 (Optional) (75 minutes):** If the PCs choose the easy route and voted Saharel's destruction, one table is going to face her.
- **Encounter 5 (60 minutes):** Netherese fortress appears unexpected early, but the ritual is not finished. PCs need to defend the walls and gates. In the mean time NPCs on flying mounts run bombing runs.
- **Special Mission 5 (60 minutes):** The Netherese have flying forces at their disposal, which pose a considerable risk to the defenders. PCs need to take them out somehow and fast. A fast group can rush to the aid of the defenders, taking monsters away from other tables.
- **Encounter 6 (90 minutes):** PCs need to fight a way through Netherese forces and cover the wagons with the pillars until the forces can reach the forest and the fey crossings into the Feywild.
- **Special Mission 6 (90 minutes):** The Netherese have a couple of very nasty shadow beasts and they are about to loose it on the PCs. One group needs to keep them locked up long enough for the others to reach the fey crossing. This is truly a suicide mission.
- **Conclusion (?? minutes): ??**
- **Appendix ??: ??**

The end of each encounter contains a list of questions which are required to determine the total outcome of each mission for the interactive as a whole. These need to be answered at the end of the encounter and delivered to the organizers by the Spokesman of each table (see Player's Introduction below). The consequences on the BI are detailed in Appendix 2.

Note that throughout the adventure, unless specified otherwise, it is assumed that the results of an encounter are taken along to the next encounter with the **same** group **or** transferred to another table as per the Reinforcement rules. The BI organizers can decide to average the results instead. Talk with the organizers beforehand. From an interactive point of view, it is best to use individual table results, since it allows tables who are doing well to offer aid to other tables in between encounters.

RESOURCE MANAGEMENT

In a standard adventure a DM can raise or lower the challenge level of an encounter to better match the expectations and skills of the players. While there is nothing prohibiting the DM from doing so for this adventure, a warning is in order. The adventure is a 6 encounter marathon **without** an extended rest. The *liquid shadow* mechanic offers some help, but it is not a full replacement (nor is intended to be such). Part of the challenge is to keep enough resources (most notably healing surges) by the end of the adventure. The consequence is that even an easy encounter can have a big impact later on due to the depletion of for example healing surges.

Having said, playtest at high ALs (most notably 16 to 20) have shown that the variation between different tables in character and player effectiveness can be very high. We already upped the challenge in various encounters for these ALs, but you might to increase it even more. If you do so, it is probably better to do so towards the end of the adventure (Encounter 4, 5 and 6) than early on, and care must still be taken.

Be very careful doing so at the lower ALs. Playtests shown that most tables had one or more PCs with no healing surges left in the final fight.

PLAYER'S INTRODUCTION

Read or paraphrase the following to your individual table before Prelude is begun for the whole interactive:

You recently received an invitation for an important, potentially profitable, job at the Lady's College in Silvermoon. When you arrived, you were welcomed by Blaynden Darhunson, a librarian from the Vault of Sages. He brought you to a vibrant garden inside the college where he opened a crossing into the Feywild. Once in the Feywild, an eladrin guided you to a large well-guarded campsite filled with dozens of adventurers of widely varied skill. Also present are about two hundred able-looking mercenaries, including a large group of ritual casters who have a military look about them, although none wear uniforms.

You have waited here for a few days in comfort, watching more adventurers arrive, until you are all directed to a large field while the eladrin pack the tents.

Relate the following to the players:

- PCs whom played PREQ3-1 *Shrouded Visions* have been sent to the Lady's College by their contact, who stresses the importance of the mission.

- PCs who played *NETH3-1*, *NETH3-2* and/or *NETH3-3* are directed to Silvermoon by Dernan Moonbrow.
 - PC members of the Harpers, the Order of Torm, the Lion's Den, the Dusk Talons, the Heirs of Mirt, the Knights of Myth Drannor and the Stellar Fellowship of Adventurers have been similarly directed to Silvermoon.
 - Otherwise the group that fits best hired the PCs.
 - Little detail could be provided other than that it involves a mission against Netheril's interests. PCs who played *PREQ3-1* may rightly suspect that it has something to do with Spellgard, but nobody present can confirm or deny such speculations.
 - Drey Silverspur is the commander of the mission; rumors in the camp suggests he is a former Silver Knight apparently ignoring orders from his superiors in Silvermoon not to attack Spellgard. His second in command is Lerne Revynaar. She is an officer in Evereska's army; apparently Evereska does condone the mission. Neither has been seen as of yet.
- Knights of Myth Drannor: Arcana/Nature
 - Stellar Fellowship: Athletics/Intimidate

These benefits expire at the end of the adventure, and any unused borrowed equipment must be returned at the end of the adventure.

Determine if you have a meta-org or an adventure company table. You have such a table if at least 3 PCs in the group belong to the same meta-organization or adventuring company. In that case, the table has one extra action point that they can use once throughout the battle interactive. The table gets only one action point, even if more companies are at the same table. Anyone on the table can profit from that action point whenever a majority of the players agree.

You should gather the PC's race, Passive Insight, Passive Perception, and special detection abilities that might alter the way a scene is described (such as darkvision or blindsight).

At this point the table should also elect a Table Spokesman who is responsible for reporting their table's results after each encounter, as well as breaking any ties on table votes.

Determine individual meta-organization membership. If a PC is a member of a meta-organization, that PC can earn a benefit from that organization for the duration of the mission.

This can be **one** of the following:

- The PC can borrow one *potion of healing* (Heroic tier) or *potion of vitality* (Paragon tier).
- The PC can borrow a plain magic armor, cloak, weapon or implement with a bonus depending on the AL: 2 - 4 : +1, 6 - 8 : +2, 10 - 14 : +3, 16 - 20 : +4
- The PC can follow a preparation training prior to the mission. The effects of this are temporary. For the duration of the adventure, the PC has a +1 bonus on two skills, depending on the associated meta-organization:
 - Order of Torm: Athletics/Intimidate
 - Lion's Den: Endurance/Insight
 - Dusk Talons: Acrobatics/Thievery
 - Harpers: Stealth/Bluff
 - Heirs of Mirt: Endurance/Perception

PRELUDE: BRIEFING

SETUP

Drey Silverspur, male human Spellguard wizard (ranking wizard of the Silver Knights in Luruar, the similar name with the fortress of Spellgard is coincidental).

The PCs have arrived in Silverymoon, and congregate in the Feywild near the Lady's College. There, they have been divided into groups. Now they are waiting at a large field for Commander Drey Silverspur to give them a briefing on what is going on.

Drey does not officially represent Silverymoon. He has in fact been publically ordered not to interfere with anything regarding Spellgard. Despite that, he has several Silver Knights and Spellguard wizards under his command, and the Evaraskan mages that take care of the transportation of the PCs through the Feywild and perform the various rituals at the pillars (Encounter 4) also report to him. The other mercenaries in the army are soldiers from Evereska, Luruar and Waterdeep. The elves from Evereska are openly in employ of that eladrin kingdom, since the rulers care little about human politics and do not fear repercussions. The human soldiers are all here on their freetime, having been similarly ordered as Drey.

Drey Silverspur is a former adventurer. Drey is deemed a bit reckless, but he is creative and can be subtle when he wants to. He is an idealist, but understands that some are in it just for the money or the glory. As long as the goals are reached, he does not care.

Drey understands the intricacies of the magic in Spellgard quite well. He believes that with a proper ritual, ritual casters can drain a measure of power from Spellgard in such a way that it frees Saharel, while they can yet preserve the magic as long as a right receptacle is at hand. He believes - but has not yet verified - that the Netherese are attempting the same, but have not yet found the right receptacle. Drey believes he may have it, in the shape of Coura, the construct librarian of the Vault of the Sages in Silverymoon. He is not entirely certain though, and many of his superiors and allied organizations think the risk is not worth the potential benefits, feeling a lot is allowed in opposing the Netherese (most vocal are the elves and eladrin of Evereska and Myth Drannor).

Lerne Revynaar is a wood elf from the High Forest, liaison with Evereska and second in command. She has fought Netheril since she was a young girl, having lost her parents in the battle of Evereska almost a century ago. She blames Netheril, who set the monstrous

Phaerimm on Evereska, and has sworn revenge against them. She is wild and passionate, but also a fair bit ruthless. Her goal is to eliminate Netheril, and she does not care if there is any 'collateral' damage in achieving it. In the choice ahead, she is the one who argues for destroying the power source the Netherese seek.

As a swordmage, she understands both tactical battle and the principles of magic. She is in charge of overseeing the taking of Spellgard, and leads a battalion of elven scouts and bowmen - from Evereska and the High Forest - who provide support for the adventurers attack. Unlike most others, Lerne publicly represents Evereska in the mission. The elves are not interested in the political games of humans, and openly oppose Shade's occupation of Spellgard.

Drey introduces her, but she does not speak here. She has a role to fulfill in the Interlude.

It is an early sunny morning, and the air is ripe with anticipation. You have all gathered on a lush green field when a young tall slender human clad in leather steps away from the shadows of a tall oak.

"Welcome," he starts, his voice aided by magic so that it can be heard by all, "Welcome here at the beginning of the end - the end, of Netheril that is. For more than a century Netheril has cast its shadow over Faerun. A dark-hearted evil-minded force bent on spreading their cruel, unforgiving faith and enslaving all who value life and freedom. But, no more! No more enslavement! No more darkness! It is time we make a fist before it is too late. How say you?"

After waiting for a reaction, proceed:

"So, how do we make such a fist? You may have heard that the Netherese have taken the fortress of Spellgard, and, more importantly, its oracle Lady Saharel. They have managed to subvert the magic of the fortress and now control the lady, using her knowledge, power, and oracular insight to further their evil quest for dominance. It is up to us to put an end to this abuse of freedom, this abuse of magic, this affront to all that is right. We are here to attack and conquer Spellgard, liberate Lady Saharel, and take her back to those who respect her freedom. While I expect stiff resistance, if we strike quickly, with men and women of your skill and power, we will be victorious! So again, how say you? Will you slink back to your home, tail between your legs? Or will you join me and your fellows in making that fist, baring our teeth, and showing those shade-worshipping tyrants that we can and will bite?"

After waiting for a reaction, proceed:

“I knew I was among heroes, but now I know I am among heroes with true grit! Together we will send these snivelers in shadow a message they won’t soon forget.”

The look on the young man’s face turns serious.

“Alright then, to business! Our trip to Spellgard takes us through the Feywild. Magic of the eladrin will make it quick. We will take Spellgard by surprise, but once the assault starts, we estimate it will take less than 24 hours for Netheril to retaliate, perhaps even as short as 12 hours. You may be great, but the Netherese are powerful warriors and sorcerers, and we dare not risk facing the full might of Netheril. Keep that in mind. There will be no time for rest. Forces will guard the Fey Crossings that take us near Spellgard and back, but we have only limited support. We will take Spellgard, use the rituals designed in Evereska to free the lady, and make our way back to safety. Don’t dally when the sound of retreat is given. We can only keep the crossings open for so long. It is our only exit. Ancient magic prevents the opening of portals within miles of the fortress, so don’t count on rituals like Linked Portal to get you out!”

Taking a deep breath the man prepares to speak yet more, but then he smiles and shrugs

“You know battle, we all know battle. Let’s make it a good one!”

After the speech make sure the adventurers realize the basic goal of the mission. They are to assault the Netheril fortress of Spellgard (see Appendix 1 for general known facts on the fortress), conquer it long enough for the spellcasters to deal with Lady Saharel and get out, preferably with the pillars used as foci in the rituals to control the lady. They don’t have much time, since the flying fortress of Sakkors is on its way and due to arrive about 24 hours after the start of the battle. Once it arrives all the PCs can do is retreat, since Sakkors brings overwhelming forces.

SPECIAL MISSION

Before the siege, a special group has to be selected for a special mission, which involves recruiting the aid of a group of kobolds who are familiar with the traps and tunnels below Spellgard.

All around you small teams of adventurers are preparing for the coming storm. Weapons are being checked, prayers mumbled and armors secured. Cutting

through the droning buzz of all those people talking comes a sharp and steady voice. A voice belonging to a female commander standing on a small rise.

“Comrades. I lack Drey’s talent for long drawn out speeches so I will keep this brief. We have identified a possible avenue for infiltration into Spellgard and we need volunteers to investigate and secure this route. What we need is a small team of people to go enlist the aid of the local Kobolds. Yes, you heard that right, Kobolds.

We need people that can handle themselves in dark trap infested Kobold tunnels, that can find the Kobolds warren and that can convince them to help us. There are also rumors of living plants, so knowledge on natural things is a pre. Any Volunteers?”

This special mission is available to one table of AL 2 to 8. Skills will help in completing the mission are:

- Diplomacy .
- Dungeoneering to find their way.
- Perception to spot traps.
- Thievery/Arcana to disable traps.
- Stealth/Nature to avoid living hazards belowground.
- Athletics/Acrobatics/Endurance for the physical parts.

If your table runs on AL 2 to 8, your group can volunteer for this mission. If more than one group volunteers, the organizers can either pick one or ask the adventurers to vote for one of these groups.

SETTING OUT

Once the adventurers are prepared, the forces set out. The trip through the lush vibrant Feywild takes remarkably little time and is uneventful. The magic and scouts provided by Evereska clearly have served their purpose, using the magic of the Feywild so that only one day passes in Fearun itself. The characters leave the Feywild a few miles south of the fortress in the woodlands north of Weathercote Wood. From here, the fortress is only a few miles travel, and they are now directed to their mission.

Continue to Encounter 1 or to Special Mission 1 if you run the special mission group.

ENCOUNTER 1: OUTPOSTS

ENCOUNTER LEVEL

2/4/6/8/10/12/14/16/18/20

SETUP

This encounter includes the following creatures at adventure level 2:

- 1 half-orc deathmage (level 2) (D)
- 2 Zhent soldiers (level 2) (S)
- 1 hobgoblin thug (level 2) (H)
- 4 mercenary archers (level 2) (M), with 2 more in Round 2 and 2 more in Round 3

This encounter includes the following creatures at adventure level 4:

- 1 half-orc deathmage (level 4) (D)
- 2 Zhent soldiers (level 4) (S)
- 1 hobgoblin thug (H)
- 4 mercenary archers (M), with 2 more in Round 2 and 2 more in Round 3

This encounter includes the following creatures at adventure level 6:

- 1 half-orc deathmage (D)
- 2 Zhent soldiers (level 6) (S)
- 1 hobgoblin thug (level 6) (H)
- 4 mercenary archers (level 6) (M), with 2 more in Round 2 and 2 more in Round 3

This encounter includes the following creatures at adventure level 8:

- 1 half-orc deathmage (level 8) (D)
- 2 ogre soldiers (S)
- 1 hobgoblin enforcers (H)
- 4 mercenary archers (level 8) (M), with 2 more in Round 2 and 2 more in Round 3

This encounter includes the following creatures at adventure level 10:

- 1 half-orc deathmage (level 10) (D)
- 2 ogre soldiers (level 10) (S)
- 1 hobgoblin enforcers (level 10) (H)
- 4 mercenary archers (level 10) (M), with 2 more in Round 2 and 2 more in Round 3

This encounter includes the following creatures at adventure level 12:

- 1 disciple of Cyric (level 12) (D)
- 2 ogre dreadnoughts (level 12) (S)
- 1 hobgoblin barbarian (level 12) (H)

4 fanatic thugs (level 12) (M), with 2 more in Round 2 and 2 more in Round 3

This encounter includes the following creatures at adventure level 14:

- 1 disciple of Cyric (D)
- 2 ogre dreadnoughts (S)
- 1 hobgoblin barbarian (H)
- 4 fanatic thugs (M), with 2 more in Round 2 and 2 more in Round 3

This encounter includes the following creatures at adventure level 16:

- 1 disciple of Cyric (level 16) (D)
- 2 ogre dreadnoughts (level 16) (S)
- 1 hobgoblin barbarian (level 16) (H)
- 4 fanatic thugs (level 16) (M), with 2 more in Round 2 and 2 more in Round 3

This encounter includes the following creatures at adventure level 18:

- 1 dread strifeleader (level 18) (D)
- 2 tannarruk steel warriors (S)
- 1 hobgoblin champion (level 18) (H)
- 4 fanatic thugs (level 18) (M), with 2 more in Round 2 and 2 more in Round 3

This encounter includes the following creatures at adventure level 20:

- 1 dread strifeleader (level 20) (D)
- 2 tannarruk steel warriors (level 20) (S)
- 1 hobgoblin champion (level 20) (H)
- 4 fanatic thugs (level 20) (M), with 2 more in Round 2 and 2 more in Round 3

Special: Before the setup, choose one heroic table and one paragon table to have a special commander. These commanders are untiered and are added to the table set up. We advise to select randomly from the tables close to the level of the commander (i.e. heroic tier AL 8/10 or paragon tiers AL 14/16).

A heroic table with a special commander has the following additional creature:

- 1 Lumanoece, half-elf nethermancer (D)

A paragon table with a special commander has the following additional creature:

- 1 Commander Lascost (D)

Place the additional commanders in one of the tents. Once the commanders are spotted, a table may call in additional forces (see below).

Running Time: 60 minutes.

Before the PCs can attack Spellgard itself, there remains the problem of the Zhent. The PCs have to deal with these reinforcements and route them. The main body of the reinforcements consists of human soldiers. There are also some hobgoblins mercenaries, ogres, and a number of tanarukk warriors. The Zhents and the Netherese do not see eye to eye. While the Zhents receive a fair amount of payment for their work, the expectation is that if the PCs can route them, the remaining forces retreat and are unlikely to alert Spellgard of the PCs arrival until it is too late.

The main challenge is time. The PCs have to strike fast and decisively. If they cannot succeed in defeating the leaders within the brief window of time available, the Zhents rally and rejoin the battle. In practice, this means the PCs have to defeat all non-minions in the encounter before the encounter time (one hour) has passed. If a quarter or more tables fail in that assignment, the Zhents warn the Netherese.

An additional complexity is the presence of two special commanders in the encampments. The first is **Lumanoence**, an eladrin nethermancer who has turned to Shar. He now works for Shade, and negotiates on their behalf with the Zhentarim. If he survives, he is sure to alert them. The second is **Reym Lascost**, the Zhent commander. Unlike most of his fellows, who follow Cyric and would happily leave the Netherese to their own, he follows Bane and has a code of honor. If he survives, he will alert the Netherese as part of the Zhentarim contract. It is crucial that these two commanders are defeated - preferably captured alive so intelligence can be gained.

SETTING UP

The PCs have an overview of the camp (see maps). The ditches, stream and the encampments themselves continue on off the map (eventually leading into the combat areas of other tables).

The PCs may attack from one of two sides: the side protected by ditches, or the side protected by the stream. They may decide which to attack from, and can set themselves up on that edge of the map. Once the PCs are placed on the map, they are spotted (unless they use Stealth). Once they enter the camp, they are automatically revealed due to the camp's wards (see Features below).

CALLING REINFORCEMENTS

To make sure that the objective is achieved, each group receives a *summoning ring*. This ring allows them to transport a PC that carries a ring to the location of someone who carries another. It expends a lot of energy, so it can only do it twice in a day (once at heroic tier, once at paragon tier), and due to the ring's enchantment only during this encounter.

A PC can request re-enforcements using the ring. The PCs are instructed to **ONLY** use this possibility if they encounter one of the special commanders. Let the PCs assign the ring to one PC in the group. Note that the table should take into account that the PC who wears the ring can also be called away if the need arises.

If PCs notice that a special commander is present, the PC who wears the *summoning ring* can call in reinforcements using a free action at the **end** of his turn (this allows the player to approach the summoned PCs' player while play continues). Reinforcements can be any other PC in the same Tier as the current table who wears a *summoning ring*. That character can refuse aid, in which case the ring's power is expended. If the player accepts the call, his PC immediately is removed from the table he was at.

The summoned PC acts as soon as possible after the player arrives at the current table (after the current creature's turn). His initiative becomes the initiative in which he acts. The PC appears at the current table in the new initiative adjacent to the summoning PC. The new PC gains combat advantage against any creature at the start of his first turn. The character cannot return until the end of the encounter.

FEATURES OF THE AREA

Illumination: Early dawn, but bright enough to fight without penalties.

Camp Wards: An alarm ritual protects the camp, alerting anyone when someone tries to sneak inside. The alarm dispels invisibility and magical flight when a creature enters the camp. Once the creature is in the camp these abilities can be activated and used normally.

Ditches: The ditches are filled with thorny bushes which seem to move on their own. They are five feet deep. At Heroic tier, they are ten feet (2 squares) wide. It takes a DC 10 Athletics check with a running start to jump over. At Paragon Tier, pickets make jumping over more difficult. It takes a DC 20 Athletics check with a running start to jump over.

Anyone who enters a ditch is restrained (easy DC check to escape) and take AL damage at the start of their turn.

Stream: The stream is weak-flowing. At paragon tier the banks are muddy, increasing the DC to jump over with a running start to DC 20. Anyone who enters the stream is slowed (save ends) unless it has a cold resistance of 5+ at Heroic tier or 10+ at Paragon.

Tents: Anyone inside the tents has total cover. It takes a minor action to enter or leave a tent. You can only enter or leave a tent through the tent flap (including using forced moment).

Exploded Cart: The cart exploded during a violent skirmish. The cart is difficult terrain, and anyone who ends a square in it is weakened (save ends) due breathing the alchemic fumes.

Whole Cart: This cart is still whole and filled with alchemic supplies. If it is included in a burst or blast attack (excluding blasts that target enemies only or that only cause psychic damage), the cart explodes:

© **Exploding Cart** (fire, acid, cold, necrotic) • **Encounter**
Attack: Close Burst 2 (creatures in burst); AL+3 vs. Fortitude
Hit: 2d6 + AL fire, acid, cold, and necrotic damage, push 3, and the target is weakened (save ends).
Miss: Half damage and push 1.

Vegetation: Bushes are difficult terrain and grant concealment to those inside it. Tree stumps are blocking terrain.

TACTICS

The Zhentarim fight with simple and straightforward tactics of reasonably disciplined well-trained forces. Once things go against them, discipline quickly breaks down. The commanders fight from behind the ranks, using ranged attacks when possible. They are not loyal enough to fight to the death, nor are they willing to lessen their chances of survival by specifically killing downed opponents. Remember that the characters have to defeat the Zhents and not the other way round. The Zhents stick to their camp, unwilling to be lured into the open.

They are well aware of the explosives in the wagon, and they are willing to blow it up if things go badly. Do not hesitate to give one Zhent a torch or an alchemist fire and to sacrifice themselves for an explosion (if doing so also hurts their attackers).

SCALING THE ENCOUNTER

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

Four PCs: Remove one Zhent soldier/ ogre/ tannarukk.

Six PCs: Add 1 death mage/disciple.

ENDING THE ENCOUNTER

If the PCS fail to defeat the Zhents within the allotted time, the combat ends undetermined. The Zhents retreat, warning the Netherese, before leaving the field. They have been hired to fight goblins, not well-trained dangerous adventurers.

If the PCs defeat the commanders in time and route the Zhents, they may take the remaining time to interrogate them. The Zhent officers know more or less the layout of Spellgard, and they can warn the characters of the existence of the siege engines, the power of Lady Saharel and the existence of reinforcements in Shadow Fell.

If the encounter is a success (75%+ of the non-minion opponents were defeated by the end of the encounter), the PCs gain a surprise round in Encounter 2. If it was a failure, there is no surprise round in Encounter 2, and the Netherese have hot sand ready to use against those scaling the walls.

Have the Table Spokesman report the result to the commander (the player reports it to the commanders' table).

Note that between Encounter 1 and 2 is 1 hour of travel during which the PCs can take several short rests and perform rituals with less than 10 minutes casting time. In addition, volunteers for Special Mission 2 need to be selected. See Encounter 2.

TREASURE

The hobgoblin wears a pair of *gauntlets of blood* (AL 2: level 4; AL 10: level 14). The death mage / disciple of Cyric a *rope of slave fighting* at AL 4 and up (AL 4: level 7; AL 14: level 17). In addition the PCs find a number *vials of liquid darkness* equal to half the number of PCs at the table, small crystal vials filled a freezing cold black liquid. Their nature is revealed in the next encounter.

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

QUESTIONNAIRE

- Where the Zhents routed?
- Was Lumanoece present? If so, was he defeated?
- Was Lascost present? If so, was he defeated?
- Did the PCs summon aid using the ring?
- Did the PCs interrogate the Zhent commanders?
- Did your table play glory tier?

ENCOUNTER 1: OUTPOST'S COMMANDER STATISTICS

(ADVENTURE LEVELS 2~10)

Lumanoence, Nethermancer	Level 9 Elite Controller
Medium natural humanoid (eladrin)	XP 800
HP 172; Bloodied 86	Initiative +6
AC 23, Fortitude 21, Reflex 19, Will 21	Perception +9
Speed 7	Low-light vision
Saving Throws +2; +4 against fear effects; Action Points 1	
TRAITS	
Unit Attack	
The nethermancer's melee attacks deal 5 extra damage against an enemy that has two or more allies adjacent to it	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 6 damage.	
r Bolt of Ruination (implement, necrotic, teleportation) • At-Will	
Attack: Ranged 5 (one creature); +12 vs. Fortitude	
Hit: 2d6 + 6 necrotic damage, and one shadow soldier within 10 squares of the chosen teleports to a square adjacent to the target.	
MOVE ACTIONS	
Fey Step • Encounter	
Effect: Lumanoence teleports 5 squares.	
MINOR ACTIONS	
Call beyond the Grave • Encounter	
Effect: Four shadow soldiers appear in unoccupied squares within 10 squares of the chosen. The nethermancer takes 5 damage whenever one of its shadow soldier drops to 0 hit points. The shadow soldier disappear at the end of the encounter.	
Shadow Soldier • At-Will 1/round	
Effect: One shadow soldier appears in an unoccupied square within 10 squares of the chosen. The nethermancer takes 5 damage when the shadow soldier drops to 0 hit points. The shadow soldier disappears at the end of the encounter.	
Soldier Strike • At-Will 1/round	
Effect: One shadow soldier within 10 squares of the chosen can make a claw attack as a free action, with a +2 bonus to the attack roll.	
To the front (teleportation) • At-Will (1/round)	
Effect: Each ally adjacent to the nethermancer can teleport 10 squares.	
Skills Arcana +14, Religion +14	
Str 16 (+7)	Dex 14 (+6) Wis 20 (+9)
Con 14 (+6)	Int 20 (+9) Cha 17 (+7)
Alignment chaotic evil Languages Abyssal, Common	
Equipment hide armor, staff implement	
Note: Chosen of Yeenoghu reflavored to a nethermancer.	

Shadow Soldier	Level 9 Minion Soldier
Medium shadow beast (undead)	XP 100
HP 1; a missed attack never damages a minion.	Initiative +10
AC 23, Fortitude 21, Reflex 21, Will 19	Perception +6
Speed 8	Darkvision
TRAITS	
o Spectral Claws • Aura 1	
Any enemy that starts its turn within the aura is slowed until the end of its next turn	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage.	
Str 19 (+8)	Dex 19 (+8) Wis 14 (+6)
Con 14 (+6)	Int 2 (+0) Cha 7 (+2)
Alignment chaotic evil Languages Common	

ENCOUNTER 1: OUTPOSTS STATISTICS (ADVENTURE LEVEL 2)

1 Half-Orc Death Mage (level 2)	Level 2 Controller
Medium natural humanoid (half-orc)	XP 125
HP 36; Bloodied 18	Initiative +5
AC 15, Fortitude 13, Reflex 15, Will 14	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
☞ Quarterstaff (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
☞ Rotting Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +6 vs. Fortitude	
Hit: 1d6 + 4 necrotic damage, and the target loses necrotic resistance or immunity and takes ongoing 5 necrotic damage (save ends both).	
☞ Bolt of Putrescence (implement) • Recharge 5-6	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: 1d8 + 8 damage, and the target takes a -3 penalty to all defenses until the end of the death mage's next turn.	
☞ Swarm of Flies (implement, zone) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +6 vs. Fortitude	
Hit: 1d6 + 6 damage.	
Effect: The burst creates a zone of swarming flies that lasts until the end of the encounter. Each creature that starts its turn within the zone takes 5 damage and does not have line of sight to squares more than 3 squares away from it. As a minor action, the death mage can move the zone 2 squares.	
TRIGGERED ACTIONS	
Furious Assault • Encounter	
Trigger: The half-orc death mage damages an enemy.	
Effect: The death mage's attack deals 1d10 extra damage.	
Death Mark • Encounter	
Trigger: An enemy reduces the half-orc death mage to 0 hit points.	
Effect: The triggering enemy takes 1d10 + 5 necrotic damage.	
Skills Arcana +7, Intimidate +6, Religion +7	
Str 15 (+3)	Dex 18 (+5) Wis 17 (+4)
Con 10 (+1)	Int 13 (+2) Cha 10 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment robes, staff	
Note: Adjusted damage expressions.	

2 Zhent Soldier (level 2)	Level 2 Soldier
Medium natural humanoid (human)	XP 125
HP 39; Bloodied 29	Initiative +3
AC 18, Fortitude 15, Reflex 13, Will 13	Perception +1
Speed 5	
TRAITS	
Zhent Phalanx	
While a Zhent soldier is adjacent to an ally, he or she doesn't grant combat advantage to flanking enemies.	
Marked Advantage	
A Zhent soldier deals an extra 1d4 damage on all attacks against a target that is marked by it.	
STANDARD ACTIONS	
☞ Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 6 damage, and the target is marked until the end of the Zhent soldier's next turn.	
☞ Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +6 vs. AC	
Hit: 1d8 + 2 damage.	
☞ Sly Cut (weapon) • At-Will	
Attack: Melee 1 (one creature marked by the Zhent soldier); +9 vs. AC	
Hit: 1d8 + 6 damage, and the target is slowed (save ends).	
☞ Tide of Iron (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 4 damage, and the target is pushed 1 square if it is Large or smaller. The Zhent soldier can shift 1 square into the space vacated by the target.	
Skills Endurance +6, Intimidate +8, Streetwise +8	
Str 18 (+5)	Dex 15 (+3) Wis 11 (+1)
Con 15 (+3)	Int 10 (+1) Cha 15 (+3)
Alignment evil Languages Chondathan, Common	
Equipment crossbow, bolts (20), heavy shield, longsword, scale armor.	
Note: Adjusted damage expressions.	

1 Hobgoblin Thug (level 2)	Level 2 Brute
Medium natural humanoid (hobgoblin)	XP 125
HP 49; Bloodied 24	Initiative +3
AC 14, Fortitude 16, Reflex 13, Will 13	Perception +3
Speed 6	Low-light vision
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage.	
MOVE ACTIONS	
Phalanx Movement • At-Will	
Effect: The thug and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the thug.	
MINOR ACTIONS	
M Push Through • Recharge when first bloodied	
Attack: Melee 1 (one creature); +5 vs. Fortitude	
Hit: The thug pushes the target, knocks it prone, and shifts 1 square into the square the target vacated.	
TRIGGERED ACTIONS	
M Vengeful Clout (weapon) • Encounter	
Trigger: The hobgoblin drops to 0 hit points	
Attack (<i>Immediate Interrupt</i>): Melee 1 (one creature); +5 vs. Fortitude	
Hit: 3d6 + 3 damage, and the target falls prone.	
Str 20 (+6)	Dex 14 (+3)
Con 15 (+3)	Wis 15 (+3)
	Int 11 (+1)
	Cha 10 (+1)
Alignment evil	Languages Common, Goblin
Equipment greatsword, hide armor	
Note: Goliath Thug (<i>Dungeon 181</i>) reflavored to hobgoblin.	

4+ Mercenary Archer	Level 2 Minion Artillery
Medium natural humanoid (human)	XP 31
HP 1; a missed attack never damages a minion.	Initiative +4
AC 14, Fortitude 14, Reflex 14, Will 13	Perception +7
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 4 damage.	
⌘ Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +7 vs. AC	
Hit: 5 damage.	
TRIGGERED ACTIONS	
Scatter • At-Will	
Trigger: An ally the archer can see drops to 0 hit points.	
Effect: The archer shifts 1 square	
Skills Stealth +10	
Str 14 (+4)	Dex 16 (+5)
	Wis 12 (+3)
Con 10 (+2)	Int 8 (+1)
	Cha 9 (+1)
Alignment unaligned	Languages Common
Equipment arrow x20, leather armor, longbow, short sword	
Note: Adjusted damage expressions.	

ENCOUNTER 1: OUTPOSTS STATISTICS (ADVENTURE LEVEL 4)

1 Half-Orc Death Mage (level 4)	Level 4 Controller
Medium natural humanoid (half-orc)	XP 175
HP 50; Bloodied 25	Initiative +6
AC 17, Fortitude 15, Reflex 17, Will 16	Perception +5
Speed 6	Low-light vision
STANDARD ACTIONS	
Quarterstaff (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +9 vs. AC <i>Hit:</i> 2d6 + 5 damage.	
Rotting Touch (necrotic) • At-Will <i>Attack:</i> Melee 1 (one creature); +8 vs. Fortitude <i>Hit:</i> 1d8 + 5 necrotic damage, and the target loses necrotic resistance or immunity and takes ongoing 5 necrotic damage (save ends both).	
Bolt of Putrescence (implement) • Recharge 5-6 <i>Attack:</i> Ranged 10 (one creature); +8 vs. Reflex <i>Hit:</i> 2d6 + 8 damage, and the target takes a -5 penalty to all defenses until the end of the half-orc death mage's next turn.	
Swarm of Flies (implement, zone) • Encounter <i>Attack:</i> Area burst 1 within 10 (creatures in burst); +8 vs. Fortitude <i>Hit:</i> 1d8 + 7 damage, and the burst creates a zone of swarming flies that lasts until the end of the encounter. Each creature that starts its turn within the zone takes 5 damage and does not have line of sight to squares more than 3 squares away from it. As a minor action, the half-orc death mage can move the zone 2 squares.	
TRIGGERED ACTIONS	
Furious Assault • Encounter <i>Trigger:</i> The half-orc death mage damages an enemy <i>Effect:</i> The death mage's attack deals 1d10 extra damage.	
Death Mark • Encounter <i>Trigger:</i> An enemy reduces the half-orc death mage to 0 hit points <i>Effect:</i> The triggering enemy takes 2d10 + 3 necrotic damage.	
Skills Arcana +8, Intimidate +7, Religion +8 Str 15 (+4) Dex 18 (+6) Wis 17 (+5) Con 10 (+2) Int 13 (+3) Cha 10 (+2)	
Alignment chaotic evil Languages Common, Giant Equipment robes, staff	
Note: Adjusted damage expressions.	

2 Zhent Soldier (level 4)	Level 4 Soldier
Medium natural humanoid (human)	XP 175
HP 55; Bloodied 27	Initiative +4
AC 20, Fortitude 17, Reflex 15, Will 15	Perception +2
Speed 5	
TRAITS	
Zhent Phalanx While a Zhent soldier is adjacent to an ally, he or she doesn't grant combat advantage to flanking enemies.	
Marked Advantage A Zhent soldier deals an extra 1d4 damage on all attacks against a target that is marked by it.	
STANDARD ACTIONS	
Longsword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +9 vs. AC <i>Hit:</i> 1d8 + 8 damage, and the target is marked until the end of the Zhent soldier's next turn.	
Crossbow (weapon) • At-Will <i>Attack:</i> Ranged 15/30 (one creature); +8 vs. AC <i>Hit:</i> 1d8 + 4 damage.	
Sly Cut (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature marked by the Zhent soldier); +11 vs. AC <i>Hit:</i> 1d8 + 8 damage, and the target is slowed (save ends).	
Tide of Iron (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +10 vs. AC <i>Hit:</i> 1d8 + 6 damage, and the target is pushed 1 square if it is Large or smaller. The Zhent soldier can shift 1 square into the space vacated by the target.	
Skills Endurance +7, Intimidate +9, Streetwise +9 Str 18 (+6) Dex 15 (+4) Wis 11 (+2) Con 15 (+4) Int 10 (+2) Cha 15 (+4)	
Alignment evil Languages Chondathan, Common Equipment crossbow, bolts (20), heavy shield, longsword, scale armor.	
Note: Adjusted damage expressions.	

1 Hobgoblin Thug	Level 4 Brute
Medium natural humanoid (hobgoblin)	XP 175
HP 65; Bloodied 32	Initiative +4
AC 16, Fortitude 18, Reflex 15, Will 15	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
MOVE ACTIONS	
Phalanx Movement • At-Will	
Effect: The thug and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the thug.	
MINOR ACTIONS	
M Push Through • Recharge when first bloodied	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: The thug pushes the target, knocks it prone, and shifts 1 square into the square the target vacated.	
TRIGGERED ACTIONS	
M Vengeful Clout (weapon) • Encounter	
Trigger: The hobgoblin drops to 0 hit points.	
Attack (<i>Immediate Interrupt</i>): Melee 1 (one creature); +7 vs. Fortitude	
Hit: 3d6 + 5 damage, and the target falls prone.	
Str 20 (+7)	Dex 14 (+4) Wis 15 (+4)
Con 15 (+4)	Int 11 (+2) Cha 10 (+2)
Alignment evil	Languages Common, Goblin
Equipment greatsword, hide armor	
Note: Goliath Thug (<i>Dungeon 181</i>) reflavored to hobgoblin.	

4+ Mercenary Archer	Level 4 Minion Artillery
Medium natural humanoid (human)	XP 44
HP 1; a missed attack never damages a minion.	Initiative +5
AC 16, Fortitude 16, Reflex 16, Will 15	Perception +8
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 5 damage.	
⌘ Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +9 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Scatter • At-Will	
Trigger: An ally the archer can see drops to 0 hit points.	
Effect: The archer shifts 1 square	
Skills Stealth +10	
Str 14 (+4)	Dex 16 (+5) Wis 12 (+3)
Con 10 (+2)	Int 8 (+1) Cha 9 (+1)
Alignment unaligned	Languages Common
Equipment arrow x20, leather armor, longbow, short sword	
Note: adjusted damage	

ENCOUNTER 1: OUTPOSTS STATISTICS (ADVENTURE LEVEL 6)

1 Half-Orc Death Mage		Level 6 Controller
Medium natural humanoid (half-orc)		XP 250
HP 66; Bloodied 33		Initiative +7
AC 19, Fortitude 17, Reflex 19, Will 18		Perception +6
Speed 6		Low-light vision
STANDARD ACTIONS		
Quarterstaff (weapon) • At-Will Attack: Melee 1 (one creature); +11 vs. AC Hit: 2d6 + 7 damage.		
Rotting Touch (necrotic) • At-Will Attack: Melee 1 (one creature); +10 vs. Fortitude Hit: 1d8 + 6 necrotic damage, and the target loses necrotic resistance or immunity and takes ongoing 5 necrotic damage (save ends both).		
Bolt of Putrescence (implement) • Recharge 5-6 Attack: Ranged 10 (one creature); +10 vs. Reflex Hit: 2d6 + 11 damage, and the target takes a -5 penalty to all defenses until the end of the half-orc death mage's next turn.		
Swarm of Flies (implement, zone) • Encounter Attack: Area burst 1 within 10 (creatures in burst); +10 vs. Fortitude Hit: 1d8 + 9 damage, and the burst creates a zone of swarming flies that lasts until the end of the encounter. Each creature that starts its turn within the zone takes 5 damage and does not have line of sight to squares more than 3 squares away from it. As a minor action, the half-orc death mage can move the zone 2 squares.		
TRIGGERED ACTIONS		
Furious Assault • Encounter Trigger: The half-orc death mage damages an enemy. Effect: The death mage's attack deals 1d10 extra damage.		
Death Mark • Encounter Trigger: An enemy reduces the half-orc death mage to 0 hit points. Effect: The triggering enemy takes 2d10 + 5 necrotic damage.		
Skills Arcana +9, Intimidate +8, Religion +9 Str 15 (+5) Dex 18 (+7) Wis 17 (+6) Con 10 (+3) Int 13 (+4) Cha 10 (+3)		
Alignment chaotic evil Languages Common, Giant Equipment robes, staff		
Note: Adjusted damage expressions.		

2 Zhent Soldier (level 6)		Level 6 Soldier
Medium natural humanoid (human)		XP 250
HP 71; Bloodied 35		Initiative +5
AC 22, Fortitude 19, Reflex 17, Will 17		Perception +3
Speed 5		
TRAITS		
Zhent Phalanx While a Zhent soldier is adjacent to an ally, he or she doesn't grant combat advantage to flanking enemies.		
Marked Advantage A Zhent soldier deals an extra 1d4 damage on all attacks against a target that is marked by it.		
STANDARD ACTIONS		
Longsword (weapon) • At-Will Attack: Melee 1 (one creature); +11 vs. AC Hit: 1d8 + 10 damage, and the target is marked until the end of the Zhent soldier's next turn.		
Crossbow (weapon) • At-Will Attack: Ranged 15/30 (one creature); +10 vs. AC Hit: 1d8 + 6 damage.		
Sly Cut (weapon) • At-Will Attack: Melee 1 (one creature marked by the Zhent soldier); +13 vs. AC Hit: 1d8 + 10 damage, and the target is slowed (save ends).		
Tide of Iron (weapon) • At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 1d8 + 8 damage, and the target is pushed 1 square if it is Large or smaller. The Zhent soldier can shift 1 square into the space vacated by the target.		
Skills Endurance +8, Intimidate +10, Streetwise +10 Str 18 (+7) Dex 15 (+5) Wis 11 (+3) Con 15 (+5) Int 10 (+3) Cha 15 (+5)		
Alignment evil Languages Chondathan, Common Equipment crossbow, bolts (20), heavy shield, longsword, scale armor.		
Note: Adjusted damage expressions.		

1 Hobgoblin Thug (level 6)	Level 6 Brute
Medium natural humanoid (human)	XP 250
HP 81; Bloodied 40	Initiative +5
AC 18, Fortitude 20, Reflex 17, Will 17	Perception +5
Speed 6	Low-light vision
STANDARD ACTIONS	
☞ Greatsword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 2d6 + 7 damage.	
MOVE ACTIONS	
☞ Phalanx Movement • At-Will <i>Effect:</i> The thug and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the thug.	
MINOR ACTIONS	
☞ Push Through • Recharge when first bloodied <i>Trigger:</i> The hobgoblin drops to 0 hit points. <i>Attack:</i> Melee 1 (one creature); +9 vs. Fortitude <i>Hit:</i> The thug pushes the target, knocks it prone, and shifts 1 square into the square the target vacated.	
TRIGGERED ACTIONS	
☞ Vengeful Clout (weapon) • Encounter <i>Attack (Immediate Interrupt):</i> Melee 1 (one creature); +9 vs. Fortitude <i>Hit:</i> 3d6 + 7 damage, and the target falls prone.	
Str 20 (+8)	Dex 14 (+5)
Con 15 (+5)	Wis 15 (+5)
	Int 11 (+3)
	Cha 10 (+3)
Alignment evil	Languages Common, Goblin
Equipment greatsword, hide armor	
Note: Note: Goliath Thug (<i>Dungeon 181</i>) reflavored to hobgoblin.	

4+ Mercenary Archer (level 6)	Level 6 Minion Artillery
Medium natural humanoid (human)	XP 63
HP 1; a missed attack never damages a minion.	Initiative +6
AC 18, Fortitude 18, Reflex 18, Will 17	Perception +9
Speed 6	
STANDARD ACTIONS	
☞ Short Sword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 6 damage.	
☞ Longbow (weapon) • At-Will <i>Attack:</i> Ranged 20/40 (one creature); +11 vs. AC <i>Hit:</i> 7 damage.	
TRIGGERED ACTIONS	
☞ Scatter • At-Will <i>Trigger:</i> An ally the archer can see drops to 0 hit points. <i>Effect:</i> The archer shifts 1 square	
Skills Stealth +11	
Str 14 (+5)	Dex 16 (+6)
Con 10 (+3)	Wis 12 (+4)
	Int 8 (+2)
	Cha 9 (+2)
Alignment unaligned	Languages Common
Equipment arrow x20, leather armor, longbow, short sword	
Note: Adjusted damage expressions.	

ENCOUNTER 1: OUTPOSTS STATISTICS (ADVENTURE LEVEL 8)

1 Half-Orc Death Mage		Level 8 Controller
Medium natural humanoid (half-orc)		XP 350
HP 82; Bloodied 41		Initiative +8
AC 21, Fortitude 19, Reflex 21, Will 20		Perception +7
Speed 6		Low-light vision
STANDARD ACTIONS		
M Quarterstaff (weapon) • At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d8 + 7 damage.		
M Rotting Touch (necrotic) • At-Will Attack: Melee 1 (one creature); +12 vs. Fortitude Hit: 2d6 + 5 necrotic damage, and the target loses necrotic resistance or immunity and takes ongoing 5 necrotic damage (save ends both).		
R Bolt of Putrescence (implement) • Recharge 5-6 Attack: Ranged 10 (one creature); +12 vs. Reflex Hit: 2d8 + 12 damage, and the target takes a -5 penalty to all defenses until the end of the half-orc death mage's next turn.		
A Swarm of Flies (implement, zone) • Encounter Attack: Area burst 1 within 10 (creatures in burst); +12 vs. Fortitude Hit: 2d6 + 12 damage, and the burst creates a zone of swarming flie that lasts until the end of the encounter. Each creature that starts its turn within the zone takes 5 damage and does not have line of sight to squares more than 3 squares away from it. As a minor action, the half-orc death mage can move the zone 2 squares.		
TRIGGERED ACTIONS		
Furious Assault • Encounter Trigger: The half-orc death mage damages an enemy. Effect: The death mage's attack deals 1d10 extra damage.		
Death Mark • Encounter Trigger: An enemy reduces the half-orc death mage to 0 hit points. Effect: The triggering enemy takes 2d10 + 7 necrotic damage.		
Skills Arcana +10, Intimidate +9, Religion +11		
Str 15 (+7)	Dex 18 (+8)	Wis 17 (+7)
Con 10 (+4)	Int 13 (+5)	Cha 10 (+4)
Alignment chaotic evil Languages Common, Giant		
Equipment robes, staff		
Note: Adjusted damage expressions.		

2 Ogre Mercenary		Level 8 Soldier
Large natural humanoid (giant)		XP 350
HP 93; Bloodied 46		Initiative +8
AC 24, Fortitude 22, Reflex 19, Will 19		Perception +6
Speed 8		
STANDARD ACTIONS		
M Morningstar (weapon) • At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d8 + 6 damage. Effect: The ogre marks the target until the end of the ogre's next turn.		
R Handaxe (weapon) • At-Will Attack: Ranged 10 (one creature); +13 vs. AC Hit: 1d8 + 7 damage.		
C Brutal Sweep (weapon) • At-Will Attack: Close blast 2 (creatures in blast); +13 vs. AC Hit: 1d8 + 7 damage, and the target falls prone.		
Str 22 (+10)	Dex 15 (+6)	Wis 15 (+6)
Con 21 (+9)	Int 7 (+2)	Cha 8 (+3)
Alignment chaotic evil Languages Giant		
Equipment handaxe x 2, morningstar		

1 Hobgoblin Enforcer		Level 8 Brute
Medium natural humanoid (human)		XP 350
HP 105; Bloodied 52		Initiative +7
AC 21, Fortitude 20, Reflex 20, Will 19		Perception +6
Speed 6		Low-light vision
STANDARD ACTIONS		
M Greatsword (weapon) • At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 4d6 + 6 damage.		
MOVE ACTIONS		
Phalanx Movement • At-Will Effect: The thug and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the thug.		
MINOR ACTIONS		
M Push Through • Recharge when first bloodied Attack: Melee 1 (one creature); +11 vs. Fortitude Hit: The thug pushes the target, knocks it prone, and shifts 1 square into the square the target vacated.		
TRIGGERED ACTIONS		
M Vengeful Clout (weapon) • Encounter Trigger: The hobgoblin drops to 0 hit points. Attack (Immediate Interrupt): Melee 1 (one creature); +11 vs. Fortitude Hit: 4d6 + 6 damage, and the target falls prone.		
Skills Athletics + 14, Intimidate +10, Nature +11		
Str 20 (+9)	Dex 17 (+7)	Wis 15 (+6)
Con 15 (+6)	Int 11 (+4)	Cha 12 (+5)
Alignment evil Languages Common, Goblin, Giant		
Equipment greatsword, hide armor		
Note: Goliath Enforcer (Dungeon 181) reflavored to hobgoblin.		

4+ Mercenary Archer (level 8)		Level 8 Minion Artillery
Medium natural humanoid (human)		XP 88
HP 1; a missed attack never damages a minion.		Initiative +7
AC 20, Fortitude 20, Reflex 20, Will 19		Perception +10
Speed 6		
STANDARD ACTIONS		
M Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 7 damage.		
R Longbow (weapon) • At-Will Attack: Ranged 20/40 (one creature); +13 vs. AC Hit: 8 damage.		
TRIGGERED ACTIONS		
Scatter • At-Will Trigger: An ally the archer can see drops to 0 hit points. Effect: The archer shifts 1 square.		
Skills Stealth +12		
Str 14 (+6)	Dex 16 (+7)	Wis 12 (+5)
Con 10 (+4)	Int 8 (+3)	Cha 9 (+3)
Alignment unaligned Languages Common		
Equipment arrow x20, leather armor, longbow, short sword.		
Note: Adjusted damage expressions.		

ENCOUNTER 1: OUTPOSTS STATISTICS (ADVENTURE LEVEL 10)

1 Half-Orc Death Mage		Level 10 Controller
Medium natural humanoid (half-orc)		XP 500
HP 98; Bloodied 49		Initiative +9
AC 23, Fortitude 21, Reflex 23, Will 22		Perception +8
Speed 6		Low-light vision
STANDARD ACTIONS		
m Quarterstaff (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 9 damage.		
M Rotting Touch (necrotic) • At-Will Attack: Melee 1 (one creature); +14 vs. Fortitude Hit: 2d6 + 7 necrotic damage, and the target loses necrotic resistance or immunity and takes ongoing 5 necrotic damage (save ends both).		
R Bolt of Putrescence (implement) • Recharge 5-6 Attack: Ranged 10 (one creature); +14 vs. Reflex Hit: 2d8 + 14 damage, and the target takes a -5 penalty to all defenses until the end of the half-orc death mage's next turn.		
A Swarm of Flies (implement, zone) • Encounter Attack: Area burst 1 within 10 (creatures in burst); +14 vs. Fortitude Hit: 2d6 + 14 damage, and the burst creates a zone of swarming flies that lasts until the end of the encounter. Each creature that starts its turn within the zone takes 5 damage and does not have line of sight to squares more than 3 squares away from it. As a minor action, the half-orc death mage can move the zone 2 squares.		
TRIGGERED ACTIONS		
Furious Assault • Encounter Trigger: The half-orc death mage damages an enemy. Effect: The death mage's attack deals 1d10 extra damage.		
Death Mark • Encounter Trigger: An enemy reduces the half-orc death mage to 0 hit points. Effect: The triggering enemy takes 2d10 + 9 necrotic damage.		
Skills Arcana +9, Intimidate +8, Religion +9 Str 15 (+7) Dex 18 (+9) Wis 17 (+8) Con 10 (+5) Int 13 (+6) Cha 10 (+5)		
Alignment chaotic evil Languages Common, Giant Equipment robes, staff Note: Adjusted damage expressions.		

2 Ogre Mercenary (level 10)		Level 10 Soldier
Large natural humanoid (giant)		XP 500
HP 109; Bloodied 54		Initiative +9
AC 26, Fortitude 24, Reflex 21, Will 21		Perception +7
Speed 8		
STANDARD ACTIONS		
m Morningstar (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 8 damage. Effect: The ogre marks the target until the end of the ogre's next turn.		
r Handaxe (weapon) • At-Will Attack: Ranged 10 (one creature); +15 vs. AC Hit: 1d8 + 9 damage.		
C Brutal Sweep (weapon) • At-Will Attack: Close blast 2 (creatures in blast); +15 vs. AC Hit: 1d8 + 9 damage, and the target falls prone.		
Str 22 (+11) Dex 15 (+7) Wis 15 (+7) Con 21 (+10) Int 7 (+3) Cha 8 (+4)		
Alignment chaotic evil Languages Giant Equipment handaxe x 2, morningstar		

1 Hobgoblin Enforcer (level 10)		Level 10 Brute
Medium natural humanoid (goblin)		XP 500
HP 125; Bloodied 62		Initiative +8
AC 23, Fortitude 22, Reflex 22, Will 21		Perception +7
Speed 6		Low-light vision
STANDARD ACTIONS		
m Greatsword (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 4d6 + 8 damage.		
MOVE ACTIONS		
Phalanx Movement • At-Will Effect: The thug and each ally adjacent to it can shift 1 square as a free action. The allies must end adjacent to the thug.		
MINOR ACTIONS		
M Push Through • Recharge when first bloodied Attack: Melee 1 (one creature); +13 vs. Fortitude Hit: The thug pushes the target, knocks it prone, and shifts 1 square into the square the target vacated.		
TRIGGERED ACTIONS		
M Vengeful Clout (weapon) • Encounter Trigger: The hobgoblin drops to 0 hit points. Attack (Immediate Interrupt): Melee 1 (one creature); +13 vs. Fortitude Hit: 4d6 + 8 damage, and the target falls prone.		
Skills Athletics + 15, Intimidate +11, Nature +12 Str 20 (+10) Dex 17 (+8) Wis 15 (+7) Con 15 (+7) Int 11 (+5) Cha 12 (+6)		
Alignment evil Languages Common, Goblin, Giant Equipment greatsword, hide armor Note: Goliath Enforcer (Dungeon 181) reflavored to hobgoblin.		

4+ Mercenary Archer (level 10)		Level 10 Minion Artillery
Medium natural humanoid (human)		XP 125
HP 1; a missed attack never damages a minion.		Initiative +8
AC 22, Fortitude 22, Reflex 22, Will 21		Perception +11
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 8 damage.		
r Longbow (weapon) • At-Will Attack: Ranged 20/40 (one creature); +15 vs. AC Hit: 9 damage.		
TRIGGERED ACTIONS		
Scatter • At-Will Trigger: An ally the archer can see drops to 0 hit points. Effect: The archer shifts 1 square		
Skills Stealth +13 Str 14 (+7) Dex 16 (+8) Wis 12 (+6) Con 10 (+5) Int 8 (+4) Cha 9 (+4)		
Alignment unaligned Languages Common Equipment arrow x20, leather armor, longbow, short sword. Note: Adjusted damage expressions.		

ENCOUNTER 1: OUTPOST'S COMMANDER STATISTICS

(ADVENTURE LEVELS 12~ 20)

1 Commander Lascost		Level 15 Elite Skirmisher (Leader)	
Medium natural humanoid (human)		XP 2,400	
HP 270; Bloodied 135		Initiative +13	
AC 29, Fortitude 27, Reflex 27, Will 27		Perception +9	
Speed 6		Low-light vision	
Saving Throws +2; Action Points 1			
TRAITS			
○ Zhent Command • Aura 5			
When Lascost shifts, each ally within the aura can shift 1 square as an immediate reaction.			
Combat Advantage			
Lascost deals 2d6 extra damage against any creature granting combat advantage to him.			
STANDARD ACTIONS			
m Spiked Chain (weapon) • At-Will			
Attack: Melee 2 (one creature); +20 vs. AC			
Hit: 4d4 + 7 damage.			
r Dagger (weapon) • At-Will			
Attack: Ranged 6/12 (one creature); +20 vs. AC			
Hit: 2d4 + 12 damage.			
M Spinning Chain (weapon) • At-Will			
Effect: Lascost makes two spiked chain attacks. If both attacks hit the same target, Lascost slides the target 1 square or knocks the target prone (Lascost's choice).			
M Chain Snag (weapon) • Encounter			
Attack: Melee 2 (one creature); +18 vs. Fortitude			
Hit: 4d4+12 damage, and a Large or smaller target is grabbed.			
Sustain Minor: Lascost sustains the grab, and the grabbed creature takes 2d4 + 12 damage.			
TRIGGERED ACTIONS			
Zhent Footwork • At-Will			
Trigger: Lascost hits with a melee attack.			
Effect (Free Action): Lascost shifts 1 square.			
Zhent Onslaught • At-Will			
Trigger: Lascost charges.			
Effect (No Action): One ally within 5 squares of Lascost can charge the same target as an immediate reaction.			
Zhent Resilience • Encounter			
Trigger: Lascost is subjected to an effect that a save can end.			
Effect (Immediate Reaction): Lascost rolls a saving throw against the effect.			
Skills Acrobatics +16, Athletics +18, History +13, Intimidate +16			
Str 22 (+13)		Dex 19 (+11)	
Con 15 (+9)		Wis 14 (+9)	
Int 12 (+8)		Cha 19 (+11)	
Alignment evil		Languages Common	
Equipment scale armor, daggers x 6, spiked chain, starlight goggles			
Note: Reflavored Ruus Dhakaan			

ENCOUNTER 1: OUTPOSTS STATISTICS (ADVENTURE LEVEL 12)

1 Disciple of Cyric (level 12)		Level 12 Controller
Medium natural humanoid (human)		XP 700
HP 116; Bloodied 58		Initiative +10
AC 26, Fortitude 24, Reflex 23, Will 25		Perception +12
Speed 7		
STANDARD ACTIONS		
m Black Talon • At-Will Attack: Melee 2 (one creature); +17 vs. AC Hit: 4d4 + 6 damage		
M Death Talon (cold, psychic) • At-Will Requirement: The strifeleader is bloodied Attack: Melee 2 (one creature); +17 vs. AC Hit: 4d4 + 6 damage, and the target takes ongoing 10 cold and psychic damage.		
R Dark Acid Bolt (acid, necrotic) • At-Will Attack: Ranged 20 (one creature); +17 vs. AC Hit: 3d6 + 10 acid and necrotic damage, and the target is slowed (save ends).		
C Scream of the Mad God (psychic) • Recharge 6 Attack: Close blast 5 (enemies in the blast); +15 vs. Will Hit: 2d8 + 6 psychic damage, and the target is dazed (save ends)		
MINOR ACTIONS		
R Cyric's Dictum • Encounter Attack: Ranged 10 (one creature); +16 vs. Reflex Hit: Until the end of the disciple's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.		
Chains of Command • At-Will Effect: The disciple transfers one effect that a save can end from itself to a fanatic thug within 5 squares of it.		
Skills Bluff +14, Insight +16, Intimidate +14, Religion +12, Stealth +14 Str 20 (+11) Dex 19 (+10) Wis 23 (+12) Con 12 (+7) Int 15 (+8) Cha 19 (+10)		
Alignment chaotic evil Languages Abyssal, Common Note: Reflavored Elemental Eye Priest. Adjusted damage expressions.		

2 Ogre Dreadnought (level 12)		Level 12 Soldier
Large natural humanoid (giant)		XP 700
HP 124; Bloodied 62		Initiative +11
AC 28, Fortitude 26, Reflex 22, Will 24		Perception +11
Speed 8		
TRAITS		
Threatening Reach The dreadnought can make opportunity attacks against all enemies within 2 squares of it.		
STANDARD ACTIONS		
m Greatsword (weapon) • At-Will Attack: Melee 2 (one creature); +17 vs. AC Hit: 1d12 + 14 damage, and the target is immobilized until the end of the dreadnought's next turn.		
TRIGGERED ACTIONS		
Dreadnought Resolve • Recharge 4-6 Trigger: The dreadnought fails a saving throw. Effect (No Action): The dreadnought rerolls the saving throw with a +2 bonus.		
Skills Athletics + 18 Str 24 (+13) Dex 16 (+9) Wis 20 (+11) Con 20 (+11) Int 8 (+5) Cha 23 (+12)		
Alignment chaotic evil Languages Giant Equipment greatsword, plate armor		

1 Hobgoblin Barbarian (level 12)		Level 12 Brute
medium natural humanoid (goblin)		XP 700
HP 155; Bloodied 77		Initiative +9
AC 25, Fortitude 26, Reflex 23, Will 24		Perception +11
Speed 6		Low-light vision
Saving Throws +2 vs fear effects		
STANDARD ACTIONS		
m War Pick (weapon) • At-Will Attack: Melee 1 (one creature); +17 vs. AC Hit: 3d6 + 12 (crit 3d6 + 30).		
⌘ Hurling axe (weapon) • At-Will Attack: Ranged 5/10 (one creature); +17 vs. AC Hit: 2d8 + 8 damage.		
M Pounding Tide (weapon) • At-Will Attack: Melee 1 (one creature); +17 vs. AC Hit: 3d6 + 12 (crit 3d6 + 30), the barbarian pushes the target 3 squares, and the barbarian shifts 3 squares into a square that is adjacent to the target.		
Str 24 (+13)		Dex 16 (+9)
Con 21 (+11)		Int 10 (+6)
		Wis 20 (+11)
		Cha 12 (+7)
Alignment evil		Languages Common, Goblin
Equipment 3 throwing axes, hide armor, war pick.		
Note: Seren Dragon-Cult Barbarian reflavored to hobgoblin. Adjusted damage expressions.		

4+ Fanatic Thug (level 12)		Level 12 Minion Brute
Medium natural humanoid (human)		XP 175
HP 1; a missed attack never damages a minion.		Initiative +8
AC 24, Fortitude 23, Reflex 22, Will 23		Perception +4
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +17 vs. AC Hit: 13 damage.		
⌘ Longbow (weapon) • At-Will Attack: Ranged 20/40 (one creature); +16 vs. AC Hit: 12 damage.		
TRIGGERED ACTIONS		
Mad Sacrifice • At-Will Trigger: The thug misses with a melee attack. Effect (No Action): The attack instead hits, and the thug drops to 0 hit points.		
Str 13 (+7)		Dex 14 (+8)
Con 18 (+10)		Int 8 (+5)
		Wis 6 (+4)
		Cha 16 (+9)
Alignment chaotic evil		Languages Common
Equipment arrow x20, leather armor, longbow, short sword.		
Note: Derro Thug reflavored to human.		

ENCOUNTER 1: OUTPOSTS STATISTICS (ADVENTURE LEVEL 14)

1 Disciple of Cyric		Level 14 Controller
Medium natural humanoid (human)		XP 1,000
HP 132; Bloodied 66		Initiative +11
AC 28, Fortitude 26, Reflex 25, Will 27		Perception +13
Speed 7		
STANDARD ACTIONS		
m Black Talon • At-Will Attack: Melee 2 (one creature); +19 vs. AC Hit: 4d4 + 7 damage.		
M Death Talon (cold, psychic) • At-Will Requirement: The disciple is bloodied Attack: Melee 2 (one creature); +19 vs. AC Hit: 4d4 + 7 damage, and the target takes ongoing 10 cold and psychic damage.		
R Dark Acid Bolt (acid, necrotic) • At-Will Attack: Ranged 20 (one creature); +19 vs. AC Hit: 3d6 + 12 acid and necrotic damage, and the target is slowed (save ends).		
C Scream of the Mad God (psychic) • Recharge 6 Attack: Close blast 5 (enemies in the blast); +17 vs. Will Hit: 2d8 + 7 psychic damage, and the target is dazed (save ends)		
MINOR ACTIONS		
R Cyric's Dictum • Encounter Attack: Ranged 10 (one creature); +18 vs. Reflex Hit: Until the end of the disciple's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.		
Chains of Command • At-Will Effect: The disciple transfers one effect that a save can end from itself to a fanatic thug within 5 squares of it.		
Skills Bluff +16, Insight +18, Intimidate +16, Religion +14, Stealth +16 Str 20 (+12) Dex 19 (+11) Wis 23 (+13) Con 12 (+8) Int 15 (+9) Cha 19 (+11)		
Alignment chaotic evil Languages Abyssal, Common Note: Re-flavored Elemental Eye Priest. Adjusted damage expressions.		

2 Ogre Dreadnought		Level 14 Soldier
Large natural humanoid (giant)		XP 1000
HP 140; Bloodied 70		Initiative +12
AC 30, Fortitude 28, Reflex 24, Will 26		Perception +12
Speed 8		
TRAITS		
Threatening Reach The dreadnought can make opportunity attacks against all enemies within 2 squares of it.		
STANDARD ACTIONS		
m Greatsword (weapon) • At-Will Attack: Melee 2 (one creature); +19 vs. AC Hit: 1d12 + 16 damage, and the target is immobilized until the end of the dreadnought's next turn.		
TRIGGERED ACTIONS		
Dreadnought Resolve • Recharge 4-6 Trigger: The dreadnought fails a saving throw. Effect (No Action): The dreadnought rerolls the saving throw with a +2 bonus.		
Skills Athletics + 19 Str 24 (+14) Dex 16 (+10) Wis 20 (+12) Con 20 (+12) Int 8 (+6) Cha 23 (+13)		
Alignment chaotic evil Languages Giant Equipment greatsword, plate armor		

1 Hobgoblin Barbarian		Level 14 Brute
medium natural humanoid (goblin)		XP 1,000
HP 171; Bloodied 85		Initiative +10
AC 27, Fortitude 28, Reflex 25, Will 26		Perception +12
Speed 6		Low-light vision
Saving Throws +2 vs fear effects		
STANDARD ACTIONS		
m War Pick (weapon) • At-Will Attack: Melee 1 (one creature); +19 vs. AC Hit: 3d6 + 14 (crit 3d6 + 32).		
⌘ Hurling axe (weapon) • At-Will Attack: Ranged 5/10 (one creature); +19 vs. AC Hit: 2d8 + 9 damage.		
M Pounding Tide (weapon) • At-Will Attack: Melee 1 (one creature); +19 vs. AC Hit: 3d6 + 14 (crit 3d6 + 32), the barbarian pushes the target 3 squares, and the barbarian shifts 3 squares into a square that is adjacent to the target.		
Str 24 (+14)		Dex 16 (+10) Wis 20 (+12)
Con 21 (+12)		Int 10 (+7) Cha 12 (+8)
Alignment evil		Languages Common, Goblin
Equipment 3 throwing axes, hide armor, war pick . Note: Seren Dragon-Cult Barbarian re-flavored to hobgoblin. Adjusted damage expressions.		

4+ Fanatic Thug		Level 14 Minion Brute
Medium natural humanoid (human)		XP 250
HP 1; a missed attack never damages a minion.		Initiative +9
AC 26, Fortitude 25, Reflex 24, Will 25		Perception +5
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +19 vs. AC Hit: 14 damage.		
⌘ Longbow (weapon) • At-Will Attack: Ranged 20/40 (one creature); +18 vs. AC Hit: 13 damage.		
TRIGGERED ACTIONS		
Mad Sacrifice • At-Will Trigger: The thug misses with a melee attack. Effect (No Action): The attack instead hits, and the thug drops to 0 hit points.		
Str 13 (+8)		Dex 14 (+9) Wis 6 (+5)
Con 18 (+11)		Int 8 (+6) Cha 16 (+10)
Alignment chaotic evil		Languages Common
Equipment arrow x20, leather armor , longbow , short sword . Note: Derro Thug re-flavored to human.		

ENCOUNTER 1: OUTPOSTS STATISTICS (ADVENTURE LEVEL 16)

1 Disciple of Cyric (level 16)		Level 16 Controller
Medium natural humanoid (human)		XP 1,400
HP 148; Bloodied 74		Initiative +12
AC 20, Fortitude 28, Reflex 27, Will 29		Perception +14
Speed 7		
STANDARD ACTIONS		
m Black Talon • At-Will Attack: Melee 2 (one creature); +21 vs. AC Hit: 4d4 + 9 damage.		
M Death Talon (cold, psychic) • At-Will Requirement: The disciple is bloodied Attack: Melee 2 (one creature); +21 vs. AC Hit: 4d4 + 9 damage, and the target takes ongoing 10 cold and psychic damage.		
R Dark Acid Bolt (acid, necrotic) • At-Will Attack: Ranged 20 (one creature); +21 vs. AC Hit: 3d8 + 11 acid and necrotic damage, and the target is slowed (save ends).		
C Scream of the Mad God (psychic) • Recharge 6 Attack: Close blast 5(enemies in the blast); +19 vs. Will Hit: 3d6 + 8 psychic damage, and the target is dazed (save ends).		
MINOR ACTIONS		
R Cyric's Dictum • Encounter Attack: Ranged 10 (one creature); +20 vs. Reflex Hit: Until the end of the disciple's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.		
Chains of Command • At-Will Effect: The disciple transfers one effect that a save can end from itself to a fanatic thug within 5 squares of it.		
Skills Bluff +17, Insight +19, Intimidate +17, Religion +15, Stealth +17 Str 20 (+13) Dex 19 (+12) Wis 23 (+14) Con 12 (+9) Int 15 (+10) Cha 19 (+12)		
Alignment chaotic evil Languages Abyssal, Common Note: Reflavored Elemental Eye Priest. Adjusted damage		

2 Ogre Dreadnought (level 16)		Level 16 Soldier
Large natural humanoid (giant)		XP 1,400
HP 156; Bloodied 78		Initiative +13
AC 32, Fortitude 30, Reflex 26, Will 28		Perception +13
Speed 8		
TRAITS		
Threatening Reach The dreadnought can make opportunity attacks against all enemies within 2 squares of it.		
STANDARD ACTIONS		
m Greatsword (weapon) • At-Will Attack: Melee 2 (one creature); +21 vs. AC Hit: 1d12 + 18 damage, and the target is immobilized until the end of the dreadnought's next turn.		
TRIGGERED ACTIONS		
Dreadnought Resolve • Recharge 4-6 Trigger: The dreadnought fails a saving throw. Effect (No Action): The dreadnought rerolls the saving throw with a +2 bonus.		
Skills Athletics + 20 Str 24 (+15) Dex 16 (+11) Wis 20 (+13) Con 20 (+13) Int 8 (+7) Cha 23 (+14)		
Alignment chaotic evil Languages Giant Equipment greatsword, plate armor		

1 Hobgoblin Barbarian (level 16)		Level 16 Brute
medium natural humanoid (goblin)		XP 1,400
HP 187; Bloodied 83		Initiative +11
AC 29, Fortitude 30, Reflex 27, Will 28		Perception +13
Speed 6		Low-light vision
Saving Throws +2 vs fear effects		
STANDARD ACTIONS		
m War Pick(weapon) • At-Will Attack: Melee 1 (one creature); +21 vs. AC Hit: 3d8 + 13 (crit 3d8 + 37).		
⌘ Hurling axe(weapon) • At-Will Attack: Ranged 5/10 (one creature); +21 vs. AC Hit: 3d6 + 10 damage.		
M Pounding Tide (weapon) • At-Will Attack: Melee 1 (one creature); +21 vs. AC Hit: 3d8 + 13 (crit 3d8 + 37), the barbarian pushes the target 3 squares, and the barbarian shifts 3 squares into a square that is adjacent to the target.		
Str 24 (+15)		Dex 16 (+11) Wis 20 (+13)
Con 21 (+13)		Int 10 (+8) Cha 12 (+9)
Alignment evil		Languages Common, Goblin
Equipment 3 throwing axes, hide armor, war pick Note: Seren Dragon-Cult Barbarian reflavored to hobgoblin. Adjusted attacks and damage.		

4+ Fanatic Thug (level 16)		Level 16 Minion Brute
Medium natural humanoid (human)		XP 350
HP 1; a missed attack never damages a minion.		Initiative +10
AC 28, Fortitude 27, Reflex 26, Will 27		Perception +6
Speed 6		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +21 vs. AC Hit: 15 damage.		
⌘ Longbow (weapon) • At-Will Attack: Ranged 20/40 (one creature); +20 vs. AC Hit: 14 damage.		
TRIGGERED ACTIONS		
Mad Sacrifice • At-Will Trigger: The thug misses with a melee attack. Effect (No Action): The attack instead hits, and the thug drops to 0 hit points.		
Str 13 (+9)		Dex 14 (+10) Wis 6 (+6)
Con 18 (+12)		Int 8 (+7) Cha 16 (+11)
Alignment chaotic evil		Languages Common
Equipment arrow x20, leather armor, longbow, short sword Note: Derro Thug reflavored to human.		

ENCOUNTER 1: OUTPOSTS STATISTICS (ADVENTURE LEVEL 18)

1 Dread Strifeleader (level 18)		Level 18 Controller
Medium natural humanoid (human)		XP 2,000
HP 171; Bloodied 85		Initiative +11
AC 32, Fortitude 28, Reflex 30, Will 31		Perception +21
Speed 6		Low-light Vision
TRAITS		
<p>O Nightmare Weaver (charm) • Aura 3 Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by the strifeleader of strife.</p>		
STANDARD ACTIONS		
<p>M Staff of Mindless Reverie (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. AC <i>Hit:</i> 2d6 + 9 damage, and the target is dazed until the end of the strifeleader's next turn.</p>		
<p>R Nightmare Visions (charm, implement, psychic) • At-Will <i>Attack:</i> Ranged 5 (one creature); +21 vs. Will <i>Hit:</i> 3d8 + 13 psychic damage, and the strifeleader slides the target 5 squares.</p>		
<p>C Dust of Dreams (charm, sleep) • Recharge 5 6 <i>Attack:</i> Close burst 5 (enemies in blast); +21 vs. Will <i>Hit:</i> The target is dazed (save ends). <i>First Failed Saving Throw:</i> The target falls unconscious (save ends).</p>		
<p>C Sleep's Udeniable Grasp (implement, sleep) • Encounter <i>Attack:</i> Close blast 5(enemies in the blast); +21 vs. Will <i>Hit:</i> The target falls unconscious (save ends). This effect also ends if the target is attacked by the strifeleader or one of its allies.</p>		
<p>Skills Bluff +18, Diplomacy +18, Insight +21 Str 10 (+9) Dex 14 (+11) Wis 24 (+16) Con 19 (+13) Int 21 (+14) Cha 19 (+13)</p>		
<p>Alignment chaotic evil Languages Abyssal, Common</p>		
<p>Equipment staff implement</p>		
<p>Note: Reflavored Dream Hag.</p>		

1 Hobgoblin Champion (level 18)		Level 18 Brute
Medium natural humanoid (hobgoblin)		XP 2,000
HP 211; Bloodied 105		Initiative +15
AC 30, Fortitude 31, Reflex 32, Will 31		Perception +14
Speed 6		Low-light vision
STANDARD ACTIONS		
<p>M Greataxe(weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. AC <i>Hit:</i> 4d12 + 7 damage (crit 2d12 + 55)</p>		
<p>C Frenzied Charge (weapon) • Recharge 5-6 <i>Requirement:</i> The champion must be bloodied <i>Effect:</i> The champion charges and makes the following attack in place of a melee basic attack. <i>Attack:</i> Close burst 1 (enemies in the burst); +23 vs. AC. <i>Hit:</i> 4d12 + 13 damage (crit 2d12 + 61), and the champion knocks the target prone.</p>		
TRIGGERED ACTIONS		
<p>Battle frenzy (weapon) • Encounter <i>Trigger:</i> The champion first becomes bloodied. <i>Effect (No Action):</i> Until the end of the encounter or until he becomes unconscious, the champion gains a +2 bonus to damage rolls. In addition, while he is bloodied, The champion gains regeneration 4 (he regains 4 hit points whenever he starts his turn and has at least 1 hit point).</p>		
<p>Roar of Triumph <i>Trigger:</i> The champion 's attack reduces an enemy to 0 hit points or fewer. <i>Effect (Free Action):</i> Each enemy in a close burst 5 takes a -2 penalty to all defenses until the end of the champion's next turn.</p>		
<p>Skills Endurance +19, Nature +19 Str 25 (+16) Dex 22 (+15) Wis 20 (+14) Con 21 (+14) Int 17 (+12) Cha 16 (+12)</p>		
<p>Alignment evil</p>		<p>Languages Common, Goblin</p>
<p>Equipment greataxe.</p>		
<p>Note: Kohein from Tomb of Horrors, reflavored to hobgoblin.</p>		

2 Tanarrukk Steel Warrior		Level 18 Soldier
Medium elemental humanoid, orc (demon)		XP 2,000
HP 177; Bloodied 88		Initiative +13
AC 33, Fortitude 30, Reflex 29, Will 30		Perception +12
Speed 5		Darkvision
Resist 5 fire		
STANDARD ACTIONS		
☞ Broadsword (weapon) • At-Will Attack: Melee 1 (one creature); +23 vs. AC Hit: 3d10 + 10 damage Effect: The target is marked until the end of the steel warrior's next turn.		
☞ Crossbow(weapon) • At-Will Attack: Ranged 15/30 (one creature); +23 vs. AC Hit: 3d8 + 6 damage		
☞ Burning Cage (fire, weapon) • Recharge 5-6 Attack: Melee 2 (one creature); +21 vs. Reflex Hit: 3d10 + 20 fire damage, and the target takes 5 fire damage whenever it enters a square during its turn (save ends).		
TRIGGERED ACTIONS		
☞ Combat Awareness • At-Will Trigger: An enemy marked by the steel warrior shifts or makes an attack that does not include the steel warrior as a target. Effect (Opportunity Action): The steel warrior can use broadsword against the triggering enemy.		
Indomitable Fury		
Trigger: The steel warrior drops to 0 hit points for the first time. Effect (No Action): The steel warrior instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.		
Skills Athletics +20		
Str 22 (+15)	Dex 15 (+11)	Wis 17 (+12)
Con 25 (+16)	Int 8 (+8)	Cha 10 (+9)
Alignment chaotic evil Languages Abyssal, Common		
Equipment broadsword, crossbow, bolt x10, heavy shield, plate armor.		

4+ Fanatic Thug (level 18)		Level 18 Minion Brute
Medium natural humanoid (human)		XP 500
HP 1; a missed attack never damages a minion.		Initiative +11
AC 30, Fortitude 29, Reflex 28, Will 29		Perception +7
Speed 6		
STANDARD ACTIONS		
☞ Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +23 vs. AC Hit: 16 damage.		
☞ Longbow (weapon) • At-Will Attack: Ranged 20/40 (one creature); +21 vs. AC Hit: 15 damage.		
TRIGGERED ACTIONS		
Mad Sacrifice • At-Will Trigger: The thug misses with a melee attack. Effect (No Action): The attack instead hits, and the thug drops to 0 hit points.		
Str 13 (+10)	Dex 14 (+11)	Wis 6 (+7)
Con 18 (+13)	Int 8 (+8)	Cha 16 (+12)
Alignment chaotic evil		Languages Common
Equipment arrow x20, leather armor, longbow, short sword		
Note: Derro Thug reflavored to human.		

ENCOUNTER 1: OUTPOSTS STATISTICS (ADVENTURE LEVEL 20)

1 Dread Strifeleader (level 20)	Level 20 Controller
Medium natural humanoid (human)	XP 2,800
HP 187; Bloodied 93	Initiative +12
AC 34, Fortitude 30, Reflex 32, Will 33	Perception +20
Speed 6	Low-light Vision
TRAITS	
<p>○ Nightmare Weaver (charm) • Aura 3 Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by the strifeleader.</p>	
STANDARD ACTIONS	
<p>Ⓜ Staff of Mindless Reverie (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +25 vs. AC <i>Hit:</i> 2d6 + 11 damage, and the target is dazed until the end of the strifeleader's next turn.</p>	
<p>Ⓜ Nightmare Visions (charm, implement, psychic) • At-Will <i>Attack:</i> Ranged 5 (one creature); +23 vs. Will <i>Hit:</i> 3d8 + 15 psychic damage, and the strifeleader slides the target 5 squares.</p>	
<p>○ Dust of Dreams (charm, sleep) • Recharge 5 6 <i>Attack:</i> Close burst 5 (enemies in blast); +23 vs. Will <i>Hit:</i> The target is dazed (save ends). <i>First Failed Saving Throw:</i> The target falls unconscious (save ends).</p>	
<p>○ Sleep's Udeniable Grasp (implement, sleep) • Encounter <i>Attack:</i> Close blast 5(enemies in the blast); +23 vs. Will <i>Hit:</i> The target falls unconscious (save ends). This effect also ends if the target is attacked by the strifeleader or one of its allies.</p>	
<p>Skills Bluff +19, Diplomacy +19, Insight +22 Str 10 (+10) Dex 14 (+12) Wis 24 (+17) Con 19 (+14) Int 21 (+15) Cha 19 (+14)</p>	
<p>Alignment chaotic evil Languages Abyssal, Common</p>	
<p>Equipment staff implement</p>	
<p>Note: Reflavored Dream Hag.</p>	

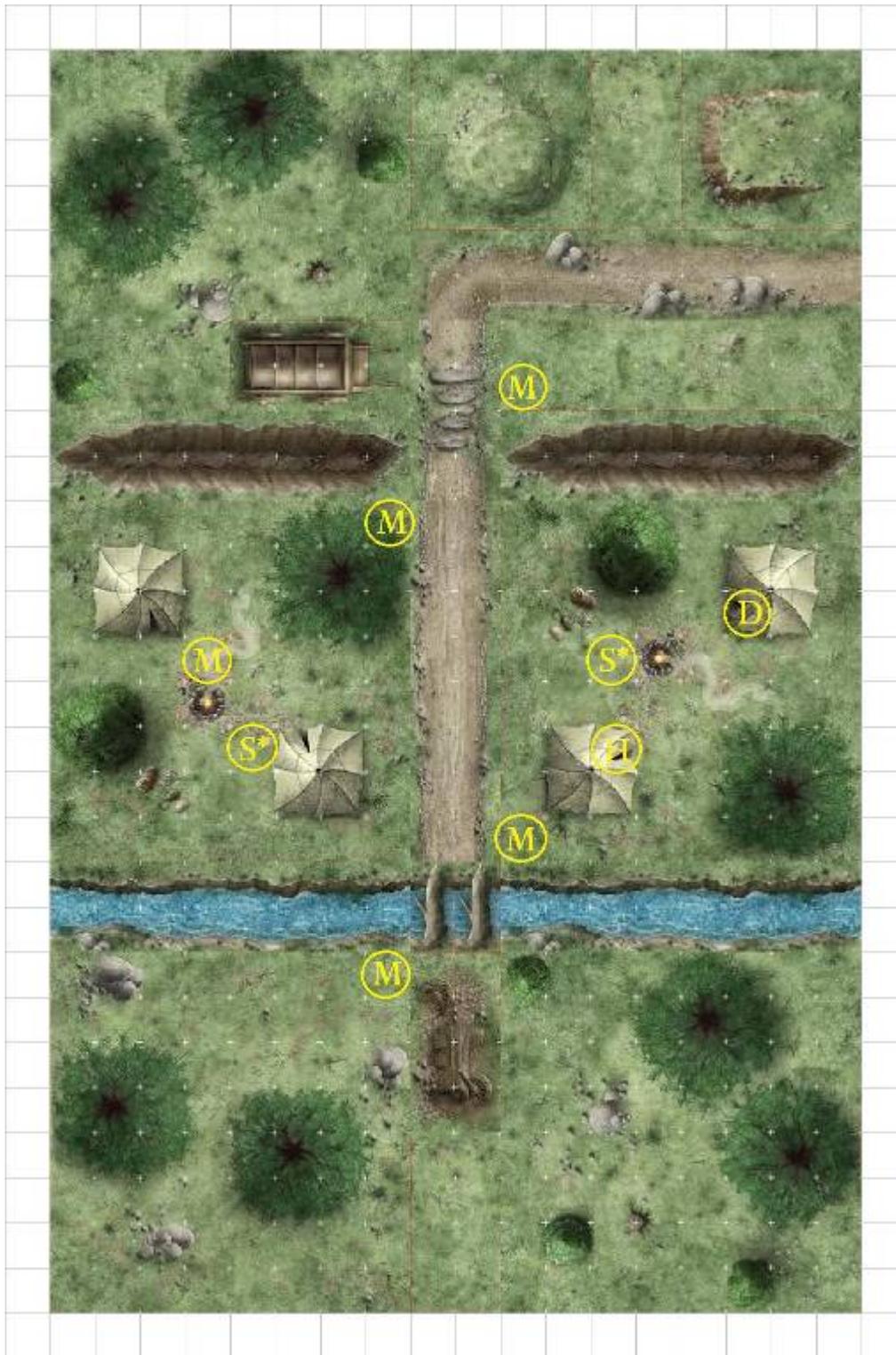
1 Hobgoblin Champion (level 20)	Level 20 Brute
Medium natural humanoid (hobgoblin)	XP 2,800
HP 231; Bloodied 115	Initiative +16
AC 32, Fortitude 33, Reflex 32, Will 31	Perception +15
Speed 6	Low-light vision
STANDARD ACTIONS	
<p>Ⓜ Greataxe(weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +25 vs. AC <i>Hit:</i> 4d12 + 9 damage (crit 2d12 + 57)</p>	
<p>○ Frenzied Charge (weapon) • Recharge 5-6 <i>Requirement:</i> The champion must be bloodied <i>Effect:</i> The champion charges and makes the following attack in place of a melee basic attack. <i>Attack:</i> Close burst 1 (enemies in the burst); +25 vs. AC. <i>Hit:</i> 4d12 + 15 damage (crit 2d12 + 63), and the champion knocks the target prone.</p>	
TRIGGERED ACTIONS	
<p>Battle frenzy (weapon) • Encounter <i>Trigger:</i> The champion first becomes bloodied. <i>Effect (No Action):</i> Until the end of the encounter or until he becomes unconscious, the champion gains a +2 bonus to damage rolls. In addition, while he is bloodied, The champion gains regeneration 4 (he regains 4 hit points whenever he starts his turn and has at least 1 hit point).</p>	
<p>Roar of Triumph <i>Trigger:</i> The champion 's attack reduces an enemy to 0 hit points or fewer. <i>Effect (Free Action):</i> Each enemy in a close burst 5 takes a -2 penalty to all defenses until the end of the champion's next turn.</p>	
<p>Skills Endurance +20, Nature +20 Str 25 (+17) Dex 22 (+16) Wis 20 (+15) Con 21 (+15) Int 17 (+13) Cha 16 (+13)</p>	
<p>Alignment evil Languages Common, Goblin</p>	
<p>Equipment greataxe</p>	
<p>Note: Kohein from <i>Tomb of Horrors</i>, reflavored to hobgoblin.</p>	

2 Tanarrukk Steel Warrior (level 20)	Level 20 Soldier
Medium elemental humanoid, orc (demon)	XP 2,800
HP 193; Bloodied 96	Initiative +14
AC 35, Fortitude 32, Reflex 31, Will 32	Perception +13
Speed 5	Darkvision
Resist 5 fire	
STANDARD ACTIONS	
Ⓜ Broadsword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +25 vs. AC <i>Hit:</i> 3d10 + 12 damage <i>Effect:</i> The target is marked until the end of the steel warrior's next turn.	
Ⓡ Crossbow(weapon) • At-Will <i>Attack:</i> Ranged 15/30 (one creature); +25 vs. AC <i>Hit:</i> 3d8 + 8 damage	
Ⓜ Burning Cage (fire, weapon) • Recharge 5-6 <i>Attack:</i> Melee 2 (one creature); +23 vs. Reflex <i>Hit:</i> 3d10 + 22 fire damage, and the target takes 5 fire damage whenever it enters a square during its turn (save ends).	
TRIGGERED ACTIONS	
Ⓜ Combat Awareness • At-Will <i>Trigger:</i> An enemy marked by the steel warrior shifts or makes an attack that does not include the steel warrior as a target. <i>Effect (Opportunity Action):</i> The steel warrior can use broadsword against the triggering enemy.	
Indomitable Fury	
<i>Trigger:</i> The steel warrior drops to 0 hit points for the first time. <i>Effect (No Action):</i> The steel warrior instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.	
Skills Athletics +21	
Str 22 (+16)	Dex 15 (+12) Wis 17 (+13)
Con 25 (+17)	Int 8 (+9) Cha 10 (+10)
Alignment chaotic evil Languages Abyssal, Common	
Equipment broadsword, crossbow, bolt x10, heavy shield, plate armor	

4+ Fanatic Thug (level 20)	Level 20 Minion Brute
Medium natural humanoid (human)	XP 700
HP 1; a missed attack never damages a minion.	Initiative +12
AC 32, Fortitude 31, Reflex 30, Will 31	Perception +8
Speed 6	
STANDARD ACTIONS	
Ⓜ Short Sword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +25 vs. AC <i>Hit:</i> 17 damage.	
Ⓡ Longbow (weapon) • At-Will <i>Attack:</i> Ranged 20/40 (one creature); +23 vs. AC <i>Hit:</i> 16 damage.	
TRIGGERED ACTIONS	
Mad Sacrifice • At-Will <i>Trigger:</i> The thug misses with a melee attack. <i>Effect (No Action):</i> The attack instead hits, and the thug drops to 0 hit points.	
Str 13 (+11)	Dex 14 (+12) Wis 6 (+8)
Con 18 (+14)	Int 8 (+9) Cha 16 (+13)
Alignment chaotic evil Languages Common	
Equipment arrow x20, leather armor , longbow , short sword .	
Note: Derro Thug reflavored to human.	

ENCOUNTER 1: OUTPOSTS MAP

TILE SETS NEEDED
DT4: Ruins of the Wild x2



D = deathmage/disciple; S* = soldier/ogre (large)/tanmarruk; H = hobgoblin; M = mercenary/thug

ENCOUNTER 2: ASSAULT

ENCOUNTER LEVEL

2/4/6/8/10/12/14/16/18/20

SETUP

This encounter includes the following creatures at adventure level 2:

- 1 human overseer (level 2) (O)
- 2 shadar-kai archers (level 2) (A)
- 2 king's shields (level 2) (S)

This encounter includes the following creatures at adventure level 4:

- 1 human overseer (level 4) (O)
- 2 shadar-kai archers (level 4) (A)
- 2 king's shields (level 4) (S)

This encounter includes the following creatures at adventure level 6:

- 1 human overseer (level 6) (O)
- 2 shadar-kai archers (level 6) (A)
- 2 king's shields (level 6) (S)

This encounter includes the following creatures at adventure level 8:

- 1 human overseer (level 8) (O)
- 2 shadar-kai archers (level 8) (A)
- 2 king's shields (level 8) (S)

This encounter includes the following creatures at adventure level 10:

- 1 human overseer (level 10) (O)
- 2 shadar-kai archers (level 10) (A)
- 2 king's shields (level 10) (S)

This encounter includes the following creatures at adventure level 12:

- 1 deathless blademaker (level 12) (O)
- 2 deathless sniper (level 12) (A)
- 2 deathless berserkers (level 12) (S)

This encounter includes the following creatures at adventure level 14:

- 1 deathless blademaker (level 14) (O)
- 2 deathless sniper (level 14) (A)
- 2 deathless berserkers (level 14) (S)

This encounter includes the following creatures at adventure level 16:

- 1 deathless blademaker (level 16) (O)

- 2 deathless sniper (level 16) (A)
- 2 deathless berserkers (level 16) (S)

This encounter includes the following creatures at adventure level 18:

- 1 deathless blademaker (level 18) (O)
- 2 deathless sniper (level 18) (A)
- 2 deathless berserkers (level 18) (S)

This encounter includes the following creatures at adventure level 20:

- 1 deathless blademaker (level 20) (O)
- 2 deathless sniper (level 20) (A)
- 2 deathless berserkers (level 20) (S)

Running Time: 75 minutes.

Glory Tier: At heroic tier the fight starts with 8 hellwasp minions. At paragon tier the fight starts with 10 hellwasp minions. The walls are protected against teleportation, and nobody can teleport on or off the walls.

Oracular Abilities: Do not forget the oracular abilities of the forces manning the walls. See Appendix III for details.

Consequences of Encounter 1: If the characters were victorious in Encounter 1 they gain a surprise round at the start of the fight. If they failed, the heated sand terrain feature is active and there is no surprise round. In addition the forces know a little about the characters' abilities, play them accordingly.

Consequences Special Mission 1: If the adventurers assigned to Special Mission 1 were successful, the characters can start inside the walls on the other side of the battlemat. The choice is up to the players, and they can split up in two groups if they want. If the mission was failed, the encounter starts with one barrage by the artillery at the start of the round (including the surprise round if any). Select a target AFTER the PCs have been placed on the battlemat.

IMPORTANT: When the human overseer / deathless blademaker is defeated, he curses ALL the PCs. If the PCs have no disfavor with Shar this has no impact, but the PCs with a disfavor gain a curse for the remainder of the adventure. PCs with Story Award PREQ02 gain *Curse of Shar's Whispering*. PCs with a different disfavor, unless they also have PREQ02, gain *Shadow's Foe Curse*. See **Player Handout 2** for details.

The PCs have the task of storming the battlements. The more defenders they incapacitate the easier it is to capture the fortress. Spellgard is heavily defended, both by normal means and by artillery. The PCs are supported by minor troops from the back ranks and from the air. PCs can choose where to attack; they can either assault the gate, a normal section of the walls or a corner tower. The Senior DM of the BI determines how it is decided who attacks what.

Before proceeding with the assault, announce the following to the characters through commander Drey:

"Several of you have found vials of Liquid Shadow. We suspect that the Netherese provided these to the Zhents in case they ran into any trouble. We have briefly examined them, and determined that they can invigorate a tired body, or possibly even bring back a recently deceased creature from the dead. However, Shar's taint is very evident upon these. I strongly advise caution, as we do not know the long-term effects of this substance. I suggest that you only consume this Liquid Shadow if you feel you are in the greatest of need of its benefits."

Give the PCs Handout 3. Each table gets half the number of PCs (rounded down) of these vials. They can be given to other tables. After the distribution of the vials a Special Mission table is needed:

"LISTEN UP! Yes, you guessed it. We need more volunteers. Luckily this will be an easy one. Regular walk in the park. If the park was in the Abyss that is. What we need this time is some unadulterated bloody, and I mean that literally, efficiency. We require a strike team that can deliver some good old extreme prejudice quickly and repeatedly. Any takers?"

This special mission is built for teams that can get in, do a lot of damage quickly, and move on. The ability to soak damage also comes in handy. If your table runs on AL 8 to 12, your group can volunteer for this mission. If more than one group volunteers, the organizers can either pick one or ask the adventurers to vote for one of these groups.

Once done, proceed with the actual battle:

"Alright men, we're off to a good start those sentries proved to be an easy warm up aye? However this is the real work, we're storming the main defenses now. Those Netherese surely have some nasty trick up their sleeve but it won't be able to stop us regardless." With that the

commander points his swords towards the fort and yells: "TO VICTORY"

Allow the PCs to enter the battlemap and place them where they want to be outside of the walls.

Hidden entry points: If Special Mission 1 succeeded the PCs have the opportunity to start inside the battlements.

- Tower: inside the tower basement, with the option to go up in the tower towards the battlements or to go out into the yard.
- Wall: Near the rubble in the courtyard.
- Gate: Inside the small archer compound behind the gate.

Friendly support: Throughout the encounter the PCs are supported by back rank troops. They can command them to assist where needed. **Once per round** using a **minor action** and a skill check a PC can command these troops to do the following (note that the PC needs to decide on the skill, the effect depends on the result of the skill check):

- **Medium DC Heal:** allow a downed PC to spend his second wind.
- **Medium DC Perception/Diplomacy/Intimidate:** single out an enemy and deal 5 damage at heroic tier and 10 damage at paragon tier to it.
- **Hard DC Perception/Diplomacy/Intimidate:** single out an enemy and deal 10 damage at heroic tier and 20 damage at paragon tier to it.

Enemy artillery: The Netherese have set up a number of artillery posts firing at regular intervals. These artillery posts are the target of Special Mission 2. Depending on the results of Special Mission 2 the following attacks are available **at the start of each round** (except for those disabled by the special mission):

Atrillery	Terrain Hazard
A Artillery (fire, necrotic, poison) • At-Will	
<i>Effect:</i> Roll 1d4 to determine which attack happens in the first round. (1: fire; 2: necrotic; 3: poison; 4: hell-wasp) Then cycle through in order.	
<i>Special:</i> If the artillery type is disabled by the special mission team, nothing happens that round.	
<i>Attack:</i> burst 1 (creatures in burst); AL+3 vs. Reflex	
<i>Hit:</i> Dependant on damage type:	
Fire: 2d8 + AL fire damage. (4d8 + AL at AL12+)	
Necrotic: 1d8 + AL necrotic damage, and the target is weakened (save ends). (2d8+AL at AL12+)	
Poison: 1d8 + AL poison damage, and ongoing 5 poison damage (save ends). (2d8 + AL and ongoing 10 at AL12+)	
Hell-wasp shot: add a hell wasp minion and it acts immediately.	

When the special mission table yells <ELEMENT> **Artillery Down** that specific element is no longer usable. If at the end of the 5th round the wasp artillery is not yet down it releases a powerful swarm, add a hellwasp swarm to the battlefield and roll initiative for it, it acts in the 5th round.

FEATURES OF THE AREA (ALL)

Illumination: The area is brightly illuminated.

Stairs: The wide stairs provide easy access to the battlements.

Ladders: The small ladders provide access to the battlements. Climbing a ladder requires a DC 5 Athletics check.

PC can bring ladders to climb over the walls. A PC needs two hands to carry a ladder. Using a move action within 2 squares of the wall sets up a ladder. The ladder is equipped with hooks on the top making it impossible to throw them down from up on the battlements.

Battlements (AL 2 - 10): The battlements surround the entire castle and most parts are newly erected by the Netherese. Climbing them requires a moderate Athletics check.

The battlements are 30 feet high (6 squares) and provide cover to anyone standing behind them, and superior cover to anybody prone behind them. The battlements also provide a +5 bonus to the save to prevent falling off; the inside provides a +2 since it is lower. Magic prevents people being teleported off the walls against their will.

Battlements (AL 12 - 20): The battlements are 50 feet (10 squares) high. Climbing the battlements requires a moderate Athletics check. In addition most parts of the wall are overgrown with black sleep briar, a Shadowfell fueled dark weed. Creatures scaling the wall need to make a saving throw halfway through the climb. When they fail the save they are attacked:

Black Sleep Briar	Terrain Hazard
m Attack (poison) • At-Will	
<i>Attack:</i> Melee 0 (one creature); AL+5 vs. AC	
<i>Hit:</i> 1d8 + AL poison damage, and the target is immobilized (save ends).	
<i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 10 poison damage (save ends both).	

Using an attack with the fire keyword clears a piece of wall equal to the size of the burst, targeted attacks clear 1 square.

Otherwise these battlements are the same as at the heroic tier.

Giant skeleton (GATE ONLY): The withered remains of some ancient enemy still lie in front of part of

the gate. The pervading energy of the shadowfell have turned it into blood rock, allowing creature and attacks without the shadow keyword to score a critical hit on a roll of 19 and 20.

Archer station (GATE ONLY): A small archer station stands as a second line of defense. It is unoccupied except when the PCs have failed to take out the commander and communications officer in Encounter 1. Creatures inside have superior cover from those outside.

Crumbling Wall (WALL ONLY): The crumbled remains of the previous battlements still stand close to the new wall here. With a moderate DC Acrobatics check a PC can navigate the crumbling wall and end up on top of the battlements, failure results in the PC landing prone in an adjacent square. Other PCs can climb the wall with an easy DC Athletics check.

Font of Power (TOWER ONLY): The small fountain is dedicated to Shar and acts as a font of power. Attacks with the necrotic keyword made from adjacent to the font deal 5 points extra necrotic damage (10 at AL 12+).

Heated Sand (only when Encounter 1 failed): The Netherese are prepared for an assault. At various spots along the walls are barrels with heated sand. These can be thrown down the walls.

Heated Sand	Encounter Terrain
<i>Large cauldrons filled with glowing hot sand stands ready to be tipped over to dump its contents on those climbing the walls.</i>	
Standard Action	
Attack: Blast 5 along the wall (all creatures in blast); AL +3 vs. Reflex	
<i>Hit:</i> 1d8 + AL fire damage, and the target takes a -2 penalty to all defenses (save ends).	

Magic Circles: These have no effect during this encounter and come into play in Encounter 4.

Obelisk: The obelisk is blocking terrain. They have no effect during this encounter and come into play in Encounter 4 and 5.

TACTICS

Heroic ALs: The creatures work together as a unit and try to help each other as much as possible. The archers start on the wall firing on anyone they can target, when out of range due to the battlements they retreat to the courtyard and fire on whoever is on top of the battlements or down in the courtyard.

The shields and the overseer fight on the battlements trying to lock the PCs down there. When the fight moves to the courtyard they follow and try to keep the archers in the clear.

Paragon ALs: The creatures here are long time friends and work well together. They try to get

temporary hit points as quickly as possible to fuel their powers. The blademaster distributes his temporary hit points to whoever needs them most.

The archers start on the battlements but hang back when the PCs breach the walls. The berserkers focus their attacks on heavily armored PCs turning them into pulp quickly.

SCALING THE ENCOUNTER

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

Four PCs: Remove one king's shield / deathless sniper.

Six PCs: Add one human overseer / deathless blademaster.

ENDING THE ENCOUNTER

Once all opponents on the walls are defeated, the characters have a few moments to recover. They have **one short rest** before several shadow crossings suddenly open in the courtyard of Spellgard. From the portals swarm more Netherese. The fight is not over yet. Proceed with Encounter 3 as directed by the Senior DM. Note that before the start of Encounter 3, volunteers must be selected for Special Mission 3. The characters only have one short rest between Encounters 2 and 3.

The goal of Encounter 2 is to kill as many opponents as possible. Count the number of non-minion opponents (the swarm does not count either) at the end of the fight. The Senior DM can assign these creatures to your table again for use in Encounter 3, assign them to another table as per the reinforcement rules, or average the results (in which case all tables might get one or more opponents).

TREASURE

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

- AL 2 to 6: *battle standard of healing*.
- AL 8 to 12: *shepherd's battle standard*.
- AL 14 to 20: *battle standard of shadow*.

QUESTIONNAIRE

- How many of the non-minion opponents were defeated (excluding the hellwasp swarm)?

- Which were left (excluding the hellwasp swarm)? Where they bloodied?
- Did any PCs die?
- Did any PC use *liquid shadow*?
- Did your table play at glory tier?

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 2)

1 Human Overseer (level 2)		Level 2 Controller (Leader)	
Medium natural humanoid		XP 125	
HP 40; Bloodied 20		Initiative +1	
AC 17, Fortitude 14, Reflex 13, Will 16		Perception +9	
Speed 6			
TRAITS			
○ Mental Mire • Aura 2			
Any enemy that starts its turn within the aura is slowed until the start of its next turn.			
STANDARD ACTIONS			
m Obsidian Sword (weapon) • At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 6 damage.			
R Not So Fast (psychic) • At-Will			
Attack: Ranged 5 (one creature); +6 vs. Will			
Hit: 2d6 + 3 psychic damage, and the overseer pulls the target 3 squares.			
C Do My Bidding • Recharge when first bloodied			
Attack: Close burst 2 (one slowed creature in the burst); +8 vs. Will			
Hit: The target is dominated until the end of the overseer's next turn.			
Skills Bluff +11, Diplomacy +11, Insight +9, Intimidate +11			
Str 13 (+2)	Dex 10 (+1)	Wis 16 (+4)	
Con 16 (+4)	Int 15 (+3)	Cha 20 (+6)	
Alignment evil		Languages Common	
Equipment longsword, leather armor			

2 King's Shield (level 2)		Level 2 Soldier	
Medium natural humanoid		XP 125	
HP 40; Bloodied 20		Initiative +3	
AC 17, Fortitude 15, Reflex 13, Will 14		Perception +9	
Speed 5			
TRAITS			
Lock Shields			
A King's Shield gains a +2 bonus to AC and Reflex while adjacent to another King's Shield.			
STANDARD ACTIONS			
m Longsword (weapon) • At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 6 damage, and the target is marked until the end of the Shield's next turn.			
M For Netheril • Encounter			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d8 + 6 damage, and the Shield gains 5 temporary hit points.			
R Crossbow (weapon) • At-Will			
Attack: Ranged 15/30 (one creature); +7 vs. AC			
Hit: 1d8 + 6 damage.			
TRIGGERED ACTIONS			
M Shield the King (weapon) • At-Will			
Trigger: An adjacent enemy moves or shifts.			
Attack (Immediate Reaction): Melee 1 (triggering creature); +5 vs. Fortitude			
Hit: 1d8 + 6 damage, the Shield pushes the target 1 square and the target ends its move action.			
Skills Insight +9, Intimidate +6			
Str 18 (+5)	Dex 10 (+3)	Wis 16 (+4)	
Con 16 (+4)	Int 14 (+3)	Cha 11 (+1)	
Alignment unaligned		Languages Common, Netherese	
Equipment heavy shield, longsword, plate armor			
Note: Adjusted damage expression. Range attack added.			

2 Shadar-Kai Archer (level 2)		Level 2 Artillery	
Medium shadow humanoid		XP 125	
HP 33; Bloodied 16		Initiative +5	
AC 16, Fortitude 15, Reflex 17, Will 15		Perception +6	
Speed 6			
STANDARD			
m Short Sword (weapon) • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 1d8 + 4 damage.			
r Shadow Arrows (necrotic, weapon) • At-Will			
Effect: The shadar-kai archer makes the following attack twice.			
Attack: Ranged 20/40 (one creature); +7 vs. AC or Reflex whichever is lower			
Hit: 1d6 + 4 damage plus ongoing 5 necrotic damage (save ends).			
A Eldritch Burst (force) • Recharge 5-6			
Attack: Area burst 1 within 20 (creatures in burst); +7 vs. Fortitude			
Hit: 1d6 + 4 force damage, and the target is knocked prone.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter			
Effect: The shadar-kai archer teleports 3 squares and becomes insubstantial until the start of its next turn.			
Str 12 (+2)	Dex 18 (+5)	Wis 11 (+1)	
Con 15 (+3)	Int 17 (+4)	Cha 15 (+3)	
Alignment unaligned		Languages Common, Netherese	
Equipment chainmail, longbow, short sword x2			
Note: Eladrin Arcane Archer from MM2 with updated statblock and damage expression and reflavouring.			

Artillery (level 2)		Terrain Hazard	
A Barrage (fire, necrotic, poison) • At-Will			
Attack: burst 1 (creatures in burst); +5 vs. Reflex			
Hit: One of the following 4 effects:			
Fire: 2d8 + 2 fire damage.			
Necrotic: 1d8 + 2 necrotic damage, and the target is weakened (save ends).			
Poison: 1d8 + 2 poison damage, and ongoing 5 poison damage.			
Hell wasp shot: add a hell wasp minion somewhere on the battlefield and it acts immediately.			

IMPORTANT: Do not forget the curse from the human Overseer when that NPC is defeated. If he is not defeated, he does not curse the PCs!

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 2)

Hellwasp Minion (level 2)	Level 2 Minion Soldier	
Small immortal animate (construct, devil)	XP 31	
HP 1; a missed attack never damages a minion.	Initiative +9	
AC 16, Fortitude 14, Reflex 15, Will 13	Perception +4	
Speed 4, fly 8	Darkvision	
TRAITS		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
STANDARD ACTIONS		
m Sting • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 4 damage.		
M Enveloping Swarm (force) • At-Will		
Attack: Melee 1 (one creature); +5 vs. Reflex		
Hit: 4 force damage.		
Effect: The minion breaks apart in a swarm of small wasps, entering a square in the target's space. The movement does not trigger an opportunity attack. The target takes ongoing 2 force damage (until the target no longer shares a space with the swarm). Any attack by a creature other than the target that hits the swarm also hits the enveloped creature.		
Str 15 (+3)	Dex 23 (+7)	Wis 16 (+4)
Con 18 (+5)	Int 12 (+2)	Cha 12 (+2)
Alignment evil	Languages See hivemind	
Note: New monster.		

Hellwasp Swarm (level 2)	Level 2 Soldier	
Medium immortal animate (construct, devil, swarm)	XP 125	
HP 36; Bloodied 18	Initiative +6	
AC 18, Fortitude 12, Reflex 15, Will 14	Perception +3	
Speed 4, fly 8	Tremorsense 5	
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.		
TRAITS		
o Swarm Attack • Aura 1		
Any enemy that starts its turn within the aura is slowed until the start of its next turn.		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
m Swarm of Stings (poison) • At-Will		
Attack: Melee 1 (one creature); +5 vs. Reflex		
Hit: 1d6 + 2 damage, and ongoing 5 poison damage (save ends).		
Skills Athletics +6, Stealth +9		
Str 11 (+1)	Dex 17 (+4)	Wis 14 (+3)
Con 12 (+2)	Int 1 (-4)	Cha 7 (-1)
Alignment evil	Languages See hivemind	
Note: Re-flavored spider swarm.		

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 4)

1 Human Overseer (level 4)		Level 4 Controller (Leader)	
Medium natural humanoid		XP 175	
HP 56; Bloodied 28		Initiative +2	
AC 19, Fortitude 16, Reflex 15, Will 18		Perception +10	
Speed 6			
TRAITS			
○ Mental Mire • Aura 2			
Any enemy that starts its turn within the aura is slowed until the start of its next turn.			
STANDARD ACTIONS			
m Obsidian Sword (weapon) • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 2d8 + 3 damage.			
R Not So Fast (psychic) • At-Will			
Attack: Ranged 5 (one creature); +8 vs. Will			
Hit: 2d6 + 5 psychic damage, and the overseer pulls the target 3 squares.			
C Do My Bidding • Recharge when first bloodied			
Attack: Close burst 2 (one slowed creature in the burst); +10 vs. Will			
Hit: The target is dominated until the end of the overseer's next turn.			
Skills Bluff +12, Diplomacy +12, Insight +10, Intimidate +12			
Str 13 (+3)	Dex 10 (+2)	Wis 16 (+5)	
Con 16 (+5)	Int 15 (+4)	Cha 20 (+7)	
Alignment evil		Languages Common	
Equipment longsword, leather armor			

2 Shadar-Kai Archer (level 4)		Level 4 Artillery	
Medium shadow humanoid		XP 175	
HP 45; Bloodied 22		Initiative +6	
AC 18, Fortitude 17, Reflex 19, Will 17		Perception +7	
Speed 6			
Low-light vision			
STANDARD			
m Short Sword (weapon) • At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 1d8 + 6 damage.			
r Shadow Arrows (necrotic, weapon) • At-Will			
Effect: The shadar-kai archer makes the following attack twice.			
Attack: Ranged 20/40 (one creature); +9 vs. AC or Reflex whichever is lower.			
Hit: 1d8 + 5 damage plus ongoing 5 necrotic damage (save ends).			
A Eldritch Burst (force) • Recharge 5-6			
Attack: Area burst 1 within 20 (creatures in burst); +9 vs. Fortitude			
Hit: 1d8 + 5 force damage, and the target is knocked prone.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter			
Effect: The shadar-kai archer teleports 3 squares and becomes insubstantial until the start of its next turn.			
Str 12 (+3)	Dex 18 (+6)	Wis 11 (+2)	
Con 15 (+4)	Int 17 (+5)	Cha 15 (+4)	
Alignment unaligned		Languages Common, Netherese	
Equipment chainmail, longbow, short sword x2			
Note: Eladrin Arcane Archer from MM2 with updated statblock and damage expression and some re flavouring.			

2 King's Shield (level 4)		Level 4 Soldier	
Medium natural humanoid		XP 175	
HP 56; Bloodied 28		Initiative +4	
AC 19, Fortitude 17, Reflex 15, Will 16		Perception +10	
Speed 5			
TRAITS			
Lock Shields			
A King's Shield gains a +2 bonus to AC and Reflex while adjacent to another King's Shield.			
STANDARD ACTIONS			
m Longsword (weapon) • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 2d8 + 3 damage, and the target is marked until the end of the Shield's next turn.			
M For Netheril • Encounter			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 3d8 + 5 damage, and the Shield gains 5 temporary hit points.			
R Crossbow (weapon) • At-Will			
Attack: Ranged 15/30 (one creature); +9 vs. AC			
Hit: 2d8 + 3 damage.			
TRIGGERED ACTIONS			
M Shield the King (weapon) • At-Will			
Trigger: An adjacent enemy moves or shifts.			
Attack (Immediate Reaction): Melee 1 (triggering creature); +7 vs. Fortitude			
Hit: 2d8 + 3 damage, the Shield pushes the target 1 square and the target ends its move action.			
Skills Insight +10, Intimidate +7			
Str 18 (+6)	Dex 10 (+4)	Wis 16 (+5)	
Con 16 (+5)	Int 14 (+4)	Cha 11 (+2)	
Alignment unaligned		Languages Common, Netherese	
Equipment heavy shield, longsword, plate armor			
Note: Adjusted damage expression. Range attack added.			

Artillery (level 4)		Terrain Hazard	
A Barrage (fire, necrotic, poison) • At-Will			
Attack: burst 1 (creatures in burst); +7 vs. Reflex			
Hit: One of the following four effects:			
Fire: 2d8 + 4 fire damage.			
Necrotic: 1d8 + 4 necrotic damage, and the target is weakened (save ends).			
Poison: 1d8 + 4 poison damage, and ongoing 5 poison damage.			
Hell wasp shot: add a hell wasp minion somewhere on the battlefield and it acts immediately.			

IMPORTANT: Do not forget the curse from the human Overseer when that NPC is defeated. If he is not defeated, he does not curse the PCs!

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 4)

Hellwasp Minion (level 4)		Level 4 Minion Soldier
Small immortal animate (construct, devil)		XP 44
HP 1; a missed attack never damages a minion.		Initiative +10
AC 18, Fortitude 16, Reflex 17, Will 15		Perception +5
Speed 4, fly 8		Darkvision
TRAITS		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
STANDARD ACTIONS		
m Sting • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 5 damage.		
M Enveloping Swarm (force) • At-Will		
Attack: Melee 1 (one creature); +7 vs. Reflex		
Hit: 4 force damage.		
Effect: The minion breaks apart in a swarm of small wasps, entering a square in the target's space. The movement does not trigger an opportunity attack. The target takes ongoing 3 force damage (until the target no longer shares a space with the swarm). Any attack by a creature other than the target that hits the swarm also hits the enveloped creature.		
Str 15 (+4)	Dex 23 (+8)	Wis 16 (+5)
Con 18 (+6)	Int 12 (+3)	Cha 12 (+3)
Alignment evil		Languages See hivemind
Note: New monster.		

Hellwasp Swarm (level 4)		Level 4 Soldier
Medium immortal animate (construct, devil, swarm)		XP 175
HP 52; Bloodied 26		Initiative +7
AC 20, Fortitude 15, Reflex 18, Will 16		Perception +4
Speed 4, fly 8		Tremorsense 5
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.		
TRAITS		
o Swarm Attack • Aura 1		
Any enemy that starts its turn within the aura is slowed until the start of its next turn.		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
m Swarm of Stings (poison) • At-Will		
Attack: Melee 1 (one creature); +7 vs. Reflex		
Hit: 1d6 + 4 damage, and ongoing 5 poison damage (save ends).		
Skills Athletics +7, Stealth +10		
Str 11 (+2)	Dex 17 (+5)	Wis 14 (+4)
Con 12 (+3)	Int 1 (-3)	Cha 7 (+0)
Alignment evil		Languages See hivemind
Note: Re-flavored spider swarm.		

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 6)

1 Human Overseer (level 6)		Level 6 Controller (Leader)	
Medium natural humanoid		XP 250	
HP 72; Bloodied 36		Initiative +3	
AC 21, Fortitude 18, Reflex 17, Will 20		Perception +11	
Speed 6			
TRAITS			
○ Mental Mire • Aura 2 Any enemy that starts its turn within the aura is slowed until the start of its next turn.			
STANDARD ACTIONS			
m Obsidian Sword (weapon) • At-Will Attack: Melee 1 (one creature); +11 vs. AC Hit: 2d8 + 5 damage.			
R Not So Fast (psychic) • At-Will Attack: Ranged 5 (one creature); +10 vs. Will Hit: 2d6 + 7 psychic damage, and the overseer pulls the target 3 squares.			
C Do My Bidding • Recharge when first bloodied Attack: Close burst 2 (one slowed creature in the burst); +10 vs. Will Hit: The target is dominated until the end of the overseer's next turn.			
Skills Bluff +13, Diplomacy +13, Insight +11, Intimidate +13			
Str 13 (+4)	Dex 10 (+3)	Wis 16 (+6)	
Con 16 (+6)	Int 15 (+5)	Cha 20 (+8)	
Alignment evil		Languages Common	
Equipment longsword, leather armor			

2 Shadar-Kai Archer (level 6)		Level 6 Artillery	
Medium shadow humanoid		XP 250	
HP 57; Bloodied 28		Initiative +7	
AC 18, Fortitude 17, Reflex 19, Will 17		Perception +18	
Speed 6 Low-light vision			
STANDARD			
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d8 + 3 damage.			
r Shadow Arrows (necrotic, weapon) • At-Will Effect: The shadar-kai archer makes the following attack twice Attack: Ranged 20/40 (one creature); +11 vs. AC or Reflex whichever is lower. Hit: 1d8 + 6 damage plus ongoing 5 necrotic damage (save ends).			
A Eldritch Burst (force) • Recharge 5-6 Attack: Area burst 1 within 20 (creatures in burst); +11 vs. Fortitude Hit: 1d8 + 6 force damage, and the target is knocked prone.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter Effect: The shadar-kai archer teleports 3 squares and becomes insubstantial until the start of its next turn.			
Str 12 (+4)	Dex 18 (+7)	Wis 11 (+3)	
Con 15 (+5)	Int 17 (+6)	Cha 15 (+5)	
Alignment unaligned		Languages Common, Netherese	
Equipment chainmail, longbow, short sword x2			

Note: Eladrin Arcane Archer from MM2 with updated statblock and damage.

2 King's Shield (level 6)		Level 6 Soldier	
Medium natural humanoid		XP 250	
HP 72; Bloodied 36		Initiative +5	
AC 21, Fortitude 19, Reflex 17, Will 18		Perception +11	
Speed 5			
TRAITS			
Lock Shields A King's Shield gains a +2 bonus to AC and Reflex while adjacent to another King's Shield.			
STANDARD ACTIONS			
m Longsword (weapon) • At-Will Attack: Melee 1 (one creature); +11 vs. AC Hit: 2d8 + 5 damage, and the target is marked until the end of the Shield's next turn.			
M For Netheril • Encounter Attack: Melee 1 (one creature); +11 vs. AC Hit: 3d8 + 8 damage, and the Shield gains 5 temporary hit points.			
R Crossbow (weapon) • At-Will Attack: Ranged 15/30 (one creature); +11 vs. AC Hit: 2d8 + 5 damage.			
TRIGGERED ACTIONS			
M Shield the King (weapon) • At-Will Trigger: An adjacent enemy moves or shifts. Attack (Immediate Reaction): Melee 1 (triggering creature); +9 vs. Fortitude Hit: 2d8 + 5 damage, the Shield pushes the target 1 square and the target ends its move action.			
Skills Insight +11, Intimidate +8			
Str 18 (+7)	Dex 10 (+3)	Wis 16 (+6)	
Con 16 (+6)	Int 14 (+5)	Cha 11 (+3)	
Alignment unaligned		Languages Common, Netherese	
Equipment heavy shield, longsword, plate armor			
Note: Adjusted damage expression. Range attack added.			

Atrillery (level 6)		Terrain Hazard	
A Barrage (fire, necrotic, poison) • At-Will Attack: burst 1 (creatures in burst); +9 vs. Reflex Hit: One of the following four: Fire: 2d8 + 6 fire damage. Necrotic: 1d8 + 6 necrotic damage, and the target is weakened (save ends). Poison: 1d8 + 6 poison damage, and ongoing 5 poison damage. Hell wasp shot: add a hell wasp minion somewhere on the battlefield and it acts immediately.			

IMPORTANT: Do not forget the curse from the human Overseer when that NPC is defeated. If he is not defeated, he does not curse the PCs!

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 6)

Hellwasp Minion (level 6)	Level 6 Minion Soldier
Small immortal animate (construct, devil)	XP 63
HP 1; a missed attack never damages a minion.	Initiative +11
AC 20, Fortitude 18, Reflex 19, Will 17	Perception +6
Speed 4, fly 8	Darkvision
TRAITS	
Hive Mind	
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.	
STANDARD ACTIONS	
M Sting • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 6 damage.	
M Enveloping Swarm (force) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 5 force damage.	
Effect: The minion breaks apart in a swarm of small wasps, entering a square in the target's space. The movement does not trigger an opportunity attack. The target takes ongoing 3 force damage (until the target no longer shares a space with the swarm). Any attack by a creature other than the target that hits the swarm also hits the enveloped creature.	
Str 15 (+5)	Dex 23 (+9)
Con 18 (+7)	Wis 16 (+6)
	Cha 12 (+4)
Alignment evil	
Languages See hivemind	
Note: New monster.	

Hellwasp Swarm (level 6)	Level 6 Soldier
Medium immortal animate (construct, devil, swarm)	XP 250
HP 68; Bloodied 34	Initiative +8
AC 22, Fortitude 17, Reflex 20, Will 18	Perception +5
Speed 4, fly 8	Tremorsense 5
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.	
TRAITS	
O Swarm Attack • Aura 1	
Any enemy that starts its turn within the aura is slowed until the start of its next turn.	
Hive Mind	
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
M Swarm of Stings (poison) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 1d6 + 6 damage, and ongoing 5 poison damage (save ends).	
Skills Athletics +8, Stealth +11	
Str 11 (+3)	Dex 17 (+6)
Con 12 (+4)	Wis 14 (+5)
	Cha 7 (+1)
Alignment evil	
Languages See hivemind	
Note: Re-flavored spider swarm.	

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 8)

1 Human Overseer (level 8)		Level 8 Controller (Leader)
Medium natural humanoid		XP 350
HP 88; Bloodied 44		Initiative +4
AC 23, Fortitude 20, Reflex 19, Will 22		Perception +12
Speed 6		
TRAITS		
O Mental Mire • Aura 2 Any enemy that starts its turn within the aura is slowed until the start of its next turn.		
STANDARD ACTIONS		
m Obsidian Sword (weapon) • At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d8 + 7 damage.		
R Not So Fast (psychic) • At-Will Attack: Ranged 5 (one creature); +12 vs. Will Hit: 2d6 + 9 psychic damage, and the overseer pulls the target 3 squares.		
C Do My Bidding • Recharge when first bloodied Attack: Close burst 2 (one slowed creature in the burst); +12 vs. Will Hit: The target is dominated until the end of the overseer's next turn.		
Skills Bluff +14, Diplomacy +14, Insight +12, Intimidate +14 Str 13 (+5) Dex 10 (+4) Wis 16 (+7) Con 16 (+7) Int 15 (+6) Cha 20 (+9)		
Alignment evil Languages Common		
Equipment longsword, leather armor		

2 Shadar-Kai Archer (level 8)		Level 8 Artillery
Medium shadow humanoid		XP 350
HP 57; Bloodied 28		Initiative +8
AC 20, Fortitude 19, Reflex 21, Will 19		Perception +9
Speed 6		
Low-light vision		
STANDARD		
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 5 damage.		
r Shadow Arrows (necrotic, weapon) • At-Will Effect: The shadar-kai archer makes the following attack twice Attack: Ranged 20/40 (one creature); +13 vs. AC or Reflex whichever is lower Hit: 2d6 + 5 damage plus ongoing 5 necrotic damage (save ends).		
A Eldritch Burst (force) • Recharge 5-6 Attack: Area burst 1 within 20 (creatures in burst); +13 vs. Fortitude Hit: 2d6 + 5 force damage, and the target is knocked prone.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter Effect: The shadar-kai archer teleports 3 squares and becomes insubstantial until the start of its next turn.		
Str 12 (+5) Dex 18 (+8) Wis 11 (+4) Con 15 (+6) Int 17 (+7) Cha 15 (+6)		
Alignment unaligned Languages Common, Netherese		
Equipment chainmail, longbow, short sword x2		
Note: Eladrin Arcane Archer from MM2 with updated statblock and damage expression and some re flavouring.		

2 King's Shield (level 8)		Level 8 Soldier
Medium natural humanoid		XP 350
HP 88; Bloodied 44		Initiative +6
AC 23, Fortitude 21, Reflex 19, Will 20		Perception +12
Speed 5		
TRAITS		
Lock Shields A King's Shield gains a +2 bonus to AC and Reflex while adjacent to another King's Shield.		
STANDARD ACTIONS		
m Longsword (weapon) • At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d8 + 7 damage, and the target is marked until the end of the Shield's next turn.		
M For Netheril • Encounter Attack: Melee 1 (one creature); +13 vs. AC Hit: 3d8 + 11 damage, and the Shield gains 10 temporary hit points.		
R Crossbow (weapon) • At-Will Attack: Ranged 15/30 (one creature); +13 vs. AC Hit: 2d8 + 7 damage.		
TRIGGERED ACTIONS		
M Shield the King (weapon) • At-Will Trigger: An adjacent enemy moves or shifts. Attack (Immediate Reaction): Melee 1 (triggering creature); +11 vs. Fortitude Hit: 2d8 + 7 damage, the Shield pushes the target 1 square and the target ends its move action.		
Skills Insight +12, Intimidate +9 Str 18 (+8) Dex 10 (+4) Wis 16 (+7) Con 16 (+7) Int 14 (+6) Cha 11 (+4)		
Alignment unaligned Languages Common, Netherese		
Equipment heavy shield, longsword, plate armor		
Note: Adjusted damage expression. Range attack added.		

Atrillery (level 8)	Terrain Hazard
A Barrage (fire, necrotic, poison) • At-Will Attack: burst 1 (creatures in burst); +11 vs. Reflex Hit: One of the following: Fire: 2d8 + 8 fire damage. Necrotic: 1d8 + 8 necrotic damage, and the target is weakened (save ends). Poison: 1d8 + 8 poison damage, and ongoing 5 poison damage. Hell wasp shot: add a hell wasp minion somewhere on the battlefield and it acts immediately.	

IMPORTANT: Do not forget the curse from the human Overseer when that NPC is defeated. If he is not defeated, he does not curse the PCs!

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 8)

Hellwasp Minion (level 8)	Level 8 Minion Soldier
Small immortal animate (construct, devil)	XP 88
HP 1; a missed attack never damages a minion.	Initiative +12
AC 22, Fortitude 20, Reflex 21, Will 19	Perception +7
Speed 4, fly 8	Darkvision
TRAITS	
Hive Mind	
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.	
STANDARD ACTIONS	
Sting • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 7 damage.	
Enveloping Swarm (force) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> 5 force damage.	
<i>Effect:</i> The minion breaks apart in a swarm of small wasps, entering a square in the target's space. The movement does not trigger an opportunity attack. The target takes ongoing 4 force damage (until the target no longer shares a space with the swarm). Any attack by a creature other than the target that hits the swarm also hits the enveloped creature.	
Str 15 (+6)	Dex 23 (+10)
Con 18 (+8)	Int 12 (+5)
	Wis 16 (+7)
	Cha 12 (+5)
Alignment evil	
Languages See hivemind	

Note: New monster.

Hellwasp Swarm (level 8)	Level 8 Brute
Medium immortal animate (construct, devil, swarm)	XP 350
HP 108; Bloodied 54	Initiative +8
AC 20, Fortitude 20, Reflex 20, Will 18	Perception +6
Speed 2, fly 8	Darkvision
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.	
TRAITS	
○ Blood Frenzy • Aura 1	
Any enemy that starts its turn in the aura takes ongoing 5 damage (save ends). If that enemy is already taking untyped ongoing damage, that damage increases by 5.	
Hive Mind	
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
Swarm of Stings • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d6 + 3 damage, and ongoing 5 poison (save ends).	
TRIGGERED ACTIONS	
Hungry Flight • At-Will	
<i>Trigger:</i> An enemy moves away from the swarm.	
<i>Effect (Immediate Reaction):</i> The swarm flies up to its fly speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.	
Skills Stealth +13	
Str 10 (+4)	Dex 19 (+8)
Con 18 (+8)	Int 1 (-1)
	Wis 14 (+6)
	Cha 4 (+1)
Alignment evil	
Languages See hivemind	

Note: Reflavored stirge suckerling swarm.

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 10)

1 Human Overseer (level 10)		Level 10 Controller (Leader)	
Medium natural humanoid		XP 500	
HP 104; Bloodied 52		Initiative +5	
AC 25, Fortitude 22, Reflex 21, Will 24		Perception +13	
Speed 6			
TRAITS			
O Mental Mire • Aura 2 Any enemy that starts its turn within the aura is slowed until the start of its next turn.			
STANDARD ACTIONS			
m Obsidian Sword (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 9 damage.			
R Not So Fast (psychic) • At-Will Attack: Ranged 5 (one creature); +14 vs. Will Hit: 2d6 + 11 psychic damage, and the overseer pulls the target 3 squares.			
C Do My Bidding • Recharge when first bloodied Attack: Close burst 2 (one slowed creature in the burst); +14 vs. Will Hit: The target is dominated until the end of the overseer's next turn.			
Skills Bluff +15, Diplomacy +15, Insight +13, Intimidate +15 Str 13 (+6) Dex 10 (+5) Wis 16 (+8) Con 16 (+8) Int 15 (+7) Cha 20 (+10)			
Alignment evil		Languages Common	
Equipment longsword, leather armor			

2 Shadar-Kai Archer (level 10)		Level 10 Artillery	
Medium shadow humanoid		XP 500	
HP 69; Bloodied 34		Initiative +9	
AC 22, Fortitude 21, Reflex 23, Will 21		Perception +10	
Speed 6 Low-light vision			
STANDARD			
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +17 vs. AC Hit: 2d8 + 7 damage.			
r Shadow Arrows (necrotic, weapon) • At-Will Effect: The shadar-kai archer makes the following attack twice. Attack: Ranged 20/40 (one creature); +15 vs. AC or Reflex whichever is lower Hit: 2d6 + 6 damage plus ongoing 5 necrotic damage (save ends).			
A Eldritch Burst (force) • Recharge 5-6 Attack: Area burst 1 within 20 (creatures in burst); +15 vs. Fortitude Hit: 2d6 + 6 force damage, and the target is knocked prone.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Encounter Effect: The shadar-kai archer teleports 3 squares and becomes insubstantial until the start of its next turn.			
Str 12 (+6) Dex 18 (+9) Wis 11 (+5) Con 15 (+7) Int 17 (+8) Cha 15 (+7)			
Alignment unaligned		Languages Common, Netherese	
Equipment chainmail, longbow, short sword x2			
Note: Eladrin Arcane Archer from MM2 with updated statblock and damage expression and some re flavouring.			

2 King's Shield (level 10)		Level 10 Soldier	
Medium natural humanoid		XP 500	
HP 104; Bloodied 52		Initiative +7	
AC 25, Fortitude 23, Reflex 21, Will 22		Perception +13	
Speed 5			
TRAITS			
Lock Shields A King's Shield gains a +2 bonus to AC and Reflex while adjacent to another King's Shield.			
STANDARD ACTIONS			
m Longsword (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 9 damage, and the target is marked until the end of the Shield's next turn.			
M For Netheril • Encounter Attack: Melee 1 (one creature); +15 vs. AC Hit: 4d8 + 9 damage, and the Shield gains 10 temporary hit points.			
R Crossbow (weapon) • At-Will Attack: Ranged 15/30 (one creature); +15 vs. AC Hit: 2d8 + 9 damage.			
TRIGGERED ACTIONS			
M Shield the King (weapon) • At-Will Trigger: An adjacent enemy moves or shifts. Attack (Immediate Reaction): Melee 1 (triggering creature); +13 vs. Fortitude Hit: 2d8 + 9 damage, the Shield pushes the target 1 square and the target ends its move action.			
Skills Insight +13, Intimidate +10 Str 18 (+9) Dex 10 (+5) Wis 16 (+8) Con 16 (+8) Int 14 (+7) Cha 11 (+5)			
Alignment unaligned		Languages Common, Netherese	
Equipment heavy shield, longsword, plate armor			
Note: Adjusted damage expression. Range attack added.			

Atrillery (level 10)		Terrain Hazard	
A Barrage (fire, necrotic, poison) • At-Will Attack: burst 1 (creatures in burst); AL+13 vs. Reflex Hit: One of the following: Fire: 2d8 + 10 fire damage. Necrotic: 1d8 + 10 necrotic damage, and the target is weakened (save ends). Poison: 1d8 + 10 poison damage, and ongoing 5 poison damage. Hell wasp shot: add a hell wasp minion somewhere on the battlefield and it acts immediately.			

IMPORTANT: Do not forget the curse from the human Overseer when that NPC is defeated. If he is not defeated, he does not curse the PCs!

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 10)

Hellwasp Minion	Level 10 Minion Soldier
Small immortal animate (construct, devil) XP 125	
HP 1; a missed attack never damages a minion.	Initiative +13
AC 24, Fortitude 22, Reflex 23, Will 21	Perception +8
Speed 4, fly 8	Darkvision
TRAITS	
Hive Mind	
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.	
STANDARD ACTIONS	
m Sting • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 8 damage.	
M Enveloping Swarm (force) • At-Will	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 6 force damage.	
Effect: The minion breaks apart in a swarm of small wasps, entering a square in the target's space. The movement does not trigger an opportunity attack. The target takes ongoing 4 force damage (until the target no longer shares a space with the swarm). Any attack by a creature other than the target that hits the swarm also hits the enveloped creature.	
Str 15 (+7)	Dex 23 (+11) Wis 16 (+8)
Con 18 (+9)	Int 12 (+6) Cha 12 (+6)
Alignment evil	Languages See hivemind

Note: New monster.

Hellwasp Swarm	Level 10 Brute
Medium immortal animate (construct, devil, swarm) XP 500	
HP 128; Bloodied 64	Initiative +9
AC 22, Fortitude 22, Reflex 22, Will 20	Perception +7
Speed 2, fly 8	Darkvision
Resist half damage from melee and ranged attacks; Vulnerable 5 to close and area attacks.	
TRAITS	
o Blood Frenzy • Aura 1	
Any enemy that starts its turn in the aura takes ongoing 5 damage (save ends). If that enemy is already taking untyped ongoing damage, that damage increases by 5.	
Hive Mind	
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
m Swarm of Stings • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 1 damage, and ongoing 5 poison (save ends).	
TRIGGERED ACTIONS	
Hungry Flight • At-Will	
Trigger: An enemy moves away from the swarm.	
Effect (Immediate Reaction): The swarm flies up to its fly speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.	
Skills Stealth +14	
Str 10 (+5)	Dex 19 (+9) Wis 14 (+7)
Con 18 (+9)	Int 1 (+0) Cha 4 (+2)
Alignment evil	Languages See hivemind

Note: Reflavored stirge suckerling swarm.

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 12)

1 Deathless Blademaster	Level 12 Soldier
Medium shadow humanoid, human	XP 700
HP 111; Bloodied 55	Initiative +11
AC 28, Fortitude 26, Reflex 23, Will 24	Perception +10
Speed 5	Low-light vision
STANDARD ACTIONS	
Ⓜ Bastard Sword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +17 vs. AC <i>Hit:</i> 2d10 + 9 damage. <i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
Ⓒ Shadow Spiral • Recharge 5-6 <i>Attack:</i> Close burst 2 (enemies in the burst); +15 vs. Fortitude <i>Hit:</i> 2d10 + 9 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends). <i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
Ⓒ Life Mark (necrotic) • At-Will <i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by the blademaster makes an attack that doesn't include the blademaster as a target. <i>Effect (immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
Life Transfer • At-Will <i>Trigger:</i> The blademaster gains temporary hitpoints. <i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +17, Intimidate +11 Str 22 (+12) Dex 16 (+9) Wis 19 (+10) Con 17 (+9) Int 11 (+6) Cha 11 (+6)	
Alignment unaligned Languages Common, Netherese Equipment scale armor, broadsword	

IMPORTANT: Do not forget the curse from the deathless blademaster when that NPC is defeated. If he is not defeated, he does not curse the PCs!

2 Deathless Berserker (level 12)	Level 12 Brute
Medium shadow humanoid, human	XP 700
HP 120; Bloodied 60	Initiative +10
AC 24, Fortitude 26, Reflex 24, Will 23	Perception +9
Speed 5	Low-light vision
TRAITS	
Vital Rage While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
Ⓜ War Pick (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +17 vs. AC <i>Hit:</i> 2d12 + 12 damage.	
Ⓔ Crossbow (weapon) • At-Will <i>Attack:</i> Ranged 15/30 (one creature); +17 vs. AC <i>Hit:</i> 3d8 + 7 damage.	
Ⓒ Life Cut (weapon) • Recharge if the power misses every target <i>Attack:</i> Close burst 1 (enemies in the burst); +17 vs. AC <i>Hit:</i> 2d12 + 12 damage. <i>Effect:</i> If the berserker hit two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
Ⓒ Bloodied Feast • Encounter <i>Trigger:</i> An enemy bloodies the berserker. <i>Effect (Immediate Reaction):</i> The berserker shifts up to his speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to the attack rolls.	
Skills Athletics +17, Intimidate +11 Str 22 (+12) Dex 19 (+10) Wis 16 (+9) Con 20 (+11) Int 10 (+6) Cha 11 (+6)	
Alignment unaligned Languages Common, Netherese Equipment hide armor, 2 war picks	

Artillery (level 12)	Terrain Hazard
Ⓐ Barrage (fire, necrotic, poison) • At-Will <i>Attack:</i> burst 1 (creatures in burst); +15 vs. Reflex <i>Hit:</i> One of the following: Fire: 4d8 + 12 fire damage. Necrotic: 2d8 + 12 necrotic damage, and the target is weakened (save ends). Poison: 2d8 + 12 poison damage, and ongoing 10 poison damage. Hell wasp shot: add a hell wasp minion somewhere on the battlefield and it acts immediately.	

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 12)

2 Deathless Sniper (level 12)	Level 12 Artillery
Medium shadow humanoid, human	XP 700
HP 111; Bloodied 55	Initiative +12
AC 26, Fortitude 23, Reflex 25, Will 24	Perception +11
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from any resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +17 vs. AC Hit: 2d6 + 11 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will Attack: Ranged 20 (one creature); +19 vs. AC Hit: 2d10 + 11 damage.	
c Life Cut (necrotic, weapon) • Recharge if the power misses every target Attack: Ranged 20 (one creature); +19 vs. AC Hit: 3d10 + 11 necrotic damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
c Bloodied Feast • Encounter <i>Trigger:</i> An enemy bloodies the sniper. <i>Effect (Immediate Reaction):</i> <i>Life Pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .	
Skills Acrobatics +17, Athletics +13 Str 15 (+8) Dex 23 (+12) Wis 20 (+12) Con 18 (+10) Int 11 (+6) Cha 12 (+7)	
Alignment unaligned Languages Common, Netherese	
Equipment chainmail, short sword, longbow, 40 arrows	

Hellwasp Minion (level 12)	Level 12 Minion Soldier	
Small immortal animate (construct, devil)	XP 175	
HP 1 ; a missed attack never damages a minion.	Initiative +14	
AC 26, Fortitude 24, Reflex 25, Will 23	Perception +9	
Speed 4, fly 8	Darkvision	
TRAITS		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
STANDARD ACTIONS		
m Sting • At-Will Attack: Melee 1 (one creature); +17 vs. AC Hit: 9 damage.		
M Enveloping Swarm (force) • At-Will Attack: Melee 1 (one creature); +15 vs. Reflex Hit: 6 force damage. <i>Effect:</i> The minion breaks apart in a swarm of small wasps, entering a square in the target's space. The movement does not trigger an opportunity attack. The target takes ongoing 5 force damage (until the target no longer shares a space with the swarm). Any attack by a creature other than the target that hits the swarm also hits the enveloped creature.		
Str 15 (+8)	Dex 23 (+12)	Wis 16 (+9)
Con 18 (+10)	Int 12 (+7)	Cha 12 (+7)
Alignment evil		Languages See hivemind
Note: New monster.		

Hellwasp Swarm	Level 12 Brute	
Medium immortal animate (construct, devil, swarm)	XP 700	
HP 149; Bloodied 74	Initiative +10	
AC 24, Fortitude 25, Reflex 24, Will 23	Perception +9	
Speed 2, fly 8	Low-light vision	
Resist half damage from melee and ranged attacks; Vulnerable 10 to close and area attacks.		
TRAITS		
o Swarm Attack (poison) • Aura 1 An enemy that ends its turn in the aura takes 10 poison damage.		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
m Swarm of Stings (poison) • At-Will Attack: Close burst 1 (enemies in the burst); +17 vs. AC Hit: 2d8 + 8 poison damage, and the target is slowed (save ends).		
Skills Stealth +15		
Str 22 (+12)	Dex 19 (+10)	Wis 16 (+9)
Con 19 (+10)	Int 1 (+1)	Cha 7 (+4)
Alignment evil		Languages See hivemind
Note: Re-flavored snake swarm.		

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 14)

1 Deathless Blademaster (level 14)		Level 14 Soldier
Medium shadow humanoid, human		XP 1,000
HP 127; Bloodied 63		Initiative +12
AC 30, Fortitude 28, Reflex 25, Will 26		Perception +11
Speed 5		Low-light vision
STANDARD ACTIONS		
m Bastard Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d10 + 11 damage.		
Effect: The target is marked until the end of the blademaster's next turn.		
C Shadow Spiral • Recharge 5-6		
Attack: Close burst 2 (enemies in the burst); +17 vs. Fortitude		
Hit: 2d10 + 11 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).		
Effect: The blademaster can slide each target 1 square.		
TRIGGERED ACTIONS		
C Life Mark (necrotic) • At-Will		
Trigger: An enemy within 5 squares of the blademaster and marked by the blademaster makes an attack that doesn't include the blademaster as a target.		
Effect (immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.		
Life Transfer • At-Will		
Trigger: The blademaster gains temporary hitpoints.		
Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.		
Skills Athletics +18, Intimidate +12		
Str 22 (+13)	Dex 16 (+10)	Wis 19 (+11)
Con 17 (+10)	Int 11 (+7)	Cha 11 (+7)
Alignment unaligned		Languages Common
Equipment scale armor, broadsword		

IMPORTANT: Do not forget the curse from the deathless blademaster when that NPC is defeated. If he is not defeated, he does not curse the PCs!

2 Deathless Berserker (level 14)		Level 14 Brute
Medium shadow humanoid, human		XP 1,000
HP 140; Bloodied 70		Initiative +11
AC 26, Fortitude 28, Reflex 26, Will 25		Perception +10
Speed 5		Low-light vision
TRAITS		
Vital Rage		
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m War Pick (weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d12 + 14 damage.		
R Crossbow (weapon) • At-Will		
Attack: Ranged 15/30 (one creature); +19 vs. AC		
Hit: 3d8 + 9 damage.		
C Life Cut (weapon) • Recharge if the power misses every target		
Attack: Close burst 1 (enemies in the burst); +19 vs. AC		
Hit: 2d12 + 14 damage.		
Effect: If the berserker hit two or more targets, the berserker gains 20 temporary hit points.		
TRIGGERED ACTIONS		
C Bloodied Feast • Encounter		
Trigger: An enemy bloodies the berserker.		
Effect (Immediate Reaction): The berserker shifts up to his speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to the attack rolls.		
Skills Athletics +18, Intimidate +12		
Str 22 (+13)	Dex 19 (+11)	Wis 16 (+10)
Con 20 (+12)	Int 10 (+7)	Cha 11 (+7)
Alignment unaligned		Languages Common
Equipment hide armor, 2 war picks		

Artillery (level 14)		Terrain Hazard
A Barrage (fire, necrotic, poison) • At-Will		
Attack: burst 1 (creatures in burst); +17 vs. Reflex		
Hit: One of the following:		
Fire: 4d8 + 14 fire damage.		
Necrotic: 2d8 + 14 necrotic damage, and the target is weakened (save ends).		
Poison: 2d8 + 14 poison damage, and ongoing 10 poison damage.		
Hell wasp shot: add a hell wasp minion somewhere on the battlefield and it acts immediately.		

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 14)

2 Deathless Sniper		Level 14 Artillery
Medium shadow humanoid, human		XP 1,000
HP 123; Bloodied 61		Initiative +13
AC 28, Fortitude 25, Reflex 27, Will 26		Perception +12
Speed 6		Low-light vision
TRAITS		
Soul Shot		
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from any resistances until the end of its next turn.		
Vital Aim		
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d6 + 13 damage, and the sniper can shift 1 square.		
r Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 2d10 + 13 damage.		
c Life Cut (necrotic, weapon) • Recharge if the power misses every target		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 3d10 + 13 necrotic damage, and the sniper gains 15 temporary hit points.		
TRIGGERED ACTIONS		
c Bloodied Feast • Encounter		
Trigger: An enemy bloodies the sniper.		
Effect (<i>Immediate Reaction</i>): <i>Life Pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .		
Skills Acrobatics +18, Athletics +14		
Str 15 (+9)	Dex 23 (+13)	Wis 20 (+13)
Con 18 (+11)	Int 11 (+7)	Cha 12 (+8)
Alignment unaligned		Languages Common
Equipment chainmail, short sword, longbow, 40 arrows		

Hellwasp Minion (level 14)		Level 14 Minion Soldier
Small immortal animate (construct, devil)		XP 250
HP 1; a missed attack never damages a minion.		Initiative +15
AC 28, Fortitude 26, Reflex 27, Will 25		Perception +10
Speed 4, fly 8		Darkvision
TRAITS		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
STANDARD ACTIONS		
m Sting • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 10 damage.		
M Enveloping Swarm (force) • At-Will		
Attack: Melee 1 (one creature); +17 vs. Reflex		
Hit: 7 force damage.		
Effect: The minion breaks apart in a swarm of small wasps, entering a square in the target's space. The movement does not trigger an opportunity attack. The target takes ongoing 5 force damage (until the target no longer shares a space with the swarm). Any attack by a creature other than the target that hits the swarm also hits the enveloped creature.		
Str 15 (+9)	Dex 23 (+13)	Wis 16 (+10)
Con 18 (+11)	Int 12 (+8)	Cha 12 (+8)
Alignment evil		Languages See hivemind
Note: New monster.		

Hellwasp Swarm (level 14)		Level 14 Brute
Medium immortal animate (construct, devil, swarm)		XP 1,000
HP 169; Bloodied 74		Initiative +11
AC 26, Fortitude 27, Reflex 26, Will 25		Perception +10
Speed 2, fly 8		Low-light vision
Resist half damage from melee and ranged attacks; Vulnerable 10 to close and area attacks.		
TRAITS		
o Swarm Attack (poison) • Aura 1		
An enemy that ends its turn in the aura takes 10 poison damage.		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
m Swarm of Stings (poison) • At-Will		
Attack: Close burst 1 (enemies in the burst); +19 vs. AC		
Hit: 3d8 + 6 poison damage, and the target is slowed (save ends).		
Skills Stealth +16		
Str 22 (+13)	Dex 19 (+11)	Wis 16 (+10)
Con 19 (+11)	Int 1 (+2)	Cha 7 (+5)
Alignment evil		Languages See hivemind
Note: Re-flavored snake swarm.		

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 16)

1 Deathless Blademaster (level 16)	Level 16 Soldier
Medium shadow humanoid, human	XP 1,400
HP 143; Bloodied 71	Initiative +13
AC 32, Fortitude 30, Reflex 27, Will 28	Perception +12
Speed 5	Low-light vision
STANDARD ACTIONS	
Ⓜ Bastard Sword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 2d10 + 13 damage. <i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
Ⓒ Shadow Spiral • Recharge 5-6 <i>Attack:</i> Close burst 2 (enemies in the burst); +19 vs. Fortitude <i>Hit:</i> 2d10 + 13 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends). <i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
Ⓒ Life Mark (necrotic) • At-Will <i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by the blademaster makes an attack that doesn't include the blademaster as a target. <i>Effect (immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 15 necrotic damage and the blademaster gains 15 temporary hit points.	
Life Transfer • At-Will <i>Trigger:</i> The blademaster gains temporary hitpoints. <i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5, 10 or 15 of the triggering hit points to the target.	
Skills Athletics +19, Intimidate +13 Str 22 (+14) Dex 16 (+11) Wis 19 (+12) Con 17 (+11) Int 11 (+8) Cha 11 (+8)	
Alignment unaligned Languages Common	
Equipment scale armor, broadsword	

IMPORTANT: Do not forget the curse from the deathless blademaster when that NPC is defeated. If he is not defeated, he does not curse the PCs!

2 Deathless Berserker (level 16)	Level 16 Brute
Medium shadow humanoid, human	XP 1,400
HP 160; Bloodied 80	Initiative +12
AC 28, Fortitude 30, Reflex 28, Will 27	Perception +11
Speed 5	Low-light vision
TRAITS	
Vital Rage While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
Ⓜ War Pick (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 3d10 + 16 damage.	
Ⓔ Crossbow (weapon) • At-Will <i>Attack:</i> Ranged 15/30 (one creature); +21 vs. AC <i>Hit:</i> 3d8 + 11 damage.	
Ⓒ Life Cut (weapon) • Recharge if the power misses every target <i>Attack:</i> Close burst 1 (enemies in the burst); +21 vs. AC <i>Hit:</i> 3d10 + 16 damage. <i>Effect:</i> If the berserker hit two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
Ⓒ Bloodied Feast • Encounter <i>Trigger:</i> An enemy bloodies the berserker. <i>Effect (Immediate Reaction):</i> The berserker shifts up to his speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to the attack rolls.	
Skills Athletics +19, Intimidate +13 Str 22 (+14) Dex 19 (+12) Wis 16 (+11) Con 20 (+13) Int 10 (+8) Cha 11 (+8)	
Alignment unaligned Languages Common	
Equipment hide armor, 2 war picks	

Artillery (level 16)	Terrain Hazard
Ⓐ Barrage (fire, necrotic, poison) • At-Will <i>Attack:</i> burst 1 (creatures in burst); +19 vs. Reflex <i>Hit:</i> One of the following: Fire: 4d8 + 16 fire damage. Necrotic: 2d8 + 16 necrotic damage, and the target is weakened (save ends). Poison: 2d8 + 16 poison damage, and ongoing 10 poison damage. Hell wasp shot: add a hell wasp minion somewhere on the battlefield and it acts immediately.	

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 16)

2 Deathless Sniper (level 16)	Level 16 Artillery
Medium shadow humanoid, human	XP 1,400
HP 135; Bloodied 67	Initiative +14
AC 30, Fortitude 27, Reflex 28, Will 27	Perception +13
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from any resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
M Short Sword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. AC <i>Hit:</i> 2d8 + 13 damage, and the sniper can shift 1 square.	
R Longbow (weapon) • At-Will <i>Attack:</i> Ranged 20 (one creature); +23 vs. AC <i>Hit:</i> 2d10 + 15 damage and the target is knocked prone.	
C Life Cut (necrotic, weapon) • Recharge if the power misses every target <i>Attack:</i> Ranged 20 (one creature); +23 vs. AC <i>Hit:</i> 3d10 + 15 necrotic damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter <i>Trigger:</i> An enemy bloodies the sniper. <i>Effect (Immediate Reaction):</i> <i>Life Pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .	
Skills Acrobatics +19, Athletics +15 Str 15 (+10) Dex 23 (+14) Wis 20 (+14) Con 18 (+12) Int 11 (+8) Cha 12 (+9)	
Alignment unaligned Languages Common	
Equipment chainmail, short sword, longbow, 40 arrows	

Hellwasp Minion (level 16)	Level 16 Minion Soldier	
Small immortal animate (construct, devil)	XP 350	
HP 1; a missed attack never damages a minion.	Initiative +15	
AC 30, Fortitude 28, Reflex 29, Will 27	Perception +10	
Speed 4, fly 8	Darkvision	
TRAITS		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
STANDARD ACTIONS		
M Sting • At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 11 damage.		
M Enveloping Swarm (force) • At-Will <i>Attack:</i> Melee 1 (one creature); +19 vs. Reflex <i>Hit:</i> 7 force damage. <i>Effect:</i> The minion breaks apart in a swarm of small wasps, entering a square in the target's space. The movement does not trigger an opportunity attack. The target takes ongoing 6 force damage (until the target no longer shares a space with the swarm). Any attack by a creature other than the target that hits the swarm also hits the enveloped creature.		
Str 15 (+10)	Dex 23 (+14)	Wis 16 (+11)
Con 18 (+12)	Int 12 (+9)	Cha 12 (+9)
Alignment evil		Languages See hivemind
Note: New monster.		

Hellwasp Swarm (level 16)	Level 16 Brute	
Medium immortal animate (construct, devil, swarm)	XP 1,400	
HP 189; Bloodied 84	Initiative +12	
AC 28, Fortitude 29, Reflex 28, Will 27	Perception +11	
Speed 2, fly 8	Low-light vision	
Resist half damage from melee and ranged attacks; Vulnerable 10 to close and area attacks.		
TRAITS		
O Swarm Attack (poison) • Aura 1 An enemy that ends its turn in the aura takes 10 poison damage.		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
M Swarm of Stings (poison) • At-Will <i>Attack:</i> Close burst 1 (enemies in the burst); +21 vs. AC <i>Hit:</i> 3d8 + 8 poison damage, and the target is slowed (save ends).		
Skills Stealth +17		
Str 22 (+14)	Dex 19 (+12)	Wis 16 (+11)
Con 19 (+12)	Int 1 (+3)	Cha 7 (+6)
Alignment evil		Languages See hivemind
Note: Re-flavored snake swarm.		

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 18)

1 Deathless Blademaster (level 18)		Level 18 Soldier
Medium shadow humanoid, human		XP 2,000
HP 159; Bloodied 79		Initiative +14
AC 34, Fortitude 32, Reflex 29, Will 30		Perception +13
Speed 5		Low-light vision
STANDARD ACTIONS		
M Bastard Sword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. AC <i>Hit:</i> 3d10 + 10 damage. <i>Effect:</i> The target is marked until the end of the blademaster's next turn.		
C Shadow Spiral • Recharge 5-6 <i>Attack:</i> Close burst 2 (enemies in the burst); +21 vs. Fortitude <i>Hit:</i> 3d10 + 10 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also immobilized (save ends). <i>Effect:</i> The blademaster can slide each target 2 squares.		
TRIGGERED ACTIONS		
C Life Mark (necrotic) • At-Will <i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by the blademaster makes an attack that doesn't include the blademaster as a target. <i>Effect (immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 15 necrotic damage and the blademaster gains 15 temporary hit points.		
Life Transfer • At-Will <i>Trigger:</i> The blademaster gains temporary hitpoints. <i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5, 10 or 15 of the triggering hit points to the target.		
Skills Athletics +20, Intimidate +14 Str 22 (+15) Dex 16 (+12) Wis 19 (+13) Con 17 (+12) Int 11 (+9) Cha 11 (+9)		
Alignment unaligned Languages Common		
Equipment scale armor, broadsword		

IMPORTANT: Do not forget the curse from the deathless blademaster when that NPC is defeated. If he is not defeated, he does not curse the PCs!

2 Deathless Berserker (level 18)		Level 18 Brute
Medium shadow humanoid, human		XP ,2000
HP 180; Bloodied 90		Initiative +13
AC 30, Fortitude 32, Reflex 30, Will 29		Perception +12
Speed 5		Low-light vision
TRAITS		
Vital Rage While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
M War Pick (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. AC <i>Hit:</i> 3d12 + 12 damage.		
R Crossbow (weapon) • At-Will <i>Attack:</i> Ranged 15/30 (one creature); +23 vs. AC <i>Hit:</i> 4d8 + 8 damage.		
C Life Cut (weapon) • Recharge if the power misses every target <i>Attack:</i> Close burst 1 (enemies in the burst); +23 vs. AC <i>Hit:</i> 3d12 + 12 damage. <i>Effect:</i> If the berserker hit two or more targets, the berserker gains 20 temporary hit points.		
TRIGGERED ACTIONS		
C Bloodied Feast • Encounter <i>Trigger:</i> An enemy bloodies the berserker. <i>Effect (Immediate Reaction):</i> The berserker shifts up to his speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to the attack rolls.		
Skills Athletics +20, Intimidate +14 Str 22 (+15) Dex 19 (+13) Wis 16 (+12) Con 20 (+14) Int 10 (+9) Cha 11 (+9)		
Alignment unaligned Languages Common		
Equipment hide armor, 2 war picks		

Artillery (level 18)	Terrain Hazard
A Barrage (fire, necrotic, poison) • At-Will <i>Attack:</i> burst 1 (creatures in burst); +21 vs. Reflex <i>Hit:</i> One of the following: Fire: 4d8 + 18 fire damage. Necrotic: 2d8 + 18 necrotic damage, and the target is weakened (save ends). Poison: 2d8 + 18 poison damage, and ongoing 10 poison damage. Hell wasp shot: add a hell wasp minion somewhere on the battlefield and it acts immediately.	

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 18)

2 Deathless Sniper (level 18)	Level 18 Artillery
Medium shadow humanoid, human	XP 2,000
HP 147; Bloodied 73	Initiative +15
AC 32, Fortitude 29, Reflex 30, Will 29	Perception +14
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from any resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will Attack: Melee 1 (one creature); +25 vs. AC Hit: 2d8 + 15 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will Attack: Ranged 20 (one creature); +25 vs. AC Hit: 3d10 + 12 damage, and the target is knocked prone.	
c Life Cut (necrotic, weapon) • Recharge if the power misses every target Attack: Ranged 20 (one creature); +25 vs. AC Hit: 4d10 + 12 necrotic damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
c Bloodied Feast • Encounter <i>Trigger:</i> An enemy bloodies the sniper. <i>Effect (Immediate Reaction):</i> <i>Life Pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .	
Skills Acrobatics +20, Athletics +16 Str 15 (+11) Dex 23 (+15) Wis 20 (+15) Con 18 (+13) Int 11 (+9) Cha 12 (+10)	
Alignment unaligned Languages Common	
Equipment chainmail, short sword, longbow, 40 arrows	

Hellwasp Minion (level 18)	Level 18 Minion Soldier	
Small immortal animate (construct, devil)	XP 500	
HP 1 ; a missed attack never damages a minion.	Initiative +16	
AC 32, Fortitude 30, Reflex 31, Will 29	Perception +11	
Speed 4, fly 8	Darkvision	
TRAITS		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
STANDARD ACTIONS		
m Sting • At-Will Attack: Melee 1 (one creature); +23 vs. AC Hit: 12 damage.		
M Enveloping Swarm (force) • At-Will Attack: Melee 1 (one creature); +21 vs. Reflex Hit: 8 force damage. <i>Effect:</i> The minion breaks apart in a swarm of small wasps, entering a square in the target's space. The movement does not trigger an opportunity attack. The target takes ongoing 6 force damage (until the target no longer shares a space with the swarm). Any attack by a creature other than the target that hits the swarm also hits the enveloped creature.		
Str 15 (+11)	Dex 23 (+15)	Wis 16 (+12)
Con 18 (+13)	Int 12 (+10)	Cha 12 (+10)
Alignment evil		Languages See hivemind
Note: New monster.		

Hellwasp Swarm (level 18)	Level 18 Brute	
Medium immortal animate (construct, devil, swarm)	XP 2,000	
HP 209; Bloodied 94	Initiative +13	
AC 30, Fortitude 31, Reflex 30, Will 29	Perception +12	
Speed 2, fly 8	Low-light vision	
Resist half damage from melee and ranged attacks; Vulnerable 10 to close and area attacks.		
TRAITS		
o Swarm Attack (poison) • Aura 1 An enemy that ends its turn in the aura takes 15 poison damage.		
Hive Mind		
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
m Swarm of Stings (poison) • At-Will Attack: Close burst 1 (enemies in the burst); +23 vs. AC Hit: 3d8 + 10 poison damage, and the target is slowed (save ends).		
Skills Stealth +18		
Str 22 (+15)	Dex 19 (+13)	Wis 16 (+12)
Con 19 (+13)	Int 1 (+4)	Cha 7 (+8)
Alignment evil		Languages See hivemind
Note: Re-flavored snake swarm.		

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 20)

1 Deathless Blademaster (level 20)		Level 20 Soldier
Medium shadow humanoid, human		XP 2,800
HP 175; Bloodied 87		Initiative +15
AC 36, Fortitude 34, Reflex 31, Will 32		Perception +14
Speed 5		Low-light vision
STANDARD ACTIONS		
Ⓜ Bastard Sword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +25 vs. AC <i>Hit:</i> 3d10 + 12 damage. <i>Effect:</i> The target is marked until the end of the blademaster's next turn.		
Ⓒ Shadow Spiral • Recharge 5-6 <i>Attack:</i> Close burst 2 (enemies in the burst); +23 vs. Fortitude <i>Hit:</i> 3d10 + 12 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also immobilized (save ends). <i>Effect:</i> The blademaster can slide each target 2 squares.		
TRIGGERED ACTIONS		
Ⓒ Life Mark (necrotic) • At-Will <i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by the blademaster makes an attack that doesn't include the blademaster as a target. <i>Effect (immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 20 necrotic damage and the blademaster gains 20 temporary hit points.		
Life Transfer • At-Will <i>Trigger:</i> The blademaster gains temporary hitpoints. <i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5, 10, 15 or 20 of the triggering hit points to the target.		
Skills Athletics +21, Intimidate +15 Str 22 (+16) Dex 16 (+13) Wis 19 (+14) Con 17 (+13) Int 11 (+10) Cha 11 (+10)		
Alignment unaligned Languages Common		
Equipment scale armor, broadsword		

IMPORTANT: Do not forget the curse from the deathless blademaster when that NPC is defeated. If he is not defeated, he does not curse the PCs!

2 Deathless Berserker (level 20)		Level 20 Brute
Medium shadow humanoid, human		XP 2,800
HP 200; Bloodied 100		Initiative +14
AC 32, Fortitude 34, Reflex 32, Will 31		Perception +13
Speed 5		Low-light vision
TRAITS		
Vital Rage While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.		
STANDARD ACTIONS		
Ⓜ War Pick (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +25 vs. AC <i>Hit:</i> 3d12 + 14 damage.		
Ⓔ Crossbow (weapon) • At-Will <i>Attack:</i> Ranged 15/30 (one creature); +23 vs. AC <i>Hit:</i> 4d8 + 10 damage.		
Ⓒ Life Cut (weapon) • Recharge if the power misses every target <i>Attack:</i> Close burst 1 (enemies in the burst); +25 vs. AC <i>Hit:</i> 3d12 + 14 damage. <i>Effect:</i> If the berserker hit two or more targets, the berserker gains 25 temporary hit points.		
TRIGGERED ACTIONS		
Ⓒ Bloodied Feast • Encounter <i>Trigger:</i> An enemy bloodies the berserker. <i>Effect (Immediate Reaction):</i> The berserker shifts up to his speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to the attack rolls.		
Skills Athletics +21, Intimidate +15 Str 22 (+16) Dex 19 (+14) Wis 16 (+13) Con 20 (+15) Int 10 (+10) Cha 11 (+10)		
Alignment unaligned Languages Common		
Equipment hide armor, 2 war picks		

Artillery (level 20)	Terrain Hazard
Ⓐ Barrage (fire, necrotic, poison) • At-Will <i>Attack:</i> burst 1 (creatures in burst); +23 vs. Reflex <i>Hit:</i> One of the following: Fire: 4d8 + 20 fire damage. Necrotic: 2d8 + 20 necrotic damage, and the target is weakened (save ends). Poison: 2d8 + 20 poison damage, and ongoing 10 poison damage. Hell wasp shot: add a hell wasp minion somewhere on the battlefield and it acts immediately.	

ENCOUNTER 2: ASSAULT STATISTICS (ADVENTURE LEVEL 20)

2 Deathless Sniper (level 20)	Level 20 Artillery
Medium shadow humanoid, human	XP 2,800
HP 159; Bloodied 79	Initiative +16
AC 34, Fortitude 30, Reflex 32, Will 31	Perception +15
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from any resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d8 + 13 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +27 vs. AC	
Hit: 3d10 + 14 damage, and the target is knocked prone.	
c Life Cut (necrotic, weapon) • Recharge if the power misses every target	
Attack: Ranged 20 (one creature); +27 vs. AC	
Hit: 4d10 + 14 necrotic damage, and the sniper gains 20 temporary hit points.	
TRIGGERED ACTIONS	
c Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect (Immediate Reaction): <i>Life Pierce</i> recharges and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of <i>life pierce</i> .	
Skills Acrobatics +21, Athletics +17	
Str 15 (+12)	Dex 23 (+16)
Con 18 (+14)	Int 11 (+10)
Wis 20 (+16)	Cha 12 (+11)
Alignment unaligned	Languages Common
Equipment chainmail, short sword, longbow, 40 arrows	

Hellwasp Minion (level 20)	Level 20 Minion Soldier
Small immortal animate (construct, devil)	XP 700
HP 1; a missed attack never damages a minion.	Initiative +17
AC 34, Fortitude 32, Reflex 33, Will 31	Perception +12
Speed 4, fly 8	Darkvision
TRAITS	
Hive Mind	
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.	
STANDARD ACTIONS	
m Sting • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 13 damage.	
M Enveloping Swarm (force) • At-Will	
Attack: Melee 1 (one creature); +23 vs. Reflex	
Hit: 8 force damage.	
Effect: The minion breaks apart in a swarm of small wasps, entering a square in the target's space. The movement does not trigger an opportunity attack. The target takes ongoing 7 force damage (until the target no longer shares a space with the swarm). Any attack by a creature other than the target that hits the swarm also hits the enveloped creature.	
Str 15 (+11)	Dex 23 (+15)
Con 18 (+13)	Int 12 (+10)
Wis 16 (+12)	Cha 12 (+10)
Alignment evil	Languages See hivemind
Note: New monster.	

Hellwasp Swarm (level 20)	Level 20 Brute
Medium immortal animate (construct, devil, swarm)	XP 2,800
HP 229; Bloodied 104	Initiative +14
AC 32, Fortitude 33, Reflex 32, Will 31	Perception +13
Speed 2, fly 8	Low-light vision
Resist half damage from melee and ranged attacks; Vulnerable 15 to close and area attacks.	
TRAITS	
o Swarm Attack (poison) • Aura 1	
An enemy that ends its turn in the aura takes 15 poison damage.	
Hive Mind	
All hellwasps that can see each other can communicate telepathically regardless of the distance between them.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
m Swarm of Stings (poison) • At-Will	
Attack: Close burst 1 (enemies in the burst); +25 vs. AC	
Hit: 4d8 + 7 poison damage, and the target is immobilized (save ends).	
Skills Stealth +19	
Str 22 (+16)	Dex 19 (+14)
Con 19 (+14)	Int 1 (+5)
Wis 16 (+13)	Cha 7 (+9)
Alignment evil	Languages See hivemind
Note: Re-flavored snake swarm.	

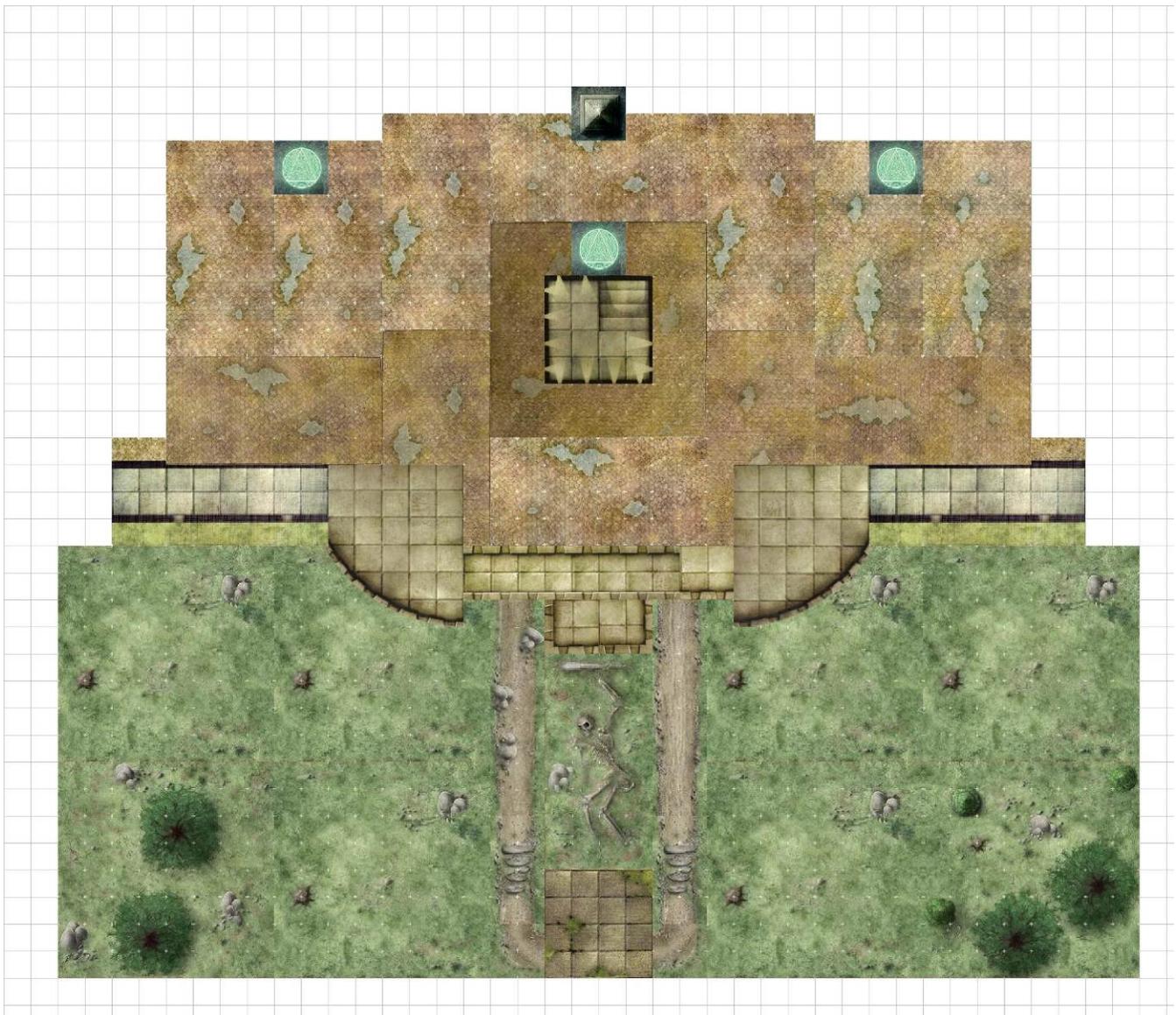
ENCOUNTER 2: ASSAULT MAP

TILE SETS NEEDED



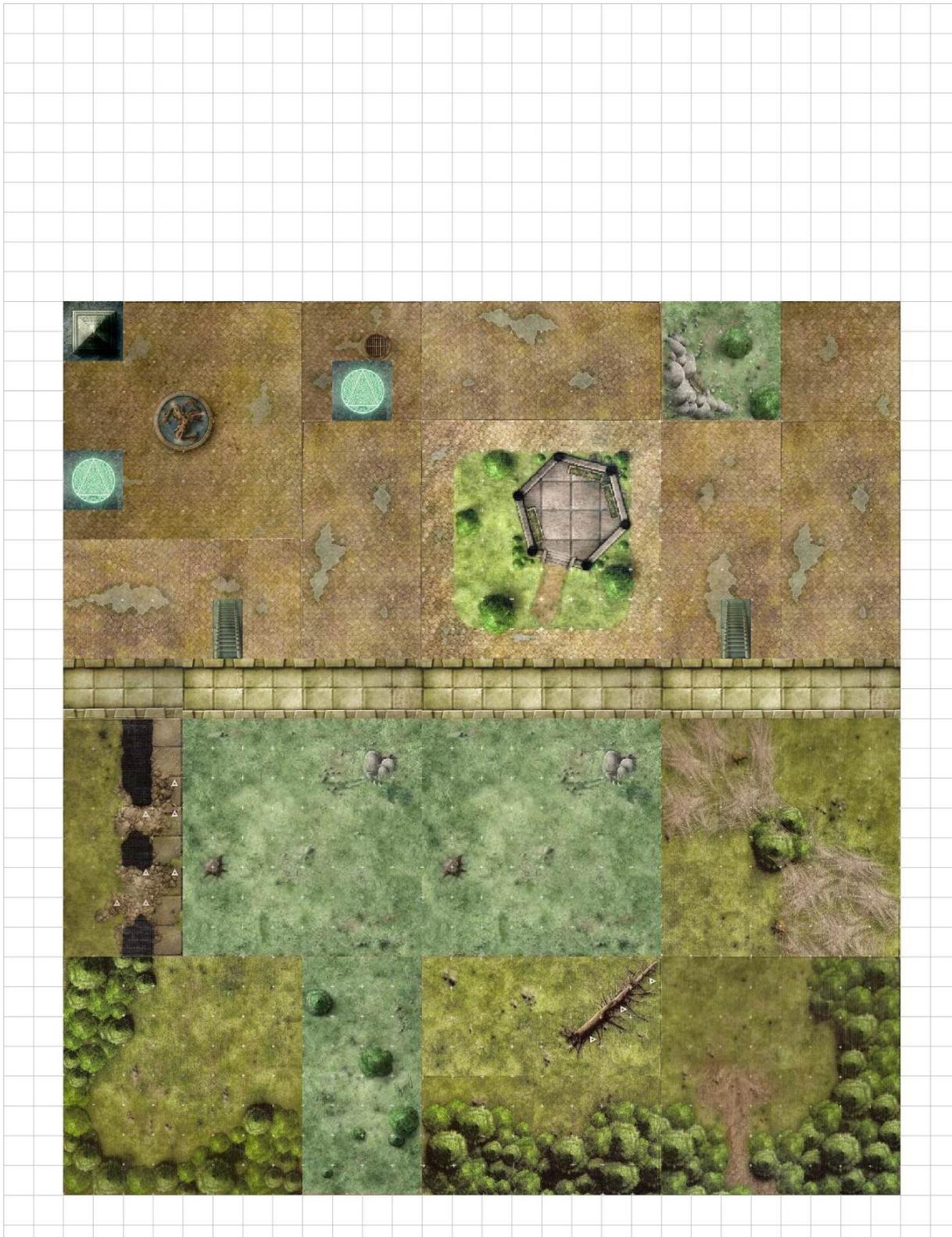
ENCOUNTER 2: ASSAULT MAP

TILE SETS NEEDED



ENCOUNTER 2: ASSAULT MAP

TILE SETS NEEDED



ENCOUNTER 3A: SHADOW PORTALS (HEROIC TIER)

ENCOUNTER LEVEL 2/4/6/8/10

SETUP

This encounter includes the following creatures at adventure level 2:

- 2 hex knights (level 2) (H)
- 2 shadow stranglers (level 2) (S)
- 1 closing the portal challenge (level 2)
- Varies wraith figments

This encounter includes the following creatures at adventure level 4:

- 2 hex knights (H)
- 2 shadow stranglers (level 4) (S)
- 1 closing the portal challenge (level 4)
- Varies wraith figments

This encounter includes the following creatures at adventure level 6:

- 2 hex knights (level 6) (H)
- 2 shadow stranglers (level 6) (S)
- 1 closing the portal challenge (level 6)
- Varies wraith figments

This encounter includes the following creatures at adventure level 8:

- 2 hex knights (level 8) (H)
- 2 shadow stranglers (level 8) (S)
- 1 closing the portal challenge (level 8)
- Varies wraith figments

This encounter includes the following creatures at adventure level 10:

- 2 hex knights (level 10) (H)
- 2 shadow stranglers (level 10) (S)
- 1 closing the portal challenge (level 10)
- Varies wraith figments

Glory Tier: The *devouring dark* of the shadow strangler becomes a recharge 6 power and the *strangling shadows* power recharges on a 5-6. The auxillary portals can only be closed within 2 squares of the individual portals.

Oracular ability: Enemies in this encounter are backed by the oracular powers of Saharel. The precise effects of this are described in Appendix 3.

Running Time: 75 minutes.

Once the walls are breached, the brunt of the Netherse forces in Spellgard is defeated. The PCs are making progress to the center of the fortress for an important meeting. The Netherese have one nasty surprise remaining; hidden in pockets of Shadowfell are reinforcements. The PCs must stop these from overrunning the fortress and driving them back. Portals suddenly open and creatures spew forth from them.

All troops gather in the central courtyard where they are met by the commanders. Drey speaks

"Alright, we are here. We are far from done though. Lady Saharel is still very much under the control of the Netherese and unless we do something about that, they will eventually end up several steps ahead of us. We need to deny them the use of her oracular powers NOW! I need a team to join Brows over there" he points to his left where a scruffy looking man with forests for eyebrows stands picking his nails "and free Saharel. We know where she is being held and we suspect powerfull shadow magic is in use. We need whatever is holding her disrupted. Who is up to the task?"

While freeing Saharel can be accomplished without any skillchecks, having people with a decent or better Arcana or Religion or an excelent Thievery can be a boon. Players will the shadow power source will have improved chances. Tables AL 12 to AL 16 can volunteer for this mission.

After the Special Mission team is selected they are sent off with commander Brows and Drey continues.

"Now as for the rest of us. We are going to..." Suddenly the sky splits and reality ruptures. Twisting dark red portals open and monsters spew forth. Before commander Drey can react one of the segeants starts barking out orders to different teams "Look alive to stay alive!. You lot, take out those enemies, do it now! You there! Go see whats inside those portals and keep whatever is coming in"

All over the map a number of portals (equal to the number of PCs) spring up spewing forth monsters. These are not singular portals but a linked network of portals dependent on a main portal for their connection. **The main portal is portal 3.** Paragon level characters are send through the portals to deal with any creatures on the other side (detailed in Encounter 3B). The heroic level characters have to close the portals while killing the creatures that already passed through (or pass through if the paragon level characters fail - see Portal terrain feature below).

The hex knights appear at portal 4 and 6. The stranglers at 2 and 1.

Portals: Every other round, starting on the 2nd round, on initiative 0 a wraith figment emerges from all active portals and acts immediately. There can be a maximum number of figments as PCs at the table.

Remember to warn the Senior DM when a portal is closed. Once 75% of the tables have closed an auxillary portal, the Senior DM yells that one auxillary portal is closed so that the paragon tables can remove it from the map. Portal 1 is first closed, followed by 2, 4, 5, 6 and finally the main portal 3.

FEATURES OF THE AREA

Illumination: There is normal illumination except in a burst 2 surrounding the portals. It is dim light there and no light source can improve that.

High Walls (grey walls): These walls are 10 feet high and are blocking terrain. They can be climbed with a DC 15 Athletics check. The thin walls can be pushed over with an Easy DC Strength check as a standard action or a Moderate DC Strength check as a minor action. It triggers the attack below as directed by the person toppling the wall:

C Toppling Wall • Consumable (once per wall)
Attack: Close blast 3 (creatures in blast); AL +3 vs. Reflex
Hit: 2d6 + 5 damage and the target falls prone.
Effect: The area in the blast becomes difficult terrain until the end of the encounter.

Low Walls (thin dark colored walls): The low walls are broken remains of former buildings. They are difficult terrain costing double movement to cross, they provide cover to anyone standing behind one.

Portals: Any PC entering or starting its turn adjacent to an open portal takes 5 necrotic damage from the unstable link to the shadowfell.

At maximum of once per 2 rounds when a paragon table yells **BREACH** an extra shadow strangler emerges from a portal and acts on that initiative right after the current PC or monster.

Rubble: The rubble is difficult terrain.

CLOSING THE PORTAL CHALLENGE

Goal: Close the portals to the Shadowfell to stop the continuous flow of reinforcements.

Complexity: 1 (special; 1 plus # PCs successes, failures are not counted)

Primary Skills: Arcana, Athletics, Endurance, Insight, Nature Perception and Religion.

Victory: Success closes the portal and stops the flow of monsters from the Shadowfell. When a portal closes the

table either yells or quickly informs the Senior DM with **CLOSURE #**, where # stands for the number of the portal that is closed. The portal closed is important for the paragon tables in Encounter 3B. Once all portals are closed the PC can clear out the remaining monsters.

Closing the portals is a key element in this encounter. It is primarily a skill challenge during combat, but the portal is assumed to take up the challenge of 1 monster. Make sure to make it interesting for the players who engage in closing the portals.

The skill challenge breaks down into two scenes, the first scene is to analyze the portals and find the main one. The second scene concerns closing the main portal and all that are linked to it.

SCENE 1: PORTAL LORE (1 SUCCESS)

The first success in the challenge identifies all the portals on the map and their effect on the surroundings (see features) including which portal is the main portal (P3). These checks can be made on any place on the map as a standard action.

Arcana, Nature or Religion DC moderate as a standard action OR DC hard as a minor action (1 success; 1 maximum)

A successful Arcana, Nature or Religion check gives a successful gauge of the additional effect of the portals and identifies all of them on the map.

Insight or Perception DC hard as a standard action (1 success; 1 maximum)

Spotting or understanding the inherent pattern in the portals, gives a good idea which of the portals is the main one.

SCENE 2: CLOSING PORTALS

Studying the portals, you realize it is a network of minor portals all empowered by one main portal. The minor portals need to be closed at which the main portal becomes vulnerable as well.

Each success closes one or two of the auxillary portals. Once all auxillary portals are closed, the last success severs the connection to the Shadowfell and closes the main portal. All these checks need to be made within 2 squares of either the portal targeted or the main portal. All checks are **standard** actions.

IMPORTANT: Immediately inform the Senior DM when a portal is closed and which number. The Senior DM warns the paragon tables in Encounter 3B when they have to close one of the portals on their map.

Glory Tier: When the players are playing Glory tier the skill challenge changes slightly. The auxillary portals cannot be closed from the main portal, the PCs need to close them at that specific portal.

Arcana, Nature or Religion DC moderate (1 success)
A successful Arcana, Nature or Religion check disturbs the energy of the portals creating an instability that cause one of the auxillary portals to close. Once all the auxillary portals are closed, the main portal closes instead (assuming the skill user is within 2 squares of the main portal).

Arcana, Nature or Religion DC hard (1 success)
A successful Arcana, Nature or Religion check against the hard DC closes 2 normal portals.

Athletics or Endurance DC moderate (1 success)
PCs can disturb the auxiliary portals by tossing in a large chunk of debris or by forcefully severing the connection inside the portal. Using Endurance is extremely painful and on a failure the PC loses a healing surge. To use this option a PC must be adjacent to the portal he tries to close.

TACTICS

The hex knights try to lock down PCs and prevent them from trying to close the portals. They work as a team but try to fight different opponents using their marks to cover each other. The shadow stranglers focus on a single PC who is working on the portals. They dart in and try to inflict as much damage as possible; when they are the center of attention they move away again. It uses the portal generated concealment to hide if needed. The portal-summoned minions go for the nearest creature and use *shadow glide* as soon as possible.

SCALING THE ENCOUNTER

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

Four PCs: Remove one shadow strangler. At glory tier the *strangling shadows* recharges at 6 only.

Six PCs: Add one shadow strangler. At Glory Tier the *strangling shadows* power recharges at 4-6.

ENDING THE ENCOUNTER

Once the portal has been closed and all creatures are defeated the encounter is over. Proceed to the Interlude. Now is a good time to schedule a long break in the battle interactive. For the PCs there are a few hours between Encounter 3 and 4, which include the Interlude. There

is ample time for short rests, but **not** enough for an extended rest.

Success: The characters closed the portals by the end of the encounter and defeated most of the opponents. Run Encounter 4 as written.

Failure: If the main portal is not closed by the end of the encounter, NPCs are required to do so. One of the NPC ritual casters required in Encounter 4 dies in the struggle, reducing that number by 1.

Note that if the paragon table fails, the heroic tables face more opponents. If the heroic table fails, the paragon tables have to defend more portals throughout the encounter.

QUESTIONNAIRE

- Did the PCs close all the portals? If not, how many did they close?
- How many opponents were defeated?
- Did any PC die?
- Did any PC use *liquid shadow*?
- Did your table played at glory tier?

ENCOUNTER 3A: SHADOW PORTALS STATISTICS (AL 2)

2 Hex Knight (level 2)	Level 2 Soldier
Small shadow humanoid, dark one	XP 125
HP 38; Bloodied 19	Initiative +6
AC 18, Fortitude 13, Reflex 14, Will 13	Perception +2
Speed 6	Darkvision
STANDARD ACTIONS	
Ⓜ Short Sword (weapon) • At-Will	
<i>Effect:</i> The hex knight makes the following attack twice.	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d6 + 2 damage, and the target is slowed until the end of the Hex knight's next turn.	
Ⓡ Hand Crossbow (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +7 vs. AC	
<i>Hit:</i> 1d6 + 2 damage.	
Ⓜ Vicious Flurry (weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one or two creatures); +7 vs. AC	
<i>Hit:</i> 1d6 + 2 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
MOVE ACTIONS	
Dark Step • At-Will	
<i>Effect:</i> The hex knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of its next turn.	
MINOR ACTIONS	
Shadow hex • At-Will	
<i>Effect:</i> One creature within 3 squares of the hex knight is marked until the end of the encounter or until the hex knight uses <i>shadow hex</i> again. While the creature is marked by the hex knight, whenever it makes an attack that does not include the hex knight as a target, it grants combat advantage until the end of its next turn.	
TRIGGERED ACTIONS	
Killing Dark	
<i>Trigger:</i> The hex knight drops to 0 hit points	
<i>Effect (No Action):</i> Each enemy adjacent to the hex knight is blinded until the end of his or her next turn.	
Skills Athletics +8, Stealth +9	
Str 15 (+3)	Dex 16 (+4)
Con 14 (+3)	Int 11 (+1)
	Wis 12 (+2)
	Cha 11 (+1)
Alignment unaligned	Languages Netherese
Equipment: hide armor, 2 short swords, hand crossbow, 10 bolts	

2 Shadow Strangler (level 2)	Level 2 Artillery
Medium shadow humanoid	XP 125
HP 35; Bloodied 17	Initiative +5
AC 16, Fortitude 11, Reflex 14, Will 15	Perception +3
Speed 8; Vulnerable radiant 5	Darkvision
TRAITS	
Insubstantial	
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
Born of Shadows	
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
STANDARD ACTIONS	
Ⓜ Shadowy Touch (necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +5 vs. Reflex	
<i>Hit:</i> 1d6 + 2 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.	
Ⓡ Blinding Shadows (necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +7 vs. Reflex	
<i>Hit:</i> 1d6 + 2 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.	
Ⓡ Strangling Darkness (necrotic) • Recharge 5-6	
<i>Attack:</i> Ranged 10 (one creature); +7 vs. Fortitude	
<i>Hit:</i> The target is slowed and takes ongoing 5 necrotic damage (save ends both).	
Ⓐ Devouring Dark (necrotic) • Encounter	
<i>Attack:</i> Area burst 2 within 10 (enemies in burst); +7 vs. Reflex	
<i>Hit:</i> 1d6 + 2 necrotic damage, and the target is blinded until the end of the strangler's next turn.	
<i>Miss:</i> Half damage.	
Skills Arcana +9, Stealth +10	
Str 12 (+2)	Dex 19 (+5)
Con 17 (+4)	Int 12 (+2)
	Cha 19 (+5)
Alignment evil	Languages Common

Wraith Figment (level 2)	Level 2 Minion Skirmisher
Medium shadow humanoid (undead)	XP 31
HP 1; a missed attack never damages a minion.	Initiative +6
AC 14, Fortitude 12, Reflex 16, Will 13	Perception +1
Speed fly 6 (hover, altitude limit 1)	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD	
Ⓜ Shadow Caress (necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +5 vs. Reflex	
<i>Hit:</i> 5 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
<i>Effect:</i> The wraith figment shifts up to 6 squares.	
Skills Stealth +9	
Str 3 (-3)	Dex 17 (+4)
Con 13 (+2)	Int 4 (-2)
	Cha 15 (+3)
Alignment chaotic evil	Languages -

ENCOUNTER 3A: SHADOW PORTALS STATISTICS (AL 4)

2 Hex Knight	Level 4 Soldier
Small shadow humanoid, dark one	XP 175
HP 54; Bloodied 27	Initiative +7
AC 20, Fortitude 15, Reflex 16, Will 15	Perception +3
Speed 6	Darkvision
STANDARD ACTIONS	
☞ Short Sword (weapon) • At-Will <i>Effect:</i> The hex knight makes the following attack twice. <i>Attack:</i> Melee 1 (one creature); +9 vs. AC <i>Hit:</i> 1d6 + 4 damage, and the target is slowed until the end of the Hex knight's next turn.	
☞ Hand Crossbow (weapon) • At-Will <i>Attack:</i> Ranged 10/20 (one creature); +9 vs. AC <i>Hit:</i> 1d6 + 4 damage.	
☞ Vicious Flurry (weapon) • Recharge 5-6 <i>Attack:</i> Melee 1 (one or two creatures); +9 vs. AC <i>Hit:</i> 1d6 + 4 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
MOVE ACTIONS	
Dark Step • At-Will <i>Effect:</i> The hex knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of its next turn.	
MINOR ACTIONS	
Shadow hex • At-Will <i>Effect:</i> One creature within 3 squares of the hex knight is marked until the end of the encounter or until the hex knight uses <i>shadow hex</i> again. While the creature is marked by the hex knight, whenever it makes an attack that does not include the hex knight as a target, it grants combat advantage until the end of its next turn.	
TRIGGERED ACTIONS	
Killing Dark <i>Trigger:</i> The hex knight drops to 0 hit points <i>Effect (No Action):</i> Each enemy adjacent to the hex knight is blinded until the end of his or her next turn.	
Skills Athletics +9, Stealth +10 Str 15 (+4) Dex 16 (+5) Wis 12 (+3) Con 14 (+4) Int 11 (+2) Cha 11 (+2)	
Alignment unaligned Languages Netherese Equipment: hide armor, 2 short swords, hand crossbow, 10 bolts	

2 Shadow Strangler (level 4)	Level 4 Artillery
Medium shadow humanoid	XP 175
HP 47; Bloodied 23	Initiative +6
AC 18, Fortitude 13, Reflex 16, Will 17	Perception +4
Speed 8	Darkvision
TRAITS	
Insubstantial The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
Born of Shadows The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
STANDARD ACTIONS	
☞ Shadowy Touch (necrotic) • At-Will <i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex <i>Hit:</i> 1d8 + 3 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.	
☞ Blinding Shadows (necrotic) • At-Will <i>Attack:</i> Ranged 10 (one creature); +9 vs. Reflex <i>Hit:</i> 1d8 + 3 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.	
☞ Strangling Darkness (necrotic) • Recharge 5-6 <i>Attack:</i> Ranged 10 (one creature); +9 vs. Fortitude <i>Hit:</i> The target is immobilized and takes ongoing 5 necrotic damage (save ends both).	
☞ Devouring Dark (necrotic) • Encounter <i>Attack:</i> Area burst 2 within 10 (enemies in burst); +9 vs. Reflex <i>Hit:</i> 1d8 + 2 necrotic damage, and the target is blinded until the end of the strangler's next turn. <i>Miss:</i> Half damage.	
Skills Arcana +8, Stealth +11 Str 12 (+3) Dex 19 (+6) Wis 14 (+4) Con 17 (+5) Int 12 (+3) Cha 19 (+6)	
Alignment evil Languages Common	

Wraith Figment (level 4)	Level 4 Minion Skirmisher
Medium shadow humanoid (undead)	XP 44
HP 1; a missed attack never damages a minion.	Initiative +7
AC 16, Fortitude 14, Reflex 18, Will 15	Perception +2
Speed fly 6 (hover, altitude limit 1)	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD	
☞ Shadow Caress (necrotic) • At-Will <i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex <i>Hit:</i> 6 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter <i>Effect:</i> The wraith figment shifts up to 6 squares.	
Skills Stealth +10 Str 3 (-2) Dex 17 (+5) Wis 10 (+2) Con 13 (+3) Int 4 (-1) Cha 15 (+4)	
Alignment chaotic evil Languages -	

ENCOUNTER 3A: SHADOW PORTALS STATISTICS (AL 6)

2 Hex Knight (level 6)	Level 6 Soldier
Small shadow humanoid, dark one	XP 250
HP 70; Bloodied 35	Initiative +8
AC 22, Fortitude 17, Reflex 18, Will 17	Perception +4
Speed 6	Darkvision
STANDARD ACTIONS	
M Short Sword (weapon) • At-Will	
<i>Effect:</i> The hex knight makes the following attack twice.	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 1d8 + 5 damage, and the target is slowed until the end of the Hex knight's next turn.	
R Hand Crossbow (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +11 vs. AC	
<i>Hit:</i> 1d8 + 5 damage.	
M Vicious Flurry (weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one or two creatures); +11 vs. AC	
<i>Hit:</i> 1d8 + 5 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
MOVE ACTIONS	
Dark Step • At-Will	
<i>Effect:</i> The hex knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of its next turn.	
MINOR ACTIONS	
Shadow hex • At-Will	
<i>Effect:</i> One creature within 3 squares of the hex knight is marked until the end of the encounter or until the hex knight uses <i>shadow hex</i> again. While the creature is marked by the hex knight, whenever it makes an attack that does not include the hex knight as a target, it grants combat advantage until the end of its next turn.	
TRIGGERED ACTIONS	
Killing Dark	
<i>Trigger:</i> The hex knight drops to 0 hit points	
<i>Effect (No Action):</i> Each enemy adjacent to the hex knight is blinded until the end of his or her next turn.	
Skills Athletics +10, Stealth +11	
Str 15 (+5)	Dex 16 (+4)
Con 14 (+5)	Int 11 (+3)
	Wis 12 (+4)
	Cha 11 (+3)
Alignment unaligned	Languages Netherese
Equipment: hide armor, 2 short swords, hand crossbow, 10 bolts	

2 Shadow Strangler (level 6)	Level 6 Artillery
Medium shadow humanoid	XP 250
HP 59; Bloodied 29	Initiative +7
AC 20, Fortitude 15, Reflex 18, Will 19	Perception +5
Speed 8	Darkvision
TRAITS	
Insubstantial	
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
Born of Shadows	
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
STANDARD ACTIONS	
M Shadowy Touch (necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. Reflex	
<i>Hit:</i> 2d6 + 2 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.	
R Blinding Shadows (necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +11 vs. Reflex	
<i>Hit:</i> 2d6 + 2 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.	
R Strangling Darkness (necrotic) • Recharge 5/6	
<i>Attack:</i> Ranged 10 (one creature); +11 vs. Fortitude	
<i>Hit:</i> The target is immobilized and takes ongoing 10 necrotic damage (save ends both).	
A Devouring Dark (necrotic) • Encounter	
<i>Attack:</i> Area burst 2 within 10 (enemies in burst); +11 vs. Reflex	
<i>Hit:</i> 1d10 + 4 necrotic damage, and the target is blinded until the end of the strangler's next turn.	
<i>Miss:</i> Half damage.	
Skills Arcana +9, Stealth +12	
Str 12 (+4)	Dex 19 (+7)
Con 17 (+6)	Int 12 (+4)
	Cha 19 (+7)
Alignment evil	Languages Common

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

ENCOUNTER 3A: SHADOW PORTALS STATISTICS (AL 8)

2 Hex Knight (level 8)	Level 8 Soldier
Small shadow humanoid, dark one	XP 350
HP 86; Bloodied 43	Initiative +9
AC 24, Fortitude 19, Reflex 20, Will 19	Perception +5
Speed 6	Darkvision
STANDARD ACTIONS	
M Short Sword (weapon) • At-Will	
<i>Effect:</i> The hex knight makes the following attack twice.	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 1d8 + 6 damage, and the target is slowed until the end of the Hex knight's next turn.	
R Hand Crossbow (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +13 vs. AC	
<i>Hit:</i> 1d8 + 7 damage.	
M Vicious Flurry (weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one or two creatures); +13 vs. AC	
<i>Hit:</i> 1d8 + 6 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
MOVE ACTIONS	
Dark Step • At-Will	
<i>Effect:</i> The hex knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of its next turn.	
MINOR ACTIONS	
Shadow hex • At-Will	
<i>Effect:</i> One creature within 3 squares of the hex knight is marked until the end of the encounter or until the hex knight uses <i>shadow hex</i> again. While the creature is marked by the hex knight, whenever it makes an attack that does not include the hex knight as a target, it grants combat advantage until the end of its next turn.	
TRIGGERED ACTIONS	
Killing Dark	
<i>Trigger:</i> The hex knight drops to 0 hit points	
<i>Effect (No Action):</i> Each enemy adjacent to the hex knight is blinded until the end of his or her next turn.	
Skills Athletics +11, Stealth +12	
Str 15 (+6)	Dex 16 (+5)
Con 14 (+6)	Int 11 (+4)
	Cha 11 (+4)
Alignment unaligned	Languages common
Equipment: hide armor, 2 short swords, hand crossbow, 10 bolts	

2 Shadow Strangler (level 8)	Level 8 Artillery
Medium shadow humanoid	XP 350
HP 71; Bloodied 35	Initiative +8
AC 22, Fortitude 17, Reflex 20, Will 21	Perception +6
Speed 8	Darkvision
TRAITS	
Insubstantial	
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
Born of Shadows	
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
STANDARD ACTIONS	
M Shadowy Touch (necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> 2d6 + 4 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.	
R Blinding Shadows (necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. Reflex	
<i>Hit:</i> 2d6 + 4 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.	
R Strangling Darkness (necrotic) • Recharge 5-6	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. Fortitude	
<i>Hit:</i> The target is restrained and takes ongoing 15 necrotic damage (save ends both).	
A Devouring Dark (necrotic) • Encounter	
<i>Attack:</i> Area burst 2 within 10 (enemies in burst); +13 vs. Reflex	
<i>Hit:</i> 1d10 + 6 necrotic damage, and the target is blinded until the end of the strangler's next turn.	
<i>Miss:</i> Half damage.	
Skills Arcana +10, Stealth +13	
Str 12 (+5)	Dex 19 (+8)
Con 17 (+7)	Int 12 (+5)
	Cha 19 (+8)
Alignment evil	Languages Common

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

ENCOUNTER 3A: SHADOW PORTALS STATISTICS (AL 10)

2 Hex Knight (level 10)	Level 10 Soldier
Small shadow humanoid, dark one	XP 500
HP 102; Bloodied 51	Initiative +10
AC 26, Fortitude 21, Reflex 22, Will 21	Perception +6
Speed 6	Darkvision
STANDARD ACTIONS	
Ⓜ Short Sword (weapon) • At-Will	
<i>Effect:</i> The hex knight makes the following attack twice.	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d6 + 5 damage, and the target is slowed until the end of the Hex knight's next turn.	
Ⓡ Hand Crossbow (weapon) • At-Will	
<i>Attack:</i> Ranged 10/20 (one creature); +15 vs. AC	
<i>Hit:</i> 2d6 + 5 damage.	
Ⓜ Vicious Flurry (weapon) • Recharge 5-6	
<i>Attack:</i> Melee 1 (one or two creatures); +15 vs. AC	
<i>Hit:</i> 2d6 + 5 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
MOVE ACTIONS	
Dark Step • At-Will	
<i>Effect:</i> The hex knight moves 4 squares, gains a +4 bonus to AC against opportunity attacks provoked by this movement, and gains combat advantage against each creature that it ends its move adjacent to until the end of its next turn.	
MINOR ACTIONS	
Shadow hex • At-Will	
<i>Effect:</i> One creature within 3 squares of the hex knight is marked until the end of the encounter or until the hex knight uses <i>shadow hex</i> again. While the creature is marked by the hex knight, whenever it makes an attack that does not include the hex knight as a target, it grants combat advantage until the end of its next turn.	
TRIGGERED ACTIONS	
Killing Dark	
<i>Trigger:</i> The hex knight drops to 0 hit points	
<i>Effect (No Action):</i> Each enemy adjacent to the hex knight is blinded until the end of his or her next turn.	
Skills Athletics +12, Stealth +13	
Str 15 (+7)	Dex 16 (+7)
Con 14 (+7)	Int 11 (+5)
	Wis 12 (+6)
	Cha 11 (+5)
Alignment unaligned	Languages Netherese
Equipment: hide armor, 2 short swords, hand crossbow, 10 bolts	

2 Shadow Strangler (level 10)	Level 10 Artillery
Medium shadow humanoid	XP 500
HP 83; Bloodied 41	Initiative +9
AC 24, Fortitude 19, Reflex 22, Will 23	Perception +7
Speed 8	Darkvision
TRAITS	
Insubstantial	
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
Born of Shadows	
The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.	
STANDARD ACTIONS	
Ⓜ Shadowy Touch (necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. Reflex	
<i>Hit:</i> 2d6 + 6 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.	
Ⓡ Blinding Shadows (necrotic) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +15 vs. Reflex	
<i>Hit:</i> 2d6 + 6 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.	
Ⓡ Strangling Darkness (necrotic) • Recharge 5/6	
<i>Attack:</i> Ranged 10 (one creature); +15 vs. Fortitude	
<i>Hit:</i> The target is restrained and takes ongoing 15 necrotic damage (save ends both).	
Ⓟ Devouring Dark (necrotic) • Encounter	
<i>Attack:</i> Area burst 2 within 10 (enemies in burst); +15 vs. Reflex	
<i>Hit:</i> 1d10 + 8 necrotic damage, and the target is blinded until the end of the strangler's next turn.	
<i>Miss:</i> Half damage.	
Skills Arcana +11, Stealth +14	
Str 12 (+6)	Dex 19 (+9)
Con 17 (+8)	Int 12 (+6)
	Cha 19 (+9)
Alignment evil	Languages Common

Wraith Figment (level 10)	Level 10 Minion Skirmisher
Medium shadow humanoid (undead)	XP 125
HP 1; a missed attack never damages a minion.	Initiative +10
AC 22, Fortitude 20, Reflex 24, Will 21	Perception +5
Speed fly 6 (hover, altitude limit 1); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD	
Ⓜ Shadow Caress (necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. Reflex	
<i>Hit:</i> 9 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
<i>Effect:</i> The wraith figment shifts up to 6 squares.	
Skills Stealth +13	
Str 3 (+1)	Dex 17 (+8)
Con 13 (+6)	Int 4 (+2)
	Cha 15 (+7)
Alignment chaotic evil	Languages -

ENCOUNTER 3A: SHADOW PORTALS MAP

TILE SETS NEEDED

Original poster map from *Scepter Tower of Spellgard*



The hex knights appear at portal 4 and 6. The stranglers at 2 and 1.

ENCOUNTER 3B: SHADOW PORTALS (PARAGON TIER)

ENCOUNTER LEVEL 12/14/16/18/20

SETUP

This encounter includes the following creatures at adventure level 12:

- 2 meazel bravos (level 12) (B)
- 2 fallen angels (level 12) (F)
- 1 vampire night witch (level 12) (V)
- 4 servile ghosts (level 12) (M)
- Round 2: 4 servile ghosts (level 12) (M)
- Round 4: 4 servile ghosts (level 12) (M)
- Round 5+: 1 servile ghost per open portal.

This encounter includes the following creatures at adventure level 14:

- 2 meazel bravos (level 14) (M)
- 2 fallen angels (level 14) (F)
- 1 vampire night witch (level 14) (V)
- 4 servile ghosts (level 14) (M)
- Round 2: 4 servile ghosts (level 14) (M)
- Round 4: 4 servile ghosts (level 14) (M)
- Round 5+: 1 servile ghost per open portal.

This encounter includes the following creatures at adventure level 16:

- 2 meazel bravos (level 16) (M)
- 2 fallen angels (level 16) (F)
- 1 shade nightcloak (level 18) (V)
- 4 servile ghosts (level 16) (M)
- Round 2: 4 servile ghosts (level 16) (M)
- Round 3: 4 servile ghosts (level 16) (M)
- Round 4+: 1 servile ghost per open portal.

This encounter includes the following creatures at adventure level 18:

- 2 meazel bravos (level 18) (M)
- 2 fallen angels (level 18) (F)
- 1 shade nightcloak (level 20) (V)
- 4 servile ghosts (level 18) (M)
- Round 2: 4 servile ghosts (level 18) (M)
- Round 3: 4 servile ghosts (level 18) (M)
- Round 4+: 1 servile ghost per open portal.

This encounter includes the following creatures at adventure level 20:

- 2 meazel bravos (level 20) (M)
- 2 fallen angels (level 20) (F)
- 1 shade nightcloak (level 22) (V)

- 4 servile ghosts (level 20) (M)
- Round 2: 4 servile ghosts (level 20) (M)
- Round 3: 4 servile ghosts (level 20) (M)
- Round 4+: 1 servile ghost per open portal.

Glory Tier: All creatures gain a +4 bonus to all defenses and attack rolls. The bonus is reduced by 1 at the start of each round. The minions gain the insubstantial trait, meaning that if they are hit, roll a d20, and on a 11 or higher it is a miss instead.

Oracular ability: Enemies in this encounter are backed by the oracular powers of Saharel. The precise effects of this are described in Appendix 3. Special mission 3 also deals with these powers.

Running Time: 75 minutes.

Once the walls are breached the Netherse forces are defeated. The PCs are making progress to the center of the fortress for an important meeting. The Netherese have one nasty surprise remaining; hidden in pockets of the shadowfell are reinforcements. The PCs must stop these from overrunning the fortress and driving them back. Portals suddenly open and creatures spew forth from them.

All troops gather in the central courtyard where they are met by the commanders. Drey speaks

"Alright, we are here. We are far from done though. Lady Saharel is still very much under the control of the Netherese and unless we do something about that, they will eventually end up several steps ahead of us. We need to deny them the use of her oracular powers NOW! I need a team to join Brows over there" he points to his left where a scruffy looking man with forests for eyebrows stands picking his nails "and free Saharel. We know where she is being held and we suspect powerfull shadow magic is in use. We need whatever is holding her disrupted. Who is up to the task?"

While freeing Saharel can be accomplished without any skillchecks, having people with a decent or better Arcana or Religion or an excelent Thievery can be a boon. Players with the shadow power source will have improved chances. Tables AL 12 to AL 16 can volunteer for this mission.

After the Special Mission team is selected they are sent off with commander Brows and Drey continues.

"Now as for the rest of us. We are going to..." Suddenly the sky splits and reality ruptures. Twisting dark red portals open and monsters spew forth. Before

commander Drey can react one of the sergeants starts barking out orders to different teams "Look alive to stay alive!. You lot, take out those enemies, do it now! You there! Go see whats inside those portals and keep whatever is coming in"

Passing through the portal feels as if a grey veil has been drawn over the world. Mud patches have turned into bubbling pits of goo while loose rubble has turned razor sharp. On the edge of your vision you immediately note dozens of ghost-like creatures ready to rush you and the portals.

The goal of the PCs is to kill as many opponents as possible, but above all, to keep the servile ghosts away from the portals. If the characters fail, they cause a breach. The PCs have partly failed and should yell **BREACH #**, (# the number of the portal that was breached) indicating that a monster has come through to be dealt with at the heroic level tables. More details can be found in Encounter 3A.

IMPORTANT: The heroic tables are closing the portals. Each time the Senior DM announces a particular portal is closed, that same portal is closed in this encounter.

Servile Ghosts: The ghosts appear in a randomly determined corner of the map at the start of the turn. Roll initiative. They act on their initiative.

FEATURES OF THE AREA

Illumination: In the Shadowfell there is dim light, except in a burst 1 around the portals where it is normal illumination. The radius of all light sources are halved.

High Walls (grey walls): These walls are 10 feet high and are blocking terrain. They can be climbed with a DC 15 Athletics check. The thin walls can be pushed over with an Easy DC Strength check as a standard action or a Moderate DC Strength check as a minor action. It triggers the attack below as directed by the person toppling the wall:

☐ **Toppling Wall • Consumable** (once per wall)

Attack: Close blast 3 (creatures in blast); AL +3 vs. Reflex

Hit: 3d6 + 9 damage and the target falls prone.

Effect: The area in the blast becomes difficult terrain until the end of the encounter.

Low Walls (thin dark colored walls): The low walls are broken remains of former buildings. They are difficult terrain costing double movement to cross, they provide cover to anyone standing behind one.

Portals: The portals in the Shadowfell are holes of utter blackness, they block line of effect and line of sight. A creature adjacent to a portal can pass through as a move **and** a standard action.

Rubble: The rubble is ragged sharp rocks lined with poison. Any PC entering it willingly must succeed on an easy Acrobatics check or fall prone and take 10 damage. Any creature forced into the rubble takes 10 damage and falls prone. Insubstantial and flying creatures are immune to these effects.

Necrotic Seepage: The dark patches on the map are necrotic seepage. It is difficult terrain and hindering terrain to living creatures, since a living creature that enters or starts its turn within necrotic seepage is targeted by the following attack: AL +3 vs. Fortitude; **Hit:** The target contracts soul rot of a level equal to the AL.

Soul Rot: Cured <> **Initial Effect:** The target takes 5 necrotic damage and loses one healing surge that the target cannot regain until cured of the disease <> The target is weakened until cured <> The target dies and rises a wraith. **Improve:** hard DC Endurance/Heal; **Maintain:** moderate DC Endurance/Heal; **Worsen:** less than moderate DC Endurance/Heal.

Note that the disease is cured after the battle for free.

TACTICS

The vampire night witch / shade nightcloak tries to bunch up PCs as much as possible, especially those under the curse of Shadow. The Meazels inflict as much carnage as possible while the fallen angels skirt around the battlefield and pick off PCs that are currently cursed. All try to lure the PCs away from the portals on the edges to give the ghosts the chance. Their goal is mainly to kill the opponents. It is **not** to step through the portals.

The servile ghosts try to go through the open portals. Minions ignore the PCs in favor of getting through the portals, only when a specific one is engaged they fight the character.

Important: Due to the nature of the portals, only a limited number of creatures can pass through the portal at the same time. As a result there can only be a breach every other round. The creatures know this. As such they stop trying to get through once one creature managed to do so.

SCALING THE ENCOUNTER

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

Four PCs: Remove one maezel bravo.

Six PCs: Add one maezel bravo.

ENDING THE ENCOUNTER

Once the portal has been closed and all creatures are defeated the encounter is over. Getting back to the normal world should be relatively easy for the characters either through the use of a ritual of their own or by using the scroll. Proceed to the Interlude. Now is a good time to schedule a long break in the battle interactive. For the PCs there are a few hours between Encounter 3 and 4, which include the Interlude. There is ample time for short rests, but **not** enough for an extended rest. Due to the nature of spellgards magic and the nearness of the shadowfell, rituals that simulate an extended rest (for instance Fantastic Recuperation) also fail to work, The PCs are aware of this.

Success: The characters closed the portals by the end of the encounter and defeated most of the opponents. Run Encounter 4 as written.

Failure: If the main portal is not closed by the end of the encounter, NPCs are required to do so. One of the NPC ritual casters required in Encounter 4 dies in the struggle, reducing that number by 1.

Note that if the paragon table fails, the heroic tables face more opponents. If the heroic table fails, the paragon tables have to defend more portals throughout the encounter.

TREASURE

The shade nightcloak is wearing a *ring of protection*.

QUESTIONNAIRE

- Did the PCs allow a breach? If so, how many times?
- Which monsters were defeated? Which survived?
- If the PCs faced the shade nightcloak, did they capture her alive, did they kill her or did she escape?
- Did any PC die?
- Did any PC use *liquid shadow*?
- Did your table play at glory tier?

ENCOUNTER 3B: SHADOW PORTALS STATISTICS (AL 12)

2 Meazel Bravo (level 12)		Level 12 Brute
Medium natural humanoid		XP 700
HP 146; Bloodied 73		Initiative +8
AC 24, Fortitude 25, Reflex 23, Will 23		Perception +8
Speed 6		Darkvision
Immune disease		
TRAITS		
○ Wretched Curse of Shadow • Aura 1		
Any enemy that starts its turn within the aura is affected by the curse of Shadow until the end of its next turn. While a creature is affected by the Curse of Shadow, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the Curse of Shadow until the end of its next turn. Multiple curses do not stack.		
STANDARD ACTIONS		
m Morningstar (weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d10 + 11 damage.		
M Bell Ringer (weapon) • Recharge 5-6		
Attack: Melee 1 (one creature); +15 vs. Fortitude		
Hit: 2d10 + 7 damage, and the target is dazed until the end of the bravo's next turn.		
Skills Athletics +15, Stealth +13		
Str 19 (+10)	Dex 15 (+8)	Wis 15 (+8)
Con 16 (+9)	Int 10 (+6)	Cha 12 (+7)
Alignment unaligned Languages -		
Note: Meazel Bravo with some reflavouring.		

2 Fallen Angel (level 12)		Level 12 Skirmisher
Large immortal humanoid (angel)		XP 700
HP 124; Bloodied 62		Initiative +11
AC 26, Fortitude 24, Reflex 22, Will 25		Perception +9
Speed 8, fly 12 (hover)		Darkvision
Immune fear; Resist 10 radiant		
TRAITS		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD		
m Falchion (weapon) • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 3d10 + 2 damage, and the target grants combat advantage until the start of the angel's next turn.		
M Mobile Melee Attack • At-Will		
Effect: The angel moves up to half its speed and uses <i>falchion</i> once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.		
C Storm of Blades • Encounter		
Attack: Close burst 3 (enemies in burst); +17 vs. AC		
Hit: 6d8 + 5 damage.		
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.		
Str 23 (+12)	Dex 19 (+10)	Wis 18 (+10)
Con 20 (+11)	Int 15 (+8)	Cha 25 (+15)
Alignment unaligned Languages Supernal		
Equipment falchion		
Note: Angel of battle with some minor reflavouring.		

1 Vampire Night Witch (level 12)		Level 12 Controller
Medium natural humanoid (undead)		XP 700
HP 114; Bloodied 57		Initiative +10
AC 26, Fortitude 22, Reflex 24, Will 26		Perception +13
Speed 7, climb 4 (spider climb)		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
TRAITS		
Burned by Sunlight (radiant)		
Whenever the vampire starts its turn in direct sunlight, it takes 5 radiant damage.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 4d6 + 6 damage.		
Effects: The vampire slides the target up to 3 squares.		
M Bite (healing) • At-Will		
Attack: Melee 1 (one dazed, dominated, stunned or unconscious creature); +17 vs. AC		
Hit: 3d10 + 12 damage, and the vampire regains 20 hit points.		
R Dream Lure (charm, psychic) • At-Will		
Attack: Ranged 5 (one creature); +15 vs. Will		
Hit: 3d6 + 6 psychic damage, and the target is dazed until the end of its next turn.		
Effect: The vampire pulls the target up to 3 squares.		
TRIGGERED ACTIONS		
Vanish into Shadow (illusion) • Encounter		
Trigger: The vampire takes damage while bloodied.		
Effect (No Action): The vampire becomes invisible until the end of the encounter or until it attacks.		
Skills Acrobatics +15, Athletics +14, Bluff +17, Insight +13, Stealth +15		
Str 17 (+9)	Dex 18 (+10)	Wis 15 (+8)
Con 10 (+6)	Int 12 (+7)	Cha 22 (+12)
Alignment evil Languages Common, Netherese		

12 Servile Ghost (level 12)		Level 12 Minion
Medium shadow humanoid (undead)		XP 175
HP 1; a missed attack never damages a minion.		Initiative +10
AC 27, Fortitude 25, Reflex 23, Will 22		Perception +7
Speed 4, fly 8		Darkvision
Immune disease, poison		
TRAITS		
○ Faceless Dread (fear) • Aura 2		
Any living enemy that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.		
STANDARD ACTIONS		
m Spirit Touch • At-Will		
Attack: Melee 1 (one creature); +16 vs. Reflex		
Hit: 8 necrotic damage, or 10 necrotic damage if the target is granting combat advantage to the servile ghost.		
Str 20 (+11)	Dex 18 (+10)	Wis 13 (+7)
Con 12 (+7)	Int 13 (+7)	Cha 9 (+5)
Alignment evil Languages Common		

ENCOUNTER 3B: SHADOW PORTALS STATISTICS (AL 14)

2 Meazel Bravo (level 14)		Level 14 Brute
Medium natural humanoid		XP 1,000
HP 166; Bloodied 83		Initiative +9
AC 26, Fortitude 27, Reflex 25, Will 25		Perception +9
Speed 6		Darkvision
Immune disease		
TRAITS		
○ Wretched Curse of Shadow • Aura 1		
Any enemy that starts its turn within the aura is affected by the curse of Shadow until the end of its next turn. While a creature is affected by the curse of Shadow, it takes a -2 penalty to all defenses and gains vulnerable 5 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Shadow until the end of its next turn. Multiple curses do not stack.		
STANDARD ACTIONS		
m Morningstar (weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d10 + 13 damage.		
M Bell Ringer (weapon) • Recharge 5-6		
Attack: Melee 1 (one creature); +17 vs. Fortitude		
Hit: 2d10 + 9 damage, and the target is dazed until the end of the bravo's next turn.		
Skills Athletics +16, Stealth +14		
Str 19 (+11)	Dex 15 (+9)	Wis 15 (+9)
Con 16 (+10)	Int 10 (+7)	Cha 12 (+8)
Alignment unaligned Languages -		
Note: Meazel Bravo with some reflavouring.		

2 Fallen Angel (level 14)		Level 14 Skirmisher
Large immortal humanoid (angel)		XP 1,000
HP 140; Bloodied 70		Initiative +12
AC 28, Fortitude 26, Reflex 24, Will 27		Perception +10
Speed 8, fly 12 (hover)		Darkvision
Immune fear; Resist 10 radiant		
TRAITS		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD		
m Falchion (weapon) • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 3d10 + 4 damage, and the target grants combat advantage until the start of the angel's next turn.		
M Mobile Melee Attack • At-Will		
Effect: The angel moves up to half its speed and uses <i>falchion</i> once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.		
C Storm of Blades • Encounter		
Attack: Close burst 3 (enemies in burst); +19 vs. AC		
Hit: 6d8 + 7 damage.		
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.		
Str 23 (+13)	Dex 19 (+11)	Wis 18 (+11)
Con 20 (+12)	Int 15 (+9)	Cha 25 (+16)
Alignment unaligned Languages Supernal		
Equipment falchion		
Note: Angel of Battle with some minor reflavouring.		

1 Vampire Night Witch (level 14)		Level 14 Controller
Medium natural humanoid (undead)		XP 1,000
HP 130; Bloodied 65		Initiative +11
AC 28, Fortitude 24, Reflex 26, Will 28		Perception +14
Speed 7, climb 4 (spider climb)		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
TRAITS		
Burned by Sunlight (radiant)		
Whenever the vampire starts its turn in direct sunlight, it takes 5 radiant damage.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 4d6 + 8 damage.		
Effects: The vampire slides the target up to 3 squares.		
M Bite (healing) • At-Will		
Attack: Melee 1 (one dazed, dominated, stunned or unconscious creature); +19 vs. AC		
Hit: 3d10 + 14 damage, and the vampire regains 20 hit points.		
R Dream Lure (charm, psychic) • At-Will		
Attack: Ranged 5 (one creature); +17 vs. Will		
Hit: 3d6 + 8 psychic damage, and the target is dazed until the end of its next turn.		
Effect: The vampire pulls the target up to 3 squares.		
TRIGGERED ACTIONS		
Vanish into Shadow (illusion) • Encounter		
Trigger: The vampire takes damage while bloodied.		
Effect (No Action): The vampire becomes invisible until the end of the encounter or until it attacks.		
Skills Acrobatics +16, Athletics +15, Bluff +18, Insight +14, Stealth +16		
Str 17 (+10)	Dex 18 (+11)	Wis 15 (+9)
Con 10 (+7)	Int 12 (+8)	Cha 22 (+13)
Alignment evil Languages Common, Netherese		

12 Servile Ghost (level 14)		Level 14 Minion
Medium shadow humanoid (undead)		XP 250
HP 1; a missed attack never damages a minion.		Initiative +11
AC 29, Fortitude 27, Reflex 25, Will 24		Perception +8
Speed 4, fly 8		Darkvision
Immune disease, poison		
TRAITS		
○ Faceless Dread (fear) • Aura 2		
Any living enemy that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.		
STANDARD ACTIONS		
m Spirit Touch • At-Will		
Attack: Melee 1 (one creature); +18 vs. Reflex		
Hit: 9 necrotic damage, or 11 necrotic damage if the target is granting combat advantage to the servile ghost.		
Str 20 (+12)	Dex 18 (+11)	Wis 13 (+8)
Con 12 (+8)	Int 13 (+8)	Cha 9 (+6)
Alignment evil Languages Common		

ENCOUNTER 3B: SHADOW PORTALS STATISTICS (AL 16)

2 Meazel Bravo (level 16)	Level 16 Brute
Medium natural humanoid	XP 1,400
HP 186; Bloodied 93	Initiative +10
AC 28, Fortitude 29, Reflex 27, Will 27	Perception +10
Speed 6	Darkvision
Immune disease	
TRAITS	
○ Wretched Curse of Shadow • Aura 1	
Any enemy that starts its turn within the aura is affected by the curse of Shadow until the end of its next turn. While a creature is affected by the curse of Shadow, it takes a -2 penalty to all defenses and gains vulnerable 10 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Shadow until the end of its next turn. Multiple curses do not stack.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d10 + 10 damage.	
M Bell Ringer (weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 3d8 + 9 damage, and the target is dazed until the end of the bravo's next turn.	
Skills Athletics +17, Stealth +15	
Str 19 (+12)	Dex 15 (+10) Wis 15 (+10)
Con 16 (+11)	Int 10 (+8) Cha 12 (+9)
Alignment unaligned Languages -	
Note: Meazel Bravo with some reflavouring.	

2 Fallen Angel (level 16)	Level 16 Skirmisher
Large immortal humanoid (angel)	XP 1,400
HP 156; Bloodied 78	Initiative +13
AC 30, Fortitude 28, Reflex 26, Will 29	Perception +11
Speed 8, fly 12 (hover)	Darkvision
Immune fear; Resist 10 radiant	
TRAITS	
Angelic Presence	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD	
m Falchion (weapon) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d10 + 6 damage, and the target grants combat advantage until the start of the angel's next turn.	
M Mobile Melee Attack • At-Will	
Effect: The angel moves up to half its speed and uses <i>falchion</i> once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.	
C Storm of Blades • Encounter	
Attack: Close burst 3 (enemies in burst); +21 vs. AC	
Hit: 6d8 + 8 damage.	
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.	
Str 23 (+14)	Dex 19 (+12) Wis 18 (+12)
Con 20 (+13)	Int 15 (+10) Cha 25 (+17)
Alignment unaligned Languages Supernal	
Equipment falchion	
Note: Angel of Battle with some minor reflavouring.	

1 Shade Nightcloak (level 18)	Level 18 Elite Controller
Medium shadow humanoid	XP 4,000
HP 344; Bloodied 172	Initiative +12
AC 32, Fortitude 29, Reflex 30, Will 31	Perception +19
Speed 6	Darkvision
Resist 10 necrotic; Vulnerable 5 radiant	
Saving Throws +3; Action Points 1	
TRAITS	
○ Benighted Presence • Aura 10	
Bright light in the aura is reduced to dim light, and dim light becomes darkness.	
Regeneration	
The shade regains 10 hit points whenever it starts its turn and has at least 1 hit point. When the shade takes radiant damage, her regeneration does not function on her next turn.	
○ Shadow Aura • Aura 3	
Enemies have vulnerable 5 necrotic in the aura.	
STANDARD ACTIONS	
m Necrotic Mace (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d10 + 7 necrotic damage, and the nightcloak slides the target up to 2 squares.	
R Dark Glare (fear, implement, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +21 vs. Fortitude	
Hit: 3d10 + 10 necrotic damage, and the target is immobilized until the end of the nightcloak's next turn.	
A Shadow Vortex (implement, necrotic, teleportation, zone) • Recharge 5-6	
Attack: Area burst 2 within 10 (enemies in the burst); +21 vs. Fortitude	
Hit: 3d10 + 4 necrotic damage.	
Effect: The burst creates a zone that lasts until the end of the nightcloak's next turn. The ground of the zone is difficult terrain for creatures without darkvision. Any ally of the nightcloak that starts its turn in the zone can take a move action to teleport up to 10 squares to a square outside the zone.	
C Shadowfall (fear, implement, necrotic) • Encounter	
Attack: Close blast 3(creatures in the blast); +21 vs. Will	
Hit: 4d10 + 2 necrotic damage, and the target is petrified (save ends).	
Miss: Half damage, and the target is restrained until the end of the nightcloak's next turn.	
MOVE ACTIONS	
Shadow Stride (teleportation) • Recharge 5-6	
Effect: The nightcloak can teleport 20 squares but must end its move in dim light or darkness.	
Skills Arcana +20, Bluff +21, Diplomacy +21, Stealth +22	
Str 15 (+11)	Dex 16 (+12) Wis 20 (+14)
Con 20 (+14)	Int 22 (+15) Cha 25 (+16)
Alignment evil Languages Common, Netherese	
Equipment chainmail, mace, holy symbol of Shar, <i>ring of protection</i>	
Note: Reffavored Clenderi from <i>Monster Vault: Threats to the Nenthir Vale</i> by exchanging elf powers for shade powers from the <i>FRCG</i> and changing cold attacks into necrotic attacks.	

12 Servile Ghost (level 16)	Level 16 Minion
Medium shadow humanoid (undead)	XP 350
HP 1; a missed attack never damages a minion.	Initiative +12
AC 31, Fortitude 29, Reflex 27, Will 26	Perception +9
Speed 4, fly 8	Darkvision
Immune disease, poison	
TRAITS	
○ Faceless Dread (fear) • Aura 2	
Any living enemy that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.	
STANDARD ACTIONS	
m Spirit Touch • At-Will	
Attack: Melee 1 (one creature); +20 vs. Reflex	
Hit: 10 necrotic damage, or 12 necrotic damage if the target is granting combat advantage to the servile ghost.	
Str 20 (+13)	Dex 18 (+12) Wis 13 (+9)
Con 12 (+9)	Int 13 (+9) Cha 9 (+7)
Alignment evil	Languages Common

ENCOUNTER 3B: SHADOW PORTALS STATISTICS (AL 18)

2 Meazel Bravo (level 18)	Level 18 Brute
Medium natural humanoid	XP 2,000
HP 206; Bloodied 103	Initiative +11
AC 30, Fortitude 31, Reflex 29, Will 29	Perception +11
Speed 6	Darkvision
Immune disease	
TRAITS	
○ Wretched Curse of Shadow • Aura 1	
Any enemy that starts its turn within the aura is affected by the curse of Shadow until the end of its next turn. While a creature is affected by the curse of Shadow, it takes a -2 penalty to all defenses and gains vulnerable 10 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Shadow until the end of its next turn. Multiple curses do not stack.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d10 + 12 damage.	
M Bell Ringer (weapon) • Recharge 5-6	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 11 damage, and the target is dazed until the end of the bravo's next turn.	
Skills Athletics +18, Stealth +16	
Str 19 (+13)	Dex 15 (+11) Wis 15 (+11)
Con 16 (+12)	Int 10 (+9) Cha 12 (+10)
Alignment unaligned Languages -	
Note: Meazel Bravo with some reflavouring.	

2 Fallen Angel (level 18)	Level 18 Skirmisher
Large immortal humanoid (angel)	XP 2,000
HP 172; Bloodied 86	Initiative +14
AC 32, Fortitude 30, Reflex 28, Will 31	Perception +12
Speed 8, fly 12 (hover)	Darkvision
Immune fear; Resist 10 radiant	
TRAITS	
Angelic Presence	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD	
m Falchion (weapon) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d10 + 8 damage, and the target grants combat advantage until the start of the angel's next turn.	
M Mobile Melee Attack • At-Will	
Effect: The angel moves up to half its speed and uses <i>falchion</i> once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.	
C Storm of Blades • Encounter	
Attack: Close burst 3 (enemies in burst); +23 vs. AC	
Hit: 6d8 + 8 damage.	
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.	
Str 23 (+15)	Dex 19 (+13) Wis 18 (+13)
Con 20 (+14)	Int 15 (+11) Cha 25 (+18)
Alignment unaligned Languages Supernal	
Equipment falchion	
Note: Angel of Battle with some minor reflavouring.	

1 Shade Nightcloak (level 20)	Level 20 Elite Controller
Medium shadow humanoid	XP 5,600
HP 376; Bloodied 188	Initiative +13
AC 34, Fortitude 31, Reflex 32, Will 33	Perception +20
Speed 6	Darkvision
Resist 10 necrotic; Vulnerable 5 radiant	
Saving Throws +3; Action Points 1	
TRAITS	
○ Benighted Presence • Aura 10	
Bright light in the aura is reduced to dim light, and dim light becomes darkness.	
Regeneration	
The shade regains 10 hit points whenever it starts its turn and has at least 1 hit point. When the shade takes radiant damage, her regeneration does not function on her next turn.	
○ Shadow Aura • Aura 3	
Enemies have vulnerable 5 necrotic in the aura.	
STANDARD ACTIONS	
m Necrotic Mace (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d10 + 9 necrotic damage, and the nightcloak slides the target up to 2 squares.	
R Dark Glare (fear, implement, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +23 vs. Fortitude	
Hit: 3d10 + 12 necrotic damage, and the target is immobilized until the end of the nightcloak's next turn.	
A Shadow Vortex (implement, necrotic, teleportation, zone) • Recharge 5-6	
Attack: Area burst 2 within 10 (enemies in the burst); +23 vs. Fortitude	
Hit: 3d10 + 5 necrotic damage.	
Effect: The burst creates a zone that lasts until the end of the nightcloak's next turn. The ground of the zone is difficult terrain for creatures without darkvision. Any ally of the nightcloak that starts its turn in the zone can take a move action to teleport up to 10 squares to a square outside the zone.	
C Shadowfall (fear, implement, necrotic) • Encounter	
Attack: Close blast 3(creatures in the blast); +23 vs. Will	
Hit: 4d10 + 3 necrotic damage, and the target is petrified (save ends).	
Miss: Half damage, and the target is restrained until the end of the nightcloak's next turn.	
MOVE ACTIONS	
Shadow Stride (teleportation) • Recharge 5-6	
Effect: The nightcloak can teleport 20 squares but must end its move in dim light or darkness.	
Skills Arcana +21, Bluff +22, Diplomacy +22, Stealth +23	
Str 15 (+12)	Dex 16 (+13) Wis 20 (+15)
Con 20 (+15)	Int 22 (+16) Cha 25 (+17)
Alignment evil Languages Common, Netherese	
Equipment chainmail, mace, holy symbol of Shar, <i>ring of protection</i>	
Note: Reffavored Clenderi from <i>Monster Vault: Threats to the Nenthir Vale</i> by exchanging elf powers for shade powers from the FRCG and changing cold attacks into necrotic attacks.	

12 Servile Ghost (level 18)	Level 18 Minion
Medium shadow humanoid (undead)	XP 500
HP 1; a missed attack never damages a minion.	Initiative +13
AC 33, Fortitude 31, Reflex 29, Will 28	Perception +10
Speed 4, fly 8	Darkvision
Immune disease, poison	
TRAITS	
○ Faceless Dread (fear) • Aura 2	
Any living enemy that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.	
STANDARD ACTIONS	
m Spirit Touch • At-Will	
<i>Attack:</i> Melee 1 (one creature); +22 vs. Reflex	
<i>Hit:</i> 11 necrotic damage, or 13 necrotic damage if the target is granting combat advantage to the servile ghost.	
Str 20 (+14)	Dex 18 (+13) Wis 13 (+10)
Con 12 (+10)	Int 13 (+10) Cha 9 (+8)
Alignment evil	Languages Common

ENCOUNTER 3B: SHADOW PORTALS STATISTICS (AL 20)

2 Meazel Bravo (level 20)		Level 20 Brute
Medium natural humanoid		XP 2,800
HP 226; Bloodied 113		Initiative +12
AC 32, Fortitude 31, Reflex 31, Will 31		Perception +12
Speed 6		Darkvision
Immune disease		
TRAITS		
○ Wretched Curse of Shadow • Aura 1		
Any enemy that starts its turn within the aura is affected by the curse of Shadow until the end of its next turn. While a creature is affected by the curse of Shadow, it takes a -2 penalty to all defenses and gains vulnerable 10 to all damage. In addition, any ally of that creature that starts its turn adjacent to the cursed creature becomes affected by the curse of Shadow until the end of its next turn. Multiple curses do not stack.		
STANDARD ACTIONS		
m Morningstar (weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d10 + 15 damage.		
M Bell Ringer (weapon) • Recharge 5-6		
Attack: Melee 1 (one creature); +23 vs. Fortitude		
Hit: 3d8 + 13 damage, and the target is dazed until the end of the bravo's next turn.		
Skills Athletics +19, Stealth +17		
Str 19 (+14)	Dex 15 (+12)	Wis 15 (+12)
Con 16 (+13)	Int 10 (+10)	Cha 12 (+11)
Alignment unaligned		Languages -
Note: Meazel Bravo with some reflavouring.		

2 Fallen Angel (level 20)		Level 20 Skirmisher
Large immortal humanoid (angel)		XP 2,800
HP 188; Bloodied 94		Initiative +15
AC 34, Fortitude 32, Reflex 30, Will 33		Perception +13
Speed 8, fly 12 (hover, altitude limit 2)		Darkvision
Immune fear; Resist 15 radiant		
TRAITS		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD		
m Falchion (weapon) • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 3d10 + 7 damage, and the target grants combat advantage until the start of the angel's next turn.		
M Mobile Melee Attack • At-Will		
Effect: The angel moves up to half its speed and uses <i>falchion</i> once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.		
Bu Storm of Blades • Encounter		
Attack: Close burst 3 (enemies in burst); +25 vs. AC		
Hit: 6d8 + 9 damage.		
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.		
Str 23 (+16)	Dex 19 (+14)	Wis 18 (+14)
Con 20 (+15)	Int 15 (+12)	Cha 25 (+19)
Alignment unaligned		Languages Supernal
Note: Angel of Battle with some light reflavouring.		

1 Shade Nightcloak (level 22)		Level 22 Elite Controller
Medium shadow humanoid		XP 8,300
HP 408; Bloodied 204		Initiative +14
AC 36, Fortitude 33, Reflex 34, Will 35		Perception +21
Speed 6		Darkvision
Resist 15 necrotic; Vulnerable 5 radiant		
Saving Throws +3; Action Points 1		
TRAITS		
○ Benighted Presence • Aura 10		
Bright light in the aura is reduced to dim light, and dim light becomes darkness.		
Regeneration		
The shade regains 15 hit points whenever it starts its turn and has at least 1 hit point. When the shade takes radiant damage, her regeneration does not function on her next turn.		
○ Shadow Aura • Aura 3		
Enemies have vulnerable 10 necrotic in the aura.		
STANDARD ACTIONS		
m Necrotic Mace (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +27 vs. AC		
Hit: 3d10 + 11 necrotic damage, and the nightcloak slides the target up to 2 squares.		
R Dark Glare (fear, implement, necrotic) • At-Will		
Attack: Ranged 5 (one or two creatures); +25 vs. Fortitude		
Hit: 3d10 + 14 necrotic damage, and the target is immobilized until the end of the nightcloak's next turn.		
A Shadow Vortex (implement, necrotic, teleportation, zone) • Recharge 5-6		
Attack: Area burst 2 within 10 (enemies in the burst); +25 vs. Fortitude		
Hit: 3d10 + 6 necrotic damage.		
Effect: The burst creates a zone that lasts until the end of the nightcloak's next turn. The ground of the zone is difficult terrain for creatures without darkvision. Any ally of the nightcloak that starts its turn in the zone can take a move action to teleport up to 10 squares to a square outside the zone.		
C Shadowfall (fear, implement, necrotic) • Encounter		
Attack: Close blast 3(creatures in the blast); +25 vs. Will		
Hit: 4d10 + 4 necrotic damage, and the target is petrified (save ends).		
Miss: Half damage, and the target is restrained until the end of the nightcloak's next turn.		
MOVE ACTIONS		
Shadow Stride (teleportation) • Recharge 5-6		
Effect: The nightcloak can teleport 20 squares but must end its move in dim light or darkness.		
Skills Arcana +22, Bluff +23, Diplomacy +23, Stealth +24		
Str 15 (+13)	Dex 16 (+14)	Wis 20 (+16)
Con 20 (+16)	Int 22 (+17)	Cha 25 (+18)
Alignment evil		Languages Common, Netherese
Equipment chainmail, mace, holy symbol of Shar, <i>ring of protection</i>		
Note: Reffavored Clenderi from <i>Monster Vault: Threats to the Nenthir Vale</i> by exchanging elf powers for shade powers from the FRCG and changing cold attacks into necrotic attacks.		

12 Servile Ghost (level 20)	Level 20 Minion
Medium shadow humanoid (undead)	XP 700
HP 1; a missed attack never damages a minion.	Initiative +14
AC 35, Fortitude 33, Reflex 31, Will 30	Perception +11
Speed 4, fly 8	Darkvision
Immune disease, poison	
TRAITS	
○ Faceless Dread (fear) • Aura 2	
Any living enemy that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.	
STANDARD ACTIONS	
m Spirit Touch • At-Will	
<i>Attack:</i> Melee 1 (one creature); +24 vs. Reflex	
<i>Hit:</i> 12 necrotic damage, or 14 necrotic damage if the target is granting combat advantage to the servile ghost.	
Str 20 (+15)	Dex 18 (+15) Wis 13 (+11)
Con 12 (+11)	Int 13 (+11) Cha 9 (+9)
Alignment evil	Languages Common

ENCOUNTER 3B: SHADOW PORTALS MAP

TILE SETS NEEDED

Original poster map from *Scepter Tower of Spellgard*



1 bravo and battle angel start at portal 1. The other bravo and battle angel start at portal 6. The vampire / shade nightcloak starts at portal 3.

Except the first four ghosts, they appear at a random corner at the start of the round.

INTERLUDE: A DECISION TO BE MADE

SETUP

Lerne Revynaar, female wood elf of the High Forest
Drey Silverspur, male human Spellguard wizard

Run Time: 30 minutes.

The adventurers are in control of Spellgard. Drey expects the Netherese will return in force to take the fortress. They have only a brief window of time to disrupt the power source the Netherese seek: control over Saharel. Unfortunately, they disagree on the course of action.

Lerne wishes to destroy Saharel, since it is the only certain way to keep her out of Shade's hands. Drey knows this will cast Saharel into the Shadowfell and destroy the live-empowering magic of the complex. He prefers to use a ritual to transfer the Saharel's power into Coura (a special golem found in Silverymoon - LURU2-3 and LURU2-4), who he has brought to Spellgard for this purpose. Lerne does not trust the magic to Coura, fearing it might overpower her own magic, destroying her, or worse, put her under control of Netheril. Besides, destruction is the only method to be certain the Netherese never control it again.

The commanders decide to bring the issue to the adventurers. Both agree to abide with what they decide.

Have the DM who represents Drey read the following:

"Adventurers. We have taken control of the fortress, but we have little time before Netheril strikes back. Even now, Sakkors is on its way. We need to ensure Shade cannot use the spell power in Spellgard.

We have, however, a choice to make. We can end the power by destroying it. It would be a brutal but definite solution. But I feel that would be shortsighted. I think that there is much to gain by preserving Spellgard's power. Destroying it drains the magic from the rocks, and turns the area around Spellgard barren. It will also cast Sharel to her doom - condemning her an eternity of agony in the Shadowfell. I do not expect she will go quietly, either...

I have a solution. With the rituals the Evereskan high mages have devised, we can preserve the magic, isolate a significant and crucial portion, and store it somewhere safe. This is what we believe Shade was attempting. If we act quickly, we can complete this in their place.

For this we need a proper vessel, something I believe Shade lacked: a magical device capable of storing a vital portion of Spellgard's mythallar. I believe - the creation known as Coura could suffice. Not only will we then control the source of power, but we can also bind Saharel to it and therefore remove the Shade's influence on her.

I therefore ask your approval to preserve Spellgard's magic, and store it in Coura. All that said, my fellow commander, the lady Lerne Revynaar of Evereska, has a different opinion. I would be remiss to not let her state her case."

Have the DM who represents Lerne read the following:
"My fellow commander speaks well, and he makes a valid point. But we have an opportunity now - we can forever end the Shades' plans to drain Spellgard of its powers and turn Saharel to their will.

I propose that we destroy the source of power in Spellgard. Yes, there may be ways to conserve what is still here, but what certainty does it give us? As long as Spellgard's power persists Shade will seek to control it. They have many resources and are crafty - those who remember the wars know of their duplicity.

Do we really wish a fluke of fate to turn our efforts to naught? Do we trust that Coura, enchanted, will never fall into their hands? And what if the rites go wrong and Coura is destroyed, or worse, corrupted to do the will of the empire? What disaster does that bring? And even when successful, we need to transport Coura and those pillars fully charges with arcane magic we do not fully understand. That cannot be good.

Of course, Drey also forgets to mention that his ritual requires life energy. Some of you need to channel their own energy into the ritual.

So I say no to my lord Silverspur's plan! Trouble it may give us, and enemies we may make of Saharel herself for dooming her, but this is a moment when we can make a real difference, and end the threat forever.

So I ask you to do what is necessary, ruthless as it may be. Sometimes you must sacrifice one to save many. Vote for destroying the source."

Allow the PCs to vote for the solution they opt for. Each table gets one vote. In case of a draw, Drey wins.

It is important the players realize that saving Saharel requires that each table must expend 2 healing surges to empower the ritual. Other tables can offer to pay more healing surges so that others can provide less or none at all.

COURA

Coura is a construct, a humanoid delicately crafted from glass, stone and metal. Her head and hands are fashioned of the finest white marble, her midriff is of transparent crystal that reveals her inside to be a intricate clockwork of gears and faintly glowing glasswork. Her face is sculpted in the likeness of a woman. She is dressed in a blue dress that only partly covers her, but hides the gears in her arms and legs. Coura does not speak, but instead communicates by quickly tracing magical glowing letters in the air.

She does not involve herself in the debate unless specifically asked to by the adventurers present. She is willing to make an oath on her creator to do her utmost best to keep the power out of the hands of the Netherese and to take care that those opposing Netheril do not abuse it either. She cannot promise she remains unaffected by the power when transferred into her, but is confident there is not going to be any permanent, let alone dangerous, damage done to her.

Note that once the ritual is performed, her senses are overloaded for the time being and she grows inert to correct the problems.

ENDING THE ENCOUNTER

Once the votes are tallied and the choice made public, continue with Encounter 4. If the PCs voted for the power's destruction, Lady Saharel opposes it. She empowers the pillars in Encounter 4, making the fight harder, and one group of adventurers has to face her. Select one group of adventurers from AL 16, 18 or 20 for Special Mission 4. Remember this is only done when the PCs voted for the destruction.

SPECIAL MISSION

If the PCs voted for the powers destruction a special mission team has to be selected before moving on to Encounter 4. Lerne speaks:

"Our course is set. Here we stand and we will deny the shades their insight into the future forever! Forever, but at a cost. We cannot complete our rituals against the active opposition of the lady. We must fight her, defeat her if needed, keep her occupied. While she cannot be surprised by our descission, she also cannot have had much time to prepare, blinded as she was by the netherese control. As such we once again need volunteers. I understand that this may not be the most tasteful objective, but we all share the responsibility of our choice. Who will take a stand to enforce it?"

There are no special considerations for selecting the special mission group. If anything few may be willing. Tables of AL 16 to 20 can volunteer for this special mission.

QUESTIONAIRRE

- Does your table wants to save or destroy Lady Saharel?
- If you want to save Saharel, will you provide the required 2 healing surges?
- Are you willing to provide more? If so, how many?

ENCOUNTER 4: DARK PILLARS

ENCOUNTER LEVEL

2/4/6/8/10/12/14/16/18/20

SETUP

This encounter includes the following creatures at adventure level 2:

2 lesser pillar golems (level 2) (G)

Glory Tier: **1 trap haunt (level 2) (H)**

Round 2: **6 wraith figments (level 2) (W)**

Round 4: **6 wraith figments (level 2) (W)**

This encounter includes the following creatures at adventure level 4:

2 lesser pillar golems (level 4) (G)

Glory Tier: **1 trap haunt (level 4) (H)**

Round 2: **6 wraith figments (level 4) (W)**

Round 4: **6 wraith figments (level 4) (W)**

This encounter includes the following creatures at adventure level 6:

2 lesser pillar golems (level 6) (G)

Glory Tier: **1 trap haunt (level 6) (H)**

Round 2: **6 wraith figments (W)**

Round 4: **6 wraith figments (W)**

This encounter includes the following creatures at adventure level 8:

2 lesser pillar golems (level 8) (G)

Glory Tier: **1 trap haunt (H)**

Round 2: **6 wraith figments (level 8) (W)**

Round 4: **6 wraith figments (level 8) (W)**

This encounter includes the following creatures at adventure level 10:

2 lesser pillar golems (G)

Glory Tier: **1 trap haunt (level 10) (H)**

Round 2: **6 wraith figments (level 10) (W)**

Round 4: **6 wraith figments (level 10) (W)**

This encounter includes the following creatures at adventure level 12:

2 lesser pillar golems (level 12) (G)

Glory Tier: **1 trap haunt (level 12) (H)**

Round 2: **8 wraith figments (level 12) (W)**

Round 4: **8 wraith figments (level 12) (W)**

This encounter includes the following creatures at adventure level 14:

2 lesser pillar golems (level 14) (G)

Glory Tier: **1 trap haunt (level 14) (H)**

Round 2: **8 wraith figments (level 14) (W)**

Round 4: **8 wraith figments (level 14) (W)**

This encounter includes the following creatures at adventure level 16:

2 greater pillar golems (level 16) (G)

Glory Tier: **2 trap haunts (level 16) (H)**

Round 2: **8 wraith figments (level 16) (W)**

Round 4: **8 wraith figments (level 16) (W)**

This encounter includes the following creatures at adventure level 18:

2 greater pillar golems (level 18) (G)

Glory Tier: **2 trap haunts (level 18) (H)**

Round 2: **8 wraith figments (level 18) (W)**

Round 4: **8 wraith figments (level 18) (W)**

This encounter includes the following creatures at adventure level 20:

2 greater pillar golems (G)

Glory Tier: **2 trap haunts (level 20) (H)**

Round 2: **8 wraith figments (level 20) (W)**

Round 4: **8 wraith figments (level 20) (W)**

Angry Saharel: The monsters gain a +2 to attack rolls and damage rolls at heroic level; the monsters gain +2 to attack rolls and a +4 to damage rolls at paragon level. Once Saharel is defeated this bonus disappears (see Special Mission 4).

Running Time: 75 minutes; ~10 minutes to set up the map and ~60 minutes for the fight.

Optional Extension: Aiding with the Ritual.

Failure Encounter 3: If the majority of the tables failed to close the portals in Encounter 3, there is one ritual caster less in this encounter and Encounter 4. One PC must take the role of the ritual caster, spending at least 1 standard action per round on the ritual from a circle (no check required). PCs can switch around. If no PC performs such an action, it counts as hitting one specific caster for that round (see Ending the Encounter).

Regardless of the choices made in the Interlude NPC casters must perform a ritual on each of the pillars that bind and control Saharel. Four spellcasters (or three if the PCs failed at Encounter 3) are directed to each pillar (high AL tables by now have returned from Shadowfell). Since the pillars are protected both by Saharel's magic and wards created by the Netherese, the PCs are assigned to such a band of casters as protectors. Their task is to keep the casters alive. Only when a direct

threat has been dealt with can they help with the actual ritual.

“A choice has been made. It is now up to us to make it happen,” the general starts. “Ritual casters have been assigned to each pillar to perform the necessary rituals. We know that the pillars are well protected and that meddling with their magic has a tendency to bring forth dangerous creatures, likely from the pillars. Each of your groups is assigned to a group of casters. Your first priority is to protect them from harm. Only once any such creatures have been dealt with, can you perchance assist with the actual ritual. Doing so is entirely OPTIONAL. They are able to perform the ritual on their own, assuming you keep any critters from their backs. Clear?”

With that settled, each group is directed to their assigned pillar.

After a short walk you arrive at your assigned post, three ox-drawn wagons and four/(three) grim looking priests following in your wake. A 30 feet tall smooth white stone pillar rises from the ground. A sense of dread and darkness seems to radiate from the pillar, the light of the sun having even more trouble of breaking the darkness of the place. The ground around it is clear except for some debris and six magic circles surrounding it.

The magic circles have been carved in the rocky floor. They were the foci for the rituals performed by the Netherese. Now they fulfill the same roll for the Luruar casters.

Each of the casters has to step into one of the circles, before they start performing their rituals. They pick the circles as depicted on the map, but allow themselves to be convinced otherwise by the PCs. Once done, give the PCs a few minutes to position the three wagons and the heaps of rubble to help with their struggle. The casters fear there is little time, and they do not allow the casting of any protective rituals if doing so costs more than 5 minutes. Place the PCs on the battlemap, and when ready, start the ritual.

For the first few seconds after the ritual started it is strangely silent except for the monotone casting, not a breeze to disturb the dust. Then a grinding noise comes from the pillar and two large sized humanoids made out of white stone step forth from the pillar. Their green glowing eyes turn towards you, and a strange whisper emanates from the pillar, “Kill the meddlers.”

The creatures split into two groups, each group rushing to one side of the map towards the NPC casters performing the ritual. Roll initiative as normal, neither side being surprised. If there is a trap haunt, it tries to hide in the shadows as per the hiding rules (except that it can hide as long as there is concealment), delaying until it gets a clearer picture of the battle and who to target.

At the start of the 2nd round, shadows collide at the feet of the pillar* and the first batch of wraith figments appear. Roll initiative and on their turn they rush towards the casters. They can be targeted before their turn comes up. The same happens at the start of the 4th round with a second batch of figments.

** Note that if you want to increase the challenge, you can have the figments start at the corners of the map instead of the feet of the pillar.*

FEATURES OF THE AREA

Illumination: The pillar covers the map into dim lighting. Lighting of the PCs can easily overcome this effect.

Casters (C): The four casters have an AC of [15 + AL], and other defenses of [13 + AL]. A single hit reduces its hit points by 25% regardless of its source. A caster dies when hit once when at 0 hit points or less. At AL 2 - 10 level they have 1 healing surge. At AL 12 - 20 they have 2 healing surge. If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points).

A critical hit instantly kills a caster.

Note down the number of rounds a caster was hit for each of the casters, and add these values together in the questionnaire. Each round that a caster is hit disrupts their casting, and if it happens enough it has an impact on Encounter 5. Also note when a caster dies for similar reasons.

Magic Circles: These circles offer limited protection against shadow creatures. Characters within the circles gain a +2 power bonus to defenses against attacks made by shadow creatures. These effects are included in the defenses of the casters.

Necrotic Seepage (AL 12 - 20 only): The dark patches on the map are necrotic seepage. The pillar summons it forth at the start of the fight, meaning characters could end up starting in such an area. It is difficult terrain. It is also considered hindering terrain to living creatures, since a living creature that enters or starts its turn within necrotic seepage is targeted by the following attack: AL +3 vs. Fortitude; Hit: The target attracts soul rot of a level equal to the AL.

Soul Rot: Cured <> **Initial Effect:** The target takes 10 necrotic damage and loses one healing surge that the target cannot regain until cured of the disease <> The target is weakened until cured <> The target dies and rises a wraith. Improve: hard DC Endurance/Heal; Maintain: moderate DC Endurance/Heal; Worsen: less than moderate DC Endurance/Heal.

Note that the disease is cured after the battle for free by clergy on the road.

Rubble: The patches of rubble can be positions by the characters at the start of the encounter. It is considered difficult terrain and provides cover. The heaps of rubble is 8 feet high, and cannot be flown over by the wight figments. **The magic circles need to remain free of rubble.**

Shadow Pillar: The pillar is blocking terrain, providing full cover as normal. It is infused with an alien intelligence, constantly belittling the characters through whispers while directing its servants. Once per round at the end of the round, it targets one light source within 20 to extinguish it. If in the control of a PC it needs to succeed at an attack AL +3 vs. Will, otherwise it is automatic. It hates the light. In addition, it casts *dispel magic* 1/round at a single zone or conjuration within 20 with an attack roll of AL +3 vs. Will.

Wagons: The characters can position the wagons to provide cover and block the passage of the golems, although the PCs might not want to risk the ox. None of the monsters purposely targets an ox, but if they happen to target one with an area of effect they do so. An ox is automatically hit, and it bloodied on the first hit and dies on the second.

TACTICS

The creatures are summoned/created by the pillar, and are directed by its intellect. In general they act more coordinated than their Intelligence suggests. The control is not complete, so once in melee they quickly revert to more typical behavior.

The golems wander forward until confronted by a target, hoping to lure the PCs out of cover and away from the casters. If possible the golems use their ranged attacks to lure PCs close or to get people away from the casters (at AL 2 to 14 through *haunted gaze* and at AL 16 to 20 by using *promise of strength* on a PC close to the casters). They try to get close enough to one of the four casters to get it with their area attacks, but not at the expense of their own safety. They are here to deal with the defenders, not the casters themselves, which is the role of the figments and haunt(s).

The figments try to avoid PCs on their path, moving towards the casters more or less in a straight line. If the

wraiths do get into melee, they attack before proceeding with *shadow glide*. If that power has been used, they stay within melee to defend themselves. At the start of the 4th round the pillar summons another batch, hoping they have more success.

The trap haunt(s) stays hidden at the start of the fight, observing the fight and circling the defenders. It tries to possess ranged attackers or defenders that stay near the casters, hoping to use them against the casters once possessed.

The pillar tries to dispel one light source at the end of the round, **and** one zone or conjuration, picking one that is most harmful to its assault on the ritual casters.

All creatures fight to the death, having no existence outside that provided by the magic of the pillar.

SCALING THE ENCOUNTER

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

Four PCs: Remove 2 minions, and reduce the hit points of the golems by the following amount 6 / 15 / 15 / 18 / 21 / 24 / 27 / 64 / 71 / 77. At Glory Tier the *ghostly possession* of the trap haunt becomes an Encounter power.

Six PCs: Add 2 minions, and increase the hit points of the golems by the following amount 6 / 15 / 15 / 18 / 21 / 24 / 27 / 64 / 71 / 77. At Glory Tier the *ghostly possession* of the trap haunt recharges at 5-6.

ENDING THE ENCOUNTER

Once all creatures are defeated, the pillar does not have enough energy to summon more. From there it is a relatively easy task for the casters to finish the ritual. If the battle has not been called yet by the BI's organizers, the PCs can offer their aid with the ritual. See below for details. Otherwise fill in the questionnaire, and let the spokesperson at the table report the results HQ. Proceed with Encounter 5 as directed by BI's organizers.

Note that for each round a caster was hit during the encounter, one more action is required to load the wagon in Encounter 5. In addition, if by the end of the Encounter there are still non-minion opponents left at the table. Each bloodied opponent left generates two more actions to load the wagons, each non-bloodied one generates four more actions. It is up to the BI organizers to decide whether failures stay at the same table, or allow them to be transferred to another as with the Reinforcement rules, OR whether results are averaged.

OPTIONAL EXTENSION: AIDING THE RITUAL

Goal: Aid the NPC casters in performing the ritual, remove the distraction of the intellect within the pillar

and speedily disassemble the pillar without causing an accident.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Athletics, Bluff, Diplomacy, Dungeoneering, Intimidate and Religion.

Victory: Success makes it easier to disassemble the pillars. If enough tables succeed it has an impact on Encounter 5.

Defeat: The PCs help has no impact on the proceedings, neither hindering nor helping. Encounter 5 is run as normal.

Aiding with the ritual consists of three distinct scenes. First, two PCs need to enter the remaining two magic circles and join the ritual. As soon as they start, the pillar starts talking with the characters, hoping to dissuade them from their task. Once silenced, they need to disassemble the pillar and load the pieces on the wagons.

The scene is mostly intended as a bit of role-playing to fill the time. The pillar is a dark alien entity empowered by the spirit of Saharel and the magic of the Netherese. It gained sentience very recently, remembering nothing from what happened before. All it knows is that the PCs are killing it, and it does not want to die. It tries to cajole the PCs into stopping through compliments, threats or by raising questions about the morality of killing it (or even questions about things such as the meaning of life). It focuses on whatever seems to work best. It hates light of any kind.

Arcana or Religion DC hard (1 success; 2 maximum)

A character standing in the circle must make an Arcana or Religion check to see how much their help speeds up the process. A character busy with the ritual can interact with the entity of the pillar.

If two PCs help with the ritual, only one has to succeed.

Bluff, Diplomacy or Intimidate DC hard (1 success; 2 maximum)

The constant whispering of the entity greatly distracts anybody performing the ritual, slowing down the process considerably. Getting it to shut up or keep their attention focused on those not involved on the ritual hastens the ritual, giving more time to clean things up before the Netherese appear in Encounter 5.

Dungeoneering or Athletics DC moderate (1 success; 2 maximum)

At some point the pillar must be disassembled and loaded in the wagons to prevent the Netherese from somehow regaining control of Saharel. Drawing up a

good plan (Dungeoneering) and doing the actual work can be a great boon. Failing this check leads to the loss of 1 healing surge in an accident.

QUESTIONNAIRE

- How many total rounds where the NPCs casters disrupted (total rounds of all casters)?
- How many casters died?
- What non-minion creatures, if any, survived?
- Where the surviving creatures bloodied or not?
- Did the PCs successfully aided with the ritual?
- Did any PC use *liquid darkness*?
- Did any PCs die?
- Did your table play at glory tier?

ENCOUNTER 4: DARK PILLARS STATISTICS (ADVENTURE LEVEL 2)

2 Lesser Pillar Golem (level 2)	Level 2 Elite Soldier
Large shadow animate (construct)	XP 250
HP 55; Bloodied 27	Initiative +4
AC 17, Fortitude 16, Reflex 12, Will 14	Perception +4
Speed 7	Darkvision
Resist 5 to all damage	
Saving Throws +2; +4 against fear effects; Action Points 1	
TRAITS	
○ Loose Rubble • Aura 2 Squares in the aura are difficult terrain for enemies.	
○ Terrifying Presence (fear) • Aura 3 Each enemy within the aura takes a -2 penalty to saving throws and all defenses.	
Plodding The golem cannot shift.	
STANDARD ACTIONS	
m Slam • At-Will Attack: Melee 2 (one creature); +7 vs. AC Hit: 1d8 + 5 damage, and the target is slowed until the end of the golem's next turn.	
C Clutching Ground • Recharge 5-6 Attack: Close burst 2 (enemies in the burst); +5 vs. Reflex Hit: 1d8 + 5 damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).	
C Howling Terror (fear, psychic) • Recharge 5-6 Attack: Close burst 3 (enemies in the burst); +5 vs. Will Hit: 1d8 + 5 psychic damage, and the pillar golem slides the target 4 squares. Miss: Half damage, and the pillar golem slides the target 1 square.	
MINOR ACTIONS	
C Haunted Gaze (fear, gaze) • At-Will (1/round) Attack: Close blast 10 (one creature in the blast); +5 vs. Will Hit: The pillar golem pulls the target up to 3 squares.	
Str 21 (+6)	Dex 12 (+2)
Con 17 (+4)	Int 3 (-3)
Wis 16 (+4)	Cha 3 (-3)
Alignment unaligned Languages -	
Note: Street golem with a modified terrifying haunt template from DMG 2.	

6 x2 Wraith Figment (level 2)	Level 2 Minion Skirmisher
Medium shadow humanoid (undead)	XP 31
HP 1; a missed attack never damages a minion.	Initiative +6
AC 14, Fortitude 12, Reflex 16, Will 13	Perception +1
Speed fly 6 (hover, altitude limit 1)	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD	
m Shadow Caress (necrotic) • At-Will Attack: Melee 1 (one creature); +5 vs. Reflex Hit: 5 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter Effect: The wraith figment shifts up to 6 squares.	
Skills Stealth +9	
Str 3 (-3)	Dex 17 (+4)
Con 13 (+2)	Int 4 (-2)
Wis 10 (+1)	Cha 15 (+3)
Alignment chaotic evil Languages -	

0 or 1 Trap Haunt (level 2)	Level 2 Lurker
Medium shadow humanoid (undead)	XP 125
HP 31; Bloodied 16	Initiative +9
AC 14, Fortitude 10, Reflex 12, Will 11	Perception +6
Speed fly 6 (hover; altitude limit 1); phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Grave Touch (necrotic) • At-Will Attack: Melee 1 (one creature); +6 vs. Fortitude Hit: 1d8 + 5 necrotic damage.	
M Ghostly Possession • Recharge 6 Attack: Melee 1 (one living creature); +6 vs. Will Hit: The trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target. Miss: The power is not expended.	
Skills Stealth +10	
Str 10 (+1)	Dex 18 (+5)
Con 14 (+3)	Int 11 (+1)
	Wis 11 (+1)
	Cha 16 (+4)
Alignment unaligned Languages Netherese	
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values, slightly modified <i>ghostly possession</i> .	

1 Shadow Pillar	Hazard
MINOR ACTIONS	
C Consume Light • At-Will (1/round) Attack: Close burst 20 (one light source within burst); +5 vs. Will of the possessor of the light source. Hit: Light source is extinguished, and cannot be used until the end of the encounter.	
C Dispel Magic • At-Will (1/round) Attack: Close burst 20 (one conjuration or zone within burst); +5 vs. Will of the creator of the zone or the conjuration. Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.	

4 Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 17, Fortitude 15, Reflex 15, Will 15	
Healing Surges 1 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

ENCOUNTER 4: DARK PILLARS STATISTICS (ADVENTURE LEVEL 4)

2 Lesser Pillar Golem (level 4)	Level 4 Elite Soldier
Large shadow animate (construct)	XP 350
HP 76; Bloodied 38	Initiative +5
AC 19, Fortitude 18, Reflex 14, Will 16	Perception +5
Speed 7	Darkvision
Resist 5 to all damage	
Saving Throws +2; +4 against fear effects; Action Points 1	
TRAITS	
○ Loose Rubble • Aura 2	
Squares in the aura are difficult terrain for enemies.	
○ Terrifying Presence (fear) • Aura 3	
Each enemy within the aura takes a -2 penalty to saving throws and all defenses.	
Plodding	
The golem cannot shift.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d6 + 4 damage, and the target is slowed until the end of the golem's next turn.	
C Clutching Ground • Recharge 5-6	
Attack: Close burst 2 (enemies in the burst); +7 vs. Reflex	
Hit: 1d8 + 6 damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).	
C Howling Terror (fear, psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies in the burst); +7 vs. Will	
Hit: 1d8 + 6 psychic damage, and the pillar golem slides the target 4 squares.	
Miss: Half damage, and the pillar golem slides the target 1 square.	
MINOR ACTIONS	
C Haunted Gaze (fear, gaze) • At-Will (1/round)	
Attack: Close blast 10 (one creature in the blast); +7 vs. Will	
Hit: The pillar golem pulls the target up to 3 squares.	
Str 21 (+7)	Dex 12 (+3)
Con 17 (+5)	Int 3 (-2)
Wis 16 (+5)	Cha 3 (-2)
Alignment unaligned Languages -	
Note: Street golem with a modified terrifying haunt template from DMG 2.	

6 x2 Wraith Figment (level 4)	Level 4 Minion Skirmisher
Medium shadow humanoid (undead)	XP 44
HP 1; a missed attack never damages a minion.	Initiative +7
AC 16, Fortitude 14, Reflex 18, Will 15	Perception +2
Speed fly 6 (hover, altitude limit 1)	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD	
m Shadow Caress (necrotic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 6 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
Effect: The wraith figment shifts up to 6 squares.	
Skills Stealth +10	
Str 3 (-2)	Dex 17 (+5)
Con 13 (+3)	Int 4 (-1)
Wis 10 (+2)	Cha 15 (+4)
Alignment chaotic evil Languages -	

0 or 1 Trap Haunt (level 4)	Level 4 Lurker
Medium shadow humanoid (undead)	XP 175
HP 44; Bloodied 22	Initiative +10
AC 16, Fortitude 12, Reflex 14, Will 13	Perception +7
Speed fly 6 (hover; altitude limit 1); phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Grave Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +8 vs. Fortitude	
Hit: 2d6 + 5 necrotic damage.	
M Ghostly Possession • Recharge 6	
Attack: Melee 1 (one living creature); +8 vs. Will	
Hit: The trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target.	
Miss: The power is not expended.	
Skills Stealth +11	
Str 10 (+2)	Dex 18 (+6)
Con 14 (+4)	Int 11 (+2)
	Wis 11 (+2)
	Cha 16 (+5)
Alignment unaligned Languages Netherese	
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values, slightly modified <i>ghostly possession</i> .	

1 Shadow Pillar	Hazard
MINOR ACTIONS	
C Consume Light • At-Will (1/round)	
Attack: Close burst 20 (one light source within burst); +7 vs. Will of the possessor of the light source.	
Hit: Light source is extinguished, and cannot be used until the end of the encounter.	
C Dispel Magic • At-Will (1/round)	
Attack: Close burst 20 (one conjuration or zone within burst); +7 vs. Will of the creator of the zone or the conjuration.	
Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.	

4 Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 19, Fortitude 17, Reflex 17, Will 17	
Healing Surges 1 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

ENCOUNTER 4: DARK PILLARS STATISTICS (ADVENTURE LEVEL 6)

2 Lesser Pillar Golem (level 6)	Level 6 Elite Soldier
Large shadow animate (construct)	XP 500
HP 73; Bloodied 36	Initiative +6
AC 21, Fortitude 20, Reflex 16, Will 18	Perception +6
Speed 7	Darkvision
Resist 10 to all damage	
Saving Throws +2; +4 against fear effects; Action Points 1	
TRAITS	
○ Loose Rubble • Aura 2 Squares in the aura are difficult terrain for enemies.	
○ Terrifying Presence (fear) • Aura 3 Each enemy within the aura takes a -2 penalty to saving throws and all defenses.	
Plodding The golem cannot shift.	
STANDARD ACTIONS	
m Slam • At-Will <i>Attack:</i> Melee 2 (one creature); +11 vs. AC <i>Hit:</i> 2d6 + 6 damage, and the target is slowed until the end of the golem's next turn.	
c Clutching Ground • Recharge 5-6 <i>Attack:</i> Close burst 2 (enemies in the burst); +9 vs. Reflex <i>Hit:</i> 2d6 + 3 damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).	
c Howling Terror (fear, psychic) • Recharge 5-6 <i>Attack:</i> Close burst 3 (enemies in the burst); +9 vs. Will <i>Hit:</i> 2d6 + 3 psychic damage, and the pillar golem slides the target 4 squares. <i>Miss:</i> Half damage, and the pillar golem slides the target 1 square.	
MINOR ACTIONS	
c Haunted Gaze (fear, gaze) • At-Will (1/round) <i>Attack:</i> Close blast 10 (one creature in the blast); +9 vs. Will <i>Hit:</i> The pillar golem pulls the target up to 3 squares.	
Str 21 (+8)	Dex 12 (+4)
Con 17 (+6)	Int 3 (-1)
	Wis 16 (+6)
	Cha 3 (-1)
Alignment unaligned Languages -	
Note: Street golem with a modified terrifying haunt template from DMG 2.	

6 x2 Wraith Figment	Level 6 Minion Skirmisher
Medium shadow humanoid (undead)	XP 63
HP 1; a missed attack never damages a minion.	Initiative +8
AC 18, Fortitude 16, Reflex 20, Will 17	Perception +3
Speed fly 6 (hover, altitude limit 1)	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD	
m Shadow Caress (necrotic) • At-Will <i>Attack:</i> Melee 1 (one creature); +9 vs. Reflex <i>Hit:</i> 7 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter <i>Effect:</i> The wraith figment shifts up to 6 squares.	
Skills Stealth +11	
Str 3 (-1)	Dex 17 (+6)
Con 13 (+4)	Int 4 (+0)
	Wis 10 (+3)
	Cha 15 (+5)
Alignment chaotic evil Languages -	

0 or 1 Trap Haunt (level 6)	Level 6 Lurker
Medium shadow humanoid (undead)	XP 250
HP 56; Bloodied 28	Initiative +11
AC 18, Fortitude 14, Reflex 16, Will 15	Perception +8
Speed fly 6 (hover; altitude limit 1); phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Grave Touch (necrotic) • At-Will <i>Attack:</i> Melee 1 (one creature); +10 vs. Fortitude <i>Hit:</i> 2d6 + 7 necrotic damage.	
M Ghostly Possession • Recharge 6 <i>Attack:</i> Melee 1 (one living creature); +10 vs. Will <i>Hit:</i> The trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target. <i>Miss:</i> The power is not expended.	
Skills Stealth +12	
Str 10 (+3)	Dex 18 (+7)
Con 14 (+5)	Int 11 (+3)
	Wis 11 (+3)
	Cha 16 (+6)
Alignment unaligned Languages Netherese	
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values, slightly modified <i>ghostly possession</i> .	

1 Shadow Pillar	Hazard
MINOR ACTIONS	
c Consume Light • At-Will (1/round) <i>Attack:</i> Close burst 20 (one light source within burst); +9 vs. Will of the possessor of the light source. <i>Hit:</i> Light source is extinguished, and cannot be used until the end of the encounter.	
c Dispel Magic • At-Will (1/round) <i>Attack:</i> Close burst 20 (one conjuration or zone within burst); +9 vs. Will of the creator of the zone or the conjuration. <i>Hit:</i> The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.	

4 Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 21, Fortitude 19, Reflex 19, Will 19	
Healing Surges 1 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

ENCOUNTER 4: DARK PILLARS STATISTICS (ADVENTURE LEVEL 8)

2 Lesser Pillar Golem (level 8)	Level 8 Elite Soldier
Large shadow animate (construct)	XP 700
HP 89; Bloodied 44	Initiative +7
AC 23, Fortitude 22, Reflex 18, Will 20	Perception +7
Speed 7	Darkvision
Resist 10 to all damage	
Saving Throws +2; +4 against fear effects; Action Points 1	
TRAITS	
○ Loose Rubble • Aura 2	
Squares in the aura are difficult terrain for enemies.	
○ Terrifying Presence (fear) • Aura 3	
Each enemy within the aura takes a -2 penalty to saving throws and all defenses.	
Plodding	
The golem cannot shift.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d6 + 8 damage, and the target is slowed until the end of the golem's next turn.	
c Clutching Ground • Recharge 5-6	
Attack: Close burst 2 (enemies in the burst); +11 vs. Reflex	
Hit: 2d6 + 5 damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).	
c Howling Terror (fear, psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies in the burst); +11 vs. Will	
Hit: 2d6 + 5 psychic damage, and the pillar golem slides the target 4 squares.	
Miss: Half damage, and the pillar golem slides the target 1 square.	
MINOR ACTIONS	
c Haunted Gaze (fear, gaze) • At-Will (1/round)	
Attack: Close blast 10 (one creature in the blast); +11 vs. Will	
Hit: The pillar golem pulls the target up to 3 squares.	
Str 21 (+9)	Dex 12 (+5)
Con 17 (+7)	Int 3 (+0)
	Wis 16 (+7)
	Cha 3 (+0)
Alignment unaligned Languages -	
Note: Street golem with a modified terrifying haunt template from DMG 2.	

6 x2 Wraith Figment (level 8)	Level 8 Minion Skirmisher
Medium shadow humanoid (undead)	XP 88
HP 1; a missed attack never damages a minion.	Initiative +9
AC 20, Fortitude 18, Reflex 22, Will 19	Perception +4
Speed fly 6 (hover, altitude limit 1)	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD	
m Shadow Caress (necrotic) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 8 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
Effect: The wraith figment shifts up to 6 squares.	
Skills Stealth +12	
Str 3 (+0)	Dex 17 (+7)
Con 13 (+5)	Int 4 (+1)
	Wis 10 (+4)
	Cha 15 (+6)
Alignment chaotic evil Languages -	

0 or 1 Trap Haunt	Level 8 Lurker
Medium shadow humanoid (undead)	XP 350
HP 68; Bloodied 34	Initiative +12
AC 20, Fortitude 16, Reflex 18, Will 17	Perception +9
Speed fly 6 (hover; altitude limit 1); phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Grave Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +12 vs. Fortitude	
Hit: 2d8 + 7 necrotic damage.	
M Ghostly Possession • Recharge 6	
Attack: Melee 1 (one living creature); +12 vs. Will	
Hit: The trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target.	
Miss: The power is not expended.	
Skills Stealth +13	
Str 10 (+4)	Dex 18 (+8)
Con 14 (+6)	Int 11 (+4)
	Wis 11 (+4)
	Cha 16 (+7)
Alignment unaligned Languages Netherese	
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values, slightly modified <i>ghostly possession</i> .	

1 Shadow Pillar	Hazard
MINOR ACTIONS	
c Consume Light • At-Will (1/round)	
Attack: Close burst 20 (one light source within burst); +11 vs. Will of the possessor of the light source.	
Hit: Light source is extinguished, and cannot be used until the end of the encounter.	
c Dispel Magic • At-Will (1/round)	
Attack: Close burst 20 (one conjuration or zone within burst); +11 vs. Will of the creator of the zone or the conjuration.	
Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.	

4 Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 23, Fortitude 21, Reflex 21, Will 21	
Healing Surges 1 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

ENCOUNTER 4: DARK PILLARS STATISTICS (ADVENTURE LEVEL 10)

2 Lesser Pillar Golem	Level 10 Elite Soldier
Large shadow animate (construct)	XP 1,000
HP 105; Bloodied 52	Initiative +8
AC 25, Fortitude 24, Reflex 20, Will 22	Perception +8
Speed 7	Darkvision
Resist 10 to all damage	
Saving Throws +2; +4 against fear effects; Action Points 1	
TRAITS	
○ Loose Rubble • Aura 2	
Squares in the aura are difficult terrain for enemies.	
○ Terrifying Presence (fear) • Aura 3	
Each enemy within the aura takes a -2 penalty to saving throws and all defenses.	
Plodding	
The golem cannot shift.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 2d6 + 10 damage, and the target is slowed until the end of the golem's next turn.	
c Clutching Ground • Recharge 5-6	
Attack: Close burst 2 (enemies in the burst); +13 vs. Reflex	
Hit: 2d8 + 5 damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).	
c Howling Terror (fear, psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies in the burst); +13 vs. Will	
Hit: 2d8 + 5 psychic damage, and the pillar golem slides the target 4 squares.	
Miss: Half damage, and the pillar golem slides the target 1 square.	
MINOR ACTIONS	
c Haunted Gaze (fear, gaze) • At-Will (1/round)	
Attack: Close blast 10 (one creature in the blast); +13 vs. Will	
Hit: The pillar golem pulls the target up to 3 squares.	
Str 21 (+10)	Dex 12 (+6) Wis 16 (+8)
Con 17 (+8)	Int 3 (+1) Cha 3 (+1)
Alignment unaligned Languages -	
Note: Street golem with a modified terrifying haunt template from DMG 2.	

6 x2 Wraith Figment (level 10)	Level 10 Minion Skirmisher
Medium shadow humanoid (undead)	XP 125
HP 1; a missed attack never damages a minion.	Initiative +10
AC 22, Fortitude 20, Reflex 24, Will 21	Perception +5
Speed fly 6 (hover, altitude limit 1)	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD	
m Shadow Caress (necrotic) • At-Will	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 9 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
Effect: The wraith figment shifts up to 6 squares.	
Skills Stealth +13	
Str 3 (+1)	Dex 17 (+8) Wis 10 (+5)
Con 13 (+6)	Int 4 (+2) Cha 15 (+7)
Alignment chaotic evil Languages -	

0 or 1 Trap Haunt (level 10)	Level 10 Lurker
Medium shadow humanoid (undead)	XP 500
HP 80; Bloodied 40	Initiative +13
AC 22, Fortitude 18, Reflex 20, Will 19	Perception +10
Speed fly 6 (hover; altitude limit 1); phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Grave Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage.	
M Ghostly Possession • Recharge 6	
Attack: Melee 1 (one living creature); +14 vs. Will	
Hit: The trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target.	
Miss: The power is not expended.	
Skills Stealth +14	
Str 10 (+5)	Dex 18 (+9) Wis 11 (+5)
Con 14 (+7)	Int 11 (+5) Cha 16 (+8)
Alignment unaligned Languages Netherese	
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values, slightly modified <i>ghostly possession</i> .	

1 Shadow Pillar	Hazard
MINOR ACTIONS	
c Consume Light • At-Will (1/round)	
Attack: Close burst 20 (one light source within burst); +13 vs. Will of the possessor of the light source.	
Hit: Light source is extinguished, and cannot be used until the end of the encounter.	
c Dispel Magic • At-Will (1/round)	
Attack: Close burst 20 (one conjuration or zone within burst); +13 vs. Will of the creator of the zone or the conjuration.	
Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.	

4 Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 25, Fortitude 23, Reflex 23, Will 23	
Healing Surges 1 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

ENCOUNTER 4: DARK PILLARS STATISTICS (ADVENTURE LEVEL 12)

2 Lesser Pillar Golem (level 12)	Level 12 Elite Soldier
Large shadow animate (construct)	XP 1,400
HP 121; Bloodied 60	Initiative +9
AC 27, Fortitude 26, Reflex 22, Will 24	Perception +9
Speed 7	Darkvision
Resist 10 to all damage	
Saving Throws +2; +4 against fear effects; Action Points 1	
TRAITS	
○ Loose Rubble • Aura 2	
Squares in the aura are difficult terrain for enemies.	
○ Terrifying Presence (fear) • Aura 3	
Each enemy within the aura takes a -2 penalty to saving throws and all defenses.	
Plodding	
The golem cannot shift.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d6 + 12 damage, and the target is slowed until the end of the golem's next turn.	
C Clutching Ground • Recharge 5-6	
Attack: Close burst 2 (enemies in the burst); +15 vs. Reflex	
Hit: 2d8 + 6 damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).	
C Howling Terror (fear, psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies in the burst); +15 vs. Will	
Hit: 2d8 + 6 psychic damage, and the pillar golem slides the target 4 squares.	
Miss: Half damage, and the pillar golem slides the target 1 square.	
MINOR ACTIONS	
C Haunted Gaze (fear, gaze) • At-Will (1/round)	
Attack: Close blast 10 (one creature in the blast); +15 vs. Will	
Hit: The pillar golem pulls the target up to 3 squares.	
Str 21 (+11)	Dex 12 (+7)
Con 17 (+9)	Int 3 (+2)
Wis 16 (+9)	Cha 3 (+2)
Alignment unaligned Languages -	
Note: Street golem with a modified terrifying haunt template from DMG 2.	

6 x2 Wraith Figment (level 12)	Level 12 Minion Skirmisher
Medium shadow humanoid (undead)	XP 175
HP 1; a missed attack never damages a minion.	Initiative +11
AC 24, Fortitude 22, Reflex 26, Will 23	Perception +6
Speed fly 6 (hover, altitude limit 1); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD	
m Shadow Caress (necrotic) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 10 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
Effect: The wraith figment shifts up to 6 squares.	
Skills Stealth +14	
Str 3 (+2)	Dex 17 (+9)
Con 13 (+7)	Int 4 (+3)
Wis 10 (+6)	Cha 15 (+8)
Alignment chaotic evil Languages -	

0 or 1 Trap Haunt (level 12)	Level 12 Lurker
Medium shadow humanoid (undead)	XP 700
HP 92; Bloodied 46	Initiative +14
AC 24, Fortitude 20, Reflex 22, Will 21	Perception +11
Speed fly 6 (hover; altitude limit 1); phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Grave Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +16 vs. Fortitude	
Hit: 3d6 + 10 necrotic damage.	
M Ghostly Possession • Recharge 6	
Attack: Melee 1 (one living creature); +16 vs. Will	
Hit: The trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target.	
Miss: The power is not expended.	
Skills Stealth +15	
Str 10 (+6)	Dex 18 (+10)
Con 14 (+8)	Int 11 (+6)
Wis 11 (+6)	Cha 16 (+9)
Alignment unaligned Languages Netherese	
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values, slightly modified <i>ghostly possession</i> .	

1 Shadow Pillar	Hazard
MINOR ACTIONS	
C Consume Light • At-Will (1/round)	
Attack: Close burst 20 (one light source within burst); +15 vs. Will of the possessor of the light source.	
Hit: Light source is extinguished, and cannot be used until the end of the encounter.	
C Dispel Magic • At-Will (1/round)	
Attack: Close burst 20 (one conjuration or zone within burst); +15 vs. Will of the creator of the zone or the conjuration.	
Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.	

4 Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 27, Fortitude 25, Reflex 25, Will 25	
Healing Surges 2 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

ENCOUNTER 4: DARK PILLARS STATISTICS (ADVENTURE LEVEL 14)

2 Lesser Pillar Golem (level 14)	Level 14 Elite Soldier	
Large shadow animate (construct)	XP 2,000	
HP 137; Bloodied 68	Initiative +10	
AC 29, Fortitude 28, Reflex 24, Will 26	Perception +10	
Speed 7	Darkvision	
Resist 10 to all damage		
Saving Throws +2; +4 against fear effects; Action Points 1		
TRAITS		
<ul style="list-style-type: none"> ○ Loose Rubble • Aura 2 Squares in the aura are difficult terrain for enemies. ○ Terrifying Presence (fear) • Aura 3 Each enemy within the aura takes a -2 penalty to saving throws and all defenses. 		
Plodding		
The golem cannot shift.		
STANDARD ACTIONS		
m Slam • At-Will Attack: Melee 2 (one creature); +19 vs. AC Hit: 2d8 + 14 damage, and the target is slowed until the end of the golem's next turn.		
c Clutching Ground • Recharge 5-6 Attack: Close burst 2 (enemies in the burst); +17 vs. Reflex Hit: 2d8 + 7 damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).		
c Howling Terror (fear, psychic) • Recharge 5-6 Attack: Close burst 3 (enemies in the burst); +17 vs. Will Hit: 2d8 + 7 psychic damage, and the pillar golem slides the target 4 squares. Miss: Half damage, and the pillar golem slides the target 1 square.		
MINOR ACTIONS		
c Haunted Gaze (fear, gaze) • At-Will (1/round) Attack: Close blast 10 (one creature in the blast); +17 vs. Will Hit: The pillar golem pulls the target up to 3 squares.		
Str 21 (+12)	Dex 12 (+8)	Wis 16 (+10)
Con 17 (+10)	Int 3 (+3)	Cha 3 (+3)
Alignment unaligned	Languages -	
Note: Street golem with a modified terrifying haunt template from DMG 2.		

6 x2 Wraith Figment (level 14)	Level 14 Minion Skirmisher	
Medium shadow humanoid (undead)	XP 250	
HP 1; a missed attack never damages a minion.	Initiative +12	
AC 26, Fortitude 24, Reflex 28, Will 25	Perception +7	
Speed fly 6 (hover, altitude limit 1); phasing	Darkvision	
Immune disease, poison; Resist 10 necrotic		
STANDARD		
m Shadow Caress (necrotic) • At-Will Attack: Melee 1 (one creature); +17 vs. Reflex Hit: 11 necrotic damage, and the target is immobilized until the end of the wraith's next turn.		
MOVE ACTIONS		
Shadow Glide • Encounter Effect: The wraith figment shifts up to 6 squares.		
Skills Stealth +15		
Str 3 (+3)	Dex 17 (+10)	Wis 10 (+7)
Con 13 (+8)	Int 4 (+4)	Cha 15 (+9)
Alignment chaotic evil	Languages -	

0 or 1 Trap Haunt (level 14)	Level 14 Lurker	
Medium shadow humanoid (undead)	XP 1,000	
HP 104; Bloodied 52	Initiative +15	
AC 26, Fortitude 22, Reflex 24, Will 23	Perception +12	
Speed fly 6 (hover; altitude limit 1); phasing	Darkvision	
Immune disease, poison		
TRAITS		
Insubstantial The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Grave Touch (necrotic) • At-Will Attack: Melee 1 (one creature); +18 vs. Fortitude Hit: 3d6 + 12 necrotic damage.		
M Ghostly Possession • Recharge 6 Attack: Melee 1 (one living creature); +18 vs. Will Hit: The trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target. Aftereffect: The target is dazed (save ends). Miss: The power is not expended.		
Skills Stealth +16		
Str 10 (+7)	Dex 18 (+11)	Wis 11 (+7)
Con 14 (+9)	Int 11 (+7)	Cha 16 (+10)
Alignment unaligned	Languages Netherese	
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values, slightly modified <i>ghostly possession</i> .		

1 Shadow Pillar	Hazard
MINOR ACTIONS	
c Consume Light • At-Will (1/round) Attack: Close burst 20 (one light source within burst); +17 vs. Will of the possessor of the light source. Hit: Light source is extinguished, and cannot be used until the end of the encounter.	
c Dispel Magic • At-Will (1/round) Attack: Close burst 20 (one conjuration or zone within burst); +17 vs. Will of the creator of the zone or the conjuration. Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.	

4 Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 29, Fortitude 27, Reflex 27, Will 27	
Healing Surges 2 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

ENCOUNTER 4: DARK PILLARS STATISTICS (ADVENTURE LEVEL 16)

2 Greater Pillar Golem (level 16)		Level 16 Elite Soldier
Large shadow animate (construct)		XP 2,800
HP 322; Bloodied 161		Initiative +12
AC 32, Fortitude 32, Reflex 26, Will 24		Perception +8
Speed 6 (cannot shift), fly 5 (clumsy)		Darkvision
Immune disease, poison		
Saving Throws +2; Action Points 1		
TRAITS		
○ Noxious Fumes (poison) • Aura 2		
While the golem is bloodied, and creature that enters the aura or starts its turn there takes 5 poison damage.		
Energizing Flames		
The first time the golem takes fire damage each turn, it can shift up to 2 squares as a free action, even if it could normally shift.		
Interfering Bolts		
When the golem takes lightning damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Iron Blade • At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 3d10 + 8 damage.		
Effect: The golem marks the target (save ends).		
M Cleave • At-Will		
Effect: The golem uses <i>iron blade</i> twice, each time against a different target.		
C Breath Weapon (poison) • Recharge 5-6		
Attack: Close blast 3 (creatures in the blast); +19 vs. Fortitude		
Hit: 4d8 + 7 poison damage, and ongoing 15 poison damage (save ends).		
MINOR ACTIONS		
R Promise of Strength • Recharge 5-6		
Attack: Ranged 10 (one creature); +19 vs. Will		
Hit: The next time the target attacks before the end of this creature's turn, it gains a +2 bonus to the attack roll but its allies within 5 squares of it take damage equal to 8 + one-half this creature's level.		
TRIGGERED ACTIONS		
M Dazing Fist • At-Will		
Trigger: A creature that is within 2 squares of the golem and marked by it moves.		
Attack (<i>Immediate Interrupt</i>): Melee 2 (triggering creature); +19 vs. Fortitude		
Hit: The target is dazed.		
C Toxic Death (poison) • At-Will		
Trigger: The golem is first bloodied or drops to 0 hit points.		
Attack (<i>No Action</i>): Close burst 3 (each creature in the burst); +19 vs. Fortitude		
Hit: 2d8 + 9 poisons damage, and ongoing 10 poison damage (save ends).		
Str 27 (+16)	Dex 15 (+10)	Wis 11 (+8)
Con 25 (+15)	Int 3 (+4)	Cha 3 (+4)
Alignment unaligned		Languages -
Note: Iron golem with Pazuzu's dread flock theme from <i>Demonomicon</i> .		

6 x2 Wraith Figment (level 16)		Level 16 Minion Skirmisher
Medium shadow humanoid (undead)		XP 350
HP 1; a missed attack never damages a minion.		Initiative +13
AC 28, Fortitude 26, Reflex 30, Will 27		Perception +8
Speed fly 6 (hover, altitude limit 1); phasing		Darkvision
Immune disease, poison; Resist 10 necrotic		
STANDARD		
m Shadow Caress (necrotic) • At-Will		
Attack: Melee 1 (one creature); +19 vs. Reflex		
Hit: 12 necrotic damage, and the target is immobilized until the end of the wraith's next turn.		
MOVE ACTIONS		
Shadow Glide • Encounter		
Effect: The wraith figment shifts up to 6 squares.		
Skills Stealth +16		
Str 3 (+4)	Dex 17 (+11)	Wis 10 (+8)
Con 13 (+9)	Int 4 (+5)	Cha 15 (+10)
Alignment chaotic evil		Languages -

0 or 2 Trap Haunt (level 16)		Level 16 Lurker
Medium shadow humanoid (undead)		XP 1,400
HP 116; Bloodied 58		Initiative +16
AC 28, Fortitude 24, Reflex 26, Will 25		Perception +13
Speed fly 6 (hover; altitude limit 1); phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Grave Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +20 vs. Fortitude		
Hit: 3d8 + 11 necrotic damage.		
M Ghostly Possession (psychic) • Recharge 6		
Attack: Melee 1 (one living creature); +20 vs. Will		
Hit: 3d8 + 11 psychic damage, and the trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target.		
Aftereffect: The target is dazed (save ends).		
Miss: The power is not expended.		
MINOR ACTIONS		
M Theft of Knowledge • Encounter		
Attack: Melee 1 (one creature); +20 vs. Will		
Hit: The trap haunt recharges <i>ghostly possession</i> . The next time the trap haunt uses that power before the end of the encounter, it gains a +4 bonus to the attack roll.		
Skills Stealth +17		
Str 10 (+8)	Dex 18 (+12)	Wis 11 (+8)
Con 14 (+10)	Int 11 (+8)	Cha 16 (+11)
Alignment unaligned		Languages Netherese

Note: Damage and insubstantial trait updated to *Monster Vault* values, slightly modified *ghostly possession*. *Theft of knowledge* is from the *Oubliavae's* ruinlords theme from *Demonomicon*.

1 Shadow Pillar	Hazard
MINOR ACTIONS	
C Consume Light • At-Will (1/round)	
<p>Attack: Close burst 20 (one light source within burst); +19 vs. Will of the possessor of the light source.</p> <p>Hit: Light source is extinguished, and cannot be used until the end of the encounter .</p>	
C Dispel Magic • At-Will (1/round)	
<p>Attack: Close burst 20 (one conjuration or zone within burst); +19 vs. Will of the creator of the zone or the conjuration.</p> <p>Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.</p>	

4 Ritual Casters	Special
Medium fey humanoid	XP -
<p>HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.</p> <p>AC 31, Fortitude 29, Reflex 29, Will 29</p> <p>Healing Surges 2 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).</p>	

ENCOUNTER 4: DARK PILLARS STATISTICS (ADVENTURE LEVEL 18)

2 Greater Pillar Golem (level 18)		Level 18 Elite Soldier
Large shadow animate (construct)		XP 4,000
HP 354; Bloodied 177		Initiative +13
AC 34, Fortitude 34, Reflex 28, Will 26		Perception +9
Speed 6 (cannot shift), fly 5 (clumsy)		Darkvision
Immune disease, poison		
Saving Throws +2; Action Points 1		
TRAITS		
○ Noxious Fumes (poison) • Aura 2		
While the golem is bloodied, and creature that enters the aura or starts its turn there takes 5 poison damage.		
Energizing Flames		
The first time the golem takes fire damage each turn, it can shift up to 2 squares as a free action, even if it could normally shift.		
Interfering Bolts		
When the golem takes lightning damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Iron Blade • At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 3d10 + 10 damage.		
Effect: The golem marks the target (save ends).		
M Cleave • At-Will		
Effect: The golem uses <i>iron blade</i> twice, each time against a different target.		
C Breath Weapon (poison) • Recharge 5-6		
Attack: Close blast 3 (creatures in the blast); +21 vs. Fortitude		
Hit: 4d8 + 8 poison damage, and ongoing 15 poison damage (save ends).		
MINOR ACTIONS		
R Promise of Strength • Recharge 5-6		
Attack: Ranged 10 (one creature); +21 vs. Will		
Hit: The next time the target attacks before the end of this creature's turn, it gains a +2 bonus to the attack roll but its allies within 5 squares of it take damage equal to 8 + one-half this creature's level.		
TRIGGERED ACTIONS		
M Dazing Fist • At-Will		
Trigger: A creature that is within 2 squares of the golem and marked by it moves.		
Attack (<i>Immediate Interrupt</i>): Melee 2 (triggering creature); +21 vs. Fortitude		
Hit: The target is dazed.		
C Toxic Death (poison) • At-Will		
Trigger: The golem is first bloodied or drops to 0 hit points.		
Attack (<i>No Action</i>): Close burst 3 (each creature in the burst); +21 vs. Fortitude		
Hit: 2d8 + 10 poisons damage, and ongoing 10 poison damage (save ends).		
Str 27 (+17)	Dex 15 (+11)	Wis 11 (+9)
Con 25 (+16)	Int 3 (+5)	Cha 3 (+5)
Alignment unaligned Languages -		
Note: Iron golem with Pazuzu's dread flock theme from <i>Demonomicon</i> .		

6 x2 Wraith Figment (level 18)		Level 18 Minion Skirmisher
Medium shadow humanoid (undead)		XP 500
HP 1; a missed attack never damages a minion.		Initiative +14
AC 30, Fortitude 28, Reflex 32, Will 29		Perception +9
Speed fly 6 (hover, altitude limit 1); phasing		Darkvision
Immune disease, poison; Resist 10 necrotic		
STANDARD		
m Shadow Caress (necrotic) • At-Will		
Attack: Melee 1 (one creature); +21 vs. Reflex		
Hit: 13 necrotic damage, and the target is restrained until the end of the wraith's next turn.		
MOVE ACTIONS		
Shadow Glide • Encounter		
Effect: The wraith figment shifts up to 6 squares.		
Skills Stealth +17		
Str 3 (+5)	Dex 17 (+12)	Wis 10 (+9)
Con 13 (+10)	Int 4 (+6)	Cha 15 (+11)
Alignment chaotic evil Languages -		

0 or 2 Trap Haunt (level 18)		Level 18 Lurker
Medium shadow humanoid (undead)		XP 2,000
HP 128; Bloodied 64		Initiative +17
AC 30, Fortitude 26, Reflex 28, Will 27		Perception +14
Speed fly 6 (hover; altitude limit 1); phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Grave Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +22 vs. Fortitude		
Hit: 3d8 + 13 necrotic damage.		
M Ghostly Possession (psychic) • Recharge 6		
Attack: Melee 1 (one living creature); +22 vs. Will		
Hit: 3d8 + 13 psychic damage, and the trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target.		
Aftereffect: The target is dazed (save ends).		
Miss: The power is not expended.		
MINOR ACTIONS		
M Theft of Knowledge • Encounter		
Attack: Melee 1 (one creature); +22 vs. Will		
Hit: The trap haunt recharges <i>ghostly possession</i> . The next time the trap haunt uses that power before the end of the encounter, it gains a +4 bonus to the attack roll.		
Skills Stealth +18		
Str 10 (+9)	Dex 18 (+13)	Wis 11 (+9)
Con 14 (+11)	Int 11 (+9)	Cha 16 (+12)
Alignment unaligned Languages Netherese		
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values, slightly modified <i>ghostly possession</i> . <i>Theft of knowledge</i> is from the <i>Oubliavae's</i> ruinlords theme from <i>Demonomicon</i> .		

1 Shadow Pillar	Hazard
MINOR ACTIONS	
C Consume Light • At-Will (1/round)	
<p>Attack: Close burst 20 (one light source within burst); +21 vs. Will of the possessor of the light source.</p> <p>Hit: Light source is extinguished, and cannot be used until the end of the encounter.</p>	
C Dispel Magic • At-Will (1/round)	
<p>Attack: Close burst 20 (one conjuration or zone within burst); +21 vs. Will of the creator of the zone or the conjuration.</p> <p>Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.</p>	

4 Ritual Casters	Special
Medium fey humanoid	XP -
<p>HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.</p> <p>AC 33, Fortitude 31, Reflex 31, Will 31</p> <p>Healing Surges 2 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).</p>	

ENCOUNTER 4: DARK PILLARS STATISTICS (ADVENTURE LEVEL 20)

2 Greater Pillar Golem		Level 20 Elite Soldier
Large shadow animate (construct)		XP 5,600
HP 386; Bloodied 1193		Initiative +14
AC 36, Fortitude 36, Reflex 30, Will 28		Perception +10
Speed 6 (cannot shift), fly 5 (clumsy)		Darkvision
Immune disease, poison		
Saving Throws +2; Action Points 1		
TRAITS		
○ Noxious Fumes (poison) • Aura 2		
While the golem is bloodied, and creature that enters the aura or starts its turn there takes 5 poison damage.		
Energizing Flames		
The first time the golem takes fire damage each turn, it can shift up to 2 squares as a free action, even if it could normally shift.		
Interfering Bolts		
When the golem takes lightning damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Iron Blade • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 3d10 + 12 damage.		
Effect: The golem marks the target (save ends).		
M Cleave • At-Will		
Effect: The golem uses <i>iron blade</i> twice, each time against a different target.		
C Breath Weapon (poison) • Recharge 5-6		
Attack: Close blast 3 (creatures in the blast); +23 vs. Fortitude		
Hit: 4d8 + 9 poison damage, and ongoing 15 poison damage (save ends).		
MINOR ACTIONS		
R Promise of Strength • Recharge 5-6		
Attack: Ranged 10 (one creature); +23 vs. Will		
Hit: The next time the target attacks before the end of this creature's turn, it gains a +2 bonus to the attack roll but its allies within 5 squares of it take damage equal to 8 + one-half this creature's level.		
TRIGGERED ACTIONS		
M Dazing Fist • At-Will		
Trigger: A creature that is within 2 squares of the golem and marked by it moves.		
Attack (<i>Immediate Interrupt</i>): Melee 2 (triggering creature); +23 vs. Fortitude		
Hit: The target is dazed.		
C Toxic Death (poison) • At-Will		
Trigger: The golem is first bloodied or drops to 0 hit points.		
Attack (<i>No Action</i>): Close burst 3 (each creature in the burst); +23 vs. Fortitude		
Hit: 2d8 + 11 poisons damage, and ongoing 10 poison damage (save ends).		
Str 27 (+18)	Dex 15 (+12)	Wis 11 (+10)
Con 25 (+17)	Int 3 (+6)	Cha 3 (+6)
Alignment unaligned Languages -		
Note: Iron golem with Pazuzu's dread flock theme from <i>Demonomicon</i> .		

6 x2 Wraith Figment (level 20)		Level 20 Minion Skirmisher
Medium shadow humanoid (undead)		XP 700
HP 1; a missed attack never damages a minion.		Initiative +15
AC 32, Fortitude 30, Reflex 34, Will 31		Perception +10
Speed fly 6 (hover, altitude limit 1); phasing		Darkvision
Immune disease, poison; Resist 10 necrotic		
STANDARD		
m Shadow Caress (necrotic) • At-Will		
Attack: Melee 1 (one creature); +23 vs. Reflex		
Hit: 14 necrotic damage, and the target is restrained until the end of the wraith's next turn.		
MOVE ACTIONS		
Shadow Glide • Encounter		
Effect: The wraith figment shifts up to 6 squares.		
Skills Stealth +18		
Str 3 (+6)	Dex 17 (+13)	Wis 10 (+10)
Con 13 (+11)	Int 4 (+7)	Cha 15 (+12)
Alignment chaotic evil Languages -		

0 or 2 Trap Haunt (level 20)		Level 20 Lurker
Medium shadow humanoid (undead)		XP 2,800
HP 140; Bloodied 70		Initiative +18
AC 32, Fortitude 28, Reflex 30, Will 29		Perception +15
Speed fly 6 (hover; altitude limit 1); phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The haunt takes half damage from all attacks, except those that deal force damage. Whenever the haunt takes radiant damage, it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Grave Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +24 vs. Fortitude		
Hit: 3d8 + 15 necrotic damage.		
M Ghostly Possession (psychic) • Recharge 6		
Attack: Melee 1 (one living creature); +24 vs. Will		
Hit: 3d8 + 15 psychic damage, and the trap haunt enters the target's space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power against only one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target.		
Aftereffect: The target is dazed (save ends).		
Miss: The power is not expended.		
MINOR ACTIONS		
M Theft of Knowledge • Encounter		
Attack: Melee 1 (one creature); +24 vs. Will		
Hit: The trap haunt recharges <i>ghostly possession</i> . The next time the trap haunt uses that power before the end of the encounter, it gains a +4 bonus to the attack roll.		
Skills Stealth +19		
Str 10 (+10)	Dex 18 (+14)	Wis 11 (+10)
Con 14 (+12)	Int 11 (+10)	Cha 16 (+13)
Alignment unaligned Languages Netherese		
Note: Damage and insubstantial trait updated to <i>Monster Vault</i> values, slightly modified <i>ghostly possession</i> . <i>Theft of knowledge</i> is from the <i>Oubliivae's</i> ruinlords theme from <i>Demonomicon</i> .		

1 Shadow Pillar	Hazard
MINOR ACTIONS	
C Consume Light • At-Will (1/round)	
<p>Attack: Close burst 20 (one light source within burst); +23 vs. Will of the possessor of the light source.</p> <p>Hit: Light source is extinguished, and cannot be used until the end of the encounter.</p>	
C Dispel Magic • At-Will (1/round)	
<p>Attack: Close burst 20 (one conjuration or zone within burst); +23 vs. Will of the creator of the zone or the conjuration.</p> <p>Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.</p>	

4x Ritual Casters	Special
Medium fey humanoid	XP -
<p>HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.</p> <p>AC 35, Fortitude 33, Reflex 33, Will 33</p> <p>Healing Surges 2 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).</p>	

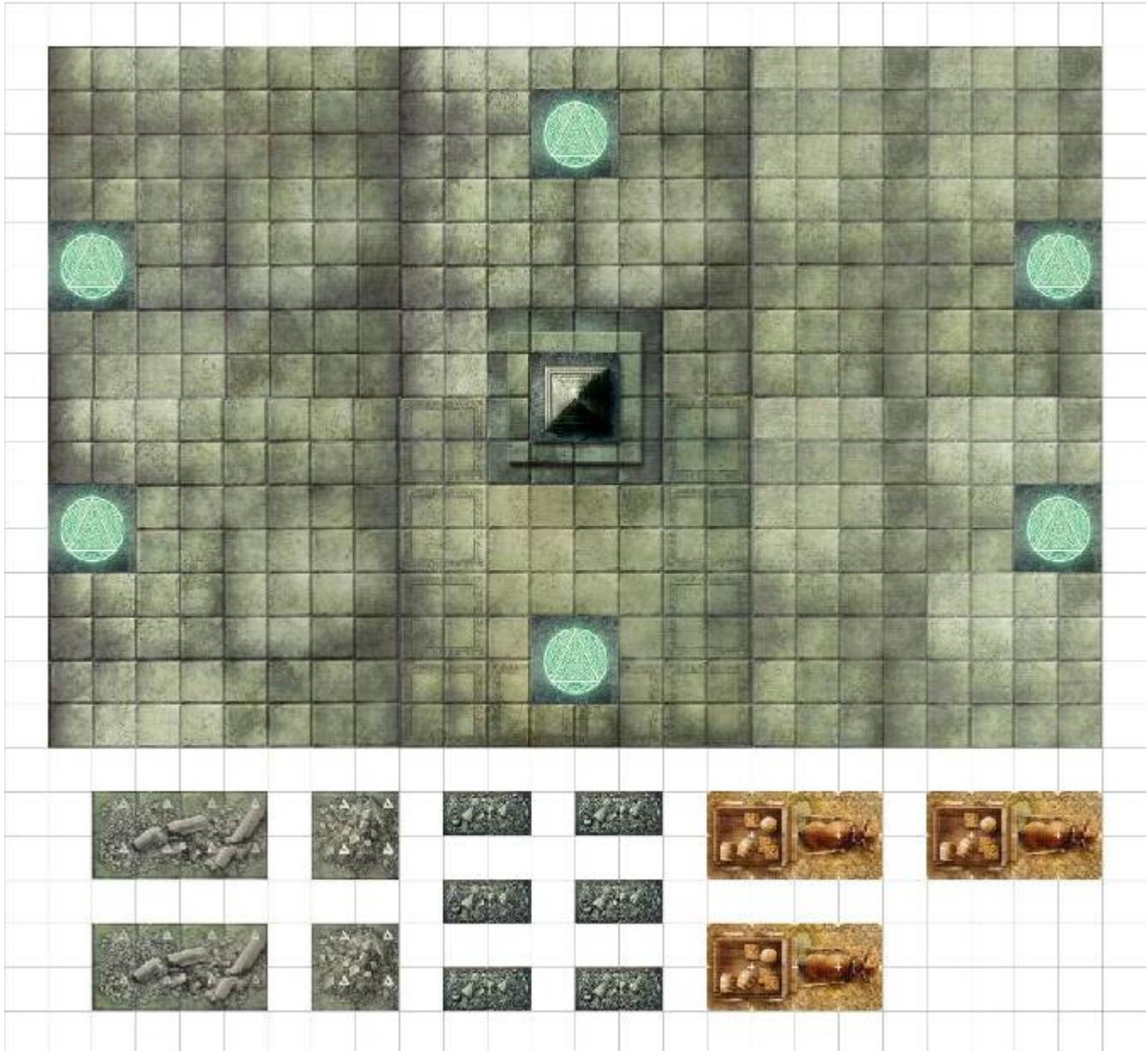
ENCOUNTER 4: DARK PILLARS AL 2 ~ 10 MAP

TILE SETS NEEDED

DT1: *The Dungeon* x6 (rubble, magic circles, obelisk)

ET1: *The Dungeon* x1

ET2: *City* x1 (wagons only)



The PCs can place the rubble and wagons on the map. Not all tiles have to be used.

The monsters start next to the obelisk, spread out a bit. The PCs where the players want them to start.

ENCOUNTER 4: DARK PILLARS AL 12 ~ 20 MAP

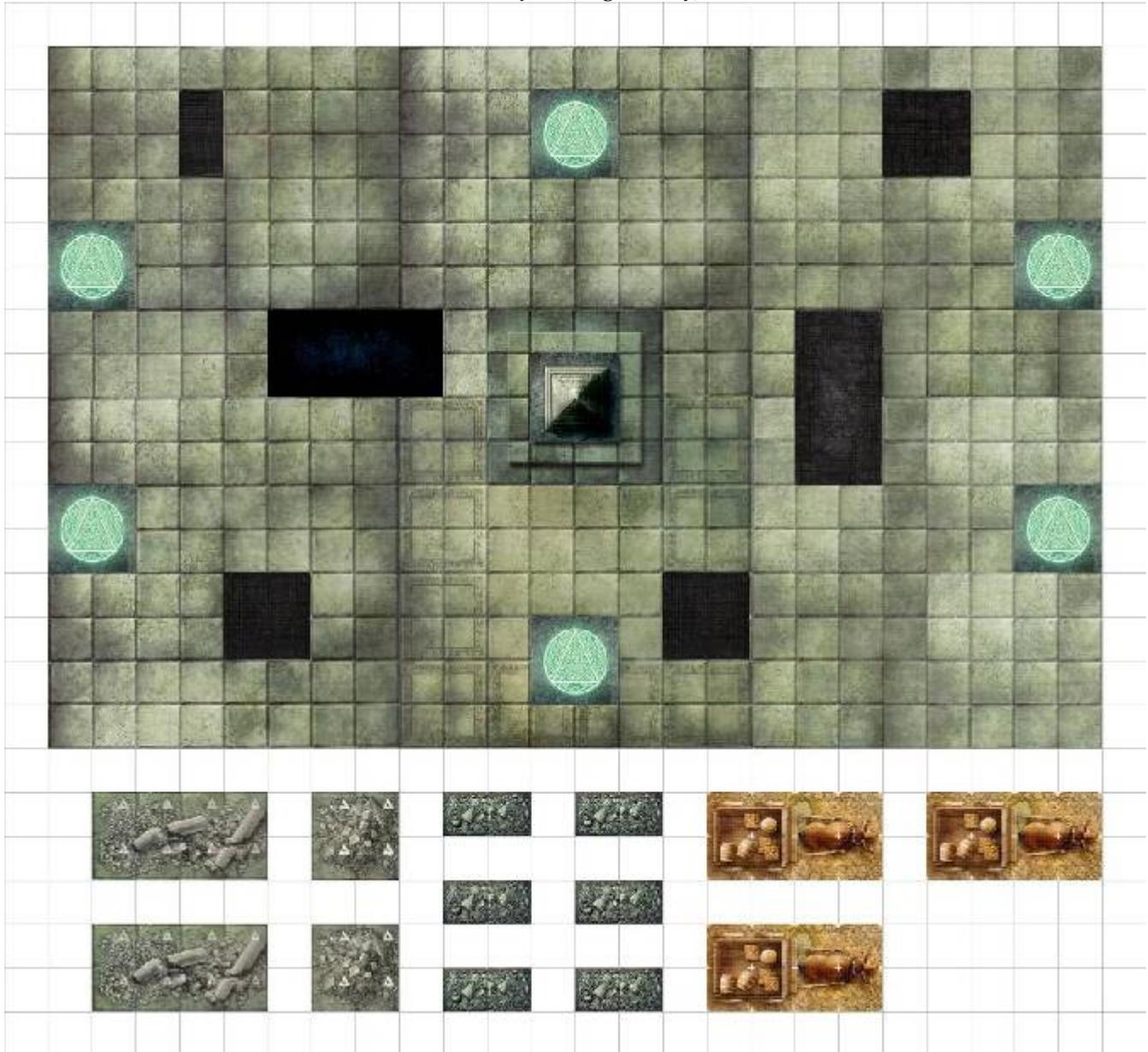
TILE SETS NEEDED

(Same map as AL 2 - 10 except for the dark seepage areas!)

DT1: The Dungeon x6 (rubble, magic circles, obelisk, dark squares)

ET1: The Dungeon x1

ET2: City x1 (wagons only)



The PCs can place the rubble and wagons on the map. Not all tiles have to be used.

The monsters start next to the obelisk, spread out a bit. The PCs where the players want them to start.

ENCOUNTER 5: EARLY REINFORCEMENTS

ENCOUNTER LEVEL

2/4/6/8/10/12/14/16/18/20

SETUP

This encounter includes the following creatures at adventure level 2:

- 2 **midnight drifters** (level 2) (D)
- 2 **ogre mercenary** (level 2) (H)
- 1 **midnight arrow** (level 2) (A)

This encounter includes the following creatures at adventure level 4:

- 2 **midnight drifters** (level 4) (D)
- 2 **ogre mercenary** (level 4) (H)
- 1 **midnight arrow** (level 4) (A)

This encounter includes the following creatures at adventure level 6:

- 2 **midnight drifters** (level 6) (D)
- 2 **ogre mercenary** (level 6) (H)
- 1 **midnight arrow** (level 6) (A)

This encounter includes the following creatures at adventure level 8:

- 2 **midnight drifters** (level 8) (D)
- 2 **ogre mercenary** (H)
- 1 **midnight arrow** (level 8) (A)

This encounter includes the following creatures at adventure level 10:

- 2 **midnight drifters** (level 10) (D)
- 2 **ogre mercenary** (level 10) (H)
- 1 **midnight arrow** (A)

This encounter includes the following creatures at adventure level 12:

- 2 **ghost talon darkblood** (level 12) (D)
- 1 **ghost talon death dealer** (level 12) (G)
- 1 **dread pegasus** (level 12) (P)
- 6 **ghost talon thugs** (T)

This encounter includes the following creatures at adventure level 14:

- 2 **ghost talon darkblood** (D)
- 1 **ghost talon death dealer** (G)
- 1 **dread pegasus** (level 14) (P)
- 6 **ghost talon thugs** (level 14) (T)

This encounter includes the following creatures at adventure level 16:

- 2 **ghost talon darkblood** (level 16) (D)
- 1 **ghost talon death dealer** (level 16) (G)
- 1 **dread pegasus** (P)
- 6 **ghost talon thugs** (level 16) (T)

This encounter includes the following creatures at adventure level 18:

- 2 **ghost talon darkblood** (level 18) (D)
- 1 **ghost talon death dealer** (level 18) (G)
- 1 **dread pegasus** (level 18) (P)
- 6 **ghost talon thugs** (level 18) (T)

This encounter includes the following creatures at adventure level 20:

- 2 **ghost talon darkblood** (level 20) (D)
- 1 **ghost talon death dealer** (level 20) (G)
- 1 **dread pegasus** (level 20) (P)
- 6 **ghost talon thugs** (level 20) (T)

Glory Tier: At AL 12+ All the opponents, except the death dealer, who rides the pegasus, are riding dark mounts. The enemy forces appear through the tunnels at the start of combat.

Additional Waves: At the start of round 5 of the fight appear on the edge of the battlefield. It takes these 2 rounds to get at the walls (unless your players can use an additional challenge), arriving to fight along by the start of the 7th round. Their presence is mainly to give the PCs an urge to hurry. If the wagons are loaded by the end of the 6th round, they should retreat and the fight ends. The goal of their presence is to move the characters along, and normally the adventurers should not face them. If your group is doing particularly well (or playing glory tier) you decide to reduce the number of rounds, but take care, there is one more encounter after this one.

Running Time: 60 minutes.

Consequences of Encounter 4: Depending on the previous encounter the casters need more or less actions to finish loading the wagons (see below).

Tables Voted to Protect Saharel: The pillars are still fully charged with the magic of the mythillar. The Netherese can use this power to their advantage. The monsters can teleport behind or on the walls once per encounter. The pillars glow if this happens.

Sakkors is nearing the fort and it is closing fast, the forward reinforcements have made their way to the walls and it is up to the PCs to defend the very walls they captured hours ago. The ritual casters are packing up their stuff and the more time the PCs buy them the easier the inevitable retreat will be.

Drey addresses the troops:

“Our task here is nearly complete. Only one step remains, the safe removal of the pillars that can be used to control the lady. Ritual casters have been working on this task for a while now and it should be done shortly. Time we gather up the wagons and”

A huge shockwave nearly blows everyone of their feet and leaves people reeling. To the west, silhouetted by the crimson rays of the setting sun, a huge floating city hangs in the sky. “Sakkors” people shout. “The shades are upon us, to arms, to arms.”

Drey commands *“Man the walls and defend them as long as possible, and get a team in the air!”* The commander points at Sakkors where platoons of foot soldiers are rappelling to the ground on strands of black. Wings of shadow dragons ridden by shades erupt from the sides of Sakkors.

At this point a special mission group should be selected for Special Mission 5. Select a party of volunteers. Preference is given to groups that have their own flying mounts (or other solution for flying). If they have no way to fly, flying mounts are provided for them. Tables of AL 16 to 18 can volunteer for this mission. The chosen party can start their mission as the rest of the PCs arrive at the wall only to find themselves defending the very same walls they stormed mere hours ago.

Death from Above: Hordes of shadow dragons fly overhead and harry the defenders. Up in the air PCs are striving to keep the dragons attention on them and not on the people below. Every time they fail (maximum of once per initiative pass), signified by a yell of **DEATH FROM ABOVE** all ground bound PCs are subject of the following attack

Death from Above (psychic, necrotic) • At-Will
Attack: burst 2 (enemies in burst); AL+3 vs. Fortitude
Hit: 2d8 + 1/2 AL, and the target loses one healing surge and is weakened (save ends).
Miss: Half damage and the target is not weakened and does not lose a healing surge.

Clearing the Courtyard: The goal of the PCs is to protect the casters, who are carefully loading the wagons near the pillars on the map. There are three ox wagons.

- The remaining casters, (max 4) need to spend a **total of [20 + 1 per PC + a predetermined**

number based on Encounter 4*] standard actions to finish the ritual and secure the pillars.

- Each round at initiative 0 count the number of casters that weren't hit that round and add that many standard actions to the pool. If they reach their total the PCs primary objective is complete and they can focus on defeating the enemy.
- The PCs can help load the wagons as long as they are in the same area as the pillar. They need to spend a **standard action** to do so, but no check is required. The process cannot be hastened.

A secondary goal is to distract the Netherese forces which buys them precious time to get away.

* Either the number is provided by the Senior DM, or it is the number of times the casters were hit in Encounter 4 plus 1 for each bloodied golem (and trap haunt) left standing and 2 for each non-bloodied golem (and trap haunt).

FEATURES OF THE AREA

Note that the maps are the same as in Encounter 2.

Illumination: The sun is starting to set, putting everything in a dark crimson light. It is still normal illumination.

Casters (C): The four casters have an AC of [13 + AL], and other defenses of [11 + AL]. A single hit reduces its hit points by 25% regardless of its source. A caster dies when hit once when at 0 hit points or less. At AL 2 - 10 level they have 1 healing surge. At AL 12 - 20 they have 2 healing surge. If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points).

A critical hit instantly kills a caster.

Ladders: The small ladders provide access to the battlements. Climbing a ladder is automatic, but most creatures climb at half-speed.

Battlements: The battlements surround the entire castle and most parts are newly erected by the Netherese. Climbing them requires a moderate Athletics check. Due to the removal/destruction of Spellgard's magic the plants are gone.

The battlements are 30 feet high (6 squares) and provide cover to anyone standing behind them, and superior cover to anybody prone behind them. The battlements also provide a +5 bonus to saves to prevent falling off; the inside provides a +2 since it is lower. Magic prevents anybody from being teleported off the wall against their will.

Rubble: The patches of rubble are considered difficult terrain and provides cover.

Stairs: The wide stairs provide easy access to the battlements. They can be climbed during a normal move.

Archer station (GATE ONLY): A small archer station stands as a second line of defense. The PCs can use it as a second line of defense. Creatures inside have superior cover from those outside

Giant skeleton (GATE ONLY): The withered remains of some ancient enemy still lie in front of part of the gate. The pervading energy of the shadowfell have turned it into blood rock, allowing creature and attacks without the shadow keyword to score a critical hit on a roll of 19 and 20.

Crumpling Wall (WALL ONLY): The crumpled remains of the previous battlements still stand close to the new wall here. With a hard DC Acrobatics check a PC can navigate the crumbling wall and end up on top of the battlements, failure results in the PC landing prone in an adjacent square. PCs can climb the wall with an easy Athletics check.

Font of Power (TOWER ONLY): The small fountain was dedicated to Shar, but in the meantime it is has been sanctified by followers of Selûne and acts as a font of power. Attacks with the radiant keyword made from squares adjacent to the font deal 5 points of extra damage.

Hidden entry points: these are the remains of the Kobold tunnels:

- Tower: inside the tower basement
- Wall: Near the rubble in the courtyard
- Gate: Inside the small archer compound behind the gate

On glory tier the enemy forces appear through the tunnels at the start of combat.

Magic Circles: These have no effect during this encounter and came into play in Encounter 4.

Obelisk: The obelisk is blocking terrain. They have no effect during this, but are the location were the wagons are loaded.

TACTICS

At heroic tier the midnight arrow stays behind, trying to suppress the PCs and covering their men. They use *glancing arrow* on easy to hit targets bouncing the damage to heavier armored targets. The drifters try to use their *staff vault* to get on top of the wall quickly. The two ogres just climb the wall or bash down the gate (see gate in the terrain section). The ogres listen to commands from the arrow or the drifters but don't employ rational tactics beyond that. They want to inflict carnage above all else.

At paragon tier the ghost talons advance as a pack, unless they suffer from heavy burst attacks. The deathdealer's aura gives the minions more survivability so they stay near him. The deathdealer is mounted on the pegasus and uses *ride by attack* when needed, intermittently with his ranged powers. All enemies try to climb over the walls to stop the ritual casters from packing up and finishing the ritual. When locked outside, the darkblood wait until they are bloodied and then phase through the walls.

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 midnight drifter / Remove the ghost talon thugs (use them as window dressing instead of enemies).

Six PCs: Add 1 midnight arrow / Add 1 ghost talon dead dealer on a dark mount.

ENDING THE ENCOUNTER

Once the wagons are full, the battle is more or less over. To allow an ordered retreat though, it is important to install a certain level of fear/respect for the Evereskan/Luruaran forces among the Netherese forces. It is for that reason that the PCs need to man the walls at least for 5 rounds, killing as many opponents as possible. If successful, run Encounter 6 as written. If the wagons are not loaded by the time the encounter is called by the Senior DM, or when the PCs are forced to retreat before, other forces need to rush over. The wagons still get away with their load, but the job was rushed and the Netherese realize what the wagons carry. They react accordingly in Encounter 6. In addition, it is likely the wagons, oxes and drivers were harmed, which carries over in Encounter 6. Finally, add one more Interlude B/Scene B to the skill challenge in Encounter 6.

There is only 1 short rest between Encounter 5 and 6 unless the PCs have earned additional short rests because of their collective Glory Points (see below).

<p>Glory Results: Count the number of glory points that have been earned by all the tables (collectively) playing the BI up through the end of Encounter 5. Divide the number by 3. If the result is greater than half the total number of tables playing the event, the tables instead get 3 short rests. In addition, all tables get a +2 bonus on skill checks during the skill challenge in Encounter 6.</p>

SPECIAL MISSION

The commanders know that with the unexpected early arrival of Sakkors they are in real trouble. The opposition from the mundane netherese troops may be manageable, but they do not expect Sakkors to leave it at that. Seeing no other options they ask for volunteers to delay whatever monstrosity Sakkors can come up with.

As you all gather to make your way out a the tall female commander that asked for volunteers earlier requests attention:

“As you all may have noticed, the shades decided not to stick to our time-table. Impolite as this is, it has also created a rather serious situation. We need to get out of here. We need to get out of here NOW. But. Right now what we are fighting are just the normal netherese forces. This cannot and will not be all Sakkors brings to bear on us. They have magic, terrible, descrutive, hungry magic and I for one do not doubt for a moment they will use it.

We debated this and while many of my fellow commanders disagree, I have a proposal. I will stay back with a small team and attempt to secure for us divine aid to get us out alive. For this to have a chance at success however I yet again must ask for help. And this time we play for all the marbles. There may be no coming back from this. I need people to watch my back, to guard our retreat against whatever horrible monstrosity Sakkors throws at us and to give the ritual time to blossom.

I AM NOT JOKING! When I tell you this is dangerous and probably suicidal. This is not caravan duty and this is not running errants for some pampered noble. What this is is taking a stand. A stand against the darkness. Taking the hits so your comrades do not. Spitting in the shade’s face and telling them YOU WILL NOT TAKE THIS VICTORY FROM US!

So, anyone crazy enough?”

Tables AL 16 to 20 may volunteer for this mission. Please make very very sure that any volunteers realize that when we say suicide, we mean it. People should expect to fight a losing battle, something not common to LFR. Do not allow tables to get pushed into volunteering, this is definitely not for everyone.

If a table is selected they move to Special Mission 6 and the RADIANT PULSE mechanic becomes active (see Appendix V). All other tables continue with the retreat.

QUESTIONNAIRE

- Were the wagons fully loaded?
- If not, how many actions were still left? How many were used?
- How many of the non-minion attackers were defeated? How many survived?
- How many rounds did the PCs defend the walls?
- Did the PCs do their best to instill fear into the hearts of the Netherese? If so, what kind of actions did they take?
- Did any PC use *liquid darkness*?
- Did any of the PCs die?
- Did your table play at glory tier?

ENCOUNTER 5: EARLY REINFORCEMENTS STATISTICS (AL 2)

2 Midnight Drifter (level 2)		Level 2 Skirmisher
Medium shadow humanoid, human		XP 125
HP 39; Bloodied 19		Initiative +8
AC 16, Fortitude 13, Reflex 15, Will 14		Perception +5
Speed 6, climb 3		Low-light vision
TRAITS		
Combat Advantage		
The drifter deals 1d6 extra damage against any target granting combat advantage to it.		
Street Agility		
The drifter ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
M Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 6 damage, and the drifter can slide the target 1 square.		
C Spinning Knockdown • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +5 vs. Reflex		
Hit: 1d8 + 6 damage, and the drifter slides the target up to 2 squares and knocks it prone.		
MOVE ACTIONS		
Staff Vault • Recharge when first bloodied		
Effect: The drifter jumps up to its speed, moving vertically or horizontally. It provokes opportunity attacks only for leaving the square it occupied before this move.		
Skills Acrobatics +11, Athletics +9, Stealth +11		
Str 16 (+4)	Dex 20 (+6)	Wis 18 (+5)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)
Alignment unaligned		Languages Common
Equipment leather armor, quarterstaff		

1 Midnight Arrow (level 2)		Level 2 Artillery
Medium shadow humanoid, human		XP 125
HP 34; Bloodied 17		Initiative +6
AC 16, Fortitude 13, Reflex 15, Will 14		Perception +5
Speed 6, climb 3		Low-light vision
TRAITS		
Street Agility		
The drifter ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
M Club (weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d6 + 4 damage.		
R Glancing Shot (weapon) • At-Will		
Attack: Ranged 15 (one creature); +9 vs. AC		
Hit: 1d6 + 4 damage, and another creature within 3 squares of the target takes 2 damage.		
R Double Shot • Recharge 5-6		
Effect: The arrow uses <i>glancing shot</i> twice.		
TRIGGERED ACTIONS		
R Vengeful Arrow • At-Will		
Trigger: An enemy hits the arrow with a ranged or area attack.		
Effect (Immediate Reaction): The arrow uses <i>glancing shot</i> against the triggering enemy.		
Skills Acrobatics +11, Athletics +7, Stealth +11		
Str 12 (+2)	Dex 21 (+6)	Wis 18 (+5)
Con 16 (+4)	Int 10 (+1)	Cha 10 (+1)
Alignment unaligned		Languages Common, Netherese
Equipment leather armor, club, longbow, 20 arrows		

2 Ogre Mercenary (level 2)		Level 2 Soldier
Large natural humanoid (giant)		XP 125
HP 45; Bloodied 22		Initiative +5
AC 20, Fortitude 18, Reflex 15, Will 15		Perception +3
Speed 8		
STANDARD ACTIONS		
M Morningstar (weapon) • At-Will		
Attack: Melee 2 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage.		
Effect: The ogre marks the target until the end of the ogre's next turn.		
R Handaxe (weapon) • At-Will		
Attack: Ranged 10 (one creature); +7 vs. AC		
Hit: 1d6 + 3 damage.		
C Brutal Sweep (weapon) • At-Will		
Attack: Close blast 2 (creatures in blast); +7 vs. AC		
Hit: 1d6 + 4 damage, and the target falls prone.		
Str 22 (+7)	Dex 15 (+3)	Wis 15 (+3)
Con 21 (+6)	Int 7 (-1)	Cha 8 (+0)
Alignment chaotic evil		Languages Giant, Netherese
Equipment 2 handaxes, morningstar		

4 Ritual Casters		Special
Medium fey humanoid		XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.		
AC 15, Fortitude 13, Reflex 13, Will 13		
Healing Surges 1 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).		

ENCOUNTER 5: EARLY REINFORCEMENTS STATISTICS (AL 4)

2 Midnight Drifter (level 4)		Level 4 Skirmisher
Medium shadow humanoid, human		XP 175
HP 55; Bloodied 29		Initiative +9
AC 18, Fortitude 15, Reflex 17, Will 16		Perception +6
Speed 6, climb 3		Low-light vision
TRAITS		
Combat Advantage		
The drifter deals 1d6 extra damage against any target granting combat advantage to it.		
Street Agility		
The drifter ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
M Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 6 damage, and the drifter can slide the target 1 square.		
C Spinning Knockdown • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +7 vs. Reflex		
Hit: 2d6 + 6 damage, and the drifter slides the target up to 2 squares and knocks it prone.		
MOVE ACTIONS		
Staff Vault • Recharge when first bloodied		
Effect: The drifter jumps up to its speed, moving vertically or horizontally. It provokes opportunity attacks only for leaving the square it occupied before this move.		
Skills Acrobatics +12, Athletics +10, Stealth +12		
Str 16 (+5)	Dex 20 (+7)	Wis 18 (+6)
Con 15 (+4)	Int 10 (+2)	Cha 12 (+3)
Alignment unaligned		Languages Common
Equipment leather armor, quarterstaff		

1 Midnight Arrow (level 4)		Level 4 Artillery
Medium shadow humanoid, human		XP 175
HP 46; Bloodied 23		Initiative +7
AC 18, Fortitude 15, Reflex 17, Will 16		Perception +6
Speed 6, climb 3		Low-light vision
TRAITS		
Street Agility		
The drifter ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
M Club (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d4 + 4 damage.		
R Glancing Shot (weapon) • At-Will		
Attack: Ranged 15 (one creature); +11 vs. AC		
Hit: 1d8 + 4 damage, and another creature within 3 squares of the target takes 3 damage.		
R Double Shot • Recharge 5-6		
Effect: The arrow uses <i>glancing shot</i> twice.		
TRIGGERED ACTIONS		
R Vengeful Arrow • At-Will		
Trigger: An enemy hits the arrow with a ranged or area attack.		
Effect (Immediate Reaction): The arrow uses <i>glancing shot</i> against the triggering enemy.		
Skills Acrobatics +12, Athletics +8, Stealth +12		
Str 12 (+3)	Dex 21 (+7)	Wis 18 (+6)
Con 16 (+5)	Int 10 (+2)	Cha 10 (+2)
Alignment unaligned		Languages Common, Netherese
Equipment leather armor, club, longbow, 20 arrows		

2 Ogre Mercenary (level 4)		Level 4 Soldier
Large natural humanoid (giant)		XP 175
HP 61; Bloodied 30		Initiative +6
AC 20, Fortitude 18, Reflex 15, Will 15		Perception +4
Speed 8		
STANDARD ACTIONS		
M Morningstar (weapon) • At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage.		
Effect: The ogre marks the target until the end of the ogre's next turn.		
R Handaxe (weapon) • At-Will		
Attack: Ranged 10 (one creature); +9 vs. AC		
Hit: 1d6 + 5 damage.		
C Brutal Sweep (weapon) • At-Will		
Attack: Close blast 2 (creatures in blast); +9 vs. AC		
Hit: 1d8 + 5 damage, and the target falls prone.		
Str 22 (+8)	Dex 15 (+4)	Wis 15 (+4)
Con 21 (+7)	Int 7 (+0)	Cha 8 (+1)
Alignment chaotic evil		Languages Giant, Netherese
Equipment 2 handaxes, morningstar		

4 Ritual Casters		Special
Medium fey humanoid		XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.		
AC 17, Fortitude 15, Reflex 15, Will 15		
Healing Surges 1 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).		

ENCOUNTER 5: EARLY REINFORCEMENTS STATISTICS (AL 6)

2 Midnight Drifter (level 6)		Level 6 Skirmisher
Medium shadow humanoid, human		XP 250
HP 71; Bloodied 35		Initiative +9
AC 20, Fortitude 17, Reflex 19, Will 18		Perception +6
Speed 6, climb 3		Low-light vision
TRAITS		
Combat Advantage		
The drifter deals 1d8 extra damage against any target granting combat advantage to it.		
Street Agility		
The drifter ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
M Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 8 damage, and the drifter can slide the target 1 square.		
C Spinning Knockdown • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +9 vs. Reflex		
Hit: 2d6 + 8 damage, and the drifter slides the target up to 2 squares and knocks it prone.		
MOVE ACTIONS		
Staff Vault • Recharge when first bloodied		
Effect: The drifter jumps up to its speed, moving vertically or horizontally. It provokes opportunity attacks only for leaving the square it occupied before this move.		
Skills Acrobatics +13, Athletics +11, Stealth +13		
Str 16 (+6)	Dex 20 (+8)	Wis 18 (+7)
Con 15 (+5)	Int 10 (+3)	Cha 12 (+4)
Alignment unaligned		Languages Common
Equipment leather armor, quarterstaff		

1 Midnight Arrow (level 6)		Level 6 Artillery
Medium shadow humanoid, human		XP 250
HP 58; Bloodied 29		Initiative +8
AC 20, Fortitude 17, Reflex 19, Will 18		Perception +7
Speed 6, climb 3		Low-light vision
TRAITS		
Street Agility		
The drifter ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
M Club (weapon) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d4 + 6 damage.		
R Glancing Shot (weapon) • At-Will		
Attack: Ranged 15 (one creature); +13 vs. AC		
Hit: 1d8 + 6 damage, and another creature within 3 squares of the target takes 4 damage.		
R Double Shot • Recharge 5-6		
Effect: The arrow uses <i>glancing shot</i> twice.		
TRIGGERED ACTIONS		
R Vengeful Arrow • At-Will		
Trigger: An enemy hits the arrow with a ranged or area attack.		
Effect (Immediate Reaction): The arrow uses <i>glancing shot</i> against the triggering enemy.		
Skills Acrobatics +13, Athletics +9, Stealth +13		
Str 12 (+4)	Dex 21 (+8)	Wis 18 (+7)
Con 16 (+6)	Int 10 (+3)	Cha 10 (+3)
Alignment unaligned		Languages Common, Netherese
Equipment leather armor, club, longbow, 20 arrows		

2 Ogre Mercenary (level 6)		Level 6 Soldier
Large natural humanoid (giant)		XP 250
HP 77; Bloodied 38		Initiative +7
AC 22, Fortitude 20, Reflex 17, Will 17		Perception +5
Speed 8		
STANDARD ACTIONS		
M Morningstar (weapon) • At-Will		
Attack: Melee 2 (one creature); +11 vs. AC		
Hit: 2d8 + 5 damage.		
Effect: The ogre marks the target until the end of the ogre's next turn.		
R Handaxe (weapon) • At-Will		
Attack: Ranged 10 (one creature); +11 vs. AC		
Hit: 1d8 + 5 damage.		
C Brutal Sweep (weapon) • At-Will		
Attack: Close blast 2 (creatures in blast); +11 vs. AC		
Hit: 1d8 + 6 damage, and the target falls prone.		
Str 22 (+9)	Dex 15 (+5)	Wis 15 (+5)
Con 21 (+8)	Int 7 (+1)	Cha 8 (+2)
Alignment chaotic evil		Languages Giant, Netherese
Equipment 2 handaxes, morningstar		

4 Ritual Casters		Special
Medium fey humanoid		XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.		
AC 19, Fortitude 17, Reflex 17, Will 17		
Healing Surges 1 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).		

ENCOUNTER 5: EARLY REINFORCEMENTS STATISTICS (AL 8)

2 Midnight Drifter (level 8)		Level 8 Skirmisher
Medium shadow humanoid, human		XP 350
HP 87; Bloodied 43		Initiative +11
AC 22, Fortitude 19, Reflex 21, Will 20		Perception +8
Speed 6, climb 3		Low-light vision
TRAITS		
Combat Advantage		
The drifter deals 1d8 extra damage against any target granting combat advantage to it.		
Street Agility		
The drifter ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
M Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage, and the drifter can slide the target 1 square.		
C Spinning Knockdown • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +11 vs. Reflex		
Hit: 2d8 + 7 damage, and the drifter slides the target up to 2 squares and knocks it prone.		
MOVE ACTIONS		
Staff Vault • Recharge when first bloodied		
Effect: The drifter jumps up to its speed, moving vertically or horizontally. It provokes opportunity attacks only for leaving the square it occupied before this move.		
Skills Acrobatics +14, Athletics +12, Stealth +14		
Str 16 (+7)	Dex 20 (+9)	Wis 18 (+8)
Con 15 (+6)	Int 10 (+4)	Cha 12 (+5)
Alignment unaligned		Languages Common
Equipment leather armor, quarterstaff		

1 Midnight Arrow (level 8)		Level 8 Artillery
Medium shadow humanoid, human		XP 350
HP 70; Bloodied 35		Initiative +9
AC 22, Fortitude 19, Reflex 21, Will 20		Perception +8
Speed 6, climb 3		Low-light vision
TRAITS		
Street Agility		
The drifter ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
M Club (weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d6 + 6 damage.		
R Glancing Shot (weapon) • At-Will		
Attack: Ranged 15 (one creature); +15 vs. AC		
Hit: 2d6 + 5 damage, and another creature within 3 squares of the target takes 5 damage.		
R Double Shot • Recharge 5-6		
Effect: The arrow uses <i>glancing shot</i> twice.		
TRIGGERED ACTIONS		
R Vengeful Arrow • At-Will		
Trigger: An enemy hits the arrow with a ranged or area attack.		
Effect (Immediate Reaction): The arrow uses <i>glancing shot</i> against the triggering enemy.		
Skills Acrobatics +14, Athletics +10, Stealth +14		
Str 12 (+5)	Dex 21 (+9)	Wis 18 (+8)
Con 16 (+7)	Int 10 (+4)	Cha 10 (+4)
Alignment unaligned		Languages Common, Netherese
Equipment leather armor, club, longbow, 20 arrows		

2 Ogre Mercenary		Level 8 Soldier
Large natural humanoid (giant)		XP 350
HP 93; Bloodied 46		Initiative +8
AC 24, Fortitude 22, Reflex 19, Will 19		Perception +6
Speed 8		
STANDARD ACTIONS		
M Morningstar (weapon) • At-Will		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage.		
Effect: The ogre marks the target until the end of the ogre's next turn.		
R Handaxe (weapon) • At-Will		
Attack: Ranged 10 (one creature); +13 vs. AC		
Hit: 1d8 + 7 damage.		
C Brutal Sweep (weapon) • At-Will		
Attack: Close blast 2 (creatures in blast); +13 vs. AC		
Hit: 1d8 + 7 damage, and the target falls prone.		
Str 22 (+10)	Dex 15 (+6)	Wis 15 (+6)
Con 21 (+9)	Int 7 (+2)	Cha 8 (+3)
Alignment chaotic evil		Languages Giant, Netherese
Equipment 2 handaxes, morningstar		

4 Ritual Casters		Special
Medium fey humanoid		XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.		
AC 21, Fortitude 19, Reflex 19, Will 19		
Healing Surges 1 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).		

ENCOUNTER 5: EARLY REINFORCEMENTS STATISTICS (AL 10)

2 Midnight Drifter (level 10)		Level 10 Skirmisher
Medium shadow humanoid, human		XP 500
HP 103; Bloodied 51		Initiative +12
AC 24, Fortitude 21, Reflex 23, Will 22		Perception +9
Speed 6, climb 3		Low-light vision
TRAITS		
Combat Advantage		
The drifter deals 1d8 extra damage against any target granting combat advantage to it.		
Street Agility		
The drifter ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
M Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage, and the drifter can slide the target 1 square.		
C Spinning Knockdown • Recharge 5-6		
Attack: Close burst 1 (enemies in the burst); +13 vs. Reflex		
Hit: 2d8 + 9 damage, and the drifter slides the target up to 2 squares and knocks it prone.		
MOVE ACTIONS		
Staff Vault • Recharge when first bloodied		
Effect: The drifter jumps up to its speed, moving vertically or horizontally. It provokes opportunity attacks only for leaving the square it occupied before this move.		
Skills Acrobatics +15, Athletics +13, Stealth +13		
Str 16 (+8)	Dex 20 (+10)	Wis 18 (+9)
Con 15 (+7)	Int 10 (+5)	Cha 12 (+6)
Alignment unaligned		Languages Common
Equipment leather armor, quarterstaff		

2 Midnight Arrow		Level 10 Artillery
Medium shadow humanoid, human		XP 500
HP 82; Bloodied 41		Initiative +10
AC 24, Fortitude 21, Reflex 23, Will 22		Perception +9
Speed 6, climb 3		Low-light vision
TRAITS		
Street Agility		
The drifter ignores difficult terrain that consists of rubble, debris, uneven pavement, or similar terrain.		
STANDARD ACTIONS		
M Club (weapon) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 8 damage.		
R Glancing Shot (weapon) • At-Will		
Attack: Ranged 15 (one creature); +17 vs. AC		
Hit: 2d6 + 6 damage, and another creature within 3 squares of the target takes 5 damage.		
R Double Shot • Recharge 5-6		
Effect: The arrow uses <i>glancing shot</i> twice.		
TRIGGERED ACTIONS		
R Vengeful Arrow • At-Will		
Trigger: An enemy hits the arrow with a ranged or area attack.		
Effect (Immediate Reaction): The arrow uses <i>glancing shot</i> against the triggering enemy.		
Skills Acrobatics +15, Athletics +11, Stealth +15		
Str 12 (+6)	Dex 21 (+10)	Wis 18 (+9)
Con 16 (+8)	Int 10 (+5)	Cha 10 (+5)
Alignment unaligned		Languages Common, Netherese
Equipment leather armor, club, longbow, 20 arrows		

1 Ogre Mercenary (level 10)		Level 10 Soldier
Large natural humanoid (giant)		XP 500
HP 109; Bloodied 54		Initiative +9
AC 26, Fortitude 24, Reflex 21, Will 21		Perception +7
Speed 8		
STANDARD ACTIONS		
M Morningstar (weapon) • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage.		
Effect: The ogre marks the target until the end of the ogre's next turn.		
R Handaxe (weapon) • At-Will		
Attack: Ranged 10 (one creature); +15 vs. AC		
Hit: 1d8 + 9 damage.		
C Brutal Sweep (weapon) • At-Will		
Attack: Close blast 2 (creatures in blast); +15 vs. AC		
Hit: 1d8 + 8 damage, and the target falls prone.		
Str 22 (+11)	Dex 15 (+7)	Wis 15 (+7)
Con 21 (+10)	Int 7 (+3)	Cha 8 (+4)
Alignment chaotic evil		Languages Giant, Netherese
Equipment 2 handaxes, morningstar		

4 Ritual Casters		Special
Medium fey humanoid		XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.		
AC 23, Fortitude 21, Reflex 21, Will 21		
Healing Surges 1 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).		

ENCOUNTER 5: EARLY REINFORCEMENTS STATISTICS (AL 12)

2 Ghost Talon Darkblood (level 12)	Level 12 Brute
Medium shadow humanoid, shadar-kai	XP 700
HP 122; Bloodied 61	Initiative +9
AC 25, Fortitude 26, Reflex 23, Will 24	Perception +6
Speed 6	Low-light vision
TRAITS	
Blood Phase	
While bloodied and insubstantial, the darkblood is phasing.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d12 + 11 damage.	
M Darkblade (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 2d12 + 10 cold and necrotic damage, and ongoing 5 cold and necrotic damage (save ends). The darkblood becomes insubstantial until the end of its next turn.	
C Darkblood Corruption (necrotic, poison) • At-Will	
Requirement: The darkblood must be insubstantial.	
Attack: Close burst 1 (enemies in the burst); +15 vs. Fortitude	
Hit: 2d8 + 10 poison and necrotic damage, and the target falls prone.	
Effect: The darkblood is no longer insubstantial.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The darkblood teleports up to 3 squares and becomes insubstantial until the end of its next turn.	
Skills Acrobatics +14, Athletics +17, Stealth +14	
Str 23 (+12)	Dex 17 (+9)
Con 17 (+9)	Int 12 (+7)
	Wis 11 (+6)
	Cha 19 (+10)
Alignment evil	
Languages Common, Netherese	
Equipment chainmail, battleaxe	

6 Ghost Talon Thug	Level 12 Minion Brute
Medium shadow humanoid, shadar-kai	XP 175
HP 1; a missed attack never damages a minion.	Initiative +10
AC 24, Fortitude 25, Reflex 24, Will 23	Perception +7
Speed 6	Low-light vision
STANDARD	
m Heavy Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 9 damage, or 15 on a critical hit. The thug becomes insubstantial until the start of its next turn.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The thug teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Blood Phase • Encounter	
Trigger: The thug takes damage while it is insubstantial	
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.	
Skills Stealth +15	
Str 20 (+11)	Dex 18 (+10)
Con 15 (+8)	Int 11 (+6)
	Wis 12 (+7)
	Cha 16 (+9)
Alignment evil	
Languages Common, Netherese	
Equipment hide armor, heavy flail	

1 Ghost Talon Death Dealer (level 12)	Level 12 Controller (Leader)
Medium shadow humanoid, shadar-kai	XP 700
HP 99; Bloodied 49	Initiative +6
AC 26, Fortitude 22, Reflex 23, Will 26	Perception +13
Speed 6	Low-light vision
TRAITS	
O Dealer's Intercession • Aura 3	
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 6 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +15 vs. Reflex	
Hit: 2d10 + 2 cold damage, and ongoing 5 cold damage (save ends).	
The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +14 vs. Fortitude	
Hit: 2d6 + 2 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (cold, necrotic, teleportation) • Encounter	
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
Str 11 (+6)	Dex 10 (+6)
Con 16 (+9)	Int 18 (+10)
	Wis 24 (+13)
	Cha 15 (+8)
Alignment evil	
Languages Common, Netherese	
Equipment staff	

1 Dread Pegasus (level 12)		Level 12 Skirmisher (Leader)
Large shadow beast (mount)		XP 700
HP 119; Bloodied 59		Initiative +15
AC 26, Fortitude 24, Reflex 26, Will 23		Perception +10
Speed 7, fly 9 (hover)		
Immune fear; Resist 10 radiant		
TRAITS		
From the Saddle (mount)		
When mounted by a friendly rider of level 12 or higher, the pegasus's rider can make a melee basic attack in place of the pegasus's hooves when the pegasus uses <i>flyby attack</i> .		
Touched by Shar		
Attacks against the dread pegasus and its rider take a -1 penalty unless the pegasus is bloodied.		
STANDARD		
m Hooves • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d6 + 10 damage.		
M Flyby Attack • At-Will		
Effect: The pegasus flies its speed and uses <i>hooves</i> at any point during the movement. The Pegasus and its rider do not provoke an opportunity attack from the target when moving away from it.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Recharge 5-6		
Effect: The pegasus and its rider teleport up to 9 squares and become insubstantial until the start of their next turn.		
TRIGGERED ACTIONS		
Shars Notice • At-Will		
Trigger: The pegasus or its rider hit an enemy with a melee attack.		
Effect (Immediate Reaction): The target is bathed in a beam of dark light and grants combat advantage until the start of the pegasus's next turn.		
Str 21 (+11)	Dex 24 (+13)	Wis 19 (+10)
Con 15 (+8)	Int 17 (+9)	Cha 17 (+9)
Alignment unaligned		Languages understand Netherese
Note: Modified Pegasus Scion from <i>Dungeon</i> 178.		

4 Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 25, Fortitude 23, Reflex 23, Will 23	
Healing Surges 2 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

GLORY TIER

8 Dark Mount (level 12)		Level 12 Minion Skirmisher
Large shadow beast (mount)		XP 175
HP 1; a missed attack never damages a minion.		Initiative +12
AC 26, Fortitude 25, Reflex 24, Will 22		Perception +8
Speed 8		
TRAITS		
Steed of Shar (mount)		
When mounted by a friendly rider of level 12 or higher, the dark mount cannot be the target of any attack.		
STANDARD		
m Hooves • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 11 damage, or 15 damage if the mount has combat advantage against the target.		
MOVE ACTIONS		
Shadow Jump • Encounter		
Effect: The dark mount jumps up to its speed, moving vertically or horizontally. It provokes opportunity attacks only for leaving the square it occupied before this move.		
Str 22 (+12)	Dex 18 (+10)	Wis 15 (+8)
Con 18 (+10)	Int 3 (+2)	Cha 8 (+5)
Alignment unaligned		Languages -
Note: Modified accursed legion crodlu from <i>Dungeon</i> 189.		

ENCOUNTER 5: EARLY REINFORCEMENTS STATISTICS (AL 14)

2 Ghost Talon Darkblood	Level 14 Brute
Medium shadow humanoid, shadar-kai	XP 1000
HP 142; Bloodied 71	Initiative +10
AC 26, Fortitude 28, Reflex 25, Will 26	Perception +7
Speed 6, Climb 6	Low-light vision
TRAITS	
Blood Phase	
While bloodied and insubstantial, the darkblood is phasing.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d12 + 13 damage.	
M Darkblade (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Reflex	
Hit: 2d12 + 12 cold and necrotic damage, and ongoing 5 cold and necrotic damage (save ends). The darkblood becomes insubstantial until the end of its next turn.	
C Darkblood Corruption (necrotic, poison) • At-Will	
Requirement: The darkblood must be insubstantial.	
Attack: Close burst 1 (enemies in the burst); +17 vs. Fortitude	
Hit: 2d8 + 12 poison and necrotic damage, and the target falls prone.	
Effect: The darkblood is no longer insubstantial.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The darkblood teleports up to 3 squares and becomes insubstantial until the end of its next turn.	
Skills Acrobatics +15, Athletics +18, Stealth +15	
Str 23 (+13)	Dex 17 (+10) Wis 11 (+7)
Con 17 (+10)	Int 12 (+8) Cha 19 (+11)
Alignment evil Languages Common, Netherese	
Equipment chainmail, battleaxe	

6 Ghost Talon Thug (level 14)	Level 14 Minion Brute
Medium shadow humanoid, shadar-kai	XP 250
HP 1; a missed attack never damages a minion.	Initiative +11
AC 26, Fortitude 27, Reflex 26, Will 25	Perception +8
Speed 6, Climb 6	Low-light vision
STANDARD	
m Heavy Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 10 damage, or 16 on a critical hit. The thug becomes insubstantial until the start of its next turn.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The thug teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Blood Phase • Encounter	
Trigger: The thug takes damage while it is insubstantial	
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.	
Skills Stealth +16	
Str 20 (+12)	Dex 18 (+11) Wis 12 (+8)
Con 15 (+9)	Int 11 (+7) Cha 16 (+10)
Alignment evil Languages Common, Netherese	
Equipment hide armor, heavy flail	

1 Ghost Talon Deathdealer	Level 14 Controller (Leader)
Medium shadow humanoid, shadar-kai	XP 1000
HP 115; Bloodied 57	Initiative +7
AC 28, Fortitude 24, Reflex 25, Will 28	Perception +14
Speed 6, Climb 6	Low-light vision
TRAITS	
O Dealer's Intercession • Aura 3	
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 8 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +17 vs. Reflex	
Hit: 2d10 + 5 cold damage, and ongoing 5 cold damage (save ends). The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +16 vs. Fortitude	
Hit: 2d6 + 4 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (cold, necrotic, teleportation) • Encounter	
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
Str 11 (+7)	Dex 10 (+7) Wis 24 (+14)
Con 16 (+10)	Int 18 (+11) Cha 15 (+9)
Alignment evil Languages Common, Netherese	
Equipment staff	

1 Dread Pegasus (level 14)		Level 14 Skirmisher (Leader)
Large shadow beast (mount)		XP 1,000
HP 135; Bloodied 67		Initiative +16
AC 28, Fortitude 26, Reflex 28, Will 25		Perception +11
Speed 7, fly 9 (hover)		
Immune fear; Resist 10 radiant		
TRAITS		
From the Saddle (mount)		
When mounted by a friendly rider of level 14 or higher, the pegasus's rider can make a melee basic attack in place of the pegasus's hooves when the pegasus uses <i>flyby attack</i> .		
Touched by Shar		
Attacks against the dread pegasus and its rider take a -1 penalty unless the pegasus is bloodied.		
STANDARD		
m Hooves • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d6 + 12 damage.		
M Flyby Attack • At-Will		
Effect: The pegasus flies its speed and uses <i>hooves</i> at any point during the movement. The Pegasus and its rider do not provoke an opportunity attack from the target when moving away from it.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Recharge 5-6		
Effect: The pegasus and its rider teleport up to 9 squares and become insubstantial until the start of their next turn.		
TRIGGERED ACTIONS		
Shars Notice • At-Will		
Trigger: The pegasus or its rider hit an enemy with a melee attack.		
Effect (Immediate Reaction): The target is bathed in a beam of dark light and grants combat advantage until the start of the pegasus's next turn.		
Str 21 (+12)	Dex 24 (+14)	Wis 19 (+11)
Con 15 (+9)	Int 17 (+10)	Cha 17 (+10)
Alignment unaligned		Languages understand Netherese
Note: Modified Pegasus Scion from <i>Dungeon</i> 178.		

4 Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 27, Fortitude 25, Reflex 25, Will 25	
Healing Surges 2 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

GLORY TIER

8 Dark Mount (level 14)		Level 14 Minion Skirmisher
Large shadow beast (mount)		XP 250
HP 1; a missed attack never damages a minion.		Initiative +13
AC 28, Fortitude 27, Reflex 26, Will 24		Perception +9
Speed 8		
TRAITS		
Steed of Shar (mount)		
When mounted by a friendly rider of level 14 or higher, the dark mount cannot be the target of any attack.		
STANDARD		
m Hooves • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 12 damage, or 16 damage if the mount has combat advantage against the target.		
MOVE ACTIONS		
Shadow Jump • Encounter		
Effect: The dark mount jumps up to its speed, moving vertically or horizontally. It provokes opportunity attacks only for leaving the square it occupied before this move.		
Str 22 (+13)	Dex 18 (+11)	Wis 15 (+9)
Con 18 (+11)	Int 3 (+3)	Cha 8 (+6)
Alignment unaligned		Languages -
Note: Modified accursed legion crodlu from <i>Dungeon</i> 189.		

ENCOUNTER 5: EARLY REINFORCEMENTS STATISTICS (AL 16)

2 Ghost Talon Darkblood (level 16)	Level 16 Brute
Medium shadow humanoid, shadar-kai	XP 1,400
HP 162; Bloodied 81	Initiative +11
AC 28, Fortitude 30, Reflex 27, Will 28	Perception +8
Speed 6, Climb 6	Low-light vision
TRAITS	
Blood Phase	
While bloodied and insubstantial, the darkblood is phasing.	
STANDARD ACTIONS	
M Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d12 + 15 damage.	
M Darkblade (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 2d12 + 13 cold and necrotic damage, and ongoing 5 cold and necrotic damage (save ends). The darkblood becomes insubstantial until the end of its next turn.	
C Darkblood Corruption (necrotic, poison) • At-Will	
Requirement: The darkblood must be insubstantial.	
Attack: Close burst 1 (enemies in the burst); +19 vs. Fortitude	
Hit: 2d8 + 12 poison and necrotic damage, and the target falls prone.	
Effect: The darkblood is no longer insubstantial	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The darkblood teleports up to 3 squares and becomes insubstantial until the end of its next turn.	
Skills Acrobatics +16, Athletics +19, Stealth +17	
Str 23 (+14)	Dex 17 (+11) Wis 11 (+8)
Con 17 (+11)	Int 12 (+9) Cha 19 (+12)
Alignment evil Languages Common, Netherese	
Equipment chainmail, battleaxe	

6 Ghost Talon Thug (level 16)	Level 16 Minion Brute
Medium shadow humanoid, shadar-kai	XP 350
HP 1; a missed attack never damages a minion.	Initiative +12
AC 28, Fortitude 29, Reflex 28, Will 27	Perception +9
Speed 6, Climb 6	Low-light vision
STANDARD	
M Heavy Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 11 damage, or 17 on a critical hit. The thug becomes insubstantial until the start of its next turn.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The thug teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Blood Phase • Encounter	
Trigger: The thug takes damage while it is insubstantial	
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.	
Skills Stealth +17	
Str 20 (+13)	Dex 18 (+12) Wis 12 (+9)
Con 15 (+10)	Int 11 (+8) Cha 16 (+11)
Alignment evil Languages Common, Netherese	
Equipment hide armor, heavy flail	

1 Ghost Talon Death Dealer (level 16)	Level 16 Controller (Leader)
Medium shadow humanoid, shadar-kai	XP 1,400
HP 131; Bloodied 65	Initiative +8
AC 30, Fortitude 26, Reflex 27, Will 30	Perception +15
Speed 6, Climb 6	Low-light vision
TRAITS	
O Dealer's Intercession • Aura 3	
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
STANDARD ACTIONS	
M Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 10 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +19 vs. Reflex	
Hit: 2d10 + 7 cold damage, and ongoing 10 cold damage (save ends). The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +18 vs. Fortitude	
Hit: 2d6 + 6 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (cold, necrotic, teleportation) • Encounter	
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
Str 11 (+8)	Dex 10 (+8) Wis 24 (+15)
Con 16 (+11)	Int 18 (+12) Cha 15 (+10)
Alignment evil Languages Common, Netherese	
Equipment staff	

Dread Pegasus		Level 16 Skirmisher (Leader)	
Large shadow magical beast (mount)		XP 1,400	
HP 151; Bloodied 75		Initiative +17	
AC 30, Fortitude 28, Reflex 30, Will 27		Perception +12	
Speed 7, fly 9 (hover)			
Immune fear; Resist 10 radiant			
TRAITS			
From the Saddle (mount)			
When mounted by a friendly rider of level 16 or higher, the pegasus's rider can make a melee basic attack in place of the pegasus's hooves when the pegasus uses <i>flyby attack</i> .			
Touched by Shar			
Attacks against the dread pegasus and its rider take a -1 penalty unless the pegasus is bloodied.			
STANDARD			
m Hooves • At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 3d8 + 11 damage.			
M Flyby Attack • At-Will			
Effect: The pegasus flies its speed and uses <i>hooves</i> at any point during the movement. The pegasus and its rider do not provoke an opportunity attack from the target when moving away from it.			
MOVE ACTIONS			
Shadow Jaunt (teleportation) • Recharge 5-6			
Effect: The pegasus and its rider teleport up to 9 squares and become insubstantial until the start of their next turn.			
TRIGGERED ACTIONS			
Shars Notice • At-Will			
Trigger: The pegasus or its rider hit an enemy with a melee attack.			
Effect (Immediate Reaction): The target is bathed in a beam of dark light and grants combat advantage until the start of the pegasus's next turn.			
Str 21 (+13)	Dex 24 (+15)	Wis 19 (+12)	
Con 15 (+10)	Int 17 (+11)	Cha 17 (+11)	
Alignment unaligned		Languages understand Netherese	
Note: Modified Pegasus Scion from <i>Dungeon</i> 178.			

4 Ritual Casters		Special
Medium fey humanoid		XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.		
AC 29, Fortitude 27, Reflex 27, Will 27		
Healing Surges 2 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).		

GLORY TIER

8 Dark Mount (level 16)		Level 16 Minion Skirmisher	
Large shadow beast (mount)		XP 350	
HP 1; a missed attack never damages a minion.		Initiative +14	
AC 30, Fortitude 29, Reflex 28, Will 26		Perception +10	
Speed 8			
TRAITS			
Steed of Shar (mount)			
When mounted by a friendly rider of level 16 or higher, the dark mount cannot be the target of any attack.			
STANDARD			
m Hooves • At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 13 damage, or 17 damage if the mount has combat advantage against the target.			
MOVE ACTIONS			
Shadow Jump • Encounter			
Effect: The dark mount jumps up to its speed, moving vertically or horizontally. It provokes opportunity attacks only for leaving the square it occupied before this move.			
Str 22 (+14)	Dex 18 (+12)	Wis 15 (+10)	
Con 18 (+12)	Int 3 (+4)	Cha 8 (+7)	
Alignment unaligned		Languages -	
Note: Modified accursed legion crodlu from <i>Dungeon</i> 189.			

ENCOUNTER 5: EARLY REINFORCEMENTS STATISTICS (AL 18)

2 Ghost Talon Darkblood (level 18)	Level 18 Brute
Medium shadow humanoid, shadar-kai	XP 2,000
HP 182; Bloodied 91	Initiative +12
AC 30, Fortitude 32, Reflex 29, Will 30	Perception +9
Speed 6, Climb 6	Low-light vision
TRAITS	
Blood Phase	
While bloodied and insubstantial, the darkblood is phasing.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d12 + 11 damage.	
M Darkblade (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 3d12 + 8 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends). The darkblood becomes insubstantial until the end of its next turn.	
C Darkblood Corruption (necrotic, poison) • At-Will	
Requirement: The darkblood must be insubstantial.	
Attack: Close burst 1 (enemies in the burst); +21 vs. Fortitude	
Hit: 3d8 + 10 poison and necrotic damage, and the target falls prone.	
Effect: The darkblood is no longer insubstantial.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The darkblood teleports up to 3 squares and becomes insubstantial until the end of its next turn.	
Skills Acrobatics +17, Athletics +20, Stealth +18	
Str 23 (+15)	Dex 17 (+12) Wis 11 (+9)
Con 17 (+12)	Int 12 (+10) Cha 19 (+13)
Alignment evil Languages Common, Netherese	
Equipment chainmail, battleaxe	

6 Ghost Talon Thug (level 18)	Level 18 Minion Brute
Medium shadow humanoid, shadar-kai	XP 500
HP 1; a missed attack never damages a minion.	Initiative +13
AC 30, Fortitude 31, Reflex 30, Will 29	Perception +10
Speed 6, Climb 6	Low-light vision
STANDARD	
m Heavy Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 12 damage, or 18 on a critical hit. The thug becomes insubstantial until the start of its next turn.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The thug teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Blood Phase • Encounter	
Trigger: The thug takes damage while it is insubstantial	
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.	
Skills Stealth +18	
Str 20 (+14)	Dex 18 (+13) Wis 12 (+10)
Con 15 (+11)	Int 11 (+9) Cha 16 (+12)
Alignment evil Languages Common, Netherese	
Equipment hide armor, heavy flail	

1 Ghost Talon Deathdealer (level 18)	Level 18 Controller (Leader)
Medium shadow humanoid, shadar-kai	XP 2,000
HP 147; Bloodied 73	Initiative +9
AC 32, Fortitude 28, Reflex 29, Will 32	Perception +16
Speed 6, Climb 6	Low-light vision
TRAITS	
O Dealer's Intercession • Aura 3	
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d6 + 8 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +21 vs. Reflex	
Hit: 2d10 + 9 cold damage, and ongoing 10 cold damage (save ends). The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +20 vs. Fortitude	
Hit: 2d6 + 8 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (cold, necrotic, teleportation) • Encounter	
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
Str 11 (+9)	Dex 10 (+9) Wis 24 (+16)
Con 16 (+12)	Int 18 (+13) Cha 15 (+11)
Alignment evil Languages Common, Netherese	
Equipment staff	

1 Dread Pegasus (level 18)	Level 18 Skirmisher (Leader)
Large shadow beast (mount)	XP 2,000
HP 167; Bloodied 83	Initiative +18
AC 32, Fortitude 30, Reflex 32, Will 29	Perception +13
Speed 7, fly 9 (hover)	
Immune fear; Resist 10 radiant	
TRAITS	
From the Saddle (mount)	
When mounted by a friendly rider of level 18 or higher, the pegasus's rider can make a melee basic attack in place of the pegasus's hooves when the pegasus uses <i>flyby attack</i> .	
Touched by Shar	
Attacks against the dread pegasus and its rider take a -1 penalty unless the pegasus is bloodied.	
STANDARD	
m Hooves • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
M Flyby Attack • At-Will	
Effect: The pegasus flies its speed and uses <i>hooves</i> at any point during the movement. The pegasus and its rider do not provoke an opportunity attack from the target when moving away from it.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Recharge 5-6	
Effect: The pegasus and its rider teleport up to 9 squares and become insubstantial until the start of their next turn.	
TRIGGERED ACTIONS	
Shars Notice • At-Will	
Trigger: The pegasus or its rider hit an enemy with a melee attack.	
Effect (Immediate Reaction): The target is bathed in a beam of dark light and grants combat advantage until the start of the pegasus's next turn.	
Str 21 (+14)	Dex 24 (+16) Wis 19 (+13)
Con 15 (+11)	Int 17 (+12) Cha 17 (+12)
Alignment unaligned	Languages understand Netherese
Note: Modified Pegasus Scion from <i>Dungeon</i> 178.	

4 Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 31, Fortitude 29, Reflex 29, Will 29	
Healing Surges 2 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

GLORY TIER

8 Dark Mount (level 18)	Level 18 Minion Skirmisher
Large shadow beast (mount)	XP 500
HP 1; a missed attack never damages a minion.	Initiative +15
AC 32, Fortitude 31, Reflex 30, Will 28	Perception +11
Speed 8	
TRAITS	
Steed of Shar (mount)	
When mounted by a friendly rider of level 18 or higher, the dark mount cannot be the target of any attack.	
STANDARD	
m Hooves • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 14 damage, or 19 damage if the mount has combat advantage against the target.	
MOVE ACTIONS	
Shadow Jump • Encounter	
Effect: The dark mount jumps up to its speed, moving vertically or horizontally. It provokes opportunity attacks only for leaving the square it occupied before this move.	
Str 22 (+15)	Dex 18 (+13) Wis 15 (+11)
Con 18 (+13)	Int 3 (+5) Cha 8 (+8)
Alignment unaligned	Languages -
Note: Modified accursed legion crodlu from <i>Dungeon</i> 189.	

ENCOUNTER 5: EARLY REINFORCEMENTS STATISTICS (AL 20)

2 Ghost Talon Darkblood (level 20)		Level 20 Brute
Medium shadow humanoid, shadar-kai		XP 2,800
HP 202; Bloodied 101		Initiative +13
AC 32, Fortitude 34, Reflex 31, Will 32		Perception +10
Speed 6, Climb 6		Low-light vision
TRAITS		
Blood Phase		
While bloodied and insubstantial, the darkblood is phasing.		
STANDARD ACTIONS		
M Battleaxe (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +25 vs. AC <i>Hit:</i> 3d12 + 13 damage.		
M Darkblade (cold, necrotic, weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. Reflex <i>Hit:</i> 3d12 + 10 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends). The darkblood becomes insubstantial until the end of its next turn.		
C Darkblood Corruption (necrotic, poison) • At-Will <i>Requirement:</i> The darkblood must be insubstantial. <i>Attack:</i> Close burst 1 (enemies in the burst); +23 vs. Fortitude <i>Hit:</i> 3d8 + 11 poison and necrotic damage, and the target falls prone. <i>Effect:</i> The darkblood is no longer insubstantial.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter <i>Effect:</i> The darkblood teleports up to 3 squares and becomes insubstantial until the end of its next turn.		
Skills Acrobatics +18, Athletics +21, Stealth +19 Str 23 (+16) Dex 17 (+13) Wis 11 (+10) Con 17 (+13) Int 12 (+11) Cha 19 (+14)		
Alignment evil Languages Common, Netherese Equipment chainmail, battleaxe		

6 Ghost Talon Thug (level 20)		Level 20 Minion Brute
Medium shadow humanoid, shadar-kai		XP 700
HP 1; a missed attack never damages a minion.		Initiative +14
AC 32, Fortitude 33, Reflex 32, Will 31		Perception +11
Speed 6, Climb 6		Low-light vision
STANDARD		
M Heavy Flail (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. AC <i>Hit:</i> 13 damage, or 19 on a critical hit. The thug becomes insubstantial until the start of its next turn.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter <i>Effect:</i> The thug teleports up to 3 squares and becomes insubstantial until the start of its next turn.		
TRIGGERED ACTIONS		
Blood Phase • Encounter		
<i>Trigger:</i> The thug takes damage while it is insubstantial <i>Effect (Immediate Interrupt):</i> The thug makes a saving throw. If it saves, it ignores the triggering damage.		
Skills Stealth +19 Str 20 (+15) Dex 18 (+14) Wis 12 (+11) Con 15 (+12) Int 11 (+10) Cha 16 (+13)		
Alignment evil Languages Common, Netherese Equipment hide armor, heavy flail		

1 Ghost Talon Deathdealer (level 20)		Level 20 Controller (Leader)
Medium shadow humanoid, shadar-kai		XP ,2800
HP 163; Bloodied 81		Initiative +10
AC 34, Fortitude 30, Reflex 31, Will 34		Perception +17
Speed 6, Climb 6		Low-light vision
TRAITS		
O Dealer's Intercession • Aura 3 When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.		
STANDARD ACTIONS		
M Staff (cold, necrotic, weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +25 vs. AC <i>Hit:</i> 4d6 + 10 cold and necrotic damage.		
R Freezing Rebuke (cold, implement) • At-Will <i>Attack:</i> Ranged 5 (one creature); +23 vs. Reflex <i>Hit:</i> 2d10 + 11 cold damage, and ongoing 10 cold damage (save ends).. The death dealer becomes insubstantial until the end of its next turn.		
R Freeze to Death (cold, implement) • At-Will <i>Attack:</i> Ranged 5 (one creature taking ongoing cold damage); +22 vs. Fortitude <i>Hit:</i> 3d6 + 7 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.		
MOVE ACTIONS		
Shadow Jaunt (cold, necrotic, teleportation) • Encounter <i>Effect:</i> The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.		
Str 11 (+10) Dex 10 (+10) Wis 24 (+17) Con 16 (+13) Int 18 (+14) Cha 15 (+12)		
Alignment evil Languages Common, Netherese Equipment staff		

Dread Pegasus (level 20)	Level 20 Skirmisher (Leader)	
Large shadow beast (mount)	XP 2,800	
HP 183; Bloodied 91	Initiative +19	
AC 34, Fortitude 32, Reflex 34, Will 31	Perception +14	
Speed 7, fly 9 (hover)		
Immune fear; Resist 10 radiant		
TRAITS		
From the Saddle (mount)		
When mounted by a friendly rider of level 20 or higher, the pegasus's rider can make a melee basic attack in place of the pegasus's hooves when the pegasus uses <i>flyby attack</i> .		
Touched by Shar		
Attacks against the dread pegasus and its rider take a -1 penalty unless the pegasus is bloodied.		
STANDARD		
m Hooves • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d8 + 15 damage.		
M Flyby Attack • At-Will		
Effect: The pegasus flies its speed and uses <i>hooves</i> at any point during the movement. The pegasus and its rider do not provoke an opportunity attack from the target when moving away from it.		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Recharge 5-6		
Effect: The pegasus and its rider teleport up to 9 squares and become insubstantial until the start of their next turn.		
TRIGGERED ACTIONS		
Shars Notice • At-Will		
Trigger: The pegasus or its rider hit an enemy with a melee attack.		
Effect (Immediate Reaction): The target is bathed in a beam of dark light and grants combat advantage until the start of the pegasus's next turn.		
Str 21 (+15)	Dex 24 (+17)	Wis 19 (+14)
Con 15 (+12)	Int 17 (+13)	Cha 17 (+13)
Alignment unaligned Languages understand Netherese		
Note: Modified Pegasus Scion from <i>Dungeon</i> 178.		

4x Ritual Casters	Special
Medium fey humanoid	XP -
HP 4 hits (see Terrain Features); a missed attack never damages a ritual caster. A critical hit instantly kills a caster.	
AC 33, Fortitude 31, Reflex 31, Will 31	
Healing Surges 2 (If healed, use your judgment how much (mostly 25% to 50% of the caster's hit points)).	

GLORY TIER

8 Dark Mount (level 20)	Level 20 Minion Skirmisher	
Large shadow beast (mount)	XP 700	
HP 1; a missed attack never damages a minion.	Initiative +16	
AC 34, Fortitude 33, Reflex 32, Will 30	Perception +12	
Speed 8		
TRAITS		
Steed of Shar (mount)		
When mounted by a friendly rider of level 20 or higher, the dark mount cannot be the target of any attack.		
STANDARD		
m Hooves • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 15 damage, or 20 damage if the mount has combat advantage against the target.		
MOVE ACTIONS		
Shadow Jump • Encounter		
Effect: The dark mount jumps up to its speed, moving vertically or horizontally. It provokes opportunity attacks only for leaving the square it occupied before this move.		
Str 22 (+16)	Dex 18 (+14)	Wis 15 (+12)
Con 18 (+14)	Int 3 (+6)	Cha 8 (+9)
Alignment unaligned Languages -		
Note: Modified accursed legion crodlu from <i>Dungeon</i> 189.		

ENCOUNTER 5: EARLY REINFORCEMENTS MAP

TILE SETS NEEDED

Same maps as Encounter 2.



ENCOUNTER 5: EARLY REINFORCEMENTS MAP

TILE SETS NEEDED

Same maps as Encounter 2.



ENCOUNTER 5: EARLY REINFORCEMENTS MAP

TILE SETS NEEDED

Same maps as Encounter 2.



ENCOUNTER 6A: RETREAT (HEROIC)

ENCOUNTER LEVEL 2/4/6/8/10

SETUP

This encounter includes the following creatures at adventure level 2:

- 1 beholder gauth (level 1) (B)
- 2 horned kir-lanan (level 1) (K)
- 8 black kir-lanan (level 1) (O)
- 3 wagons

This encounter includes the following creatures at adventure level 4:

- 1 beholder gauth (level 3) (B)
- 2 horned kir-lanan (level 3) (K)
- 8 black kir-lanan (level 3) (O)
- 3 wagons

This encounter includes the following creatures at adventure level 6:

- 1 beholder gauth (B)
- 2 horned kir-lanan (level 5) (K)
- 8 black kir-lanan (level 5) (O)
- 3 wagons

This encounter includes the following creatures at adventure level 8:

- 1 beholder gauth (level 7) (B)
- 2 horned kir-lanan (level 7) (K)
- 8 black kir-lanan (level 7) (O)
- 3 wagons

This encounter includes the following creatures at adventure level 10:

- 1 beholder gauth (level 9) (B)
- 2 horned kir-lanan (level 9) (K)
- 8 black kir-lanan (level 9) (O)
- 3 wagons

Glory Tier: Add 1 level to all creatures. Add a second wave of minions and 1 extra hornstone gargoye at the start of round 3 of the battle.

Special: As an option, the Senior DM can assign Coura (the special golem used to infuse the magic of Spellgard into) to one of the heroic tables if the players chose to transfer the power instead of destroying it during the Interlude. She is still processing the power and unable to interact with the characters, except at the barest level.

She will be the prime target of the monsters who try to kidnap her unless the PCs successfully hid her (moderate DC Stealth check). When she is hit by an area attack (even when hidden), there is a magic backlash through all pillars. The table should yell **COURA IS HURT**. If that happens a burst of energy expands from all wagons. Each PC within burst 2 of a wagon is targeted by the following attack:

Pillar Backlash	Terrain Hazard
C Arcane Burst • At-Will	
Attack: burst 2 centered on wagons (creatures in burst); AL+3 vs. Reflex	
Hit: AL damage.	
Miss: Half damage.	

Running Time: 90 minutes; 30 minutes for the skill challenge and about 60 minutes for the fight at the portal.

Failure in Encounter 5: The Netherese realize what the wagons carry, and react accordingly. In addition, it is likely the wagons, oxes and drivers were harmed, which carries over in this encounter. Finally, add one more Interlude B to the skill challenge.

Failure at the Paragon Tables: Maximum of once per two scenes during the skill challenge, or once every two rounds in the fight. If a paragon table shouts that they failed (“BREACH”), run Interlude B after the current scene (or double the number of Netherese if already running Interlude B), or add 4 minions at the start of the next round if the fight is going on. Keep tabs on the number of failures at the paragon tables, since you can use additional breaches 2 scenes or 2 rounds later up to the number of breaches.

Glory Points: As noted in Encounter 5, if the tables have collectively earned enough glory points, all tables have a +2 bonus on skill checks during the skill challenge.

Once the pillars have been loaded on the wagons, it is time for the PCs and their allies to leave before enemy forces overrun them. The ritual casters, protected by a small group of soldiers, are sent ahead. The slower wagons follow at their own slower pace.

The heroic level PCs are assigned to the wagons to make sure they make good speed and to chase away any enemies that come across their path. Once they arrive at the Fey Crossing it becomes clear that a small group of enemies did beat them to it. There are signs of a battle, and the portal is might be closed. The PCs have to defeat

the enemy, and get the wagons through, before more opponents arrive.

Read aloud or paraphrase at the start of the encounter:

With the arrival of the floating fortress of Sakkors the area is soon overrun with enemy forces. With great haste the wagons and its grim drivers leave towards the Fey Crossing and the safety of the Feywild beyond. If you don't make haste, the Netherese will overrun you.

Quickly determine whether the characters have any specific tactics in mind before proceeding with Interlude A. The first challenge is getting through the rough hills surrounding Spellgard.

The encounter consists of 2 parts. It starts with a short high paced skill challenge, and ends with a fight. There is **no** time for a short rest between the skill challenge and the fight. Keep this in mind when running the challenge.

SKILL CHALLENGE: HARRIED PURSUIT

Goal: Getting at and through the Fey Crossing as fast as possible with the cargo in one piece.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Varies

Secondary Skills: Varies

Victory: The PCs arrive at the Fey Crossing with due haste, and with a minimum of damage to the wagons.

Defeat: The trip took more time than expected. More enemies are waiting at the Fey Crossing, and, since the crossing has been closed for some time, it takes more time to reopen it. Add 4 black kir-lanans to the fight. In addition, they need to score an additional 3 successes to open the portal.

Getting at the Fey Crossing in time is a mix of making speed, and keeping the enemy at bay. On the way the PCs come across specific minor problems while in between a returning scene deals with whether or not the PCs can keep up the speed (Scene A) and another to determine how much damage is taken when groups of enemies do catch up (Scene B). The results of Scene A count towards the success of the skill challenge. Failure in Scene B has its own consequences and does **not** count towards the skill challenge.

Fifteen minutes passes during each scene. This time is one of constant trial and hardship. The PCs are unable to take a short rest, though they may second wind or use any other healing powers. Due to the time that elapses, all sustain or encounter long powers end after 5

minutes. Be clear to players that their benefits do not carry over from scene to scene before they use them.

This is a high paced skill challenge. Do not give the players much time to consider their actions. At the same time, do allow the players some time to think up ideas. Accept the use of different skills than those described below if doing so makes sense based on the PCs' plans.

INTERLUDE A: RUSHING FORWARD (1 SUCCESS MAXIMUM)

This scene is run as an interlude at specific points in between the other scenes. Count this scene as a group check where, if half or more of the PCs score a success in individual skill checks, it counts as 1 success to the overall skill challenge.

Bluff, Intimidate or Nature hard DC (1 maximum)

Creating false tracks, a diversion, or simply scaring enemy scouts away buys the caravan time. Doing so is not particularly easy though.

Athletics or Endurance moderate DC (no maximum)

Helping pushing wagons, pulling oxen, carrying the wounded and other similar physical exertions are a great boon to the speed of the caravan.

Nature moderate DC (1 maximum)

It requires skill to get the maximum speed and endurance out of the draft animals.

Perception moderate DC (1 maximum)

Finding the right path through the landscape is a great boon when speed is of the essence.

Stealth hard DC (1 maximum)

Hiding tracks, and making the wagons harder to detect by flying opponents is hard, but not impossible.

INTERLUDE B: HARRIED

There is no battle map and movement is not tracked. All Netherese opponents last only for that scene, then are driven off or slain. This abstraction allows the scene to move quickly while still conveying the waves of enemies that the PCs face. Failure in this scene leads to damage to the PCs and hence does not count towards the overall skill challenge.

At the end of this scene, the PCs take AL 2 and 4: 2 points of damage times the number of Netherese remaining or AL 6 to 10: 4 points of damage times the number of Netherese, which represents the outcomes of their abstract skirmishes and attacks they were unable to prevent. Encourage the PCs to use encounter or daily powers and action points if

needed, as they may not be used to thinking of them as available during a skill challenge.

Number of Netherese: The number of Netherese present in each scene is determined by the following:

- **Party Size:** The starting number of Netherese for each interlude is equal to the number of characters in the party (4, 5, or 6) x 2 (for a total of 8, 10, or 12).

Defeating Netherese: Any Netherese is defeated by one of the following:

- **Attack:** An attack that hits and deals at least 5 damage.
- **Forced Movement:** When subjected to a push or slide effect of 3 squares or more.
- **Condition:** When immobilized, restrained, stunned, dominated, or otherwise prevented from moving or acting. Dazed and grabbed are insufficient for this purpose.
- **Skills:** A PC may make a skill check as a **move action** to drive off a single Netherese. Athletics, Bluff, or Intimidate against moderate DC all work for this purpose.

Determining Targets: The following list describes the number of Netherese that can be targeted with a given attack or power:

- **Melee:** Melee attacks target their normal number of targets. PCs with multiple attacks can target additional Netherese only if they have melee reach 2 or greater.
- **Ranged:** Ranged attacks target their normal number of targets.
- **Close/Area:** Burst 1 or Blast 4 or lower attacks target 2 Netherese. Burst 2 - 4 or Blast 5 or greater attacks target 3 Netherese. Burst 5 or greater attacks target 4 Netherese.
- **Zone:** Zones that contain 3 or fewer squares target 1 Netherese. Zones that contain 4 or more squares target 3 Netherese.
- **Defenses:** For purposes of attacks, all abominations in this skill challenge have AC [AL + 14] and all other defenses [AL + 12].
- **Keywords:** Netherese come in many types. For the purposes of this encounter, treat them as shadow humanoids.

Other Determinations:

- Netherese never provoke opportunity attacks or move adjacent or start next to the PCs.
- Netherese make no attack or damage rolls and include every PC in their automatic damage, so

marks, the weakened condition, and attack penalties have no effect.

- Netherese are only driven off by automatic damage if it's at least 5.
- Abilities that trigger off of bloodying or reducing an enemy to 0 hp are not applicable.
- Because of the vast battlefield, it is impossible to create barriers that Netherese cannot circumvent, though you may use your discretion in reducing the number of Netherese in a given scene as a result of particularly clever tactics.

Use your judgment based on these guidelines to deal with powers and effects that don't seem to fit any of these categories. As a general rule of thumb, rule in the PCs' favor for encounter and daily powers, and against them for at-will powers.

SCENE 0: ON THE RUN

Run Interlude A.

SCENE 1: INTO THE TREE LINE (1 SUCCESS MAXIMUM)

Read aloud or paraphrase at the start of the scene:

You leave the rocky open hills around Spellgard and soon you are in a lightly forested area. Shouts of alarm from the front of the caravan alert you to fallen trees that block passage.

The PCs need to remove the trees, before the wagons can proceed. It costs some time, and soon after a group of Netherese skirmishers catch up. Run Interlude B after this scene.

Athletics easy DC (group check; 1 success)

Quickly removing the trees is necessary, but somewhat risky. A PC that fails a check takes [$\frac{1}{2}$ x healing surge] damage. Note that PCs who do not help score 1 failure for the group check, but do not take damage.

Dungeoneering moderate DC (0 success; 1 maximum)

Directing people clearing the path is a great boon, providing a +2 bonus to the Athletics check. In addition it can change 1 individual failure of the group check into a success (so that that PC is not damaged either).

Run Interlude B.

SCENE 2: MORALE (1 SUCCESS MAXIMUM)

Read aloud or paraphrase at the start of the scene:

When the last Netherese scout disappears in the shadows, you note several of the drivers and soldiers have abandoned their wagons.

Morale is low, and common soldiers are on the verge of a panick, abandoning the wagons and their vital cargo. Run Interlude A after this scene.

Bluff, Diplomacy or Intimidate moderate DC (1 success; 1 maximum)

Restoring morale to the point that the drivers resume their position whether through lies, a rousing speech or fear.

Run Interlude A.

SCENE 3: CUTTING CORNERS (2 SUCCESSES MAXIMUM)

Read aloud or paraphrase at the start of the scene:

The path the wagons are following makes a sharp turn around a steep hill and a dense patch of undergrowth. Follow the road and choose certainty, or cut a corner but risk getting stuck?

If the PCs follow the path, they score a single success automatically. If they cut the corner, they have a chance to remove 1 failure or score an additional success. Run Interlude B after this scene.

Nature hard DC (special; 1 maximum)

The PC manages to direct the wagons through the dense undergrowth without any significant problem. They score 1 success, and in addition can choose to remove 1 failure or earn an additional success.

It is possible to assist, but it is always against moderate DC due to the haste. Nature can be used, but so can Athletics (cutting a path), Perception or another skill you feel is applicable. A successful assist provides a +2 bonus to the primary skill check. A failed assist penalizes the primary skill check by 2.

Run Interlude B.

SCENE 4: FEY CROSSING

Read aloud or paraphrase at the start of the scene:

You arrive at your destination. Colors look more vibrant. You note several mushroom circles, as well as dense thorny bushes and a patch of flowering vines that almost seem to glow. You have arrived at the planned Fey Crossing.

Several human corpses, shredded by claws, lie around: bodyguards of the casters that went ahead.

Sounds above in the dense canopy alert you to the fact that flying enemies are nearby...

If the PCs already scored **6 successes** for the skill challenges:

A large doorway of energy stands in the patch of glowing vines, providing a clear access to the Feywild beyond. Beyond you note a small band of Luruar soldiers looking with relief in your direction, at their feet the corpses of a couple of dark-skinned gargoyle-like creatures.

If the PCs have not yet scored 6 successes they first need to open the portal. Luckily it only closed recently and it can be opened with a simple skill check within 5 squares from the portal. As many checks are required until 6 successes towards the skill challenge have been scored. In case of a third failure, the 4 black kir-lanans arrive at the end of the round, immediately acting.

If the PCs have already failed at the skill challenge, they face the four additional minions immediately. In addition 2 successes are needed to open the portal. A failure is not counted towards the skill challenge anymore, but does mean more checks are needed to open the portal.

Arcana or Nature moderate DC (standard action) OR hard DC (minor action) (1 success)

Prying open the portal requires some knowledge on arcane or primal rituals.

FEATURES OF THE AREA

Illumination: The sun is still in the sky, and while the trees provide shadow, it is not enough to diminish the illumination significantly.

Canopy: The canopy is 30 feet (6 squares) above the battlefield. It is considered difficult terrain, and requires a DC 15 Athletics check for flying creatures to pass. Failure results in the creature falling prone, falling to the ground below. The beholder is well aware of this, and hence is unlikely to enter the canopy unless to flee the battle.

Fey Circles: The blue circles are fey circles, patches of grass surrounded by mushrooms. A creature can spend a **minor action** while in a fey circle's square to teleport 5 squares.

Needle Hedge: Patches of the undergrowth consists of needle hedge. It is considered hindering terrain, difficult terrain and provides partial cover to this in and behind the hedges. If a creature moves through more than 1 square of needle hedge during a single

move action or incident of forced movement, that creature takes 5 damage.

Pillars: If Saharel was destroyed, the pillars are magical, but not to a dangerous level. If Saharel was saved, the pillars are fully charged. Any area attack that includes a wagon, or an attack specifically targeting the pillars (and the opponents are aware of this) creates a dangerous backlash. Each wagon can be targeted this way once. Remember that the kir-lanans are healed by necrotic energy.

Pillar Backlash	Terrain Hazard
A Dark Backlash (necrotic) • Once per Wagon	
Attack: burst 2 centered on wagons (all creatures in burst); AL+3 vs. Reflex	
Hit: 1d8 + AL necrotic damage, and the target is weakened (save ends)..	

Portal: The area surrounding the portal is healing ground. It is difficult terrain due to the dense plant growth, but if a creature in this terrain spends a healing surge, it regains an additional 2 hit points. A creature stepping through the portal ends up in the Feywild, and as long as the portal is open can return simply by moving back.

Trees: Tree trunks are blocking terrain that provides cover as normal. Trees can be climbed with a DC 10 Athletics check.

Undergrowth: There are patches of dense undergrowth that are considered difficult terrain and provide partial concealment.

Wagons: The PCs have three wagons to get through the portal. The wagons have a speed of 4, and are considered difficult terrain. Medium sized and smaller creatures can end their turn on or under the wagon, but not inside the same square as the ox.

Without direction the wagons stay in the same area until the portal is open at which point the wagon moves towards the portal with a speed of 4 at the end of a round (double moving for a total of 8 squares). The oxes do **NOT** move without an action of the PCs if somehow threatened (e.g. when in the aura of a minion). A wagon has to pass through the portal completely to leave the area. It requires a **minor action** by a PC to direct a wagon in another direction, and **move action**, while on the wagon, if they want to use it as a weapon against the opponents. Only one wagon at a time can pass through a portal.

The ox is considered to have an AC of [10 + AL] and all other defenses are at [8 + AL]. It is bloodied after two hits, goes unconscious at the 4th and dies at the fifth. It has 1 healing surge. At glory tier, it is bloodied after 1 hit, goes unconscious at the 2nd hit and dies at the third.

Two PCs can replace the roll of an ox, in which case they need to make a moderate DC Athletics check as a move action to push/pull the wagon 2 squares. If they succeed at a hard DC the speed is 5 squares instead.

Ox Wagon	At-Will (2/round) Terrain
A large wagon with a strong looking ox in front stands nearby. The ox looks tense and ready to attack anything nearby.	
Move Action	
Check: Nature check (easy DC) to direct the ox.	
Success: The wagon with the PC moves 4 squares as directed by the PC.	
Effect: If a creature is in the path of the wagon, the player riding the wagon must make a primary stat +1 vs. Reflex. The attack can be made against a single creature 1/turn.	
Hit: 1d8 + 5 / 2d6 + 5 / 2d6 + 7 / 2d8 + 7 / 2d8 + 9 damage, and the creature is knocked prone.	
Miss: Slide 1 out of the path of the wagon.	
Note: The wagon tile from ET2: City is a good representation for the ox wagon.	

You can give the players Handout 5 to help run the ox wagons.

TACTICS

The kir-lanan and their beholder leader intent to stop the PCs, but they are not aware of the import of the pillars. As a result they focus their attacks on the PCs, until it becomes clear that the PCs want the wagons out. The gaunt prefers to target ranged attackers, preferring to damage opponents as opposed to disabling them. It uses *telekinetic ray* if somehow cornered into melee, preferably sliding a target into a needle hedge. The black kir-lanans split in two, with each swarm focusing on one ranged attacker out of melee. The horned kir-lanans also prefer lone targets (since it is easier to drag them away), but focus on melee opponents.

When the opponents realize the wagons are important is up to your judgment. At that point the gaunt uses its central eye against the oxen instead of the PCs, and likely uses *sleep ray* and/or *exhaustion ray* against another ox. The remaining *eye ray* is still directed at a PC (it does not bother using damaging attacks against the oxen since it assumes it cannot kill them in one hit). The black kir-lanan land besides the oxen to use their *cruel claws* trait effectively. The horned kir-lanans keep targeting the PCs since the wagons are too heavy to drag away.

None of the opponents is particularly fanatic, and they flee when their life is truly threatened (when roughly 10% or less of their hit points remain).

Glory Tier: At normal play the beholder and kir-lanan is unlikely to target the oxen with lethal attacks. On glory tier the beasts are fair game, although they still do not focus them all inclusively, and certainly not at the risk of their own health.

SCALING THE ENCOUNTER

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

Four PCs: Remove 4 minions or 1 hornstone gargoyle (choose based on the ability of the PCs to deal with minions). The PCs have 1 wagon less to care for.

Six PCs: Add 4 minions or 1 hornstone gargoyle (choose based on the ability of the PCs to deal with minions).

ENDING THE ENCOUNTER

As soon as the wagons are through the portal, the PCs can follow. Once they are through, the crossing closes and the PCs and cargo are safe from the Netherese. The PCs can also decide to stay at the other side, directing the Luruar soldiers at the other side to close the portal. While not strictly necessary, if they remain behind to harass Netherese forces, it makes it easier for the wagons to reach Luruar.

If things go against the PCs, they can decide to flee through the portal, abandoning the wagons and their cargo. In that case, the portal is closed behind them, but potentially giving the Netherese the ability to restore their control over Saharel.

Regardless, the battle is done. Wait till the other tables are finished, and the organizers officially finish the interactive as described in the Conclusion.

QUESTIONNAIRE

- How many wagons passed through the portal?
- Was Coura kept safe? Or was she captured?
- Did any PC use *liquid darkness*?
- Did any PC die?
- Did all PCs pass through the portal? If not, how many remained behind?

ENCOUNTER 6A: RETREAT STATISTICS (ADVENTURE LEVEL 2)

1 Beholder Gauth (level 1)		Level 1 Elite Artillery
Medium aberrant magical beast		XP 200
HP 54; Bloodied 27		Initiative +2
AC 13, Fortitude 12, Reflex 14, Will 15		Perception +8
Speed 0, fly 6 (hover)		All-around vision, darkvision
Saving Throws +2; Action Points 1		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the gauth.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d4 + 1 damage.		
R Eye-Rays • At-Will		
Effect: The gauth uses two <i>eye ray</i> powers chosen from the list below. Each <i>eye ray</i> must target a different creature. Using <i>eye rays</i> does not provoke opportunity attacks.		
1. <i>Fire Ray</i> (fire): Ranged 8; +6 vs. Reflex; 2d6 + 2 fire damage.		
2. <i>Exhaustion Ray</i> (necrotic): Ranged 8; +6 vs. Fortitude; 1d6 + 2 necrotic damage, and the target is weakened (save ends).		
3. <i>Sleep Ray</i> (charm): Ranged 8; +6 vs. Fortitude; the target is slowed (save ends).		
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends).		
4. <i>Telekinesis Ray</i> : Ranged 8; +6 vs. Fortitude; the gauth slides the target up to 4 squares.		
MINOR ACTIONS		
r Central Eye • At-Will		
Attack: Ranged 5 (one creature); +6 vs. Will		
Hit: The target is immobilized until the end of the gauth's next turn.		
Str 12 (+1)	Dex 15 (+2)	Wis 16 (+3)
Con 15 (+2)	Int 18 (+4)	Cha 20 (+5)
Alignment evil		Languages Deep Speech, Netherese

8+ Black Kir-lanan (level 1)		Level 1 Minion Soldier
Medium shadow humanoid		XP 25
HP 1; a missed attack never damages a minion.		Initiative +4
AC 17, Fortitude 15, Reflex 13, Will 12		Perception +3
Speed 6, fly 8		Darkvision
TRAITSS		
Cruel Claws		
Whenever an enemy leaves a square adjacent to the black kir-lanan, that enemy takes 2 damage.		
Lurking Presence		
The black kir-lanan gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD		
m Claw • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 4 damage.		
Skills Athletics +10, Stealth +7		
Str 20 (+5)	Dex 15 (+2)	Wis 16 (+3)
Con 15 (+2)	Int 5 (-3)	Cha 11 (+0)
Alignment evil		Languages Netherese
Note: Renamed obsidian gargoyle from MM3.		

2 Horned Kir-lanan (level 1)		Level 1 Brute
Medium shadow humanoid		XP 100
HP 37; Bloodied 18		Initiative +3
AC 13, Fortitude 15, Reflex 12, Will 12		Perception +8
Speed 6, fly 8		Darkvision
Vulnerable 5 radiant		
TRAITS		
Lurking Presence		
The horned kir-lanan gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d6 + 4 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.		
M Impaling Charge • At-Will		
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d8 + 4 damage, and the target is grabbed and takes ongoing 5 damage until the grab ends.		
MOVE ACTIONS		
Skewering Drag • At-Will		
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other from this movement. Note: It cannot fly up with a target.		
TRIGGERED ACTIONS		
Necrotic Healing (healing) • Encounter		
Trigger: The horned kir-lanan is damaged by a necrotic attack.		
Effect (Immediate Reaction): The horned kir-lanan regains 9 hit points.		
Skills Stealth +8		
Str 22 (+6)	Dex 16 (+3)	Wis 16 (+3)
Con 17 (+3)	Int 5 (-3)	Cha 11 (+0)
Alignment evil		Languages Netherese
Note: Hornstone gargoyle from MM3 reflavored as a kir-lanan.		

Ox Wagon	At-Will (2/round) Terrain
Ox:	
HP 4 hits (2 at glory tier); a missed attack never damages a minion. A critical hit instantly kills an ox.	
AC 12, Fortitude 10, Reflex 10, Will 10	
Speed 4	
MOVE ACTION	
Check: DC 9 Nature check to direct the ox.	
Success: The wagon with the PC moves 4 squares as directed by the PC.	
Effect: If a creature is in the path of the wagon, the player riding the wagon must make a primary stat +1 vs. Reflex. The attack can be made against a single creature 1/turn.	
Hit: 1d8 + 5 damage, and the creature is knocked prone.	
Miss: Slide 1 out of the path of the wagon.	
Note: Two PCs can replace the roll of an ox, in which case they need to make a DC 13 Athletics check as a move action to push/pull the wagon 2 squares. If they succeed at DC 20 the speed is 5 squares instead.	

ENCOUNTER 6A: RETREAT STATISTICS (ADVENTURE LEVEL 4)

1 Beholder Gauth (level 3)		Level 3 Elite Artillery
Medium aberrant magical beast		XP 300
HP 78; Bloodied 39		Initiative +3
AC 15, Fortitude 14, Reflex 16, Will 17		Perception +9
Speed 0, fly 6 (hover)		All-around vision, darkvision
Saving Throws +2; Action Points 1		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the gauth.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d4 + 3 damage.		
R Eye-Rays • At-Will		
Effect: The gauth uses two <i>eye ray</i> powers chosen from the list below.		
Each <i>eye ray</i> must target a different creature. Using <i>eye rays</i> does not provoke opportunity attacks.		
1. <i>Fire Ray</i> (fire): Ranged 8; +8 vs. Reflex; 2d6 + 4 fire damage.		
2. <i>Exhaustion Ray</i> (necrotic): Ranged 8; +8 vs. Fortitude; 1d6 + 4 necrotic damage, and the target is weakened (save ends).		
3. <i>Sleep Ray</i> (charm): Ranged 8; +8 vs. Fortitude; the target is slowed (save ends).		
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends).		
4. <i>Telekinesis Ray</i> : Ranged 8; +8 vs. Fortitude; the gauth slides the target up to 4 squares.		
MINOR ACTIONS		
r Central Eye • At-Will		
Attack: Ranged 5 (one creature); +8 vs. Will		
Hit: The target is immobilized until the end of the gauth's next turn.		
Str 12 (+2)	Dex 15 (+3)	Wis 16 (+4)
Con 15 (+3)	Int 18 (+5)	Cha 20 (+6)
Alignment evil		Languages Deep Speech, Netherese

8+ Black Kir-lanan (level 3)		Level 3 Minion Soldier
Medium shadow humanoid		XP 38
HP 1; a missed attack never damages a minion.		Initiative +5
AC 19, Fortitude 17, Reflex 15, Will 14		Perception +4
Speed 6, fly 8		Darkvision
TRAITSS		
Cruel Claws		
Whenever an enemy leaves a square adjacent to the black kir-lanan, that enemy takes 2 damage.		
Lurking Presence		
The black kir-lanan gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD		
m Claw • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 5 damage.		
Skills Athletics +11, Stealth +8		
Str 20 (+6)	Dex 15 (+3)	Wis 16 (+4)
Con 15 (+3)	Int 5 (-2)	Cha 11 (+1)
Alignment evil		Languages Netherese
Note: Renamed obsidian gargoyle from MM3.		

2 Horned Kir-lanan (level 3)		Level 3 Brute
Medium shadow humanoid		XP 150
HP 57; Bloodied 28		Initiative +4
AC 15, Fortitude 17, Reflex 14, Will 14		Perception +9
Speed 6, fly 8		Darkvision
Vulnerable 5 radiant		
TRAITS		
Lurking Presence		
The horned kir-lanan gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d6 + 7 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.		
M Impaling Charge • At-Will		
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d8 + 7 damage, and the target is grabbed and takes ongoing 5 damage until the grab ends.		
MOVE ACTIONS		
Skewering Drag • At-Will		
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other from this movement. Note: It cannot fly up with a target.		
TRIGGERED ACTIONS		
Necrotic Healing (healing) • Encounter		
Trigger: The horned kir-lanan is damaged by a necrotic attack.		
Effect (Immediate Reaction): The horned kir-lanan regains 14 hit points.		
Skills Stealth +9		
Str 22 (+7)	Dex 16 (+4)	Wis 16 (+4)
Con 17 (+4)	Int 5 (-2)	Cha 11 (+1)
Alignment evil		Languages Netherese
Note: Hornstone gargoyle from MM3 reflavored as a kir-lanan.		

Ox Wagon	At-Will (2/round) Terrain
Ox:	
HP 4 hits (2 at glory tier); a missed attack never damages a minion. A critical hit instantly kills an ox.	
AC 14, Fortitude 12, Reflex 12, Will 12	
Speed 4	
MOVE ACTION	
Check: DC 10 Nature check to direct the ox.	
Success: The wagon with the PC moves 4 squares as directed by the PC.	
Effect: If a creature is in the path of the wagon, the player riding the wagon must make a primary stat +1 vs. Reflex. The attack can be made against a single creature 1/turn.	
Hit: 2d6 + 5 damage, and the creature is knocked prone.	
Miss: Slide 1 out of the path of the wagon.	
Note: Two PCs can replace the roll of an ox, in which case they need to make a DC 14 Athletics check as a move action to push/pull the wagon 2 squares. If they succeed at DC 21 the speed is 5 squares instead.	

ENCOUNTER 6A: RETREAT STATISTICS (ADVENTURE LEVEL 6)

1 Beholder Gauth		Level 5 Elite Artillery
Medium aberrant magical beast		XP 400
HP 102; Bloodied 51		Initiative +4
AC 17, Fortitude 16, Reflex 18, Will 19		Perception +10
Speed 0, fly 6 (hover)		All-around vision, darkvision
Saving Throws +2; Action Points 1		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the gauth.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d4 + 5 damage.		
R Eye-Rays • At-Will		
Effect: The gauth uses two <i>eye ray</i> powers chosen from the list below.		
Each <i>eye ray</i> must target a different creature. Using <i>eye rays</i> does not provoke opportunity attacks.		
1. <i>Fire Ray</i> (fire): Ranged 8; +10 vs. Reflex; 2d6 + 6 fire damage.		
2. <i>Exhaustion Ray</i> (necrotic): Ranged 8; +10 vs. Fortitude; 1d8 + 4 necrotic damage, and the target is weakened (save ends).		
3. <i>Sleep Ray</i> (charm): Ranged 8; +10 vs. Fortitude; the target is slowed (save ends).		
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends).		
4. <i>Telekinesis Ray</i> : Ranged 8; +10 vs. Fortitude; the gauth slides the target up to 4 squares.		
MINOR ACTIONS		
r Central Eye • At-Will		
Attack: Ranged 5 (one creature); +10 vs. Will		
Hit: The target is immobilized until the end of the gauth's next turn.		
Str 12 (+3)	Dex 15 (+4)	Wis 16 (+5)
Con 15 (+4)	Int 18 (+6)	Cha 20 (+7)
Alignment evil		Languages Deep Speech, Netherese

8+ Black Kir-lanan (level 5)		Level 5 Minion Soldier
Medium shadow humanoid		XP 50
HP 1; a missed attack never damages a minion.		Initiative +6
AC 21, Fortitude 19, Reflex 17, Will 16		Perception +5
Speed 6, fly 8		Darkvision
TRAITSS		
Cruel Claws		
Whenever an enemy leaves a square adjacent to the black kir-lanan, that enemy takes 4 damage.		
Lurking Presence		
The black kir-lanan gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD		
m Claw • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 6 damage.		
Skills Athletics +12, Stealth +9		
Str 20 (+7)	Dex 15 (+4)	Wis 16 (+5)
Con 15 (+4)	Int 5 (-1)	Cha 11 (+2)
Alignment evil		Languages Netherese
Note: Renamed obsidian gargoyle from MM3.		

2 Horned Kir-lanan (level 5)		Level 5 Brute
Medium shadow humanoid		XP 200
HP 77; Bloodied 38		Initiative +5
AC 17, Fortitude 19, Reflex 16, Will 16		Perception +10
Speed 6, fly 8		Darkvision
Vulnerable 5 radiant		
TRAITS		
Lurking Presence		
The horned kir-lanan gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d8 + 5 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.		
M Impaling Charge • At-Will		
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d10 + 5 damage, and the target is grabbed and takes ongoing 5 damage until the grab ends.		
MOVE ACTIONS		
Skewering Drag • At-Will		
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other from this movement. Note: It cannot fly up with a target.		
TRIGGERED ACTIONS		
Necrotic Healing (healing) • Encounter		
Trigger: The horned kir-lanan is damaged by a necrotic attack.		
Effect (Immediate Reaction): The horned kir-lanan regains 19 hit points.		
Skills Stealth +10		
Str 22 (+8)	Dex 16 (+5)	Wis 16 (+5)
Con 17 (+5)	Int 5 (-1)	Cha 11 (+2)
Alignment evil		Languages Netherese
Note: Hornstone gargoyle from MM3 reflavored as a kir-lanan.		

Ox Wagon	At-Will (2/round) Terrain
Ox:	
HP 4 hits (2 at glory tier); a missed attack never damages a minion. A critical hit instantly kills an ox.	
AC 16, Fortitude 14, Reflex 14, Will 14	
Speed 4	
MOVE ACTION	
Check: DC 11 Nature check to direct the ox.	
Success: The wagon with the PC moves 4 squares as directed by the PC.	
Effect: If a creature is in the path of the wagon, the player riding the wagon must make a primary stat +1 vs. Reflex. The attack can be made against a single creature 1/turn.	
Hit: 2d6 + 7 damage, and the creature is knocked prone.	
Miss: Slide 1 out of the path of the wagon.	
Note: Two PCs can replace the roll of an ox, in which case they need to make a DC 15 Athletics check as a move action to push/pull the wagon 2 squares. If they succeed at DC 23 the speed is 5 squares instead.	

ENCOUNTER 6A: RETREAT STATISTICS (ADVENTURE LEVEL 8)

1 Beholder Gauth (level 7)		Level 7 Elite Artillery
Medium aberrant magical beast		XP 600
HP 126; Bloodied 63		Initiative +5
AC 19, Fortitude 18, Reflex 20, Will 21		Perception +11
Speed 0, fly 6 (hover)		All-around vision, darkvision
Saving Throws +2; Action Points 1		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the gauth.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d4 + 7 damage.		
R Eye-Rays • At-Will		
Effect: The gauth uses two <i>eye ray</i> powers chosen from the list below.		
Each <i>eye ray</i> must target a different creature. Using <i>eye rays</i> does not provoke opportunity attacks.		
1. <i>Fire Ray</i> (fire): Ranged 8; +12 vs. Reflex; 2d6 + 8 fire damage.		
2. <i>Exhaustion Ray</i> (necrotic): Ranged 8; +12 vs. Fortitude; 1d8 + 6 necrotic damage, and the target is weakened (save ends).		
3. <i>Sleep Ray</i> (charm): Ranged 8; +12 vs. Fortitude; the target is slowed (save ends).		
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends).		
4. <i>Telekinesis Ray</i> : Ranged 8; +12 vs. Fortitude; the gauth slides the target up to 4 squares.		
MINOR ACTIONS		
r Central Eye • At-Will		
Attack: Ranged 5 (one creature); +12 vs. Will		
Hit: The target is immobilized until the end of the gauth's next turn.		
Str 12 (+4)	Dex 15 (+5)	Wis 16 (+6)
Con 15 (+5)	Int 18 (+7)	Cha 20 (+8)
Alignment evil		Languages Deep Speech, Netherese

8+ Black Kir-lanan (level 7)		Level 7 Minion Soldier
Medium shadow humanoid		XP 75
HP 1; a missed attack never damages a minion.		Initiative +7
AC 23, Fortitude 21, Reflex 19, Will 17		Perception +6
Speed 6, fly 8		Darkvision
TRAITSS		
Cruel Claws		
Whenever an enemy leaves a square adjacent to the black kir-lanan, that enemy takes 4 damage.		
Lurking Presence		
The black kir-lanan gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD		
m Claw • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 7 damage.		
Skills Athletics +13, Stealth +10		
Str 20 (+8)	Dex 15 (+5)	Wis 16 (+6)
Con 15 (+5)	Int 5 (+0)	Cha 11 (+3)
Alignment evil		Languages Netherese
Note: Renamed obsidian gargoyle from MM3.		

2 Horned Kir-lanan (level 7)		Level 7 Brute
Medium shadow humanoid		XP 300
HP 97; Bloodied 48		Initiative +6
AC 19, Fortitude 21, Reflex 18, Will 18		Perception +11
Speed 6, fly 8		Darkvision
Vulnerable 5 radiant		
TRAITS		
Lurking Presence		
The horned kir-lanan gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d10 + 4 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.		
M Impaling Charge • At-Will		
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 2d12 + 4 damage, and the target is grabbed and takes ongoing 5 damage until the grab ends.		
MOVE ACTIONS		
Skewering Drag • At-Will		
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other from this movement.		
TRIGGERED ACTIONS		
Necrotic Healing (healing) • Encounter		
Trigger: The horned kir-lanan is damaged by a necrotic attack.		
Effect (Immediate Reaction): The horned kir-lanan regains 24 hit points.		
Skills Stealth +11		
Str 22 (+9)	Dex 16 (+6)	Wis 16 (+6)
Con 17 (+6)	Int 5 (+0)	Cha 11 (+3)
Alignment evil		Languages Netherese
Note: Hornstone gargoyle from MM3 reflavored as a kir-lanan.		

Ox Wagon	At-Will (2/round) Terrain
Ox:	
HP 4 hits (2 at glory tier); a missed attack never damages a minion. A critical hit instantly kills an ox.	
AC 18, Fortitude 16, Reflex 16, Will 16	
Speed 4	
MOVE ACTION	
Check: DC 12 Nature check to direct the ox.	
Success: The wagon with the PC moves 4 squares as directed by the PC.	
Effect: If a creature is in the path of the wagon, the player riding the wagon must make a primary stat +1 vs. Reflex. The attack can be made against a single creature 1/turn.	
Hit: 2d8 + 7 damage, and the creature is knocked prone.	
Miss: Slide 1 out of the path of the wagon.	
Note: Two PCs can replace the roll of an ox, in which case they need to make a DC 16 Athletics check as a move action to push/pull the wagon 2 squares. If they succeed at DC 24 the speed is 5 squares instead.	

ENCOUNTER 6A: RETREAT STATISTICS (ADVENTURE LEVEL 10)

1 Beholder Gauth (level 9)		Level 9 Elite Artillery
Medium aberrant magical beast		XP 800
HP 148; Bloodied 75		Initiative +6
AC 21, Fortitude 20, Reflex 22, Will 23		Perception +12
Speed 0, fly 6 (hover)		All-around vision, darkvision
Saving Throws +2; Action Points 1		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the gauth.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d6 + 7 damage.		
R Eye-Rays • At-Will		
Effect: The gauth uses two <i>eye ray</i> powers chosen from the list below. Each <i>eye ray</i> must target a different creature. Using <i>eye rays</i> does not provoke opportunity attacks.		
1. <i>Fire Ray</i> (fire): Ranged 8; +14 vs. Reflex; 2d8 + 8 fire damage.		
2. <i>Exhaustion Ray</i> (necrotic): Ranged 8; +14 vs. Fortitude; 2d6 + 6 necrotic damage, and the target is weakened (save ends).		
3. <i>Sleep Ray</i> (charm): Ranged 8; +14 vs. Fortitude; the target is slowed (save ends).		
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends).		
4. <i>Telekinesis Ray</i> : Ranged 8; +14 vs. Fortitude; the gauth slides the target up to 6 squares.		
MINOR ACTIONS		
r Central Eye • At-Will		
Attack: Ranged 5 (one creature); +14 vs. Will		
Hit: The target is immobilized until the end of the gauth's next turn.		
Str 12 (+5)	Dex 15 (+6)	Wis 16 (+7)
Con 15 (+6)	Int 18 (+8)	Cha 20 (+9)
Alignment evil		Languages Deep Speech, Netherese

8+ Black Kir-lanan (level 9)		Level 9 Minion Soldier
Medium shadow humanoid		XP 100
HP 1; a missed attack never damages a minion.		Initiative +8
AC 25, Fortitude 23, Reflex 21, Will 19		Perception +7
Speed 6, fly 8		Darkvision
TRAITSS		
Cruel Claws		
Whenever an enemy leaves a square adjacent to the black kir-lanan, that enemy takes 4 damage.		
Lurking Presence		
The black kir-lanan gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD		
m Claw • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 8 damage.		
Skills Athletics +14, Stealth +11		
Str 20 (+9)	Dex 15 (+6)	Wis 16 (+7)
Con 15 (+6)	Int 5 (+1)	Cha 11 (+4)
Alignment evil		Languages Netherese
Note: Renamed obsidian gargoyle from MM3.		

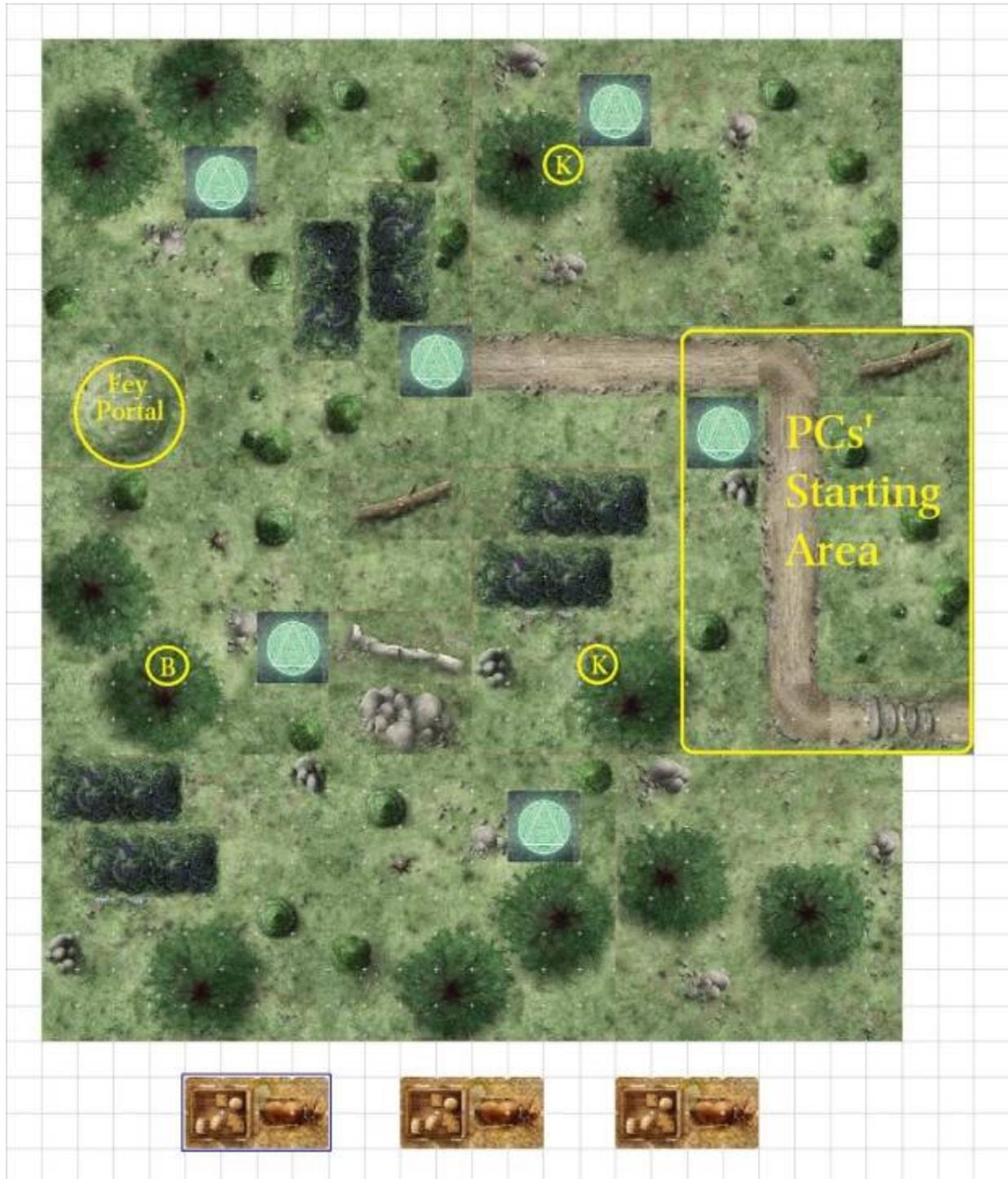
2 Horned Kir-lanan (level 9)		Level 9 Brute
Medium shadow humanoid		XP 400
HP 117; Bloodied 58		Initiative +7
AC 21, Fortitude 23, Reflex 20, Will 20		Perception +12
Speed 6, fly 8		Darkvision
Vulnerable 5 radiant		
TRAITS		
Lurking Presence		
The horned kir-lanan gains a +10 bonus to Stealth checks against enemies' passive Perception.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d10 + 6 damage, and the kir-lanan can use <i>skewering drag</i> as a free action.		
M Impaling Charge • At-Will		
Effect: The kir-lanan charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 2d12 + 6 damage, and the target is grabbed and takes ongoing 5 damage until the grab ends.		
MOVE ACTIONS		
Skewering Drag • At-Will		
Effect: The kir-lanan moves half its speed, pulling a creature grabbed by the kir-lanan with it. The kir-lanan and the creature grabbed by it do not provoke opportunity attacks from each other from this movement.		
TRIGGERED ACTIONS		
Necrotic Healing (healing) • Encounter		
Trigger: The horned kir-lanan is damaged by a necrotic attack.		
Effect (Immediate Reaction): The horned kir-lanan regains 24 hit points.		
Skills Stealth +12		
Str 22 (+10)	Dex 16 (+7)	Wis 16 (+7)
Con 17 (+7)	Int 5 (+1)	Cha 11 (+4)
Alignment evil		Languages Netherese
Note: Hornstone gargoyle from MM3 reflavored as a kir-lanan.		

Ox Wagon	At-Will (2/round) Terrain
Ox:	
HP 4 hits (2 at glory tier); a missed attack never damages a minion. A critical hit instantly kills an ox.	
AC 20, Fortitude 18, Reflex 18, Will 18	
Speed 4	
MOVE ACTION	
Check: DC 13 Nature check to direct the ox.	
Success: The wagon with the PC moves 4 squares as directed by the PC.	
Effect: If a creature is in the path of the wagon, the player riding the wagon must make a primary stat +1 vs. Reflex. The attack can be made against a single creature 1/turn.	
Hit: 2d8 + 9 damage, and the creature is knocked prone.	
Miss: Slide 1 out of the path of the wagon.	
Note: Two PCs can replace the roll of an ox, in which case they need to make a DC 18 Athletics check as a move action to push/pull the wagon 2 squares. If they succeed at DC 26 the speed is 5 squares instead.	

ENCOUNTER 6A: RETREAT (HEROIC) MAP

TILE SETS NEEDED

DT4: Ruins of the Wilds x3; DT1: Dungeon (magic circles); ET2: City (wagons only)



B = beholder gaunt; K = Horned Kir-lanan
Place black kir-lanan spread out over the map.

ENCOUNTER 6B: RETREAT (PARAGON)

ENCOUNTER LEVEL 12/14/16/18/20

SETUP

This encounter includes the following creatures at adventure level 12:

- 1 shadow treant (level 12) (D)
- 2 Bleak Speaker of Shar (level 12) (S)
- 2 Bleak Knights (level 12) (K)
- 4 Dark Mounts (level 12) (M)

(Note: if the whole group of PCs can fly, these mounts are ebony veserab*, otherwise they are black horses; the difference being that veserabs have speed fly 8).

This encounter includes the following creatures at adventure level 14:

- 1 shadow treant (level 14) (D)
- 2 Bleak Speaker of Shar (level 14) (S)
- 2 Bleak Knights (level 14) (K)
- 4 Dark Mounts (level 14) (M)

(Note: if the whole group of PCs can fly, these mounts are ebony veserab*, otherwise they are black horses; the difference being that veserabs have speed fly 8).

This encounter includes the following creatures at adventure level 16:

- 1 shadow treant (level 18) (D)
- 2 Bleak Speaker of Shar (S)
- 2 Bleak Knights (level 16) (K)
- 4 Dark Mounts (level 16) (M)

(Note: if the whole group of PCs can fly, these mounts are ebony veserab*, otherwise they are black horses; the difference being that veserabs have speed fly 8).

This encounter includes the following creatures at adventure level 18:

- 1 shadow treant (level 20) (D)
- 2 Bleak Speaker of Shar (level 18) (S)
- 2 Bleak Knights (level 18) (K)
- 4 Dark Mounts (level 18) (M)

(Note: if the whole group of PCs can fly, these mounts are ebony veserab*, otherwise they are black horses; the difference being that veserabs have speed fly 8).

This encounter includes the following creatures at adventure level 20:

- 1 shadow treant (level 22) (D)
- 2 Bleak Speaker of Shar (level 20) (S)
- 2 Bleak Knights (level 20) (K)

4 Dark Mounts (level 20) (M)

(Note: if the whole group of PCs can fly, these mounts are ebony veserab*, otherwise they are black horses).

* Vesperab are large dark purple lamprey like mounts with clawed bat-wings. They are shadow creatures without eyes, but blindsight 20 and a fly speed of 8.

Running Time: 90 minutes; 30 minutes for the skill challenge, about 60 minutes for the fight.

Failure during Encounter 6: If the PCs fail a group check in Scene A or half or more of the minions survive in Scene B there is a breach. The spokesperson of the group should immediately alert the heroic tables (either by loudly shouting “BREACH” or through another mechanism). The DM at the heroic tables know what to do.

Glory Tier: See below. The creatures have a +4 bonus on attack rolls and defenses. The bonus drops by 1 at the start of each new round.

Glory Points: As noted in Encounter 5, if the tables have collectively earned enough glory points, all tables have a +2 bonus on skill checks during the skill challenge.

The paragon PCs are ordered to remain behind to deal with Netherese skirmishers following the wagons. Their job consists of throwing a false trail, and to deal with the occasional group of opposing skirmishers.

The first part of the encounter consists of a short fast paced skill challenge, where failing in a scene has an impact on what the heroic level PCs face in their current encounter. The second part is a fight with a band of particularly strong and fast opponents whose defeat is vital for the wagons to get away. The PCs can opt for a short rest in between the skill challenge and the fight, but at the cost of potential surprise.

Glory Tier: There is no chance for a short rest.

At first you keep near the wagons, but when you enter the shadow of the wooded hills, it is time to leave. Your orders are to throw a false trail for any Netherese following the wagons, and where possible deal with any scouts and skirmishers following your trail. It is vital the wagons reach the crossing into the Feywild, or else the work was for nothing. You are also tasked to deal with any group that looks fast and capable of entering the Feywild.

Proceed with the skill challenge.

Note that the knights ride either black horses or veserab depending on the ability of PCs to deal with flying mounts. The knights themselves wear dark gray plate, and are armed with lances, bastard swords and shields. The shields contain the symbol of Shar, a black disc surrounded by a purple line. The speakers wear purple robes, are armed with morning stars and wear several pouches that look like ritual component pouches. The treant is **NOT** yet there.

Unbeknowns to the PCs, they have been preparing to summon a shadow treant from Shadowfell to help with persuading the wagons into the Feywild. The treant appears at the start of the 2nd round and acts on its initiative.

SKILL CHALLENGE: STOPPING PURSUIT

Goal: Keeping as many enemies as possible away from the wagons carrying the pillars.

Complexity: 1 (special)

Primary Skills: Varies

Secondary Skills: Varies

Victory: The PCs take less or no damage, and, by keeping the enemy away, they make things easier for the protectors of the wagons (see Encounter 6A).

Defeat: Defeat causes damage to the PCs, making the end fight harder. More importantly, it means more enemies to harass the wagons.

The PCs' job consists of making a false trail, and to deal with the occasional group of opposing skirmishers. Making a false trail is dealt with in Scene A. The skirmish is described in Scene B.

Run each scene twice. Starting with Scene A, followed by B and repeat. Once done, the PCs notice a particularly strong and dangerous band of mounted knights. The group contains two casters, likely capable of entering the Feywild. At the same time the knights spot the PCs and react accordingly.

SCENE A: MAKE A FALSE TRAIL

Ask for a group check in which each PC can use various skills that make sense. Use your judgment, but err on the side of the PCs. For example, a Bluff check to lay a false trail, a Perception check to spot individual scouts, a Stealth check to cover the tracks of the wagons or an Athletics check to make a second trail through brute force. The check is made against a moderate DC. PCs who do not participate score a failure towards the group check. **If half or more succeed it counts as a success. If not, it is a failure, and you should warn the heroic level tables.**

SCENE B: SKIRMISH

There is no battle map and movement is not tracked. All Netherese opponents last only for that scene, then are driven off or slain. This abstraction allows the scene to move quickly while still conveying the waves of enemies that the PCs face. Failure in this scene leads to damage to the PCs and hence does not count towards the overall skill challenge.

At the end of this scene, the PCs take 4 points of damage times the number of Netherese, which represents the outcomes of their abstract skirmishes and attacks they were unable to prevent. Encourage the PCs to use encounter or daily powers and action points if needed, as they may not be used to thinking of them as available during a skill challenge.

If half or more survive, they also fail to stop the band of Netherese. As a result the protectors of the wagons face more opponents. Give a loud shout as a warning to the heroic level tables. See Encounter 6A for details on what happens at those tables.

Note: There is no need to spend actions on actual movement. It is a simulation of a running skirmish, and as such movement is already considered to be taking place.

Number of Netherese: The number of Netherese present in each scene is determined by the following:

- **Party Size:** The starting number of Netherese for each interlude is equal to the number of characters in the party (4, 5, or 6) x 2 (for a total of 8, 10, or 12).

Defeating Netherese: Any Netherese is defeated by one of the following:

- **Attack:** An attack that hits and deals at least 10 damage.
- **Forced Movement:** When subjected to a push or slide effect of 5 squares or more.
- **Condition:** When immobilized, restrained, stunned, dominated, or otherwise prevented from moving or acting. Dazed and grabbed are insufficient for this purpose.
- **Skills:** A PC may make a skill check as a move action to drive off a single Netherese. Bluff, Intimidate, Nature, Stealth or Thievery against moderate DC all work for this purpose.

Determining Targets: The following list describes the number of Netherese that can be targeted with a given attack or power:

- **Melee:** Melee attacks target their normal number of targets. PCs with multiple attacks can target

additional Netherese only if they have melee reach 2 or greater.

- **Ranged:** Ranged attacks target their normal number of targets.
- **Close/Area:** Burst 1 or Blast 4 or lower attacks target 2 Netherese. Burst 2 - 4 or Blast 5 or greater attacks target 3 Netherese. Burst 5 or greater attacks target 4 Netherese.
- **Zone:** Zones that contain 3 or fewer squares target 1 Netherese. Zones that contain 4 or more squares target 3 Netherese.
- **Defenses:** For purposes of attacks, all abominations in this skill challenge have AC [AL + 14] and all other defenses [AL + 12].
- **Keywords:** Netherese come in many types. For the purposes of this encounter, treat them as shadow humanoids.

Other Determinations:

- Netherese never provoke opportunity attacks or move adjacent or start next to the PCs.
- Netherese make no attack or damage rolls and include every PC in their automatic damage, so marks, the weakened condition, and attack penalties have no effect.
- Netherese are only driven off by automatic damage if it's at least 10.
- Abilities that trigger off of bloodying or reducing an enemy to 0 hp are not applicable.
- Because of the vast battlefield, it is impossible to create barriers that Netherese cannot circumvent, though you may use your discretion in reducing the number of Netherese in a given scene as a result of particularly clever tactics.

Use your judgment based on these guidelines to deal with powers and effects that don't seem to fit any of these categories. As a general rule of thumb, rule in the PCs' favor for encounter and daily powers, and against them for at-will powers.

FEATURES OF THE AREA

Illumination: The sun is still in the sky, and while the trees provide shadow, it is not enough to diminish the illumination significantly.

Canopy: The canopy is 30 feet (6 squares) above the battlefield. It is considered difficult terrain, and requires a DC 15 Athletics check for flying creatures to pass. Failure results in the creature falling prone, falling to the floor below.

Fey Circles: The blue circles are fey circles, patches of grass surrounded by mushrooms. A creature can

spend a minor action while in a fey circle's square to teleport 5 squares.

Needle Hedge: Patches of the undergrowth consists of needle hedge. It is considered hindering terrain, difficult terrain and provides partial cover to this in and behind the hedges. If a creature moves through more than 1 square of needle hedge during a single move action or incident of forced movement, that creature takes 10 damage.

Healing Ground: It is difficult terrain due to the dense plant growth, but if a creature in this terrain spends a healing surge, it regains an additional 4 hit points.

Trees: Tree trunks are blocking terrain that provides cover as normal. Trees can be climbed with a DC 10 Athletics check.

Undergrowth: There are patches of dense undergrowth that is considered difficult terrain and provides partial concealment.

TACTICS

The fanatic worshippers of Shar, which the PCs face, want to kill their opponents and retrieve the pillars. To achieve such ends they first have to kill the PCs, and go at it in the most efficient way. They focus on a single target, potentially even at the cost of their own life to give other cultists a better chance in succeeding later on. The speakers try to keep their distance, using ranged attacks whenever possible, while the knights keep the PCs bottled up, preferably within a *swirling shadows* zone created by a speaker. They fight to the death. The mounts simply attack enemies within reach, fleeing as soon as their rider is gone.

The treant appears at the start of the 2nd round when one of the trees comes to life. It first creates the zone in the most effective location, then using *shadow spirits* to put the knights in more effective locations, before barging into the thick of melee, focusing on dangerous looking melee strikers. It is not entirely sure what is going on, but it defends its allies and kills their enemies with gleeful pleasure.

SCALING THE ENCOUNTER

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

Four PCs: Remove one speaker and one mount.

Six PCs: Add one speaker and one mount.

ENDING THE ENCOUNTER

As soon as the followers of Shar are dead, the PCs hear the signal that the wagons either escaped or taken by the

Netherese. Most important opponent to defeat is the treant, since without it the followers of Shar cannot effectively follow into Feywild. Regardless, the battle is done. Wait till the other tables are finished, and the organizers officially finish the interactive as described in the Conclusion.

QUESTIONNAIRE

- How many speakers survived?
- How many knights survived?
- Did the treant survive?
- How many PCs quaffed *liquid shadow* in this encounter?
- How many PCs died in this encounter?
- Did your table play at glory tier?

ENCOUNTER 6B: RETREAT STATISTICS (ADVENTURE LEVEL 12)

2 Bleak Speaker of Shar (level 12)		Level 12 Artillery
Medium shadow humanoid (human)		XP 700
HP 96; Bloodied 48		Initiative +6
AC 26, Fortitude 23, Reflex 24, Will 25		Perception +12
Speed 6		Low-light vision
TRAITS		
Furious Flock		
The bleak speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the speaker's allies adjacent to it.		
STANDARD ACTIONS		
M Morningstar (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +17 vs. AC <i>Hit:</i> 2d10 + 8 damage.		
R Freezing Shadows (cold, necrotic) • At-Will <i>Attack:</i> Ranged 10 (one creature); +17 vs. Reflex <i>Hit:</i> 2d12 + 8 cold and necrotic damage, and the speaker can slide the target 1 square.		
A Swirling Shadows (zone) • Encounter <i>Attack:</i> Area burst 2 within 10 (enemies in the burst); +17 vs. Fortitude <i>Hit:</i> 3d8 + 4 damage. <i>Miss:</i> Half damage. <i>Effect:</i> The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them. <i>Sustain Minor:</i> The zone persists until the speaker's next turn.		
TRIGGERED ACTIONS		
Shadow Shape (polymorph) • Encounter <i>Requirement:</i> The speaker must be bloodied. <i>Trigger:</i> The speaker is damaged by a melee attack. <i>Effect (Immediate Reaction):</i> The speaker assumes the form of a cloud of shadows and flies up to 8 squares. While in this form the speaker is insubstantial and can move through enemies' spaces. Each time the speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.		
Str 12 (+7)	Dex 10 (+6)	Wis 23 (+12)
Con 18 (+10)	Int 20 (+11)	Cha 12 (+7)
Alignment evil		Languages Common, Netherese
Equipment robes, morningstar		
Note: Reflavored ebony raven speaker.		

2 Bleak Knight (level 12)		Level 12 Soldier
Medium shadow humanoid (human)		XP 700
HP 120; Bloodied 60		Initiative +12
AC 28, Fortitude 25, Reflex 23, Will 24		Perception +7
Speed 5		Low-light vision
TRAITS		
Furious Flock		
The bleak knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.		
STANDARD ACTIONS		
M Bastard Sword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +17 vs. AC <i>Hit:</i> 2d10 + 10 damage. <i>Effect:</i> The target is marked until the end of the knight's next turn.		
M Silence Unbeliever (weapon) • Recharge 5-6 <i>Attack:</i> Melee 1 (one creature marked by the knight); +17 vs. AC <i>Hit:</i> 3d10 + 10 damage, and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is instead dazed (save ends).		
MINOR ACTIONS		
R Shadow's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it. <i>Attack:</i> Ranged 5 (one creature); +15 vs. Will <i>Hit:</i> 1d10 + 2 necrotic damage, and the knight pulls the target up to 5 squares.		
TRIGGERED ACTIONS		
Shar's Rebuke (necrotic) • At-Will <i>Trigger:</i> An enemy within 10 squares of the knight and marked by it makes an attack that doesn't include the knight as a target. <i>Effect (Free Action):</i> Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it take 5 necrotic damage.		
Str 22 (+12)	Dex 18 (+10)	Wis 12 (+7)
Con 16 (+9)	Int 10 (+6)	Cha 20 (+11)
Alignment evil		Languages Common, Netherese
Equipment plate armor, bastard sword, lance, shield		
Note: Reflavored ebony knight.		

4 Dark Mount (level 12)		Level 12 Minion Skirmisher
Large shadow beast (mount)		XP 175
HP 1; a missed attack never damages a minion.		Initiative +12
AC 26, Fortitude 25, Reflex 24, Will 22		Perception +8
Speed 8		
TRAITS		
Steed of Shar (mount)		
When mounted by a friendly rider of level 12 or higher, the dark mount cannot be the target of any attack.		
STANDARD		
M Hooves • At-Will <i>Attack:</i> Melee 1 (one creature); +17 vs. AC <i>Hit:</i> 11 damage, or 15 damage if the mount has combat advantage against the target.		
Str 22 (+12)	Dex 18 (+10)	Wis 15 (+8)
Con 18 (+10)	Int 3 (+2)	Cha 8 (+5)
Alignment unaligned		Languages -

Note: Modified accursed legion crodlu from *Dungeon* 189.

* Vesperab are large dark purple lamprey like mounts with clawed bat-wings. They are shadow creatures without eyes, but blindsight 20 and a fly speed of 8.

1 Shadow Treant (level 12) Level 12 Elite Controller (Leader)		
Huge shadow magical beast (plant)		XP 1,400
HP 244; Bloodied 122		Initiative +9
AC 26, Fortitude 24, Reflex 24, Will 25		Perception +13
Speed 8 (forest walk)		Darkvision
Immune prone; Resist 10 necrotic		
Saving Throws +2; Action Points 1		
TRAITS		
○ Shadow Glaze • Aura 3		
The ground is difficult terrain for creatures without shadow origin.		
Deep Roots		
Whenever the shadow treant is subjected to a pull, a push, or a slide, it can move 2 squares fewer than the effect specifies.		
Nature's Wrath		
When the treant spend an action point, one ally within 10 squares can make a basic attack as a free action.		
Shadow Body		
Whenever the treant takes radiant damage, it also takes ongoing 5 radiant damage (save ends).		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 3 (one creature); +17 vs. AC		
Hit: 2d12 + 7 damage, and the target is weakened until the end of its next turn.		
M Double Attack • At-Will		
Effect: The treant uses <i>slam</i> twice.		
A Shadow Storm (necrotic, thunder, zone) • Encounter		
Attack: Area burst 2 within 10 (creatures in the burst); +15 vs. Fortitude		
Hit: 4d6 + 8 necrotic and thunder damage, and the target falls prone.		
Effect: The burst creates a zone that lasts until the end of the treant's next turn. Any enemy that ends its turn in the zone takes 10 necrotic damage and is slowed (save ends). The treant can move the zone up to 5 squares as a move action.		
Sustain Minor: The zone persists until the end of the treant's next turn.		
MOVE ACTIONS		
Shadow Spirits (teleportation) • Recharge 6		
Effect: Close burst 5 (one, two, or three allies). The treant and each target teleport up to 5 squares. The treant and each target gain a +2 power bonus to all defenses until the end of the treant's next turn.		
Str 23 (+12)	Dex 16 (+9)	Wis 25 (+13)
Con 18 (+10)	Int 22 (+12)	Cha 20 (+11)
Alignment evil		Languages Common
Note: Reflavored winterbole frostbeard from <i>Monster Vault: Threats to the Nenthir Vale</i> .		

ENCOUNTER 6B: RETREAT STATISTICS (ADVENTURE LEVEL 14)

2 Bleak Speaker of Shar (level 14)		Level 14 Artillery
Medium shadow humanoid (human)		XP 1,000
HP 108; Bloodied 54		Initiative +7
AC 28, Fortitude 25, Reflex 26, Will 27		Perception +13
Speed 6		Low-light vision
TRAITS		
Furious Flock		
The bleak speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the speaker's allies adjacent to it.		
STANDARD ACTIONS		
M Morningstar (weapon) • At-Will Attack: Melee 1 (one creature); +19 vs. AC Hit: 2d10 + 10 damage.		
R Freezing Shadows (cold, necrotic) • At-Will Attack: Ranged 10 (one creature); +19 vs. Reflex Hit: 2d12 + 10 cold and necrotic damage, and the speaker can slide the target 1 square.		
A Swirling Shadows (zone) • Encounter Attack: Area burst 2 within 10 (enemies in the burst); +19 vs. Fortitude Hit: 3d10 + 5 damage. Miss: Half damage. Effect: The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them. Sustain Minor: The zone persists until the speaker's next turn.		
TRIGGERED ACTIONS		
Shadow Shape (polymorph) • Encounter Requirement: The speaker must be bloodied. Trigger: The speaker is damaged by a melee attack. Effect (Immediate Reaction): The speaker assumes the form of a cloud of shadows and flies up to 8 squares. While in this form the speaker is insubstantial and can move through enemies' spaces. Each time the speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.		
Str 12 (+8)	Dex 10 (+7)	Wis 23 (+13)
Con 18 (+11)	Int 20 (+12)	Cha 12 (+8)
Alignment evil		Languages Common, Netherese
Equipment robes, morningstar		
Note: Reflavored ebony raven speaker.		

2 Bleak Knight (level 14)		Level 14 Soldier
Medium shadow humanoid (human)		XP 1,000
HP 136; Bloodied 68		Initiative +13
AC 30, Fortitude 27, Reflex 25, Will 26		Perception +8
Speed 5		Low-light vision
TRAITS		
Furious Flock		
The bleak knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.		
STANDARD ACTIONS		
M Bastard Sword (weapon) • At-Will Attack: Melee 1 (one creature); +19 vs. AC Hit: 2d10 + 12 damage. Effect: The target is marked until the end of the knight's next turn.		
M Silence Unbeliever (weapon) • Recharge 5-6 Attack: Melee 1 (one creature marked by the knight); +19 vs. AC Hit: 3d10 + 12 damage, and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is instead dazed (save ends).		
MINOR ACTIONS		
R Shadow's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it. Attack: Ranged 5 (one creature); +17 vs. Will Hit: 1d10 + 4 necrotic damage, and the knight pulls the target up to 5 squares.		
TRIGGERED ACTIONS		
Shar's Rebuke (necrotic) • At-Will Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that doesn't include the knight as a target. Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it take 5 necrotic damage.		
Str 22 (+13)	Dex 18 (+11)	Wis 12 (+8)
Con 16 (+10)	Int 10 (+7)	Cha 20 (+12)
Alignment evil		Languages Common, Netherese
Equipment plate armor, bastard sword, lance, shield		
Note: Reflavored ebony knight.		

4 Dark Mount (level 14)		Level 14 Minion Skirmisher
Large shadow beast (mount)		XP 250
HP 1; a missed attack never damages a minion.		Initiative +13
AC 28, Fortitude 27, Reflex 26, Will 24		Perception +9
Speed 8		
TRAITS		
Steed of Shar (mount)		
When mounted by a friendly rider of level 14 or higher, the dark mount cannot be the target of any attack.		
STANDARD		
M Hooves • At-Will Attack: Melee 1 (one creature); +19 vs. AC Hit: 12 damage, or 16 damage if the mount has combat advantage against the target.		
Str 22 (+13)	Dex 18 (+11)	Wis 15 (+9)
Con 18 (+11)	Int 3 (+3)	Cha 8 (+6)
Alignment unaligned		Languages -

Note: Modified accursed legion crodlu from *Dungeon* 189. * Vesperab are large dark purple lamprey like mounts with clawed bat-wings. They are shadow creatures without eyes, but blindsight 20 and a fly speed of 8.

1 Shadow Treant (level 14) Level 14 Elite Controller (Leader)

Huge shadow magical beast (plant) XP 2,000
HP 276; **Bloodied** 138 Initiative +10
AC 28, **Fortitude** 26, **Reflex** 26, **Will** 27 Perception +14
Speed 8 (forest walk) Darkvision
Immune prone; **Resist** 10 necrotic
Saving Throws +2; **Action Points** 1

TRAITS○ **Shadow Glaze • Aura 3**

The ground is difficult terrain for creatures without shadow origin.

Deep Roots

Whenever the shadow treant is subjected to a pull, a push, or a slide, it can move 2 squares fewer than the effect specifies.

Nature's Wrath

When the treant spend an action point, one ally within 10 squares can make a basic attack as a free action.

Shadow Body

Whenever the treant takes radiant damage, it also takes ongoing 5 radiant damage (save ends).

STANDARD ACTIONSm **Slam • At-Will**

Attack: Melee 3 (one creature); +19 vs. AC

Hit: 2d12 + 9 damage, and the target is weakened until the end of its next turn.

M **Double Attack • At-Will**

Effect: The treant uses *slam* twice.

A **Shadow Storm (necrotic, thunder, zone) • Encounter**

Attack: Area burst 2 within 10 (creatures in the burst); +17 vs.

Fortitude

Hit: 4d6 + 9 necrotic and thunder damage, and the target falls prone.

Effect: The burst creates a zone that lasts until the end of the treant's next turn. Any enemy that ends its turn in the zone takes 10 necrotic damage and is slowed (save ends). The treant can move the zone up to 5 squares as a move action.

Sustain Minor: The zone persists until the end of the treant's next turn.

MOVE ACTIONS**Shadow Spirits (teleportation) • Recharge 6**

Effect: Close burst 5 (one, two, or three allies). The treant and each target teleport up to 5 squares. The treant and each target gain a +2 power bonus to all defenses until the end of the treant's next turn.

Str 23 (+13) **Dex** 16 (+10) **Wis** 25 (+14)

Con 18 (+11) **Int** 22 (+13) **Cha** 20 (+12)

Alignment evil **Languages** Common

Note: Reflavored winterbole frostbeard from *Monster Vault: Threats to the Nenthir Vale*.

ENCOUNTER 6B: RETREAT STATISTICS (ADVENTURE LEVEL 16)

2 Bleak Speaker of Shar		Level 16 Artillery
Medium shadow humanoid (human)		XP 1,400
HP 120; Bloodied 60		Initiative +8
AC 30, Fortitude 27, Reflex 28, Will 29		Perception +14
Speed 6		Low-light vision
TRAITS		
Furious Flock		
The bleak speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the speaker's allies adjacent to it.		
STANDARD ACTIONS		
M Morningstar (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 2d10 + 12 damage.		
R Freezing Shadows (cold, necrotic) • At-Will <i>Attack:</i> Ranged 10 (one creature); +21 vs. Reflex <i>Hit:</i> 2d12 + 12 cold and necrotic damage, and the speaker can slide the target 1 square.		
A Swirling Shadows (zone) • Encounter <i>Attack:</i> Area burst 2 within 10 (enemies in the burst); +21 vs. Fortitude <i>Hit:</i> 3d10 + 6 damage. <i>Miss:</i> Half damage. <i>Effect:</i> The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them. <i>Sustain Minor:</i> The zone persists until the speaker's next turn.		
TRIGGERED ACTIONS		
Shadow Shape (polymorph) • Encounter <i>Requirement:</i> The speaker must be bloodied. <i>Trigger:</i> The speaker is damaged by a melee attack. <i>Effect (Immediate Reaction):</i> The speaker assumes the form of a cloud of shadows and flies up to 8 squares. While in this form the speaker is insubstantial and can move through enemies' spaces. Each time the speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.		
Str 12 (+9)	Dex 10 (+8)	Wis 23 (+14)
Con 18 (+12)	Int 20 (+13)	Cha 12 (+9)
Alignment evil Languages Common, Netherese		
Equipment robes, morningstar		
Note: Reflavored ebony raven speaker.		

2 Bleak Knight (level 16)		Level 16 Soldier
Medium shadow humanoid (human)		XP 1,400
HP 152; Bloodied 76		Initiative +14
AC 32, Fortitude 29, Reflex 27, Will 28		Perception +9
Speed 5		Low-light vision
TRAITS		
Furious Flock		
The bleak knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.		
STANDARD ACTIONS		
M Bastard Sword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 2d10 + 14 damage. <i>Effect:</i> The target is marked until the end of the knight's next turn.		
M Silence Unbeliever (weapon) • Recharge 5-6 <i>Attack:</i> Melee 1 (one creature marked by the knight); +21 vs. AC <i>Hit:</i> 3d10 + 14 damage, and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is instead dazed (save ends).		
MINOR ACTIONS		
R Shadow's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it. <i>Attack:</i> Ranged 5 (one creature); +19 vs. Will <i>Hit:</i> 1d10 + 6 necrotic damage, and the knight pulls the target up to 5 squares.		
TRIGGERED ACTIONS		
Shar's Rebuke (necrotic) • At-Will <i>Trigger:</i> An enemy within 10 squares of the knight and marked by it makes an attack that doesn't include the knight as a target. <i>Effect (Free Action):</i> Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it take 5 necrotic damage.		
Str 22 (+14)	Dex 18 (+12)	Wis 12 (+9)
Con 16 (+11)	Int 10 (+8)	Cha 20 (+13)
Alignment evil		Languages Common, Netherese
Equipment plate armor, bastard sword, lance, shield		
Note: Reflavored ebony knight.		

4 Dark Mount (level 16)		Level 16 Minion Skirmisher
Large shadow beast (mount)		XP 350
HP 1; a missed attack never damages a minion.		Initiative +14
AC 30, Fortitude 29, Reflex 28, Will 26		Perception +10
Speed 8		
TRAITS		
Steed of Shar (mount)		
When mounted by a friendly rider of level 16 or higher, the dark mount cannot be the target of any attack.		
STANDARD		
M Hooves • At-Will <i>Attack:</i> Melee 1 (one creature); +21 vs. AC <i>Hit:</i> 13 damage, or 17 damage if the mount has combat advantage against the target.		
Str 22 (+14)	Dex 18 (+12)	Wis 15 (+10)
Con 18 (+12)	Int 3 (+4)	Cha 8 (+7)
Alignment unaligned		Languages -

Note: Modified accursed legion crodlu from *Dungeon* 189. * Vesperab are large dark purple lamprey like mounts with clawed bat-wings. They are shadow creatures without eyes, but blindsight 20 and a fly speed of 8.

1 Shadow Treant (level 18) Level 18 Elite Controller (Leader)

Huge shadow magical beast (plant) XP 4,000
HP 340; Bloodied 170 Initiative +12
AC 32, Fortitude 30, Reflex 30, Will 31 Perception +16
Speed 8 (forest walk) Darkvision
Immune prone; Resist 10 necrotic
Saving Throws +2; Action Points 1

TRAITS**○ Shadow Glaze • Aura 3**

The ground is difficult terrain for creatures without shadow origin.

Deep Roots

Whenever the shadow treant is subjected to a pull, a push, or a slide, it can move 2 squares fewer than the effect specifies.

Nature's Wrath

When the treant spend an action point, one ally within 10 squares can make a basic attack as a free action.

Shadow Body

Whenever the treant takes radiant damage, it also takes ongoing 5 radiant damage (save ends).

STANDARD ACTIONS**m Slam • At-Will**

Attack: Melee 3 (one creature); +23 vs. AC

Hit: 2d12 + 13 damage, and the target is weakened until the end of its next turn.

M Double Attack • At-Will

Effect: The treant uses *slam* twice.

A Shadow Storm (necrotic, thunder, zone) • Encounter

Attack: Area burst 2 within 10 (creatures in the burst); +21 vs.

Fortitude

Hit: 4d6 + 11 necrotic and thunder damage, and the target falls prone.

Effect: The burst creates a zone that lasts until the end of the treant's next turn. Any enemy that ends its turn in the zone takes 10 necrotic damage and is slowed (save ends). The treant can move the zone up to 5 squares as a move action.

Sustain Minor: The zone persists until the end of the treant's next turn.

MOVE ACTIONS**Shadow Spirits (teleportation) • Recharge 6**

Effect: Close burst 5 (one, two, or three allies). The treant and each target teleport up to 5 squares. The treant and each target gain a +2 power bonus to all defenses until the end of the treant's next turn.

Str 23 (+15) **Dex** 16 (+12) **Wis** 25 (+16)

Con 18 (+13) **Int** 22 (+15) **Cha** 20 (+14)

Alignment evil **Languages** Common

Note: Reflavored winterbole frostbeard from *Monster Vault: Threats to the Nenthir Vale*.

ENCOUNTER 6B: RETREAT STATISTICS (ADVENTURE LEVEL 18)

2 Bleak Speaker of Shar (level 18)		Level 18 Artillery
Medium shadow humanoid (human)		XP 2,000
HP 132; Bloodied 66		Initiative +9
AC 32, Fortitude 29, Reflex 30, Will 31		Perception +15
Speed 6		Low-light vision
TRAITS		
Furious Flock		
The bleak speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the speaker's allies adjacent to it.		
STANDARD ACTIONS		
M Morningstar (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. AC <i>Hit:</i> 2d10 + 14 damage.		
R Freezing Shadows (cold, necrotic) • At-Will <i>Attack:</i> Ranged 10 (one creature); +23 vs. Reflex <i>Hit:</i> 2d12 + 14 cold and necrotic damage, and the speaker can slide the target 1 square.		
A Swirling Shadows (zone) • Encounter <i>Attack:</i> Area burst 2 within 10 (enemies in the burst); +23 vs. Fortitude <i>Hit:</i> 3d10 + 7 damage. <i>Miss:</i> Half damage. <i>Effect:</i> The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them. <i>Sustain Minor:</i> The zone persists until the speaker's next turn.		
TRIGGERED ACTIONS		
Shadow Shape (polymorph) • Encounter <i>Requirement:</i> The speaker must be bloodied. <i>Trigger:</i> The speaker is damaged by a melee attack. <i>Effect (Immediate Reaction):</i> The speaker assumes the form of a cloud of shadows and flies up to 8 squares. While in this form the speaker is insubstantial and can move through enemies' spaces. Each time the speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.		
Str 12 (+10)	Dex 10 (+9)	Wis 23 (+15)
Con 18 (+13)	Int 20 (+14)	Cha 12 (+10)
Alignment evil Languages Common, Netherese		
Equipment robes, morningstar		
Note: Reflavored ebony raven speaker.		

2 Bleak Knight (level 18)		Level 18 Soldier
Medium shadow humanoid (human)		XP 2,000
HP 168; Bloodied 84		Initiative +15
AC 34, Fortitude 31, Reflex 29, Will 30		Perception +10
Speed 5		Low-light vision
TRAITS		
Furious Flock		
The bleak knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.		
STANDARD ACTIONS		
M Bastard Sword (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. AC <i>Hit:</i> 2d10 + 16 damage. <i>Effect:</i> The target is marked until the end of the knight's next turn.		
M Silence Unbeliever (weapon) • Recharge 5-6 <i>Attack:</i> Melee 1 (one creature marked by the knight); +23 vs. AC <i>Hit:</i> 3d10 + 16 damage, and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is instead dazed (save ends).		
MINOR ACTIONS		
R Shadow's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it. <i>Attack:</i> Ranged 5 (one creature); +21 vs. Will <i>Hit:</i> 1d10 + 8 necrotic damage, and the knight pulls the target up to 5 squares.		
TRIGGERED ACTIONS		
Shar's Rebuke (necrotic) • At-Will <i>Trigger:</i> An enemy within 10 squares of the knight and marked by it makes an attack that doesn't include the knight as a target. <i>Effect (Free Action):</i> Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it take 5 necrotic damage.		
Str 22 (+15)	Dex 18 (+13)	Wis 12 (+10)
Con 16 (+12)	Int 10 (+9)	Cha 20 (+14)
Alignment evil		Languages Common, Netherese
Equipment plate armor, bastard sword, lance, shield		
Note: Reflavored ebony knight.		

4 Dark Mount (level 18)		Level 18 Minion Skirmisher
Large shadow beast (mount)		XP 500
HP 1; a missed attack never damages a minion.		Initiative +15
AC 32, Fortitude 31, Reflex 30, Will 28		Perception +11
Speed 8		
TRAITS		
Steed of Shar (mount)		
When mounted by a friendly rider of level 18 or higher, the dark mount cannot be the target of any attack.		
STANDARD		
M Hooves • At-Will <i>Attack:</i> Melee 1 (one creature); +23 vs. AC <i>Hit:</i> 14 damage, or 19 damage if the mount has combat advantage against the target.		
Str 22 (+15)	Dex 18 (+13)	Wis 15 (+11)
Con 18 (+13)	Int 3 (+5)	Cha 8 (+8)
Alignment unaligned		Languages -

Note: Modified accursed legion crodlu from *Dungeon* 189. * Vesperab are large dark purple lamprey like mounts with clawed bat-wings. They are shadow creatures without eyes, but blindsight 20 and a fly speed of 8.

1 Shadow Treant (level 20) Level 20 Elite Controller (Leader)

Huge shadow magical beast (plant) XP 5,600
HP 372; Bloodied 186 Initiative +13
AC 34, Fortitude 32, Reflex 32, Will 33 Perception +17
Speed 8 (forest walk) Darkvision
Immune prone; Resist 10 necrotic
Saving Throws +2; Action Points 1

TRAITS**○ Shadow Glaze • Aura 3**

The ground is difficult terrain for creatures without shadow origin.

Deep Roots

Whenever the shadow treant is subjected to a pull, a push, or a slide, it can move 2 squares fewer than the effect specifies.

Nature's Wrath

When the treant spend an action point, one ally within 10 squares can make a basic attack as a free action.

Shadow Body

Whenever the treant takes radiant damage, it also takes ongoing 5 radiant damage (save ends).

STANDARD ACTIONS**m Slam • At-Will**

Attack: Melee 3 (one creature); +25 vs. AC

Hit: 3d12 + 9 damage, and the target is weakened until the end of its next turn.

M Double Attack • At-Will

Effect: The treant uses *slam* twice.

A Shadow Storm (necrotic, thunder, zone) • Encounter

Attack: Area burst 2 within 10 (creatures in the burst); +23 vs.

Fortitude

Hit: 4d8 + 8 necrotic and thunder damage, and the target falls prone.

Effect: The burst creates a zone that lasts until the end of the treant's next turn. Any enemy that ends its turn in the zone takes 10 necrotic damage and is slowed (save ends). The treant can move the zone up to 5 squares as a move action.

Sustain Minor: The zone persists until the end of the treant's next turn.

MOVE ACTIONS**Shadow Spirits (teleportation) • Recharge 6**

Effect: Close burst 5 (one, two, or three allies). The treant and each target teleport up to 5 squares. The treant and each target gain a +2 power bonus to all defenses until the end of the treant's next turn.

Str 23 (+16) **Dex** 16 (+13) **Wis** 25 (+17)

Con 18 (+14) **Int** 22 (+16) **Cha** 20 (+15)

Alignment evil **Languages** Common

Note: Reflavored winterbole frostbeard from *Monster Vault: Threats to the Nenthir Vale*.

ENCOUNTER 6B: RETREAT STATISTICS (ADVENTURE LEVEL 20)

2 Bleak Speaker of Shar (level 20)	Level 18 Artillery
Medium shadow humanoid (human)	XP 2,800
HP 144; Bloodied 72	Initiative +10
AC 34, Fortitude 31, Reflex 32, Will 33	Perception +16
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The bleak speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d10 + 16 damage.	
r Freezing Shadows (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +25 vs. Reflex	
Hit: 2d12 + 16 cold and necrotic damage, and the speaker can slide the target 1 square.	
A Swirling Shadows (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in the burst); +25 vs. Fortitude	
Hit: 3d10 + 8 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the speaker's next turn.	
TRIGGERED ACTIONS	
Shadow Shape (polymorph) • Encounter	
Requirement: The speaker must be bloodied.	
Trigger: The speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The speaker assumes the form of a cloud of shadows and flies up to 8 squares. While in this form the speaker is insubstantial and can move through enemies' spaces. Each time the speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+11)	Dex 10 (+10)
Con 18 (+14)	Int 20 (+15)
	Wis 23 (+16)
	Cha 12 (+11)
Alignment evil	
Languages Common, Netherese	
Equipment robes, morningstar	
Note: Reflavored ebony raven speaker.	

2 Bleak Knight (level 20)	Level 20 Soldier
Medium shadow humanoid (human)	XP 2,800
HP 184; Bloodied 92	Initiative +16
AC 36, Fortitude 33, Reflex 31, Will 32	Perception +11
Speed 5	Low-light vision
TRAITS	
Furious Flock	
The bleak knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d10 + 12 damage.	
Effect: The target is marked until the end of the knight's next turn.	
M Silence Unbeliever (weapon) • Recharge 5-6	
Attack: Melee 1 (one creature marked by the knight); +25 vs. AC	
Hit: 4d10 + 12 damage, and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is instead dazed (save ends).	
MINOR ACTIONS	
R Shadow's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it.	
Attack: Ranged 5 (one creature); +23 vs. Will	
Hit: 2d10 + 4 necrotic damage, and the knight pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
Shar's Rebuke (necrotic) • At-Will	
Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that doesn't include the knight as a target.	
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 15 necrotic damage, and each of its allies adjacent to it take 10 necrotic damage.	
Str 22 (+16)	Dex 18 (+14)
Con 16 (+13)	Int 10 (+10)
	Wis 12 (+11)
	Cha 20 (+15)
Alignment evil	
Languages Common, Netherese	
Equipment plate armor, bastard sword, lance, shield	
Note: Reflavored ebony knight.	

4 Dark Mount (level 20)	Level 20 Minion Skirmisher
Large shadow beast (mount)	XP 700
HP 1; a missed attack never damages a minion.	Initiative +16
AC 34, Fortitude 33, Reflex 32, Will 30	Perception +12
Speed 8	
TRAITS	
Steed of Shar (mount)	
When mounted by a friendly rider of level 20 or higher, the dark mount cannot be the target of any attack.	
STANDARD	
m Hooves • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 15 damage, or 20 damage if the mount has combat advantage against the target.	
Str 22 (+16)	Dex 18 (+14)
Con 18 (+14)	Int 3 (+6)
	Wis 15 (+12)
	Cha 8 (+9)
Alignment unaligned	
Languages -	
Note: Modified accursed legion crodlu from <i>Dungeon</i> 189.* Vesperab are large dark purple lamprey like mounts with clawed bat-wings. They are shadow creatures without eyes, but blindsight 20 and a fly speed of 8.	

1 Shadow Treant (level 22) Level 22 Elite Controller (Leader)		
Huge shadow magical beast (plant)		XP 8,300
HP 404; Bloodied 202	Initiative +14	
AC 36, Fortitude 34, Reflex 34, Will 35	Perception +18	
Speed 8 (forest walk)	Darkvision	
Immune prone; Resist 15 necrotic		
Saving Throws +2; Action Points 1		
TRAITS		
○ Shadow Glaze • Aura 3		
The ground is difficult terrain for creatures without shadow origin.		
Dark Mind		
When an enemy attack hits the treants Will, the enemy grants combat advantage to the treant for the first attack it makes against the enemy before the end of its next turn..		
Deep Roots		
Whenever the shadow treant is subjected to a pull, a push, or a slide, it can move 2 squares fewer than the effect specifies.		
Nature's Wrath		
When the treant spend an action point, one ally within 10 squares can make a basic attack as a free action with a +2 bonus on attack rolls and a +5 bonus on damage rolls.		
Shadow Body		
Whenever the treant takes radiant damage, it also takes ongoing 10 radiant damage (save ends).		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 3 (one creature); +27 vs. AC		
Hit: 3d12 + 11 damage, and the target is weakened until the end of its next turn. If the treant scores a critical the target is also dazed (save ends).		
M Double Attack • At-Will		
Effect: The treant uses <i>slam</i> twice.		
A Shadow Storm (necrotic, thunder, zone) • Encounter		
Attack: Area burst 2 within 10 (creatures in the burst); +25 vs. Fortitude		
Hit: 4d8 + 9 necrotic and thunder damage, and the target falls prone.		
Effect: The burst creates a zone that lasts until the end of the treant's next turn. Any enemy that ends its turn in the zone takes 10 necrotic damage and is slowed (save ends). The treant can move the zone up to 5 squares as a move action.		
Sustain Minor: The zone persists until the end of the treant's next turn.		
MOVE ACTIONS		
Shadow Spirits (teleportation) • Recharge 6		
Effect: Close burst 5 (one, two, or three allies). The treant and each target teleport up to 5 squares. The treant and each target gain a +2 power bonus to all defenses until the end of the treant's next turn.		
TRIGGERED ACTIONS		
C Mind Summon (necrotic, teleportation) • At-Will		
Trigger: A creature targets the Will defense of the treant.		
Attack (<i>Immediate Interrupt</i>): Close burst 10 (triggering creature in burst); +25 vs. Reflex		
Hit: 3d8 + 9 necrotic damage, and the target is teleported adjacent to the treant.		
Str 23 (+17)	Dex 16 (+14)	Wis 25 (+18)
Con 18 (+15)	Int 22 (+17)	Cha 20 (+16)
Alignment evil		Languages Common

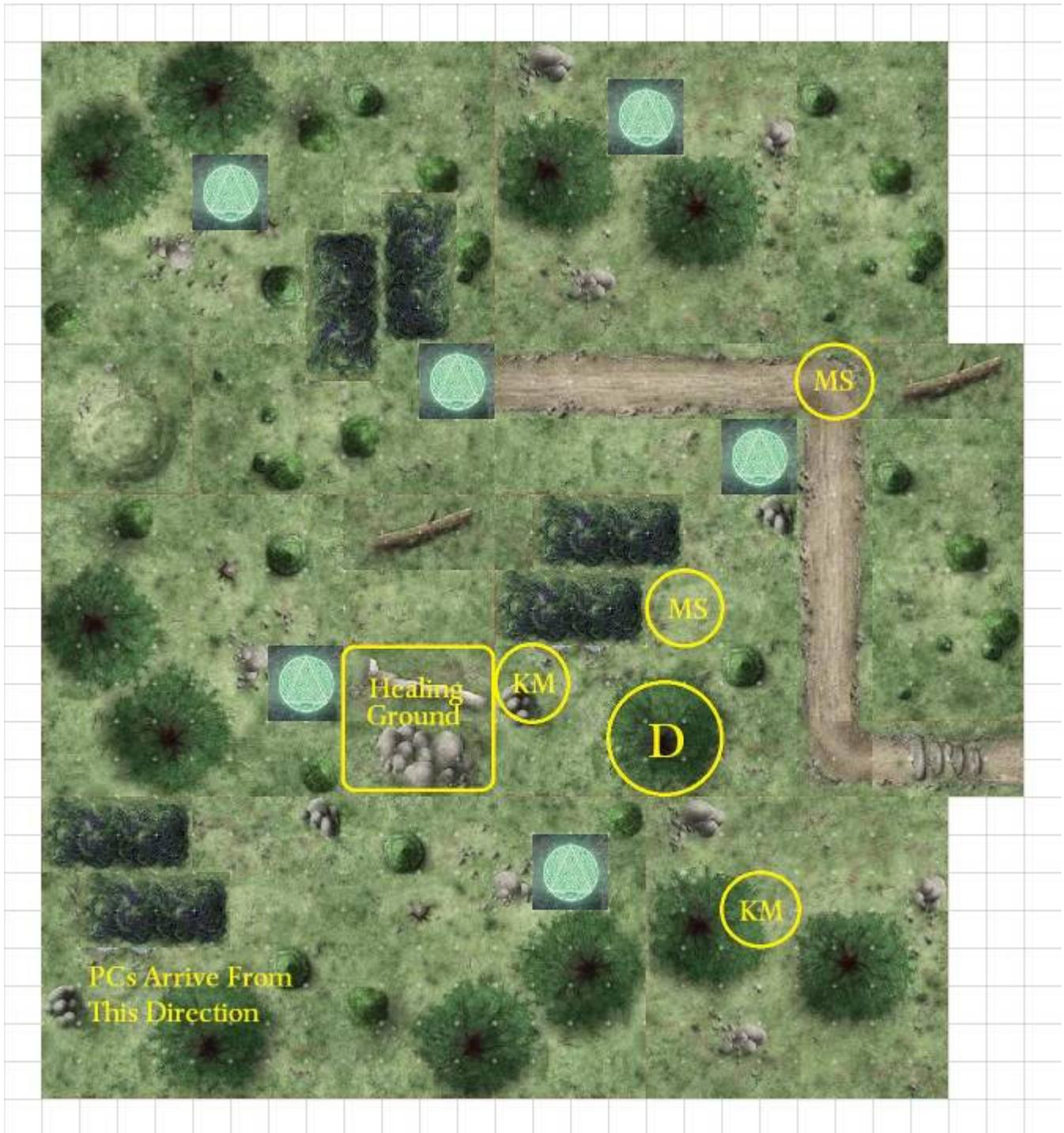
Note: Reflavored winterbole frostbeard from *Monster Vault: Threats to the Nenthir Vale* adapted for level 22.

ENCOUNTER 6B: RETREAT (PARAGON) MAP

TILE SETS NEEDED

DT4: Ruins of the Wilds x3

DT1: Dungeon (magic circles)



KM = Bleak Knight + Dark Mount; MS = Bleak Speaker of Shar + Dark Mount

CONCLUDING THE ADVENTURE

Read or paraphrase the following:

Gathering in ragged bands around you the survivors of the Spellgard mission look weary and somewhat haunted by the day's events. Commanding everyone's attention by raising his hands Commander Drey addresses the crowd. "Brothers and sisters. After today I can and will call you that. Brothers and sisters in arms, what we did today will live on forever. It will live with us, it will live with the shades. We showed them there are still people that can and will stand up to them. That are willing to risk life and limb to deny them passage. That are able to walk into their house, get into their face and say NO FURTHER. Do not doubt that today we delivered a slap to the face of Netheril that will echo loudly."

If the PCs voted to save the magic and managed to get Coura to safety continue with the following:

"We have taken the magic of Spellgard and we will safeguard it against future misuse. They may hold Spellgard once more, but this is one benefit they will NOT have. They will have to face the future blind like we all do."

If the PCs voted to destroy the magic and managed to doom Saharel instead read this:

"The choice was hard and the price was high. But we made our choice and the magic of Spellgard shall never be misused again. At the end of the day, I am at peace with that. They may hold Spellgard once more, but it will bring them NOTHING."

If the PCs did not manage to get Coura to safety:

"Alas, they hold Spellgard once more, and they managed to take Coura from us. They may yet gain their view of the future. We, have failed in this. Still, not all is lost. We managed to trample all over their backyard once. We can do it again."

Conclude with:

"Whatever you do, remember this day, remember your comrades. Those that made it, those that did not. Remember the sacrifice it took and the hard work. Look to your left., look to your right, and see. See a new brother or sister you have gained today. A new family strong and united against the shadow of Netheril. I thank you for this."

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

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

ADVENTURE LEVEL 2

Minimum Possible XP: 450 XP per PC
Conquerring Spellgard: +200 XP
Getting the Pillars back to Luruar: +200 XP

Maximum Possible XP: 850 XP per PC

Base Gold per PC: 150 gp
(Conclusion: 150 gp)

ADVENTURE LEVEL 4

Minimum Possible XP: 640 XP per PC
Conquerring Spellgard: +280 XP
Getting the Pillars back to Luruar: +280 XP

Maximum Possible XP: 1,200 XP per PC

Base Gold per PC: 250 gp
(Conclusion: 250 gp)

ADVENTURE LEVEL 6

Minimum Possible XP: 900 XP per PC
Conquerring Spellgard: +400 XP
Getting the Pillars back to Luruar: +400 XP

Maximum Possible XP: 1,700 XP per PC

Base Gold per PC: 450 gp
(Conclusion: 450 gp)

ADVENTURE LEVEL 8

Minimum Possible XP: 1,280 XP per PC
Conquerring Spellgard: +560 XP
Getting the Pillars back to Luruar: +560 XP

Maximum Possible XP: 2,400 XP per PC

Base Gold per PC: 900 gp
(Conclusion: 900 gp)

ADVENTURE LEVEL 10

Minimum Possible XP: 1,800 XP per PC
Conquerring Spellgard: +800 XP
Getting the Pillars back to Luruar: +800 XP

Maximum Possible XP: 3,400 XP per PC

Base Gold per PC: 1,350 gp
(Conclusion: 1,350 gp)

ADVENTURE LEVEL 12

Minimum Possible XP: 2,560 XP per PC
Conquerring Spellgard: +1,120 XP
Getting the Pillars back to Luruar: +1,120 XP

Maximum Possible XP: 4,800 XP per PC

Base Gold per PC: 3,200 gp
(Conclusion: 3,200 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 3,600 XP per PC
Conquering Spellgard: +1,600 XP
Getting the Pillars back to Luruar: +1,600 XP

Maximum Possible XP: 6,800 XP per PC

Base Gold per PC: 5,500 gp
(Conclusion: 5,500 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 5,020 XP per PC
Conquering Spellgard: +2,240 XP
Getting the Pillars back to Luruar: +2,240 XP

Maximum Possible XP: 9,500 XP per PC

Base Gold per PC: 11,000 gp
(Conclusion: 11,000 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 7,200 XP per PC
Conquering Spellgard: +3,200 XP
Getting the Pillars back to Luruar: +3,200 XP

Maximum Possible XP: 13,600 XP per PC

Base Gold per PC: 22,000 gp
(Conclusion: 22,000 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 10,040 XP per PC
Conquering Spellgard: +4,480 XP
Getting the Pillars back to Luruar: +4,480 XP

Maximum Possible XP: 19,000 XP per PC

Base Gold per PC: 33,000 gp
(Conclusion: 33,000 gp)

TREASURE

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

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist’s weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist’s dagger*, the player writes that information down on the PC’s adventure log and the item is forever after that specific weapon.

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

EACH PC SELECTS TWO OF THE FOLLOWING

You may not select the same Treasure (except More Gold) twice. Treasures A, B, C, and Z are available at all Adventure Levels. Treasures D through K are only available if the table played at or above the minimum required AL listed for that Treasure.

Treasure A: A Common magic item from a player resource with a level up to the character's level + 3
Found in Conclusion

Treasure B: An Uncommon magic item from a player resource with a level up to the character's level + 1
Found in Conclusion

Treasure C: An Uncommon weapon or implement from a player resource with a level up to the character's level + 3 (maximum level of the item is 10 at AL 2 to 10 and level 20 at AL 12 to 20)

AL 2 and up:

Treasure D: *gauntlets of blood** (level 4; *Heroes of the Fallen Lands*)

Found in Encounter 2

Treasure E: *battle standard of healing** (level 3; *Adventurer's Vault 1*)

Found in Encounter 2

AL 4 and up:

Treasure F: *rope of slave fighting** (level 7; *Adventurer's Vault 1*)

Found in Encounter 1

AL 8 and up:

Treasure G: *shepherd's battle standard** (level 12; *Adventurer's Vault 2*)

Found in Encounter 2

AL 12 and up:

Treasure H: *gauntlets of blood** (level 14; *Heroes of the Fallen Lands*)

Found in Encounter 1

AL 14 and up:

Treasure I: *rope of slave fighting** (level 17; *Adventurer's Vault 1*)

Found in Encounter 1

Treasure J: *battle standard of shadow** (level 17; *Adventurer's Vault 1*)

Found in Encounter 2

AL 16 and up:

Treasure K: *ring of protection** (level 17; *Dungeon Masters Kit*)

Found in Encounter 3

Treasure Z (More Gold): If a player doesn't want to select one of the Treasures listed above for their character, they can choose to add 50 / 75 / 150 / 300 / 450 / 1,000 / 1,750 / 3,500 / 7,000 / 11,000 gp to the Base Gold per PC listed above. That character (and only that character) then receives that total gold instead of any other treasure reward.

STORY AWARDS

See the Story Award certificates for details. Every PC who drinks liquid shadow gains ADCP18. If the overall result of the BI is a victory for the allied forces, then every participating character gains ADCP19; otherwise

they all gain ADCP20. ADCP21 goes to those who do not earn ADCP18 as well as everyone who played Special Mission 6. ADCP22 goes only to those who played Special Mission 6 and died (sacrificed themselves to buy time for everyone else).

Characters who quaffed liquid shadow during the adventure gain the following award:

ADCP18 Liquid Shadow

All characters who participated in the adventure, and the tables were victorious:

ADCP19 Victory at the Battle of Spellgard

All characters who participated in the adventure, and the table lost:

ADCP20 Defeat at the Battle of Spellgard

Characters who did not quaff liquid shadow OR who played Special Mission 6 gain the following story award:

ADCP21 Battle Scar of Spellgard

Characters who played Special Mission 6 and died gain:

ADCP22 Sacrifice for the Greater Good

EVENT SUMMARY

The results of this adventure have an impact on the future development of the Netheril story area!

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

<https://www.surveymonkey.com/s/ADCP0302LFR>

The survey period closes on 01 September 2011. The adventure remains playable after that date, but Event Summary results are tabulated at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

1. What was Lady Saharel's fate?

- a. She was destroyed.
- b. She was saved.

2. What was the fate of the pillars?

- a. Recaptured by Netheril.
- b. 75% or more of the pillars were successfully delivered to Evereska.
- c. 50% to 75% of the pillars were successfully delivered to Evereska.
- d. Less than 50% of the pillars were successfully delivered to Evereska.

3. What was the fate of Coura?

- a. Captured by the Netherese.
- b. Escorted to safety by the PCs.

NEW RULES

BATTLE STANDARD OF HEALING

Level: 3

Price: 680 gp

Wondrous Item

Power (Encounter • Healing, Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of healing energy in a close burst 5. Whenever you or an ally spends a healing surge while in the zone, you and all allies in the zone regain 1 hit point.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Reference: *Adventurer's Vault*, page(s) 180.

BATTLE STANDARD OF SHADOW

Level: 17

Price: 65,000 gp

Wondrous Item

Power (Encounter • Illusion, Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of shadow in a close burst 10. Within the zone, all bright light is reduced to dim light, and you and your allies gain low-light vision and a +2 power bonus to Stealth checks.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Reference: *Adventurer's Vault*, page(s) 179.

GAUNTLETS OF BLOOD

Level: 4 / 14

Price: 840 gp / 21,000 gp

Item Slot: Hands

Property: You gain a +2 / +4 bonus to damage rolls against bloodied targets.

Reference: *Heroes of the Fallen Lands*, page(s) 350.

RING OF PROTECTION

Level: 17 Rare

Price: 65,000 gp

Item Slot: Ring

Property: Gain a +1 item bonus to saving throws.

Power (Daily): Immediate Interrupt. Trigger: You are hit by an enemy's attack. Effect: You gain a +2 power bonus to a single defense score against the attack.

If you've reached at least one milestone today, this bonus lasts until the start of your next turn instead.

Reference: *Dungeon Master's Kit*, page(s) 267.

ROPE OF SLAVE FIGHTING

Level: 7 / 17

Price: 2,600 gp / 65,000 gp

Item Slot: Waist

Property: You do not take the -2 penalty to attack rolls while prone.

Level 17: You also do not grant combat advantage while prone.

Reference: *Adventurer's Vault*, page(s) 166.

SHADOW PASSAGE

Where shadows lie thick in the world, you can push aside the veil and step into the Shadowfell.

Component Cost: 135 gp

Market Price: 680 gp

Key Skill: Arcana or Religion (no check)

Level: 8

Category: Travel

Time: 10 minutes

Duration: Instantaneous

Use this ritual at a shadow crossing. When you perform this ritual, you shift yourself and up to eight allies from the world to a corresponding location in the Shadowfell, or from the Shadowfell to a corresponding location in the world. The shadow crossing need not be active for Shadow Passage to work.

You remain in the Shadowfell until you leave by another means or you perform this ritual again at a shadow crossing.

Special: Shadar-kai have a special connection to the Shadowfell. Consequently, a shadar-kai who has mastered this ritual or performs it from a scroll does not pay the component cost.

Source: *Manual of the Planes*, page(s) 151

SHEPHERD'S BATTLE STANDARD

Level: 12

Price: 13,000 gp

Wondrous Item

Power (Encounter • Zone): Standard Action. When you plant this battle standard in your space or an adjacent square, it creates a zone in a close burst 5. While within the zone, you and your allies gain a +2 power bonus to Will against fear effects. It costs enemies 3 extra squares of movement to enter the zone.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Reference: *Adventurer's Vault 2*, page(s) 119.

APPENDIX I: SPELLGARD / SAHARELGARD

Spellgard (formerly known as Saharelgard) is the ruin of an ancient castle complex dating from the Netherese Empire. It is located on a rocky ridge, northeast of Lorkh, where the southern edge of the Fallen Lands meets the eastern edge of the former Anauroch desert.

THE FALLEN LANDS

The area around Spellgard remains largely unexplored. Orcs and goblins live in scattered bands throughout the region. They mostly war against each other, though different tribes occasionally unite under a single banner to raid over the Graypeaks and strike the frontier communities of the Gray Vale. Travel by day is reasonably safe, although particularly bold bandits sometimes menace travelers who don't appear capable of defending themselves.



(Source: *Scepter Tower of Spellgard*)

SPELLGARD

Spellgard was ruled by Lady Saharel, a high mage of ancient Netheril. At its apogee, Saharelgard was a rich storehouse of wealth, mighty magic, as well as luxurious dress, decoration, furnishings, and food. Subsequently it was a ruin, largely stripped of its riches. It was a huge place of turrets, towers, crumbling walls, archways, balconies, and mile upon mile of interlinked stairs, galleries, and chambers. A few structures remained largely intact, such as the imposing Scepter Tower, and the Fountain Hall.

Spellgard sat atop its own spring. Ancient spells pumped water through hundreds of fountains and pools, and in a one vast cellar room was a large well. The castle halls and chambers were predominantly cool, dim, and damp, ideal for fungal growth. The magic of Netheril lingers within the stones of Spellgard. Before the castle fell, its arcanists focused incalculable power within the Scepter Tower. The chambers of old Saharelgard were warded by magic locks that no one could defeat.

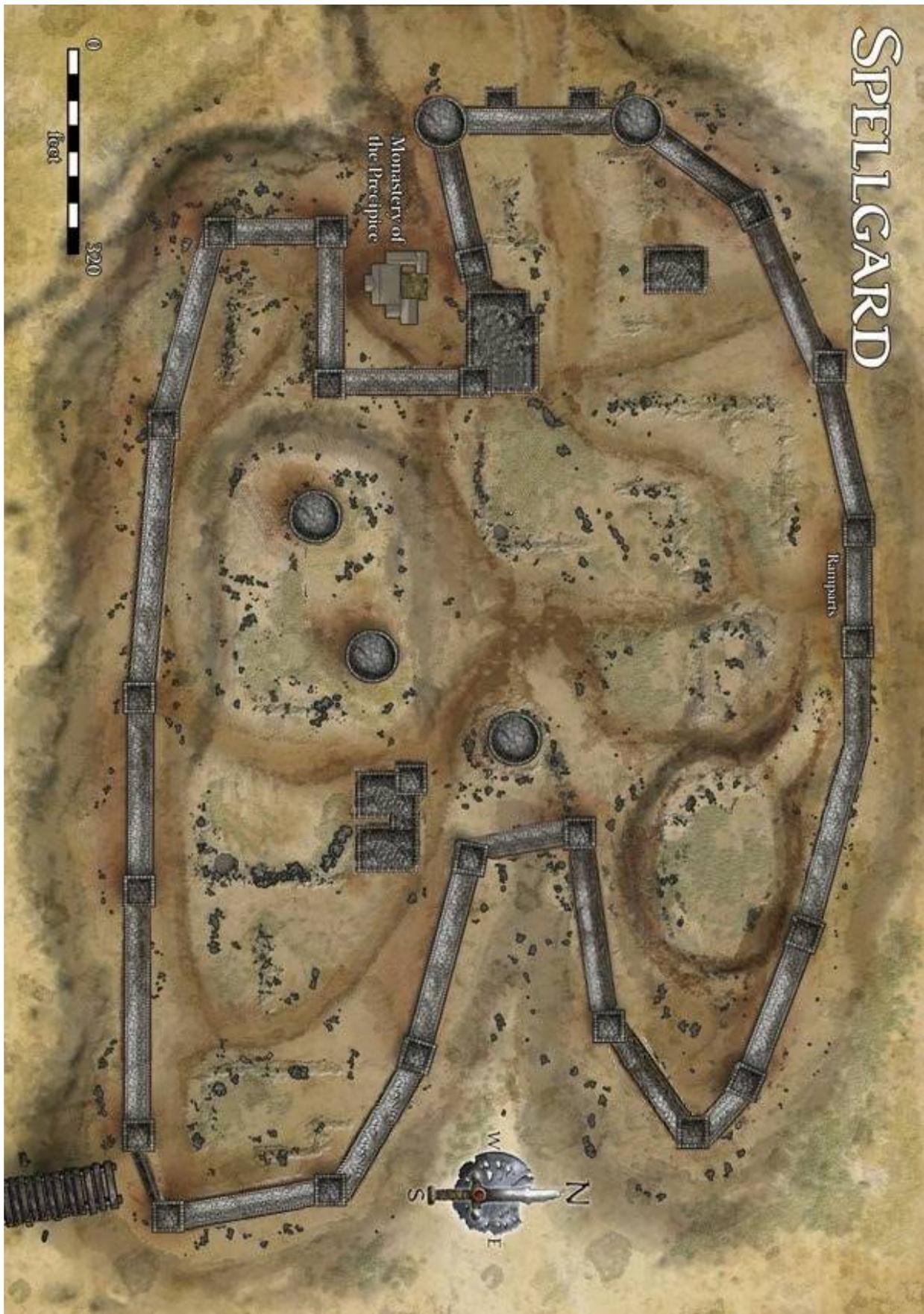
In Marpenoth of the year of Deep Waters Drifting (1480 DR), the Netherese returned to Spellgard. They occupied the ruins and started rebuilding the fortress. They have been busy for months, making amazing progress in restoring the walls. Their presence has not gone unnoticed, and not everyone is happy: rumors persist that the Netherese magical meddling has caused earthquakes in the region.

LADY SAHAREL

Lady Saharel was a powerful woman in her time. She seemed to have survived the fall of Netheril by changing into an archlich. Lady Saharel continued to watch over Spellgard as an archlich until the Year of Shadows (1358 DR), when she sacrificed herself in order to destroy the wizard Manshooon and defend Elminster of Shadowdale.

She now remains as a ghost who has the gift of prophecy and insight. She speaks of the future or the past to anyone who chances upon her in the Spellgard ruins. It is said no question is off limits. She favors those who rebuild parts of Spellgard.

In Eleint of the year of the Ageless One (1479 DR), an attempt was made to control Saharel through an elaborate ritual. The attempts were thwarted, but word of it broke out. Several months after the rumors started, the Netherese prince Brennus visited the ruins. Half a year later the forces of Netheril returned to the ruins.



APPENDIX 2: THE WINDS OF FORTUNE (WIN/LOSS EFFECTS)

The success and failure of the Encounters has effects on future parts of the Interactive. This appendix details those effects in one localized area for the DM's convenience. As the event organizer, you should determine the level of success needed for each encounter, with a recommended minimum of more than half of the participating tables.

Note that throughout the adventure, unless specified otherwise, it is assumed that the results of an encounter are taken along to the next encounter with the same group or transferred to another table as per the Reinforcement rules. The BI organizers can decide to average the results instead. Talk with the organizers beforehand. From an interactive point of view, it is best to use individual table results, since it allows tables who are doing well to offer aid to other tables in between encounters.

ENCOUNTER 1

Goal: Defeat the two Zhentarim commanders and overwhelm the Zhentarim forces in such a fashion that they are routed. In other words, disable 75% or more the non-minions within the set time limit (suggested 60 minutes). These results need to be averaged.

Success: The PCs gain a surprise round at the start of Encounter 2.

Failure: The Netherese are prepared for an attack, having readied burning sand terrain effects.

Short Rest: The PCs have about 1 hour between the fight in Encounter 1 and 2. Most of it is spend travelling, but the characters can have several short rests, and perform rituals with a short duration.

SPECIAL MISSION 1

Goal: Contact and befriend the kobolds to gain access to their warrens below Spellgard.

Success: The PCs can position their characters inside the walls of Spellgard at the start of Encounter 2.

Failure: The characters have to start on the outside of the walls. The adventurers dealing with the siege engines (see Special Mission 2) have to cross a bigger distance before they can target any of the catapults, as a result Encounter 2 starts with one barrage by a catapult (see Encounter 2).

Short Rest: The PCs have about 1 hour between the fight in Encounter 1 and 2. Most of it is spend travelling, but the characters can have several short rests, and perform rituals with a short duration.

ENCOUNTER 2

Goal: Conquer the walls of Spellgard while defeating as many opponents as fast as possible.

Success: Encounter 3 is run as written.

Failure: Opponents that still live after the fight are transferred to Encounter 3.

Short Rest: There is only one short rest between Encounter 2 and 3.

SPECIAL MISSION 2

Goal: Disabling the magical siege engines that rain death and destruction on the attacking forces.

Success/Failure: The faster the PCs destroy the individual engines, the least troublesome these are for the rest of the tables. A siege engine stops shooting as soon as the crew is challenged by the adventurers.

Short Rest: There is only one short rest between Encounter 2 and 3.

ENCOUNTER 3

Goal: Close the shadow crossings as fast as possible. Killing the monsters is a secondary goal, but doing so has no direct impact on the battle.

Success: Run Encounter 4 as written.

Failure: If the main portal is not closed by the end of the encounter, NPCs are required to do so. One of the NPC ritual casters required in Encounter 4 dies in the struggle, reducing that number by 1.

Note that if the paragon table fails, the heroic tables face more opponents. If the heroic table fails, the paragon tables have to defend more portals throughout the encounter.

Short Rest: There are a few hours between Encounter 3 and 4, which include the Interlude. There is ample time for short rests, but **not** enough for an extended rest.

SPECIAL MISSION 3

Goal: Remove the control of the Netherese over Lady Saharel.

Success: If the PCs have removed more than half of the lashes (2 at 4 and PC table, 3 at 6 PC tables), the opponents at the other tables immediately loose their oracular abilities. If all the the lashes are removed, the other tables immediately gain one of the oracular abilities (randomly determined) as a one time consumable to be used during the battle interactive.

Failure: The control of the Netherese is broken, but too late to be of any benefit to the characters.

Short Rest: There are a few hours between Encounter 3 and 4, which include the Interlude. There is ample time for short rests, but **not** enough for an extended rest (mainly because the characters were well rested before the battle and only 1 extended rest is possible within 12 hours).

INTERLUDE

Goal: Decide what to do with Lady Saharel and the magic of Spellgard.

Brute Method: Saharel objects and Special Mission 4 needs to be played by one table. In addition Encounter 4 becomes slightly more challenging. In return, the fate of the pillars becomes less important, although Lady Saharel and the magic cannot be used as a weapon by the Harpers.

Finesse Method: Saharel helps so there is no need for Special Mission 4. Encounter 4 is run as written. In return, the Netherese realize the importance of the pillars and focus much more on the wagons and their cargo in Encounter 5 and 6. The enemy can also teleport once during Encounter 5, and during 6 the pillars and Coura pose a threat to the heroic tables.

ENCOUNTER 4

Goal: Keep the ritual casters from harm from whatever the pillar sends in their direction. A single hit disrupts their concentration, slowing the group down in Encounter 5. A killed caster provides even more of an interruption.

Success: Encounter 5 is run as written. If the PCs successfully completed the optional skill challenge, they reduce the number of actions required in Encounter 5 by 1 per PC.

Failure: Each hit on a ritual caster increases the actions required in Encounter 5 to load the wagons by 1. If a ritual caster is killed, there is one less caster to load the wagon in Encounter 5. If by the end of the fight a non-minion monster remains, the action increases by 2 if bloodied, and 4 if non-bloodied for each remaining opponent.

Short Rest: There are 3 short rests (15 minutes) between Encounter 4 and 5.

SPECIAL MISSION 4

Goal: Defeat Saharel. Note that if the PCs fail to do so within the set time, the organizers should decide whether the fight is victorious or not depending on how the characters have been doing.

Success: Run Encounter 5 and 6 as written. As soon as she is defeated, Encounter 4 becomes easier as her blessing on the monsters is removed.

Failure: The pillars remain highly magical charged, being an easy to detect lure to the Netherese. Add 4 (two at 4 PC table, six at a 6 PC table) more minions to the fight in Encounter 5, both in the actual fight as Interlude B. DCs in the skill challenge are 2 higher as well.

Short Rest: There are 3 short rests (15 minutes) between Encounter 4 and 5.

ENCOUNTER 5

Goal: Loading the wagons with the pillars, while protecting the wagons, drivers and loaders from harm by the assaulting Netherese. If the characters do not defeat 2/3rd of the non-minion opponents, the Netherese also press hard immediately.

Success: Run Encounter 6 as written.

Failure: The Netherese realize what the wagons carry, and react accordingly in Encounter 6. In addition, it is likely the wagons, oxes and drivers were harmed, which carries over in Encounter 6. Finally, add one more Interlude B/Scene B to the skill challenge in Encounter 6.

Short Rest: 1 short rest between Encounter 5 and 6.

SPECIAL MISSION 5

Goal: Keep the flying opponents from strafing the PCs on the walls and in the courtyard.

Success: Encounter 5 is run as written.

Failure: Each failure in the special mission leads to a strafing attack as described in Encounter 5.

Short Rest: 1 short rest between Encounter 5 and 6.

ENCOUNTER 6

Goal: Get the ox wagons with their cargo into the Fey Wild before being overrun by Netherese forces. At heroic tier the PCs are guarding the wagons themselves. At paragon tier they are covering the

Success: The adventures have won the battle interactive.

Failure: The characters damaged Netherese interests, but the Netherese regain the pillars and through them at least some, if not all, of the stolen power. Partial failure at paragon tables makes Encounter 6 harder for the heroic tier tables.

SPECIAL MISSION 6

Goal: The fortress of Sakkors manifests physically to deal with adventurers and their supporters. It needs to be slowed down/disrupted.

Success: ??

Failure: ??

APPENDIX III: ORACULAR ABILITIES

Throughout Encounter 2 and part of Encounter 3 the Netherese have access to oracular abilities due to their control over the magic of Spellgard and Lady Saharel. Once per round **one** creature can use one of the powers below. The power cannot be used anymore **until** all other powers on the list have been used (including the next Encounter). Be careful when using these powers not to frustrate the players too much.

TRIGGERED ACTIONS

1. **I Knew You Were Coming** (oracular) • **Special** –

Trigger: An enemy (PC) enters a square adjacent to the creature.

Effect (Free Action): The creature shifts its speed.

TRIGGERED ACTIONS

2. **Dodging the Arrow** (oracular) • **Special**

Trigger: An enemy (PC) hits the creature with a ranged attack.

Effect (Free Action): The creature gains a +5 bonus to all defenses against the attack.

TRIGGERED ACTIONS

3. **Second Chance** (oracular) • **Special**

Trigger: An enemy (PC) hits the creature with an attack.

Effect (Free Action): The enemy (PC) must rereoll the attack roll.

TRIGGERED ACTIONS

4. **It's Only a Flesh Wound** (oracular) • **Special**

Trigger: An enemy (PC) scores a critical hit on the creature.

Effect (Free Action): The attack is a normal hit instead.

TRIGGERED ACTIONS

5. **Retaliate** (oracular) • **Special**

Trigger: An enemy (PC) targets a creature with a melee attack.

Effect (Free Action): The creature makes a melee basic attack.

TRIGGERED ACTIONS

6. **Is That the Best You Can Do?** (oracular) • **Special**

Trigger: The creature is affected by a negative status effect.

Effect (Free Action): The creature makes a saving throw even if the effect would normally not allow one. If the saving throw is successful the effect ends.

TRIGGERED ACTIONS

7. **Get Down** (oracular) • **Special**

Trigger: The creature is targeted by an area attack.

Effect (Free Action): Close burst 3: The creature and all allies within the burst may shift up to 3 squares.

TRIGGERED ACTIONS

8. **Redirect** (oracular) • **Special**

Trigger: The creature is hit by an attack.

Effect (Free Action): The attack targets a different creature adjacent to the target.

APPENDIX IV: PLAYTESTERS

Arnoud Alting van Geusau, Lori Anderson, Marco Bot, Tim Cheng, Jason Davis, Larry DeLucas, Yourik de Voogd, Eric de Vries, Julio Esperas, Brian Gibbons, Sebastiaan Heukels, Gwen Holscher, Hannele Huigens, Joost Joling, Ben Kauffman, Jelle Koster, Floris Kraak, Mark Langereis, Marco Lammers, Robert Latimer, Dirk Lemmen, Forrest McDonald, Huub Metsch, Niek Ooijman, Keith Richmond, Maarten Sanders, Mark Schiavo, Bruno Scheele, Peter Schipperheijn, Pieter Simoons, Tjalling Spaans, Jeremy Stano, Gerald Sunkin, Mickey Tan, Fred Upton, Mark van der Bij, Vincent van der Bijl, Elwin van der Hall, Guido van der Plas, Vincent van der Plas, Daniel van Gelderen, Ward van Oosterum, Martin Veldhuijsen, Brian Wade, Dirkje Westerbeek, Jan Westerbeek, Arjan Wiegman, Angie Young, Ralf Zuiderhoek, and Sophie Zuiderweg.

APPENDIX V: THE RADIANT NEXUS

If a Group of PCs is taking on Special Mission 6 a ritual of supplication creates a Radiant Nexus above the forest. This nexus provides the following benefits at set intervals:

At 30, 45, 60 and 75 minutes into the encounter the special mission table will communicate their current round number to the rest of the BI by shouting “**RADIANT PULSE**” followed by the number of the round they are in. The effects for the PCs in the normal encounter 6 are determined by that number, the effects are cumulative

- **At 30 minutes,**
 - if the special mission is in round 1 every PC gains AL temporary hitpoints.
 - if the special mission is in round 2 every PC may make a save against one effect that a save can end.
 - if the special mission is in round 3 every PC regains a healing surge.
- **At 45 minutes,**
 - if the special mission is in round 2 or lower every PC may heal 5/10 (per tier) hit points.
 - if the special mission is in round 3 every PC may shift one square as a free action.
 - if the special mission is in round 4 every PC may make a save against an effect that a save can end.
 - if the special mission is in round 5 or higher every PC can spend a healing surge as a free action
- **At 60 minutes,**
 - if the special mission is in round 3 or lower every PC may heal 5/10 (by tier) hit points.
 - if the special mission is in round 4 every PC may shift one square as a free action.
 - if the special mission is in round 5 every PC may make a save against an effect that a save can end.
 - if the special mission is in round 6 every PC may instead of the previous effect make a save even if the effect does not normally allow one.
 - if the special mission is in round 7 every PC regains a healing surge.
- **At 75 minutes,**
 - if the special mission is in round 4 or lower every PC may heal 5/10 (by tier) hit points.
 - if the special mission is in round 5 every PC may shift one square as a free action.
 - if the special mission is in round 6 every PC may make a save against an effect that a save can end.
 - if the special mission is in round 7 every PC may instead of the previous effect make a save even if the effect does not normally allow one.
 - if the special mission is in round 8 every PC regains a healing surge.
 - if the special mission is in round 9 every PC gains a +1 bonus to all defenses for the rest of the encounter.
 - if the special mission is in round 10 every PC gains a +1 bonus to their hit rolls and a +2/+4 (by tier) bonus to damage rolls for the rest of the encounter.

PLAYERS' HANDOUT 1: GLIMPSE OF THE FUTURE

When the characters liberate Lady Saharel on time in Special Mission 3, each PC gets one of the **randomly** determined abilities below. A power can be handed out only **once per table**. The power can be used once and it available until the end of the adventure or until the Senior DM tells otherwise.

TRIGGERED ACTIONS

1. *I Knew You Were Coming* (oracular) • Consumable

Trigger: An enemy enters a square adjacent to the PC.

Effect (Immediate Interrupt): The PC shifts up to his or her speed.

TRIGGERED ACTIONS

2. *Dodging the Arrow* (oracular) • Consumable

Trigger: An enemy hits the PC with a ranged attack.

Effect (Immediate Interrupt): The PC gains a +5 bonus to all defenses against the triggering attack.

TRIGGERED ACTIONS

3. *Second Chance* (oracular) • Consumable

Trigger: An enemy hits the PC with an attack.

Effect (Immediate Interrupt): The enemy must reroll the attack roll and use the second result, even if it's lower.

TRIGGERED ACTIONS

4. *It's Only a Flesh Wound* (oracular) • Consumable

Trigger: An enemy scores a critical hit on the PC.

Effect (Immediate Interrupt): The attack is a normal hit instead.

TRIGGERED ACTIONS

5. *Retaliate* (oracular) • Consumable

Trigger: A creature targets the PC with a melee attack.

Effect (Immediate Interrupt): The PC makes a melee basic attack against the attacking creature.

TRIGGERED ACTIONS

6. *Is That the Best You Can Do?* (oracular) • Consumable

Trigger: The PC is affected by a negative status effect.

Effect (Immediate Interrupt): The PC makes a saving throw even if the effect would normally not allow one. If the saving throw is successful the effect ends.

TRIGGERED ACTIONS

7. *Get Down* (oracular) • Consumable

Trigger: The PC is targeted by an area attack.

Effect (Immediate Interrupt): Close burst 3: The PC and all allies within the burst shift up to 3 squares.

TRIGGERED ACTIONS

8. *Redirect* (oracular) • Consumable

Trigger: The PC is hit by an attack.

Effect (Immediate Interrupt): The attack targets a different creature adjacent to the PC.

PLAYERS' HANDOUT 2: BLEAK CURSES

SHADOW'S FOE CURSE

SHADOW'S FOE CURSE	LEVEL AL CURSE
<i>The defeated spellcaster stares at you with hatred. "Beware shadow henceforth—you will attract it until you are nothing but a walking corpse."</i>	
Stage 1: While affected by stage 1, the target takes an additional 5 necrotic damage when hit by a necrotic effect.	
Stage 2: While affected by stage 2, the target takes ongoing 5 necrotic damage while within 1 square of a necrotic effect (save ends).	
Stage 3: While affected by stage 3, the target takes ongoing 5 necrotic damage when hit by a necrotic effect (save ends). The target takes 5 necrotic damage when an adjacent creature is the target of a necrotic effect. The target takes 5 necrotic damage if it ends its turn adjacent to any necrotic area the size of a candle flame or larger.	
Checks: At the end of each encounter during the adventure, the target makes an Arcana check if he or she is at stage 1, 2 or 4.	
<i>Easy DC or lower:</i> The stage of the curse increases by one.	
<i>Easy to Moderate:</i> No change.	
<i>Moderate or higher:</i> The stage of the curse decreases by one (if at stage 1, no change occurs).	
Ending the Curse: The curse is removed at the end of the adventure by the clergy of Selûne.	

Increase the extra damage to 10 at AL 12 - 16, and 15 at AL 18 - 20.

SHADOW'S FOE CURSE	LEVEL AL CURSE
<i>The defeated spellcaster stares at you with hatred. "Beware shadow henceforth—you will attract it until you are nothing but a walking corpse."</i>	
Stage 1: While affected by stage 1, the target takes an additional 5 necrotic damage when hit by a necrotic effect.	
Stage 2: While affected by stage 2, the target takes ongoing 5 necrotic damage while within 1 square of a necrotic effect (save ends).	
Stage 3: While affected by stage 3, the target takes ongoing 5 necrotic damage when hit by a necrotic effect (save ends). The target takes 5 necrotic damage when an adjacent creature is the target of a necrotic effect. The target takes 5 necrotic damage if it ends its turn adjacent to any necrotic area the size of a candle flame or larger.	
Checks: At the end of each encounter during the adventure, the target makes an Arcana check if he or she is at stage 1, 2 or 4.	
<i>Easy DC or lower:</i> The stage of the curse increases by one.	
<i>Easy to Moderate:</i> No change.	
<i>Moderate or higher:</i> The stage of the curse decreases by one (if at stage 1, no change occurs).	
Ending the Curse: The curse is removed at the end of the adventure by the clergy of Selûne.	

Increase the extra damage to 10 at AL 12 - 16, and 15 at AL 18 - 20.

CURSE OF SHAR'S WHISPERS

CURSE OF SHAR'S WHISPERS	LEVEL AL CURSE
<i>Time slows. Something dark touches your heart and you feel your soul resound the promise of infinite torment.</i>	
Stage 1: While affected by stage 1, a voice constantly whispers in your mind threatening to reveal the secret you gave to Shar in <i>PREQ3-1 Shrouded Visions</i> . You are distracted, taking a -4 penalty to initiative checks, and taking a -2 penalty to all defenses.	
Stage 2: While affected by stage 2, the whispering becomes more insistent and harder to ignore. In addition to the effects of stage 1 you are dazed for 1 round at the start of each encounter. No effect short of removing the curse can remove the daze. Even abilities and items that grant a saving throw to effects that otherwise do not have a save do not work.	
Stage 3: While affected by stage 3, the Voice makes true its threat and whispers the secret to the target. In addition to the above effects, the character cannot score critical hits.	
Checks: At the end of each encounter during the adventure, the target makes an Insight check if he or she is at stage 1, 2 or 4.	
<i>Easy DC or lower:</i> The stage of the curse increases by one.	
<i>Easy to Moderate:</i> No change.	
<i>Moderate or higher:</i> The stage of the curse decreases by one (if at stage 1, no change occurs).	
Ending the Curse: The curse is removed at the end of the adventure by the clergy of Selûne.	

CURSE OF SHAR'S WHISPERS	LEVEL AL CURSE
<i>Time slows. Something dark touches your heart and you feel your soul resound the promise of infinite torment.</i>	
Stage 1: While affected by stage 1, a voice constantly whispers in your mind threatening to reveal the secret you gave to Shar in <i>PREQ3-1 Shrouded Visions</i> . You are distracted, taking a -4 penalty to initiative checks, and taking a -2 penalty to all defenses.	
Stage 2: While affected by stage 2, the whispering becomes more insistent and harder to ignore. In addition to the effects of stage 1 you are dazed for 1 round at the start of each encounter. No effect short of removing the curse can remove the daze. Even abilities and items that grant a saving throw to effects that otherwise do not have a save do not work.	
Stage 3: While affected by stage 3, the Voice makes true its threat and whispers the secret to the target. In addition to the above effects, the character cannot score critical hits.	
Checks: At the end of each encounter during the adventure, the target makes an Insight check if he or she is at stage 1, 2 or 4.	
<i>Easy DC or lower:</i> The stage of the curse increases by one.	
<i>Easy to Moderate:</i> No change.	
<i>Moderate or higher:</i> The stage of the curse decreases by one (if at stage 1, no change occurs).	
Ending the Curse: The curse is removed at the end of the adventure by the clergy of Selûne.	

PLAYERS' HANDOUT 3: LIQUID SHADOW

- Consuming *liquid shadow* or administering it to an adjacent creature is a standard action.
 - *Liquid shadow* loses its potency when ADCP3-2 is complete.
 - *Liquid shadow* can be passed between tables in between any encounters.
 - When consumed, one of the following effects happens:
 - A creature who died within the last hour is instantly raised at full hit points. They suffer the death penalty as normal, but no healing surges or powers are restored.
 - The creature regains 3 healing surges and 1 daily attack or utility power.
 - Each of these two effects can benefit the same creature only once in a 24- hour period.
-

PLAYERS' HANDOUT 4: ALCHEMIST ITEMS

ALCHEMIST'S FIRE

Level: 6

Price: 75 gp

Alchemical Item

Power (Consumable * Fire): Standard Action. Make an attack: Area burst 1 within 10; +9 vs. Reflex; on a hit, deal 2d6 fire damage; on a miss, deal half damage.

Published in *Adventurer's Vault*, page(s) 24, *Dragon Magazine* 399.

ALCHEMIST'S FROST

Level: 6

Price: 75 gp

Alchemical Item

Power (Consumable • Cold): Standard Action. Make an attack: Ranged 5/10; +9 vs. Reflex; on a hit, the target takes 1d10 cold damage and is slowed until the end of your next turn; on miss, the target takes half damage and is not slowed.

Published in *Adventurer's Vault*, page(s) 24.

JOLT FLASK

Level: 10

Price: 200 gp

Alchemical Item

Power (Consumable): Standard Action. Make an attack: Area burst 1 within 10; +13 vs. Fortitude; on a hit, the target is dazed until the end of your next turn.

Published in *Adventurer's Vault*, page(s) 28.

PLAYERS' HANDOUT 5: OX WAGONS

The wagons have a speed of 4, and are considered difficult terrain. Medium sized and smaller creatures can end their turn on or under the wagon, but not inside the same square as the ox.

Without direction the wagons stay in the same area until the portal is open at which point the wagon moves towards the portal with a speed of 4 at the end of a round (double moving for a total of 8 squares). The oxes do **NOT** move without an action of the PCs if somehow threatened (e.g. when in the aura of a minion). A wagon has to pass through the portal completely to leave the area. It requires a **minor action** by a PC to direct a wagon in another direction, and **move action**, while on the wagon, if they want to use it as a weapon against the opponents. Only one wagon at a time can pass through a portal.

The ox is considered to have an AC of $[10 + AL]$ and all other defenses are at $[8 + AL]$. It is bloodied after two hits, goes unconscious at the 4th and dies at the fifth. It has 1 healing surge. At glory tier, it is bloodied after 1 hit, goes unconscious at the 2nd hit and dies at the third. A critical hit instantly kills an ox.

Two PCs can replace the roll of an ox, in which case they need to make a moderate DC Athletics check as a move action to push/pull the wagon 2 squares. If they succeed at a hard DC the speed is 5 squares instead.

Ox Wagon	At-Will (2/round) Terrain
<i>A large wagon with a strong looking ox in front stands nearby. The ox looks tense and ready to attack anything nearby.</i>	
Move Action	
Check: Nature check (easy DC) to direct the ox.	
Success: The wagon with the PC moves 4 squares as directed by the PC.	
Effect: If a creature is in the path of the wagon, the player riding the wagon must make a primary stat +1 vs. Reflex. The attack can be made against a single creature 1/turn.	
<i>Hit:</i> 1d8 + 5 / 2d6 + 5 / 2d6 + 7 / 2d8 + 7 / 2d8 + 9 damage, and the creature is knocked prone.	
<i>Miss:</i> Slide 1 out of the path of the wagon.	
Note: The wagon tile from <i>ET2: City</i> is a good representation for the ox wagon.	

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

CONSUMED A DRAUGHT OF LIQUID SHADOW DURING THE ADVENTURE:

ADCP3~2 FROM DAWN TILL DUSK

ADCP18 Liquid Shadow

You consumed a draught of *liquid shadow*, an alchemical substance imbued with Shar's dark magic. Although the potion was beneficial to you during the battle, some of the shadow essence remains within your body. For as long as you have this Story Award, the following effects apply:

- You gain the Born of Shadow feat (*Heroes of Shadow*) for free. Your origin changes to shadow, and you gain a +1 bonus to saving throws while you are in dim light or darkness.
- If you have normal vision, you gain low-light vision.
- Worshippers of Shar and creatures with the shadow origin can sense your location (without spending an action) if you are within 5 squares. This negates any cover or concealment you may have against such creatures.

While you have the shadow origin, you lose the benefits of any feats, powers, or other rules elements that have a prerequisite of any origin other than shadow (such as fey or humanoid). Your race does not change, so you do not lose your racial utility power (if any) and you may still make use of benefits tied to your race rather than to your origin. For rules elements that you can no longer use because of your change in origin, you may immediately retrain them, following the standard LFR retraining rules but without having to wait until you gain a level.

If you wish to reject this change and cast out the shadows growing within you, doing so requires you to slay creatures with the shadow origin in five different encounters. You must then perform a cleansing ritual. In order for an encounter to count, you must actively participate by dealing damage to at least one enemy creature with the shadow origin. You do not have to strike the killing blow. Encounters that occurred before you gained this Story Award do not count. Check off one of the following boxes each time you complete a qualifying encounter:

□□□□□

Once you have completed the requisite number of encounters against shadow creatures, you must purchase ritual components with a cost equal to the cost of the Raise Dead ritual for a character of your current tier (500 gp at Heroic, 5,000 gp at Paragon, or 50,000 gp at Epic). You do not have to pay any NPC spellcasting cost nor do you need to be a trained ritual caster in order to purify yourself.

After performing the ritual of purification, you lose the shadow origin and regain your original origin. You lose the Born of Shadow feat, and must immediately retrain any powers and feats you no longer qualify for (again, following normal LFR retraining rules without having to wait until you gain a character level). If you gained low-light vision from this Story Award, you lose it and once again have normal vision. You are no longer able to be sensed by worshippers of Shar and shadow creatures.

Void this entire Story Award if and when you complete the ritual of purification and regain your normal origin. For as long as you have this Story Award, you are considered to be in possession of a *shade coin* for all purposes having to do with the Harpers meta-organization (but you do not gain any of the benefits with the Empire of Netheril that possession of a *shade coin* would normally confer, unless you have an actual coin from a different Story Award).

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

FOUGHT VALIANTLY AGAINST THE NETHERESE EMPIRE DURING:

ADCP3~2 FROM DAWN TILL DUSK

ADCP19 Victory at the Battle of Spellgard

Although the Netherese retain control of the physical fortress of Spellgard (what's left of it), you and your allies were able to deny them the true prize that they sought: the oracular power of Lady Saharel. Without the Lady's gift, the fortress is just a pile of tumbled rocks. Although you were forced to cede the field of battle, you know that this was a victory, and so too do all the free peoples of Faerûn. The Shade Princes reached out their tendrils, and you slapped them down.

In your dreams, sometimes you see an object - something that you desire, a magic item. Perhaps it is the ghost of Lady Saharel, or perhaps you were touched by the weight of prophecies laid upon the stones of Spellgard in centuries past, but no matter the source, these dreams show you how to find the item that you seek. It lies dusty and ignored among the wares in an out-of-the-way bazaar, buried in a long-forgotten ruin, or hidden in some other fashion that others would never recognize. This Story Award grants you one-time access to purchase a single Uncommon magic item from a player resource, with an item level no higher than your character level at the time you spend this favor. Strike through this paragraph when you spend this favor to purchase an item. The means by which you discover the item are up to you, but should involve some fragment of prophecy, cryptic dream, or other mysterious vision.

ADCP20 Defeat at the Battle of Spellgard

The Empire of Netheril remains in control of both the ancient fortress of Spellgard and the oracular power contained within. With such a weapon at their disposal, the Netherese will no doubt feel empowered to increase their campaign of conquest against the free peoples of Faerûn. This was truly a defeat - not just on the battlefield, but in the hearts and minds of those who fought against the encroaching shadow. One can only hope that greater heroes than you will arise someday, heroes with the strength and courage to take the fight back to the Shades and win.

ADCP21 Battle Scar of Spellgard

As one of your two Treasures for this adventure, you may select the glory boon *Battle-Scarred Champion*. The initial level of the boon is based on the AL at which you played the adventure: level 3 (AL 2 to 8), level 13 (AL 10 to 18), or level 23 (AL 20). You must spend a found-item slot to gain the scar, and it counts toward the limit of Uncommon items you are allowed to possess. This boon never expires and can be upgraded when you reach the appropriate character levels:

- Character level 13 or higher: Spend 16,320 gp to upgrade the boon from level 3 to level 13.
- Character level 23 or higher: Spend 408,000 gp to upgrade the boon from level 13 to level 23.

Battle-Scarred Champion

Level 3 / 13 / 23 Uncommon

You fought valiantly at the Battle of Spellgard and have the scar to prove it.

Glory Boon

Property: You gain a +1 / +2 / +3 item bonus to your healing surge value.

Power (Daily): Immediate Reaction. *Trigger:* An enemy bloodies you, but does not reduce you to 0 hit points or fewer. *Effect:* You make a melee basic attack against the triggering enemy.

ADCP22 Sacrifice for the Greater Good

They told you it was going to be a suicide mission, but you volunteered anyway. They were right. Perhaps you fought for glory, perhaps you fought for honor, perhaps you had a sense of duty, or perhaps you just wanted to see what would happen. Your sacrifice will be remembered in the stories and songs about the Battle of Spellgard.

This Story Award functions identically to ADCP21, but you do not need to spend a found-item slot to gain the *Battle-Scarred Champion* glory boon, and it does not count as one of your Treasure selections for this adventure. (You still have to pay to upgrade it at higher levels if you want the higher-level versions of the boon.)

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

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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

DUNGEON MASTER

DM Name: _____

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

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Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

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