

CORE4-4

SHADOW SIEGE

A DUNGEONS & DRAGONS[®] *LIVING
FORGOTTEN REALMS* ADVENTURE

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A radical dissident makes dark alliances and takes drastic measures to advance his political agenda. Is there time to stop the evil he has set in motion? A *Living Forgotten Realms* adventure set in Urmlaspyr for characters of the Heroic tier (levels 1-10).

This adventure is part of Chapter 1 of the *Desolation* series. Chapter 1 includes four Heroic tier adventures leading up to the conclusion in CORE5-1. The other three parts are SPEC4-5, CORE4-3, and CORE4-5. You can play these four adventures in any order, but you should try to play them with the same character, and you should try to play all four parts 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 will be noted in the **New Rules** 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. 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 will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

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

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

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

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

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

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

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 stands as one of only two cities in Sembia not controlled by the Netherese. With help from Cormyr they rebelled against the Twelve Princes of Shade and gained their independence, but at a heavy cost. The sky above the entire city is covered by thick, dark clouds which block out the sun, and large sections of the city are infused with dark shadow magic. The Shadowfell merges with Faerûn in these shadowy corners of the city, but with the help of the Purple Dragons (soldiers from Cormyr) the authorities in Urmlaspyr have managed to isolate these areas and protect the citizens when threats emerge from the Shadowfell.

Despite these hurdles, Urmlaspyr has prospered and is a thriving port city on the Sea of Fallen Stars. Trade in the city is brisk, and it has become home to many races that find themselves more suited to the darkness of the city. It is not uncommon to find drow, shadar-kai, orcs, and even undead (although the later still hide their condition) among the citizens of Urmlaspyr.

Lately the shadow-infused sections of the city have been steadily growing in size and number. Despite all efforts, the leaders of Urmlaspyr cannot determine why these regions are expanding. Of course Cormyr believes the Netherese are behind it, but they dare not make such accusations public without solid evidence. Cormyr instead offers as much assistance to Urmlaspyr as it can without provoking war with Netheril.

The Cormyrian ambassador to Urmlaspyr is a man named Deskyr Thanterim. It is his duty to see that relations between Cormyr and Urmlaspyr remain close and, equally as important, to do what he can to see that Netheril does not gain greater influence in the city. To this end he is in search of able adventurers to assist Urmlaspyr on behalf of Cormyr. Where the Purple Dragons would attract unwanted attention, a group of sellswords could offer aid without raising suspicions.

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. Chapter 1 of the series includes the following four Heroic tier adventures, which can be played in any order:

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

The events of Chapter 1 culminate in the adventure CORE5-1. We strongly recommend that you play the first four adventures (remember, you can play them in any order) before playing CORE5-1.

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 will be able to follow both the Heroic-tier and Paragon-tier tracks.

REVISION HISTORY

This adventure has been revised since its original release. This is version 1.1 (dated 04 November 2012). Changes from the original in this version include:

- Reduced the damage of the mad wraiths' aura at AL 2 in Encounter 1.
- Added extra primary skills to the "closing the portal" skill challenge in Encounter 5.

DM'S INTRODUCTION

The PCs may already be familiar with Deskyr Thanterim, either from having played CORE1-1 *Inheritance*, or from the other parts of Chapter 1 of the *Desolation* series (see sidebar above). The PCs may also have previously served the kingdom of Cormyr in any number of CORM adventures. These veteran PCs may have been summoned by ambassador Thanterim directly. Those PCs who have not previously aided the

ambassador or Cormyr are recruited independently by the ambassador's servant, Wilem Harlow.

In Encounter 1 the PCs are escorted to the embassy to meet with the ambassador, only to find that he has been called away on business. The PCs are given rooms to relax in until the ambassador returns. As they are resting the embassy is engulfed by blackness and screams can be heard throughout the halls. The PCs quickly realize the building is under attack and they spring into action, fighting off dark, shadowy creatures and saving the other guests of the embassy.

As the PCs defeat the last of the shadow creatures Encounter 2 begins immediately. An embassy guard delivers dire news: the ambassador and his wife, Lady Iona, have been kidnapped by the attackers. With no time to spare, the PCs must rush through the chaos of the embassy and try to stop the kidnappers before they can leave the embassy grounds with the ambassador and his wife.

Encounter 3 begins when the PCs catch up with the kidnappers in the embassy courtyard. A group of shadarkai attacks the PCs in hopes of covering the kidnapper's escape.

When the battle is over the PCs finally have a chance to stop and catch a short rest. Encounter 4 is their opportunity to learn a little more about who is behind this attack on the embassy. A man named Xavier Raskin has opened a portal in the cellars beneath the embassy and is calling forth all manner of shadow creatures and demons. His motives aren't clear, but what is clear is that he must be stopped.

The PCs rush into the cellars to confront Xavier and find that he has already summoned forth a host of demons. As they fight with Xavier and the demons they must also close the portal and stop the flow of creatures into the embassy.

The PCs eventually learn that Xavier is a radical who believes that Cormyr is not doing enough to stop the growing Netherese influence in Urmlaspyr. He believes (without hard evidence) that Netheril is behind the expanding shadow regions in the city (and the recent eruption of the Ordulin Maelstrom) and he is frustrated that Cormyr hasn't stepped up to confront Netheril directly about this threat. His insane plot was to attack the embassy, kidnap the ambassador and his wife, and plant forged documents implicating Netheril for the assault, forcing Cormyr to declare war.

After bringing Xavier to justice and rescuing the ambassador and his wife, the government gratefully rewards the PCs. Deskyr confesses to the PCs that he secretly wonders if Xavier wasn't correct - that Cormyr should be more vocal in their opposition of Netheril and more openly press Urmlaspyr to break from the

Netherese and ally with Cormyr. The PCs have an opportunity to weigh in with their thoughts about the politics of the city and possibly influence the ambassador's future decisions.

In the end, the ambassador asks the PCs not to stray too far from Urmlaspyr; he has other tasks that he could use their assistance with.

PLAYER'S INTRODUCTION

If any of the PCs have previously played CORE1-1 *Inheritance* or any of the other Chapter 1 adventures in the *Desolation* series, then they are already familiar with Ambassador Deskyr Thanterim and his wife, Lady Iona. If they have Story Awards from those adventures then they have been summoned to Urmlaspyr by the ambassador himself.

If any of the PCs have other Story Awards which demonstrate their dedication to Cormyr (such as can be earned in many CORM adventures) then they have also been contacted by Ambassador Thanterim, as their reputation of service to Cormyr is of interest to him. Read the following for those PCs:

A summons bearing the symbol of Ambassador Thanterim reached you only days ago. "Please travel quickly to the city of Urmlaspyr. Your dedication to Cormyr has not gone unnoticed or unappreciated, and I am in need of your aid." is all the letter would reveal. The ambassador is a direct man, so the brevity of his request is no surprise. But his words contain an unmistakable sense of urgency, and compelled you to board the first ship sailing to the dark, foreboding city of Urmlaspyr.

A young man dressed in bright purple and silver livery greets you on the docks and introduces himself as Wilem Harlow. The ambassador has sent him to welcome you to Urmlaspyr and escort you to the embassy.

If any of the PCs do not have previous experience with the ambassador, or have not adventured in service to Cormyr, or if any of the PCs happen to have the story reward SPEC56 **Ambassador's Disfavor**, then read the following for those characters:

Whatever adventures may have landed you in the grey and gloomy city of Urmlaspyr, you now find yourself seeking refuge from the cold morning rain in a tavern known as the Lone Wolf Inn. The door to the outside swings open, briefly stealing the warmth from the tavern's hearth, and a young man dressed in bright purple and silver livery enters. He announces loudly to

the patrons, “Anyone wishing to be of service to the lands of Cormyr, please step forth. You will be rewarded for your efforts.” His offer falls on deaf ears as the uninterested patrons of the tavern return to their meals and drinks without giving the poor crier a second glance. Dejected, the man turns to leave the tavern.

Hopefully at this point the PCs step forward to offer their assistance. The messenger introduces himself as Wilem Harlow. He serves the Cormyrian ambassador to Urmlaspyr, a man named Deskyr Thanterim. The ambassador is in need of adventurers to complete a task for him. He would like it done discreetly. Aside from this, Wilem has no additional information and urges the PCs to accompany him back to the embassy where they can meet with the ambassador and learn more.

Any PCs with Story Award SPEC56 **Ambassador’s Disfavor** may or may not choose to disclose this fact to Wilem. If they do tell Wilem that they are currently in the ambassador’s disfavor, he hesitates for a moment, and then suggests that by helping now perhaps they can get back into the good graces of the ambassador. If the PCs choose to hide this fact it does not matter at this point, as the adventure begins before the PCs even have a chance to meet with the ambassador. Successfully completing this adventure is an opportunity for PCs to remove the disfavor.

ENCOUNTER 1: PANIC ATTACK

ENCOUNTER LEVEL: EQUAL TO THE AL

CREATURES

This encounter includes the following creatures at all Adventure Levels:

2 mad wraiths (W)

2 shadow stalkers (S)

4 wraith figments (F)

6 embassy guests, NPCs (E)

4 embassy guards, NPCs (G)

SCALING THE ENCOUNTER

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

Four PCs: Remove one mad wraith.

Six PCs: Add one shadow stalker.

SETUP

The PCs are escorted to the embassy by Wilem Harlow. They are shown to an elegantly decorated waiting chamber and Wilem begs their pardon as he leaves to find the ambassador. Allow the PCs time to introduce themselves at this point.

After about 10 minutes, Wilem returns and apologizes. He explains that the ambassador has been called away on urgent business, but plans to return this evening and meet with the PCs then. In the meantime they are shown to guest rooms and are free to rest until their meeting this evening. For security reasons they are asked not to wander around the embassy.

The embassy has three available guest rooms, so pair the PCs up as best makes sense. Give the players some time to explain what their characters are doing. Encourage them to roleplay a bit and be creative. See the Troubleshooting section below if the PCs want to explore the embassy despite the request not to do so. After things have settled down, read the following:

The dark clouds hanging over the city of Urmlaspyr block all sunlight, so despite the fact that it is daytime the city is dark and grey. By now you have grown accustomed to the gloom and barely notice it.

Suddenly an unnatural chill fills the air. Even through the thick walls of your room, you can hear screams from the hallway.

As the PCs rush from their rooms to investigate you can place the map of the area as well as all the creatures and

NPCs. Pandemonium has broken out and dark, shadowy creatures are chasing panicked guests up and down the hallway. Some of the embassy guards have come to help, but they aren't used to this type of challenge. Guarding the guest quarters is a job reserved for the newer, less capable guards.

During this fight the PCs must hold off the shadow creatures and help the guests get to safety. The guests and guards have defenses equal to the AL+10. The first time a guest or guard takes a hit they become bloodied. The second hit they take kills them. Use only the monsters' basic attacks against the guests and guards. During this encounter the guests and guards are considered allies of the PCs, and as such, can gain any applicable bonuses or penalties from powers that the PCs use that affect allies.

The embassy guards initially overwhelmed by what is going on, but the PCs can rally them to help. Give the players **Handout 1**. Unless prompted to take an action by the PCs, the guests and guards are too panicked to do anything meaningful.

Note: Except for Athletics and Heal (as noted below), all of these checks can be made with a minor action against the Hard DC or as a move action against the Moderate DC.

- **Diplomacy or Intimidate:** The PCs can use these skills to urge the guests to run for the stairwells at the ends of the hallway. The PC chooses a guest within 10 squares who can see and hear the PC. On a successful check the chosen guest immediately moves 5 squares toward the stairs until they are off the map. On a failure the guest cowers in fear and does not move.
- **Diplomacy or Intimidate:** These skills can also be used on the guards to encourage them to join the fight. A PC must designate which guard they are rallying before making the skill check. The chosen guard must be within 10 squares and able to see and hear the PC. On a success, the guard immediately moves up to 7 squares toward the closest non-minion enemy (provoking opportunity attacks if applicable). If the guard ends this movement adjacent to a non-minion enemy, the guard deals 5 damage to that monster (no attack roll; ignore the monsters' insubstantial trait for this purpose). On a failure, the guard focuses on self-defense this turn and does not attack a monster.
- **Acrobatics or Endurance:** PCs can use these skills to shield or protect the guests and/or guards from harm. A PC adjacent to any NPC can make this check and if successful the adjacent NPC cannot be targeted by

attacks (including opportunity attacks) until the start of the PC's next turn.

- **Athletics:** If a PC is adjacent to a guest they can make a Moderate DC Athletics check as a move action to shove the guest past the attacking shadow creatures to safety. On a success the PC and the guest both move up to the PC's speed, with the PC (but not the guest) provoking opportunity attacks if applicable.
- **Athletics:** PCs that are adjacent to the guards can also make a Moderate DC Athletics check as a move action to shove the guard into the fight. On a success, the guard immediately moves up to 7 squares toward to the closest non-minion enemy (provoking opportunity attacks if applicable). If the guard ends this movement adjacent to a non-minion enemy, the guard deals 5 damage to that monster (no attack roll; ignore the monsters' insubstantial trait for this purpose).
- **Heal:** A PC can make a DC 10 Heal check as a standard action to trigger a guest or guard's second wind. A successful check fully heals the targeted NPC. Each NPC has a single healing surge and can only be healed once. If they wish, PCs may also use their healing powers to allow guests and guards to spend their healing surges or to grant surgeless healing to the NPCs, but the NPCs cannot gain temporary hit points.

FEATURES OF THE AREA

Illumination: The dark, grey clouds hanging over Urmlaspyr cause everything to be shrouded in dim light. Also because of the curse on the city, all light sources, regardless of their origin, illuminate only half their normal radius.

Ceiling: The ceiling in the hallway and rooms is 10 feet high.

Stairs: The spiral staircases at each end of the hallway are difficult terrain.

Doors: The doors to all the rooms are open.

Furniture: Beds, chairs, and tables are difficult terrain. The wardrobes are blocking terrain. A piece of furniture can be moved to block a doorway with an Easy DC Athletics check.

TACTICS

Until the PCs prove to be a threat, the shadow creatures attack whoever is closest to them. Try to use the mad wraiths to kill a guest, at which point the deceased NPC becomes a wraith figment. The shadow stalker's *shadow step* power also triggers due to the death of an NPC.

After a round or two it should be obvious that the real threat is the PCs and the guards, at which point the

only attacks that should be made on the guests are opportunity attacks as they try to escape.

One thing to note - **do not** apply the mad wraiths' *mad whispers* aura to the embassy NPCs (guest and guards). Since the NPCs are not attacking the wraiths they are not considered enemies for the purposes of this effect. The mad wraiths can still use their basic attacks to attack the NPCs, kill them, and turn them into figments; you still want to force the PCs to protect the NPCs or risk seeing them all turned into undead. However, it wouldn't really be fair to the players if you could just slaughter the NPCs using this aura.

The mad wraiths and wraith figments have phasing, so use that to move through walls to get into more favorable positions without provoking attacks of opportunity. Also don't forget to use the wraith figments' *shadow glide* movement power.

ENDING THE ENCOUNTER

The encounter ends when the PCs have dealt with all the shadow creatures. As soon as the encounter is over immediately proceed with Encounter 3. **Do not allow the PCs to take a short rest.**

TROUBLESHOOTING

There is a chance some of the PCs (especially the more stealthy characters) may choose to ignore the request to remain in their rooms. If the PCs insist on wandering around the embassy have them make a Hard DC Stealth check. On a failure they are spotted by the embassy guards and escorted back to their rooms.

Should they succeed on the Stealth check, allow them to wander the embassy, but they don't find anything particularly interesting. Improvise a scene or two where the PCs see servants, cooks, and other staff members going about their mundane, daily activities of maintaining the embassy. When the fight actually begins, any PC who was wandering the embassy does not enter the combat until the second round, and they do so at the top of the stairs at the end of the hallway. Roll a d6: odd is left side, even is right side.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs receive no treasure in this encounter, but if they rescue four or more embassy guests (not guards) they receive treasure at the beginning of Encounter 2.

ENCOUNTER 1: PANIC ATTACK (ADVENTURE LEVEL 2)

2 Mad Wraiths (W)		Level 2 Controller
Medium shadow humanoid (undead)		XP 125
HP 39; Bloodied 19		Initiative +5
AC 16, Fortitude 12, Reflex 15, Will 14		Perception -4
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison; Resist 5 necrotic		
TRAITS		
O Mad Whispers (psychic) • Aura 2		
Any enemy that ends its turn in the aura takes 3 psychic damage and the wraith slides it up to 1 squares.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal radiant or thunder damage. Whenever the wraith takes radiant damage it loses this trait until the start of its next turn.		
Wraith Spawn		
When the wraith kills a humanoid that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.		
STANDARD ACTIONS		
m Touch of Madness (psychic) • At-Will		
Attack: Melee 1 (one creature); +5 vs. Will		
Hit: 1d8 + 5 psychic damage and the target takes a -2 penalty to all defenses (save ends).		
M Touch of Chaos (charm, psychic) • Recharge 5-6		
Attack: Melee 1 (one creature); +5 vs. Will		
Hit: 2d6 + 7 psychic damage and the wraith slides the target up to 5 squares. The target must then use a free action to make a melee basic attack against its nearest ally.		
Miss: Half damage and the wraith slides the target up to 2 squares.		
Skills Stealth +10		
Str 4 (-2)	Dex 18 (+5)	Wis 1 (-4)
Con 15 (+3)	Int 9 (+0)	Cha 17 (+4)
Alignment chaotic evil Languages Common		

4 Wraith Figments (F)		Level 2 Minion Skirmisher
Medium Shadow humanoid (undead)		XP 31
HP 1; a missed attack never damages a minion.		Initiative +8
AC 14, Fortitude 12, Reflex 16, Will 13		Perception +3
Speed fly 6 (hover); phasing		Darkvision
Immune disease, poison; Resist 5 necrotic		
STANDARD ACTIONS		
m Shadow Caress (necrotic) • At-Will		
Attack: Melee 1 (one creature); +5 vs. Reflex		
Hit: 5 necrotic damage and the target is slowed until the end of the wraith figment's next turn.		
MOVE ACTIONS		
C Shadow Glide • Encounter		
Effect: The wraith figment shifts up to 6 squares.		
Skills Stealth +8		
Str 1 (-4)	Dex 15 (+3)	Wis 8 (+0)
Con 11 (+1)	Int 2 (-3)	Cha 13 (+2)
Alignment chaotic evil Languages Common		

2 Shadow Stalkers (S)		Level 1 Lurker
Medium shadow humanoid		XP 100
HP 16; Bloodied 8		Initiative +8
AC 13, Fortitude 13, Reflex 14, Will 12		Perception +1
Speed 8		Darkvision
TRAITS		
Born of Shadows		
The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.		
Insubstantial		
The shadow stalker takes half damage from all attacks, except those that deal radiant or thunder damage. Whenever the wraith takes radiant damage it loses this trait until the start of its next turn		
STANDARD ACTIONS		
m Shadowy Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +4 vs. Reflex		
Hit: 1d8 + 4 necrotic damage.		
M Shadow Stalk (necrotic) • Recharge when the stalker uses shadow step		
Attack: Melee 1 (one creature); +6 vs. Reflex		
Hit: 2d6 + 6 necrotic damage and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow it moves when the target moves without provoking opportunity attacks and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves the stalker shifts to a square adjacent to the target.		
TRIGGERED ACTIONS		
Shadow Step (teleportation) • At-Will		
Trigger: A living creature within 5 squares of the stalker drops to 0 hit points or fewer.		
Effect (Free Action): The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.		
Skills Stealth +9		
Str 11 (+0)	Dex 18 (+4)	Wis 13 (+1)
Con 12 (+1)	Int 11 (+0)	Cha 10 (+0)
Alignment evil		Languages Common

ENCOUNTER 1: PANIC ATTACK (ADVENTURE LEVEL 4)

2 Mad Wraiths (W)		Level 4 Controller
Medium shadow humanoid (undead)		XP 175
HP 56; Bloodied 28		Initiative +6
AC 18, Fortitude 14, Reflex 16, Will 16		Perception -2
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison; Resist 5 necrotic		
TRAITS		
O Mad Whispers (psychic) • Aura 2		
Any enemy that ends its turn in the aura takes 5 psychic damage and the wraith slides it up to 2 squares.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal radiant or thunder damage. Whenever the wraith takes radiant damage it loses this trait until the start of its next turn.		
Wraith Spawn		
When the wraith kills a humanoid that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.		
STANDARD ACTIONS		
m Touch of Madness (psychic) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +7 vs. Will		
<i>Hit:</i> 2d6 + 5 psychic damage and the target takes a -2 penalty to all defenses (save ends).		
M Touch of Chaos (charm, psychic) • Recharge 5-6		
<i>Attack:</i> Melee 1 (one creature); +7 vs. Will		
<i>Hit:</i> 2d8 + 9 psychic damage and the wraith slides the target up to 5 squares. The target must then use a free action to make a melee basic attack against its nearest ally.		
<i>Miss:</i> Half damage and the wraith slides the target up to 2 squares.		
Skills Stealth +11		
Str 5 (-1)	Dex 19 (+6)	Wis 2 (-2)
Con 16 (+5)	Int 10 (+2)	Cha 18 (+6)
Alignment chaotic evil Languages Common		

2 Shadow Stalkers (S)		Level 3 Lurker
Medium shadow humanoid		XP 150
HP 25; Bloodied 12		Initiative +9
AC 15, Fortitude 14, Reflex 16, Will 14		Perception +3
Speed 8		Darkvision
TRAITS		
Born of Shadows		
The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.		
Insubstantial		
The shadow stalker takes half damage from all attacks, except those that deal radiant or thunder damage. Whenever the wraith takes radiant damage it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Shadowy Touch (necrotic) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +6 vs. Reflex		
<i>Hit:</i> 1d8 + 6 necrotic damage.		
M Shadow Stalk (necrotic) • Recharge when the stalker uses shadow step		
<i>Attack:</i> Melee 1 (one creature); +8 vs. Reflex		
<i>Hit:</i> 2d8 + 7 necrotic damage and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow it moves when the target moves without provoking opportunity attacks and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves the stalker shifts to a square adjacent to the target.		
TRIGGERED ACTIONS		
Shadow Step (teleportation) • At-Will		
<i>Trigger:</i> A living creature within 5 squares of the stalker drops to 0 hit points or fewer.		
<i>Effect (Free Action):</i> The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.		
Skills Stealth +10		
Str 12 (+2)	Dex 19 (+5)	Wis 14 (+3)
Con 13 (+2)	Int 12 (+2)	Cha 11 (+1)
Alignment evil Languages Common		

4 Wraith Figments (F)		Level 4 Minion Skirmisher
Medium Shadow humanoid (undead)		XP 44
HP 1; a missed attack never damages a minion.		Initiative +8
AC 16, Fortitude 14, Reflex 18, Will 15		Perception +3
Speed fly 6 (hover); phasing		Darkvision
Immune: disease, poison; Resist: 5 necrotic		
STANDARD ACTIONS		
m Shadow Caress (necrotic) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex		
<i>Hit:</i> 6 necrotic damage and the target is slowed until the end of the wraith figment's next turn.		
MOVE ACTIONS		
C Shadow Glide • Encounter		
<i>Effect:</i> The wraith figment shifts up to 6 squares.		
Skills Stealth +10		
Str 2 (-2)	Dex 16 (+5)	Wis 9 (+1)
Con 12 (+3)	Int 3 (-2)	Cha 14 (+4)
Alignment chaotic evil Languages Common		

ENCOUNTER 1: PANIC ATTACK (ADVENTURE LEVEL 6)

2 Mad Wraiths (W)		Level 6 Controller
Medium shadow humanoid (undead)		XP 250
HP 73; Bloodied 36		Initiative +8
AC 20, Fortitude 16, Reflex 19, Will 18		Perception -1
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
O Mad Whispers (psychic) • Aura 3		
Any enemy that ends its turn in the aura takes 5 psychic damage and the wraith slides it up to 2 squares.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal radiant or thunder damage. Whenever the wraith takes radiant damage it loses this trait until the start of its next turn.		
Wraith Spawn		
When the wraith kills a humanoid that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.		
STANDARD ACTIONS		
m Touch of Madness (psychic) • At-Will		
Attack: Melee 1 (one creature); +9 vs. Will		
Hit: 2d6 + 7 psychic damage and the target takes a -2 penalty to all defenses (save ends).		
M Touch of Chaos (charm, psychic) • Recharge 5-6		
Attack: Melee 1 (one creature); +9 vs. Will		
Hit: 3d6 + 10 psychic damage and the wraith slides the target up to 5 squares. The target must then use a free action to make a melee basic attack against its nearest ally.		
Miss: Half damage and the wraith slides the target up to 2 squares.		
Skills Stealth +13		
Str 6 (+1)	Dex 20 (+8)	Wis 3 (-1)
Con 17 (+6)	Int 11 (+3)	Cha 19 (+7)
Alignment chaotic evil Languages Common		

2 Shadow Stalkers (S)		Level 5 Lurker
Medium shadow humanoid		XP 200
HP 34; Bloodied 17		Initiative +11
AC 17, Fortitude 17, Reflex 18, Will 16		Perception +4
Speed 8		Darkvision
TRAITS		
Born of Shadows		
The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.		
Insubstantial		
The shadow stalker takes half damage from all attacks, except those that deal radiant or thunder damage. Whenever the wraith takes radiant damage it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Shadowy Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: 2d6 + 6 necrotic damage.		
M Shadow Stalk (necrotic) • Recharge when the stalker uses shadow step		
Attack: Melee 1 (one creature); +10 vs. Reflex		
Hit: 3d6 + 9 necrotic damage and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow it moves when the target moves without provoking opportunity attacks and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves the stalker shifts to a square adjacent to the target.		
TRIGGERED ACTIONS		
Shadow Step (teleportation) • At-Will		
Trigger: A living creature within 5 squares of the stalker drops to 0 hit points or fewer.		
Effect (Free Action): The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.		
Skills Stealth +12		
Str 13 (+3)	Dex 20 (+7)	Wis 15 (+4)
Con 14 (+4)	Int 13 (+3)	Cha 12 (+3)
Alignment evil		Languages common

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

ENCOUNTER 1: PANIC ATTACK (ADVENTURE LEVEL 8)

2 Mad Wraiths (W)		Level 8 Controller
Medium shadow humanoid (undead)		XP 350
HP 90; Bloodied 45		Initiative +9
AC 22, Fortitude 18, Reflex 20, Will 20		Perception +1
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
O Mad Whispers (psychic) • Aura 3		
Any enemy that ends its turn in the aura takes 5 psychic damage and the wraith slides it up to 2 squares.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal radiant or thunder damage. Whenever the wraith takes radiant damage it loses this trait until the start of its next turn.		
Wraith Spawn		
When the wraith kills a humanoid that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.		
STANDARD ACTIONS		
m Touch of Madness (psychic) • At-Will		
Attack: Melee 1 (one creature); +11 vs. Will		
Hit: 2d8 + 7 psychic damage and the target takes a -2 penalty to all defenses (save ends).		
M Touch of Chaos (charm, psychic) • Recharge 5-6		
Attack: Melee 1 (one creature); +11 vs. Will		
Hit: 3d8 + 11 psychic damage and the wraith slides the target up to 5 squares. The target must then use a free action to make a melee basic attack against its nearest ally.		
Miss: Half damage and the wraith slides the target up to 2 squares.		
Skills Stealth +14		
Str 7 (+12)	Dex 21 (+9)	Wis 4 (+1)
Con 18 (+8)	Int 12 (+5)	Cha 20 (+9)
Alignment chaotic evil		Languages Common

2 Shadow Stalkers (S)		Level 7 Lurker
Medium shadow humanoid		XP 300
HP 43; Bloodied 21		Initiative +12
AC 19, Fortitude 18, Reflex 20, Will 18		Perception +6
Speed 8		Darkvision
TRAITS		
Born of Shadows		
The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.		
Insubstantial		
The shadow stalker takes half damage from all attacks, except those that deal radiant or thunder damage. Whenever the wraith takes radiant damage it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Shadowy Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +10 vs. Reflex		
Hit: 2d8 + 6 necrotic damage.		
M Shadow Stalk (necrotic) • Recharge when the stalker uses shadow step		
Attack: Melee 1 (one creature); +12 vs. Reflex		
Hit: 3d6 + 12 necrotic damage and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow it moves when the target moves without provoking opportunity attacks and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves the stalker shifts to a square adjacent to the target.		
TRIGGERED ACTIONS		
Shadow Step (teleportation) • At-Will		
Trigger: A living creature within 5 squares of the stalker drops to 0 hit points or fewer.		
Effect (Free Action): The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.		
Skills Stealth +13		
Str 14 (+5)	Dex 21 (+8)	Wis 16 (+6)
Con 15 (+5)	Int 14 (+5)	Cha 13 (+4)
Alignment evil		Languages Common

4 Wraith Figments (F)		Level 8 Minion Skirmisher
Medium Shadow humanoid (undead)		XP 88
HP 1; a missed attack never damages a minion.		Initiative +8
AC 20, Fortitude 18, Reflex 22, Will 19		Perception +3
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); +11 vs. Reflex		
Hit: 8 necrotic damage and the target is slowed until the end of the wraith figment's next turn.		
MOVE ACTIONS		
C Shadow Glide • Encounter		
Effect: The wraith figment shifts up to 6 squares.		
Skills Stealth +13		
Str 4 (+1)	Dex 18 (+8)	Wis 11 (+4)
Con 14 (+6)	Int 5 (+1)	Cha 16 (+7)
Alignment chaotic evil		Languages Common

ENCOUNTER 1: PANIC ATTACK (ADVENTURE LEVEL 10)

2 Mad Wraiths (W)		Level 10 Controller
Medium shadow humanoid (undead)		XP 500
HP 107; Bloodied 53		Initiative +11
AC 24, Fortitude 20, Reflex 23, Will 22		Perception +2
Speed 0, fly 6 (hover); phasing		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
O Mad Whispers (psychic) • Aura 3		
Any enemy that ends its turn in the aura takes 5 psychic damage and the wraith slides it up to 2 squares.		
Insubstantial		
The wraith takes half damage from all attacks, except those that deal radiant or thunder damage. Whenever the wraith takes radiant damage it loses this trait until the start of its next turn.		
Wraith Spawn		
When the wraith kills a humanoid that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.		
STANDARD ACTIONS		
m Touch of Madness (psychic) • At-Will		
Attack: Melee 1 (one creature); +13 vs. Will		
Hit: 2d8 + 9 psychic damage and the target takes a -2 penalty to all defenses (save ends).		
M Touch of Chaos (charm, psychic) • Recharge 5-6		
Attack: Melee 1 (one creature); +13 vs. Will		
Hit: 3d8 + 14 psychic damage and the wraith slides the target up to 5 squares. The target must then use a free action to make a melee basic attack against its nearest ally.		
Miss: Half damage and the wraith slides the target up to 2 squares.		
Skills Stealth +16		
Str 8 (+4)	Dex 22 (+11)	Wis 5 (+2)
Con 19 (+9)	Int 13 (+6)	Cha 21 (+10)
Alignment chaotic evil		Languages Common

2 Shadow Stalkers (S)		Level 9 Lurker
Medium shadow humanoid		XP 400
HP 51; Bloodied 25		Initiative +14
AC 21, Fortitude 21, Reflex 22, Will 20		Perception +7
Speed 8		Darkvision
TRAITS		
Born of Shadows		
The stalker can make a Stealth check to become hidden when it has concealment instead of needing total concealment.		
Insubstantial		
The shadow stalker takes half damage from all attacks, except those that deal radiant or thunder damage. Whenever the wraith takes radiant damage it loses this trait until the start of its next turn.		
STANDARD ACTIONS		
m Shadowy Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +12 vs. Reflex		
Hit: 2d8 + 8 necrotic damage.		
M Shadow Stalk (necrotic) • Recharge when the stalker uses shadow step		
Attack: Melee 1 (one creature); +14 vs. Reflex		
Hit: 3d8 + 13 necrotic damage and the stalker shifts into the target's space and melds with its shadow (save ends). While the stalker is melded with the target's shadow it moves when the target moves without provoking opportunity attacks and it gains a +4 bonus to all defenses and a +5 bonus to attack rolls against the target. When the target saves the stalker shifts to a square adjacent to the target.		
TRIGGERED ACTIONS		
Shadow Step (teleportation) • At-Will		
Trigger: A living creature within 5 squares of the stalker drops to 0 hit points or fewer.		
Effect (Free Action): The stalker teleports to a square adjacent to the triggering creature and gains a +2 bonus to attack rolls until the end of its next turn.		
Skills Stealth +15		
Str 15 (+6)	Dex 22 (+10)	Wis 17 (+7)
Con 16 (+7)	Int 15 (+6)	Cha 14 (+6)
Alignment evil		Languages Common

4 Wraith Figments (F)		Level 10 Minion Skirmisher
Medium Shadow humanoid (undead)		XP 125
HP 1; a missed attack never damages a minion.		Initiative +11
AC 22, Fortitude 20, Reflex 24, Will 21		Perception +6
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); +13 vs. Reflex		
Hit: 9 necrotic damage and the target is slowed until the end of the wraith figment's next turn.		
MOVE ACTIONS		
C Shadow Glide • Encounter		
Effect: The wraith figment shifts up to 6 squares.		
Skills Stealth +14		
Str 5 (+2)	Dex 19 (+9)	Wis 12 (+6)
Con 15 (+7)	Int 6 (+3)	Cha 17 (+8)
Alignment chaotic evil		Languages Common

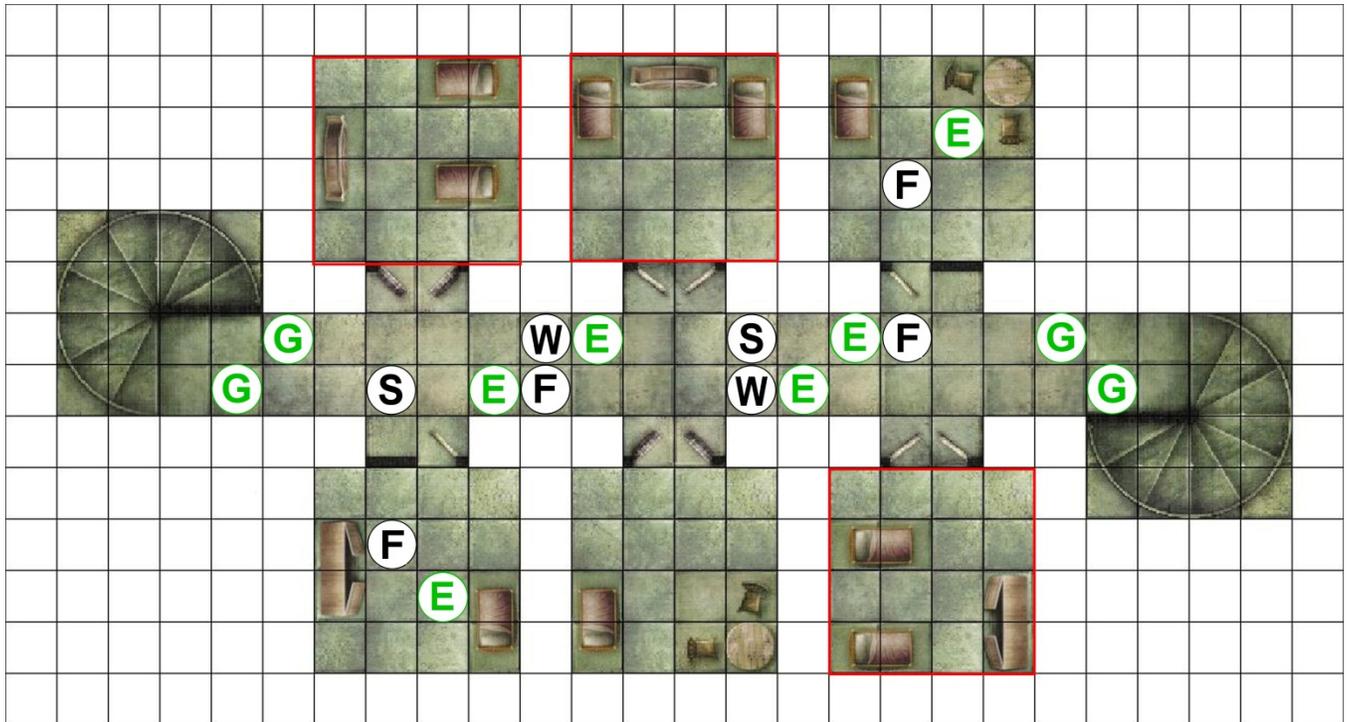
ENCOUNTER 1: PANIC ATTACK (MAP)

TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon x2

Arcane Towers x2 (furniture)

(*Note: it takes more than two sets of *Arcane Towers* to place all the beds and other furniture shown on this map. It's not crucial to recreate exactly this layout. Just use whatever you have available.)



PCs start in the doorways of the rooms outlined in red. 2 PCs per room max.

- Mad Wraiths (W)
- Shadow Stalkers (S)
- Wraith Figments (F)
- Embassy Guests (E)
- Embassy Guards (G)

ENCOUNTER 2: RESCUE MISSION

SKILL CHALLENGE, LEVEL EQUAL TO AL

As soon as the PCs finish defeating the last of the shadow creatures in Encounter 1, read the following:

As the last of the vile creatures falls, an embassy guard runs up the stairs and surveys the hallway. A look of relief crosses his face as he sees your group. "Thank the gods you're alive!" He sighs. "The captain sent me to find you. The ambassador returned just before the attack took place. Whoever is behind this has kidnapped Ambassador Thanterim and his wife, Lady Iona. Wilem Harlow suggested to the captain that you could come at once and aid in the rescue!"

The guard stresses that there is no time to waste. If the kidnappers manage to make it off the embassy grounds and into the city the chances of recovering the ambassador and his wife are dramatically reduced. The guards are doing what they can, but Wilem has far more confidence in the PCs.

If the PCs agree to help they must leave immediately without even taking a short rest. Should the PCs insist upon taking a short rest they automatically fail this skill challenge. Make this very clear to the players up front.

If the PCs managed to save four or more guests in Encounter 1 read the following before the PCs begin Scene 1 of the skill challenge:

As you turn to leave, a graceful eladrin woman, one of the guests, approaches you. "Thank you for your bravery. My name is Alaina Teshurr. Please take this as a token of my thanks. It has always brought me good luck. Today I was lucky that you were here. Now maybe it will bring you good fortune." She places an ornate necklace in your hand.

The PCs receive a *lucky charm* +1 at AL2/4, or a *lucky charm* +2 at AL6/8/10.

SKILL CHALLENGE: RESCUE MISSION

Goal: The PCs try to catch up with the kidnappers and rescue the ambassador and Lady Iona before the invaders are able to escape the embassy.

Complexity: Special (reach the end of the skill challenge without 3 failures)

Primary Skills: Athletics, Arcana, Diplomacy, Endurance, Intimidate, Stealth, and Thievery.

Other Skills: Perception and Insight.

Victory: The PCs successfully track down the kidnappers and intercept them before they can get away with the ambassador and Lady Iona. The PCs gain the benefits as if they had taken a single short rest (but they do not actually take a short rest).

Defeat: If the PCs fail the skill challenge the kidnappers escape with the ambassador and Lady Iona. The PCs have one final chance to rescue them in Encounter 5. The chase takes so long that the PCs do not have time to take a short rest before the next encounter, but they do recover their encounter powers.

DAMAGE DURING THE SKILL CHALLENGE

During this skill challenge the PCs may take damage for failing a particular skill check. Because the PCs did not get a chance to rest between this encounter and the previous encounter there is a chance this damage could knock a PC unconscious. If this happens allow the PC to spend their second wind as an immediate interrupt. If the PC does not have their second wind available you can alternately allow other PCs to use healing powers or healing potions to revive the fallen PC. Also remind the PCs that they can make Endurance checks to take the damage for an ally who has failed a check.

SCENE 1: INTO THE FRAY!

Acrobatics, Athletics, Endurance, or Stealth
[Moderate DC] (group check)

Racing through the twisting and turning corridors of the embassy you see groups of guards doing their best to hold off more shadow creatures. You must do whatever you can to get past these distractions and find the ambassador's captors.

The PCs hurry through the hallways and corridors of the embassy looking for signs of the kidnappers. Shadow creatures are still running amok in the embassy while the guards are trying to hold them off. As the PCs fight their way through these skirmishes each PC must make a skill check. They can choose Acrobatics, Athletics or Endurance to push, fight, or tumble their way through the crowded hallways. PCs can also choose to make a Stealth check to sneak around the battles and avoid being noticed by the shadow creatures.

Any PC who fails this check takes damage equal to their healing surge value as they fight their way through the halls of the embassy. A PC who succeeds at a Hard DC Athletics or Endurance check can choose to take the damage for a PC who fails their check. The failed check still counts toward the failures of the group check. If the

party fails the group check, it counts as a single failure for the skill challenge.

SCENE 2: FIGHTING IT OUT!

Basic or At-Will Attacks (group check)

Further into the embassy the battle has reached a fever pitch. The guards have their hands full holding off the shadow creatures as the embassy guests and servants run frantically for the doors. There is no way to move forward without fighting your way through the battle.

In this scene the PCs fight with more of the shadow creatures assaulting the embassy. This does not require a battle map and is not meant to be a combat encounter. Try to give the PCs the feel that they are fighting on the run as opposed to losing time trying to clear a particular area.

Ask each PC to make a melee or ranged basic attack, or if they choose they can make an At-Will attack of their choice. If the PC's attack roll is greater than AL+15 against AC or AL+13 against Fortitude, Reflex, or Will then the attack hits and counts as a success toward the group check. If the attack misses then the PC takes damage equal to their healing surge value as the shadow creatures fight back.

If at least half the group hits with an attack, the PCs successfully fight their way past the worst of the battle. If the party fails the group check, it counts as a single failure for the challenge.

SCENE 3: WHICH WAY DID THEY GO?

Diplomacy, Intimidate or Perception [Hard DC] (2 successes before moving to the next scene)

Despite your best efforts, there are no signs of the ambassador or Lady Iona anywhere. Perhaps the best course of action would be to slow down for a minute and try to gain a little information.

In this scene the trail of the kidnappers is growing cold and the PCs must figure out which way to go. There are plenty of guards racing back and forth through the halls, following orders to reinforce their comrades and shore up defenses in the hardest hit areas. The PCs can stop some of these guards and use either Diplomacy or Intimidate to gather information.

PCs can make a Moderate DC Insight check to figure out who best to stop and talk to. A success grants a +2 to the next Diplomacy or Intimidate check, but does not count as a success or failure in this scene.

On the first successful Diplomacy or Intimidate check the PCs find a group of guards who heard the ambassador and Lady Iona were being taken toward the embassy's courtyard. They can direct the PCs toward the courtyard. Alternately, the PCs can make a Perception check to find clues about which way the kidnappers have taken the ambassador and Lady Iona. On a success, the PCs find a trail of silk scraps that Lady Iona tore off her dress and left for the PCs to follow.

After a second successful Diplomacy or Intimidate check the PCs talk to a group of guards who briefly fought with the kidnappers. The guards were overmatched and could not stop them from escaping. The guards saw the kidnappers head in the direction of the embassy's courtyard, which leads to the south wing of the embassy. The ambassador and Lady Iona were with them and appeared to be unharmed.

If the PCs press the guards for details about the number of enemies that attacked them, or the types of enemies, the guards recount that the battle was too hectic and they felt like they were being attacked from all sides. The guards disagree greatly on the number of attackers - some say as few as three, others insist there were as many as eight! They do recall that the attackers were shadowy, and they were attacked by winged creatures with nasty sharp claws... or was it teeth?

An Easy DC Insight check by the PCs confirms that the guards were indeed too confused by the battle to get any accurate or reliable information on their attackers.

SCENE 4: THEY WENT THATAWAY!

Arcana, Thievery [Hard DC] (2 successes to open the doors and end the scene)

You sprint ahead in pursuit of the kidnappers. The hallway leading to the courtyard ends at two large, wooden double doors. A strong magical aura surrounds the doors. It's obvious these doors have been magically trapped, and it's a safe bet they are locked as well.

The kidnappers are trying to slow any pursuit and have locked and trapped the doors to the courtyard. The doors have been locked mechanically and then trapped with a spell. It takes two successful checks to open the doors.

At any point during this scene a PC may make a Moderate DC Perception check to closely study the trap or the lock. A successful check reveals more about the nature of the trap or lock and grants a +2 bonus to the next Arcana or Thievery check, but does not count as a success or failure in this scene.

A successful Arcana or Thievery check must first be made to counter the magical trap placed on the door. A

failed check triggers the trap, creating a burst of energy which causes the PC who failed the check to take damage equal to their healing surge value.

After the trap has been disabled (or triggered) the PCs must make a Thievery check to unlock the door. If the PCs do not have Thievery available to them they can make a Moderate DC Strength check to break down the door, or simply destroy it by dealing 50 points of damage using attack powers.

The PCs might ask about using a Knock ritual. Remind them that the ritual takes 10 minutes, which would probably be long enough to allow the kidnappers to escape.

ENDING THE ENCOUNTER

Once the PCs have opened the door to the courtyard the skill challenge is over.

Success: If the PCs reached this point without gaining a total of 3 failures they have succeeded at the skill challenge. The PCs recover their encounter powers and may spend healing surges as if they had taken a single short rest before continuing to Encounter 3.

Failure: If the PCs failed the skill challenge they do not get the full benefits of a short rest. They still regain all their encounter powers, but are not allowed to spend any healing surges. They may use healing powers as normal during the next encounter.

In either case, proceed to Encounter 3.

MILESTONE

This encounter counts towards a milestone.

TREASURE

If the PCs saved four or more guests in Encounter 1, they receive a *lucky charm* +1 at AL2/4, or a *lucky charm* +2 at AL6/8/10, from the eladrin woman at the beginning of this encounter. There is no other treasure in this encounter.

ENCOUNTER 3: THEY'RE GETTING AWAY!

ENCOUNTER LEVEL: EQUAL TO THE AL

CREATURES

This encounter includes the following creatures at all Adventure Levels:

1 shadar-kai witch (W)

1 shadar-kai gloomblade (B)

3 shadowfell gargoyles (G)

If the PCs succeeded at the skill challenge in Encounter 2 then they catch up to the kidnappers before they can escape with the ambassador and Lady Iona. Place them on the map as shown:

Ambassador Deskyr Thanterim, NPC (A)

Lady Iona Thanterim, NPC (L)

If the PCs failed the skill challenge in Encounter 2 the kidnappers have already escaped with the ambassador and Lady Iona. Do not place the two NPCs on the map. The PCs have one last chance to rescue them in Encounter 5.

SCALING THE ENCOUNTER

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

Four PCs: Remove one gargoyle.

Six PCs: Add one gloomblade.

SETUP

Place the map and reveal the gargoyles and shadar-kai witch, but **do not place the shadar-kai gloomblade on the map**. The gloomblade begins the encounter hidden behind the statue in the location shown on the map. (For six PCs, the second gloomblade is hidden behind the other statue.) Read the following:

The doors to the courtyard fly open revealing a well maintained and neatly decorated garden. An inviting fountain sits in the center of the courtyard. The fountain is flanked on either side by large statues of knights of Cormyr. Winged creatures made of stone perch on the sides on the building. Another gargoyle sits atop the fountain, spreading its wings aggressively.

A shadar-kai woman glares at you and hisses, "You should not have interfered. This ends now!"

At this point roll initiative. The gloomblade hidden behind the statue takes 10 on his Stealth check. Only reveal his location to PCs with a passive Perception higher than the Stealth check.

FEATURES OF THE AREA

Illumination: The dense, dark clouds that hang over the city of Urmlaspyr allow only dim light in the courtyard.

Landings and Stairs: The top landing where the PCs begin is 20 feet above the courtyard. The first set of stairs at the bottom of the map go up 5 feet to a landing, and then switch back and go up another 5 feet to a landing 10 feet above the courtyard. The doors at the top of those stairs are closed but unlocked and lead to another wing of the embassy.

All stair spaces are difficult terrain to climb, but normal terrain to descend. There is a decorative stone railing on all edges of the landings and stairs, so creatures gain a +5 bonus on saves to avoid being forced off the stairs.

Fountain: The fountain in the middle of the courtyard provides cover. PCs adjacent to the fountain can see an inscription carved in the stone which reads: "May these waters bring the life of the Light in a place of darkness." The fountain was a gift to the ambassador from the priests of Amaunator and the water within is blessed. Any non-evil creature adjacent to the fountain can drink from it (minor action) and spend a healing surge. The PCs can sense the presence of healing magic in the fountain with a Moderate DC Arcana, Religion, or Nature check as a minor action.

Hedges: The hedge rows around the map are 4 feet tall and provide partial concealment for Medium sized creatures and PCs. Small creatures and PCs can get total concealment. The hedge squares are difficult terrain.

Statues: The stone statues are 15 feet tall and are blocking terrain.

TACTICS

The shadar-kai work for a warlock named Xavier Raskin, who is responsible for the attack on the embassy. Xavier opened a portal to the Shadowfell beneath the embassy. The shadar-kai's main objective is to deliver the ambassador and his wife to Xavier at the portal.

The witch should begin the fight by using *beshadowed mind* on the most dangerous ranged striker in the party. Save *deep shadow* until the melee PCs get too close, or use it later in the fight to help the gloomblade make Stealth checks to hide.

The witch is considered the gargoyles' master. The gargoyles alternate moving adjacent to the witch to

shield her from attacks. Use *to the master* to get a different gargoyle adjacent to the witch, then use *swoop attack* with the other gargoyles.

The gloomblade remains hidden behind the statues until a PC approaches, then he ambushes the PC, trying to blind them with *gloomstrike*. Use *veil of shadows* or *shadow jaunt* to get away from the PCs and make more attacks from stealth.

The shadar-kai do not fight to the death. When they are bloodied they fall back to the door at the bottom of the map. The gargoyles fight to the death in defense of their master. If possible, the shadar-kai try to take the ambassador and Lady Iona with them as they flee. Unless a PC is adjacent to one of the captives, the shadar-kai can force the ambassador and his wife to move with them (their speed will equal the shadar-kai's speed). Remember, the shadar-kai's ultimate goal is to get the ambassador and Lady Iona back to Xavier - they have only stopped to fight the PCs to slow them down.

The shadar-kai don't hesitate to abandon their prisoners and flee. They do not want to be killed or captured themselves. As a last resort, if they cannot escape, the shadar-kai might threaten to kill the ambassador or Lady Iona to get the PCs to back down, but it is a bluff. If the PCs play along, feel free to improvise a hostage situation.

In reality the shadar-kai do not attack or attempt to harm or kill the ambassador and Lady Iona. They have strict orders from Xavier to deliver them unharmed.

ENDING THE ENCOUNTER

The encounter is over when the shadar-kai escape, or when they and the gargoyles are defeated. If the shadar-kai escape into the embassy through the doors at the bottom of the map they close and lock the doors behind them. The witch sets another arcane trap on the doors. See Scene 4 of Encounter 2 for the skills needed to open the doors. By the time the PCs disarm the trap and unlock the doors the shadar-kai have escaped, possibly with the ambassador and Lady Iona, and the PCs have lost them. At this point proceed to Encounter 4.

MILESTONE

This encounter counts towards a milestone.

TREASURE

If the PCs defeat the shadar-kai witch they find a *rod of absorption* +1 at AL2/4 or +2 at AL6/8/10. If the PCs defeat a gloomblade they find a *lifestealer weapon* +1 at AL2/4 or +2 at AL6/8/10.

ENCOUNTER 3: THEY'RE GETTING AWAY! (ADVENTURE LEVEL 2)

1 Shadar-kai Witch (W)	Level 3 Controller
Medium shadow humanoid	XP 150
HP 43; Bloodied 21	Initiative +3
AC 17, Fortitude 14, Reflex 15, Will 15	Perception +1
Speed 6	Low-light vision
STANDARD ACTIONS	
m Blackfire Touch (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 1d8 + 6 fire and necrotic damage.	
R Beshadowed Mind (necrotic) • Recharge 4-6	
Attack: Ranged 10 (one creature); +7 vs. Will	
Hit: 2d8 + 7 necrotic damage and the target has no line of sight to anything more than 2 squares from it (save ends).	
Deep Shadow (necrotic) • Encounter	
Effect: The shadar-kai witch activates an aura 2 of thick, writhing shadows. The witch and any other shadow creatures in the aura gain concealment. In addition, enemies that enter or start their turn in the aura take 5 necrotic damage and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action, however, the effect ends if she uses shadow jaunt or moves more than half her speed on her turn.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.	
Skills Acrobatics +5, Arcana +9, Religion +9, Stealth +10	
Str 11 (+1)	Dex 14 (+3) Wis 10 (+1)
Con 11 (+1)	Int 17 (+4) Cha 15 (+3)
Alignment unaligned Languages common	

1 Shadar-kai Gloomblade (B)	Level 2 Lurker
Medium shadow humanoid	XP 125
HP 28; Bloodied 14	Initiative +9
AC 16, Fortitude 13, Reflex 14, Will 11	Perception +2
Speed 5	Low-light vision
TRAITS	
Gloomstrike	
If the shadar-kai gloomblade hits a target that cannot see him, the target is blinded until the end of the gloomblade's next turn	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.	
Veil of Shadows (illusion) • At-Will	
Effect: The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed. The gloomblade cannot use this power while bloodied.	
Skills Acrobatics +11, Stealth +11	
Str 15 (+3)	Dex 18 (+5) Wis 13 (+2)
Con 10 (+1)	Int 8 (+0) Cha 9 (+0)
Alignment unaligned Languages common	
Equipment greatsword, chainmail	

3 Shadowfell Gargoyles (G)	Level 2 Skirmisher
Medium elemental humanoid (earth, shadow)	XP 125
HP 36; Bloodied 18	Initiative +4
AC 16, Fortitude 14, Reflex 14, Will 16	Perception +7
Speed 6, fly 8	Darkvision
Immune petrification	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
Effect: The target is marked until the end of the gargoyle's next turn.	
M Swoop Attack • At-Will	
Effect: The gargoyle flies up to its fly speed and uses claw at the end of the move. This movement does not provoke opportunity attacks.	
M Avenging Claws • Recharge when the gargoyle's master is first bloodied	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 7 damage and the target is dazed until the end of the gargoyle's next turn.	
MOVE ACTIONS	
To the Master (teleportation) • At-Will	
Effect: The gargoyle teleports to a square within 2 squares of its master.	
TRIGGERED ACTIONS	
Shielding Wings • At-Will	
Requirement: The gargoyle's must be adjacent to its master.	
Trigger: The gargoyle's master takes damage.	
Effect (Immediate Interrupt): The gargoyle takes the damage instead of its master.	
Skills Athletics +9	
Str 17 (+4)	Dex 12 (+2) Wis 13 (+2)
Con 12 (+2)	Int 7 (-1) Cha 8 (+0)
Alignment evil Languages common, primordial	
Note: Based on runic gargoyle. Added swoop attack from gargoyle. Changed to a skirmisher and removed training in Stealth.	

ENCOUNTER 3: THEY'RE GETTING AWAY! (ADVENTURE LEVEL 4)

1 Shadar-kai Witch (W)	Level 5 Controller
Medium shadow humanoid	XP 200
HP 60; Bloodied 30	Initiative +4
AC 19, Fortitude 16, Reflex 17, Will 17	Perception +2
Speed 6	Low-light vision
STANDARD ACTIONS	
m Blackfire Touch (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 2d6 + 6 fire and necrotic damage.	
R Beshadowed Mind (necrotic) • Recharge 4-6	
Attack: Ranged 10 (one creature); +9 vs. Will	
Hit: 3d6 + 9 necrotic damage and the target has no line of sight to anything more than 2 squares from it (save ends).	
Deep Shadow (necrotic) • Encounter	
Effect: The shadar-kai witch activates an aura 2 of thick, writhing shadows. The witch and any other shadow creatures in the aura gain concealment. In addition, enemies that enter or start their turn in the aura take 5 necrotic damage and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action, however, the effect ends if she uses shadow jaunt or moves more than half her speed on her turn.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.	
Skills Acrobatics +6, Arcana +11, Religion +11, Stealth +11	
Str 12 (+3)	Dex 15 (+4) Wis 11 (+2)
Con 12 (+3)	Int 18 (+6) Cha 16 (+5)
Alignment unaligned Languages Common	

1 Shadar-kai Gloomblade (B)	Level 4 Lurker
Medium shadow humanoid	XP 175
HP 41; Bloodied 20	Initiative +10
AC 18, Fortitude 15, Reflex 16, Will 13	Perception +4
Speed 5	Low-light vision
TRAITS	
Gloomstrike	
If the shadar-kai gloomblade hits a target that cannot see him, the target is blinded until the end of the gloomblade's next turn	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.	
Veil of Shadows (illusion) • At-Will	
Effect: The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed. The gloomblade cannot use this power while bloodied.	
Skills Acrobatics +12, Stealth +12	
Str 16 (+5)	Dex 19 (+6) Wis 14 (+4)
Con 11 (+2)	Int 9 (+1) Cha 10 (+2)
Alignment unaligned Languages Common	
Equipment greatsword, chainmail	

3 Shadowfell Gargoyles (G)	Level 4 Skirmisher
Medium elemental humanoid (earth, shadow)	XP 175
HP 53; Bloodied 26	Initiative +5
AC 18, Fortitude 16, Reflex 15, Will 18	Perception +9
Speed 6, fly 8	Darkvision
Immune petrification	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
Effect: The target is marked until the end of the gargoyle's next turn.	
M Swoop Attack • At-Will	
Effect: The gargoyle flies up to its fly speed and uses claw at the end of the move. This movement does not provoke opportunity attacks.	
M Avenging Claws • Recharge when the gargoyle's master is first bloodied	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 9 damage and the target is dazed until the end of the gargoyle's next turn.	
MOVE ACTIONS	
To the Master (teleportation) • At-Will	
Effect: The gargoyle teleports to a square within 2 squares of its master.	
TRIGGERED ACTIONS	
Shielding Wings • At-Will	
Requirement: The gargoyle's must be adjacent to its master.	
Trigger: The gargoyle's master takes damage.	
Effect (Immediate Interrupt): the gargoyle takes the damage instead of its master.	
Skills Athletics +11	
Str 18 (+6)	Dex 13 (+3) Wis 14 (+4)
Con 13 (+3)	Int 8 (+1) Cha 9 (+1)
Alignment evil Languages Common, Primordial	

Note: Based on runic gargoyle. Added *swoop attack* from gargoyle. Changed to a skirmisher and removed training in Stealth.

ENCOUNTER 3: THEY'RE GETTING AWAY! (ADVENTURE LEVEL 6)

1 Shadar-kai Witch (W)	Level 7 Controller
Medium shadow humanoid	XP 300
HP 77; Bloodied 38	Initiative +6
AC 21, Fortitude 18, Reflex 19, Will 19	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
m Blackfire Touch (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 2d8 + 6 fire and necrotic damage.	
R Beshadowed Mind (necrotic) • Recharge 4-6	
Attack: Ranged 10 (one creature); +11 vs. Will	
Hit: 3d6 + 12 necrotic damage and the target has no line of sight to anything more than 2 squares from it (save ends).	
Deep Shadow (necrotic) • Encounter	
Effect: The shadar-kai witch activates an aura 2 of thick, writhing shadows. The witch and any other shadow creatures in the aura gain concealment. In addition, enemies that enter or start their turn in the aura take 5 necrotic damage and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action, however, the effect ends if she uses shadow jaunt or moves more than half her speed on her turn.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.	
Skills Acrobatics +8, Arcana +12, Religion +12, Stealth +13	
Str 13 (+4)	Dex 16 (+6) Wis 12 (+4)
Con 13 (+4)	Int 19 (+7) Cha 17 (+6)
Alignment unaligned Languages Common	

1 Shadar-kai Gloomblade (B)	Level 6 Lurker
Medium shadow humanoid	XP 250
HP 54; Bloodied 27	Initiative +12
AC 20, Fortitude 17, Reflex 18, Will 15	Perception +5
Speed 5	Low-light vision
TRAITS	
Gloomstrike	
If the shadar-kai gloomblade hits a target that cannot see him, the target is blinded until the end of the gloomblade's next turn	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.	
Veil of Shadows (illusion) • At-Will	
Effect: The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed. The gloomblade cannot use this power while bloodied.	
Skills Acrobatics +14, Stealth +14	
Str 17 (+6)	Dex 20 (+8) Wis 15 (+5)
Con 12 (+4)	Int 10 (+3) Cha 11 (+3)
Alignment unaligned Languages Common	
Equipment greatsword, chainmail	

3 Shadowfell Gargoyles (G)	Level 6 Skirmisher
Medium elemental humanoid (earth, shadow)	XP 250
HP 70; Bloodied 35	Initiative +7
AC 20 Fortitude 18, Reflex 18, Will 20	Perception +10
Speed 6, fly 8	Darkvision
Immune petrification	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
Effect: The target is marked until the end of the gargoyle's next turn.	
M Swoop Attack • At-Will	
Effect: The gargoyle flies up to its fly speed and uses claw at the end of the move. This movement does not provoke opportunity attacks.	
M Avenging Claws • Recharge when the gargoyle's master is first bloodied	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d6 + 10 damage and the target is dazed until the end of the gargoyle's next turn.	
MOVE ACTIONS	
To the Master (teleportation) • At-Will	
Effect: The gargoyle teleports to a square within 2 squares of its master.	
TRIGGERED ACTIONS	
Shielding Wings • At-Will	
Requirement: The gargoyle's must be adjacent to its master.	
Trigger: The gargoyle's master takes damage.	
Effect (Immediate Interrupt): the gargoyle takes the damage instead of its master.	
Skills Athletics +12	
Str 19 (+7)	Dex 14 (+5) Wis 15 (+5)
Con 14 (+5)	Int 9 (+2) Cha 10 (+3)
Alignment evil Languages Common, Primordial	

Note: Based on runic gargoyle. Added *swoop attack* from gargoyle. Changed to a skirmisher and removed training in Stealth.

ENCOUNTER 3: THEY'RE GETTING AWAY! (ADVENTURE LEVEL 8)

1 Shadar-kai Witch (W)	Level 9 Controller
Medium shadow humanoid	XP 400
HP 94; Bloodied 47	Initiative +7
AC 23, Fortitude 20, Reflex 21, Will 21	Perception +5
Speed 6	Low-light vision
STANDARD ACTIONS	
m Blackfire Touch (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 2d8 + 8 fire and necrotic damage.	
R Beshadowed Mind (necrotic) • Recharge 4-6	
Attack: Ranged 10 (one creature); +13 vs. Will	
Hit: 3d8 + 13 necrotic damage and the target has no line of sight to anything more than 2 squares from it (save ends).	
Deep Shadow (necrotic) • Encounter	
Effect: The shadar-kai witch activates an aura 2 of thick, writhing shadows. The witch and any other shadow creatures in the aura gain concealment. In addition, enemies that enter or start their turn in the aura take 10 necrotic damage and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action, however, the effect ends if she uses shadow jaunt or moves more than half her speed on her turn.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.	
Skills Acrobatics +9, Arcana +14, Religion +14, Stealth +14	
Str 14 (+6)	Dex 17 (+7) Wis 13 (+5)
Con 14 (+6)	Int 20 (+9) Cha 18 (+8)
Alignment unaligned Languages Common	

1 Shadar-kai Gloomblade (B)	Level 8 Lurker
Medium shadow humanoid	XP 350
HP 67; Bloodied 33	Initiative +13
AC 22, Fortitude 19, Reflex 20, Will 17	Perception +7
Speed 5	Low-light vision
TRAITS	
Gloomstrike	
If the shadar-kai gloomblade hits a target that cannot see him, the target is blinded until the end of the gloomblade's next turn	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.	
Veil of Shadows (illusion) • At-Will	
Effect: The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed. The gloomblade cannot use this power while bloodied.	
Skills Acrobatics +15, Stealth +15	
Str 18 (+8)	Dex 21 (+9) Wis 16 (+7)
Con 13 (+5)	Int 11 (+4) Cha 12 (+5)
Alignment unaligned Languages Common	
Equipment greatsword, chainmail	

3 Shadowfell Gargoyles (G)	Level 8 Skirmisher
Medium elemental humanoid (earth, shadow)	XP 350
HP 87; Bloodied 43	Initiative +8
AC 22, Fortitude 20, Reflex 19, Will 22	Perception +12
Speed 6, fly 8	Darkvision
Immune petrification	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
Effect: The target is marked until the end of the gargoyle's next turn.	
M Swoop Attack • At-Will	
Effect: The gargoyle flies up to its fly speed and uses claw at the end of the move. This movement does not provoke opportunity attacks.	
M Avenging Claws • Recharge when the gargoyle's master is first bloodied	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d8 + 11 damage and the target is dazed until the end of the gargoyle's next turn.	
MOVE ACTIONS	
To the Master (teleportation) • At-Will	
Effect: The gargoyle teleports to a square within 2 squares of its master.	
TRIGGERED ACTIONS	
Shielding Wings • At-Will	
Requirement: The gargoyle's must be adjacent to its master.	
Trigger: The gargoyle's master takes damage.	
Effect (Immediate Interrupt): The gargoyle takes the damage instead of its master.	
Skills Athletics +14	
Str 20 (+9)	Dex 15 (+6) Wis 16 (+7)
Con 15 (+6)	Int 10 (+4) Cha 11 (+4)
Alignment evil Languages Common, Primordial	

Note: Based on runic gargoyle. Added *swoop attack* from gargoyle. Changed to a skirmisher and removed training in Stealth.

ENCOUNTER 3: THEY'RE GETTING AWAY! (ADVENTURE LEVEL 10)

1 Shadar-kai Witch (W)	Level 11 Controller
Medium shadow humanoid	XP 600
HP 111; Bloodied 55	Initiative +9
AC 25, Fortitude 22, Reflex 23, Will 23	Perception +7
Speed 6	Low-light vision
STANDARD ACTIONS	
m Blackfire Touch (fire, necrotic) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 3d6 + 9 fire and necrotic damage.	
R Beshadowed Mind (necrotic) • Recharge 4-6	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: 4d6 + 15 necrotic damage and the target has no line of sight to anything more than 2 squares from it (save ends).	
Deep Shadow (necrotic) • Encounter	
Effect: The shadar-kai witch activates an aura 2 of thick, writhing shadows. The witch and any other shadow creatures in the aura gain concealment. In addition, enemies that enter or start their turn in the aura take 10 necrotic damage and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action, however, the effect ends if she uses shadow jaunt or moves more than half her speed on her turn.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.	
Skills Acrobatics +11, Arcana +15, Religion +15, Stealth +16	
Str 15 (+7)	Dex 18 (+9) Wis 14 (+7)
Con 15 (+7)	Int 21 (+10) Cha 19 (+9)
Alignment unaligned	Languages Common

1 Shadar-kai Gloomblade (B)	Level 10 Lurker
Medium shadow humanoid	XP 500
HP 80; Bloodied 40	Initiative +15
AC 24, Fortitude 21, Reflex 22, Will 19	Perception +8
Speed 5	Low-light vision
TRAITS	
Gloomstrike	
If the shadar-kai gloomblade hits a target that cannot see him, the target is blinded until the end of the gloomblade's next turn	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.	
Veil of Shadows (illusion) • At-Will	
Effect: The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed. The gloomblade cannot use this power while bloodied.	
Skills Acrobatics +17, Stealth +17	
Str 19 (+9)	Dex 22 (+11) Wis 17 (+8)
Con 14 (+7)	Int 12 (+6) Cha 13 (+6)
Alignment unaligned	Languages Common
Equipment greatsword, chainmail	

3 Shadowfell Gargoyles (G)	Level 10 Skirmisher
Medium elemental humanoid (earth, shadow)	XP 500
HP 104; Bloodied 52	Initiative +10
AC 24, Fortitude 22, Reflex 22, Will 24	Perception +13
Speed 6, fly 8	Darkvision
Immune petrification	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
Effect: The target is marked until the end of the gargoyle's next turn.	
M Swoop Attack • At-Will	
Effect: The gargoyle flies up to its fly speed and uses claw at the end of the move. This movement does not provoke opportunity attacks.	
M Avenging Claws • Recharge when the gargoyle's master is first bloodied	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d8 + 14 damage and the target is dazed until the end of the gargoyle's next turn.	
MOVE ACTIONS	
To the Master (teleportation) • At-Will	
Effect: The gargoyle teleports to a square within 2 squares of its Master.	
TRIGGERED ACTIONS	
Shielding Wings • At-Will	
Requirement: The gargoyle's must be adjacent to its master.	
Trigger: The gargoyle's master takes damage.	
Effect (Immediate Interrupt): The gargoyle takes the damage instead of its master.	
Skills Athletics +15	
Str 21 (+10)	Dex 16 (+8) Wis 17 (+8)
Con 16 (+8)	Int 11 (+5) Cha 12 (+6)
Alignment evil	Languages Common, Primordial
Note: Based on runic gargoyle. Added swoop attack from gargoyle. Changed to a skirmisher and removed training in Stealth.	

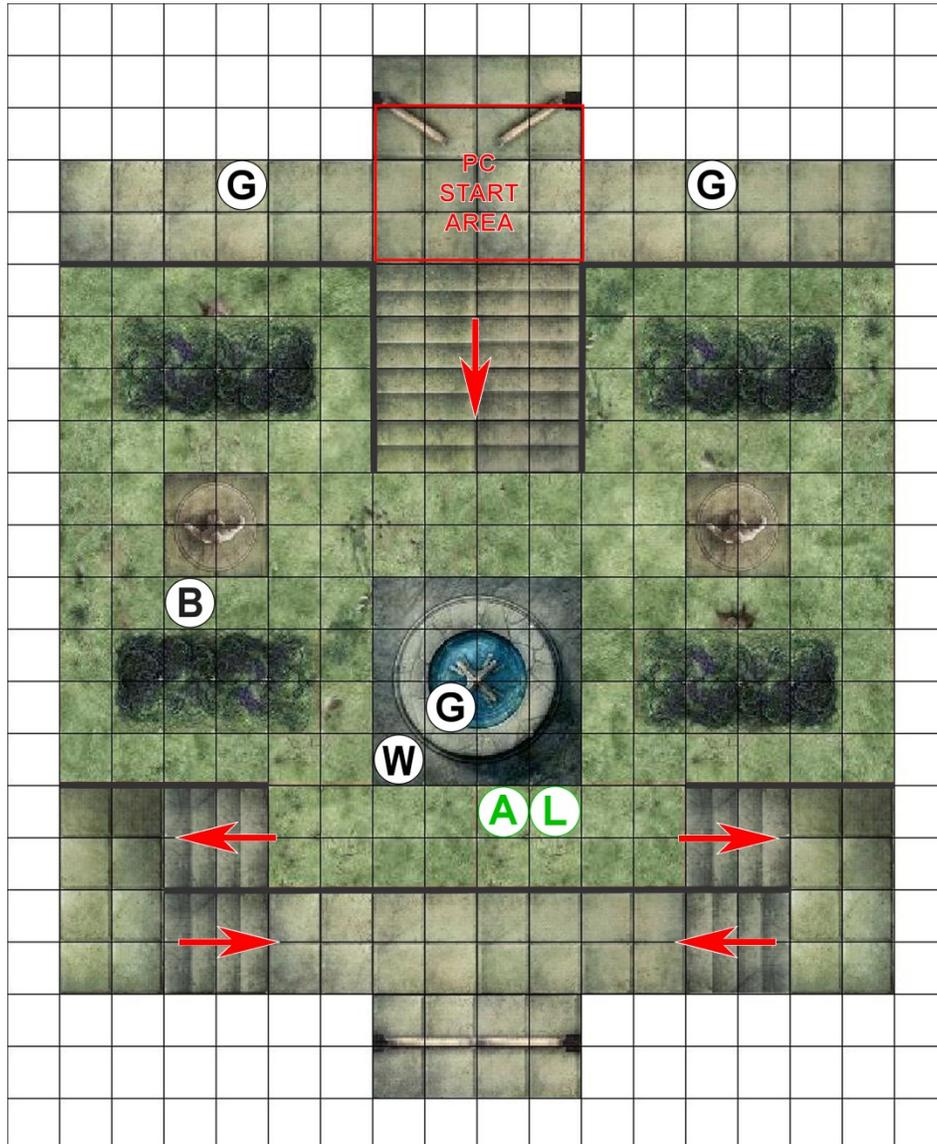
ENCOUNTER 3: THEY'RE GETTING AWAY (MAP)

TILE SETS NEEDED

ET1 - Dungeon Tiles Master Set - The Dungeon x2

DT4 - Ruins of the Wild x2

DT1 - Dungeon Tiles x1 (fountain)



- Shadar-Kai Witch (W)
- Shadar-Kai Gloomblade (B)
- Gargoyle (G)
- Ambassador Thanterim (A)
- Lady Iona (L)

ENCOUNTER 4: THE PLOT THICKENS

ROLEPLAYING ENCOUNTER

This is a free-flowing, roleplay encounter which takes place after the PCs have fought with the kidnappers in Encounter 3. The goal of this encounter is to give the PCs a chance for a short rest and to give them the information they need to move ahead with the adventure. There are a few different ways this encounter can play out, depending on the outcome of Encounter 3.

One way or another, the PCs need to learn about Xavier and the portal he has opened in the cellars beneath the embassy. This can happen by various means.

THE KIDNAPPERS

If the PCs defeated the kidnappers and kept at least one of the shadar-kai alive for questioning they can make a Hard DC Diplomacy or Intimidate check to extract the following information:

- The shadar-kai are working for a man named Xavier Raskin.
- Their instructions were to capture the ambassador and Lady Iona and deliver them unharmed to Xavier in the cellar of the embassy.
- Xavier has opened a portal to the Shadowfell in the cellar and is summoning forth the shadow creatures that are attacking the embassy.
- He has also summoned forth some powerful demons, but the shadar-kai don't know what his plans are for the demons.

If the PCs did not leave any of the kidnappers alive, they can find this information written on a note on one of the bodies. (They can also find the note by searching a shadar-kai prisoner, most likely the witch.) In this case, give the PCs **Handout 2**.

If all the kidnappers were able to escape, there are alternate ways to move the PCs toward the final confrontation with Xavier, but they have less information to work with.

THE HOSTAGES

If the PCs managed to rescue the ambassador and/or Lady Iona, they can tell the PCs that they overheard their kidnappers talking. The kidnappers said something about needing to get back to the cellar and not to harm the prisoners or Xavier would be angry. The ambassador

urges the PCs to head to the cellar and put a stop to whatever the kidnappers and Xavier are doing.

THE SERVANT

If the PCs failed to rescue the ambassador or Lady Iona, and all the kidnappers escaped, there is one final way to help move the adventure forward. A servant in the embassy, Torsten Kendrick, was cleaning up a storage room in the cellar when the attack began. His torch was extinguished and he fumbled around in the pitch black trying to find his way out. He heard some weird sounds coming from an area of the cellar and he watched in horror as the most vile creatures he has ever seen stepped out of a glowing magical ball. He turned and fled as fast as he could, and was trying to find a way out of the embassy when he stumbled upon the PCs in the courtyard.

Torsten is obviously disturbed and shaken by what he has seen. The PCs can attempt to get more information from him, but they quickly see that Torsten has no idea what the creatures were that he witnessed (the demons) and he didn't see how many. He doesn't even realize it was a portal to the Shadowfell he was looking at. Torsten did not see the kidnappers or the ambassador and Lady Iona on his way out of the cellar and to the courtyard.

ENDING THE ENCOUNTER

After the PCs have had an opportunity to rest and gather information a patrol of guards arrives and informs them that the situation in the embassy has stabilized for the time being. Most of the shadow creatures have been dealt with and the guards have secured areas of the building. If the ambassador and Lady Iona are with the PCs the guards escort them to a secure location so the PCs can pursue those responsible for the attacks.

At this point the PCs should have sufficient information and motivation to investigate the cellar of the embassy and put a stop to whatever Xavier Raskin is doing. Proceed to Encounter 5.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

The PCs receive no treasure in this encounter.

ENCOUNTER 5: TO STOP A MADMAN

ENCOUNTER LEVEL: AL + 2

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- Xavier Raskin (cultist warlock) (X)
- 2 guardian demon abominations (D)
- 4 rupture demons (R)

The encounter also includes the following “secondary demons” according to the Adventure Level:

- AL 2: 2 dretches (S)
- AL 4: 2 gnaw demons (S)
- AL 6: 2 runespiral demons (S)
- AL 8: 2 lesser fire demons (S)
- AL 10: 2 mezzodemons (S)

If the PCs failed the skill challenge in Encounter 2 or did not rescue the ambassador and Lady Iona in Encounter 3 they are present in this encounter at the locations shown on the map:

- Ambassador Deskyr Thanterim, NPC (A)
- Lady Iona, NPC (L)

SCALING THE ENCOUNTER

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

Four PCs: Remove a guardian demon abomination.

Six PCs: Add another secondary demon of the appropriate type for the Adventure Level.

SETUP

The PCs have learned that Xavier Raskin is behind the attack on the embassy and the kidnapping of the ambassador and Lady Iona. He has opened a portal to the Shadowfell in the cellar of the embassy and the PCs must now stop him.

Searching through the cellar you reach an area where the worked stone and brick give way to natural caverns. The glow of moss and lichen is the only light, except for an odd crystal shining on a pedestal just at the edge of the cave. Two ooze-like creatures with slimy tentacles slowly drift across the cave.

At this point place the map on the table, but **do not reveal the area of the map outlined in orange**. The rupture demons have not yet noticed or paid any particular attention to the PCs. Allow the group to make a Stealth check, and use the lowest PC’s result. If the check is lower than the rupture demon’s passive Perception, the demons take notice of the group and initiative begins.

Carefully read the Features of the Area below, and only explain to the PCs what they see at the time. Make note of the alarm trap that Xavier has set to warn of intruders.

FEATURES OF THE AREA

Illumination: The cavern is dimly lit by glowing moss and lichen on the walls, as well as by a glowing crystal which sits on a pedestal where the cellar ends and the caverns begin.

Cave Height: the ceiling of the cavern area is 10 feet high.

Glowing Crystal: The crystal is the focus of an Eye of Alarm ritual Xavier has cast to warn of intruders in the cavern. Any PC who makes a Hard DC Perception check notices that the crystal actually looks like a jeweled eye made of silver and ruby.

A PC may make a Hard DC Arcana check to recognize the jeweled eye as the focus of an Eye of Alarm ritual. If they do so give them the information in the New Rules section regarding the ritual.

The ritual is protecting a 5 square by 5 square area centered on the focus, as shown by the yellow dotted area on the map. It requires a Stealth check (DC AL+20) to pass through that area without being detected. As soon as any PC enters the area without succeeding at the Stealth check, a high pitched screech echoes through the cavern and combat begins, if it hasn’t already.

Barrels and Secret Room: A stack of barrels piled floor to ceiling in the southwest corner of the caverns hides the entrance to a secret room. A PC adjacent to the barrels can make a Hard DC Perception check (passive or active) to notice the room hidden behind the barrels. They can move the barrels and reveal the area outlined in orange. If the PCs did not rescue Lady Iona in Encounter 3 they find her bound and gagged in the secret room.

Shadowfell Portal: The lava pit represents the portal that Xavier has opened to the Shadowfell. Any creature that enters these squares, or is forced into them, passes into the Shadowfell and is removed from the map. Each round that a PC ends their turn in the Shadowfell they take AL necrotic damage due to the

harsh conditions and dangerous environment. The demons do not take this damage. A PC may use a move action to make a Moderate DC Arcana check to return from the Shadowfell. When a PC returns place them in any unoccupied square adjacent to the portal.

At the end of each round more demons come through the portal. Roll a d4 to determine what and how many demons:

- 1 - One secondary demon (type based on the AL)
- 2 - Two rupture demons
- 3 - Three rupture demons
- 4 - Four rupture demons

No matter what you roll, do not let the number of minions currently active in the encounter exceed twice the number of PCs. If you reach the limit do not roll for the portal at the end of the round until the PCs kill some of the minions.

CLOSING THE PORTAL

The PCs can attempt to close the portal by making a series of skill checks. Only one check per PC can be made per round. PCs may make primary skill checks as detailed below, or may use the Aid Another action with the same skill to give another PC a +2 bonus on his or her next primary skill check made before the end of the assisting character's next turn. Aid Another is always a standard action, and the DC is equal to 10 + one-half the assisting creature's level. On a failure, the target takes a -1 penalty instead of gaining a +2 bonus. (For the full rules on the Aid Another action, see page 128 of the *Rules Compendium*.)

All primary skill checks, regardless of the skill used, can be made as a minor action against the Hard DC. If done with a move action the DC drops to the Moderate DC. If done as a standard action it drops to the Easy DC.

- Any PC within 3 squares of the portal may make an Arcana, Nature, or Religion check to disrupt the flow of the portal.
- PCs adjacent to the portal can use Strength or Thievery to destroy the circle of magical runes maintaining the portal.

It requires a total of 4 successful skill checks (in any combination of skills) to close the portal. If a PC fails a check, the portal unleashes a burst of energy and deals damage equal to the AL to all non-demon creatures within 3 squares.

This is not a skill challenge per se; the total number of failures does not matter. The PCs simply do not close the portal until they accumulate a total of 4 successes.

TACTICS

Use the rupture demons to boost the guardian demon abominations and secondary demons. Ideally the rupture demons can restrain PCs using their *enveloping embrace* then burst and buff the abominations.

The abominations are the real threat of this encounter. Try to grab PCs - especially arcane focused characters - to keep them away from the portal and make it more difficult for them to close it. Another tactic could be to grab PCs and force them into the portal, sending them to the Shadowfell. Use whichever tactic seems best for the party.

During combat Xavier stays at range as much as possible. Since he is wearing *shadowdance armor* his ranged attacks do not provoke opportunity attacks, so if he is caught in melee don't hesitate to still use his ranged attacks. Xavier stays close to the ambassador (if he is in this encounter) and drags him along as he moves, unless a PC is adjacent to stop him. If the battle looks lost and the portal is still open, Xavier attempts to flee to the Shadowfell. If he makes it into the portal he closes it behind him and escapes, but the PCs are still awarded full credit for defeating the encounter.

If the PCs have closed the portal, defeated all the demons and escape does not appear to be an option, Xavier fights to the death. He is, after all, a fanatic, and is more than willing to die for the cause. However, if you feel it is appropriate, the PCs can attempt to reason with him and get him to surrender. Gauge the overall mood of your table and play accordingly - don't force a group of good and lawful good characters to kill Xavier, but don't hesitate to allow a table of unaligned characters to finish him off without remorse.

ROLEPLAYING XAVIER

Xavier is a fanatic looking to make an example of the ambassador. He is frustrated with what he perceives as the ambassador's and Cormyr's *laissez-faire* attitude toward the Netherese presence in Urmlaspyr. Xavier recognizes the danger of the growing shadow regions throughout the city and believes that Netheril is behind it. He has no proof, of course, but he is sure of it.

Ironically, the ambassador shares these same fears, but he also understands the delicate political balance between Cormyr and Netheril and he realizes that making baseless accusations against the Netherese without any real evidence could very well plunge the two nations into war.

Xavier has mistaken the subtle discretion of Cormyr's policies as an unwillingness to get involved, so he has taken matters into his own hands. His twisted plot is to open a rift from the Shadowfell beneath the

embassy and disguise it as a blatant attack by Netheril, thus forcing Cormyr into action against the Netherese. He hopes that by stirring dissent between the two nations Cormyr will take a more active role in aiding Urmlaspyr and controlling the region.

Try to portray Xavier as a bit of a lunatic, definitely fanatical. And yet, in a way he is well-intentioned, albeit very misguided. At his core he shares the same goals as anyone dedicated to Cormyr, but his methods are over the edge. During combat he makes comments such as “What I do, I do for the good of Cormyr!” or “If a few must be sacrificed for the good of the many, so be it!” Using remarks like this may give the PCs a hint that Xavier isn’t necessarily evil, and perhaps he can even be reasoned with. At your discretion, with a few well timed Diplomacy, Intimidate, or Bluff checks, the PCs may be able to convince Xavier to surrender.

TROUBLESHOOTING

If the PCs manage to convince Xavier to surrender they may expect him to help combat the demons or to shut down his portal. Since you obviously don’t want him to do either of these things, explain to the PCs that he attempts to close the portal, but it has grown beyond his control and he cannot reverse what he has already put into motion. However, if none of the PCs are able to make the Arcana checks needed to close the portal, then you can allow Xavier to do it (either because the PCs persuade him to surrender or because they defeat him and then force him to do it).

Instead of fighting the demons, Xavier focuses on trying to close the portal. You may choose to give the PCs an automatic +2 bonus to any Arcana checks they make to close the portal while Xavier is helping. Once the portal is closed, he collapses in exhaustion and is out of the fight.

If the portal isn’t open when Xavier surrenders you can instead have him cower in fear, whimpering and muttering something about how he was sure his plan would work, and how Netheril must be stopped.

Another alternative, if the ambassador is still a captive in this encounter is to have Xavier free him and lead him to safety while the PCs deal with the demons.

Ultimately, use your best judgment as to how to keep Xavier from joining the fight against the demons.

ENDING THE ENCOUNTER

The encounter ends once the PCs have closed the portal and defeated all the demons, and Xavier has escaped, surrendered, or been defeated. As the PCs search the area they locate forgeries of journals and letters created by Xavier to implicate phony Netherese agents for the opening of the portal and for the ambassador and Lady Iona’s kidnapping.

If the ambassador and/or Lady Iona were not previously rescued in Encounter 3 the PCs can rescue them at the end of this encounter.

MILESTONE

This encounter counts towards a milestone.

TREASURE

If the PCs defeat Xavier he is wearing *shadowdance armor* +1 at AL2/4 or +2 at AL6/8/10. Hidden behind the barrels, where Lady Iona is being held, the PCs find a chest containing a pair of *shadowfell gloves* (heroic tier) and a *hellfire wand* +1 at AL2/4 or +2 at AL6/8/10.

ENCOUNTER 5: TO STOP A MADMAN (ADVENTURE LEVEL 2)

1 Xavier Raskin (X)	Level 4 Artillery
Medium natural humanoid	XP 175
HP 39; Bloodied 19	Initiative +2
AC 16, Fortitude 14, Reflex 16, Will 18	Perception +6
Speed 6	
STANDARD ACTIONS	
m Fell Touch (fear, psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +9 vs. Reflex	
<i>Hit:</i> 2d6 + 5 psychic damage and the target is pushed 2 squares.	
r Desiccating Curse • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +9 vs. Fortitude	
<i>Hit:</i> 2d6 + 6 damage and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +9 vs. Will	
<i>Hit:</i> 2d6 + 5 damage and if the target is subject to the penalties of desiccating curse it takes an additional 1d6 damage.	
TRIGGERED ACTIONS	
Inescapable Hex • At-Will	
<i>Trigger:</i> When an enemy within sight succeeds on a saving throw.	
<i>Effect (Immediate Reaction):</i> The triggering creature must reroll the saving throw using the second result.	
Skills Arcana +8, Bluff +9, History +8	
Str 10 (+2)	Dex 10 (+2) Wis 9 (+1)
Con 11 (+2)	Int 12 (+3) Cha 14 (+4)
Alignment neutral	Languages Common
Equipment leather armor	

4 Rupture Demons (R)	Level 1 Minion Soldier
Small elemental magical beast (demon)	XP 25
HP 1; a missed attack never damages a minion	Initiative +5
AC 16, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6, climb 3 (spider climb)	Low-light vision
STANDARD ACTIONS	
m Slimy Extrusion • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 5 damage.	
M Enveloping Embrace • Encounter	
<i>Effect:</i> The target is restrained (save ends) and the rupture demon drops to 0 hit points.	
TRIGGERED ACTIONS	
Demonic Infestation (healing) • Encounter	
<i>Trigger:</i> When the rupture demon drops to 0 hit points.	
<i>Effect:</i> The rupture demon erupts in a gory explosion of ichor and tentacles that latch onto a demon of level 10 or lower within 5 squares of the rupture demon. That demon regains 5 hit points and gains a +2 bonus to melee damage rolls until the end of the encounter. This bonus is cumulative with other demonic infestation bonuses (maximum +10).	
Str 13 (+1)	Dex 16 (+3) Wis 13 (+1)
Con 9 (-1)	Int 2 (-4) Cha 2 (-4)
Alignment chaotic evil	Languages Abyssal

2 Guardian Demon Abominations (D)	Level 4 Soldier
Large elemental humanoid (demon)	XP 175
HP 56; Bloodied 28	Initiative +7
AC 20, Fortitude 17, Reflex 16, Will 15	Perception +9
Speed 6	Darkvision
Immune sleep, stun	
TRAITS	
O Abominable Horror • Aura 1	
Any enemy that ends its turn within the aura is marked by the guardian demon abomination until the end of the abomination's next turn.	
All-Around Vision	
Enemies cannot gain combat advantage by flanking the abomination.	
STANDARD ACTIONS	
m Tentacle • At-Will	
<i>Attack:</i> Melee 2 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 5 damage.	
M Tentacle Seize • At-Will	
<i>Requirement:</i> The abomination must not have a creature grabbed.	
<i>Attack:</i> Melee 2 (one creature); +9 vs. AC	
<i>Hit:</i> 2d6 + 5 damage and the abomination pulls the target 1 square. If the target ends that movement adjacent to the abomination, the abomination grabs the target. The target takes a -4 penalty to attempts to escape the grab.	
MINOR ACTIONS	
Tentacle Drain • At-Will (1/round)	
<i>Requirement:</i> The abomination must be bloodied.	
<i>Effect:</i> The abomination sustains a grab. The grabbed creature takes 1d6 + 4 necrotic damage and the abomination can make a saving throw against one effect that a save can end.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
<i>Trigger:</i> The abomination takes acid, cold, fire, lightning or thunder damage.	
<i>Effect (Free Action):</i> The abomination gains resist 5 to the triggering type of damage until the end of the encounter or until it uses variable resistance again.	
Skills Athletics +11, Intimidate +7	
Str 18 (+62)	Dex 17 (+5) Wis 15 (+4)
Con 16 (+5)	Int 9 (+1) Cha 10 (+2)
Alignment chaotic evil	Languages Abyssal, Common

ENCOUNTER 5: TO STOP A MADMAN (ADVENTURE LEVEL 2)

2 Dretch (S)		Level 2 Brute
Small elemental humanoid (demon)		XP 125
HP 44; Bloodied 22		Initiative +5
AC 14, Fortitude 14, Reflex 13, Will 11		Perception +1
Speed 5		Darkvision
TRAITS		
O Sickening Miasma • Aura 1		
Each enemy within the aura takes 1 damage whenever it takes a standard action or a move action. Multiple sickening miasma auras deal cumulative damage, up to 5 damage.		
STANDARD ACTIONS		
m Savage Claws • At-Will		
Attack: Melee 1 (one creature); +5 vs. AC		
Hit: 1d10 +6 damage.		
TRIGGERED ACTIONS		
M Frenzy of Claws • Encounter		
Trigger: The dretch is first bloodied.		
Effect: (Free Action): The dretch attacks one or two creatures with savage claws.		
R Vile Death (poison, zone) • Encounter		
Trigger: The dretch drops to 0 hit points		
Effect: Close burst 1 (any nondemons in the burst). The burst creates a zone of poison centered on the dretch that lasts until what would be the start of the dretch's next turn. Any nondemon that enters the zone or starts its turn there takes 5 poison damage.		
Variable Resistance • 1/Encounter		
Trigger: The abomination takes acid, cold, fire, lightning or thunder damage.		
Effect (Free Action): The abomination gains resist 10 to the triggering type of damage until the end of the encounter or until it uses variable resistance again.		
Str 17 (+4)	Dex 14 (+3)	Wis 11 (+1)
Con 14 (+3)	Int 5 (-2)	Cha 7 (-1)
Alignment chaotic evil		Languages abyssal

ENCOUNTER 5: TO STOP A MADMAN (ADVENTURE LEVEL 4)

1 Xavier Raskin (X)	Level 6 Artillery
Medium natural humanoid	XP 250
HP 51; Bloodied 25	Initiative +3
AC 18, Fortitude 17, Reflex 18, Will 20	Perception +8
Speed 6	
STANDARD ACTIONS	
m Fell Touch (fear, psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. Reflex	
<i>Hit:</i> 2d6 + 7 psychic damage and the target is pushed 2 squares.	
r Desiccating Curse • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +11 vs. Fortitude	
<i>Hit:</i> 2d6 + 7 damage and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +11 vs. Will	
<i>Hit:</i> 2d6 + 7 damage and if the target is subject to the penalties of desiccating curse it takes an additional 1d6 damage.	
TRIGGERED ACTIONS	
Inescapable Hex • At-Will	
<i>Trigger:</i> When an enemy within sight succeeds on a saving throw.	
<i>Effect (Immediate Reaction):</i> The triggering creature must reroll the saving throw using the second result.	
Skills Arcana +9, Bluff +10, History +9	
Str 11 (+3)	Dex 11 (+3)
Con 12 (+4)	Int 13 (+4)
	Cha 15 (+5)
Wis 10 (+3)	
Alignment neutral	Languages Common
Equipment leather armor	

4 Rupture Demons (R)	Level 3 Minion Soldier
Small elemental magical beast (demon)	XP 38
HP 1; a missed attack never damages a minion	Initiative +6
AC 18, Fortitude 14, Reflex 16, Will 14	Perception +3
Speed 6, climb 3 (spider climb)	Low-light vision
STANDARD ACTIONS	
m Slimy Extrusion • At-Will	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 6 damage.	
M Enveloping Embrace • Encounter	
<i>Effect:</i> The target is restrained (save ends) and the rupture demon drops to 0 hit points.	
TRIGGERED ACTIONS	
Demonic Infestation (healing) • Encounter	
<i>Trigger:</i> When the rupture demon drops to 0 hit points.	
<i>Effect:</i> The rupture demon erupts in a gory explosion of ichor and tentacles that latch onto a demon of level 10 or lower within 5 squares of the rupture demon. That demon regains 5 hit points and gains a +2 bonus to melee damage rolls until the end of the encounter. This bonus is cumulative with other demonic infestation bonuses (maximum +10).	
Str 14 (+3)	Dex 17 (+4)
Con 10 (+1)	Int 3 (-3)
	Cha 3 (-3)
Wis 14 (+3)	
Alignment chaotic evil	Languages Abyssal

2 Guardian Demon Abominations (D)	Level 6 Soldier
Large elemental humanoid (demon)	XP 250
HP 73; Bloodied 36	Initiative +9
AC 22, Fortitude 18, Reflex 18, Will 17	Perception +11
Speed 6	Darkvision
Immune sleep, stun	
TRAITS	
O Abominable Horror • Aura 1	
Any enemy that ends its turn within the aura is marked by the guardian demon abomination until the end of the abomination's next turn.	
All-Around Vision	
Enemies cannot gain combat advantage by flanking the abomination.	
STANDARD ACTIONS	
m Tentacle • At-Will	
<i>Attack:</i> Melee 2 (one creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 7 damage.	
M Tentacle Seize • At-Will	
<i>Requirement:</i> The abomination must not have a creature grabbed.	
<i>Attack:</i> Melee 2 (one creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 7 damage and the abomination pulls the target 1 square. If the target ends that movement adjacent to the abomination, the abomination grabs the target. The target takes a -4 penalty to attempts to escape the grab.	
MINOR ACTIONS	
Tentacle Drain • At-Will (1/round)	
<i>Requirement:</i> The abomination must be bloodied.	
<i>Effect:</i> The abomination sustains a grab. The grabbed creature takes 1d6 + 4 necrotic damage and the abomination can make a saving throw against one effect that a save can end.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
<i>Trigger:</i> The abomination takes acid, cold, fire, lightning or thunder damage.	
<i>Effect (Free Action):</i> The abomination gains resist 5 to the triggering type of damage until the end of the encounter or until it uses variable resistance again.	
Skills Athletics +12, Intimidate +8	
Str 19 (+7)	Dex 18 (+7)
Con 17 (+6)	Int 10 (+3)
	Cha 11 (+3)
Wis 16 (+6)	
Alignment chaotic evil	Languages Abyssal, Common

ENCOUNTER 5: TO STOP A MADMAN (ADVENTURE LEVEL 4)

2 Gnaw Demons (S)		Level 4 Skirmisher	
Small elemental humanoid (demon)		XP 175	
HP 58; Bloodied 29		Initiative +6	
AC 18, Fortitude 18, Reflex 13, Will 15		Perception +3	
Speed 3, Fly 5		Darkvision	
TRAITS			
O Ankle Biter • Aura 1			
Each enemy that starts its turn within the aura takes a -2 penalty to speed until the end of its turn.			
Abyssal Hunger			
A gnaw demon deals 1d8 extra damage against a bloodied target.			
STANDARD ACTIONS			
m Bite • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 2d6 + 5 damage.			
MOVE ACTIONS			
Hungry Teleport (teleportation) • At-Will			
Effect: The gnaw demon teleports 10 squares into a square adjacent to a bloodied enemy.			
TRIGGERED ACTIONS			
Demonic Infestation (healing)			
Trigger: When first bloodied.			
Effect (Free Action): The gnaw demon teleports 10 squares.			
Variable Resistance • 1/Encounter			
Trigger: The abomination takes acid, cold, fire, lightning or thunder damage.			
Effect (Free Action): The abomination gains resist 10 to the triggering type of damage until the end of the encounter or until it uses variable resistance again.			
Skills Stealth +5			
Str 15 (+4)	Dex 7 (+0)	Wis 12 (+3)	
Con 18 (+6)	Int 9 (+1)	Cha 9 (+1)	
Alignment chaotic evil		Languages Abyssal	

ENCOUNTER 5: TO STOP A MADMAN (ADVENTURE LEVEL 6)

1 Xavier Raskin (X)	Level 8 Artillery
Medium natural humanoid	XP 350
HP 63; Bloodied 31	Initiative +5
AC 20, Fortitude 18, Reflex 20, Will 22	Perception +9
Speed 6	
STANDARD ACTIONS	
m Fell Touch (fear, psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +13 vs. Reflex	
<i>Hit:</i> 2d8 + 7 psychic damage and the target is pushed 2 squares.	
r Desiccating Curse • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. Fortitude	
<i>Hit:</i> 2d8 + 7 damage and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +13 vs. Will	
<i>Hit:</i> 2d8 + 7 damage and if the target is subject to the penalties of desiccating curse it takes an additional 1d8 damage.	
TRIGGERED ACTIONS	
Inescapable Hex • At-Will	
<i>Trigger:</i> When an enemy within sight succeeds on a saving throw.	
<i>Effect (Immediate Reaction):</i> The triggering creature must reroll the saving throw using the second result.	
Skills Arcana +11, Bluff +12, History +11	
Str 12 (+5)	Dex 12 (+5)
Con 13 (+5)	Wis 11 (+4)
Int 14 (+6)	Cha 16 (+7)
Alignment neutral	Languages Common
Equipment leather armor	

4 Rupture Demons (R)	Level 5 Minion Soldier
Small elemental magical beast (demon)	XP 50
HP 1; a missed attack never damages a minion	Initiative +8
AC 20, Fortitude 16, Reflex 18, Will 16	Perception +4
Speed 6, climb 3 (spider climb)	Low-light vision
STANDARD ACTIONS	
m Slimy Extrusion • At-Will	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC	
<i>Hit:</i> 8 damage.	
M Enveloping Embrace • Encounter	
<i>Effect:</i> The target is restrained (save ends) and the rupture demon drops to 0 hit points.	
TRIGGERED ACTIONS	
Demonic Infestation (healing) • Encounter	
<i>Trigger:</i> When the rupture demon drops to 0 hit points	
<i>Effect:</i> The rupture demon erupts in a gory explosion of ichor and tentacles that latch onto a demon of level 10 or lower within 5 squares of the rupture demon. That demon regains 5 hit points and gains a +2 bonus to melee damage rolls until the end of the encounter. This bonus is cumulative with other demonic infestation bonuses (maximum +10).	
Str 15 (+4)	Dex 18 (+6)
Con 11 (+2)	Wis 15 (+4)
Int 4 (-1)	Cha 4 (-1)
Alignment chaotic evil	Languages Abyssal

2 Guardian Demon Abominations (D)	Level 8 Soldier
Large elemental humanoid (demon)	XP 350
HP 90; Bloodied 45	Initiative +10
AC 24, Fortitude 21, Reflex 20, Will 19	Perception +12
Speed 6	Darkvision
Immune sleep, stun	
TRAITS	
O Abominable Horror • Aura 1	
Any enemy that ends its turn within the aura is marked by the guardian demon abomination until the end of the abomination's next turn.	
All-Around Vision	
Enemies cannot gain combat advantage by flanking the abomination.	
STANDARD ACTIONS	
m Tentacle • At-Will	
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 7 damage.	
M Tentacle Seize • At-Will	
<i>Requirement:</i> The abomination must not have a creature grabbed.	
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 7 damage and the abomination pulls the target 1 square. If the target ends that movement adjacent to the abomination, the abomination grabs the target. The target takes a -4 penalty to attempts to escape the grab.	
MINOR ACTIONS	
Tentacle Drain • At-Will (1/round)	
<i>Requirement:</i> The abomination must be bloodied.	
<i>Effect:</i> The abomination sustains a grab. The grabbed creature takes 1d8 + 4 necrotic damage and the abomination can make a saving throw against one effect that a save can end.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
<i>Trigger:</i> The abomination takes acid, cold, fire, lightning or thunder damage.	
<i>Effect (Free Action):</i> The abomination gains resist 5 to the triggering type of damage until the end of the encounter or until it uses variable resistance again.	
Skills Athletics +14, Intimidate +10	
Str 20 (+9)	Dex 19 (+8)
Con 18 (+8)	Wis 17 (+7)
Int 11 (+4)	Cha 12 (+5)
Alignment chaotic evil	Languages Abyssal, Common

ENCOUNTER 5: TO STOP A MADMAN (ADVENTURE LEVEL 6)

2 Runespiral Demons (S)	Level 6 Artillery	
Small elemental magical beast (demon)	XP 250	
HP 58; Bloodied 29	Initiative +8	
AC 18, Fortitude 18, Reflex 19, Will 18	Perception +6	
Speed 7		
STANDARD ACTIONS		
m Bite • At-Will		
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC		
<i>Hit:</i> 2d6 + 7 damage.		
R Focused Strike (lightning) • At-Will		
<i>Attack:</i> Ranged 10 (one creature); +11 vs. Reflex		
<i>Hit:</i> 2d6 + 7 lightning damage.		
A Focused Strike (lightning) • At-Will		
<i>Attack:</i> Area burst 2 within 10 (creatures within burst); +9 vs. Reflex		
<i>Hit:</i> 1d8 + 6 lightning damage. The attack deals 1 extra lightning damage for each creature in the burst.		
TRIGGERED ACTIONS		
M Arcane Arc (lightning) • At-Will		
<i>Trigger:</i> When an enemy moves adjacent to the runespiral demon.		
<i>Attack (Immediate Interrupt):</i> Melee 1 (one creature); +11 vs. Reflex		
<i>Hit:</i> 2d6 + 7 lightning damage.		
M Bloodied Shock (lightning) • Encounter		
<i>Trigger:</i> When first bloodied.		
<i>Attack (Free Action):</i> Close Burst 1 (enemies within burst); +9 vs. Reflex		
<i>Hit:</i> 2d8 + 7 lightning damage and the target is dazed (save ends).		
Variable Resistance • 1/Encounter		
<i>Trigger:</i> The abomination takes acid, cold, fire, lightning or thunder damage.		
<i>Effect (Free Action):</i> The abomination gains resist 10 to the triggering type of damage until the end of the encounter or until it uses variable resistance again.		
Str 14 (+5)	Dex 20 (+8)	Wis 17 (+6)
Con 16 (+6)	Int 6 (+1)	Cha 13 (+4)
Alignment chaotic evil Languages abyssal		

ENCOUNTER 5: TO STOP A MADMAN (ADVENTURE LEVEL 8)

1 Xavier Raskin (X)	Level 10 Artillery
Medium natural humanoid	XP 500
HP 75; Bloodied 37	Initiative +6
AC 22, Fortitude 21, Reflex 22, Will 24	Perception +11
Speed 6	
STANDARD ACTIONS	
m Fell Touch (fear, psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +15 vs. Reflex	
<i>Hit:</i> 2d8 + 9 psychic damage and the target is pushed 2 squares.	
r Desiccating Curse • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +15 vs. Fortitude	
<i>Hit:</i> 2d8 + 9 damage and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +15 vs. Will	
<i>Hit:</i> 2d8 + 9 damage and if the target is subject to the penalties of desiccating curse it takes an additional 2d6 damage.	
TRIGGERED ACTIONS	
Inescapable Hex • At-Will	
<i>Trigger:</i> When an enemy within sight succeeds on a saving throw.	
<i>Effect (Immediate Reaction):</i> The triggering creature must reroll the saving throw using the second result.	
Skills Arcana +12, Bluff +13, History +12	
Str 13 (+6)	Dex 13 (+6)
Con 14 (+7)	Int 15 (+7)
	Cha 17 (+8)
Wis 12 (+6)	Cha 17 (+8)
Alignment neutral	Languages Common
Equipment leather armor	

4 Rupture Demons (R)	Level 7 Minion Soldier
Small elemental magical beast (demon)	XP 75
HP 1; a missed attack never damages a minion	Initiative +9
AC 22, Fortitude 18, Reflex 20, Will 18	Perception +6
Speed 6, climb 3 (spider climb)	Low-light vision
STANDARD ACTIONS	
m Slimy Extrusion • At-Will	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 9 damage.	
M Enveloping Embrace • Encounter	
<i>Effect:</i> The target is restrained (save ends) and the rupture demon drops to 0 hit points.	
TRIGGERED ACTIONS	
Demonic Infestation (healing) • Encounter	
<i>Trigger:</i> When the rupture demon drops to 0 hit points	
<i>Effect:</i> The rupture demon erupts in a gory explosion of ichor and tentacles that latch onto a demon of level 10 or lower within 5 squares of the rupture demon. That demon regains 10 hit points and gains a +2 bonus to melee damage rolls until the end of the encounter. This bonus is cumulative with other demonic infestation bonuses (maximum +10).	
Str 16 (+6)	Dex 19 (+7)
Con 12 (+4)	Int 5 (+0)
	Cha 5 (+0)
Wis 16 (+6)	Cha 5 (+0)
Alignment chaotic evil	Languages Abyssal

2 Guardian Demon Abominations (D)	Level 10 Soldier
Large elemental humanoid (demon)	XP 500
HP 107; Bloodied 53	Initiative +12
AC 26, Fortitude 22, Reflex 22, Will 21	Perception +14
Speed 6	Darkvision
Immune sleep, stun	
TRAITS	
O Abominable Horror • Aura 1	
Any enemy that ends its turn within the aura is marked by the guardian demon abomination until the end of the abomination's next turn.	
All-Around Vision	
Enemies cannot gain combat advantage by flanking the abomination	
STANDARD ACTIONS	
m Tentacle • At-Will	
<i>Attack:</i> Melee 2 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage.	
M Tentacle Seize • At-Will	
<i>Requirement:</i> The abomination must not have a creature grabbed.	
<i>Attack:</i> Melee 2 (one creature); +15 vs. AC	
<i>Hit:</i> 2d8 + 9 damage and the abomination pulls the target 1 square. If the target ends that movement adjacent to the abomination, the abomination grabs the target. The target takes a -4 penalty to attempts to escape the grab.	
MINOR ACTIONS	
Tentacle Drain • At-Will (1/round)	
<i>Requirement:</i> The abomination must be bloodied.	
<i>Effect:</i> The abomination sustains a grab. The grabbed creature takes 1d8 + 4 necrotic damage and the abomination can make a saving throw against one effect that a save can end.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
<i>Trigger:</i> The abomination takes acid, cold, fire, lightning or thunder damage.	
<i>Effect (Free Action):</i> The abomination gains resist 10 to the triggering type of damage until the end of the encounter or until it uses variable resistance again.	
Skills Athletics +15, Intimidate +11	
Str 21 (+10)	Dex 20 (+10)
Con 19 (+9)	Int 12 (+6)
	Cha 13 (+6)
Wis 18 (+9)	Cha 13 (+6)
Alignment chaotic evil	Languages Abyssal, Common

ENCOUNTER 5: TO STOP A MADMAN (ADVENTURE LEVEL 8)

2 Lesser Fire Demons(S)		Level 8 Skirmisher
Medium elemental humanoid (demon, fire)		XP 350
HP 88; Bloodied 44		Initiative +11
AC 21, Fortitude 19, Reflex 21, Will 19		Perception +6
Speed 8, fly 10		
Resist 15 fire; Vulnerable 5 cold		
STANDARD ACTIONS		
m Fiery Touch (fire) • At-Will		
Attack: Melee 1 (one creature); +13 vs. Reflex		
Hit: 2d8 + 7 fire damage.		
M Leaping Flame (fire) • At-Will		
Effect: The fire demon shifts 5 squares and can make the following attack once during this shift.		
Attack: Melee 1 (one creature); +13 vs. Reflex		
Hit: Ongoing 15 fire damage (save ends).		
MOVE ACTIONS		
Drawn to Fire (teleportation) • At-Will		
Effect: The fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.		
TRIGGERED ACTIONS		
Flickering Flame • At-Will		
Trigger: An attack misses the fire demon.		
Effect (Opportunity Action): the demon shifts 1 square.		
Str 13 (+5)	Dex 21 (+9)	Wis 15 (+6)
Con 16 (+7)	Int 8 (+3)	Cha 12 (+5)
Alignment chaotic evil		Languages Abyssal

ENCOUNTER 5: TO STOP A MADMAN (ADVENTURE LEVEL 10)

1 Xavier Raskin (X)	Level 12 Artillery
Medium natural humanoid	XP 700
HP 87; Bloodied 43	Initiative +8
AC 24, Fortitude 22, Reflex 24, Will 26	Perception +12
Speed 6	
STANDARD ACTIONS	
m Fell Touch (fear, psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. Reflex	
<i>Hit:</i> 3d6 + 10 psychic damage and the target is pushed 2 squares.	
r Desiccating Curse • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +17 vs. Fortitude	
<i>Hit:</i> 3d6 + 10 damage and the target takes a -2 penalty to all defenses (save ends).	
R Scour the Cursed • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +17 vs. Will	
<i>Hit:</i> 3d6 + 10 damage and if the target is subject to the penalties of desiccating curse it takes an additional 2d6 damage.	
TRIGGERED ACTIONS	
Inescapable Hex • At-Will	
<i>Trigger:</i> When an enemy within sight succeeds on a saving throw.	
<i>Effect (Immediate Reaction):</i> The triggering creature must reroll the saving throw using the second result.	
Skills Arcana +14, Bluff +15, History +14	
Str 14 (+8)	Dex 14 (+8)
Con 15 (+8)	Wis 13 (+7)
Int 16 (+9)	Cha 18 (+10)
Alignment neutral	Languages Common
Equipment leather armor	

4 Rupture Demons (R)	Level 9 Minion Soldier
Small elemental magical beast (demon)	XP 100
HP 1; a missed attack never damages a minion	Initiative +11
AC 24, Fortitude 20, Reflex 22, Will 20	Perception +7
Speed 6, climb 3 (spider climb)	Low-light vision
STANDARD ACTIONS	
m Slimy Extrusion • At-Will	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 10 damage.	
M Enveloping Embrace • Encounter	
<i>Effect:</i> The target is restrained (save ends) and the rupture demon drops to 0 hit points.	
TRIGGERED ACTIONS	
Demonic Infestation (healing) • Encounter	
<i>Trigger:</i> When the rupture demon drops to 0 hit points.	
<i>Effect:</i> The rupture demon erupts in a gory explosion of ichor and tentacles that latch onto a demon of level 15 or lower within 5 squares of the rupture demon. That demon regains 10 hit points and gains a +2 bonus to melee damage rolls until the end of the encounter. This bonus is cumulative with other demonic infestation bonuses (maximum +10).	
Str 17 (+7)	Dex 20 (+9)
Con 13 (+5)	Wis 17 (+7)
Int 6 (+2)	Cha 6 (+2)
Alignment chaotic evil	Languages Abyssal

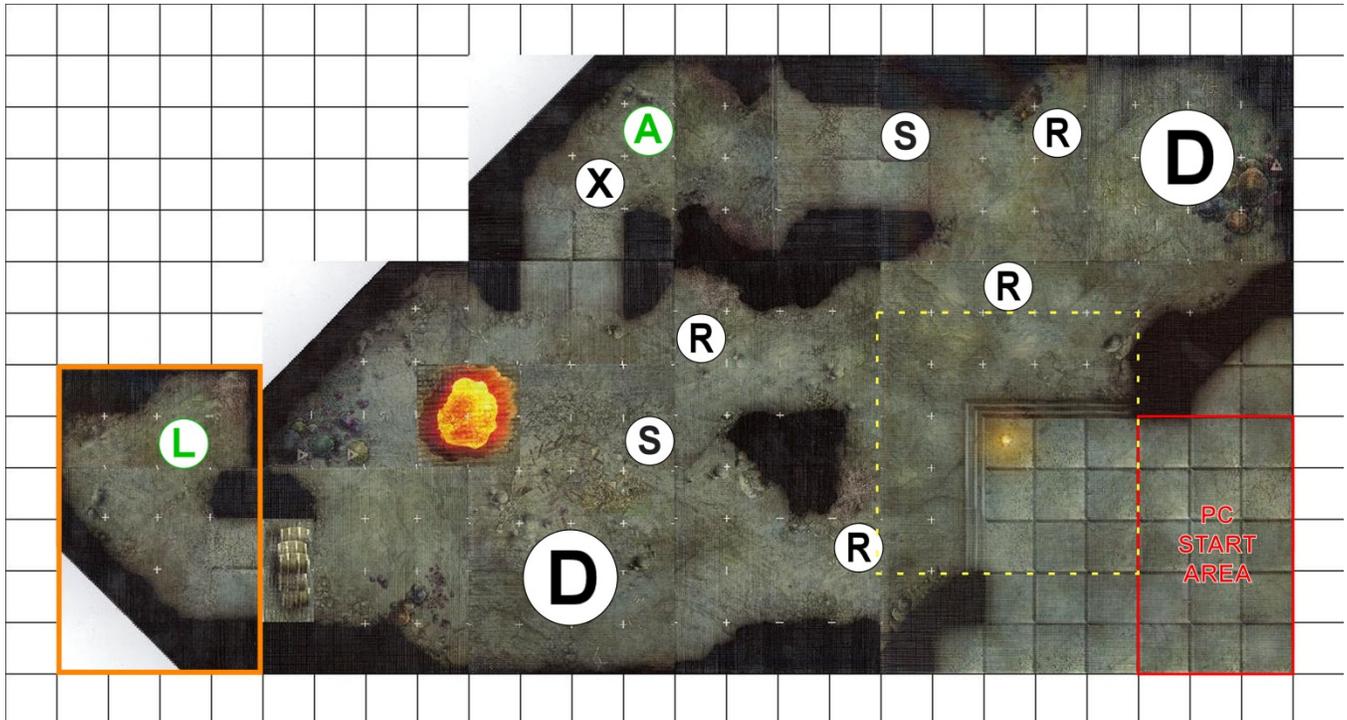
2 Guardian Demon Abominations (D)	Level 12 Soldier
Large elemental humanoid (demon)	XP 700
HP 124; Bloodied 62	Initiative +10
AC 28, Fortitude 25, Reflex 24, Will 23	Perception +12
Speed 6	Darkvision
Immune sleep, stun	
TRAITS	
O Abominable Horror • Aura 1	
Any enemy that ends its turn within the aura is marked by the guardian demon abomination until the end of the abomination's next turn.	
All-Around Vision	
Enemies cannot gain combat advantage by flanking the abomination.	
STANDARD ACTIONS	
m Tentacle • At-Will	
<i>Attack:</i> Melee 2 (one creature); +17 vs. AC	
<i>Hit:</i> 3d6 + 10 damage.	
M Tentacle Seize • At-Will	
<i>Requirement:</i> The abomination must not have a creature grabbed.	
<i>Attack:</i> Melee 2 (one creature); +17 vs. AC	
<i>Hit:</i> 3d6 + 10 damage and the abomination pulls the target 1 square.	
If the target ends that movement adjacent to the abomination, the abomination grabs the target. The target takes a -4 penalty to attempts to escape the grab.	
MINOR ACTIONS	
Tentacle Drain • At-Will (1/round)	
<i>Requirement:</i> The abomination must be bloodied.	
<i>Effect:</i> The abomination sustains a grab. The grabbed creature takes 3d6 + 10 necrotic damage and the abomination can make a saving throw against one effect that a save can end.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
<i>Trigger:</i> The abomination takes acid, cold, fire, lightning or thunder damage.	
<i>Effect (Free Action):</i> The abomination gains resist 10 to the triggering type of damage until the end of the encounter or until it uses variable resistance again.	
Skills Athletics +17, Intimidate +13	
Str 22 (+12)	Dex 21 (+11)
Con 20 (+11)	Wis 19 (+10)
Int 13 (+7)	Cha 14 (+8)
Alignment chaotic evil	Languages Abyssal, Common

ENCOUNTER 5: TO STOP A MADMAN (ADVENTURE LEVEL 10)

2 Mezzodemons (S)	Level 10 Soldier	
Small elemental magical beast (demon)	XP 500	
HP 105; Bloodied 52	Initiative +9	
AC 26, Fortitude 23, Reflex 21, Will 22	Perception +13	
Speed 6	Darkvision	
Resist 5 poison		
STANDARD ACTIONS		
m Trident (weapon) • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage.		
M Skewering Tines (weapon) • At-Will		
Requirement: The mezzodemon must be using a trident.		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage and the target is restrained and takes ongoing 5 damage (save ends both). Until the effect ends the mezzodemon cannot use trident or skewering tines.		
C Poison Breath (poison) • Recharge 5-6		
Attack: Close Blast 3 (enemies in the blast); +13 vs. Fortitude		
Hit: 3d6 + 10 poison damage and ongoing 10 poison damage (save ends).		
Miss: Half damage.		
TRIGGERED ACTIONS		
Variable Resistance • 2/Encounter		
Trigger: The abomination takes acid, cold, fire, lightning or thunder damage.		
Effect (Free Action): The abomination gains resist 10 to the triggering type of damage until the end of the encounter or until it uses variable resistance again.		
Skills Intimidate +11		
Str 20 (+10)	Dex 15 (+7)	Wis 16 (+8)
Con 17 (+8)	Int 10 (+5)	Cha 13 (+6)
Alignment chaotic evil	Languages Abyssal	
Equipment trident		

ENCOUNTER 5: TO STOP A MADMAN (MAP)

TILE SETS NEEDED
The Urban Underdark x2



Xavier Raskin (X)
Guardian Demon Abomination (D)
Secondary Demons (S) - based on AL
Rupture Demon (R)
Ambassador Thanterim (A)
Lady Iona (L)

CONCLUDING THE ADVENTURE

IMPORTANT NPCs

Ambassador Deskyr Thanterim, human male

Lady Iona Thanterim, human female

If the PCs spared Xavier, or if he surrendered, read the following:

Order is eventually restored in the embassy as the guards deal with the last of the shadow creatures. The matter of what to do with Xavier Raskin remains. Ambassador Thanterim calls you to his office and seeks your counsel.

“While I would like nothing more than to see this man swing from the gallows for what he has done, I fear on some level his motive may be valid. I cannot condone his actions, but perhaps Xavier is correct. Have I been too soft in my dealings with the Netherese?”

If Xavier was killed in the final fight read the following:

Order is eventually restored in the embassy as the guards deal with the last of the shadow creatures. Ambassador Thanterim calls you to his office and seeks your council. “I’m relieved the madman responsible for the attack was brought to justice, but I fear on some level his motive may be valid. I cannot condone his actions, but he has paid for that crime with his life. Perhaps Xavier was correct. Have I been too soft in my dealings with the Netherese?”

Allow the PCs an opportunity to express their opinions on these matters; both the fate of Xavier Raskin and the ambassador’s policies on dealing with Netheril. With a Moderate DC Diplomacy check the party can influence the ambassador to act upon their recommendations. In either case, read the following:

The ambassador and Lady Iona are indebted to you for your service to the embassy and to Cormyr. That evening you are the guests of honor at a feast held in your name. The mood at the gathering is as light as can be expected after such a traumatic attack, but the ambassador warns you not to relax too much. He has other pressing matters in the near future and he would like to know that he can call on you for assistance.

If the PC’s stopped Xavier and recused the ambassador and Lady Iona they earn Story Award **CORE86 Embassy Liberator** and are now on the *Trouble in*

Urmlaspyr Major Quest. If any of the PCs previously had Story Award **SPEC56 Ambassador’s Disfavor** that disfavor is now removed.

Also, if the PCs saved four or more of the embassy guests in Encounter 1 they earn **CORE87 Diplomatic Hero**.

If the PCs failed to stop Xavier and/or rescue the ambassador or Lady Iona the embassy guards will rally and finish the job, but not before many more lives are lost. The ambassador will apologize to the PCs for the security breach that put them in harm’s way, but he now has his doubts about whether the PCs are as capable as their reputation suggests. Perhaps sometime in the near future the ambassador will have a task he feels they are worthy of.

TREASURE

The PCs are awarded 75 / 125 / 225 / 450 / 675 gp each and their choice of any item from the embassy’s vault (Treasure X) for their part in stopping the attack.

DESOLATION SERIES CHAPTER 1: STORY ARC BONUS

If this is the third adventure in Chapter 1 of the *Desolation* series played by any individual PC, that character earns a Story Arc 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 Story Arc bonus for the AL that this adventure was played at, even if the character played other adventures in the series at different ALs.

A character can only earn this Story Arc bonus once. The player should note the extra rewards on his or her log sheet as “*Desolation* Series: Chapter 1 Story Arc Bonus” to avoid confusion, because there is also a Major Quest bonus associated with Chapter 1 (as mentioned on Story Award **CORE86**). The Story Arc bonus is separate from the Major Quest and is simply a reward for playing through more than half of Chapter 1 with the same PC.

To be clear, the five adventures in Chapter 1 of the *Desolation* series are: **SPEC4-5**, **CORE4-3** (this adventure), **CORE4-4**, **CORE4-5**, and **CORE5-1**. Playing any three of these five adventures in any order earns a PC the Chapter 1 Story Arc 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, regardless of whether there were 4, 5, or 6 PCs in the party.

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. No character can earn more than the listed maximum XP.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 2

Minimum Possible XP: 225 XP

Protect four embassy guests: +50 XP
Close the portal: +75 XP
Rescue the ambassador & his wife: +75 XP

Maximum Possible XP: 425 XP

Base Gold per PC: 75 gp

Story Arc Bonus (PCs can only gain the arc bonus once)
for characters that previously participated in any two of the following: SPEC4-5, CORE4-3, CORE4-6, and/or CORE5-1: +125 XP, +25 gp

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP

Protect four embassy guests: +70 XP
Close the portal: +105 XP
Rescue the ambassador & his wife: +105 XP

Maximum Possible XP: 600 XP

Base Gold per PC: 125 gp

Story Arc Bonus (PCs can only gain the arc bonus once)
for characters that previously participated in any two of the following: SPEC4-5, CORE4-3, CORE4-6, and/or CORE5-1: +175 XP, +50 gp

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP

Protect four embassy guests: +100 XP
Close the portal: +150 XP
Rescue the ambassador & his wife: +150 XP

Maximum Possible XP: 850 XP

Base Gold per PC: 225 gp

Story Arc Bonus (PCs can only gain the arc bonus once)
for characters that previously participated in any two of the following: SPEC4-5, CORE4-3, CORE4-6, and/or CORE5-1: +250 XP, +75 gp

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP

Protect four embassy guests: +140 XP
Close the portal: +210 XP
Rescue the ambassador & his wife: +210 XP

Maximum Possible XP: 1,200 XP

Base Gold per PC: 450gp

Story Arc Bonus (PCs can only gain the arc bonus once)
for characters that previously participated in any two of the following: SPEC4-5, CORE4-3, CORE4-6, and/or CORE5-1: +350 XP, +125 gp

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP

Protect four embassy guests: +200 XP
Close the portal: +300 XP
Rescue the ambassador & his wife: +300 XP

Maximum Possible XP: 1,700 XP

Base Gold per PC: 675 gp

Story Arc Bonus (PCs can only gain the arc bonus once)
for characters that previously participated in any two of the following: SPEC4-5, CORE4-3, CORE4-6, and/or CORE5-1: +500 XP, +200 gp

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure and other monetary awards are included in the "Base Gold per PC." At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING:

Note: Treasures A, B, C, D and E come at different item levels based on the Adventure Level played (not the PC's level).

Treasure A: *lucky charm* (+1/level 4 at AL2/4, +2/level 9 at AL6/8/10; *Adventurer's Vault* 2)

Found in Encounter 2 - only if the PCs saved four or more guests in Encounter 1

Treasure B: *rod of absorption* (+1/level 4 at AL2/4, +2/level 9 at AL6/8/10; *Mordenkainen's Magnificent Emporium*)

Found in Encounter 3 - only if the PCs defeated the shadar-kai witch

Treasure C: *lifestealer weapon* (+1/level 4 at AL2/4, +2/level 9 at AL6/8/10; *Mordenkainen's Magnificent Emporium*)

Found in Encounter 3 - only if the PCs defeated a shadar-kai gloomblade

Treasure D: *shadowdance armor* (+1/level 5 at AL2/4, +2/level 10 at AL6/8/10; *Seekers of the Ashen Crown*)

Found in Encounter 5 - only if the PCs defeated Xavier Raskin

Treasure E: *hellfire wand* (+1/level 3 at AL2/4, +2/level 8 at AL6/8/10; *Adventurer's Vault*)

Found in Encounter 5 if the PCs discover the secret room behind the barrels

Treasure F: *shadowfell gloves (heroic tier)*

Found in Encounter 5 if the PCs discover the secret room behind the barrels

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. The 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.)

Found in Encounter 6 as a reward for their service to the ambassador and Cormyr.

Treasure Y (Consumable plus Gold): The character finds a *potion of healing* 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 healing* plus 0 gp

AL 4: *potion of healing* plus 25 gp

AL 6: *potion of healing* plus 100 gp

AL 8: *potion of healing* plus 250 gp

AL 10: *potion of healing* plus 400 gp

Treasure Z (More Gold): The character finds or is given coin, 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 in the adventure.

DESOLATION SERIES: CHAPTER 1 STORY AWARDS

Check whether any of the PCs have now played three or more of the adventures of Chapter 1 of the *Desolation* series. If so, check their Story Awards and award CORE82 and/or CORE83 to anyone who qualifies. Note that the Chapter 1 Story Awards can only be earned once. If the PC already earned one of these in an earlier adventure, it is NOT earned a second time. If this is anyone's first adventure in the series, make sure the players understand that they can earn CORE82 and/or CORE83 in the future, after playing more of the adventures in Chapter 1 of the *Desolation* series.

PCs earn CORE82 once they have gained any three of the following Story Awards: SPEC57, CORE84, CORE87, CORE89 and CORE90.

CORE82 Honorary Citizen of Urmlaspyr

For your service to the city, the leaders of Urmlaspyr have awarded you all the rights and privileges of citizenship during a grand feast in your honor. You are given a golden medal with the outline of your face on one side and the crest of Urmlaspyr on the reverse (worth 25 gp if sold). If you are interested, you are also granted the use of a luxury apartment with furniture in one of the better parts of the city, rent-free (this has no game mechanical effects other than giving you a place to rest or store items). None of these benefits require you to give up or forswear any other national, regional, or meta-organization affiliations or allegiances.

In addition, you gain one (and only one) of the following glory boons: *beloved performer* or *battle-scarred champion*. This does not count as one of your Treasure selections from any adventure, nor does it cost a found-item slot. You initially gain the level 1 or level 3 version of your chosen boon (strike through the boon you do not choose). You can buy the higher-level versions of your chosen boon by paying the difference in market price in gold pieces when your character level is at least as high as the upgraded level of the boon. This boon never expires, and you can keep this boon active at the same time as one other alternative reward (in other words, this reward is an exception to the normal LFR rules: it does not count as your one active divine boon).

Beloved Performer

The people of Urmlaspyr remember you well for your daring escapes and mocking wit while facing deadly threats.

Lvl 1 360 gp Lvl 21 225,000 gp

Lvl 11 9,000 gp

Glory Boon (cannot be sold)

Property

You gain a +1 item bonus to Acrobatics checks and Bluff checks.

Level 11: Gain a +2 item bonus

Level 21: Gain a +3 item bonus

Power ♦ Daily (Immediate Reaction)

Trigger: An enemy marks you.

Effect: That mark ends, and you shift 1 square.

Reference: *Dark Sun Campaign Setting*

Battle-Scarred Champion

The people of Urmlaspyr will always be grateful for your help. A few new scars remind you of the price you paid to help them.

Lvl 3 680 gp Lvl 23 425,000 gp

Lvl 13 17,000 gp

Glory Boon (cannot be sold)

Property

You gain a +1 item bonus to your healing surge value.

Level 13: Gain a +2 item bonus to your healing surge value.

Level 23: Gain a +3 item bonus to your healing surge value.

Power ♦ Daily (Immediate Reaction)

Trigger: An enemy bloodies you, but does not reduce you to 0 hit points or fewer.

Effect: You make a melee basic attack against the triggering enemy.

Reference: *Dark Sun Campaign Setting*

PCs earn CORE83 once they have accumulated any three of the following Story Awards: SPEC58, CORE85, CORE86 and CORE88.

CORE83 Trusted Agent of Cormyr

Through dedicated and successful service, you have earned the trust of Ambassador Deskyr Thanterim, who has recommended you to the Royal Family of Cormyr. You are offered a job as an Agent of the Crown. While the annual stipend is merely a pittance in comparison to your adventuring income, the post does provide you with limited rights within the kingdom. Cormyrean authority figures are automatically helpful to you under normal circumstances, and they will ignore any minor crimes that you commit while pursuing missions for the good of the kingdom. Of course, the Crown does not look kindly on its agents abusing these privileges, and this position can be revoked if the DM feels you have done something particularly egregious.

If you are willing to openly swear your allegiance to Cormyr, revoking any ties to other governments or nations, you are also knighted. You are given a personal signet ring, and treated with the respect due to minor

nobility. (You may in fact be treated with slightly more respect, since unlike many of Cormyr's minor nobles, you actually earned the title.) If you have already been knighted by Cormyr from a different Story Award, or if you earn a Cormyrean Knighthood in a future adventure, you are raised to the rank of Knight Exalted. In addition to the status of knighthood, you are called to join council meetings on matters of governance and warfare. You are granted a small estate, and are considered a landed noble by right of service.

Urmlaspyr or Myth Drannor. She has the resources one would reasonably expect of an eladrin diplomat.

CORE4~4 ADVENTURE STORY AWARDS

The PCs earn **CORE86** for defeating Xavier Raskin and ending the assault on the embassy. If the PCs were able to save four or more embassy guests in Encounter 1 then they also earn **CORE87**.

CORE86 Embassy Liberator

You rescued Ambassador Deskyr and Lady Iona Thanterim from the clutches of a madman. The Ambassador and his wife will not soon forget your actions. You are always welcome to stay at the Cormyrean Embassy whenever you find yourself in the city of Urmlaspyr.

The Ambassador and his wife have many contacts among the craftsmen of Cormyr. They will help you locate and purchase a single Uncommon weapon, suit of armor, implement, or neck slot item of your choice. The item must come from an LFR player resource and its level must be no greater than your current character level. You pay full market price. The item does not cost you a found-item slot. Strike through this paragraph (only) when you use this favor to purchase an item.

This Story Award puts you on the *Trouble in Urmlaspyr* Major Quest, which is Chapter 1 of the *Desolation* series. Chapter 1 includes the adventures SPEC4-5, CORE4-3, CORE4-4 (this adventure), and CORE4-5, which you can play in any order. Chapter 1 culminates in the adventure CORE5-1.

CORE87 Diplomatic Hero

When the attack on the embassy broke out you made sure that the embassy's guests reached safety. You impressed quite a few of the local officials of Urmlaspyr, who were in the embassy at the time of the attacks.

One guest in particular, Alaina Teshurr, an eladrin envoy from the city of Myth Drannor, was particularly impressed by your bravery. This Story Award counts as a favor with the Knights of Myth Drannor meta-organization.

At the DM's discretion, Alaina may be able to assist you in other ways during a future adventure set in

NEW MAGIC ITEMS

Lucky Charm

Level 4+ Uncommon

Monkey's paw or rabbit's foot, this lucky charm helps you snatch victory from the jaws of defeat.

Lvl 4 +1 840 gp Lvl 9 +2 4,200 gp

Item Slot: Neck

Enhancement Bonus: Fortitude, Reflex, and Will

Power (Daily): No Action.

Trigger: You miss with an attack or fail a skill check, ability check or saving throw.

Effect: Roll a d6 and add the result to the attack roll, skill check, ability check or saving throw.

Reference: *Adventurer's Vault 2*, page 67.

Rod of Absorption

Level 4+ Rare

This rod is prized for its power to negate all forms of energy.

Lvl 4 +1 840 gp Lvl 9 +2 4,200 gp

Implement: Rod

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Attack Power (Encounter): No Action.

Trigger: You hit a creature with an attack using this rod and the creature has an active aura.

Effect: The aura is deactivated and the creature cannot reactivate the aura (save ends).

Attack Power (Daily): Immediate Interrupt.

Trigger: You are targeted by a close attack power or an area attack power that has a damage keyword.

Effect: The attacker takes a -5 penalty to all of the power's attack rolls.

Reference: *Mordenkainen's Magnificent Emporium*, page 47.

Lifestealer Weapon

Level 4+ Uncommon

When you strike your enemy a small measure of your foe's life force is absorbed by this weapon and directed into you.

Lvl 4 +1 840 gp Lvl 9 +2 4,200 gp

Weapon: Any melee

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d12 necrotic damage per plus

Property: Whenever you kill an enemy with this weapon you gain temporary hit points equal to 5+ the weapon's enhancement bonus.

Attack Power (Healing, Necrotic, Daily): No Action.

Trigger: You hit an enemy with an attack using this weapon.

Effect: The target takes extra necrotic damage equal to 2+ the weapon's enhancement bonus and you regain a number of hit points equal to that extra damage.

Reference: *Mordenkainen's Magnificent Emporium*, page 29.

Shadowdance Armor

Level 5+ Uncommon

This armor shrouds you like dim light woven into threads and sewn into garments.

Lvl 5 +1 1,000 gp Lvl 10 +2 5,000 gp

Armor: Cloth or leather

Enhancement Bonus: AC

Property: Your area and ranged attacks don't provoke opportunity attacks.

Power (Daily): Free Action.

Trigger: You move more than 3 squares.

Effect: In bright light your space and all adjacent squares become shrouded in dim light until the end of your next turn. If you were already in dim light your space and all adjacent squares become dark, blocking line of sight until the end of your next turn. You can see perfectly in this area of dim light or darkness.

Reference: *Seekers of the Ashen Crown*, page 26.

Hellfire Wand

Level 3+ Uncommon

Your fires burn with the fury of the Nine Hells when wielding this wand.

Lvl 3 +1 680 gp Lvl 8 +2 3,400 gp

Implement: Wand

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 fire damage per plus

Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the fire and implement keywords.

Power (Arcane, Force, Implement, Encounter): Standard Action. As the warlock's hellish rebuke power

Reference: *Adventurer's Vault*, page 109.

Shadowfell Gloves

Level 6+ Uncommon

These supple black gloves woven with Shadowfell thread are highly prized by wizards and warlocks.

Lvl 6 1,800 gp

Item Slot: Hands

Power (Necrotic, Daily): Minor Action.

Change the damage type dealt by the next arcane power you use to necrotic. Add 1d6 to the damage dealt by that power (if any).

Reference: *Player's Handbook*, page 247.

NEW RITUALS

Eye of Alarm

Level 2 Ritual

You conjure forth a phantasmal sentry – a slender pillar 6 feet tall, topped with a floating, unblinking eye. The eye watches over your camp as you sleep and cries out an alert if danger approaches.

Category: Warding

Component Cost: 25 gp

Time: 30 minutes

Market Price: 100 gp

Duration: 24 hours (special)

Key Skill: Arcana

Reference: *Player's Handbook*, page 304.

This ritual creates watchful eyes that you place in any square within 10 squares of where you perform the ritual. Each eye is located in a particular square; it is intangible and can't be interacted with physically. The eyes are nearly invisible and have a Stealth check result of 20 + your level to avoid detection.

Your Arcana check determines how many eyes you can place and what type of vision or sensory ability they possess.

Arcana Check	Eyes Created	Vision or Ability
19 or lower	One	Normal
20-39	Three	Darkvision
40 or higher	Five	Darkvision and tremorsense 12

The eyes do not hear, but they see well. Each uses your Perception modifier, with a +5 bonus.

If an eye sees an intruder, it emits a loud warning sound defined by you during the ritual. This sound could be anything from a stentorian “Enemies approach!” to an owl’s screech to a fanfare of trumpets. The Perception DC to hear the eye’s sound is 0 (modified by distance as normal).

The eyes never consider you an intruder. In addition, you can designate any number of other ritual participants as non-intruders. When you perform the ritual, you can also designate one or more categories of creatures that the eyes will ignore. You can define these categories by obvious physical characteristics (such as height, weight, or body shape), creature type (such as humanoid), creature race (such as hill giant), or obvious equipment (such as a creature carrying a shield with a flame emblazoned upon it).

The ritual’s effects last for 24 hours or until you move more than 20 squares from all the eyes.

Optional Focus: You can extend the duration of this ritual indefinitely by using a focus of a small, jeweled eye made of silver and ruby, worth 100 gp. The ritual’s effects last as long as the focus remains within 20 squares of any of the eyes. You can hide or protect the ritual’s focus in any way you like, as long as it remains within 20 squares of the eyes.

Eavesdropper’s Foil

Level 4 Ritual

You broach the sensitive topic with confidence, for you are certain that no one will overhear you.

Category: Warding

Component Cost: 80 gp

Time: 10 minutes

Market Price: 175 gp

Duration: 4 hours

Key Skill: Arcana (no check)

Reference: *Eberron Player's Guide*, page 116.

You ward an area no more than a close burst 3 against eavesdropping. Each creature outside the area that attempts to listen to communication within the area takes a -10 penalty to its Perception checks. The ward moves with you for its duration.

Dark Light

Level 4 Ritual

An opaque ball of darkness forms in your hands, and a purple light shines forth from it, throwing everything around you into sharp relief.

Category: Exploration

Component Cost: 30 gp

Time: 1 minutes

Market Price: 150 gp

Duration: 1 day

Key Skill: Arcana (no check)

Reference: *Forgotten Realms Player's Guide*, page 143.

You create a source of dim light that allows you and those around you to see without your being seen because of your light source.

The Dark Light ritual creates a ball of shadow that floats with you as you walk. It sheds dim light within 6 squares around it. In its light, you can see everything clearly.

Only creatures within the light’s radius can see the Dark Light ball or the dim light it creates. Vision within the Dark Light effect is in black-and-white, and color variations appear in shades of gray.

HANDOUT 1: SKILL CHECKS DURING ENCOUNTER 1

As the shadow creatures attack the embassy, you may attempt the following skill checks to assist the guests or to rally the guards to help fight.

Except for Athletics and Heal (as noted below), all of these checks may be made:

- as a minor action against the Hard DC, or
 - as a move action against the Moderate DC.
- **Diplomacy or Intimidate:** You can use these skills to urge the guests to run for the stairwells at the ends of the hallway. Choose a guest within 10 squares who is able to see and hear you. On a successful check that guest immediately moves 5 squares toward the stairs until they are off the map. On a failure the NPC cowers in fear and does not move.
 - **Diplomacy or Intimidate:** These skills can also be used on the guards to encourage them to join the fight. You must designate which guard you are rallying before making the skill check. The guard must be within 10 squares and able to see and hear you. On a success, the guard immediately moves up to 7 squares toward the closest non-minion enemy (provoking opportunity attacks if applicable). If the guard ends this movement adjacent to a non-minion enemy, the guard deals 5 damage to that monster (no attack roll; ignore the monsters' insubstantial trait for this purpose). On a failure, the guard focuses on self-defense this turn and does not move or attack a monster.
 - **Acrobatics or Endurance:** You can use these skills to shield or protect the guests and/or guards from harm. Choose an NPC (guest or guard) that you are currently adjacent to. On a successful check, the chosen NPC cannot be targeted by attacks (including opportunity attacks) until the start of your next turn.
 - **Athletics:** If you are adjacent to a guest (not a guard), you can make a Moderate DC Athletics check as a move action to shove the guest past the attacking shadow creatures to safety. On a success, both you and the guest move a number of squares up to your speed. You provoke opportunity attacks if applicable, but the guest does not. On a failure, you can still move, but the guest does not move.
 - **Athletics:** If you are adjacent to a guard (not a guest), you can make a Moderate DC Athletics check as a move action to shove the guard into the fight. On a success, the guard immediately moves up to 7 squares toward the closest non-minion enemy (provoking opportunity attacks if applicable). If the guard ends this movement adjacent to a non-minion enemy, the guard deals 5 damage to that monster (no attack roll; ignore the monsters' insubstantial trait for this purpose). On a failure, the guard still moves, but does not deal damage.
 - **Heal:** You can make a DC 10 Heal check as a standard action to trigger a guest or guard's second wind. A successful check fully heals the targeted NPC. Each NPC has a single healing surge and can only be healed once. If you wish, you may also use your healing powers to allow guests and guards to spend their healing surges or to grant surgeless healing to the NPCs, but the NPCs cannot gain temporary hit points.

HANDOUT 2: ORDERS

Return the ambassador and his wife
to me and I will reward you handsomely.
They are not to be harmed in any way.
I will be waiting in the cellar of the
embassy. I will have the portal open
and we can escape to the Shadowfell.
Do not fail me.

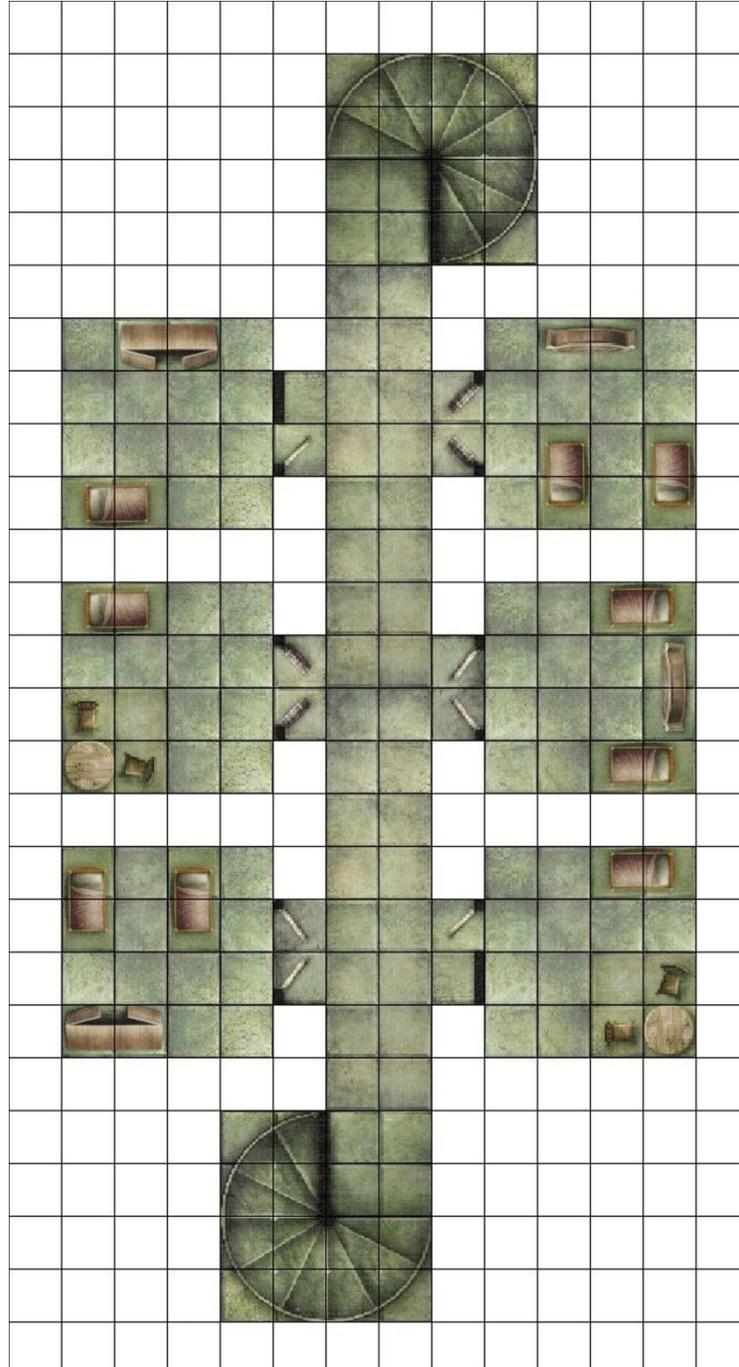
-Xavier Raskin

ENCOUNTER 1: LIGHTS OUT (CLEAN MAP)

TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon x2

Arcane Towers x2 (Furniture)



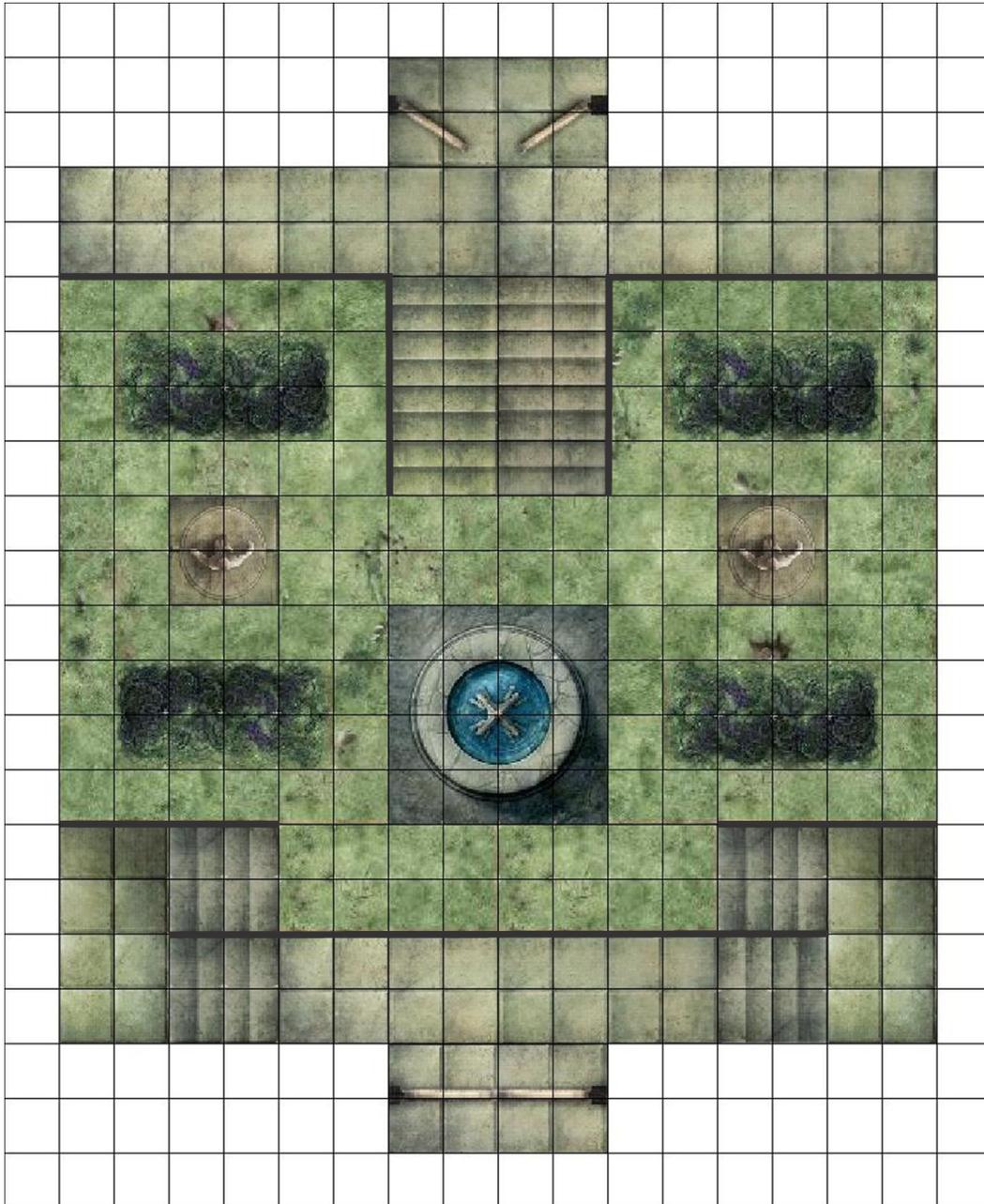
ENCOUNTER 3: THEY'RE GETTING AWAY MAP (CLEAN MAP)

TILE SETS NEEDED

ET1 - Dungeon Tiles Master Set - The Dungeon (x2)

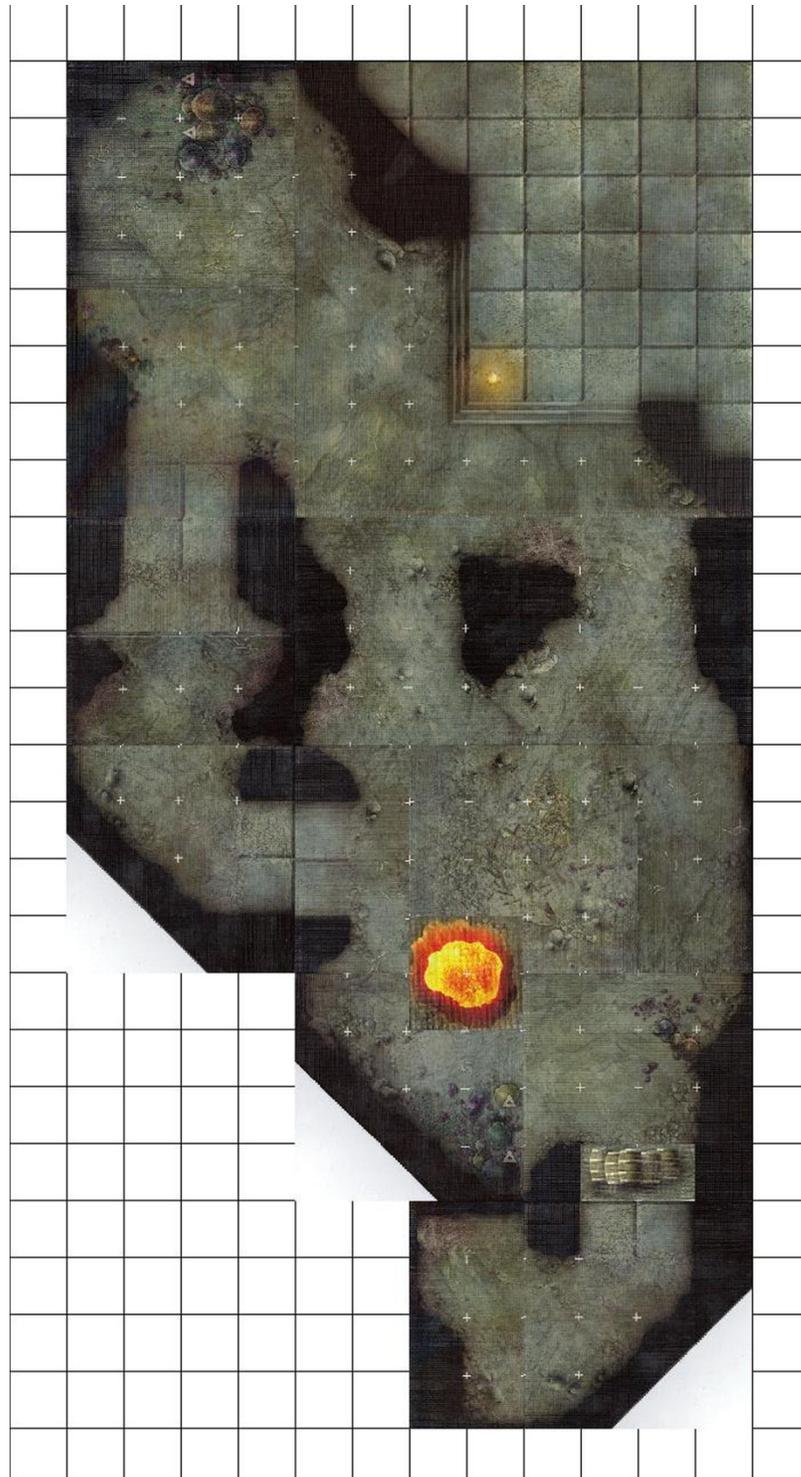
DT4 - Ruins of the Wild (x2)

DT1 - Dungeon Tiles (x1 - fountain)



ENCOUNTER 5: TO STOP A MADMAN (CLEAN MAP)

TILE SETS NEEDED
The Urban Underdark x2



DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

HAS RECEIVED STORY AWARDS FROM:

CORE4~4 SHADOW SIEGE

CORE86 Embassy Liberator

You rescued Ambassador Deskyr and Lady Iona Thanterim from the clutches of a madman. The Ambassador and his wife will not soon forget your actions. You are always welcome to stay at the Cormyrean Embassy whenever you find yourself in the city of Urmlaspyr.

The Ambassador and his wife have many contacts among the craftsmen of Cormyr. They will help you locate and purchase a single Uncommon weapon, suit of armor, implement, or neck slot item of your choice. The item must come from an LFR player resource and its level must be no greater than your current character level. You pay full market price. The item does not cost you a found-item slot. Strike through this paragraph (only) when you use this favor to purchase an item.

This Story Award puts you on the *Trouble in Urmlaspyr* Major Quest, which is also Chapter 1 of the *Desolation* series. Chapter 1 includes the adventures SPEC4-5, CORE4-3, CORE4-4 (this adventure), and CORE4-5, which you can play in any order. Chapter 1 culminates in the adventure CORE5-1.

CORE87 Diplomatic Hero

When the attack on the embassy broke out you made sure that the embassy's guests reached safety. You impressed quite a few of the local officials of Urmlaspyr, who were in the embassy at the time of the attacks.

One guest in particular, Alaina Teshurr, an eladrin envoy from the city of Myth Drannor, was particularly impressed by your bravery. This Story Award counts as a favor with the Knights of Myth Drannor meta-organization.

At the DM's discretion, Alaina may be able to assist you in other ways during a future adventure set in either Urmlaspyr or Myth Drannor. She has the resources one would expect of an eladrin diplomat.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

HAS RECEIVED STORY AWARDS FROM:

CORE4~4 SHADOW SIEGE

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At the DM's discretion, Alaina may be able to assist you in other ways during a future adventure set in either Urmlaspyr or Myth Drannor. She has the resources one would expect of an eladrin diplomat.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

HAS RECEIVED STORY AWARDS FROM:

CORE4~4 SHADOW SIEGE

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When the attack on the embassy broke out you made sure that the embassy's guests reached safety. You impressed quite a few of the local officials of Urmlaspyr, who were in the embassy at the time of the attacks.

One guest in particular, Alaina Teshurr, an eladrin envoy from the city of Myth Drannor, was particularly impressed by your bravery. This Story Award counts as a favor with the Knights of Myth Drannor meta-organization.

At the DM's discretion, Alaina may be able to assist you in other ways during a future adventure set in either Urmlaspyr or Myth Drannor. She has the resources one would expect of an eladrin diplomat.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

HAS RECEIVED STORY AWARDS FROM:

DESOLATION SERIES: CHAPTER 1 (HEROIC TIER)

CORE82 Honorary Citizen of Urmlaspyr

For your service to the city, the leaders of Urmlaspyr have awarded you all the rights and privileges of citizenship during a grand feast in your honor. You are given a golden medal with the outline of your face on one side and the crest of Urmlaspyr on the reverse (worth 25 gp if sold). If you are interested, you are also granted the use of a luxury apartment with furniture in one of the better parts of the city, rent-free (this has no game mechanical effects other than giving you a place to rest or store items). None of these benefits require you to give up or forswear any other national, regional, or meta-organization affiliations or allegiances.

In addition, you gain **one** (and only one) of the following glory boons: *beloved performer* or *battle-scarred champion*. This does not count as one of your Treasure selections from any adventure, nor does it cost a found-item slot. You initially gain the level 1 or level 3 version of your chosen boon (strike through the boon you do not choose). You can buy the higher-level versions of your chosen boon by paying the difference in market price in gold pieces when your character level is at least as high as the upgraded level of the boon. This boon never expires, and you can keep this boon active at the same time as one other alternative reward (in other words, this reward is an exception to the normal LFR rules: it does not count as your one active divine boon).

Beloved Performer			Uncommon
<i>The people of Urmlaspyr remember you well for your daring escapes and mocking wit while facing deadly threats.</i>			
Lvl 1	360 gp	Lvl 11	9,000 gp
		Lvl 21	225,000 gp
Glory Boon (cannot be sold)			
Property			
You gain a +1 item bonus to Acrobatics checks and Bluff checks.			
Level 11: Gain a +2 item bonus to Acrobatics checks and Bluff checks			
Level 21: Gain a +3 item bonus to Acrobatics checks and Bluff checks.			
Power ◆ Daily (Immediate Reaction)			
Trigger: An enemy marks you.			
Effect: That mark ends, and you shift 1 square.			
Reference: <i>Dark Sun Campaign Setting</i>			

Battle-Scarred Champion			Uncommon
<i>The people of Urmlaspyr will always be grateful for your help. A few new scars remind you of the price you paid to help them.</i>			
Lvl 3	680 gp	Lvl 13	17,000 gp
		Lvl 23	425,000 gp
Glory Boon (cannot be sold)			
Property			
You gain a +1 item bonus to your healing surge value.			
Level 13: Gain a +2 item bonus to your healing surge value.			
Level 23: Gain a +3 item bonus to your healing surge value.			
Power ◆ Daily (Immediate Reaction)			
Trigger: An enemy bloodies you, but does not reduce you to 0 hit points or fewer.			
Effect: You make a melee basic attack against the triggering enemy.			
Reference: <i>Dark Sun Campaign Setting</i>			

CORE83 Trusted Agent of Cormyr

Through dedicated and successful service, you have earned the trust of Ambassador Deskyr Thanterim, who has recommended you to the Royal Family of Cormyr. You are offered a job as an Agent of the Crown. While the annual stipend is merely a pittance in comparison to your adventuring income, the post does provide you with limited rights within the kingdom. Cormyrean authority figures are automatically helpful to you under normal circumstances, and they will ignore any minor crimes that you commit while pursuing missions for the good of the kingdom. Of course, the Crown does not look kindly on its agents abusing these privileges, and this position can be revoked if the DM feels you have done something particularly egregious.

If you are willing to openly swear your allegiance to Cormyr, revoking any ties to other governments or nations, you are also knighted. You are given a personal signet ring, and treated with the respect due to minor nobility. (You may in fact be treated with slightly more respect, since unlike many of Cormyr's minor nobles, you actually earned the title.) If you have already been knighted by Cormyr from a different Story Award, or if you earn a Cormyrean Knighthood in a future adventure, you are raised to the rank of Knight Exalted. In addition to the status of knighthood, you are called to join council meetings on matters of governance and warfare. You are granted a small estate, and are considered a landed noble by right of service.

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
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2	<input type="text"/>
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6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
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