

CHURNING SHADOWS

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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The city is overrun by a plague of shadowy creatures. You are tasked with rescuing the Cormyrean ambassador from legions of undead. Will you be able to save the ambassador without becoming one of the living dead yourself? A *Living Forgotten Realms* adventure set in Urmlaspyr for characters of the Heroic tier (levels 1-10). This adventure concludes the *Trouble in Urmlaspyr* Major Quest.

This adventure is the conclusion of Chapter 1 the *Desolation* series. Chapter 1 includes four Heroic tier adventures leading up to this conclusion. The other parts are *SPEC4-5*, *CORE4-3*, *CORE4-4*, and *CORE4-5*. You can play the Chapter 1 adventures in any order, but you should try to play them with the same character, and we recommend that you play the first four adventures before you play *CORE5-1*. The *Desolation* series also includes Paragon tier adventures (starting with *SPEC4-6*). It is not expected that a player can follow both tracks with the same PC.

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

CHARACTER DEATH

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

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

cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

MILESTONES

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

whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

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

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

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

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

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

milestones) should be recorded on the character's Adventure Log and tracked across adventures.

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

The city of Urmlaspyr has experienced an increase of shadow magic and creatures appearing creating havoc among the citizens. Shadow-poisoned fruit, portals to the Shadowfell and the like have been popping up with increased frequency. It has kept the authorities busy, and Cormyr worried about a potential plot by the Netherese. Little could be done though except deal with the results and limit its effects.

But now, the flood of shadow magic and undead has overwhelmed the Night Watch and militia. The monsters roam the city searching for their next victims. Cormyr is in no position to help and so the desperate city leaders have asked the Netherese to send aid and bring order to the chaos. Citizens have fled or taken refuge in the few strongholds remaining in the city. One such stronghold is the Embassy of Cormyr.

DM's INTRODUCTION

See *Appendix 1: Favor of the Cormyreans* for Story Awards relevant for the adventure. Also check whether the PCs have played the previous adventures of the *Desolation Series Chapter 1* (see sidebar).

The adventure begins with the PCs traveling to Urmlaspyr aboard the *Purple Rapier* in response to a summons by Cormyr. The PCs are to get into the city to rescue the ambassador, Deskyr Thanterim, and his wife. The city is already given over to the Netherese, but the Cormyrian leadership does not want the embarrassment of their ambassador being rescued by the Netherese army.

If the PCs have just played the other four adventures in the series with no other adventure in between, they instead start in the embassy and are tasked with securing a boat for ambassador and his family to escape the city. A contingent of the embassy guards clears a path to the docks for the PCs to secure the ship.

DESOLATION SERIES CHAPTER 1

The *Desolation* series is a major LFR plot arc that spans a number of adventures centered on the ongoing conflict between Netheril and Cormyr. This adventure is the conclusion of Chapter 1 of the series, which also includes the following four Heroic tier adventures:

- *SPEC4-5 Rising Darkness*
- *CORE4-3 Running Amok*
- *CORE4-4 Shadow Siege*
- *CORE4-5 Skeletons in the Closet*

We strongly recommend that you play the first four adventures (remember, you can play them in any order) before playing *CORE5-1*. Of course, if you already have a group of players seated in front of you, ready to start this adventure, then it's a bit too late for that sort of recommendation.

Chapter 2 of the *Desolation* series is for the Paragon tier and begins with *SPEC4-6 Raging Shadows*. We do not expect or intend that the same PCs are able to follow both the Heroic-tier and Paragon-tier tracks.

PLAYER'S INTRODUCTION

For PCs who have not played any of the previous adventures of the *Desolation Series Chapter 1*:

Trouble has been brewing in the land of Sembia. For years it has been a ticking time bomb waiting to go off. The port city of Urmlaspyr, once considered the last stand for the light against the Netherese and their Shadovar masters, will soon fall due to the surge of shadow creatures infesting the lands.

You have been hired to go to Urmlaspyr and retrieve the ambassador and his family along with anyone else that wishes to leave. The Netherese are not known to be kind to the people of Cormyr.

For PCs who have played one or more *Desolation* series adventures, but it wasn't their most recent adventure:

You heard the rumors that Urmlaspyr would fall soon, which were confirmed when an agent of Cormyr requested your presence. Due to the constant threat of shadowy undead, the people of Urmlaspyr have sought the aid of the Netherese and their shadow specialists in dealing with the problem. Cormyr, in response, sent a contingent of Purple Dragon Knights and a Knight-Commander, one of the King's personal advisors, to delay the advancing Netherese army.

Which is why you quickly boarded the Purple Rapier, bound for Urmlaspyr. You and several other adventurers have been tasked with retrieving Ambassador Deskyr Thanterim and his family before the Netherese pile into the city. The Netherese are not known to be kind to Cormyrians.

For PCs who have just played one of the previous adventures SPEC4-5, CORE4-3, CORE4-4, or CORE4-5:

Tension in the city of Urmlaspyr has been at an all-time high. The number of odd, and in most cases fatal, occurrences of shadow and undead anomalies throughout the city has left a deep impression on the community. Despite Cormyr's request for more time in dealing with the shadow infestation, the people of Urmlaspyr have requested the aid of the Netherese to quell the mysterious shadows and cleanse their city of undead. This entreaty, of course, was met with great displeasure by the Cormyrean delegation.

People within the Cormyrean Embassy are scrambling to gather whatever effects they can while others prepare for evacuation. Even though the Netherese claim to be arriving with the intention of goodwill toward the city, those same sentiments could not be the same toward the Cormyreans. It is well known that the nation of Cormyr has stood steadfast against the Netherese and their shade masters.

You are approached by a tall, imposing man in the military regalia of the Purple Dragon Knights. He introduces himself: "I am Lord Enneth of Suzail, Knight Commander in service to King Foril. The people of Cormyr and Urmlaspyr ask for your assistance."

This means there are two starting points for the PCs. Those PCs whose most recent adventure was part of the *Desolation* story arc start at the docks of Urmlaspyr while everyone else arrives on the *Purple Rapier*.

Lord Enneth relates the following key points to the PCs if they start in the embassy. Otherwise, this information was included in the briefing the PCs received before they boarded the *Purple Rapier*.

- With shadow creatures and undead running amok and causing mayhem in town, the community leaders have requested the help of Netheril. Thus, the city of Urmlaspyr will soon fall into the hands of the Netherese.
- Cormyr had planned to send a contingent of Purple Dragon Knights to help with securing the ambassador, but the need to protect the people from the shadow creatures became a priority.
- Lord Enneth wishes to hire the PCs to help in securing the berth where the *Purple Rapier* will be docking and make sure the surrounding area is safe. Once the docks are secure, the PCs are to return to the embassy and retrieve the ambassador and his family.
- For his part, Lord Enneth intends to lead a small contingent of Purple Dragon Knights to hold off the Netherese Army and allow Ambassador Deskyr Thanterim and his family, along with any civilians, to leave safely on the ship. He politely rebuffs any attempts to join him against the Netherese Army, stating it is too dangerous.
- Lord Enneth offers the standard rate for mercenary work under the Purple Dragon Knights (25 / 45 / 75 / 150 / 225 gp per PC).

Depending on their Story Awards, PCs may gain help (see Appendix 1) regardless of where they start.

PCs at the embassy that have Story Awards from the *Desolation Series* and/or other favors from Cormyr are addressed afterward by Lord Enneth. For PCs with similar Story Awards arriving on the *Purple Rapier*, read the following as if it was a letter personally addressed to them by Lord Enneth.

"You have been a friend to Cormyr and I have heard about your exploits. Let it never be said that Cormyr does not repay those who have done the Crown a service. Here is something that should help you against the darkness."

Refer to Appendix 1 for more information. **Note:** Any PC with SPEC56 *Ambassador Thanterim's Disfavor*, even if they were able to void the Story Award, cannot gain these benefits. This is to show the result of the political backlash that occurred when they earned the disfavor, even if they were later forgiven.

Any PC with CORE91 *Wanted in Urmlaspyr* is told that if the situation did not warrant their need, Lord Enneth would personally throw them into the prison city of Wheloon. But, times being what they are, he instead grudgingly accepts their aid and challenges these PCs to prove their worth.

ENCOUNTER 1: THE CALL OF THE SIREN

ENCOUNTER LEVEL AL +1

CREATURES

This encounter includes the following creatures at AL 2 and AL 4:

- 2 sodden ghouls (G)
- 1 shadow seaweed (S)
- 1 tainted sea hag (H)

This encounter includes the following creatures at AL 6, AL 8 and AL 10:

- 2 sodden ghoul wailers (G)
- 1 zombie seaweed (Z)
- 1 tainted siren (H)

SCALING THE ENCOUNTER

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

Four PCs: At AL 2/4, remove 1 sodden ghoul. At AL 6/8/10, remove 1 sodden ghoul wailer.

Six PCs: At AL 2/4, add 1 sodden ghoul. At AL 6/8/10, add 1 sodden ghoul wailer.

SETUP

The encounter starts when the PCs arrive at the docks of Urmlaspyr. The manner of arrival and the starting location depends on how the adventure started.

If the PCs are already aboard the *Purple Rapier*, read the following:

Rough seas batter the ship as you near the docks of Urmlaspyr. The crew is doing everything possible to make it a smooth docking.

All of a sudden, the crew members abandon their posts and rush to the starboard side of the ship. They seem to be staring at something in the water. Then you hear a melodic voice among the waves.

If the PCs arrive at the docks after making their way across the city from the embassy, read the following:

Having made a mad dash through the city, many embassy guards have sacrificed their lives for you to get to the docks, only to find that most of the ships are gone or destroyed.

Out of the corner of your eye, you spot one ship that is apparently just arriving. But it has stopped moving,

and you see all the crewmen gathered by the railing, looking towards something in the water.

With both introductions, read the following:

A beautiful, lone female figure stands amidst the turbulent waters. She sings a haunting tune. As the ship nears, the look of allure on her face quickly changes to a sinister smile and she calls forth a huge wave to crash over the ship!

After the wave subsides, seaweed litters the deck of the ship. Bloated creatures with long claws rise up from the seaweed as the crew looks on in fear.

If the PCs are on the boat, they must each make a saving throw or start off prone from the wave washing over the ship. The monsters now attack the crew and any PCs on the ship. They are hungry and crave flesh.

There are more monsters than the ones listed; these fight the crew off stage. Once the PCs finish off their own monsters, they can make quick work of the ones fighting the crew.

FEATURES OF THE AREA

Illumination: Due to the growth of the shadow energies, the entire city is under a perpetual haze of dim light. All light sources have their radius of illumination cut in half.

Water: The water is choppy and rough. It is also murky due to the seaweed littering the surface. It is a DC 15 Athletics check to swim. On a check result of 10 or less, the creature cannot move and sinks 1 square. At the end of a creature's movement, the rough waters slide the creature 0-3 squares (1d4-1) in a random direction unless they have a swim speed. A non-aquatic creature can only see into adjacent squares when submerged.

Skiffs: Three skiffs are tied to the dock and can be used by the PCs if they are coming from the embassy. It takes a minor action to untie a skiff. The skiffs were designed for 1 or 2 Medium sized creatures, but up to 6 Medium size creatures can fit in one if they squeeze.

A skiff moves 5 squares with a move action and changing direction takes one square of movement. The character piloting the skip can instead use the run action to add 2 squares of movement (total 7). If this is done, the skiff becomes unsteady, and all PCs on the skiff grant combat advantage for as long as they remain on the skiff. The skiff can only move twice per round for a total of 10 (or 14) squares. The necessary move action(s) can be spent by the same character or by two different PCs in the skiff.

Because of the rough waters, the skiff is not useful in ramming any creature in the water. Once adjacent to

the ship, it takes a minor action to secure the skiff so that it will not drift away. Once this is done, the skiff will not capsize. It takes 1 extra square of movement to move from the skiff to a square onboard the ship.

Purple Rapier: The deck is slippery and covered with seaweed. Any creature on board must make a Moderate DC Acrobatics check if they want to move more than half speed. On a failure, the creature ends its movement and falls prone. The boat is relatively low to the water, so there is no cover from the ocean or vice-versa. There is a short railing, so any creature force moved off the boat gets a saving throw with a +2 bonus to instead fall prone at the edge.

Sailors: The crewmen are also fighting monsters off screen. There are 8 sailors and at the end of each round that the PCs are not finished with their monsters, one sailor dies. If any PC has the Story Award **SPEC57 Hero of the Urmlaspyr Docks**, the sailors are bolstered by his presence and the death of a sailor doesn't start until the end of the second round. On any round where a monster fighting the PCs is bloodied or drops below 0 hit points, no sailor dies. Once the PCs finish their monsters, they easily defeat the ones fighting the sailors. The minimum crew needed to sail the ship away from Urmlaspyr is 5 people (not including the PCs). This does not matter at the moment (the PCs alone can get the ship docked) but will matter at the end when the ship needs to leave the city.

TACTICS

AL 2-4: The monsters are here for food. The ghouls open with *rending pounce* then *lacedon bite* anything they have grabbed. While a creature is grabbed, the ghouls do not stop biting, unless seriously threatened by another PC. If the PCs start on the docks and are effectively attacking the ghouls at range, the ghouls jump into the water to go after them.

The shadow seaweed stays in the water content to spread *wretched seeds* to the boat. She uses the offshoots as starting points for *enervating kelp*. Any PC killed by the shadow seaweed spawns into a wraith figment. If the party is having an easy time with the combat, you can have each sailor that dies turn into a wraith figment. Be careful with this though.

The tainted sea hag opens up with her *choking water shards* then moves to the edge of the boat if the PCs are all on the *Purple Rapier* so that the maximum number of PCs are in her aura. She then proceeds to throw her daggers until *choking water shards* recharges.

AL 6-10: The ghouls open with their *frightful dirge* before unleashing *rending pounce*. Then they bite anything they have grabbed. While a creature is

grabbed, the ghoul does not stop biting, unless seriously threatened by another PC.

The zombie seaweed starts on deck and attempts to make as many friends as possible with its *dominating kelp*. Note that the -5 penalty for the saving throw only lasts until the end of the zombie seaweed's next turn.

If the party is having an easy time or wants a challenge, you can do the following: The zombie seaweed uses *innocuous form* after it is bloodied for one round. The PCs must make the Nature check to distinguish it from the other seaweed on the deck to be able to target it. Then the zombie seaweed comes out of it to use *dominating kelp*. You can also have each sailor that dies turn in to a zombie seaweed thrall to increase the challenge.

The tainted siren opens with *watery blast* to group up the PCs then uses *drown*. Then she moves to the edge of the boat if the PCs are all on the *Purple Rapier*, so that the maximum number of PCs are in her aura. She then proceeds to use *watery blast* twice per round until *drown* recharges.

ENDING THE ENCOUNTER

Once the PCs defeat the sea monsters and rescue the ship, continue to Encounter 2. The PCs may take one short rest, but no more than one, as they need to hurry back to the embassy.

If there are less than 5 sailors left, the PCs have opportunities to save more on the way out of the city.

MILESTONE

This encounter counts towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 1: THE CALL OF THE SIREN (AL 2)

2 Sodden Ghouls (G)	Level 2 Soldier
Medium natural humanoid (aquatic, undead)	XP 125
HP 37; Bloodied 18	Initiative +6
AC 18, Fortitude 14, Reflex 15, Will 13	Perception +1
Speed 6, climb 4, swim 8	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Requirement:</i> The ghoul has no creature grabbed.	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d8 + 5 damage, and the target is grabbed (escape DC 13).	
M Lacedon Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature grabbed by the sodden ghoul); +7 vs. AC	
<i>Hit:</i> 2d6 + 5 damage, and the target is dazed (save ends).	
M Rending Pounce • Recharge 4-6	
<i>Effect:</i> The sodden ghoul makes two <i>claw</i> attacks, each at -2 penalty to the attack roll. If both attacks hit the same target, the target is grabbed (escape DC 13), and it takes ongoing 5 damage (save ends).	
Skills Athletics +8, Stealth +9	
Str 17 (+4)	Dex 18 (+5) Wis 11 (+1)
Con 13 (+2)	Int 9 (+0) Cha 11 (+2)
Alignment chaotic evil Languages Common	

Shadow Seaweed (S)	Level 2 Elite Artillery
Large shadow magical beast (aquatic, plant, swarm)	XP 250
HP 74; Bloodied 37	Initiative +1
AC 16, Fortitude 15, Reflex 12, Will 14	Perception +4
Speed 1, swim 3 (cannot shift)	Blindsight 10
Resist half damage from melee and ranged attacks; Vulnerable 5 against close and ranged attacks, 5 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
O Swarm Attack (necrotic, poison) • Aura 1	
Any enemy that starts its turn in the aura takes 5 necrotic and poison damage.	
Spawn Wraith	
When the seaweed kills a living humanoid, that humanoid becomes a wraith figment at the start of the seaweed's next turn. The wraith figment appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The wraith acts under the Dungeon Master's control.	
Swarm	
The seaweed can occupy the same space as another creature and an enemy can enter the seaweed's space, which is difficult terrain. The seaweed cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a tiny creature.	
STANDARD ACTIONS	
R Wretched Seed (necrotic, poison) • At-Will	
<i>Special:</i> This attack doesn't provoke opportunity attacks.	
<i>Attack:</i> Ranged 10 (one or two creatures); +7 vs. Reflex	
<i>Hit:</i> 1d8 + 5 necrotic and poison damage.	
<i>Effect:</i> A shadow seaweed offshoot appears in an unoccupied space adjacent to the target or in the nearest unoccupied square.	
C Enervating Kelp (necrotic, poison) • Recharge 5-6	
<i>Attack:</i> Close blast 3 (enemies in blast); +5 vs. Fortitude	
<i>Hit:</i> 1d8 + 5 necrotic and poison damage.	
<i>Effect:</i> The seaweed's swarm attack increases to aura 2 until the end of the seaweed's next turn.	

MOVE ACTIONS		
Hidden Roots • Recharge when the seaweed is first bloodied		
<i>Effect:</i> A shadow seaweed swims up to 9 squares. It provokes no opportunity attacks from leaving the square in which it started.		
TRIGGERED ACTIONS		
Bloodied Germination • Encounter		
<i>Trigger:</i> The seaweed is first bloodied.		
<i>Effect (Free Action):</i> The seaweed uses <i>wretched seed</i> twice.		
Str 3 (-3)	Dex 10 (+1)	Wis 16 (+4)
Con 19 (+5)	Int 3 (-3)	Cha 4 (-2)
Alignment chaotic evil Languages -		
Note: Re flavored reaper blossom cluster. Changed hit points to reflect elite artillery its level. Added aquatic keyword.		

Shadow Seaweed Offshoot	Level 2 Minion Brute
Tiny shadow magical beast (aquatic, plant)	XP 0
HP 1; a missed attack never damages a minion	Initiative -2
AC 14, Fortitude 15, Reflex 13, Will 14	Perception +4
Speed 0	Blindsight 10
Immune forced movement	
TRAITS	
Shared Roots	
If an offshoot can sense a creature, then any shadow seaweed within 10 squares of the offshoot can also sense that creature. A shadow seaweed can use the offshoot as the origin square for its enervating kelp.	
TRIGGERED ACTIONS	
C Death Creep • Encounter	
<i>Trigger:</i> The offshoot drops to 0 hit points.	
<i>Attack (No Action):</i> Close burst 1 (enemies in the burst); +5 vs. Fortitude	
<i>Hit:</i> 6 necrotic and poison damage, and one shadow seaweed within 5 squares of the offshoot slides 1 square.	
Str 3 (-3)	Dex 10 (+1) Wis 16 (+4)
Con 17 (+4)	Int 1 (-3) Cha 4 (-2)
Alignment chaotic evil Languages -	

Wraith Figment	Level 2 Minion Skirmisher
Medium shadow humanoid (undead)	XP 0
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); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m 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 (-1) Wis 10 (+1)
Con 13 (+2)	Int 4 (-2) Cha 15 (+3)
Alignment chaotic evil Languages -	

Tainted Sea Hag (H)	Level 2 Elite Artillery
Medium shadow humanoid (aquatic)	XP 250
HP 68; Bloodied 34	Initiative +6
AC 16, Fortitude 14, Reflex 16, Will 12	Perception +7
Speed 7, swim 7	low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
○ Sea Leech • Aura 2	
Any enemy that starts its turn in the aura takes 2 damage.	
○ Death's Embrace • Aura 5	
Any creature within the aura that fails a death saving throw takes damage equal to half its bloodied value.	
Water Walk	
The sea hag can move on water as if it were solid ground.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
r Ranged Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creatures); +7 vs. AC	
Hit: 1d8 + 5 damage, and the dagger returns to the sea hag.	
R Bounded Weapon • At-Will	
Effect: The sea hag makes two <i>ranged dagger</i> attacks.	
A Choking Water Shards • Recharge 6	
Attack: Area burst 2 within 20 (enemies in burst); +7 vs. Fortitude	
Hit: 1d8 + 7 damage, and ongoing 5 damage (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: A sea hag can alter its physical form to appear as a young female eladrin, elf or human (DC 15 Insight check to recognize).	
TRIGGERED ACTIONS	
Drowning Blade • Recharge when the target saves against the effect	
Trigger: The sea hag hits with a dagger.	
Effect (<i>free action</i>): The target takes ongoing 5 damage (save ends).	
Skills Bluff +10, Stealth +11	
Str 14 (+3)	Dex 20 (+6)
Con 16 (+4)	Int 14 (+3)
	Wis 12 (+2)
	Cha 18 (+5)
Alignment evil	Languages Common, Elven
Equipment coral dagger	
Note: Reflavored river hag. Reflavored <i>Raven Queen's presence</i> from catoblepas harbinger to <i>death's embrace</i> to simulate taint.	

ENCOUNTER 1: THE CALL OF THE SIREN (AL 4)

2 Sodden Ghouls (G)	Level 4 Soldier
Medium natural humanoid (aquatic, undead)	XP 175
HP 53; Bloodied 26	Initiative +7
AC 20, Fortitude 16, Reflex 17, Will 15	Perception +2
Speed 6, climb 4, swim 8	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Requirement: The ghoul has no creature grabbed.	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the target is grabbed (escape DC 14).	
M Lacedon Bite • At-Will	
Attack: Melee 1 (one creature grabbed by the sodden ghoul); +9 vs. AC	
Hit: 2d6 + 7 damage, and the target is dazed (save ends).	
M Rending Pounce • Recharge 4-6	
Effect: The sodden ghoul makes two <i>claw</i> attacks, each at -2 penalty to the attack roll. If both attacks hit the same target, the target is grabbed (escape DC 14), and it takes ongoing 5 damage (save ends).	
Skills Athletics +9, Stealth +10	
Str 17 (+5)	Dex 18 (+6)
Con 13 (+3)	Int 9 (+1)
	Wis 11 (+2)
	Cha 11 (+3)
Alignment chaotic evil Languages Common	

Shadow Seaweed (S)	Level 4 Elite Artillery
Large shadow magical beast (aquatic, plant, swarm)	XP 350
HP 98; Bloodied 49	Initiative +2
AC 18, Fortitude 17, Reflex 14, Will 16	Perception +5
Speed 1, swim 3 (cannot shift)	Blindsight 10
Resist half damage from melee and ranged attacks; Vulnerable 5 against close and ranged attacks, 5 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
O Swarm Attack (necrotic, poison) • Aura 1	
Any enemy that starts its turn in the aura takes 5 necrotic and poison damage.	
Spawn Wraith	
When the seaweed kills a living humanoid, that humanoid becomes a wraith figment at the start of the seaweed's next turn. The wraith figment appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The wraith acts under the Dungeon Master's control.	
Swarm	
The seaweed can occupy the same space as another creature and an enemy can enter the seaweed's space, which is difficult terrain. The seaweed cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a tiny creature.	
STANDARD ACTIONS	
R Wretched Seed (necrotic, poison) • At-Will	
Special: This attack doesn't provoke opportunity attacks.	
Attack: Ranged 10 (one or two creatures); +9 vs. Reflex	
Hit: 2d6 + 5 necrotic and poison damage.	
Effect: A shadow seaweed offshoot appears in an unoccupied space adjacent to the target or in the nearest unoccupied square.	
C Enervating Kelp (necrotic, poison) • Recharge 5-6	
Attack: Close blast 3 (enemies in blast); +5 vs. Fortitude	
Hit: 2d6 + 5 necrotic and poison damage.	
Effect: The seaweed's swarm attack increases to aura 2 until the end of the seaweed's next turn.	

MOVE ACTIONS		
Hidden Roots • Recharge when the seaweed is first bloodied		
Effect: A shadow seaweed swims up to 9 squares. It provokes no opportunity attacks from leaving the square in which it started.		
TRIGGERED ACTIONS		
Bloodied Germination • Encounter		
Trigger: The seaweed is first bloodied.		
Effect (Free Action): The seaweed uses <i>wretched seed</i> twice.		
Str 3 (-2)	Dex 10 (+2)	Wis 16 (+5)
Con 19 (+6)	Int 3 (-2)	Cha 4 (-1)
Alignment chaotic evil Languages -		
Note: Re-flavored reaper blossom cluster. Changed hit points to reflect elite artillery its level. Added aquatic keyword.		

Shadow Seaweed Offshoot (level 4)	Level 4 Minion Brute
Tiny shadow magical beast (aquatic, plant)	XP 0
HP 1; a missed attack never damages a minion	Initiative -1
AC 16, Fortitude 17, Reflex 15, Will 16	Perception +5
Speed 0	Blindsight 10
Immune forced movement	
TRAITS	
Shared Roots	
If an offshoot can sense a creature, then any shadow seaweed within 10 squares of the offshoot can also sense that creature. A shadow seaweed can use the offshoot as the origin square for its enervating kelp.	
TRIGGERED ACTIONS	
C Death Creep • Encounter	
Trigger: The offshoot drops to 0 hit points.	
Attack (No Action): Close burst 1 (enemies in the burst); +7 vs. Fortitude	
Hit: 7 necrotic and poison damage, and one shadow seaweed within 5 squares of the offshoot slides 1 square.	
Str 3 (-3)	Dex 10 (+1)
Con 17 (+4)	Int 1 (-3)
	Wis 16 (+4)
	Cha 4 (-2)
Alignment chaotic evil Languages -	

Wraith Figment (level 2)	Level 2 Minion Skirmisher
Medium shadow humanoid (undead)	XP 0
HP 1; a missed attack never damages a minion	Initiative -6
AC 16, Fortitude 14, Reflex 18, Will 15	Perception +1
Speed fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
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 (+0)
Con 13 (+3)	Int 4 (-1)
	Wis 10 (+2)
	Cha 15 (+4)
Alignment chaotic evil Languages -	

Tainted Sea Hag (H)	Level 4 Elite Artillery
Medium shadow humanoid (aquatic)	XP 350
HP 92; Bloodied 46	Initiative +7
AC 18, Fortitude 16, Reflex 18, Will 14	Perception +8
Speed 7, swim 7	low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
O Sea Leech • Aura 2	
Any enemy that starts its turn in the aura takes 4 damage.	
O Death's Embrace • Aura 5	
Any creature within the aura that fails a death saving throw takes damage equal to half its bloodied value.	
Water Walk	
The sea hag can move on water as if it were solid ground.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
r Ranged Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creatures); +9 vs. AC	
Hit: 2d6 + 5 damage, and the dagger returns to the sea hag.	
R Bounded Weapon • At-Will	
Effect: The sea hag makes two <i>ranged dagger</i> attacks.	
A Choking Water Shards • Recharge 5 6	
Attack: Area burst 2 within 20 (enemies in blast); +9 vs. Fortitude	
Hit: 2d8 + 5 damage, and ongoing 5 damage (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: A sea hag can alter its physical form to appear as a young female eladrin, elf or human (DC 14 Insight check to recognize).	
TRIGGERED ACTIONS	
Drowning Blade • Recharge when the target saves against the effect	
Trigger: The sea hag hits with a dagger.	
Effect (<i>Free Action</i>): The target takes ongoing 5 damage (save ends).	
Skills Bluff +11, Stealth +12	
Str 14 (+4)	Dex 20 (+7)
Con 16 (+5)	Int 14 (+4)
	Wis 12 (+3)
	Cha 18 (+6)
Alignment evil	Languages Common, Elven
Equipment coral dagger	
Note: Re flavored river hag. Re flavored Raven queen's presence from catoblepas harbinger to death's embrace to simulate taint.	

ENCOUNTER 1: THE CALL OF THE SIREN (AL 6)

2 Sodden Ghoul Wailers (G)	Level 6 Soldier
Medium natural humanoid (aquatic, undead)	XP 250
HP 71; Bloodied 35	Initiative +10
AC 22, Fortitude 18, Reflex 19, Will 16	Perception +4
Speed 6, climb 4, swim 8	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Regeneration	
The sodden ghoul wailer regains 5 hit points whenever he starts his turn and has at least 1 hit point. When the ghoul takes radiant damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Requirement: The ghoul has no creature grabbed.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and the target is grabbed (escape DC 17).	
M Lacedon Bite • At-Will	
Attack: Melee 1 (one creature grabbed by the sodden ghoul wailer); +11 vs. AC	
Hit: 1d12 + 7 damage, and the target is dazed (save ends).	
M Rending Pounce • Recharge 4-6	
Effect: The sodden ghoul makes two claw attacks, each at -2 penalty to the attack roll. If both attacks hit the same target, the target is grabbed (escape DC 17), and it takes ongoing 5 damage (save ends).	
MINOR ACTIONS	
C Frightful Dirge (fear, psychic) • Encounter	
Attack: Close burst 2 (enemies in burst); +9 vs. Will	
Hit: The target takes ongoing 5 psychic damage (save ends).	
Skills Athletics +12, Stealth +13	
Str 19 (+7)	Dex 20 (+8)
Con 15 (+5)	Int 11 (+3)
Wis 12 (+4)	Cha 13 (+4)
Alignment chaotic evil Languages Common	
Note: Changed <i>frightful dirge</i> to lessen the control of the encounter.	

Zombie Seaweed (Z)	Level 6 Elite Lurker
Large undead magical beast (aquatic, plant)	XP 500
HP 122; Bloodied 61	Initiative +9
AC 20, Fortitude 20, Reflex 18, Will 19	Perception +5
Speed 2, swim 6	Blindsight 10
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Tendril (necrotic) • At-Will	
Attack: Melee 3 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and if the target is dominated by the seaweed, it also takes ongoing 5 necrotic damage (save ends).	
M Lashing Tendrils • At-Will	
Effect: The seaweed uses <i>tendril</i> twice, making each attack against a different target.	
C Dominating Kelp (charm, zone) • Recharge when seaweed uses <i>innocuous form</i>	
Attack: Close burst 3 (enemies in burst); +9 vs. Will	
Hit: The target is dominated (save ends). While at 0 hit points or fewer, the target cannot save against this power. When a creature dominated by the seaweed dies, it becomes a zombie seaweed thrall at the start of the zombie seaweed's next turn. The thrall acts immediately after the zombie seaweed. The slain humanoid cannot be raised until the thrall is destroyed.	
Effect: The burst creates a zone that lasts until the end of the seaweeds' next turn. Creatures dominated by the seaweed that are within the zone take a -5 penalty to saving throws against this	

power.		
Innocuous Form • At-Will		
Effect: The seaweed changes its form to resemble normal seaweed (DC 23 Nature check to notice the difference). While in this form, it gains resist 15 to all damage and regains 5 hit points whenever it starts its turn and has at least 1 hit point, and it can take no actions other than to revert to its normal form as a minor action.		
Skills Stealth +10		
Str 17 (+6)	Dex 15 (+5)	Wis 15 (+5)
Con 19 (+7)	Int 4 (+0)	Cha 17 (+6)
Alignment unaligned Languages telepathy 10		
Note: Reffavored zombie cactus. Added aquatic and undead keyword and swim speed. Changed tremorsense to blindsight. Removed poison fruit trait.		

Zombie Seaweed Thrall	Level 6 Minion Brute
Medium natural animate (aquatic, plant)	XP 0
HP 1; a missed attack never damages a minion	Initiative +5
AC 18, Fortitude 19, Reflex 18, Will 15	Perception +5
Speed 6, swim 6	
TRAITS	
Unhindered	
When the thrall moves, it pulls with it any creature grabbed by it. The creature remains grabbed, and the thrall does not provoke an opportunity attack from the grabbed creature.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 8 damage.	
M Tendril (necrotic) • At-Will	
Requirement: The thrall must not have a creature grabbed.	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 8 damage and the thrall grabs the target (escape DC 15).	
TRIGGERED ACTIONS	
C Seaweed Burst (charm) • Encounter	
Trigger: The thrall drops to 0 hit points.	
Attack (No Action): Close burst 1 (enemies in the burst); +9 vs. Will	
Hit: The target is dominated as if by the zombie seaweed's <i>dominating kelp</i> (save ends).	
Str 20 (+8)	Dex 15 (+5)
Con 16 (+6)	Int 2 (-1)
Wis 14 (+5)	Cha 10 (+3)
Alignment chaotic evil Languages -	
Note: Reffavored zombie cactus thrall from <i>Dark Sun Creature Catalog</i> . Added aquatic keyword and swim speed.	

Tainted Siren (H)	Level 6 Elite Controller
Medium shadow humanoid (aquatic)	XP 500
HP 136; Bloodied 68	Initiative +6
AC 20, Fortitude 16, Reflex 18, Will 20	Perception +12
Speed 6, swim 8	Darkvision
Immune disease, poison	
Saving Throws +2 (+4 against immobilized, restrained, and slowed);	
Action Points 1	
TRAITS	
Watery Body	
The siren ignores difficult terrain.	
O Death's Embrace • Aura 5	
Any creature within the aura that fails a death saving throw takes damage equal to half its bloodied value.	
STANDARD ACTIONS	
m Dehydrating Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: 2d6 + 7 necrotic damage, and the target takes a -2 penalty to all defenses until the end of the siren's next turn.	
m Water Blast • At-Will	
Attack: Melee 4 (one creatures); +9 vs. Reflex	
Hit: 1d8 + 7 damage, and the siren pushes the target 4 squares.	
M Double Attack • At-Will	
Effect: The siren makes two melee basic attacks.	
A Drown • Recharge 5-6	
Attack: Area burst 1 within 10 (enemies in burst); +9 vs. Reflex	
Hit: 2d8 + 7 damage, and the target is restrained (save ends).	
Insidious Mirage (illusion, zone) • Encounter	
Effect: The siren creates a zone in an area burst 4 within 10 squares that lasts until the end of the encounter. The zone is difficult terrain for enemies. When an enemy ends its turn within the zone, the siren can slide it 2 squares as a free action. The siren can move the zone 4 squares as a minor action.	
MINOR ACTIONS	
Deceptive Veil (illusion) • At-Will	
Effect: The siren can disguise itself to appear as any medium humanoid, usually a female of any race. The siren retains its statistics in its new form. Its clothing, armor, and other possessions do not change. A successful Insight check (opposed by the siren's Bluff check) pierces the disguise.	
Skills Bluff +13, Insight +12, Stealth +11	
Str 11 (+3)	Dex 17 (+6)
Con 12 (+4)	Int 10 (+3)
	Wis 18 (+7)
	Cha 20 (+8)
Alignment chaotic evil Languages Common, Elven	
Note: Re flavored sand bride. Re flavored Raven Queen's presence from catoblepas harbinger to death's embrace to simulate taint. Replaced burrow speed with swim speed.	

ENCOUNTER 1: THE CALL OF THE SIREN (AL 8)

2 Sodden Ghoul Wailers (G)	Level 8 Soldier
Medium natural humanoid (aquatic, undead)	XP 350
HP 87; Bloodied 43	Initiative +11
AC 24, Fortitude 20, Reflex 21, Will 18	Perception +5
Speed 6, climb 4, swim 8	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Regeneration	
The sodden ghoul wailer regains 5 hit points whenever he starts his turn and has at least 1 hit point. When the ghoul takes radiant damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
m Claw • At-Will <i>Requirement:</i> The ghoul has no creature grabbed. <i>Attack:</i> Melee 1 (one creature); +13 vs. AC <i>Hit:</i> 2d8 + 7 damage, and the target is grabbed (escape DC 18).	
M Lacedon Bite • At-Will <i>Attack:</i> Melee 1 (one creature grabbed by the sodden ghoul wailer); +13 vs. AC <i>Hit:</i> 1d12 + 11 damage, and the target is dazed (save ends).	
M Rending Pounce • Recharge 4-6 <i>Effect:</i> The sodden ghoul makes two claw attacks, each at -2 penalty to the attack roll. If both attacks hit the same target, the target is grabbed (escape DC 18), and it takes ongoing 5 damage (save ends).	
MINOR ACTIONS	
C Frightful Dirge (fear, psychic) • Encounter <i>Attack:</i> Close burst 2 (enemies in burst); +11 vs. Will <i>Hit:</i> The target takes ongoing 5 psychic damage (save ends).	
Skills Athletics +13, Stealth +14 Str 19 (+8) Dex 20 (+9) Wis 12 (+5) Con 15 (+6) Int 11 (+4) Cha 13 (+5) Alignment chaotic evil Languages Common Note: Changed <i>frightful dirge</i> to lessen the control of the encounter.	

Zombie Seaweed (Z)	Level 8 Elite Lurker
Large undead magical beast (aquatic, plant)	XP 700
HP 146; Bloodied 73	Initiative +10
AC 22, Fortitude 22, Reflex 20, Will 21	Perception +6
Speed 2, swim 6	Blindsight 10
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Tendril (necrotic) • At-Will <i>Attack:</i> Melee 3 (one creature); +13 vs. AC <i>Hit:</i> 2d8 + 7 damage, and if the target is dominated by the seaweed, it also takes ongoing 10 necrotic damage (save ends).	
M Lashing Tendrils • At-Will <i>Effect:</i> The seaweed uses <i>tendril</i> twice, making each attack against a different target.	
C Dominating Kelp (charm, zone) • Recharge when seaweed uses <i>innocuous form</i> <i>Attack:</i> Close burst 3 (enemies in burst); +11 vs. Will <i>Hit:</i> The target is dominated (save ends). While at 0 hit points or fewer, the target cannot save against this power. When a creature dominated by the seaweed dies, it becomes a zombie seaweed thrall at the start of the zombie seaweed's next turn. The thrall acts immediately after the zombie seaweed. The slain humanoid cannot be raised until the thrall is destroyed. <i>Effect:</i> The burst creates a zone that lasts until the end of the seaweeds' next turn. Creatures dominated by the seaweed that are within the zone take a -5 penalty to saving throws against this	

power.		
Innocuous Form • At-Will		
<i>Effect:</i> The seaweed changes its form to resemble normal seaweed (DC 24 Nature check to notice the difference). While in this form, it gains resist 15 to all damage and regains 5 hit points whenever it starts its turn and has at least 1 hit point, and it can take no actions other than to revert to its normal form as a minor action.		
Skills Stealth +11		
Str 17 (+7)	Dex 15 (+6)	Wis 15 (+6)
Con 19 (+8)	Int 4 (+1)	Cha 17 (+7)
Alignment unaligned Languages telepathy 10		
Note: Reffavored zombie cactus. Added aquatic and undead keyword and swim speed. Changed tremorsense to blindsight. Removed poison fruit trait.		

Zombie Seaweed Thrall	Level 8 Minion Brute
Medium natural animate (aquatic, plant)	XP 0
HP 1; a missed attack never damages a minion	Initiative +6
AC 20, Fortitude 21, Reflex 20, Will 17	Perception +6
Speed 6, swim 6	
TRAITS	
Unhindered	
When the thrall moves, it pulls with it any creature grabbed by it. The creature remains grabbed, and the thrall does not provoke an opportunity attack from the grabbed creature.	
STANDARD ACTIONS	
m Slam • At-Will <i>Attack:</i> Melee 1 (one creature); +13 vs. AC <i>Hit:</i> 9 damage.	
M Tendril (necrotic) • At-Will <i>Requirement:</i> The thrall must not have a creature grabbed. <i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex <i>Hit:</i> 9 damage and the thrall grabs the target (escape DC 16).	
TRIGGERED ACTIONS	
C Seaweed Burst (charm) • Encounter <i>Trigger:</i> The thrall drops to 0 hit points. <i>Attack (No Action):</i> Close burst 1 (enemies in the burst); +11 vs. Will <i>Hit:</i> The target is dominated as if by the zombie seaweed's <i>dominating kelp</i> (save ends).	
Str 20 (+9)	Dex 15 (+6)
Con 16 (+7)	Int 2 (+0)
Wis 14 (+6)	Cha 10 (+4)
Alignment chaotic evil Languages -	
Note: Reffavored zombie cactus thrall. Added aquatic keyword and swim speed.	

Tainted Siren (H)	Level 8 Elite Controller
Medium shadow humanoid (aquatic)	XP 700
HP 168; Bloodied 84	Initiative +7
AC 22, Fortitude 18, Reflex 20, Will 22	Perception +13
Speed 6, swim 8	Darkvision
Immune disease, poison	
Saving Throws +2 (+4 against immobilized, restrained, and slowed);	
Action Points 1	
TRAITS	
Watery Body	
The siren ignores difficult terrain	
O Death's Embrace • Aura 5	
Any creature within the aura that fails a death saving throw takes damage equal to half its bloodied value.	
STANDARD ACTIONS	
m Dehydrating Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 2d8 + 7 necrotic damage, and the target takes a -2 penalty to all defenses until the end of the siren's next turn.	
m Water Blast • At-Will	
Attack: Melee 4 (one creatures); +11 vs. Reflex	
Hit: 1d10 + 7 damage, and the siren pushes the target 4 squares.	
M Double Attack • At-Will	
Effect: The siren makes two melee basic attacks.	
A Drown • Recharge 5 6	
Attack: Area burst 1 within 10 (enemies in burst); +11 vs. Reflex	
Hit: 2d8 + 9 damage, and the target is restrained (save ends).	
Insidious Mirage (illusion, zone) • Encounter	
Effect: The siren creates a zone in an area burst 4 within 10 squares that lasts until the end of the encounter. The zone is difficult terrain for enemies. When an enemy ends its turn within the zone, the siren can slide it 2 squares as a free action. The siren can move the zone 4 squares as a minor action.	
MINOR ACTIONS	
Deceptive Veil (illusion) • At-Will	
Effect: The siren can disguise itself to appear as any medium humanoid, usually a female of any race. The siren retains its statistics in its new form. Its clothing, armor, and other possessions do not change. A successful Insight check (opposed by the siren's Bluff check) pierces the disguise.	
Skills Bluff +14, Insight +13, Stealth +12	
Str 11 (+4)	Dex 17 (+7)
Con 12 (+5)	Int 10 (+4)
	Wis 18 (+8)
	Cha 20 (+9)
Alignment Chaotic Evil Languages Common, Elven	
Note: Re flavored sand bride. Re flavored Raven Queen's presence from catoblepas harbinger to death's embrace to simulate taint. Replaced burrow speed with swim speed.	

ENCOUNTER 1: THE CALL OF THE SIREN (AL 10)

2 Sodden Ghoul Wailers (G)	Level 10 Soldier
Medium natural humanoid (aquatic, undead)	XP 500
HP 103; Bloodied 51	Initiative +12
AC 26, Fortitude 22, Reflex 23, Will 20	Perception +6
Speed 6, climb 4, swim 8	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Regeneration	
The sodden ghoul wailer regains 5 hit points whenever he starts his turn and has at least 1 hit point. When the ghoul takes radiant damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
<i>Requirement:</i> The ghoul has no creature grabbed.	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage, and the target is grabbed (escape DC 20).	
M Lacedon Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature grabbed by the sodden ghoul wailer); +15 vs. AC	
<i>Hit:</i> 1d12 + 13 damage, and the target is dazed (save ends).	
M Rending Pounce • Recharge 4-6	
<i>Effect:</i> The sodden ghoul makes two claw attacks, each at -2 penalty to the attack roll. If both attacks hit the same target, the target is grabbed (escape DC 20), and it takes ongoing 5 damage (save ends).	
MINOR ACTIONS	
C Frightful Dirge (fear, psychic) • Encounter	
<i>Attack:</i> Close burst 2 (enemies in burst); +13 vs. Will	
<i>Hit:</i> The target takes ongoing 10 psychic damage (save ends).	
Skills Athletics +14, Stealth +15	
Str 19 (+9)	Dex 20 (+10)
Con 15 (+7)	Int 11 (+5)
Wis 12 (+6)	Cha 13 (+6)
Alignment chaotic evil Languages Common	
Note: Changed <i>frightful dirge</i> to lessen the control of the encounter.	

Zombie Seaweed (Z)	Level 10 Elite Lurker
Large undead magical beast (aquatic, plant)	XP 1000
HP 170; Bloodied 85	Initiative +11
AC 24, Fortitude 24, Reflex 22, Will 23	Perception +7
Speed 2, swim 6	Blindsight 10
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Tendril (necrotic) • At-Will	
<i>Attack:</i> Melee 3 (one creature); 15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage, and if the target is dominated by the seaweed, it also takes ongoing 10 necrotic damage (save ends).	
M Lashing Tendrils • At-Will	
<i>Effect:</i> The seaweed uses <i>tendril</i> twice, making each attack against a different target.	
C Dominating Kelp (charm, zone) • Recharge when seaweed uses <i>innocuous form</i>	
<i>Attack:</i> Close burst 3 (enemies in burst); +13 vs. Will	
<i>Hit:</i> The target is dominated (save ends). While at 0 hit points or fewer, the target cannot save against this power. When a creature dominated by the seaweed dies, it becomes a zombie seaweed thrall at the start of the zombie seaweed's next turn. The thrall acts immediately after the zombie seaweed. The slain humanoid cannot be raised until the thrall is destroyed.	
<i>Effect:</i> The burst creates a zone that lasts until the end of the seaweeds' next turn. Creatures dominated by the seaweed that are within the zone take a -5 penalty to saving throws against this	

power.		
Innocuous Form • At-Will		
<i>Effect:</i> The seaweed changes its form to resemble normal seaweed (DC 26 Nature check to notice the difference). While in this form, it gains resist 15 to all damage and regains 5 hit points whenever it starts its turn and has at least 1 hit point, and it can take no actions other than to revert to its normal form as a minor action.		
Skills Stealth +12		
Str 17 (+8)	Dex 15 (+7)	Wis 15 (+7)
Con 19 (+9)	Int 4 (+2)	Cha 17 (+8)
Alignment Unaligned Languages telepathy 10		
Note: Reffavored zombie cactus. Added aquatic and undead keyword and swim speed. Changed tremorsense to blindsight. Removed poison fruit trait (not fruit on seaweed).		

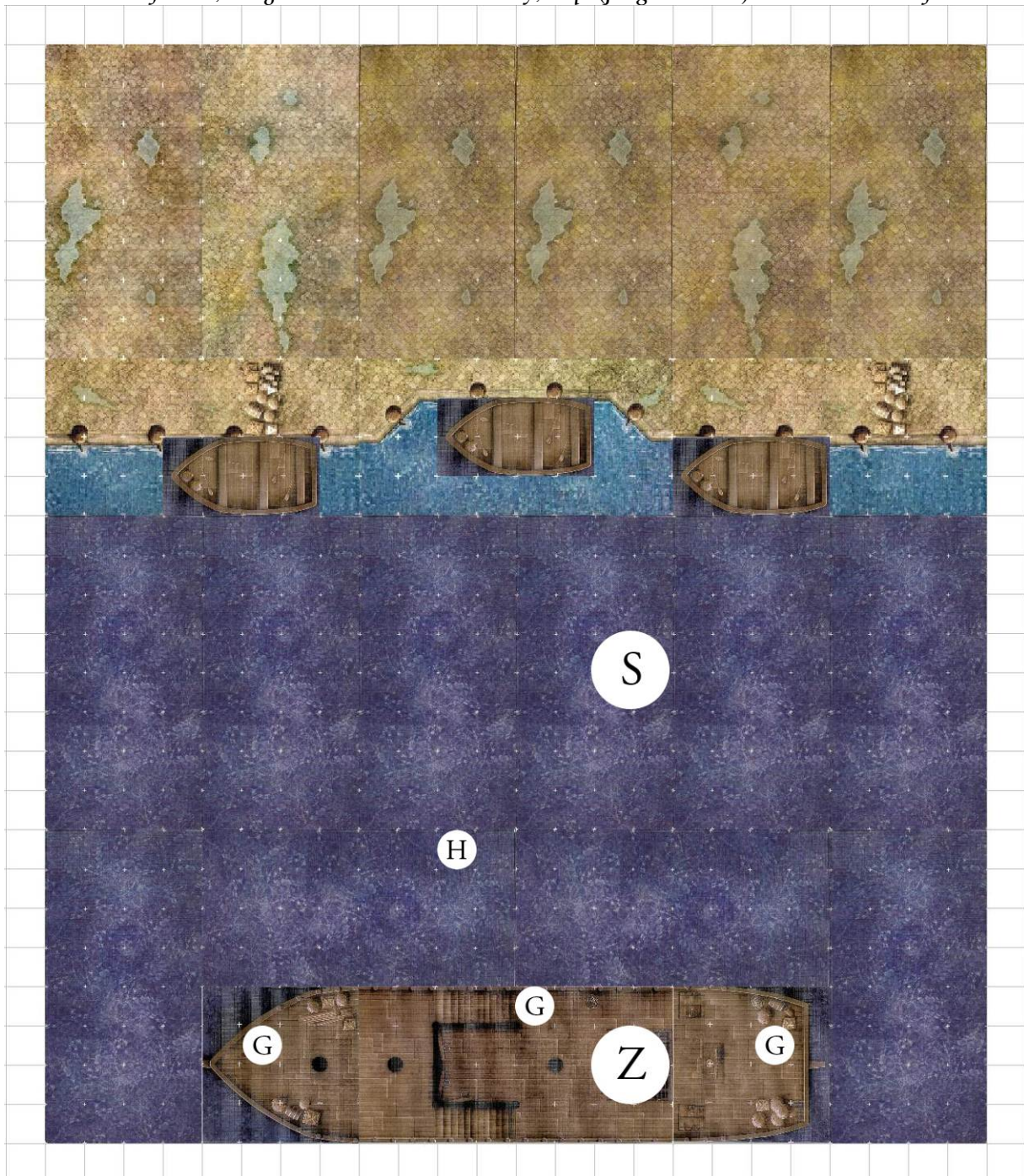
Zombie Seaweed Thrall (level 10)	Level 10 Minion Brute
Medium natural animate (aquatic, plant)	XP 0
HP 1; a missed attack never damages a minion	Initiative +7
AC 22, Fortitude 23, Reflex 22, Will 19	Perception +7
Speed 6, swim 6	
TRAITS	
Unhindered	
When the thrall moves, it pulls with it any creature grabbed by it. The creature remains grabbed, and the thrall does not provoke an opportunity attack from the grabbed creature.	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC	
<i>Hit:</i> 11 damage.	
M Tendril (necrotic) • At-Will	
<i>Requirement:</i> The thrall must not have a creature grabbed.	
<i>Attack:</i> Melee 1 (one creature); +13 vs. Reflex	
<i>Hit:</i> 11 damage and the thrall grabs the target (escape DC 18).	
TRIGGERED ACTIONS	
C Seaweed Burst (charm) • Encounter	
<i>Trigger:</i> The thrall drops to 0 hit points.	
<i>Attack (No Action):</i> Close burst 1 (enemies in the burst); +13 vs. Will	
<i>Hit:</i> The target is dominated as if by the zombie seaweed's <i>dominating kelp</i> (save ends).	
Str 20 (+10)	Dex 15 (+7)
Con 16 (+8)	Int 2 (+1)
Wis 14 (+7)	Cha 10 (+5)
Alignment chaotic evil Languages -	
Note: Reffavored zombie cactus thrall. Added aquatic keyword and swim speed.	

Tainted Siren (H)	Level 10 Elite Controller
Medium shadow humanoid (aquatic)	XP 1000
HP 200; Bloodied 100	Initiative +8
AC 24, Fortitude 20, Reflex 22, Will 24	Perception +14
Speed 6, swim 8	Darkvision
Immune disease, poison	
Saving Throws +2 (+4 against immobilized, restrained, and slowed);	
Action Points 1	
TRAITS	
Watery Body	
The siren ignores difficult terrain	
O Death's Embrace • Aura 5	
Any creature within the aura that fails a death saving throw takes damage equal to half its bloodied value.	
STANDARD ACTIONS	
m Dehydrating Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 2d8+ 9 necrotic damage, and the target takes a -2 penalty to all defenses until the end of the siren's next turn.	
m Water Blast • At-Will	
Attack: Melee 4 (one creatures); +13 vs. Reflex	
Hit: 2d10 + 4 damage, and the siren pushes the target 4 squares.	
M Double Attack • At-Will	
Effect: The siren makes two melee basic attacks.	
A Drown • Recharge 5 6	
Attack: Area burst 1 within 10 (enemies in burst); +13 vs. Reflex	
Hit: 3d10 + 10 damage, and the target is restrained (save ends).	
Insidious Mirage (illusion, zone) • Encounter	
Effect: The siren creates a zone in an area burst 4 within 10 squares that lasts until the end of the encounter. The zone is difficult terrain for enemies. When an enemy ends its turn within the zone, the siren can slide it 2 squares as a free action. The siren can move the zone 4 squares as a minor action.	
MINOR ACTIONS	
Deceptive Veil (illusion) • At-Will	
Effect: The siren can disguise itself to appear as any medium humanoid, usually a female of any race. The siren retains its statistics in its new form. Its clothing, armor, and other possessions do not change. A successful Insight check (opposed by the siren's Bluff check) pierces the disguise.	
Skills Bluff +15, Insight +14, Stealth +13	
Str 11 (+5)	Dex 17 (+8)
Con 12 (+6)	Int 10 (+5)
	Wis 18 (+9)
	Cha 20 (+10)
Alignment chaotic evil Languages Common, Elven	
Note: Re flavored sand bride. Re flavored Raven Queen's presence from catoblepas harbinger to death's embrace to simulate taint. Replaced burrow speed with swim speed.	

ENCOUNTER 1: THE CALL OF THE SIREN

TILE SETS NEEDED

DU7: Desert of Athas, Dungeon Tiles Master Set - the City, Ships (judge rewards) and DU2: Streets of Shadow



PCs start anywhere on the docks if they came from the embassy. Otherwise, they start anywhere on the ship.

H= tainted sea hag or siren S= shadow seaweed

G= sodden ghoul or wailer Z= zombie seaweed

ENCOUNTER 2: RACE TO THE RESCUE

ENCOUNTER LEVEL EQUAL TO THE AL

This starts a skill challenge with the PCs moving about the city with roaming undead and shadow creatures. They have opportunities to rescue various citizens along the way, but it makes it more difficult as they spend time and resources to do this.

SKILL CHALLENGE: RESCUING THE AMBASSADOR

Goal: Get the ambassador back safely to the ship.

Complexity: 2

Primary Skills: Varies by scene

Victory: The PCs save the ambassador (possibly others) and escape on ship.

Defeat: Not everyone makes it to safety.

PCs need to get the ambassador and escort him safely back to the ship. There are many others that also need help, but those scenes are completely optional.

Each optional scene completed increases the DCs for the rest of the skill challenge by 2, because the PCs are delaying their primary mission to help. In each optional scene, a PC can spend a healing surge to re-roll a failed check. With 5 or 6 PCs, each surge spend in a scene gives a +1 cumulative bonus to the re-roll. For 4 PCs, each surge gives a +2 cumulative bonus.

For a more detailed description of each NPC encountered in these scenes, see Appendix 2.

For each optional scene not attempted, describe the screams and horror of those left behind.

Note that when the PCs find the ambassador at the end of Scene 9 you should run Encounter 3 before returning to this skill challenge.

SCENE 1: MONSTERS, MONSTERS EVERYWHERE (GROUP CHECK)

Before you leave the docks, you are set upon by a mass of undead heading your way.

PC must attempt one of the following checks. Failures mean the loss of a healing surge in the battle. If the PCs are having an easy time, you can run the scene one or more times after any the required scenes.

Acrobatics [Moderate DC] (individual check)

The PC dodges the advancing undead horde.

Athletics [Moderate DC] (individual check)

The PC increases his speed to run by the monsters chasing them.

Endurance [Moderate DC] (individual check)

The PC bulldozes through the undead horde rolling with each hit only taking glancing blows from the monsters.

History or Streetwise [Moderate DC] (individual check)

Using the PC's knowledge of Urmslapyr, the character knows exactly where to go.

Any attack power that attacks multiple creatures [Special] (individual check)

The PC makes one attack against AC: AL+14 or other defenses: AL + 12. Any attacks such as turn undead that specifically targets undead eliminates all undead in the PCs path, so other PCs don't need to make a check for the interlude. Encounter powers are considered spent for the next encounter.

Any utility power [Special] (individual check)

Powers such as *arcane gate* allow all the PCs to automatically bypass the monsters. No other PC needs to make a check for the interlude.

Stealth [Moderate DC] (individual check)

The PC hides in shadows until the threat has passed.

Thievery [Moderate DC] (individual check)

The PC sets up traps that the unintelligent undead run right into.

SCENE 2: EVEN SHADAR-KAI NEED SAVING AT TIMES (OPTIONAL)

A group of shadar-kai soldiers wearing Netherese uniforms, presumably among those who have come to save the city, are being overrun by swarms of shadow bats pouring through rifts to the Shadowfell.

If the PCs succeed in helping the shadar-kai, the rest of the DCs in the skill challenge are increased by 2. However, the PCs do gain a +2 bonus in Scene 9 to their interactions with the guards at the Forbidden Zone.

Arcana [Moderate DC] (individual check)

The PC closes the rifts to the Shadowfell allowing the shadar-kai soldiers to finish off the remaining shadow bats without worrying about the unending horde of enemies.

SCENE 3: CAN'T WE JUST ALL GET ALONG (OPTIONAL)

At the edge of the dock district, a priestess of Umberlee blocks the gangplank to a ship, preventing the captain and crew from boarding. The priestess loudly insists that there are several visible signs of Umberlee that point towards it being unsafe for this ship to sail. Some of the sailors are nodding in agreement.

If the PCs succeed in helping the priestess and Captain Catos get his crew safely off to sea, the rest of the DCs in the skill challenge are increased by 2.

Religion [Moderate DC] (individual check)

The PC reminds the priestess that those signs are secondary only. The primary sign from Umberlee points to safe passage, but only if the ship departs now.

SCENE 4: TO THE EMBASSY (GROUP CHECK; ONE SUCCESS)

With the ship safely docked offshore and the watery threat neutralized, you must quickly get back to the embassy to retrieve the ambassador and his wife.

PCs from Urmlaspyr or who have played at least three of the other *Desolation* series mods get a +2 bonus on this group skill check due to the familiarity of the city. Each PC must make a check using one of the following skills. If at least half the characters in the group succeed, the group passes the check; if not, the group fails the check.

Endurance [Moderate DC]

Running every day has paid off as the PC does not even break a sweat pushing the rest to keep up.

History [Moderate DC]

The PC recalls the original layout of Urmlaspyr from before the shadow incursion and directs his or her companions along a shorter route to the embassy.

Perception [Moderate DC]

The PC looks ahead to find the most direct route to the embassy and leads the party in that direction.

Streetwise [Moderate DC]

The PC asks one of the few locals out on the street about the safest route to the embassy and finds a better way there. Any PC with the Story Award **CORE82 Honorary Citizen of Urmlaspyr** receives a +2 bonus to this check.

SCENE 5: REDEMPTION OF THIEVES (OPTIONAL)

As you make your way through the chaos that fills the city, you see a crew of pirates busily looting several buildings. Unbeknownst to them, several sword wraiths creep in the shadows nearby. In a few minutes nothing will remain of the pirates.

It is unlikely that you would be able to convince them to leave their plunder behind and leave the city without tricking them into it.

If the PCs succeed in helping Onyx and the rest of her pirate band safely off to sea, the rest of the DCs in the skill challenge are increased by 2.

Bluff [Moderate DC] (individual check)

The PC convinces the pirates to stop looting and leave, because the city is a very unsafe place to be.

SCENE 6: NO SUPPLIES LEFT BEHIND (OPTIONAL)

A group of merchants are loading their most valuable supplies into a cart to take to the docks. They refuse to leave their livelihood behind even as incorporeal shadow creatures swirl around the area, closing in on their prey.

If the PCs succeed in helping Shanariel and Casadryn, the rest of the DCs in the skill challenge are increased by 2.

Athletics [Moderate DC] (individual check)

The PC moves with speed in loading the carts with the valuables the merchants won't leave behind.

SCENE 7: KIDNAPPED AGAIN (GROUP CHECK; ONE SUCCESS)

Arriving at the embassy, you find it in disarray. By the looks of a recent struggle, there was a battle here - and the ambassador is nowhere in sight.

Once they get to the embassy, the PCs learn that the ambassador and his family have been kidnapped by a group of pro-Netheril extremists known as the Zealots of the Dark. The kidnappers have taken their captives to the Forbidden Zone.

Diplomacy [Moderate DC]

Talking to the remaining guards and staff, the PCs learn that the kidnappers talked about a hideout in the Forbidden Zone. One of the guards recognized the kidnappers as Zealots of the Dark, a group of pro-Netherese extremists whose goal is to embarrass Cormyr.

Heal [Moderate DC]

The PC tends to the wounds of the injured guards and they relay information about the kidnappers, a group of humans and shadar-kai from a faction called the Zealots of the Dark.

Insight [Moderate DC]

The ambassador was making notes in his ledger when the kidnappers burst into his office. He was able to leave a clue for his rescuers before he was dragged away. Examining the ledger, the PC sees what looks like an ink stain, but is actually the letters FZ (Forbidden Zone).

Perception [Moderate DC]

The PC picks up the trail of the kidnappers; it leads to a specific location in the Forbidden Zone.

SCENE 8: THIS IS MY HOME (OPTIONAL)

Screams pierce the air and you witness a scene that is both heroic and gruesome. A young lady quivers and wails in fear while an elderly man, too sickly to be out and about, shields the girl with his fragile body like a parent protecting his child.

In front of them, a shadar-kai warrior performs a dance of death as he swings his spiked chain as if it was an extension of his body, easily cutting down zombie after zombie, adding to the pile of decayed flesh that surrounds them for several feet. The zombie horde is too much to keep at bay and closes in until the warrior is forced to use fists and daggers. He is bloodied and it will soon be over as larger groups of zombies head their way.

If the PCs succeed in convincing Kesk, Xandos and Shanelle to leave, the rest of the DCs in the skill challenge are increased by 2.

Diplomacy [Moderate DC] (individual check)

The PC talks sense into Xandos, convincing him to evacuate the city because it is not safe anymore, for his daughter's sake if not his own. And that his house will not be worth anything when the Netherese take over.

SCENE 9: ENTERING THE FORBIDDEN ZONE (GROUP CHECK)

Despite the destruction spreading across the city, the tall walls around the Forbidden Zone are still intact with guards posted at the entrances.

The PCs have tracked the kidnappers to a specific place in the Forbidden Zone, but now must find a way in. They can find the weak point in the wall that the extremists used to get in, or if they have a Shade Coin they may

appeal to Erart Mirt, the Netherese ambassador at the nearby Netherese embassy. He can give them a key to one of the entrances to the zone for a price.

The PCs can also bribe the guards. A payment of at least AL x 10 gp grants one success towards the group check.

Athletics [Hard DC]

The PC climbs over the wall when the guards are not looking. A failure costs the PC a healing surge.

Bluff [Moderate DC]

The PC lies about being sent on a secret mission to the Forbidden Zone by the watch commander and the guards believe them.

Diplomacy [Moderate DC]

Talking nicely to the guards works, as the guards see the importance of the PCs' mission and want to help.

History [Hard DC]

The PC remembers a secret entrance that was put in when the wall was first constructed and has long been ignored.

Intimidate [Moderate DC]

The PC gives the guards "the look" that forces them to twitch nervously... and they decide the PC in front of them is scarier than the watch commander who is not currently here.

Shade Coin [automatic success for scene]

A PC with Story Award **CORE02 Shade Coin** or similar coins from other adventures can see the Netherese ambassador, Eras Mirt for a pass to get in.

Stealth [Moderate DC]

The PC sneaks past the guard and slips through the entrance.

At this point in the skill challenge, run Encounter 3.
The PCs have entered the Forbidden Zone and must now rescue the Ambassador. When you have completed Encounter 3, return here and continue with Scene 10 of the Skill Challenge.

SCENE 10: I CAN'T MOVE

The rescued ambassador is grateful, but is in no shape to travel. He has been beaten and his ankle is broken.

If the PCs did not succeed in healing the ambassador, the rest of the DCs in the skill challenge are increased by 2.

Heal [Moderate DC] (individual check)

The PC sets the broken ankle and makes a makeshift splint, so that moving at a normal pace is now possible.

SCENE 11: A SNACK OF CHILDREN (OPTIONAL)

A group of street urchins scream for help as a pack of hungry ghouls closes in on them. You see a tall, burly young man rush out of a blacksmith's shop wearing mismatched armor and wildly swinging one of the most deadly looking swords you have ever seen. He steps between the pack of hungry ghouls about to feast on the cornered orphans. As deadly as the sword may be, the skill of its user is not up to par. It is clear that this man is about to lose his life.

If the PCs succeed in saving Barkus and the orphans, the rest of the DCs in the skill challenge are increased by 2.

Endurance [Moderate DC] (individual check)

The PC moves in between the ghouls and the children to hold them off while Barkus ushers the children to safety.

SCENE 12: ESCAPE FROM URMLASPYR (GROUP CHECK, ONE SUCCESS)

For once, your brief time away in the Forbidden Zone felt more like a respite from the dire situation in the city. Some citizens are openly rioting while others flee in terror from the lurking shadows and rampaging undead. Time has become a commodity that you are surely running low on.

Athletics or Endurance [Moderate DC]

The PC shoves their way past rioters and debris in their way using their brute strength.

Acrobatics [Moderate DC]

The PC evades the advancing undead by performing acrobatic stunts across stairways, lamp posts, and low hanging balconies to evade their touch.

Dungeoneering [Moderate DC]

Seeing that the streets are too much of a hassle, the PC decides to take the scenic route and enters one manhole into the sewers and appears up from another. A PC who

has played SPEC4-5 gains a +2 bonus to this check for their familiarity with Urmlaspyr's sewer system.

Intimidate [Moderate DC]

Talking to these looters is a waste of time, so you simply step in their way and they soon realize that messing with you is a bad idea.

Perception [Moderate DC]

Despite the chaos, the PC manages to find a thinned path that allows them to avoid being trampled by rioting citizens or ripped apart by hungry shades.

Religion [Moderate DC]

Loudly speaking the prayers of your deity, you manage to calm those who wish to do injustice amid the chaos and they willingly part to allow your passage. A PC who is a divine class or a PC who worships Kelemvor or Amaunator gains a +2 bonus to this check.

Stealth [Easy DC]

It was not difficult hiding and moving in this mess. No one is really paying attention to you as they are more worried about their own lives.

ENDING THE ENCOUNTER

At the end of the skill challenge, whether or not the PCs were successful in Encounter 3, they arrive in the old docks district.

- If the PCs succeeded in scenes 1, 4, 7, 9 and 12, they gain a +5 initiative bonus in Encounter 4.
- If the PCs failed one scene, there is no change.
- If the PCs failed two scenes, the monsters gain a +5 initiative bonus in Encounter 4.
- If the PCs failed more than two scenes, there are many shadow monsters between them and their objective. Each PC loses one healing surge for each failure beyond two.

Once the PCs have completed all the scenes of the skill challenge and you have determined their overall success or failure, proceed to Encounter 4.

MILESTONE

As a whole, this skill challenge counts towards a milestone (which is awarded before Encounter 4 takes place). Note that there is no time for a short rest between the end of this encounter and the start of Encounter 4.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 3: SAVE THE AMBASSADOR, SAVE THE WORLD

ENCOUNTER LEVEL AL +1

CREATURES

This encounter includes the following creatures:

Erzoun (E)

1+ Zealot of the Dark outlaw veteran (D)

4 Zealots of the Dark cultist (C)

Shadow worg (S)

Ambassador Deskyr Thanterim (A)

SCALING THE ENCOUNTER

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

Four PCs: Subtract 16 hit points and apply a -1 penalty to all defenses, attacks, and damage rolls for Erzoun.

Six PCs: Add one zealot of the Dark outlaw veteran.

SETUP

The PCs track the extremists to their hideout in the Forbidden Zone and confront them. After defeating the extremists, the PCs rescue the ambassador and must make their way out of the city to the ship waiting at the docks.

After the PCs leave the hideout, one of the more powerful undead that has emerged from the recent activity, the Zombie Lord of Urmlaspyr, raises the extremists to add to his army.

Traveling through the Forbidden Zone is like traveling through a haunted city. The shadows and undead that roamed Urmlaspyr were nothing compared to the spooks that roam this pock-marked land of lifeless desolation.

You manage to negotiate the terrain and avoid the attention of the ever looming shadows to reach the location of the hideout established by the Zealots of the Dark. Two figures guard a bridge over a stream of dark waters. A few humans and a male shadar-kai stand around a tied and gagged Deskyr Thanterim gloating and laughing as they kick the helpless noble.

The apparent leader of these outlaws, a female shadar-kai, rides a large shadowy hound. The beast turns its glowing red eyes toward the smell of intruders and growls, catching the attention of the others.

FEATURES OF THE AREA

Illumination: Due to the growth of the shadow energies, the entire city is under a perpetual haze of dim light. Any light source the PCs bring automatically becomes dim light and its radius of illumination is reduced by half.

Dwarven Outpost: A building that is 15 feet in height made of solid stone walls. The two entrances are 10 feet high, big enough for the worg to fit through. The roof is made of old wood and unstable. Anyone who steps onto, lands, or teleports onto the roof must make an immediate Moderate DC Acrobatics check or fall through the roof taking 2d10 damage and landing prone. A PC trained in Acrobatics only takes 1d10 damage but still falls prone.

Stone Bridge: The bridge is sturdy and made of stone. It is 10 feet above the water. A Medium size or smaller creature gains a +2 bonus to saving throws to avoid being forced off the bridge into the ancient muck.

Ancient Muck Water: The water under the bridge is tainted. The water is shallow, counting as difficult terrain. Any creature that enters the ancient muck becomes slowed and takes 5 ongoing poison and necrotic damage (save ends) (10 ongoing at AL 6 and above). Any creature that falls into the muck or is knocked prone in the muck takes 2d6 poison and necrotic damage. The Zealots of the Dark are immune to the damaging effects of the muck but still treat it as difficult terrain.

Shadow Taint: The black walls that are not part of the Dwarven Outpost represent the desolation caused by Netheril's ancient mass destruction spells. These shadowy walls continue to billow smoke into the air and are considered obscuring terrain (-2 penalty to ranged attacks that pass through any square). Creatures that enter or end their turn in the shadow taint take 5 necrotic damage (10 necrotic damage at AL 6 and up). Creatures (including PCs) with the shadow power source or that have the shadow keyword are immune to these effects. Shadow creatures that enter the taint gain a +2 bonus to their next attack roll. All the Zealots of the Dark are considered shadow creatures for this purpose.

TACTICS

Erzoun starts the encounter mounted on the shadow worg and opens up with *witch's prophecy* on whoever is the most dangerous-looking PC, preferring to target the character who has the most Story Awards from previous *Desolation* Series adventures. After that she targets that PC and one other with *besshadowed mind*. Erzoun stays in the thick of things using *shadow jaunt* to take less damage

and *deep shadow* to force PCs to take different routes to her.

The outlaw veteran targets weaker PCs, but respects any verbal challenge a PC directs toward them. If marked, the outlaw veteran respects it and attempts to herd the PC into hazardous terrain with *mighty blow*.

If Erzoun dismounts or is forced to dismount, the shadow worg coordinates with the outlaw veteran, as it protects the hand that feeds it. It moves to provide flanking and attacks the same target as the veteran. When the worg moves, it tries to move through the taint to gather strength from the shadows before striking.

The Zealots of the Dark do not wish to kill the PCs, only knock them unconscious and sell them to the Shadovar. When the first cultist dies, read the following to describe what happens:

As the cultist dies, shadowy tendrils emerge from its body, hungrily embracing you, making it hard to move.

ENDING THE ENCOUNTER

If the PCs are successful, they rescue Deskyr Thanterim and his wife from the Zealots of the Dark and can take two short rests before having to leave the Forbidden Zone. (The ambassador's wife is tied up nearby, and she is not in danger in this scene unless the PCs are defeated.)

If the PCs did not kill the shadow worg, they can befriend it after the battle with a **Moderate DC Nature** check. Any PC with the Mounted Combat feat or who is a member of any class with the primal power source gets a +2 bonus to this check. The worg has one healing surge, and the PC can use it as a mount and/or companion character for the rest of the adventure.

If the PCs run away or are all knocked unconscious during this encounter, they are captured and sold to the Shadovar prior to Netheril moving into Urmlaspyr. See Conclusion for more details.

After the PCs leave, the zombie lord of Urmlaspyr raises the fallen extremists and adds them to his undead army.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs can befriend the shadow worg, which accompanies them for the rest of the adventure.

They also find the following at the hideout: at AL 4+ +2 *deathburst armor*, +1 *deathstalker weapon* (+2 at AL 6+), +1 *ghost mask ki focus* (+2 at AL 6+), and at AL 4+ +2 *talisman of terror*.

SHADOW WORG STATISTICS

Shadow Worg		Level 5 Brute
Large shadow magical beast (mount)		XP 200
HP 78; Bloodied 39		Initiative +3
AC 17, Fortitude 18, Reflex 17, Will 17		Perception +6
Speed 8		Darkvision
TRAITS		
O Frightful Shadows • Aura 1		
Enemies take a -1 penalty to attack rolls while in the aura		
Slavering Lunge (mount)		
When the worg rider rolls initiative, the worg can move up to half its speed as a free action.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d10 + 5 damage, and ongoing 5 damage (save ends)		
Str 15 (+4)	Dex 12 (+3)	Wis 9 (+1)
Con 18 (+6)	Int 2 (-2)	Cha 13 (+3)
Alignment unaligned		Languages -

Source: *Monster Vault: Threats to the Nentir Vale*, page 28.

ENCOUNTER 3: SAVE THE AMBASSADOR, SAVE THE WORLD (AL 2)

Erzoun (E)	Level 2 Elite Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 250
HP 72; Bloodied 36	Initiative +4
AC 16, Fortitude 12, Reflex 15, Will 14	Perception +3
Speed 6	Low-light vision
Saving Throw +2, Action Points 1	
TRAITS	
O Quickshadow Aura • Aura 5	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
m Blackfire Touch (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 2d6 + 5 fire and necrotic damage.	
Effect: Erzoun can slide the target 1 square.	
R Beshadowed Mind (necrotic, psychic) • At-Will	
Attack: Range 5 (one or two creatures); +5 vs. Will	
Hit: 2d6 + 5 necrotic and psychic damage, and the target cannot see more than 2 squares away from itself (save ends).	
R Witch's Prophecy (charm) • Recharge if the power misses	
Attack: Ranged 10 (one creature); +5 vs. Will	
Hit: Erzoun chooses an ally within 10 squares of her (the ally cannot be an elite or solo). The target is weakened when attacking any enemy other than the chosen ally. This effect last until the end of the encounter or until the chosen ally drops to 0 hit points.	
A Deep Shadow (necrotic, zone) • Recharge when first bloodied	
Effect: Area burst 1 within 10. The burst creates as zone that last until the end of Erzoun's next turn. The zone is difficult terrain for her enemies. Any enemy that enters the zone or ends its turn there takes 10 necrotic damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Erzoun teleports up to 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
Shadow Augury • Encounter	
Trigger: An attack hits Erzoun while she is bloodied.	
Effect (Immediate Interrupt): Shadow jaunt recharges, and Erzoun uses it.	
Skills Arcana +10, Religion +10	
Str 10 (+1)	Dex 16 (+4) Wis 15 (+3)
Con 12 (+2)	Int 17 (+5) Cha 16 (+4)
Alignment evil	Languages Common

4 Zealot of the Dark Cultist (C)	Level 3 Minion Controller
Medium natural humanoid (human)	XP 38
HP 1; a missed attack never damages a minion	Initiative +5
AC 17, Fortitude 18, Reflex 16, Will 13	Perception +1
Speed 5	Darkvision
STANDARD ACTIONS	
m Shadow Hammer • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
C Petrifying Shadows • At-Will	
Trigger: The Cultist drops to 0 hit points.	
Effect (No Action): Each enemy adjacent to the cultist is slowed (save ends).	
First Failed Saving Throw: The target is petrified (save ends).	
Str 21 (+7)	Dex 16 (+5) Wis 8 (+1)
Con 16 (+5)	Int 10 (+2) Cha 11 (+2)
Alignment evil	Languages Common
Equipment: leather armor, warhammer	

Note: Based on the earth cultist. Changed name of powers.

Zealot of the Dark Outlaw Veteran (D)	Level 2 Brute
Medium natural humanoid (human)	XP 125
HP 46; Bloodied 23	Initiative +5
AC 14, Fortitude 16, Reflex 14, Will 12	Perception +1
Speed 6	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 6 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 6 damage, and the veteran can push the target 1 square and then shift to a square the target vacated.	
M Swath of Death • Recharge if either attack misses	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
M Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +5 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +10, Stealth +7	
Str 19 (+5)	Dex 13 (+2) Wis 10 (+1)
Con 16 (+4)	Int 7 (+0) Cha 10 (+1)
Alignment evil	Languages Common
Equipment: studded leather, bastard sword	

Note: Based on the Raven Roost Outlaw Veteran. Added low-light vision due to prolong exposure to dim light living in Urmlapsyr.

Shadow Worg (S)	Level 2 Brute
Large shadow magical beast (mount)	XP 125
HP 48; Bloodied 24	Initiative +2
AC 14, Fortitude 15, Reflex 14, Will 14	Perception +5
Speed 8	Darkvision
TRAITS	
O Frightful Shadows • Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura	
Slavering Lunge (mount)	
When the worg rider rolls initiative, the worg can move up to half its speed as a free action.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and ongoing 5 damage (save ends).	
Str 15 (+3)	Dex 12 (+2) Wis 9 (+0)
Con 18 (+5)	Int 2 (-3) Cha 13 (+2)
Alignment evil	Languages -

Note: Re-flavored battle worg.

ENCOUNTER 3: SAVE THE AMBASSADOR, SAVE THE WORLD (AL 4)

Erzoun (E)	Level 4 Elite Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 350
HP 104; Bloodied 52	Initiative +5
AC 18, Fortitude 14, Reflex 17, Will 16	Perception +4
Speed 6	Low-light vision
Saving Throw +2, Action Points 1	
TRAITS	
O Quickshadow Aura • Aura 5	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
m Blackfire Touch (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 2d8 + 5 fire and necrotic damage.	
Effect: Erzoun can slide the target 1 square.	
R Beshadowed Mind (necrotic, psychic) • At-Will	
Attack: Range 5 (one or two creatures); +7 vs. Will	
Hit: 2d8 + 5 necrotic and psychic damage, and the target cannot see more than 2 squares away from itself (save ends).	
R Witch's Prophecy (charm) • Recharge if the power misses	
Attack: Ranged 10 (one creature); +7 vs. Will	
Hit: Erzoun chooses an ally within 10 squares of her (the ally cannot be an elite or solo). The target is weakened when attacking any enemy other than the chosen ally. This effect last until the end of the encounter or until the chosen ally drops to 0 hit points.	
A Deep Shadow (necrotic, zone) • Recharge when first bloodied	
Effect: Area burst 1 within 10. The burst creates as zone that last until the end of Erzoun's next turn. The zone is difficult terrain for her enemies. Any enemy that enters the zone or ends its turn there takes 10 necrotic damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Erzoun teleports up to 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
Shadow Augury • Encounter	
Trigger: An attack hits Erzoun while she is bloodied.	
Effect (Immediate Interrupt): Shadow jaunt recharges, and Erzoun uses it.	
Skills Arcana +11, Religion +11	
Str 10 (+2)	Dex 16 (+5) Wis 15 (+4)
Con 12 (+3)	Int 17 (+6) Cha 16 (+5)
Alignment Evil	Languages Common

4 Zealot of the Dark Cultist (C)	Level 5 Minion Controller
Medium natural humanoid (human)	XP 50
HP 1; a missed attack never damages a minion	Initiative +6
AC 19, Fortitude 20, Reflex 18, Will 15	Perception +2
Speed 5	Darkvision
STANDARD ACTIONS	
m Shadow Hammer • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 6 damage.	
C Petrifying Shadows • At-Will	
Trigger: The Cultist drops to 0 hit points.	
Effect (No Action): Each enemy adjacent to the cultist is slowed (save ends)	
First Failed Saving Throw: The target is petrified (save ends)	
Str 21 (+8)	Dex 16 (+6) Wis 8 (+2)
Con 16 (+6)	Int 10 (+3) Cha 11 (+3)
Alignment evil	Languages Common
Equipment: leather armor, warhammer	

Zealot of the Dark Outlaw Veteran (D)	Level 4 Brute
Medium natural humanoid (human)	XP 175
HP 66; Bloodied 33	Initiative +5
AC 16, Fortitude 18, Reflex 16, Will 14	Perception +2
Speed 6	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 6 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 6 damage, and the veteran can push the target 1 square and then shift to a square the target vacated.	
M Swath of Death • Recharge if either attack misses	
Effect: The veteran uses mighty blow twice.	
MINOR ACTIONS	
M Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +11, Stealth +8	
Str 19 (+6)	Dex 13 (+3) Wis 10 (+2)
Con 16 (+5)	Int 7 (+1) Cha 10 (+2)
Alignment evil	Languages Common
Equipment: studded leather, bastard sword	
Note: Added low-light vision due to prolong exposure to dim light living in Urmlapsyr.	

Shadow Worg (S)	Level 4 Brute
Large shadow magical beast (mount)	XP 175
HP 68; Bloodied 34	Initiative +2
AC 16, Fortitude 17, Reflex 16, Will 16	Perception +5
Speed 8	Darkvision
TRAITS	
O Frightful Shadows • Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura	
Slavering Lunge (mount)	
When the worg rider rolls initiative, the worg can move up to half it's speed as a free action.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends).	
Str 15 (+4)	Dex 12 (+3) Wis 9 (+1)
Con 18 (+6)	Int 2 (-2) Cha 13 (+3)
Alignment evil	Languages -
Note: Re-flavored battle worg.	

ENCOUNTER 3: SAVE THE AMBASSADOR, SAVE THE WORLD (AL 6)

Erzoun (E)	Level 6 Elite Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 500
HP 136; Bloodied 68	Initiative +6
AC 20, Fortitude 16, Reflex 19, Will 18	Perception +5
Speed 6	Low-light vision
Saving Throw +2, Action Points 1	
TRAITS	
O Quickshadow Aura • Aura 5	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
m Blackfire Touch (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 2d8 + 7 fire and necrotic damage.	
Effect: Erzoun can slide the target 1 square.	
R Beshadowed Mind (necrotic, psychic) • At-Will	
Attack: Range 5 (one or two creatures); +9 vs. Will	
Hit: 2d8 + 7 necrotic and psychic damage, and the target cannot see more than 2 squares away from itself (save ends).	
R Witch's Prophecy (charm) • Recharge if the power misses	
Attack: Ranged 10 (one creature); +9 vs. Will	
Hit: Erzoun chooses an ally within 10 squares of her (the ally cannot be an elite or solo). The target is weakened when attacking any enemy other than the chosen ally. This effect last until the end of the encounter or until the chosen ally drops to 0 hit points.	
A Deep Shadow (necrotic, zone) • Recharge when first bloodied	
Effect: Area burst 1 within 10. The burst creates as zone that last until the end of Erzoun's next turn. The zone is difficult terrain for her enemies. Any enemy that enters the zone or ends its turn there takes 10 necrotic damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Erzoun teleports up to 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
Shadow Augury • Encounter	
Trigger: An attack hits Erzoun while she is bloodied.	
Effect (Immediate Interrupt): Shadow jaunt recharges, and Erzoun uses it.	
Skills Arcana +12, Religion +12	
Str 10 (+3)	Dex 16 (+6) Wis 15 (+5)
Con 12 (+4)	Int 17 (+7) Cha 16 (+6)
Alignment evil Languages Common	

4 Zealot of the Dark Cultist (C)	Level 7 Minion Controller
Medium natural humanoid (human)	XP 75
HP 1; a missed attack never damages a minion	Initiative +7
AC 21, Fortitude 22, Reflex 20, Will 17	Perception +3
Speed 5	Darkvision
STANDARD ACTIONS	
m Shadow Hammer • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 7 damage.	
C Petrifying Shadows • At-Will	
Trigger: The Cultist drops to 0 hit points.	
Effect (No Action): Each enemy adjacent to the cultist is slowed (save ends)	
First Failed Saving Throw: The target is petrified (save ends)	
Str 21 (+9)	Dex 16 (+7) Wis 8 (+3)
Con 16 (+7)	Int 10 (+4) Cha 11 (+4)
Alignment evil Languages Common	
Equipment: leather armor, warhammer	

Zealot of the Dark Outlaw Veteran (D)	Level 6 Brute
Medium natural humanoid (human)	XP 250
HP 86; Bloodied 43	Initiative +6
AC 18, Fortitude 20, Reflex 18, Will 16	Perception +3
Speed 6	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 9 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 9 damage, and the veteran can push the target 1 square and then shift to a square the target vacated.	
M Swath of Death • Recharge if either attack misses	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
M Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +12, Stealth +9	
Str 19 (+7)	Dex 13 (+4) Wis 10 (+3)
Con 16 (+6)	Int 7 (+2) Cha 10 (+3)
Alignment evil Languages Common	
Equipment: studded leather, bastard sword	
Note: Added low-light vision due to prolong exposure to dim light living in Urmlapsyr.	

Shadow Worg (S)	Level 6 Brute
Large shadow magical beast (mount)	XP 250
HP 88; Bloodied 44	Initiative +4
AC 18, Fortitude 19, Reflex 18, Will 18	Perception +7
Speed 8	Darkvision
TRAITS	
O Frightful Shadows • Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura	
Slavering Lunge (mount)	
When the worg rider rolls initiative, the worg can move up to half it's speed as a free action.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and ongoing 5 damage (save ends).	
Str 15 (+5)	Dex 12 (+4) Wis 9 (+2)
Con 18 (+7)	Int 2 (-1) Cha 13 (+4)
Alignment evil Languages -	
Note: Reffavored battle worg.	

ENCOUNTER 3: SAVE THE AMBASSADOR, SAVE THE WORLD (AL 8)

Erzoun (E)	Level 8 Elite Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 700
HP 168; Bloodied 84	Initiative +7
AC 22, Fortitude 18, Reflex 21, Will 20	Perception +6
Speed 6	Low-light vision
Saving Throw +2, Action Points 1	
TRAITS	
O Quickshadow Aura • Aura 5	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
m Blackfire Touch (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 3d6 + 7 fire and necrotic damage.	
Effect: Erzoun can slide the target 1 square.	
R Beshadowed Mind (necrotic, psychic) • At-Will	
Attack: Range 5 (one or two creatures); +11 vs. Will	
Hit: 3d6 + 7 necrotic and psychic damage, and the target cannot see more than 2 squares away from itself (save ends).	
R Witch's Prophecy (charm) • Recharge if the power misses	
Attack: Ranged 10 (one creature); +11 vs. Will	
Hit: Erzoun chooses an ally within 10 squares of her (the ally cannot be an elite or solo). The target is weakened when attacking any enemy other than the chosen ally. This effect last until the end of the encounter or until the chosen ally drops to 0 hit points.	
A Deep Shadow (necrotic, zone) • Recharge when first bloodied	
Effect: Area burst 1 within 10. The burst creates as zone that last until the end of Erzoun's next turn. The zone is difficult terrain for her enemies. Any enemy that enters the zone or ends its turn there takes 10 necrotic damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Erzoun teleports up to 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
Shadow Augury • Encounter	
Trigger: An attack hits Erzoun while she is bloodied.	
Effect (Immediate Interrupt): Shadow jaunt recharges, and Erzoun uses it.	
Skills Arcana +13, Religion +13	
Str 10 (+4)	Dex 16 (+7) Wis 15 (+6)
Con 12 (+5)	Int 17 (+8) Cha 16 (+7)
Alignment evil Languages Common	

4 Zealot of the Dark Cultist (C)	Level 9 Minion Controller
Medium natural humanoid (human)	XP 100
HP 1; a missed attack never damages a minion	Initiative +8
AC 26, Fortitude 27, Reflex 25, Will 22	Perception +4
Speed 5	Darkvision
STANDARD ACTIONS	
m Shadow Hammer • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 8 damage.	
C Petrifying Shadows • At-Will	
Trigger: The Cultist drops to 0 hit points.	
Effect (No Action): Each enemy adjacent to the cultist is slowed (save ends).	
First Failed Saving Throw: The target is petrified (save ends).	
Str 21 (+10)	Dex 16 (+8) Wis 8 (+4)
Con 16 (+8)	Int 10 (+5) Cha 11 (+5)
Alignment evil Languages Common	
Equipment: leather armor, warhammer	

Zealot of the Dark Outlaw Veteran (D)	Level 8 Brute
Medium natural humanoid (human)	XP 350
HP 106; Bloodied 53	Initiative +7
AC 20, Fortitude 22, Reflex 20, Will 18	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 10 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 10 damage, and the veteran can push the target 1 square and then shift to a square the target vacated.	
M Swath of Death • Recharge if either attack misses	
Effect: The veteran uses mighty blow twice.	
MINOR ACTIONS	
M Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +13, Stealth +10	
Str 19 (+8)	Dex 13 (+5) Wis 10 (+4)
Con 16 (+7)	Int 7 (+3) Cha 10 (+4)
Alignment evil Languages Common	
Equipment: studded leather, bastard sword	
Note: Added low-light vision due to prolong exposure to dim light living in Urmlapsyr.	

Shadow Worg (S)	Level 8 Brute
Large shadow magical beast (mount)	XP 350
HP 108; Bloodied 54	Initiative +5
AC 20, Fortitude 21, Reflex 20, Will 20	Perception +8
Speed 8	Darkvision
TRAITS	
O Frightful Shadows • Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura	
Slavering Lunge (mount)	
When the worg rider rolls initiative, the worg can move up to half it's speed as a free action.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and ongoing 5 damage (save ends).	
Str 15 (+6)	Dex 12 (+5) Wis 9 (+3)
Con 18 (+8)	Int 2 (+0) Cha 13 (+5)
Alignment evil Languages -	
Note: Re-flavored battle worg.	

ENCOUNTER 3: SAVE THE AMBASSADOR, SAVE THE WORLD (AL 10)

Erzoun (level 10)	Level 10 Elite Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 1000
HP 200; Bloodied 100	Initiative +8
AC 24, Fortitude 20, Reflex 23, Will 22	Perception +7
Speed 6	Low-light vision
Saving Throw +2, Action Points 1	
TRAITS	
O Quickshadow Aura • Aura 5	
Any ally that shifts while in the aura can shift 1 additional square.	
STANDARD ACTIONS	
m Blackfire Touch (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 3d6 + 9 fire and necrotic damage.	
Effect: Erzoun can slide the target 1 square.	
R Beshadowed Mind (necrotic, psychic) • At-Will	
Attack: Range 5 (one or two creatures); +13 vs. Will	
Hit: 3d6 + 9 necrotic and psychic damage, and the target cannot see more than 2 squares away from itself (save ends).	
R Witch's Prophecy (charm) • Recharge if the power misses	
Attack: Ranged 10 (one creature); +13 vs. Will	
Hit: Erzoun chooses an ally within 10 squares of her (the ally cannot be an elite or solo). The target is weakened when attacking any enemy other than the chosen ally. This effect last until the end of the encounter or until the chosen ally drops to 0 hit points.	
A Deep Shadow (necrotic, zone) • Recharge when first bloodied	
Effect Area burst 1 within 10. The burst creates as zone that last until the end of Erzoun's next turn. The zone is difficult terrain for her enemies. Any enemy that enters the zone or ends its turn there takes 10 necrotic damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Erzoun teleports up to 3 squares and becomes insubstantial until the start of her next turn.	
TRIGGERED ACTIONS	
Shadow Augury • Encounter	
Trigger: An attack hits Erzoun while she is bloodied.	
Effect (Immediate Interrupt): Shadow jaunt recharges, and Erzoun uses it.	
Skills Arcana +14, Religion +14	
Str 10 (+5)	Dex 16 (+8) Wis 15 (+7)
Con 12 (+6)	Int 17 (+9) Cha 16 (+8)
Alignment evil	Languages Common

4 Zealot of the Dark Cultist (C)	Level 11 Minion Controller
Medium natural humanoid (human)	XP 150
HP 1; a missed attack never damages a minion	Initiative +9
AC 25, Fortitude 26, Reflex 24, Will 21	Perception +5
Speed 5	Darkvision
STANDARD ACTIONS	
m Shadow Hammer • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 9 damage.	
C Petrifying Shadows • At-Will	
Trigger: The Cultist drops to 0 hit points.	
Effect (No Action): Each enemy adjacent to the cultist is slowed (save ends).	
First Failed Saving Throw: The target is petrified (save ends).	
Str 21 (+11)	Dex 16 (+9) Wis 8 (+5)
Con 16 (+9)	Int 10 (+6) Cha 11 (+6)
Alignment evil	Languages Common
Equipment: leather armor, warhammer	

Zealot of the Dark Outlaw (D)	Level 10 Brute
Medium natural humanoid (human)	XP 500
HP 126; Bloodied 63	Initiative +8
AC 22, Fortitude 24, Reflex 22, Will 20	Perception +5
Speed 6	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 12 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 12 damage, and the veteran can push the target 1 square and then shift to a square the target vacated.	
M Swath of Death • Recharge if either attack misses	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
M Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +14, Stealth +11	
Str 19 (+9)	Dex 13 (+6) Wis 10 (+5)
Con 16 (+8)	Int 7 (+4) Cha 10 (+5)
Alignment evil	Languages Common
Equipment: studded leather, bastard sword	
Note: Added low-light vision due to prolong exposure to dim light living in Urmlapsyr.	

Shadow Worg (S)	Level 10 Brute
Large shadow magical beast (mount)	XP 500
HP 128; Bloodied 64	Initiative +6
AC 22, Fortitude 23, Reflex 22, Will 22	Perception +9
Speed 8	Darkvision
TRAITS	
O Frightful Shadows • Aura 1	
Enemies take a -1 penalty to attack rolls while in the aura.	
Slavering Lunge (mount)	
When the worg rider rolls initiative, the worg can move up to half it's speed as a free action.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage, and ongoing 5 damage (save ends).	
Str 15 (+7)	Dex 12 (+6) Wis 9 (+4)
Con 18 (+9)	Int 2 (+1) Cha 13 (+6)
Alignment Evil	Languages -
Note: Re flavored battle worg.	

ENCOUNTER 3: SAVE THE AMBASSADOR, SAVE THE WORLD

TILE SETS NEEDED

Dwarven Outpost poster map from the Vaults of the Underdark map pack



A= Ambassador Deskyr Thanterim C= Zealots of the Dark Cultist E= Erzoun
D= Zealots of the Dark Outlaw Veteran S= Shadow Worg

ENCOUNTER 4: BEFORE YOU LEAVE

ENCOUNTER LEVEL AL +2

CREATURES

This encounter includes the following creatures at AL 2 and AL 4:

- 1 infected zombie lord (L)
- 1 ashgaunt (A)
- 2 corpse of despair (D)
- 4 zombie shamblers (Z)

This encounter includes the following creatures at AL 6, AL 8 and AL 10:

- 1 zombie lord (L)
- 1 ashgaunt (A)
- 2 corpse of despair (D)
- 4 zombie shamblers (Z)

SCALING THE ENCOUNTER

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

- Four PCs: Remove 1 corpse of despair.
- Six PCs: Add 1 corpse of despair.

SETUP

As the PCs return to the dock district and the *Purple Rapier*, they face their final challenge; a zombie lord with his undead army, including the cultists the PCs so recently killed, stands in their way.

Signs of battles old and new scar the docks district of Urmiaspyr. Ships that were under construction or held in drydock for repairs have been torn to pieces, scraps of wood and metal littering the area. Bodies of the city guard, sailors of all nationalities, innocent citizens, and the invading undead all lie fallen on the field.

From the ruins of a destroyed warship, you see a large bloated pale creature rise. He holds an enormous cleaver and fork and salivates at his new found meal. He leads a procession of undead including a few of the cultists you so recently laid to rest.

FEATURES OF THE AREA

Illumination: Due to the growth of the shadow energies, the entire city is under a perpetual haze of dim light. This cannot be pierced by any means.

Wreckage: The victory areas outlined on the map are treated as blood rock for undead (these creatures score critical hits on a 19-20 when standing in such squares). All areas of wreckage are difficult terrain.

Broken Carts: These carts are filled with rotten fruit and are difficult terrain. Any living creature within 5 squares suffers a -1 penalty to attack rolls due to the nauseating fumes.

Ballista Carts: It costs an additional square of movement to climb onto the cart. There are 5 bolts of good ammunition per cart. *Attack:* AL +5 vs. AC; *Hit:* 2d8 + AL damage with a range of 15/30.

Chaotic Shadow Balls: These are 10 foot tall balls of chaotic energy. They block line of sight, but not line of effect. Any creature entering a ball suffers a random effect (roll a d4):

1. Shadows wrap around the creature enveloping it with protection. The creature gains resist 5 necrotic (or its necrotic resistance increases by 5) until the end of its next turn.
2. Shadowy energy pierces the mind of the creature. The creature is dazed until the end of its next turn.
3. Shadows empower the creature granting it 5 temporary hit points.
4. Shadows steal the life force of the creature causing it to lose a healing surge. Creatures that are not alive ignore this result.

Bodies: The bodies on the map are fallen undead and guards. They are difficult terrain. They are used by the ashgaunt to animate more minions. A character adjacent to a square containing bodies may make a **Moderate DC Religion check as a standard action, or a Hard DC Religion check as a move action**, to protect the bodies in that square from reanimating for the rest of the encounter. A PC may use a *life shroud* as a minor action for an automatic success.

TACTICS

The zombie shamblers use the ballista as much as possible. They replace each other when the current zombie shambler operating the ballista is killed and they are not engaged with the PCs.

The corpses of despair use *crushing despair* and focus on defending the ashgaunt and zombie lord.

The ashgaunt opens up with *wake the dead* and uses it every time it recharges. It will *claw* then use *life drain* on marked PCs.

The infected zombie lord wades into battle with *vomit* then spends its action point to *bite and clamp down* on a blinded PC. On a successful bite, he *chops off a piece*.

AL6/8/10: The zombie lord wades into battle with *slavering fury* then uses its action point to use *hungering maw*.

ENDING THE ENCOUNTER

After the battle, there are no more obstacles between the PCs and their ship. If the PCs fail, the Netherese army arrives to rescue them. Proceed with Encounter 5.

MILESTONE

This encounter counts towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: BEFORE YOU LEAVE (AL 2)

Infected Zombie (L)	Level 4 Elite Brute
Large natural animate (undead)	XP 350
HP 116; Bloodied 58	Initiative +5
AC 18, Fortitude 23, Reflex 16, Will 13	Perception +4
Speed 7, climb 7	Darkvision
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2; Action Points 1	

TRAITS
Zombie Vulnerability
The zombie lord takes an additional 20 points of damage on a critical hit.

STANDARD ACTIONS
m Bite and Clamp Down (necrotic) • At-Will
Attack: Melee 2 (one creature); +9 vs. AC
Hit: 2d8 + 6 damage, and the target is grabbed (escape DC 14). The zombie lord can only have one creature grabbed at a time.
Secondary attack: Melee 2 (one creature grabbed by the zombie lord); +5 vs. Fortitude
Hit: 1d10 + 6 necrotic damage.

C Vomit (acid, necrotic) • Recharge 4-6
Attack: Close blast 3 (creatures in blast); +7 vs. Reflex
Hit: 1d8 + 5 acid and necrotic damage, and the target is blinded (save ends).

MINOR ACTIONS
M Chop Off A Piece (weapon) • At-Will
Attack: Melee 2 (one creature grabbed by the zombie); +7 vs. AC
Hit: 2d8 + 6 damage, and the target contracts zombie plague (-1 penalty to attack and defenses for the rest of the encounter) and is no longer grabbed. The penalty is not cumulative.

TRIGGERED ACTIONS
Death's Hunger (healing) • At-Will
Trigger: An adjacent enemy is reduced to 0 hit points or fewer.
Effect (No Action): The zombie lord is dazed and can only make coup de grace attacks against the triggering creature until the triggering creature is dead or the zombie lord is attacked. Each time the zombie lord hits the triggering creature with a coup de grace, it regains 10 hit points.

Str 22 (+8)	Dex 20 (+7)	Wis 15(+4)
Con 18 (+4)	Int 5 (-1)	Cha 11 (+2)
Alignment evil		Languages Common
Equipment cleaver		

Note: Based on Offalian from *Open Grave*. Added infected zombie template from *Open Grave*. Made it -1 to attacks and defenses. Removed mindless attacker. Changed *infectious bite* to *chop off a piece* as a minor action and made *clamp down* part of bite.

Ashgaunt (A)	Level 2 Soldier (Leader)
Medium natural humanoid (undead)	XP 125
HP 42; Bloodied 21	Initiative +6
AC 18, Fortitude 19, Reflex 15, Will 15	Perception +2
Speed 6	Darkvision
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant	

TRAITS
O Grave Masters • Aura 5
Each undead ally within the aura gains a +2 bonus to attack rolls and to all defenses.

STANDARD ACTIONS
m Claw (necrotic) • At-Will
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d8 + 5 necrotic damage, and the target is marked until the end

of the ashgaunt's next turn.
M Life Drain (healing, necrotic) • At-Will
Attack: Melee 1 (one creature); +5 vs. Fortitude
Hit: 1d8 + 5 necrotic damage and the ashgaunt regains 5 hit points; if the target is marked, it is immobilized (save ends).

MINOR ACTIONS
R Wake the Dead (necrotic) • Recharge 5-6
Effect: Ranged 20 (targets up to 4 undead creatures reduced to 0 hit points within range); The targets become zombie shamblers which fight on the behest of the ashgaunt until the end of the encounter or for 5 minutes, whichever comes first. The zombie shamblers rise as a free action, and acts after the ashgaunt in the initiative order.

Str 20 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 18 (+5)	Int 16 (+4)	Cha 20 (+6)
Alignment chaotic evil		Languages Abyssal, Common

Corpse of Despair (D)	Level 2 Brute
Medium natural animate (undead)	XP 150
HP 46; Bloodied 23	Initiative +1
AC 14, Fortitude 15, Reflex 14, Will 14	Perception +2
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	

TRAITS
Death of Hope (psychic)
A dazed target hit by the corpse of despair also takes ongoing 5 psychic (save ends).

STANDARD ACTIONS
m Slam • At-Will
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d10 + 6 damage.

M Crushing Despair • At-Will
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d10 + 6 damage, and the target is dazed (save ends).

Str 19 (+5)	Dex 10 (+1)	Wis 13 (+2)
Con 16 (+4)	Int 2 (-3)	Cha 1 (-2)
Alignment unaligned		Languages -

Note: Changed attack bonus and defense to level appropriate brute.

4 Zombie Shamblers (Z)	Level 3 Minion Brute
Medium natural animate (undead)	XP 38
HP 1; a missed attack never damages a minion	Initiative +1
AC 15, Fortitude 16, Reflex 13, Will 13	Perception +1
Speed 4	Darkvision
Immune disease, poison	

STANDARD ACTIONS
m Slam • At-Will
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 6 damage.

TRIGGERED ACTIONS
Deathless Hunger • Encounter
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 18 (+5)	Dex 8 (+0)	Wis 8 (+0)
Con 15 (+3)	Int 1 (-4)	Cha 3 (-3)
Alignment unaligned		Languages -

ENCOUNTER 4: BEFORE YOU LEAVE (AL 4)

Infected Zombie (L)	Level 6 Elite Brute
Large natural animate (undead)	XP 500
HP 160; Bloodied 80	Initiative +6
AC 20, Fortitude 25, Reflex 18, Will 15	Perception +5
Speed 7, climb 7	Darkvision
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2; Action Points 1	

TRAITS

Zombie Vulnerability

The zombie lord takes an additional 20 points of damage on a critical hit.

STANDARD ACTIONS

m **Bite and Clamp Down** (necrotic) • **At-Will**

Attack: Melee 2 (one creature); +11 vs. AC
Hit: 2d8 + 9 damage, and the target is grabbed (escape DC 15). The zombie lord can only have one creature grabbed at a time.
Secondary attack: Melee 2 (one creature grabbed by the zombie lord); +7 vs. Fortitude
Hit: 2d8 + 6 necrotic damage.

C **Vomit** (acid, necrotic) • **Recharge 4-6**

Attack: Close blast 3 (creatures in blast); +9 vs. Reflex
Hit: 2d6 + 7 acid and necrotic damage, and the target is blinded (save ends).

MINOR ACTIONS

M **Chop Off A Piece** (weapon) • **At-Will**

Attack: Melee 2 (one creature grabbed by the zombie); +9 vs. AC
Hit: 2d8 + 9 damage, and the target contracts zombie plague (-1 penalty to attack and defenses for the rest of the encounter) and is no longer grabbed. The penalty is not cumulative.

TRIGGERED ACTIONS

Death's Hunger (healing) • **At-Will**

Trigger: An adjacent enemy is reduced to 0 hit points or fewer.
Effect (no action): The zombie lord is dazed and can only make coup de grace attacks against the triggering creature until the triggering creature is dead or the zombie lord is attacked. Each time the zombie lord hits the triggering creature with a coup de grace, it regains 10 hit points.

Str 22 (+9) Dex 20 (+8) Wis 15(+5)
Con 18 (+3) Int 5 (+0) Cha 11 (+3)

Alignment evil **Languages** Common

Equipment cleaver

Note: Based on Offalian. Added infected zombie template from *Open Grave*. Made it -1 to attacks and defenses. Removed *mindless attacker*. Changed *infectious bite* to *chop off a piece* as a minor action and made *clamp down* part of bite.

Ashgaunt (A)	Level 4 Soldier (Leader)
Medium natural humanoid (undead)	XP 175
HP 68; Bloodied 34	Initiative +6
AC 22, Fortitude 21, Reflex 17, Will 17	Perception +2
Speed 6	Darkvision
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant	

TRAITS

O **Grave Masters** • **Aura 5**

Each undead ally within the aura gains a +2 bonus to attack rolls and to all defenses.

STANDARD ACTIONS

m **Claw** (necrotic) • **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d6 + 5 necrotic damage, and the target is marked until the end of the ashgaunt's next turn.

M **Life Drain** (healing, necrotic) • **At-Will**

Attack: Melee 1 (one creature); +9 vs. Fortitude
Hit: 2d6 + 5 necrotic damage and the ashgaunt regains 5 hit points; if the target is marked, it is immobilized (save ends).

MINOR ACTIONS

R **Wake the Dead** (necrotic) • **Recharge 5-6**

Effect: Ranged 20 (targets up to 4 undead creatures reduced to 0 hit points within range); The targets become zombie shamblers which fight on the behalf of the ashgaunt until the end of the encounter or for 5 minutes, whichever comes first. The zombie shamblers rise as a free action, and acts after the ashgaunt in the initiative order.

Str 20 (+5) Dex 15 (+4) Wis 12 (+3)
Con 18 (+6) Int 16 (+5) Cha 20 (+7)

Alignment chaotic evil **Languages** Abyssal, Common

Corpse of Despair (D)	Level 4 Brute
Medium natural animate (undead)	XP 150
HP 66; Bloodied 33	Initiative +2
AC 16, Fortitude 17, Reflex 16, Will 16	Perception +3
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	

TRAITS

Death of Hope (psychic)

A dazed target hit by the corpse of despair also takes ongoing 5 psychic (save ends).

STANDARD ACTIONS

m **Slam** • **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d8 + 6 damage.

M **Crushing Despair** • **At-Will**

Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d8 + 6 damage, and the target is dazed (save ends).

Str 19 (+6) Dex 10 (+2) Wis 13 (+3)
Con 16 (+5) Int 2 (-2) Cha 1 (-1)

Alignment unaligned **Languages** -

Note: Changed attack bonus and defense to level appropriate brute stats.

4 Zombie Shamblers (Z)	Level 5 Minion Brute
Medium natural animate (undead)	XP 50
HP 1; a missed attack never damages a minion	Initiative +0
AC 17, Fortitude 18, Reflex 15, Will 15	Perception +0
Speed 4	Darkvision
Immune disease, poison	

STANDARD ACTIONS

m **Slam** • **At-Will**

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 8 damage.

TRIGGERED ACTIONS

Deathless Hunger • **Encounter**

Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

Str 18 (+6) Dex 8 (+1) Wis 8 (+1)
Con 15 (+4) Int 1 (-3) Cha 3 (-2)

Alignment unaligned **Languages**

ENCOUNTER 4: BEFORE YOU LEAVE (AL 6)

Zombie Lord (L)		Level 8 Elite Brute
Large natural animate (undead)		XP 700
HP 222; Bloodied 111		Initiative +3
AC 22, Fortitude 22, Reflex 20, Will 20		Perception +3
Speed 4		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Cleaver (weapon) • At-Will		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 3d6 + 10 damage, and the target is pushed 2 squares.		
M Fork • At-Will		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 3d6 + 10 damage, and the target is grabbed (escape DC 16).		
M Slaver's Fury • At-Will		
Effect: The zombie lord makes a <i>cleaver</i> and <i>fork</i> attack against different targets.		
M Hungering Maw • At-Will		
Attack: Melee 2 (one medium sized or smaller creature grabbed by the zombie lord); +11 vs. Fortitude		
Hit: The target is swallowed (escape DC 16) and restrained (escape ends) and takes 10 necrotic damage when it starts its turn swallowed. A swallowed creature can only make melee or close attacks and has line of effect and line of sight only to the zombie lord. Acrobatics and Athletics checks to escape suffer a -5 penalty.		
TRIGGERED ACTIONS		
Rupture • Encounter		
Trigger: The zombie lord is reduced to 0 hit points or fewer.		
Effect (No Action): Four zombie shamblers appear in the zombie lord's space. They take their turn immediately after the zombie lord is reduced to 0 hit points. Swallowed creatures are released into the nearest unoccupied square.		
Str 23 (+10)	Dex 8 (+3)	Wis 8 (+3)
Con 21 (+9)	Int 1 (-1)	Cha 2 (+0)
Alignment evil		Languages Common
Equipment cleaver, fork		
Note: Upgraded defenses to brute appropriate.		

Ashgaunt (A)		Level 6 Soldier (Leader)
Medium natural humanoid (undead)		XP 250
HP 84; Bloodied 42		Initiative +7
AC 24, Fortitude 23, Reflex 19, Will 19		Perception +3
Speed 6		Darkvision
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
TRAITS		
O Grave Masters • Aura 5		
Each undead ally within the aura gains a +2 bonus to attack rolls and to all defenses.		
STANDARD ACTIONS		
m Claw (necrotic) • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 7 necrotic damage, and the target is marked until the end of the ashgaunt's next turn.		
M Life Drain (healing, necrotic) • At-Will		
Attack: Melee 1 (one creature); +9 vs. Fortitude		
Hit: 2d6 + 7 necrotic damage and the ashgaunt regains 5 hit points; if the target is marked, it also loses 1 healing surge and is immobilized (save ends). If the target has no healing surges, the attack does extra damage equal to the target's healing surge value.		

MINOR ACTIONS		
R Wake the Dead (necrotic) • Recharge 5-6		
Effect: Ranged 20 (targets up to 4 undead creatures reduced to 0 hit points within range); The targets become zombie shamblers which fight on the behest of the ashgaunt until the end of the encounter or for 5 minutes, whichever comes first. The zombie shamblers rise as a free action, and acts after the ashgaunt in the initiative order.		
Str 20 (+6)	Dex 15 (+5)	Wis 12 (+4)
Con 18 (+7)	Int 16 (+6)	Cha 20 (+8)
Alignment chaotic evil		Languages Abyssal, Common

Corpse of Despair (D)		Level 6 Brute
Medium natural animate (undead)		XP 250
HP 86; Bloodied 43		Initiative +3
AC 18, Fortitude 19, Reflex 18, Will 18		Perception +4
Speed 4		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
TRAITS		
Death of Hope (psychic)		
A dazed target hit by the corpse of despair also takes ongoing 5 psychic (save ends).		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 9 damage.		
M Crushing Despair • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 9 damage, and the target is dazed (save ends).		
Str 19 (+7)	Dex 10 (+3)	Wis 13 (+4)
Con 16 (+6)	Int 2 (-1)	Cha 1 (-2)
Alignment unaligned		Languages -
Note: Changed attack bonus and defense to level appropriate brute stats.		

4 Zombie Shamblers (Z)		Level 7 Minion Brute
Medium natural animate (undead)		XP 75
HP 1; a missed attack never damages a minion		Initiative +1
AC 19, Fortitude 20, Reflex 17, Will 17		Perception +1
Speed 4		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 9 damage.		
TRIGGERED ACTIONS		
Deathless Hunger • Encounter		
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.		
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.		
Str 18 (+6)	Dex 8 (+1)	Wis 8 (+1)
Con 15 (+4)	Int 1 (-3)	Cha 3 (-2)
Alignment unaligned		Languages -

ENCOUNTER 4: BEFORE YOU LEAVE (AL 8)

Zombie Lord (L)		Level 10 Elite Brute
Large natural animate (undead)		XP 1000
HP 262; Bloodied 131		Initiative +4
AC 24, Fortitude 24, Reflex 22, Will 22		Perception +4
Speed 4		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Cleaver (weapon) • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 3d6 + 12 damage, and the target is pushed 2 squares.		
M Fork • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 3d6 + 12 damage, and the target is grabbed (escape DC 18).		
M Slavering Fury • At-Will		
Effect: The zombie lord makes a cleaver and fork attack against different targets.		
M Hungering Maw • At-Will		
Attack: Melee 2 (one medium sized or smaller creature grabbed by the zombie lord); +13 vs. Fortitude		
Hit: The target is swallowed (escape DC 18) and restrained (escape ends) and takes 10 necrotic damage when it starts its turn swallowed. A swallowed creature can only make melee or close attacks and has line of effect and line of sight only to the zombie lord. Acrobatics and Athletics checks to escape suffer a -5 penalty.		
TRIGGERED ACTIONS		
Rupture • Encounter		
Trigger: The zombie lord is reduced to 0 hit points or fewer.		
Effect (No Action): Four zombie shamblers appear in the zombie lord's space. They take their turn immediately after the zombie lord is reduced to 0 hit points. Swallowed creatures are released into the nearest unoccupied square.		
Str 23 (+11)	Dex 8 (+4)	Wis 8 (+4)
Con 21 (+10)	Int 1 (+0)	Cha 2 (+1)
Alignment chaotic evil		Languages Common
Equipment cleaver, fork		
Note: Upgraded defenses to brute appropriate.		

Ashgaunt (A)		Level 8 Soldier (Leader)
Medium natural humanoid (undead)		XP 350
HP 100; Bloodied 50		Initiative +8
AC 26, Fortitude 25, Reflex 21, Will 21		Perception +4
Speed 6		Darkvision
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
TRAITS		
O Grave Masters • Aura 5		
Each undead ally within the aura gains a +2 bonus to attack rolls and to all defenses, +4 if the ashgaunt created the creature with its wake the dead ability.		
STANDARD ACTIONS		
m Claw (necrotic) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 necrotic damage, and the target is marked until the end of the ashgaunt's next turn.		
M Life Drain (healing, necrotic) • At-Will		
Attack: Melee 1 (one creature); +11 vs. Fortitude		
Hit: 2d8 + 7 necrotic damage and the ashgaunt regains 5 hit points; if the target is marked, it also loses 1 healing surge and is immobilized (save ends). If the target has no healing surges, the attack does extra damage equal to the target's healing surge value.		

MINOR ACTIONS		
R Wake the Dead (necrotic) • Recharge 5-6		
Effect: Ranged 20 (targets up to 4 undead creatures reduced to 0 hit points within range); The targets become zombie shamblers which fight on the behest of the ashgaunt until the end of the encounter or for 5 minutes, whichever comes first. The zombie shamblers rise as a free action, and acts after the ashgaunt in the initiative order.		
Str 20 (+7)	Dex 15 (+6)	Wis 12 (+5)
Con 18 (+8)	Int 16 (+7)	Cha 20 (+9)
Alignment chaotic evil		Languages Abyssal, Common

Corpse of Despair (D)		Level 8 Brute
Medium natural animate (undead)		XP 350
HP 106; Bloodied 53		Initiative +4
AC 20, Fortitude 21, Reflex 20, Will 20		Perception +5
Speed 4		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
TRAITS		
Death of Hope (psychic)		
A dazed target hit by the corpse of despair also takes ongoing 5 psychic (save ends).		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 3d6 + 10 damage.		
M Crushing Despair • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 3d6 + 10 damage, and the target is dazed (save ends).		
Str 19 (+8)	Dex 10 (+4)	Wis 13 (+5)
Con 16 (+7)	Int 2 (+0)	Cha 1 (-1)
Alignment unaligned		Languages -
Note: Changed attack bonus and defense to level appropriate brute stats.		

4 Zombie Shamblers (Z)		Level 9 Minion Brute
Medium natural animate (undead)		XP 100
HP 1; a missed attack never damages a minion		Initiative +2
AC 21, Fortitude 22, Reflex 19, Will 19		Perception +2
Speed 4		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 10 damage.		
TRIGGERED ACTIONS		
Deathless Hunger • Encounter		
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.		
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.		
Str 18 (+7)	Dex 8 (+2)	Wis 8 (+2)
Con 15 (+5)	Int 1 (-2)	Cha 3 (-1)
Alignment unaligned		Languages -

ENCOUNTER 4: BEFORE YOU LEAVE (AL 10)

Zombie Lord (L)		Level 12 Elite Brute
Large natural animate (undead)		XP 1400
HP 302; Bloodied 151		Initiative +5
AC 26, Fortitude 26, Reflex 24, Will 24		Perception +5
Speed 4		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Cleaver (weapon) • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 3d8 + 13 damage, and the target is pushed 2 squares.		
M Fork • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 3d8 + 13 damage, and the target is grabbed (escape DC 20).		
M Slaving Fury • At-Will		
Effect: The zombie lord makes a cleaver and fork attack against different targets.		
M Hungering Maw • At-Will		
Attack: Melee 2 (one medium sized or smaller creature grabbed by the zombie lord); +15 vs. Fortitude		
Hit: The target is swallowed (escape DC 20) and restrained (escape ends) and takes 10 necrotic damage when it starts its turn swallowed. A swallowed creature can only make melee or close attacks and has line of effect and line of sight only to the zombie lord. Acrobatics and Athletics checks to escape suffer a -5 penalty.		
TRIGGERED ACTIONS		
Rupture • Encounter		
Trigger: The zombie lord is reduced to 0 hit points or fewer.		
Effect (No Action): Four zombie shamblers appear in the zombie lord's space. They take their turn immediately after the zombie lord is reduced to 0 hit points. Swallowed creatures are released into the nearest unoccupied square.		
Str 23 (+12)	Dex 8 (+5)	Wis 8 (+5)
Con 21 (+11)	Int 1 (+1)	Cha 2 (+2)
Alignment chaotic evil		Languages Common
Equipment cleaver, fork		
Note: Upgraded defenses to brute appropriate.		

Ashgaunt (A)		Level 10 Soldier (Leader)
Medium natural humanoid (undead)		XP 500
HP 116; Bloodied 58		Initiative +9
AC 28, Fortitude 27, Reflex 23, Will 23		Perception +5
Speed 6		Darkvision
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant		
TRAITS		
O Grave Masters • Aura 5		
Each undead ally within the aura gains a +2 bonus to attack rolls and to all defenses, +4 if the ashgaunt created the creature with its wake the dead ability.		
STANDARD ACTIONS		
m Claw (necrotic) • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d8 + 9 necrotic damage, and the target is marked until the end of the ashgaunt's next turn.		
M Life Drain (healing, necrotic) • At-Will		
Attack: Melee 1 (one creature); +13 vs. Fortitude		
Hit: 2d8 + 9 necrotic damage and the ashgaunt regains 5 hit points; if the target is marked, it also loses 1 healing surge and is immobilized (save ends). If the target has no healing surges, the attack does extra damage equal to the target's healing surge value.		

MINOR ACTIONS		
R Wake the Dead (necrotic) • Recharge 5-6		
Effect: Ranged 20 (targets up to 4 undead creatures reduced to 0 hit points within range); The targets become zombie shamblers which fight on the behest of the ashgaunt until the end of the encounter or for 5 minutes, whichever comes first. The zombie shamblers rise as a free action, and acts after the ashgaunt in the initiative order.		
Str 20 (+8)	Dex 15 (+7)	Wis 12 (+6)
Con 18 (+9)	Int 16 (+8)	Cha 20 (+10)
Alignment chaotic evil		Languages Abyssal, Common

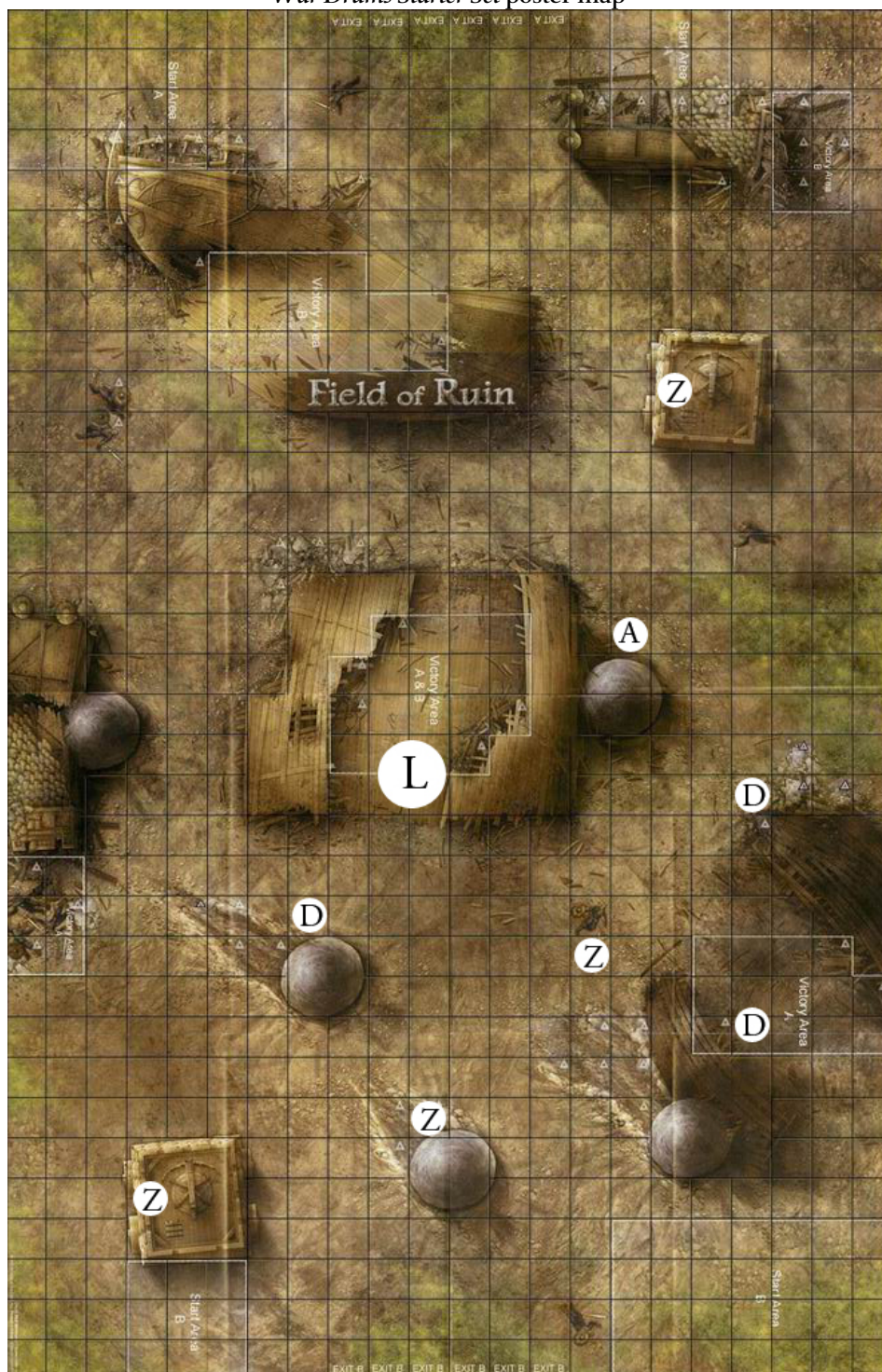
Corpse of Despair (D)		Level 10 Brute
Medium natural animate (undead)		XP 500
HP 126; Bloodied 63		Initiative +5
AC 22, Fortitude 23, Reflex 22, Will 22		Perception +6
Speed 4		Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
TRAITS		
Death of Hope (psychic)		
A dazed target hit by the corpse of despair also takes ongoing 5 psychic (save ends).		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 3d6 + 12 damage.		
M Crushing Despair • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 3d6 + 12 damage, and the target is dazed (save ends).		
Str 19 (+9)	Dex 10 (+5)	Wis 13 (+6)
Con 16 (+8)	Int 2 (+1)	Cha 1 (+0)
Alignment unaligned		Languages -
Note: Changed attack bonus and defense to level appropriate brute stats.		

4 Zombie Shamblers (Z)		Level 11 Minion Brute
Medium natural animate (undead)		XP 150
HP 1; a missed attack never damages a minion		Initiative +3
AC 23, Fortitude 24, Reflex 21, Will 21		Perception +3
Speed 4		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 11 damage.		
TRIGGERED ACTIONS		
Deathless Hunger • Encounter		
Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.		
Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.		
Str 18 (+8)	Dex 8 (+3)	Wis 8 (+3)
Con 15 (+6)	Int 1 (-1)	Cha 3 (+0)
Alignment unaligned		Languages -

ENCOUNTER 4: BEFORE YOU LEAVE

TILE SETS NEEDED

War Drums Starter Set poster map



PCs start in Start Area B

A= ashgaunt

D= corpse of despair

Z= zombie shambler

L= zombie lord

ENCOUNTER 5: THE FATE OF URMLASPYR

CONCLUDING THE ADVENTURE

The PCs leave Urmlaspyr. The city is now in the hands of the Netherese Empire, but with the assistance of Cormyr, the PCs might be asked to help take back the city in the future.

IF THE PCs SUCCESSFULLY SAVED DESKYR THANTERIM
From the deck of the Purple Rapier, one could not mistake the sights and sounds of arcane magic being launched into the city of Urmlaspyr, streaking clear as day through the darkness and landing within the city walls causing untold damage. Wraiths and banshees shrieks as their undead lives end, but the sounds of the living still screaming due to some unknown horror can also be heard. But one thing is for certain: the Free City of Urmlaspyr has come under Netherese control.

A portal on the deck of the ship opens and a tall, imposing man in the dirtied and bloodied uniform of a Purple Dragon Knight-Commander arrives. He quickly reaches back into the portal, pulling out five more Purple Dragon Knights in similar state. By the looks of them, none of the blood and gore streaking their armor is their own. As he shuts down the portal he turns to his soldiers and asks, "Is that everyone?" There is a quick reply from each knight before several of them start laughing and cheering, giving each other hugs and clapping each other on the back. Why would these fools celebrate after such a depressing event?

The Knight-Commander, Lord Enneth of Suzail, approaches after a quick word with Deskyr Thanterim. "The Knights of Cormyr have held back the Netherese Army for as long as we could. Because of your success, our sacrifice was not for naught. You have more than proven yourselves as worthy adventurers and I hope that one day you will aid the Kingdom of Cormyr in the retaking of this city. On behalf of my King Foril and the people of Cormyr, we thank you."

The PCs earn CORE93 Favor of the Knights of Cormyr. Lord Enneth also arranges for the PCs to get special tattoos to commemorate the victory.

If the PCs saved any of the citizens or people from Urmlaspyr, Deskyr and Iona Thanterim approach them:

"I have spoken with the people you saved and you have their thanks. Any lesser being would have simply

ignored the chaos in the city and left others to their own fates. You truly are heroes."

The PCs earn the story award CORE94 Unsung Hero of Urmlaspyr.

IF THE PCs FAILED TO RESCUE DESKYR THANTERIM (AND/OR WERE DEFEATED IN ENCOUNTER 3)

It has been several days since you last saw the sun. As your eyes adjust to the light of day, you are shoved forward along with those you once called comrades. Standing at the end of a long walk is a delegation of Cormyrean Purple Dragon Knights and their Knight-Commander, Lord Enneth of Suzail. Walking in the opposite direction, toward you, are a number of shadar-kai and Netherese equal to the size of your group.

It would seem that you are the subject of a prisoner exchange. Behind you is a group of delegates from Netheril, two of whom you recognize as the Shadovar who were in charge of your stay as political prisoners.

As you are led away, back to freedom and safety, Lord Enneth remarks: "We lost Deskyr Thanterim. I do not blame you, but I cannot change the fact that all of Cormyr will be wary of you now that you have their mark."

IF THE PCs WERE DEFEATED IN ENCOUNTER 4

As the Purple Rapier disappears into the night, sailing away from Urmlaspyr without you, the horde of undead creatures begin to feast on you and your friends.

Time passes: you do not know how much. Your body moves of its own accord. Words enter your mind and escape your lips unbidden - words of fealty to the undead lord who created you. Your mind suddenly realizes the nightmare you have entered as your body performs horrors beyond imagination.

You have become a servant of the undead, a puppet to a master who you do not know. Your body is not your own, your mind a prisoner that is tortured for hours on end. Everything in your path is ripped to shreds, whether it be other undead, shadow creatures, humans, elves, shadar-kai... it does not matter anymore. Your rampage in Urmlaspyr continues until two wizards of Netheril combine their potent anti-shadow magic to put you down.

When your eyes open again, you find that you are alive and once more in control of your own body. Alone on some random road, hidden within the treeline, no one around but you and the coin in your hand.

If the PCs failed to save Deskyr Thanterim they earn story award CORE95 Shade Coin of Shame.

STORY AWARDS

If the PCs successfully saved Deskyr Thanterim from the Zealots of the Dark and defeated the Zombie Lord, they earn Story Award **CORE93 Favor of the Knights of Cormyr**. This does not count as being Knighted by Cormyr, but does grant a +2 bonus skill on checks when dealing with agents of Cormyr (such as Knights, War Wizards, and citizens of Suzail).

PCs that saved one or more of the citizens of Urmlaspyr during the skill challenge earn Story Award **CORE94 Unsung Hero of Urmlaspyr** and may choose from the following benefits, depending on which NPCs they saved. Should the PCs save more than two people, each player may choose any two of the available options. See the text of Story Award CORE94 for details.

- **Barkus Greyskirt**
- **Kesk, Xandos, and Elkweed**
- **Wavemistress Lana A'Qellian**
- **Shanariel Itharwen**
- **Cassandra Baen**
- **Onyx**
- **Captain Catos and Crew**

If the PCs failed to save Deskyr Thanterim in Encounter 3 or were defeated in Encounter 4, they earn Story Award **CORE95 Shade Coin of Shame**. Try as the PC might, they cannot get rid of this Shade Coin. If they try to throw it away, it somehow reappears in their pocket.

A PC with this Story Award gains a -2 penalty to social checks when interacting with agents of Netheril as the agents are fully aware the PC has this coin. When interacting with agents of Cormyr, the Harpers, or other enemies of Netheril, the PC must succeed on a saving throw or they are compelled to openly display the coin. This can either be beneficial or detrimental to the PC as the NPC could either interpret the PC as being hostile or recognize that the PC was a prisoner of Netheril, meaning the NPC understands the difference between a normal Shade Coin and the Coin of Shame.

TREASURE

The PCs find any Common or Uncommon wondrous item of their character level + 2 or less (level + 4 or less if they have completed all five adventures from Chapter 1 of the *Desolation* series) from any player resource.

They also gain purchase access to some or all the following magic tattoos: *tattoo of arcane blood*, *eager hero's tattoo* and *tattoo of the penitent martyr*. See the Rewards section for details on the ALs at which these are available.

DESOLATION SERIES CHAPTER 1: STORY ARC BONUS

If this is the fifth and final adventure in Chapter 1 of the *Desolation* series played by a PC, that character earns a Major Quest bonus in addition to the other rewards that character has earned in this adventure (the bonus includes both XP and gold; see the Rewards section for details). The PC gets the listed Major Quest bonus for the AL that this adventure was played at, even if the character played other adventures in the series at different ALs. It does not matter what order the character played the previous four adventures in, so long as he or she has played them all before playing this adventure.

A character can only earn this Major Quest bonus once. The player should note the extra rewards on his or her log sheet as “Desolation Series: Chapter 1 Major Quest Bonus” to avoid confusion, because there is also a Story Arc bonus associated with Chapter 1 (as mentioned on Story Award CORE86). There is no Story Award associated with this Major Quest bonus.

To be clear, the five adventures in Chapter 1 of the *Desolation* series are: *SPEC4-5*, *CORE4-3*, *CORE4-4*, *CORE4-5*, and *CORE5-1* (this adventure). A PC must have played all five adventures to earn the Major Quest bonus.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

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.

Each PC who already has played all five adventures from this quest, completes the *Trouble in Urmlapsyr* Major Quest and earns the additional rewards listed for the Adventure Level played. This Major Quest Bonus is in addition to the listed Maximum XP and the listed Base Gold.

To be clear, the quest bonus is based strictly on the AL played in this adventure, not the ALs at which that PC played CORE4-3, CORE4-4, CORE4-5, CORE5-1 and SPEC4-5.

ADVENTURE LEVEL 2

Minimum Possible XP: 225 XP

Secure the Ship: +70 XP

Rescue the Ambassador: +70 XP

Defeat the Zombie Lord: +60 XP

Maximum Possible XP: 425 XP

Base Gold per PC: 75 gp

(Encounter 3: 25 gp, Encounter 4: 25 gp, Encounter 5: 25 gp)

AL 2 Major Quest Bonus: +125 XP, +25 gp

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP

Secure the Ship: +100 XP

Rescue the Ambassador: +100 XP

Defeat the Zombie Lord: +80 XP

Maximum Possible XP: 600 XP

Base Gold per PC: 125 gp

(Encounter 3: 40 gp, Encounter 4: 40 gp, Encounter 5: 45 gp)

AL 4 Major Quest Bonus: +175 XP, +35 gp

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP per PC

Secure the Ship: +140 XP

Rescue the Ambassador: +140 XP

Defeat the Zombie Lord: +120 XP

Maximum Possible XP: 850 XP per PC

Base Gold per PC: 225 gp

(Encounter 3: 75 gp, Encounter 4: 75 gp, Encounter 5: 75 gp)

AL 6 Major Quest Bonus: +250 XP, +70 gp

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP

Secure the Ship: +200 XP

Rescue the Ambassador: +200 XP

Defeat the Zombie Lord: +160 XP

Maximum Possible XP: 1200 XP

Base Gold per PC: 450 gp

(Encounter 3: 150 gp, Encounter 4: 150 gp, Encounter 5: 150 gp)

AL 8 Major Quest Bonus: +350 XP, +130 gp

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP

Secure the Ship: +280 XP

Rescue the Ambassador: +280 XP

Defeat the Zombie Lord: +240 XP

Maximum Possible XP: 1700 XP

Gold per PC: 675 gp

(Encounter 3: 225 gp, Encounter 4: 225 gp, Encounter 5: 225 gp)

AL 10 Major Quest Bonus: +500 XP, +200 gp

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. 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 minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: Any Common or Uncommon wondrous item of the character’s level + 2 or less [*Chapter 1 Major Quest completion: character’s level +4 or less*] from a player resource
Found in Encounter 5

Treasure B: *tattoo of the arcane blood* (level 4; AV 2)
Found in Encounter 5

Treasure C: *+1 deathstalker weapon* (level 4; AV)
Found in Encounter 3

Treasure D: *+1 ghost mask ki focus* (level 4; *Dragon 387*)
Found in Encounter 3

At AL 4+, add the following:

Treasure F: *+2 deathburst armor* (level 7; AV)
Found in Encounter 3

Treasure G: *+2 talisman of terror* (level 7; AV 2)
Found in Encounter 3

At AL 6+, add the following:

Treasure H: *+2 deathstalker weapon* (level 9; AV)
Found in Encounter 3

Treasure I: *+2 ghost master ki focus* (level 9; *Dragon 387*)
Found in Encounter 3

At AL 8+, add the following:

Treasure J: *eager hero’s tattoo* (level 10; AV 2)
Found in Encounter 5

Treasure K: *tattoo of the penitent martyr* (level 11; *Dungeon 177*)
Found in Encounter 5

ALL ALs:

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

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

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

AL 2: *potion of cure light wounds* (lvl 1) plus 30 gp

AL 4: *potion of cure light wounds* (lvl 1) plus 55 gp

AL 6: *potion of cure light wounds* (lvl 1) plus 130 gp

AL 8: *potion of cure moderate wounds* (lvl 10) plus 100 gp

AL 10: *potion of cure moderate wounds* (lvl 10) plus 250 gp

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

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

STORY AWARDS

Award these if the PC completes the condition for the award described in the adventure. Pass out certificates to the players for their Story Awards.

CORE93 Favor of the Knights of Cormyr

You have been commended for your heroism by Lord Enneth, a Commander of the Purple Dragon Knights and a noble of Cormyr. Lord Enneth's recommendation alone is not sufficient to grant you entry into the Knights, but as long as you possess this favor, you gain a +2 bonus on skill checks when dealing with agents of Cormyr, such as Purple Dragon Knights, War Wizards, members of the Royal Court of King Foril, and citizens of Suzail.

CORE94 Unsung Hero of Urmlaspyr

You have earned the gratitude of those residents of Urmlaspyr who you took the time to rescue even though it put your own mission at risk. Strike through the name of any NPC below who you did not rescue. Then, check the boxes next to the names of any two of the NPCs who you did rescue. You gain the listed rewards for those NPCs. Once you make your selections, you may not change them, although the NPCs you rescued whose favors you do not choose still regard you favorably. When any of these favors grants you purchase access to consumable items, you may buy the listed items at the beginning or end of any adventure, with an item level no greater than your current character level, and you always pay full market price.

☐ **Barkus Greyskirt:** Though he does not yet have a blacksmith shop in Cormyr, Barkus can use his connections to grant you purchase access to Uncommon *augmenting whetstone* consumables from any player resource.

☐ **Kesk, Xandos and Elkweed:** Xandos is not one to forget a debt. One time only, Xandos will pay the cost of a Raise Dead or Remove Affliction ritual for you at any Temple of Waukeen (strike through this favor when used; the DM must determine if a suitable temple is available to you during an adventure). Also, if you are a shadar-kai, Kesk offers to train you in the ancient and brutal ways of your people. You may take (or retrain into) the Reaver character theme from *The Book of Vile Darkness*.

☐ **Wavemistress Lana A'Qellian:** The Wavemistress grants you a Blessing of Umberlee. You gain a +2 bonus on all skill checks dealing with ocean navigation, inclement weather, or other shipboard dangers on the high seas, as well as on any check you make to cast a ritual pertaining to water. You may choose to spend 25 gold pieces, throwing the coins into the ocean as an offering to Umberlee, to increase this bonus to +5 for a skill check that you are about to make. However, Umberlee is fickle, and should you roll a natural 1 on any skill check that you attempt with this +5 bonus, you lose her blessing forever (strike through this favor).

☐ **Shanariel Itharwen:** Shanariel is well respected in several mages' guilds around the Sea of Fallen Stars and along the Sword Coast. You gain purchase access to any two Uncommon consumable reagents of your choice from any player resource. Also, because of Shanariel's connections, the Harpers learn of your battle against the Zealots of the Dark. This counts as a favor with the Harpers meta-organization. (See the *LFR Meta-Organization Guide* for details.)

☐ **Cassandra Baen:** For keeping her away from the eyes of Netheril, Cassandra uses her mercantile connections to grant you access to curative items. You gain purchase access to the following consumables: *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cure critical wounds*. For details, see *Mordenkainen's Magnificent Emporium*.

☐ **Onyx:** While she does not have much to offer in terms of material wealth or political connections, Onyx is an expert sailor and a fountain of piratical lore. You gain a +2 bonus when making any skill check related to rigging or sailing a ship, and a +2 bonus on any knowledge check you make relating to pirates, famous ships or shipwrecks (past or present), or aquatic creatures.

☐ **Captain Catos and Crew:** The good Captain recommends you to his personal craftsman in Aglarond, an elf who makes the most exquisite boots. You gain purchase access to the following permanent magic items: *acrobat boots*, *boots of the fencing master*, and *boots of the sand and sea*. At the end of any adventure, you may either spend an available found-item slot, or pay full market price, to acquire one of these items, as long as the item's level is no greater than your current character level plus 2.

CORE95 Shade Coin of Shame

Try as you might, you cannot get rid of this Shade Coin. Whether you leave it by the side of the road, give it away, melt it down, or toss it into the Abyss, it always reappears in your pocket a moment later.

This coin marks you as having been a prisoner of the Netherese. You suffer a -2 penalty to all social skill checks when interacting with citizens and agents of Netheril, because of your clearly inferior status. When interacting with agents of Cormyr, the Harpers, or other enemies of Netheril (DM's discretion), you must succeed on a saving throw or be compelled to openly display this coin. This action may be either beneficial or detrimental to you, as the NPC could be hostile toward you for carrying a Shade Coin, or sympathetic to you because the NPC understands the difference between a normal Shade Coin and this Coin of Shame. This Story Award does not count toward any beneficial effects or other Story Awards that trigger as a result of your carrying one or more Shade Coins, and it cannot hold additional enchantments or powers the way other Shade Coins can.

NEW MAGIC ITEMS

DEATHBURST ARMOR

UNCOMMON

Level: 7

Armor: Any

Enhancement: +2 AC

Property: You automatically save against ongoing necrotic damage.

Power (Daily, Necrotic): Minor Action. Until the end of your next turn, any creature that hits you with a melee attack takes 1d8 + Constitution modifier necrotic damage.

Source: *E1 Death's Reach*, page 24.

DEATHSTALKER WEAPON

UNCOMMON

Level: 4 or 9

Weapon: Any

Enhancement: +1/+2 attack rolls and damage rolls

Critical: +1d6/+2d6 necrotic damage

Power (Daily, Necrotic): Free Action. Use this power when you hit with this weapon. The target takes ongoing 5 necrotic damage (save ends). Saves made to end this effect take a -2 penalty.

Source: *Adventurer's Vault*, page 67.

EAGER HERO'S TATTOO

UNCOMMON

Level: 10

Wondrous Item

Property: When you take a short rest, you gain temporary hit points equal to 5 + the number of healing surges you have spent since your last extended rest.

Source: *Adventurer's Vault 2*, page 86.

GHOST MASK KI FOCUS

UNCOMMON

Level: 4 or 9

Implement: Ki focus

Enhancement: +1/+2 attack rolls and damage rolls

Critical: +1d8/+2d8 psychic damage

Power (Encounter, Psychic): Free Action.

Trigger: You make an attack that targets AC.

Effect: The attack targets Will instead. All damage from the attack is psychic damage.

Source: *Dragon Magazine 387*, page 53.

GLOWSTONE

UNCOMMON

Level: 10

Consumable: Consumable

Price: 200 gp

Property: A glowstone radiates dim light in a 2-square radius.

Power (Radiant, Zone) • Consumable (Standard Action): Use the glowstone to create a zone of bright illumination in an area burst 2 within 5 squares of you. Any undead creature that is vulnerable to radiant damage that enters or starts its turn within the zone is affected as if it had taken radiant damage. For example, a skeleton that has vulnerable 5 radiant takes 5 radiant damage if it enters or starts its turn in the zone. The zone remains until the end of the encounter or for 5 minutes, whichever comes first. Using this power turns the glowstone to dust.

Source: *Adventurer's Vault*, page(s) 191.

GRAVESPAWN POTION

UNCOMMON

Level: 5

Consumable: Potion

Price: 50 gp

Power • Consumable (Minor Action): Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 5 or lower.

Source: *Adventurer's Vault*, page(s) 187.

LIFE SHROUD

UNCOMMON

Level: 4

Consumable: Consumable

Price: 40 gp

Property: A corpse wrapped in this shroud does not decay, can't be touched by an undead creature, and can't become undead. Once wrapped about a body, a shroud turns to dust after 1 week.

Source: *Adventurer's Vault*, page(s) 191.

POTION OF CURE LIGHT WOUNDS

UNCOMMON

Level: 1**Consumable:** Potion**Price:** 20 gp**Utility Power (Healing) • Consumable (Minor Action):**

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Source: *Mordenkainen's Magnificent Emporium*, page(s) 96.

POTION OF CURE MODERATE WOUNDS

UNCOMMON

Level: 10**Consumable:** Potion**Price:** 200 gp**Utility Power (Healing) • Consumable (Minor Action):**

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Source: *Mordenkainen's Magnificent Emporium*, page(s) 96.

POTION OF LIFESHIELD

UNCOMMON

Level: 7**Price:** 100 gp**Consumable:** Potion

Power • Consumable (Minor Action): Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, once during this encounter, you can use an immediate interrupt action to gain resist 15 necrotic against a single attack.

Source: *Adventurer's Vault*, page(s) 188.

TALISMAN OF TERROR

UNCOMMON

Level: 7**Neck Slot****Enhancement bonus:** +1 Fortitude, Reflex, and Will

Property: When you use a fear power, each target takes a -1 penalty to saving throws against any ongoing effects of the power.

Source: *Adventurer's Vault 2*, page 69.

TATTOO OF ARCANES BLOOD

UNCOMMON

Level: 4**Wondrous Item**

Property: The first time you are bloodied during the encounter, you deal 3 force damage to the enemy that bloodied you.

Source: *Adventurer's Vault 2*, page 84.

TATTOO OF THE PENITENT MARTYR

UNCOMMON

Level: 11**Wondrous Item**

Property: Once while using a daily attack power, when you miss with an attack power, you can take damage equal twice the number of healing surges you have remaining. If you do so, you reroll the missed attack roll.

Source: *Dungeon Magazine 177*, page 71.

APPENDIX 1: FAVORS WITH CORMYR

The Kingdom of Cormyr has been known to be generous in how they treat those who have performed a service to the Crown. Some of the PCs may have Story Awards from previous adventures representing such valuable service, and the Knight-Commander in charge of Urmlaspyr has deemed it necessary to equip them with poultices and necessary consumables for their tasks.

Note: PCs with these Story Awards are only eligible for these items if they have played previous parts of the *Desolation Series*, even if they do have favors from Cormyr. A PC with **SPEC56 Ambassador Thanterim's Disfavor**, even if they were able to void the Story Award, cannot gain these benefits. This is to show the result of the political backlash that occurred when they earned the disfavor, even if they were forgiven. PCs with **CORE91 Wanted in Urmlaspyr** are looked on with distain and are also not eligible for these benefits.

PCs with relevant Story Awards may choose one of the following per Story Award (maximum of 2). Any unused items must be returned at the end of the adventure:

- *potion of cure light wounds* (MME, AL 2-6 only)
- *potion of cure moderate wounds* (MME, AL 8-10 only)
- *potion of lifeshield* (AV, all ALs)
- *gravespawn potion* (MME, all ALs)
- *glowstone* (AV, all AL 6-10 only, maximum 1 per group)
- *life shroud* (AV, all ALs)

The following are some of the Story Awards from previous CORE, CORM, and SPEC adventures that may help the PCs qualify for the above benefits. This may not be an exhaustive list.

- CORE82 Honorary Citizen of Urmlaspyr
- CORE83 Trusted Agent of Cormyr
- CORE84 Gratitude of the Trader's District
- CORE85 Favor of Deskyr Thanterim
- CORE86 Diplomatic Hero
- CORE88 Favor of Deskyr Thanterim
- CORE89 Law Abiding Citizens
- CORE90 Favor of the Upper District
- CORE10 Search for the Missing Children
- CORM01 Badge of Temperance
- CORM03 In Service of the Crown
- CORM04 Noblesse Oblige (help from Valwaters - see ring)
- CORM06 Foiling the Netherese
- CORM08 Dragonslayer
- CORM13 Suzail Deputy
- CORM14 Favor of Oris Grenfell
- CORM15 Favor of Cora Inyn
- CORM16 War Wizard's Gratitude
- SPEC57 Hero of Urmlaspyr Docks
- SPEC58 Ambassador's Thanterim's Gratitude

APPENDIX 2: PEOPLE IN URMLASPYR

The skill challenge in Encounter 2 is an ongoing skill challenge designed to depict the situation in the city and what the PCs must deal with. Undead are completely running amok and people are rioting, trying to defend their homes and running away. The PCs have the option of saving people. Here are more detailed descriptions as to who they can save. Feel free to make up any others that might appeal to your players.

Barkus Greyskirt - Male human journeyman blacksmith (from CORE4-3). He is the son of Malark Greyskirt, a man who went on a berserker rage after eating poisoned pastries. He took over his father's business and has repeatedly worked long hours over the forge as his way of mourning his father's death. He is very humble but ferocious when cornered.

Kesk the Body Guard - male shadar-kai body uard of Xandos Elkweed (from CORE4-3). Kesk is a very easy going. After his family came from the Shadowfell to live in Netheril, he found it was not to his liking and moved to Sembia to be a sellsword. He was hired by Xandos to be his body guard, but the two are more like friends than anything else. He would give his life for Xandos and his daughter, even if he doesn't like how she treats himself. He wears light armor, multiple facial piercings and carries a vicious looking spiked chain.

Xandos and Shanelle Elkweed - elderly father and young daughter (from CORE4-3). Xandos is one of the suspects who went berserk after eating poisoned shadar-kai pastries. His bodyguard and confidant, Kesk, took him to the temple of Waukeen and had the infliction removed, but the process caused him more harm than good as has been bedridden. His daughter, Shanelle (18 years old) has been caring for her ailing father. She is very uptight and snobbish when it comes to Kesk and treats him more like a pet. Xandos and Shanelle have been discussing leaving Urmlaspyr ever since the community council requested aid from Netheril.

Wavemistress Lana A'Qellian - aquatic half-elf female priestess of Umberlee (from SPEC4-5). An Easy DC religion check identifies her as a priestess of Umberlee. She is unsurly, just like the deity she worships. She seems to be always angry and gives short impolite answers. The shadows and undead coming from the sea upset her beyond comprehension and she automatically assumes it was probably the Shadovar's doing.

Shanariel Itharwen - male eladrin wizard and merchant from Luruar (from LURU1-7). He came to Sembia looking to expand his business outside of Silvermoon and into the Dales. What better place than

Sembia, the hub of trading in the Sea of Fallen Stars. Unfortunately, his timing came at the wrong time and has been stuck here ever since the shadows first came. He is a soft spoken Eladrin, kind and courteous. He wears gossimer robes of his house and carries two wands in holsters at his side.

Casadryn Baen - female human Sembian merchant (from CORM 1-3). After her failure in purchasing the Valwater Estate in Cormyr, she has been in disfavor with the Shadovar. For the past few years she has lived here in Urmlaspyr as a negotiator for many of her mercantile clients. However, the sudden change in scenery has convinced her that Sembia would soon become bad for business. She wishes to leave Urmlaspyr for the Dalelands. She believes she can make a good living working for the Velarian Trade Alliance, who she has been negotiating against for the past few years.

Onyx - bossy female half-orc pirate (DRAG 2-4) Onyx is a woman with a mean temper, which was why she was held up in Urmlaspyr without the rest of her crew and ship captain. Despite being a pirate, she was arrested for starting a bar room brawl that resulted in many being injured and was waiting for her trial when problems with shadows started in Urmlaspyr. She took this opportunity to escape and is willing to work any ship to get back to her pirate cohorts.

Captain Catos and Crew - male human shipmaster and human crew (from AGLA1-2). Captain Catos has not had much luck when he transports adventurers on his ship. His latest travels brought a group to Urmlaspyr on his ship, the *Rosy Dawn II*, for a meeting with both the Sembian and Cormyrian delegation some weeks ago, but the darkness that lay over the port and choppy sea ran his ship aground. The latest insult were the undead that once more plagued him and his crew. Without a ship, they were lost until they could find a way back to a safe and friendly port.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

CORE5~1 *CHURNING SHADOWS*

CORE93 Favor of the Knights of Cormyr

You have been commended for your heroism by Lord Enneth, a Commander of the Purple Dragon Knights and a noble of Cormyr. Lord Enneth's recommendation alone is not sufficient to grant you entry into the Knights, but as long as you possess this favor, you gain a +2 bonus on skill checks when dealing with agents of Cormyr, such as Purple Dragon Knights, War Wizards, members of the Royal Court of King Foril, and citizens of Suzail.

CORE94 Unsung Hero of Urmlaspyr

You have earned the gratitude of those residents of Urmlaspyr who you took the time to rescue even though it put your own mission at risk. Strike through the name of any NPC below who you did not rescue. Then, check the boxes next to the names of any two of the NPCs who you did rescue. You gain the listed rewards for those NPCs. Once you make your selections, you may not change them, although the NPCs you rescued whose favors you do not choose still regard you favorably. When any of these favors grants you purchase access to consumable items, you may buy the listed items at the beginning or end of any adventure, with an item level no greater than your current character level, and you always pay full market price.

- ☐ **Barkus Greyskirt:** Though he does not yet have a blacksmith shop in Cormyr, Barkus can use his connections to grant you purchase access to Uncommon *augmenting whetstone* consumables from any player resource.
- ☐ **Kesk, Xandos and Elkweed:** Xandos is not one to forget a debt. One time only, Xandos will pay the cost of a Raise Dead or Remove Affliction ritual for you at any Temple of Waukeen (strike through this favor when used; the DM must determine if a suitable temple is available to you during an adventure). Also, if you are a shadar-kai, Kesk offers to train you in the ancient and brutal ways of your people. You may take (or retrain into) the Reaver character theme from *The Book of Vile Darkness*.
- ☐ **Wavemistress Lana A'Qellian:** The Wavemistress grants you a Blessing of Umberlee. You gain a +2 bonus on all skill checks dealing with ocean navigation, inclement weather, or other shipboard dangers on the high seas, as well as on any check you make to cast a ritual pertaining to water. You may choose to spend 25 gold pieces, throwing the coins into the ocean as an offering to Umberlee, to increase this bonus to +5 for a skill check that you are about to make. However, Umberlee is fickle, and should you roll a natural 1 on any skill check that you attempt with this +5 bonus, you lose her blessing forever (strike through this favor).
- ☐ **Shanariel Itharwen:** Shanariel is well respected in several mages' guilds around the Sea of Fallen Stars and along the Sword Coast. You gain purchase access to any two Uncommon consumable reagents of your choice from any player resource. Also, because of Shanariel's connections, the Harpers learn of your battle against the Zealots of the Dark. This counts as a favor with the Harpers meta-organization. (See the *LFR Meta-Organization Guide* for details.)
- ☐ **Cassandra Baen:** For keeping her away from the eyes of Netheril, Cassandra uses her mercantile connections to grant you access to curative items. You gain purchase access to the following consumables: *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cure critical wounds*. For details, see *Mordenkainen's Magnificent Emporium*.
- ☐ **Onyx:** While she does not have much to offer in terms of material wealth or political connections, Onyx is an expert sailor and a fountain of piratical lore. You gain a +2 bonus when making any skill check related to rigging or sailing a ship, and a +2 bonus on any knowledge check you make relating to pirates, famous ships or shipwrecks (past or present), or aquatic creatures.
- ☐ **Captain Catos and Crew:** The good Captain recommends you to his personal craftsman in Aglarond, an elf who makes the most exquisite boots. You gain purchase access to the following permanent magic items: *acrobat boots*, *boots of the fencing master*, and *boots of the sand and sea*. At the end of any adventure, you may either spend an available found-item slot, or pay full market price, to acquire one of these items, as long as the item's level is no greater than your current character level plus 2.

CORE95 Shade Coin of Shame

Try as you might, you cannot get rid of this Shade Coin. Whether you leave it by the side of the road, give it away, melt it down, or toss it into the Abyss, it always reappears in your pocket a moment later.

This coin marks you as having been a prisoner of the Netherese. You suffer a -2 penalty to all social skill checks when interacting with citizens and agents of Netheril, because of your clearly inferior status. When interacting with agents of Cormyr, the Harpers, or other enemies of Netheril (DM's discretion), you must succeed on a saving throw or be compelled to openly display this coin. This action may be either beneficial or detrimental to you, as the NPC could be hostile toward you for carrying a Shade Coin, or sympathetic to you because the NPC understands the difference between a normal Shade Coin and this Coin of Shame. This Story Award does not count toward any beneficial effects or other Story Awards that trigger as a result of your carrying one or more Shade Coins, and it cannot hold additional enchantments or powers the way other Shade Coins can.

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.

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DUNGEONS & DRAGONS

SESSION TRACKING

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DUNGEONS & DRAGONS

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