

CORE4-5

SKELETONS IN THE CLOSET

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY STEVEN MARTIN

REVIEWED BY PIETER SLEIJPEN

PLAYTESTED BY ALAN MORSE, BRUNO SCHEELE, BUDDY ARNOLD, CHARLIE McEWEN, DAVID MARTIN, ILYA RAHKLIN, JENNIFER ZIMMERMAN, JR RIEDEL, KRISHNA SIMONSE, MATT ROTIER, MICHAEL STEINBACH, MICKEY TAN, MONTEL WYSINGER, AND RANDAL ZIMMERMAN

Shadows grow long in the free city of Urmlaspyr. The city calls for adventurers, as the rising darkness overwhelms the capabilities of the city guard. A noble's manor has been overtaken by shadowy undead. Can you reach the source of the haunting and stop it before it spreads throughout the city? A *Living Forgotten Realms* adventure 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 (in addition to this adventure) are SPEC4-5, CORE4-3, and CORE4-4. 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 Items** section at the end of the adventure.

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text

word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (character levels 1-10). Paragon and Epic 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

Shadows are stirring in Urmlaspyr, and the city guards are not equipped to deal with them all. The Cormyrean ambassador Deskyr Thanterim has brought adventurers to the city to help quell the problems.

During the adventurers' time in the city a noble named Telias Akson is run out of his manor house by shadowy undead. This is clearly out of the guard's ability, and Deskyr asks the PCs to root out the source of these undead, preferably quickly.

Lord Telias Akson is an opportunistic merchant in the area. He used the fact that the guards are stretched so thin dealing with all the shadows to murder a business partner in cold blood simply to get his goods for free.

Akson is a pretty bad crook, and left a number of clues, but the overworked guard hasn't even picked up the case and by the time they do the trail will be cold. Unfortunately the heightened shadow energies in the area have conspired to cause him worse problems. His business partner, Jariesh, has been returned from the grave by these shadow energies. Once a good-natured fellow, he is now dedicated solely to revenge on his killer, and is possessed of new powerful undead summoning capabilities with which to do so.

DM'S INTRODUCTION

Deskyr Thanterim calls the PCs to meet with him at the embassy. He thanks PCs for coming, specifically mentioning any successes they may have already had. He gets right to the point of his summons, asking the PCs to intervene to help a local noble who has a recent and sudden undead problem. He does warn the PCs that this noble, Telias Akson, has a grating personality.

The PCs can meet with Lord Akson to learn more about the undead that have taken his estate. Lord Akson spends most of the meeting alternately insulting them and demanding immediate results. Nonetheless he can tell them a little bit more about the undead.

PCs make their way to Lord Akson's estate to investigate. Almost immediately they are attacked by incorporeal undead. During the attacks the undead call out for PCs to repay what has been taken. During the combat the house begins to rumble. Walls collapse and a large hole opens up as more of the undead crawl their way up out of the basement. These undead are more verbose in describing what has to be repaid.

Defeating the undead by brute force does not work. The undead keep manifesting almost as fast as they're put down. Armed with some clues from what the undead say during combat the PCs set out into the city to discover the origin and solution to this infestation.

Their investigations lead PCs through a snapshot of recent Urmlaspyr events, eventually leading them to investigate the disappearance of a Netherese national named Jariesh. Jariesh was a recent business partner of Lord Akson, now missing.

When PCs track down Jariesh they find an undead shade. He admits to calling up the undead infesting the Akson estate. PCs can just attack him, which will work. If given the opportunity to explain himself, either during or instead of combat, Jariesh describes his betrayal and murder at Lord Akson's hand. He encourages the PCs to kill Lord Akson, after which he will be able to rest.

Assuming they didn't attack Jariesh immediately, PCs have a 3-way choice, any of which stops the undead. They can attack Jariesh, attack Lord Akson, or find a way to prove Lord Akson's guilt and have him arrested.

PLAYER'S INTRODUCTION

For PCs who have played another part of Chapter 1 of the *Desolation* series (see sidebar) immediately prior to this adventure, read or paraphrase the following:

It seems that your work in this troubled city is never done. You have just completed your last task and already Ambassador Thanterim has sent word seeking your aid once more. At least this has been a profitable venture thus far.

For PCs who have played other parts of Chapter 1 (see sidebar) prior to this adventure but played other adventures in between, instead read or paraphrase the following:

It has been some short while since you originally went to Urmlaspyr to assist Cormyrean interests there. Apparently the work is not yet complete, as you have received a missive from ambassador Thanterim requesting you return at your earliest convenience, promising more work for you and any like-minded souls you can convince to join you.

For PCs who have not already played any of the Chapter 1 adventures, read or paraphrase the following:

Word has reached you that the Cormyreans are recruiting adventurers to help out in the shadowed city of Urmlaspyr. This is somewhat unusual, as the city is not under Cormyrean rule. Intrigued, you have ventured to the city to discover what Cormyr is up to, and maybe add to your reputation just a little in the process. Once there, you are directed to meet with the Cormyrean ambassador, Deskyr Thanterim.

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.

ENCOUNTER 1: BRIEFING

IMPORTANT NPCs

Ambassador Deskyr Thanterim: male human, Cormyrean ambassador to Urmlaspyr.

Lord Akson: male human noble.

Deskyr meets the PCs in a comfortable meeting room in the Embassy.

A young aide decked in obviously new garb in Cormyrean colors greets you at the entrance and escorts you into the embassy. The young ambassador rises and comes around his desk to greet you as the aide ushers you into his office.

Deskyr is glad to see the PCs. He greets PCs he recognizes by name, and eagerly learns the names of those he has not yet met. He gets quickly to the point and gives the party all of the following information.

- An Urmlaspyr noble, Lord Akson, has recently been chased from his house by a ghost or ghosts.
- The guard is stretched to capacity dealing with shadow incursions. They simply do not have the manpower to deal with what they consider a single family's internal problems.
- Part of the unofficial reason behind the guard's reluctance may be Lord Akson himself. He has an extremely abrasive personality that has gained him few friends and many enemies.
- Deskyr is concerned that whatever chased Lord Akson from his estate won't stay in the estate forever, and will become a townwide problem.
- He suggests PCs talk with Lord Akson before dealing directly with whatever is in the estate, and tells them Lord Akson is currently holding court at the Gilded Rooster.
- He offers each PC 25/50/75/125/200 gold pieces for their efforts. Lord Akson may have a further reward, but he doubts it.
- If any PC has **CORE01 Tymora's Token** and shows it to Deskyr he offers 15/30/50/75/125 gold pieces up front, with the balance to be paid upon completion. Note that Deskyr doesn't ask to see the token. He only offers the up front gold if a PC thinks to show the token.

THE GILDED ROOSTER

Read or paraphrase the following if the players decide to meet with Lord Akson at the Gilded Rooster before heading to his estate.

The Gilded Rooster is easy to locate. Peals of laughter can be heard down the street. The people and furnishings inside make it obvious this is an establishment for the upper crust only. The wealth on display borders on obscene.

Lord Akson is easily found, holding court and playing cards at a corner table. PCs observing him for a short time before approaching can tell he's clearly been drinking heavily. A DC 15 Insight check while watching Lord Akson determines he's inwardly terrified of something, but hiding it in drink and bluster. Asking around the tavern, PCs can learn Akson is a regular here but he seems to recently have much more money available than usual.

If PCs approach and identify themselves/their purpose Akson gets up hastily, tossing his cards and a pile of coins on the table. He leads them quickly to a private room, accompanied by three of his own guards. Lord Akson is rude and abrasive to anyone he considers his social inferior (this includes PCs). He's also terrified and desperate for somebody to reclaim his home.

- He was awakened last night by screams from his servants. His bodyguards hustled him down the back stairs and out of the house quickly.
- According to his bodyguards, several ghostly undead appeared in the front hall and started attacking.
- His estate has been in the family for generations, has no history of hauntings, and has not been renovated recently.
- The undead spoke occasionally. The guards don't remember much of what was said, but they're clear that the undead knew the Akson name at least.
- There were a dozen people in the house: six guards and six servants. Other than the guards with him now, the remaining people are not accounted for.
- Akson doesn't care at all about the missing individuals. The guards with him are concerned about their fellow guard(s), but not the servants.
- Akson doesn't answer questions about his life, what he does for a living, or if his routine has changed recently. This is typical for his dealing with questions from lower classes; he dissembles so often and readily that it's impossible to tell if he's hiding anything here.
- If the guards are asked about anything that touches too close on Akson's recent activities (or the murder specifically) they clam up. They're not great liars, but

they're too loyal to Akson - especially with him right there - to give even the tiniest clue against him.

ENDING THE ENCOUNTER

Once the party has asked all their questions and they are ready to proceed to the Akson Estate, continue with Encounter 2.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

None.

ENCOUNTER 2: AKSON ESTATE

ENCOUNTER LEVEL EQUAL TO THE AL

CREATURES

This encounter includes the following creatures at all Adventure Levels:

3 force specters (S)

1 vampire night witch (W)

1 boneyard zombie (Z)

1 undead host (H)

5+ lingering warrior spirits (L)

Not all creatures start on the map. Only the force specters are present (invisibly) at the start of the encounter. More undead arrive at the end of each round, and act on their initiative in the following round. See the round by round list in the Endless Undead section for arrival schedule for the remaining undead.

SCALING THE ENCOUNTER

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

Four PCs: Remove one force specter; reduce warrior spirit waves by 1 each.

Six PCs: Add one boneyard zombie. All round 2+ effects under the Endless Undead section happen one round earlier than listed.

SETUP

As the adventurers enter the area, read:

The Akson estate is one of a number of expansive manors clustered together in the heart of the city. With the density of wealthy citizens it seems unlikely there's ever more than a moment without a guard patrol in sight. Still, while the streets are busy, everyone is giving the Akson estate a wide berth.

If they wish, PCs can talk with some of the passers'-by or neighbors in the area. Unfortunately the neighbors don't know much.

- Akson has a reputation in the area for being rude to those who run into him in the area; most of these people dislike him, some of the lowest classes actually fear him.
- The house has been quiet all day.
- There was a disturbance at the house last night. Several of the servants ran out, nobody knows where

to. Common theory is that Akson finally pushed them too far and they fled.

- From the outside the house looks to be in good condition, though deserted. The windows are still shuttered from being closed at night.

Read the following once the adventurers decide to enter the house:

The house is unlocked and apparently deserted; the entryway is tastefully and expensively decorated. There are several rooms apparent from the entryway. Straight ahead is a large formal dining room with a kitchen beyond. To one side of the entrance hall is a smaller dining area likely used for more routine meals. To the other side is a sitting area with a small study beyond.

The house is not actually abandoned. PCs with a passive Perception of 19/20/22/23/25 detect the force specters as the PCs enter the estate. If a PC detects the specters, the adventurers start clustered at the door and roll initiative as normal. If nobody detects the specters the PCs can start a full round of movement into the house, the specters get a surprise round, and then roll initiative.

FEATURES OF THE AREA

Illumination: There are enough windows that the estate shares whatever illumination is outside: dim light during the day or total darkness if PCs choose to wait for night.

Ceiling: The ceiling in this area is ten feet high.

Tables: The tables provide cover to creatures behind them. A creature can climb onto a table at the cost of two squares of movement.

Rubble: The rubble is fallen debris from the ceiling and walls. It counts as difficult terrain. PCs in these squares when they come down (see Endless Undead below) take AL damage and are knocked prone.

Pits: These pits open into the estate's basement. The fall is 15 feet onto rubble from the fallen floor, treat as a 20 feet fall due to the rough landing surface.

The rubble pile and fretting support walls are unstable, climbing out of the pit is a Hard DC Athletics check unless aided by another PC with a rope (aided by a rope it is a DC 10 Athletics check). Alternatively a PC can take the stairs out of the basement, arriving two rounds later at either opening in the walls of the map (one at the top of the map, one on the right). A PC starting on a pit square when it opens can make an Easy DC Acrobatics check to move one square and fall prone. Failing this check means they fall to the basement.

Outside: The undead do not leave the house willingly. If forced out through the door they are dazed (save ends) and must use their action to attempt to reenter the house. They only attack while outside if prevented from reentering. The energies animating the undead within the house also protect the undead from attacks originating outside the house (+5 all defenses).

ENDLESS UNDEAD

Jariesh's focus on the house is roused by the presence of the living. At this point, for as long as PCs stay in the area undead continue to form in the house. In addition, as the undead force their way from varied parts of the house to where the PCs are, they start damaging the house.

- **Start of combat:** Force specters are present, invisible.
- **End of round 1:** PCs trained in Arcana or Religion sense a large infusion of necrotic energy in the area. PCs trained in Nature can sense something wrong in the area.
- **End of round 2:** Ceiling 2 collapses; the vampire night witch climbs down in that rubble.
- **End of round 3:** Ceiling 3 collapses; the boneyard zombie climbs down in that rubble.
- **End of round 4:** Pit 4 opens; the undead host climbs up out of it.
- **End of round 5:** Pit 5 opens; five lingering warrior spirits climb out of it.
- **End of round 6:** Ceiling 6 collapses; three more lingering warrior spirits climb down
- **End of round 7+:** Three lingering warrior spirits and one specter, night witch, or zombie appear adjacent to the rubble and/or pits.

Before eventually being chased out of the house PCs can attempt to gain some information. Each of the following checks can be attempted as a minor action (Hard DC), move action (Moderate DC) or standard action (Easy DC).

Arcana or Religion (After the end of round 1):

- The energies animating the undead seem tied to the house itself, and so aren't too likely to follow out of it, and
- The source of their rising is not here, but coming from somewhere outside the house.

Perception (while adjacent to some furniture that could reasonably have documents on/in it):

- The PC finds some important-looking papers that might shed some light on things once they get a chance to examine them (outside of combat). The

papers can be grabbed as part of the action that found them, take a hand, and can be stuffed in a pack as a minor action. It details a business dealing with Jariesh (see Encounter 3 for more information).

TACTICS

The undead are mindlessly aggressive, targeting whoever is nearest them at the moment. They do not work well together, all focused on exacting revenge on any living they can reach. They call out to PCs as they fight, including:

- ...Akson...
- You must pay for what has been taken.
- Treachery!
- Was it worth it?!
- ...Akson...
- You have made your final deal.
- I trusted you!
- I'll tear this place down to find you.
- You cannot run and hide forever.
- You will join me soon.
- You can't stop us.
- (when reduced to zero hp) I'll be back soon.

The force specters start the fight invisible, but once combat starts they prefer to use their standard action to attack. They only resume their invisibility if they have no attack possible on their turn.

Once a pit opens, all undead with forced-movement powers attempt to shove some PCs into the pits and focus damaging attacks on those who remain.

ENDING THE ENCOUNTER

The encounter ends when the PCs choose to retreat/leave. The point of the encounter for the PCs to realize they cannot defeat the waves of undead at the house, and need to find another way to stop them from spawning. Proceed to Encounter 3 when PCs are ready to move on to searching for the cause and have left the haunted house.

MILESTONE

This encounter counts towards a milestone.

TREASURE

None.

ENCOUNTER 2: THE AKSON ESTATE (ADVENTURE LEVEL 2)

Force Specter	Level 2 Lurker
Medium shadow humanoid (undead)	XP 125
HP 31; Bloodied 15	Initiative +6
AC 14, Fortitude 14, Reflex 15, Will 14	Perception +5
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Insubstantial	
The specter takes half damage from all attacks, except those that deal force damage. Whenever the specter takes radiant damage, it loses this trait until the start of its next turn.	
○ Spectral Chill (cold) • Aura 1	
An enemy within the aura takes a -2 penalty to all defenses.	
STANDARD ACTIONS	
m Spectral Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 1d8 + 5 necrotic damage.	
C Spectral Force (force) • Recharge 5-6	
Attack: Close burst 2 (enemies in burst); +5 vs. Will	
Hit: 1d6 + 4 force damage, and the target slides one square.	
Invisibility • At-Will	
Effect: The force specter becomes invisible until it attacks or until it is hit by an attack.	
Skills Stealth +9	
Str 10 (+1)	Dex 16 (+4) Wis 8 (+0)
Con 13 (+2)	Int 6 (-1) Cha 14 (+3)
Alignment chaotic evil Languages Common	
Note: Modified damage and insubstantial trait.	

Boneyard Zombie	Level 2 Brute
Medium natural humanoid (undead)	XP 125
HP 47; Bloodied 23	Initiative +2
AC 14, Fortitude 14, Reflex 10, Will 12	Perception +3
Speed 6	Darkvision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 7 damage.	
M Driving Slam • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 7 damage, and the target is pushed 3 squares.	
M Feed the Hungry • Recharge when first bloodied	
Attack: Melee 1 (one creature); +5 vs. Fortitude	
Hit: 1d8 + 7 damage, and slide the target 3 squares. One ally adjacent to the target can use any at-will melee attack power against the target as a free action.	
TRIGGERD ACTIONS	
M Parting Shot • Encounter	
Trigger: When reduced to 0 hit points.	
Attack (No Action): Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 7 damage, and the target is pushed 3 squares.	
Skills Athletics +7	
Str 13 (+2)	Dex 13 (+2) Wis 15 (+3)
Con 17 (+4)	Int 4 (-2) Cha 8 (+0)
Alignment unaligned Languages -	
Note: Modified damage.	

Vampire Night Witch	Level 2 Controller
Medium natural humanoid (undead)	XP 125
HP 34; Bloodied 17	Initiative +5
AC 16, Fortitude 12, Reflex 14, Will 16	Perception +8
Speed 7, climb 4 (spider climb)	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
TRAITS	
Burned by Sunlight (radiant)	
Whenever the vampire starts its turn in direct sunlight, it takes 5 radiant damage.	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 6 damage.	
Effect: The vampire slides the target up to 3 squares.	
M Bite (healing) • At-Will	
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +7 vs. AC	
Hit: 1d10 + 4 damage, and the vampire regains 5 hit points.	
R Dream Lure (charm, psychic) • At-Will	
Attack: Ranged 5 (one creature); +5 vs. Will	
Hit: 1d6 + 3 psychic damage, and the target is dazed until the end of its next turn.	
Effect: The vampire pulls the target up to 3 squares.	
TRIGGERED ACTIONS	
Vanish into Shadow (illusion) • Encounter	
Trigger: The vampire takes damage while bloodied.	
Effect (No Action): The vampire becomes invisible until the end of the encounter or until it attacks.	
Skills Acrobatics +10, Athletics +8, Bluff +12, Insight +8, Stealth +10	
Str 17 (+3)	Dex 18 (+5) Wis 15 (+3)
Con 10 (+1)	Int 12 (+2) Cha 22 (+7)
Alignment evil Languages Common	

Lingering Warrior Spirit	Level 1 Minion Soldier
Medium shadow humanoid (undead)	XP 25
HP 1; a missed attack never damages a minion	Initiative +5
AC 17, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	Darkvision
Immune disease, fear; Resist 10 all except radiant	
STANDARD ACTIONS	
m Phantom Strike • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage, and the target is pushed 1 square.	
Str 12 (+1)	Dex 16 (+3) Wis 13 (+1)
Con 13 (+1)	Int 10 (+0) Cha 10 (+0)
Alignment unaligned Languages Common	
Note: Replaced immobilize with push.	

Undead Host		Level 2 Elite Soldier
Large natural animate (undead)		XP 250
HP 84; Bloodied 42		Initiative +5
AC 18, Fortitude 18, Reflex 15, Will 16		Perception +2
Immune disease, poison; Resist 5 psychic, 5 necrotic; Vulnerable 5 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
O Charnel Stench (psychic) • Aura 1		
Any enemy that starts its turn within the aura takes 5 psychic damage.		
STANDARD ACTIONS		
m Psychic Slam (psychic, necrotic) • At-Will		
Attack: Melee 2 (one creature); +7 vs. AC		
Hit: 1d8 + 5 necrotic damage, and ongoing 5 psychic damage (save ends).		
M Prison of Bones • At-Will		
Attack: Melee 2 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage, and the target is grabbed (escape DC 13).		
M Double Attack • At-Will		
Effect: The host makes two <i>psychic slam</i> and/or <i>psychic slam</i> attacks.		
FREE ACTIONS		
M Crushing Prison • At-Will 1/round		
Target: One creature grabbed by the undead host.		
Effect (Free Action): 1d8 + 5 damage.		
TRIGGERED ACTIONS		
M Psychic Action • At-Will		
Trigger: When an enemy within 2 squares of the host is reduced to 0 hit points or lower.		
Effect (Free Action): Make a <i>psychic slam</i> attack against the triggering creature.		
C Psychic Pyre (psychic, necrotic) • At-Will		
Trigger: When first bloodied and again when the undead host is reduced to 0 hit points.		
Attack (No Action): Close Burst 3 (enemies in burst); +5 vs. Fortitude		
Hit: 1d6 + 4 psychic damage plus 1d6 necrotic damage.		
Miss: Half damage.		
Str 20 (+6)	Dex 15 (+3)	Wis 12 (+2)
Con 18 (+5)	Int 3 (-3)	Cha 17 (+4)
Alignment chaotic evil Languages Common		

Note: Based on charnel cinderhouse, made elite. Modified damage and energy types.

ENCOUNTER 2: THE AKSON ESTATE (ADVENTURE LEVEL 4)

Force Specter	Level 4 Lurker
Medium shadow humanoid (undead)	XP 175
HP 43; Bloodied 22	Initiative +7
AC 16, Fortitude 16, Reflex 17, Will 16	Perception +6
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Insubstantial	
The specter takes half damage from all attacks, except those that deal force damage. Whenever the specter takes radiant damage, it loses this trait until the start of its next turn.	
○ Spectral Chill (cold) • Aura 1	
An enemy within the aura takes a -2 penalty to all defenses.	
STANDARD ACTIONS	
m Spectral Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 2d6 + 5 necrotic damage.	
C Spectral Force (force) • Recharge 5-6	
Attack: Close burst 2 (enemies in burst); +7 vs. Will	
Hit: 1d8 + 5 force damage, and the target slides one square.	
Invisibility • At-Will	
Effect: The force specter becomes invisible until it attacks or until it is hit by an attack.	
Skills Stealth +10	
Str 10 (+2)	Dex 16 (+5) Wis 8 (+1)
Con 13 (+3)	Int 6 (+0) Cha 14 (+4)
Alignment chaotic evil Languages Common	
Note: Modified damage and insubstantial trait.	

Boneyard Zombie	Level 4 Brute
Medium natural humanoid (undead)	XP 175
HP 67; Bloodied 33	Initiative +3
AC 16, Fortitude 16, Reflex 12, Will 14	Perception +4
Speed 6	Darkvision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 7 damage.	
M Driving Slam • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 7 damage, and the target is pushed 3 squares.	
M Feed the Hungry • Recharge when first bloodied	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: 2d6 + 7 damage, and slide the target 3 squares. One ally adjacent to the target can use any at-will melee attack power against the target as a free action.	
TRIGGERED ACTIONS	
M Parting Shot • Encounter	
Trigger: When reduced to 0 hit points.	
Attack (No Action): Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 7 damage, and the target is pushed 3 squares.	
Skills Athletics +8	
Str 13 (+3)	Dex 13 (+3) Wis 15 (+4)
Con 17 (+5)	Int 4 (-1) Cha 8 (+1)
Alignment unaligned Languages -	
Note: Modified damage.	

Vampire Night Witch	Level 4 Controller
Medium natural humanoid (undead)	XP 175
HP 50; Bloodied 25	Initiative +6
AC 18, Fortitude 14, Reflex 16, Will 18	Perception +9
Speed 7, climb 4 (spider climb)	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
TRAITS	
Burned by Sunlight (radiant)	
Whenever the vampire starts its turn in direct sunlight, it takes 5 radiant damage.	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 6 damage.	
Effect: The vampire slides the target up to 3 squares.	
M Bite (healing) • At-Will	
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +9 vs. AC	
Hit: 1d10 + 7 damage, and the vampire regains 8 hit points.	
R Dream Lure (charm, psychic) • At-Will	
Attack: Ranged 5 (one creature); +7 vs. Will	
Hit: 1d6 + 6 psychic damage, and the target is dazed until the end of its next turn.	
Effect: The vampire pulls the target up to 3 squares.	
TRIGGERED ACTIONS	
Vanish into Shadow (illusion) • Encounter	
Trigger: The vampire takes damage while bloodied.	
Effect (No Action): The vampire becomes invisible until the end of the encounter or until it attacks.	
Skills Acrobatics +11, Athletics +10, Bluff +13, Insight +9, Stealth +11	
Str 17 (+5)	Dex 18 (+6) Wis 15 (+4)
Con 10 (+2)	Int 12 (+3) Cha 22 (+8)
Alignment evil Languages Common	

Lingering Warrior Spirit	Level 3 Minion Soldier
Medium natural humanoid (undead)	XP 38
HP 1; a missed attack never damages a minion	Initiative +6
AC 19, Fortitude 14, Reflex 16, Will 14	Perception +2
Speed 6	Darkvision
Immune disease, fear; Resist 10 all except radiant	
STANDARD ACTIONS	
m Phantom Strike • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage, and the target is pushed 1 square.	
Str 12 (+2)	Dex 16 (+4) Wis 13 (+2)
Con 13 (+2)	Int 10 (+1) Cha 10 (+1)
Alignment unaligned Languages Common	
Note: Replaced immobilize with push.	

Undead Host		Level 4 Elite Soldier
Large natural animate (undead)		XP 350
HP 116; Bloodied 58		Initiative +6
AC 20, Fortitude 20, Reflex 17, Will 18		Perception +4
Speed 5, climb 4 (spider climb)		Darkvision
Immune disease, poison; Resist 5 psychic, 5 necrotic; Vulnerable 5 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
O Charnel Stench (psychic) • Aura 2 Any enemy that starts its turn within the aura takes 5 psychic damage.		
STANDARD ACTIONS		
m Psychic Slam (psychic, necrotic) • At-Will Attack: Melee 2 (one creature); +9 vs. AC Hit: 2d6 + 5 necrotic damage, and ongoing 5 psychic damage (save ends).		
M Prison of Bones • At-Will Attack: Melee 2 (one creature); +9 vs. AC Hit: 2d6 + 5 damage, and the target is grabbed (escape DC 14).		
M Double Attack • At-Will Effect: The host makes two <i>psychic slam</i> and/or <i>prison of bones</i> attacks.		
FREE ACTIONS		
M Crushing Prison • At-Will 1/round Target: One creature grabbed by the undead host. Effect (Free Action): 2d6 + 5 damage.		
TRIGGERED ACTIONS		
M Psychic Action • At-Will Trigger: When an enemy within 2 squares of the host is reduced to 0 hit points or lower. Effect (Free Action): Make a <i>psychic slam</i> attack against the triggering creature.		
C Psychic Pyre (psychic, necrotic) • At-Will Trigger: When first bloodied and again when the undead host is reduced to 0 hit points. Attack (no action): Close Burst 3 (enemies in burst); +7 vs. Fortitude Hit: 1d8 + 5 psychic damage plus 1d8 necrotic damage. Miss: Half damage.		
Str 20 (+7)	Dex 15 (+4)	Wis 12 (+3)
Con 18 (+6)	Int 3 (-2)	Cha 17 (+4)
Alignment chaotic evil		Languages Common
Note: Based on charnel cinderhouse, made elite. Modified damage and energy types.		

ENCOUNTER 2: THE AKSON ESTATE (ADVENTURE LEVEL 6)

Force Specter	Level 6 Lurker
Medium shadow humanoid (undead)	XP 250
HP 55; Bloodied 27	Initiative +8
AC 18, Fortitude 18, Reflex 19, Will 18	Perception +7
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Insubstantial	
The specter takes half damage from all attacks, except those that deal force damage. Whenever the specter takes radiant damage, it loses this trait until the start of its next turn.	
O Spectral Chill (cold) • Aura 1	
An enemy within the aura takes a -2 penalty to all defenses.	
STANDARD ACTIONS	
m Spectral Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 2d6 + 7 necrotic damage.	
C Spectral Force (force) • Recharge 5-6	
Attack: Close burst 2 (enemies in burst); +9 vs. Will	
Hit: 1d8 + 6 force damage, and the target slides one square.	
Invisibility • At-Will	
Effect: The force specter becomes invisible until it attacks or until it is hit by an attack.	
Skills Stealth +11	
Str 10 (+3)	Dex 16 (+6) Wis 8 (+2)
Con 13 (+4)	Int 6 (+1) Cha 14 (+5)
Alignment chaotic evil Languages Common	
Note: Modified damage and insubstantial trait.	

Boneyard Zombie	Level 6 Brute
Medium natural humanoid (undead)	XP 250
HP 87; Bloodied 43	Initiative +4
AC 18, Fortitude 18, Reflex 14, Will 16	Perception +5
Speed 6	Darkvision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d6 + 5 damage.	
M Driving Slam • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d6 + 5 damage, and the target is pushed 3 squares.	
M Feed the Hungry • Recharge when first bloodied	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: 3d6 + 5 damage, and slide the target 3 squares. One ally adjacent to the target can use any at-will melee attack power against the target as a free action.	
TRIGGERED ACTIONS	
M Parting Shot • Encounter	
Trigger: When reduced to 0 hit points.	
Attack (No Action): Melee 1 (one creature); +11 vs. AC	
Hit: 3d6 + 5 damage, and the target is pushed 3 squares.	
Skills Athletics +9	
Str 13 (+4)	Dex 13 (+4) Wis 15 (+5)
Con 17 (+6)	Int 4 (+0) Cha 8 (+2)
Alignment unaligned Languages -	
Note: Modified damage.	

Vampire Night Witch	Level 6 Controller
Medium natural humanoid (undead)	XP 250
HP 66; Bloodied 33	Initiative +7
AC 20, Fortitude 16, Reflex 18, Will 20	Perception +10
Speed 7, climb 4 (spider climb)	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
TRAITS	
Burned by Sunlight (radiant)	
Whenever the vampire starts its turn in direct sunlight, it takes 5 radiant damage.	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 8 damage.	
Effect: The vampire slides the target up to 3 squares.	
M Bite (healing) • At-Will	
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +11 vs. AC	
Hit: 2d10 + 3 damage, and the vampire regains 10 hit points.	
R Dream Lure (charm, psychic) • At-Will	
Attack: Ranged 5 (one creature); +9 vs. Will	
Hit: 2d6 + 5 psychic damage, and the target is dazed until the end of its next turn.	
Effect: The vampire pulls the target up to 3 squares.	
TRIGGERED ACTIONS	
Vanish into Shadow (illusion) • Encounter	
Trigger: The vampire takes damage while bloodied.	
Effect (No Action): The vampire becomes invisible until the end of the encounter or until it attacks.	
Skills Acrobatics +12, Athletics +11, Bluff +14, Insight +10, Stealth +12	
Str 17 (+6)	Dex 18 (+7) Wis 15 (+5)
Con 10 (+3)	Int 12 (+4) Cha 22 (+9)
Alignment evil Languages Common	

Lingering Warrior Spirit	Level 5 Minion Soldier
Medium natural humanoid (undead)	XP 50
HP 1; a missed attack never damages a minion	Initiative +7
AC 21, Fortitude 16, Reflex 18, Will 16	Perception +2
Speed 6	Darkvision
Immune disease, fear; Resist 10 all except radiant	
STANDARD ACTIONS	
m Phantom Strike • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage, and the target is pushed 1 square.	
Str 12 (+3)	Dex 16 (+5) Wis 13 (+3)
Con 13 (+3)	Int 10 (+2) Cha 10 (+2)
Alignment unaligned Languages Common	
Note: Replaced immobilize with push.	

Undead Host		Level 6 Elite Soldier
Large natural animate (undead)		XP 500
HP 148; Bloodied 74		Initiative +7
AC 22, Fortitude 22, Reflex 19, Will 20		Perception +4
Speed 5, climb 4 (spider climb)		Darkvision
Immune disease, poison; Resist 10 psychic, 10 necrotic; Vulnerable 5 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
O Charnel Stench (psychic) • Aura 2 Any enemy that starts its turn within the aura takes 5 psychic damage.		
STANDARD ACTIONS		
m Psychic Slam (psychic, necrotic) • At-Will Attack: Melee 2 (one creature); +11 vs. AC Hit: 2d6 + 7 necrotic damage, and ongoing 5 psychic damage (save ends).		
M Prison of Bones • At-Will Attack: Melee 2 (one creature); +11 vs. AC Hit: 2d6 + 7 damage, and the target is grabbed (escape DC 15).		
M Double Attack • At-Will Effect: The host makes two <i>psychic slam</i> and/or <i>prison of bones</i> attacks.		
FREE ACTIONS		
M Crushing Prison • At-Will 1/round Target: One creature grabbed by the undead host. Effect (Free Action): 2d6 + 7 damage.		
TRIGGERED ACTIONS		
M Psychic Action • At-Will Trigger: When an enemy within 2 squares of the host is reduced to 0 hit points or lower. Effect (Free Action): Make a <i>psychic slam</i> attack against the triggering creature.		
C Psychic Pyre (psychic, necrotic) • At-Will Trigger: When first bloodied and again when the undead host is reduced to 0 hit points. Attack (no action): Close Burst 3 (enemies in burst); +9 vs. Fortitude Hit: 1d8 + 6 psychic damage plus 1d8 necrotic damage. Miss: Half damage.		
Str 20 (+8)	Dex 15 (+5)	Wis 12 (+4)
Con 18 (+7)	Int 3 (-1)	Cha 17 (+6)
Alignment chaotic evil Languages Common		
Note: Based on charnel cinderhouse, made elite. Modified damage and energy types.		

ENCOUNTER 2: THE AKSON ESATE (ADVENTURE LEVEL 8)

Force Specter	Level 8 Lurker
Medium shadow humanoid (undead)	XP 350
HP 67; Bloodied 33	Initiative +9
AC 20, Fortitude 21, Reflex 21, Will 20	Perception +8
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Insubstantial	
The specter takes half damage from all attacks, except those that deal force damage. Whenever the specter takes radiant damage, it loses this trait until the start of its next turn.	
○ Spectral Chill (cold) • Aura 1	
An enemy within the aura takes a -2 penalty to all defenses.	
STANDARD ACTIONS	
m Spectral Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +11 vs. Reflex	
Hit: 2d8 + 7 necrotic damage.	
C Spectral Force (force) • Recharge 5-6	
Attack: Close Burst 2 (enemies in burst); +11 vs. Will	
Hit: 2d6 + 5 force damage, and the target slides one square.	
Invisibility • At-Will	
Effect: The force specter becomes invisible until it attacks or until it is hit by an attack.	
Skills Stealth +12	
Str 10 (+4)	Dex 16 (+7) Wis 8 (+3)
Con 13 (+5)	Int 6 (+2) Cha 14 (+6)
Alignment chaotic evil Languages Common	
Note: Modified damage and insubstantial trait.	

Boneyard Zombie	Level 8 Brute
Medium natural humanoid (undead)	XP 350
HP 107; Bloodied 53	Initiative +5
AC 20, Fortitude 20, Reflex 16, Will 18	Perception +6
Speed 6	Darkvision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 7 damage.	
M Driving Slam • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 7 damage, and the target is pushed 3 squares.	
M Feed the Hungry • Recharge when first bloodied	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 3d6 + 7 damage, and slide the target 3 squares. One ally adjacent to the target can use any at-will melee attack power against the target as a free action.	
TRIGGERED ACTIONS	
M Parting Shot • Encounter	
Trigger: When reduced to 0 hit points.	
Attack (No Action): Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 7 damage, and the target is pushed 3 squares.	
Skills Athletics +10	
Str 13 (+5)	Dex 13 (+5) Wis 15 (+6)
Con 17 (+7)	Int 4 (+1) Cha 8 (+3)
Alignment unaligned Languages -	
Note: Modified damage.	

Vampire Night Witch	Level 8 Controller
Medium natural humanoid (undead)	XP 350
HP 82; Bloodied 41	Initiative +8
AC 22, Fortitude 18, Reflex 20, Will 22	Perception +11
Speed 7, climb 4 (spider climb)	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
TRAITS	
Burned by Sunlight (radiant)	
Whenever the vampire starts its turn in direct sunlight, it takes 5 radiant damage.	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 6 damage.	
Effect: The vampire slides the target up to 3 squares.	
M Bite (healing) • At-Will	
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +13 vs. AC	
Hit: 3d10 + 8 damage, and the vampire regains 12 hit points.	
R Dream Lure (charm, psychic) • At-Will	
Attack: Ranged 5 (one creature); +11 vs. Will	
Hit: 2d6 + 5 psychic damage, and the target is dazed until the end of its next turn.	
Effect: The vampire pulls the target up to 3 squares.	
TRIGGERED ACTIONS	
Vanish into Shadow (illusion) • Encounter	
Trigger: The vampire takes damage while bloodied.	
Effect (No Action): The vampire becomes invisible until the end of the encounter or until it attacks.	
Skills Acrobatics +13, Athletics +12, Bluff +15, Insight +11, Stealth +13	
Str 17 (+7)	Dex 18 (+8) Wis 15 (+6)
Con 10 (+4)	Int 12 (+5) Cha 22 (+10)
Alignment evil Languages Common	

Lingering Warrior Spirit	Level 7 Minion Soldier
Medium natural humanoid (undead)	XP 75
HP 1 ; a missed attack never damages a minion	Initiative +8
AC 23, Fortitude 18, Reflex 20, Will 18	Perception +4
Speed 6	Darkvision
Immune disease, fear; Resist 15 all except radiant	
STANDARD ACTIONS	
m Phantom Strike • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage, and the target is pushed 1 square.	
Str 12 (+4)	Dex 16 (+6) Wis 13 (+4)
Con 13 (+4)	Int 10 (+3) Cha 10 (+3)
Alignment unaligned Languages Common	
Note: Replaced immobilize with push.	

Undead Host		Level 8 Elite Soldier
Large natural animate (undead)		XP 700
HP 180; Bloodied 90		Initiative +8
AC 24, Fortitude 24, Reflex 21, Will 22		Perception +5
Speed 5, climb 4 (spider climb)		Darkvision
Immune disease, poison; Resist 10 psychic, 10 necrotic; Vulnerable 5 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
O Charnel Stench (psychic) • Aura 2		
Any enemy that starts its turn within the aura takes 10 psychic damage.		
STANDARD ACTIONS		
m Psychic Slam (psychic, necrotic) • At-Will		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 2d8 + 7 necrotic damage, and ongoing 5 psychic damage (save ends).		
M Prison of Bones • At-Will		
Attack: Melee 2 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage, and the target is grabbed (escape DC 16).		
M Double Attack • At-Will		
Effect: The host makes two <i>psychic slam</i> and/or <i>prison of bones</i> attacks.		
FREE ACTIONS		
M Crushing Prison • At-Will 1/round		
Target: One creature grabbed by the undead host.		
Effect (Free Action): 2d8 + 7 damage.		
TRIGGERED ACTIONS		
M Psychic Action • At-Will		
Trigger: When an enemy within 2 squares of the host is reduced to 0 hit points or lower.		
Effect (Free Action): Make a <i>psychic slam</i> attack against the triggering creature.		
C Psychic Pyre (psychic, necrotic) • At-Will		
Trigger: When first bloodied and again when the undead host is reduced to 0 hit points.		
Attack (no action): Close burst 3 (enemies in burst); +11 vs. Fortitude		
Hit: 2d6 + 5 psychic damage plus 2d6 necrotic damage.		
Miss: Half damage.		
Str 20 (+9)	Dex 15 (+6)	Wis 12 (+5)
Con 18 (+8)	Int 3 (-0)	Cha 17 (+7)
Alignment chaotic evil Languages Common		
Note: Based on charnel cinderhouse, made elite. Modified damage and energy types.		

ENCOUNTER 2: THE AKSON ESTATE (ADVENTURE LEVEL 10)

Force Specter	Level 10 Lurker
Medium shadow humanoid (undead)	XP 500
HP 79; Bloodied 39	Initiative +10
AC 22, Fortitude 22, Reflex 23, Will 22	Perception +9
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Insubstantial	
The specter takes half damage from all attacks, except those that deal force damage. Whenever the specter takes radiant damage, it loses this trait until the start of its next turn.	
○ Spectral Chill (cold) • Aura 1	
An enemy within the aura takes a -2 penalty to all defenses.	
STANDARD ACTIONS	
m Spectral Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 2d8 + 9 necrotic damage.	
C Spectral Force (force) • Recharge 5-6	
Attack: Close Burst 2 (enemies in burst); +13 vs. Will	
Hit: 2d6 + 6 force damage, and the target slides one square.	
Invisibility • At-Will	
Effect: The force specter becomes invisible until it attacks or until it is hit by an attack.	
Skills Stealth +13	
Str 10 (+5)	Dex 16 (+8) Wis 8 (+4)
Con 13 (+6)	Int 6 (+3) Cha 14 (+7)
Alignment chaotic evil Languages Common	
Note: Modified damage and insubstantial trait.	

Boneyard Zombie	Level 10 Brute
Medium natural humanoid (undead)	XP 500
HP 127; Bloodied 63	Initiative +6
AC 22, Fortitude 22, Reflex 18, Will 20	Perception +7
Speed 6	Darkvision
STANDARD ACTIONS	
m Claws • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 9 damage.	
M Driving Slam • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 9 damage, and the target is pushed 3 squares.	
M Feed the Hungry • Recharge when first bloodied	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 3d6 + 9 damage, and slide the target 3 squares. One ally adjacent to the target can use any at-will melee attack power against the target as a free action.	
TRIGGERED ACTIONS	
M Parting Shot • Encounter	
Trigger: When reduced to 0 hit points.	
Attack (No Action): Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 9 damage, and the target is pushed 3 squares.	
Skills Athletics +11	
Str 13 (+6)	Dex 13 (+6) Wis 15 (+7)
Con 17 (+8)	Int 4 (+2) Cha 8 (+4)
Alignment unaligned Languages -	
Note: Modified damage.	

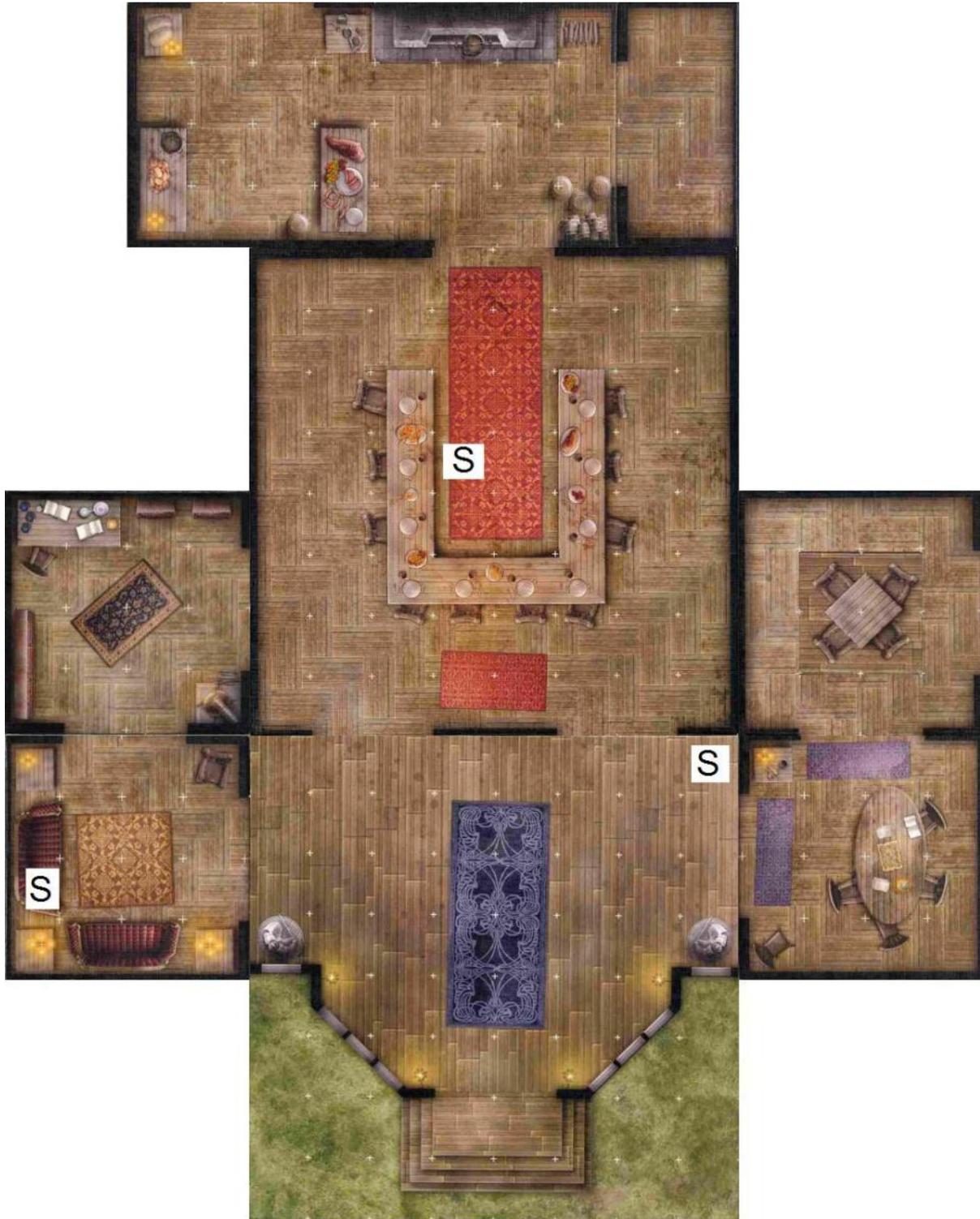
Vampire Night Witch	Level 10 Controller
Medium natural humanoid (undead)	XP 500
HP 98; Bloodied 49	Initiative +9
AC 24, Fortitude 20, Reflex 22, Will 24	Perception +12
Speed 7, climb 4 (spider climb)	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
TRAITS	
Burned by Sunlight (radiant)	
Whenever the vampire starts its turn in direct sunlight, it takes 5 radiant damage.	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 4d6 + 4 damage.	
Effect: The vampire slides the target up to 3 squares.	
M Bite (healing) • At-Will	
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +15 vs. AC	
Hit: 3d10 + 10 damage, and the vampire regains 15 hit points.	
R Dream Lure (charm, psychic) • At-Will	
Attack: Ranged 5 (one creature); +13 vs. Will	
Hit: 3d6 + 4 psychic damage, and the target is dazed until the end of its next turn.	
Effect: The vampire pulls the target up to 3 squares.	
TRIGGERED ACTIONS	
Vanish into Shadow (illusion) • Encounter	
Trigger: The vampire takes damage while bloodied.	
Effect (No Action): The vampire becomes invisible until the end of the encounter or until it attacks.	
Skills Acrobatics +14, Athletics +13, Bluff +16, Insight +12, Stealth +14	
Str 17 (+8)	Dex 18 (+9) Wis 15 (+7)
Con 10 (+5)	Int 12 (+6) Cha 22 (+11)
Alignment evil Languages Common	

Lingering Warrior Spirit	Level 9 Minion Soldier
Medium natural humanoid (undead)	XP 100
HP 1; a missed attack never damages a minion	Initiative +9
AC 25, Fortitude 20, Reflex 22, Will 20	Perception +5
Speed 6	Darkvision
Immune disease, fear; Resist 15 all except radiant	
STANDARD ACTIONS	
m Phantom Strike • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage, and the target is pushed 1 square.	
Str 12 (+5)	Dex 16 (+7) Wis 13 (+5)
Con 13 (+5)	Int 10 (+4) Cha 10 (+4)
Alignment unaligned Languages Common	
Note: Replaced immobilize with push.	

Undead Host		Level 10 Elite Soldier
Large natural animate (undead)		XP 1000
HP 212; Bloodied 106		Initiative +9
AC 26, Fortitude 26, Reflex 23, Will 24		Perception +6
Speed 5, climb 4 (spider climb)		Darkvision
Immune disease, poison; Resist 10 psychic, 10 necrotic; Vulnerable 5 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
O Charnel Stench (psychic) • Aura 2		
Any enemy that starts its turn within the aura takes 10 psychic damage.		
STANDARD ACTIONS		
m Psychic Slam (psychic, necrotic) • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d8 + 9 necrotic damage, and ongoing 5 psychic damage (save ends).		
M Prison of Bones • At-Will		
Attack: Melee 2 (one creature); +15 vs. AC		
Hit: 2d8 + 9 damage, and the target is grabbed (escape DC 18).		
M Double Attack • At-Will		
Effect: The host makes two <i>psychic slam</i> and/or <i>prison of bones</i> attacks.		
FREE ACTIONS		
M Crushing Prison • At-Will 1/round		
Target: One creature grabbed by the undead host.		
Effect (Free Action): 2d8 + 9 damage.		
TRIGGERED ACTIONS		
M Psychic Action • At-Will		
Trigger: When an enemy within 2 squares of the host is reduced to 0 hit points or lower.		
Effect (Free Action): Make a <i>psychic slam</i> attack against the triggering creature.		
C Psychic Pyre (psychic, necrotic) • At-Will		
Trigger: When first bloodied and again when the undead host is reduced to 0 hit points.		
Attack (no action): Close Burst 3 (enemies in burst); +13 vs. Fortitude		
Hit: 2d6 + 6 psychic damage plus 2d6 necrotic damage.		
Miss: Half damage.		
Str 20 (+10)	Dex 15 (+7)	Wis 12 (+6)
Con 18 (+9)	Int 3 (+1)	Cha 17 (+8)
Alignment chaotic evil Languages Common		
Note: Based on charnel cinderhouse, made elite. Modified damage and energy types.		

ENCOUNTER 2: THE AKSON ESTATE MAP (STARTING)

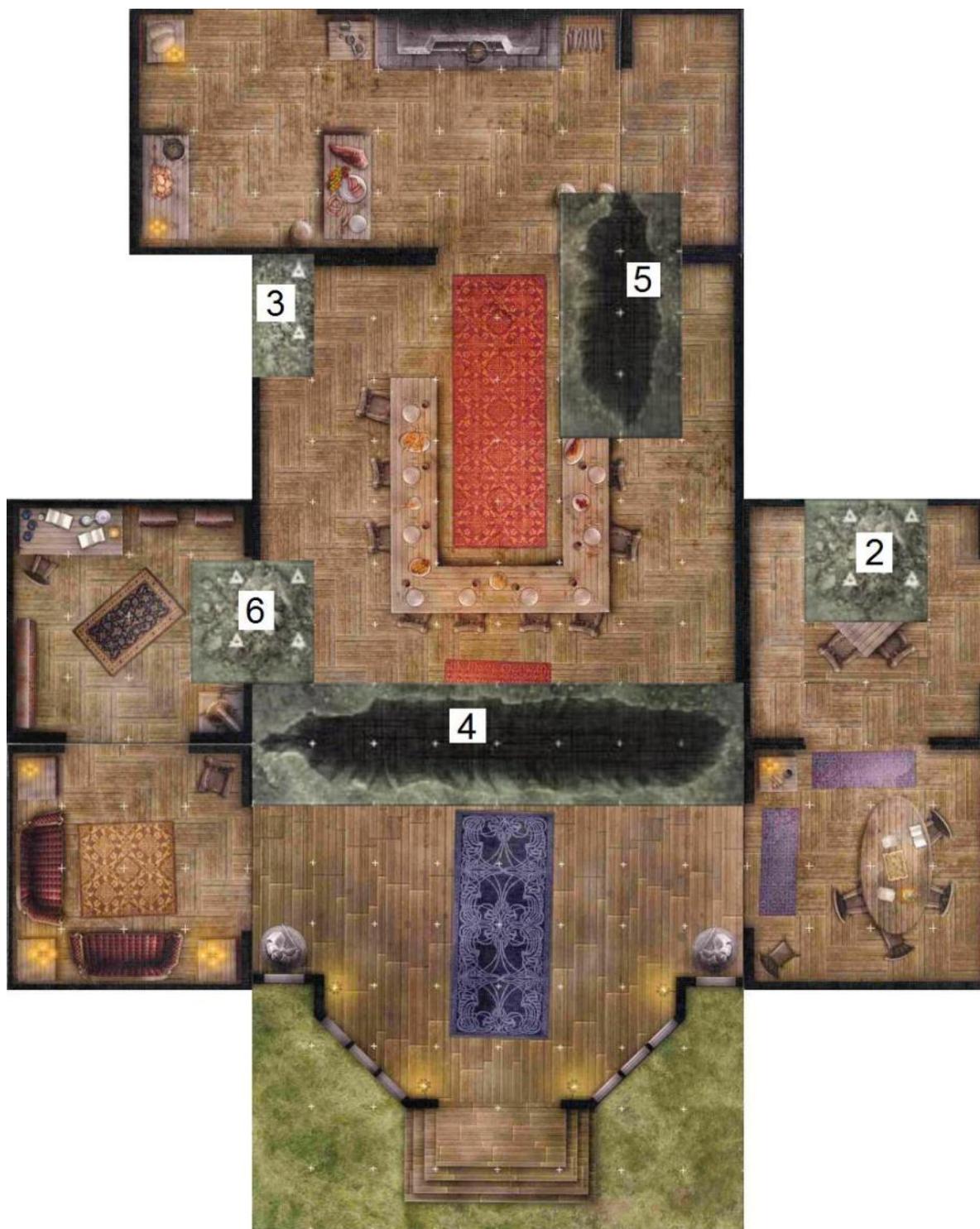
DUNGEON TILES
DU6 Harrowing Halls



ENCOUNTER 2: THE AKSON ESTATE MAP (END)

DUNGEON TILES

DU6 Harrowing Halls; Dungeon Tiles Master Set: The Dungeon



ENCOUNTER 3: SEEKING THE CAUSE

IMPORTANT NPCs

Lord Akson: male human noble.

Starn “Grimface” Steelshield: male dwarf cleric of Kelemvor.

At some point while fighting the undead in Encounter 2 the PCs should realize that simply killing the ghosts is not an option. Something is animating them, and for them to solve the problem they need to learn the cause.

Having left the house, the pandemonium of wailing ghosts stops as suddenly as it started. Behind you the house is completely empty. Where it not for the dust clouds cracks in the walls and debris on the floor nothing would remind you off the fight mere seconds ago. Fighting them here is clearly not the solution, leaving you no option to find out what or who causes the haunting.

It should be clear the PCs need to look for the cause. The nature of the undead and their words of vengeance are a clear indication Lord Akson angered somebody powerful. How and who are not known though.

They might have found some important papers in the manor in Encounter 2. If they carefully examine the papers, they learn they describe a recent deal with a Netherese merchant named Jariesh dealing with high quality cloth. PCs who succeed at a DC 15 History check realize that the papers suggest Jariesh conned Lord Akson, which costed Akson a lot of money. A DC Hard Perception check though shows the papers have been tempered with and the original version details ordinary deals in which Jariesh drove a hard but fair bargain. Any skilled merchant can confirm the information of the History check. If the PCs don't note the modification, nobody will.

Before they start asking around, they might already be aware of the following with a successful check:

- **DC 15 Religion:** While some undead hauntings do continually reanimate, these undead are animating faster than the PCs have heard of before. The usual speed is a couple of days, at most one, and not mere minutes.
- **DC 20 Religion:** It is likely that the undead are being actively brought into the world by a summoner.
- **DC 20 Arcana (assuming the PCs are aware of the fact that the undead are likely summoned):** A

summoner would need to be physically present, or have a strong link with either the house or something/one he expected to find there in order to direct such a summoning so quickly and accurately. Spellcasters would require a focus of some kind, but you did not see such an item.

- **DC 20 Religion (assuming the PCs realize about the summoning):** The undead accused Akson of treachery and vengeance, which might suggest an angry and powerful spirit being behind the haunting. They require foci to summon from a distance just as most spellcasters, but those foci are often spiritual in nature. They can be anything, even just an emotional attachment, but they are always personal. You would need to know the spirit and the cause to recognize the item. It is a lot easier to directly deal with the spirit.
- **DC 25 Religion (assuming the PCs realize about the summoning):** Also note that a spirit can develop the powers to summon and direct undead even though as a mortal he had no such powers. This is especially true in an area like Urmlaspyr where the thin barrier with Shadowfell has a tendency to empower undead.

If the PCs ask, they saw no leader/controller during the fight, nor did they see a good place to hide. So it is likely they need to look for the summoner somewhere else.

If the PCs fail at the skill checks, they are directed to Starn Steelshield, a cleric of Kelemvor (god of the dead). See Scene 1 below.

SCENE 1: UNDEAD LORE

Some groups might lack the necessary skills or fail the lore checks. If they ask for advice on how to deal with undead, they are directed to the Shrine of Kelemvor at the edge of the city.

The Shrine of Kelemvor is a squat, grim building, its exterior decorated with various grotesque statues. It looks more like a large tomb than a shrine. Inside is a large circular room with marble floors and a towering statue of Kelemvor in the middle. There are stone benches along the walls. Richly carved wooden doors lead to the wings left and right of the shrine itself.

The PCs do not need to wait long before a gaunt dwarf shuffles into the shrine. He has a long gray beard and wears black robes. This is Starn Steelshield, the local priest of Kelemvor. PCs who played CORE4-3 might have met him before.

Starn does not talk more than necessary, and it's easy to see why the locals have nicknamed him “Grimface.” He brusquely informs the PCs he is not able

to resurrect the dead, cure the sick, or remove any curses. He can perform the last rites, speak with the dead if his Lord is willing, or offer advice on how to deal with the more common types of undead.

Kelemvor and his followers despise undead, and eagerly assist anybody looking for ways to defeat them. Still, Starn greatly appreciate it if the PCs do give a small donation to the Church for his help. Once convinced, he provides the same information as described above under the Religion and Arcana checks.

SCENE 2: LORD AKSON

It is possible PCs return to Lord Akson as part of this phase of the investigation. He can tell PCs any of the information from Encounter 1 if they didn't talk with him then.

In addition, they likely ask him about Jariesh. If they do the following points are available (one success each):

- Akson admits to knowing Jariesh, but attempts to convince PCs that it's unimportant. A Moderate DC Insight check can tell that he's uncomfortable with the name being brought up.
- With a Moderate DC Bluff or Intimidate check the PCs can trick Jariesh or one of his bodyguards into revealing that Akson recently had dealings with Jariesh.
- If the PCs show the papers, he admits having dealt with Jariesh. Jariesh tricked him though, and he is ashamed about his stupidity, hence why he never mentioned it.
- He has not seen Jariesh in some time, and does not know where he stayed. What little Akson knew about Jariesh proved to be false. All he knows for sure is that Jariesh is a Netherese, which is not uncommon in these parts.
- If confronted with the modifications, he acts surprised, denying there are any modifications at all (and they are hard to spot). A Moderate DC Insight check hints he is lying, but the papers in themselves provide very little to go on. To be able to successfully accuse rich important people in Sembia you need a lot more, and all this evidence shows is that Akson might be avoiding taxes or falsely accusing Jariesh. If the PCs insist though, they can trigger Encounter 5C. Killing Lords without more proof is definitely not going to be looked upon kindly by the authorities.

SCENE 3: THE STREETS

More information can be found by asking around on the streets, especially amongst Lord Akson's business associates, the local authorities and his neighbors. Getting people to talk require a DC Moderate check, but eventually the PCs should at the very least learn about Jariesh and where he was last seen alive.

Diplomacy/Intimidate/Streetwise

- Lord Akson is disliked by many, but his typical enemies are merchants not warriors (and certainly not people able to summon undead from a distance).
- Lord Akson was recently involved in a business deal with a Netherese merchant named Jariesh.
- Akson's deal with Jariesh was particularly profitable (for Akson).
- Jariesh hasn't been seen around town recently.
- Jariesh was staying in a house close to one of the Forbidden Zones, and had rented a small warehouse nearby.

Other Information

The following are additional things PCs may learn if they talk to the citizens of Urmlaspyr in the process of their investigations. These are red herrings to give out on a failed check, or can be given out as flavor as part of the overall progress of the investigation.

- Common crime is on the rise in the city. Guards are so busy fighting monsters that the usual duties of upholding the law are being given less attention than usual.
- Random street violence is also on the rise. There have been several unsolved violent murders in the past few days.
- Tensions between shadow origin citizens and humanoid citizens are higher than typical.

TROUBLESHOOTING: TAKING THEIR TIME

There is no obvious time restraint, but the PCs do not have the time for an extended rest. Jariesh is looking out for blood. It takes time, but eventually he locates Lord Akson and sends his undead to the Gilded Rooster, killing Lord Akson in the process. The undead are gone, but not due to the actions of the PCs. Since somebody is out to kill Akson, the players should be aware that they are in a race against the clock.

ENDING THE ENCOUNTER

The encounter ends once PCs learn the location of Jariesh and decide to investigate. Proceed to Encounter 4. Depending on how they approach Jariesh, they might trigger Encounter 5A immediately or during negotiations. See Encounter 4 for details.

If in the process of the investigation PCs confront Lord Akson to the point of becoming violent (not recommended, but possible), proceed to Encounter 5C.

MILESTONE

This encounter counts toward a milestone.

TREASURE

None.

OPTIONAL ENCOUNTER 4: INTERROGATION

Run this encounter once PCs arrive at Jariesh's warehouse.

The warehouse you've been directed to has clearly seen better days, a not uncommon state for a building in Urmlaspyr. This one shows signs of recent use, but has apparently been abandoned again. A lone shadowy form can be seen pacing silently within.

The shadowy form is Jariesh, the shade of a Netherese merchant recently slain by Lord Akson.

This encounter is technically optional. PCs can go straight to killing Jariesh as soon as they see him. Doing so solves the undead problem, but they do not gain as many answers as they otherwise could (and will get a slightly lowered reward).

Note that if the PCs enter with weapons drawn, looking for blood, they trigger the fight as well. Jariesh is angry and looking out for blood. He assumes the worst. Use your judgement on what constitutes an aggressive approach, but err on the side of the players. It requires a Moderate DC Diplomacy check to calm him enough to talk once the fighting starts. The check can be made as a free action, once per round per PC, but is ruined if Jariesh is attacked once he has stopped. Once they angered him a second time, he cannot be reasoned with anymore.

Jariesh can tell them the following:

- He was, until recently, a merchant dealing in fine cloth.
- Lord Akson encouraged him to bring several wagons of his wares to Urmlaspyr, promising to pay a good price for them upon delivery.
- Instead of paying, Lord Akson killed him and took the goods.
- He is bound to this site as a spirit until Lord Akson pays for his crime. To this end he has been calling up undead to attack Akson in his estate.
- He does not know where Akson is at the moment. He would send undead to somewhere else if he knew to find Akson there.
- He asks the PCs to tell him where to find Lord Akson, or to go and kill Akson for him themselves.
- Jariesh does NOT volunteer or suggest that PCs could have Lord Akson arrested/tried for the murder; preferring to see justice brought in an eye for an eye method. If suggested by the PCs he does admit that this would be sufficient to release him, but he clearly prefers to see Lord Akson die.

If PCs tell Jariesh where to find Akson, the undead from his house start appearing at the Gilded Rooster. Many innocents are injured and/or killed, but Akson escapes. This does not change the PCs' options for dealing with the situation as outlined below.

The PCs should realize that killing Akson for Jariesh would put them in serious trouble with the law, nor would Ambassador Thanterim look kindly upon such behavior. If they don't realize it allow them an Easy DC Streetwise or History check to figure this out. It is not necessary for you to stop them from taking this route, but the repercussions should be clear in advance.

ENDING THE ENCOUNTER

The encounter ends once PCs decide how they wish to attempt to end the shadow incursion at the Akson estate. If they wish to attack Jariesh proceed to Encounter 5A. If they wish to kill Lord Akson as Jariesh suggests, they can proceed directly to Encounter 5C. If they decide to gather evidence in an attempt to have Lord Akson properly tried and punished for his crime, then proceed to Encounter 5B.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

None.

ENCOUNTER 5A: TO KILL A SHADE

ENCOUNTER LEVEL EQUAL TO THE AL

Run this encounter if the PCs decide to end the undead menace at the Akson estate by killing Jariesh, or if they failed the skill challenge in Encounter 3, at which point they can just kill him, or they can attempt to talk with him while he's trying to kill them. Convincing him to talk is a minor action once/turn, the details of which are in Encounter 4.

CREATURES

This encounter includes the following creatures:

Jariesh (J)

3 deathguard lashers (L)

SCALING THE ENCOUNTER

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

Four PCs: Remove one deathguard lasher.

Six PCs: Add one deathguard lasher.

SETUP

If the adventurers decide to attack Jariesh (or vice-versa) read the following.

Jariesh scowls in defiance and barks out: "Akson dogs, you will not finish your master's crime! You shall pay, and then I will send your animated corpses to carry my vengeance back to your master!"

As he yells, more shadows coalesce near him.

If the PCs are coming from Encounter 4 they have been talking with Jariesh for some amount of time before deciding to attack. Allow the players to set up wherever makes sense.

FEATURES OF THE AREA

Light: None. The room is in complete darkness. Note that Jariesh is likely to use *gloaming shroud* early to cover the area in dim light if the PCs carry any light source.

Ceiling: The height to the top of the room is 20 feet (4 squares).

Barrels: These large casks are full of wine. They are blocking terrain.

Large Crates, Tables and Chests: Can be climbed with a DC Moderate Athletics check. They provide cover.

The large crates contain various highly combustible items (which can be seen with a Moderate DC Perception check, passive or active). If they are caught in an area attack with the fire or lightning keywords they explode with the following:

C Fire Burst (fire) • Terrain Effect (once per crate)

Attack: Area burst 1 (all creatures within burst); AL+3 vs. Reflex

Hit: 2d6 + 5 fire damage and ongoing 5 fire damage (save ends).

Miss: Half damage.

Loose/Small Crates: Poorly stacked crates in this area count as difficult terrain. These squares can be moved through normally with a Moderate DC Acrobatics check; a failure causes the character to fall prone.

TACTICS

The deathguard lashers move to interpose themselves between Jariesh and PCs. They prioritize melee oriented strikers when possible.

Jariesh does what he can to stay away from melee combat. With few guards that is unlikely to happen. He uses *ice bolts* and *vortex of ice* to keep melee attackers away, and *deep freeze* to keep those that get close in place as he relocates. Remember that he has phasing while moving, and uses this to his advantage.

ENDING THE ENCOUNTER

The encounter ends when Jariesh is defeated. Once the shade has been dispatched, if time is tight, feel free to have the remaining undead fall inert, or you can play out the rest of the battle. Proceed to the Conclusion.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Jariesh is wearing *ghoststride boots* (level 6) and a *gloaming shroud* (+1 at AL 2 and 4; +2 at AL 6-10). If the PCs kill or arrest Lord Akson instead of destroying Jariesh, then the shade gives the PCs these items as a reward before his shadowy form dissipates and his soul moves on to the afterlife.

ENCOUNTER 5A: TO KILL A SHADE (AL 2)

Jariesh	Level 4 Elite Controller
Medium natural humanoid (undead)	XP 350
HP 108; Bloodied 54	Initiative +4
AC 18, Fortitude 15, Reflex 18, Will 16	Perception +5
Speed 6	Darkvision
Immune disease, poison	
Resist 5 cold, 5 necrotic; Vulnerable 5 fire, 5 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Ghost Stride	
While Jariesh moves on his turn he gains phasing and a +2 bonus to all defenses.	
STANDARD ACTIONS	
m Frost Staff (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 cold damage.	
R Ice Bolts (cold, implement, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +9 vs. AC	
Hit: 1d8 + 5 cold and necrotic damage, and the target is slowed until the end of Jariesh's next turn.	
C Deep Freeze (cold, implement) • Recharge 5-6	
Attack: Close blast 3 (creatures in blast); +7 vs. Fortitude	
Hit: 2d8 + 5 cold damage, and the target is restrained until the end of Jariesh's next turn.	
A Vortex of Ice (cold, implement) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +7 vs. Reflex	
Hit: 2d8 + 5 cold damage, and Jariesh slides the target up to 1 square and knocks it prone.	
Miss: half damage.	
A Creeping Rot (necrotic) • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +7 vs. Reflex	
Hit: 1d8 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).	
Failed Saving Throw: Make an attack that targets a creature adjacent to the creature that failed its saving throw; +7 vs. Fortitude; 1d8 + 5 necrotic damage.	
MINOR ACTIONS	
C Gloaming Shroud (zone) • Encounter	
Effect: Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.	
Master Scholar • Encounter	
Effect: Recharge <i>creeping rot</i> or <i>vortex of ice</i> .	
Master's Trick • Encounter	
Effect: Regain an action point.	
Skills Arcana +11, Dungeoneering +10, Stealth +6	
Str 11 (+2)	Dex 14 (+4)
Con 14 (+4)	Wis 17 (+5)
	Int 20 (+6)
	Cha 11 (+2)
Alignment evil	
Languages Common	
Equipment wand, <i>ghoststrider boots</i> , <i>gloaming shroud</i>	
Note: renamed Adrian 'Iceheart' Reginold. Added Ascetic of Vecna template.	

Deathguard Lasher	Level 2 Soldier	
Medium aberrant humanoid (undead)	XP 125	
HP 39; Bloodied 19	Initiative +7	
AC 18, Fortitude 13, Reflex 15, Will 13	Perception +1	
Speed 8, phasing	Darkvision	
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant		
TRAITS		
Marked Threatening Reach		
A deathgaunt lasher can make opportunity attacks against all enemies within its reach (3 squares) that it has marked.		
STANDARD ACTIONS		
m Tentacle • At-Will		
Attack: Melee 3 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage, and the target is marked until the end of the deathgaunt lasher's next turn.		
M Tentacle Lash • At-Will		
Attack: Melee 3 (one creature marked by the deathgaunt lasher); +7 vs. AC		
Hit: 1d8 + 5 damage, and the target is dazed and marked until the end of the deathgaunt lasher's next turn.		
M Deathgaunt Kiss (necrotic) • At-Will		
Attack: Melee 1 (one dazed, stunned, or unconscious creature); +7 vs. AC		
Hit: 2d6 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).		
Str 12 (+2)	Dex 18 (+5)	Wis 10 (+1)
Con 15 (+3)	Int 8 (+0)	Cha 15 (+3)
Alignment chaotic evil		Languages Common
Note: Modified damage.		

ENCOUNTER 5A: TO KILL A SHADE (AL 4)

Jariesh	Level 6 Elite Controller
Medium natural humanoid (undead)	XP 500
HP 140; Bloodied 70	Initiative +5
AC 20, Fortitude 17, Reflex 20, Will 18	Perception +6
Speed 6	Darkvision
Immune disease, poison	
Resist 5 cold, 5 necrotic; Vulnerable 5 fire, 5 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Ghost Stride	
While Jariesh moves on his turn he gains phasing and a +2 bonus to all defenses.	
STANDARD ACTIONS	
m Frost Staff (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 cold damage.	
R Ice Bolts (cold, implement, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +11 vs. AC	
Hit: 1d8 + 6 cold and necrotic damage, and the target is slowed until the end of Jariesh's next turn.	
C Deep Freeze (cold, implement) • Recharge 5-6	
Attack: Close blast 3 (creatures in blast); +9 vs. Fortitude	
Hit: 2d8 + 6 cold damage, and the target is restrained until the end of Jariesh's next turn.	
A Vortex of Ice (cold, implement) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +9 vs. Reflex	
Hit: 2d8 + 6 cold damage, and Jariesh slides the target up to 1 square and knocks it prone.	
Miss: half damage.	
A Creeping Rot (necrotic) • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +9 vs. Reflex	
Hit: 1d8 + 6 necrotic damage, and ongoing 5 necrotic damage (save ends).	
Failed Saving Throw: Make an attack that targets a creature adjacent to the creature that failed its saving throw; +9 vs. Fortitude; 1d8 + 6 necrotic damage.	
MINOR ACTIONS	
C Gloaming Shroud (zone) • Encounter	
Effect: Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.	
Master Scholar • Encounter	
Effect: Recharge <i>creeping rot</i> or <i>vortex of ice</i> .	
Master's Trick • Encounter	
Effect: Regain an action point.	
Skills Arcana +12, Dungeoneering +11, Stealth +7	
Str 11 (+3)	Dex 14 (+5) Wis 17 (+6)
Con 14 (+5)	Int 20 (+7) Cha 11 (+3)
Alignment evil	
Languages Common	
Equipment wand, <i>ghoststrider boots</i> , <i>gloaming shroud</i>	
Note: renamed Adrian 'Iceheart' Reginold. Added Ascetic of Vecna template.	

Deathguard Lasher	Level 4 Soldier	
Medium aberrant humanoid (undead)	XP 175	
HP 55; Bloodied 27	Initiative +8	
AC 20, Fortitude 15, Reflex 17, Will 15	Perception +2	
Speed 8, phasing	Darkvision	
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant		
TRAITS		
Marked Threatening Reach		
A deathgaunt lasher can make opportunity attacks against all enemies within its reach (3 squares) that it has marked.		
STANDARD ACTIONS		
m Tentacle • At-Will		
Attack: Melee 3 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage, and the target is marked until the end of the deathgaunt lasher's next turn.		
M Tentacle Lash • At-Will		
Attack: Melee 3 (one creature marked by the deathgaunt lasher); +9 vs. AC		
Hit: 2d6 + 5 damage, and the target is dazed and marked until the end of the deathgaunt lasher's next turn.		
M Deathgaunt Kiss (necrotic) • At-Will		
Attack: Melee 1 (one dazed, stunned, or unconscious creature); +9 vs. AC		
Hit: 2d6 + 7 necrotic damage, and ongoing 5 necrotic damage (save ends).		
Str 12 (+3)	Dex 18 (+6)	Wis 10 (+2)
Con 15 (+4)	Int 8 (+1)	Cha 15 (+4)
Alignment chaotic evil		Languages Common
Note: Modified damage.		

ENCOUNTER 5A: TO KILL A SHADE (AL 6)

Jariesh	Level 8 Elite Controller
Medium natural humanoid (undead)	XP 700
HP 172; Bloodied 86	Initiative +6
AC 22, Fortitude 19, Reflex 22, Will 20	Perception +7
Speed 6	Darkvision
Immune disease, poison	
Resist 10 cold, 10 necrotic; Vulnerable 5 fire, 5 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Ghost Stride	
While Jariesh moves on his turn he gains phasing and a +2 bonus to all defenses.	
STANDARD ACTIONS	
m Frost Staff (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 cold damage.	
R Ice Bolts (cold, implement, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +13 vs. AC	
Hit: 2d6 + 5 cold and necrotic damage, and the target is slowed until the end of Jariesh's next turn.	
C Deep Freeze (cold, implement) • Recharge 5-6	
Attack: Close blast 3 (creatures in blast); +11 vs. Fortitude	
Hit: 4d6 + 4 cold damage, and the target is restrained until the end of Jariesh's next turn.	
A Vortex of Ice (cold, implement) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +11 vs. Reflex	
Hit: 4d6 + 4 cold damage, and Jariesh slides the target up to 1 square and knocks it prone.	
Miss: half damage.	
A Creeping Rot (necrotic) • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +11 vs. Reflex	
Hit: 2d6 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).	
<i>Failed Saving Throw:</i> Make an attack that targets a creature adjacent to the creature that failed its saving throw; +11 vs. Fortitude; 2d6 + 5 necrotic damage.	
MINOR ACTIONS	
C Gloaming Shroud (zone) • Encounter	
Effect: Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.	
Master Scholar • Encounter	
Effect: Recharge <i>creeping rot</i> or <i>vortex of ice</i> .	
Master's Trick • Encounter	
Effect: Regain an action point.	
Skills Arcana +13, Dungeoneering +12, Stealth +8	
Str 11 (+4)	Dex 14 (+6)
	Wis 17 (+7)
Con 14 (+6)	Int 20 (+8)
	Cha 11 (+4)
Alignment evil	
Languages Common	
Equipment wand, <i>ghoststrider boots</i> , <i>gloaming shroud</i>	
Note: renamed Adrian 'Iceheart' Reginold. Added Ascetic of Vecna template.	

Deathguard Lasher	Level 6 Soldier	
Medium aberrant humanoid (undead)	XP 250	
HP 71; Bloodied 35	Initiative +9	
AC 22, Fortitude 17, Reflex 19, Will 17	Perception +3	
Speed 8, phasing	Darkvision	
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant		
TRAITS		
Marked Threatening Reach		
A deathgaunt lasher can make opportunity attacks against all enemies within its reach (3 squares) that it has marked.		
STANDARD ACTIONS		
m Tentacle • At-Will		
Attack: Melee 3 (one creature); +11 vs. AC		
Hit: 2d6 + 7 damage, and the target is marked until the end of the deathgaunt lasher's next turn.		
M Tentacle Lash • At-Will		
Attack: Melee 3 (one creature marked by the deathgaunt lasher); +11 vs. AC		
Hit: 2d6 + 7 damage, and the target is dazed and marked until the end of the deathgaunt lasher's next turn.		
M Deathgaunt Kiss (necrotic) • At-Will		
Attack: Melee 1 (one dazed, stunned, or unconscious creature); +11 vs. AC		
Hit: 2d8 + 7 necrotic damage, and ongoing 5 necrotic damage (save ends).		
Str 12 (+4)	Dex 18 (+7)	Wis 10 (+3)
Con 15 (+5)	Int 8 (+2)	Cha 15 (+5)
Alignment chaotic evil		Languages Common
Note: Modified damage.		

ENCOUNTER 5A: TO KILL A SHADE (AL 8)

Jariesh	Level 10 Elite Controller
Medium natural humanoid (undead)	XP 1000
HP 204; Bloodied 102	Initiative +7
AC 24, Fortitude 21, Reflex 24, Will 22	Perception +8
Speed 6	Darkvision
Immune disease, poison	
Resist 10 cold, 10 necrotic; Vulnerable 5 fire, 5 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Ghost Stride	
While Jariesh moves on his turn he gains phasing and a +2 bonus to all defenses.	
STANDARD ACTIONS	
m Frost Staff (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 cold damage.	
R Ice Bolts (cold, implement, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +15 vs. AC	
Hit: 2d6 + 6 cold and necrotic damage, and the target is slowed until the end of Jariesh's next turn.	
C Deep Freeze (cold, implement) • Recharge 5-6	
Attack: Close blast 3 (creatures in blast); +13 vs. Fortitude	
Hit: 4d6 + 6 cold damage, and the target is restrained until the end of Jariesh's next turn.	
A Vortex of Ice (cold, implement) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +13 vs. Reflex	
Hit: 4d6 + 6 cold damage, and Jariesh slides the target up to 1 square and knocks it prone.	
Miss: half damage.	
A Creeping Rot (necrotic) • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +13 vs. Reflex	
Hit: 2d6 + 6 necrotic damage, and ongoing 5 necrotic damage (save ends).	
<i>Failed Saving Throw:</i> Make an attack that targets a creature adjacent to the creature that failed its saving throw; +13 vs. Fortitude; 2d6 + 6 necrotic damage.	
MINOR ACTIONS	
C Gloaming Shroud (zone) • Encounter	
Effect: Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.	
Master Scholar • Encounter	
Effect: Recharge <i>creeping rot</i> or <i>vortex of ice</i> .	
Master's Trick • Encounter	
Effect: Regain an action point.	
Skills Arcana +14, Dungeoneering +13, Stealth +9	
Str 11 (+5)	Dex 14 (+7)
Con 14 (+7)	Wis 17 (+8)
	Int 20 (+9)
	Cha 11 (+5)
Alignment evil	
Languages Common	
Equipment wand, <i>ghoststrider boots</i> , <i>gloaming shroud</i>	
Note: renamed Adrian 'Iceheart' Reginold. Added Ascetic of Vecna template.	

Deathguard Lasher	Level 8 Soldier
Medium aberrant humanoid (undead)	XP 350
HP 87; Bloodied 43	Initiative +10
AC 24, Fortitude 19, Reflex 21, Will 19	Perception +4
Speed 8, phasing	Darkvision
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant	
TRAITS	
Marked Threatening Reach	
A deathgaunt lasher can make opportunity attacks against all enemies within its reach (3 squares) that it has marked.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and the target is marked until the end of the deathgaunt lasher's next turn.	
M Tentacle Lash • At-Will	
Attack: Melee 3 (one creature marked by the deathgaunt lasher); +13 vs. AC	
Hit: 2d8 + 7 damage, and the target is dazed and marked until the end of the deathgaunt lasher's next turn.	
M Deathgaunt Kiss (necrotic) • At-Will	
Attack: Melee 1 (one dazed, stunned, or unconscious creature); +13 vs. AC	
Hit: 2d8 + 9 necrotic damage, and ongoing 5 necrotic damage (save ends).	
Str 12 (+5)	Dex 18 (+8)
Con 15 (+6)	Wis 10 (+4)
	Int 8 (+3)
	Cha 15 (+6)
Alignment chaotic evil	
Languages Common	
Note: Modified damage.	

ENCOUNTER 5A: TO KILL A SHADE (AL 10)

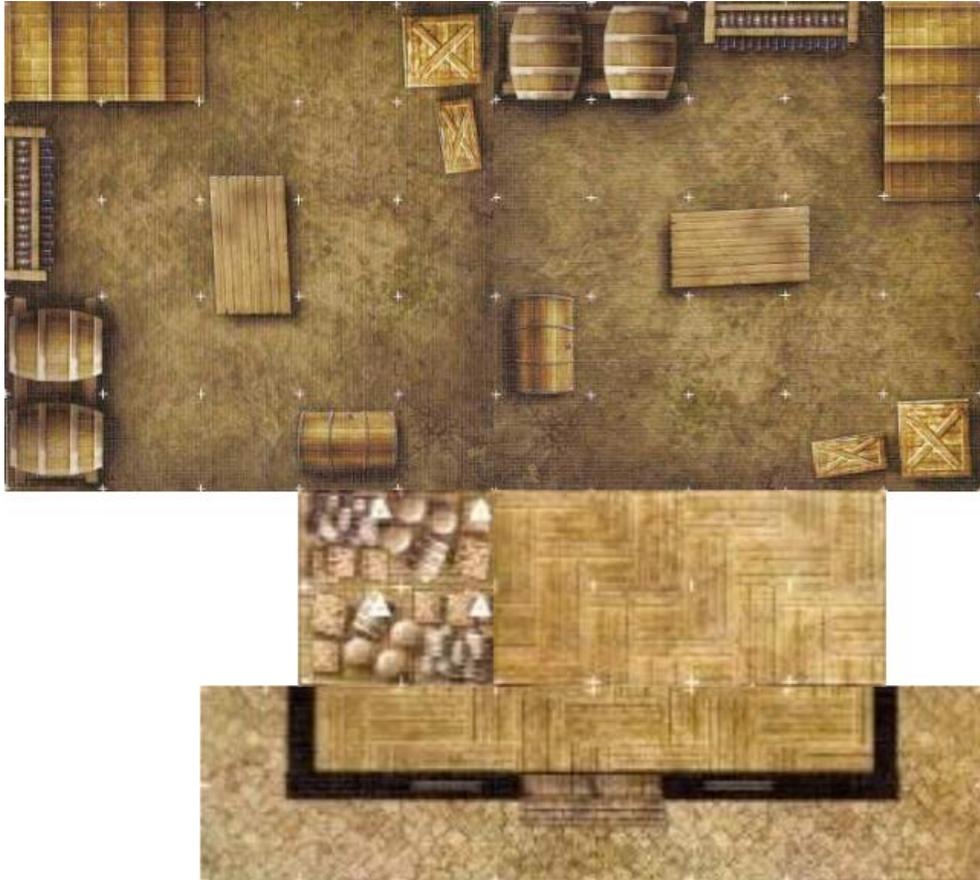
Jariesh	Level 12 Elite Controller
Medium natural humanoid (undead)	XP 1400
HP 236; Bloodied 118	Initiative +8
AC 26, Fortitude 23, Reflex 26, Will 24	Perception +9
Speed 6	Darkvision
Immune disease, poison	
Resist 10 cold, 10 necrotic; Vulnerable 5 fire, 5 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Ghost Stride	
While Jariesh moves on his turn he gains phasing and a +2 bonus to all defenses.	
STANDARD ACTIONS	
m Frost Staff (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 cold damage.	
R Ice Bolts (cold, implement, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +17 vs. AC	
Hit: 2d8 + 6 cold and necrotic damage, and the target is slowed until the end of Jariesh's next turn.	
C Deep Freeze (cold, implement) • Recharge 5-6	
Attack: Close blast 3 (creatures in blast); +15 vs. Fortitude	
Hit: 4d8 + 6 cold damage, and the target is restrained until the end of Jariesh's next turn.	
A Vortex of Ice (cold, implement) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +15 vs. Reflex	
Hit: 4d8 + 6 cold damage, and Jariesh slides the target up to 1 square and knocks it prone.	
Miss: half damage.	
A Creeping Rot (necrotic) • Recharge 5-6	
Attack: Area burst 2 within 10 (creatures in burst); +15 vs. Reflex	
Hit: 2d8 + 6 necrotic damage, and ongoing 5 necrotic damage (save ends).	
<i>Failed Saving Throw:</i> Make an attack that targets a creature adjacent to the creature that failed its saving throw; +15 vs. Fortitude; 2d8 + 6 necrotic damage.	
MINOR ACTIONS	
C Gloaming Shroud (zone) • Encounter	
Effect: Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.	
Master Scholar • Encounter	
Effect: Recharge <i>creeping rot</i> or <i>vortex of ice</i> .	
Master's Trick • Encounter	
Effect: Regain an action point.	
Skills Arcana +15, Dungeoneering +14, Stealth +10	
Str 11 (+6)	Dex 14 (+8)
	Wis 17 (+9)
Con 14 (+8)	Int 20 (+10)
	Cha 11 (+6)
Alignment evil	
Languages Common	
Equipment wand, <i>ghoststrider boots</i> , <i>gloaming shroud</i>	
Note: renamed Adrian 'Iceheart' Reginold. Added Ascetic of Vecna template.	

Deathguard Lasher	Level 10 Soldier
Medium aberrant humanoid (undead)	XP 500
HP 103; Bloodied 51	Initiative +11
AC 26, Fortitude 21, Reflex 23, Will 21	Perception +5
Speed 8, phasing	Darkvision
Immune disease, poison; Resist 5 necrotic; Vulnerable 5 radiant	
TRAITS	
Marked Threatening Reach	
A deathgaunt lasher can make opportunity attacks against all enemies within its reach (3 squares) that it has marked.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 3 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage, and the target is marked until the end of the deathgaunt lasher's next turn.	
M Tentacle Lash • At-Will	
Attack: Melee 3 (one creature marked by the deathgaunt lasher); +15 vs. AC	
Hit: 2d8 + 9 damage, and the target is dazed and marked until the end of the deathgaunt lasher's next turn.	
M Deathgaunt Kiss (necrotic) • At-Will	
Attack: Melee 1 (one dazed, stunned, or unconscious creature); +15 vs. AC	
Hit: 3d6 + 10 necrotic damage, and ongoing 10 necrotic damage (save ends).	
Str 12 (+6)	Dex 18 (+9)
	Wis 10 (+5)
Con 15 (+7)	Int 8 (+4)
	Cha 15 (+7)
Alignment chaotic evil	
Languages Common	
Note: Modified damage.	

ENCOUNTER 5A: TO KILL A SHADE MAP

DUNGEON TILES

DU2 Streets of Shadow (City)
Dungeon Tiles Master Set: The City



ENCOUNTER 5B: TO CALM A SHADE

SKILL CHALLENGE, LEVEL EQUAL TO AL

Jariesh cannot rest until Lord Akson is held accountable for Jariesh's murder. Jariesh wants him dead, but PCs believe that having him properly convicted will suffice. Run this encounter if the PCs decide to put Jariesh to rest by having Lord Akson arrested for murder. Note that since Akson is a rich influential man, they need an ironclad case to be able to convince the authorities to arrest the man.

Here is an outline of the events surrounding the murder of Jariesh:

- Lord Akson convinces Jariesh to bring a shipment of cloth Urmlaspyr for Akson to purchase.
- Jariesh arrives in Urmlaspyr, unloads his goods into a local warehouse.
- Lord Akson and Jariesh meet in Jariesh's warehouse.
- Lord Akson kills Jariesh in the warehouse. While collapsing to the floor, Jariesh grasps Akson's necklace, scattering the links all over the floor.
- Lord Akson has his guards throw Jariesh's body over the wall into the nearby Forbidden Zone.
- Lord Akson's men move the cloth into one of Akson's warehouses.

Lord Akson is not a particularly clever criminal and there are a lot of clues to be discovered. He is an opportunist and is counting on the fact the guard is overworked and won't get a chance to investigate.

SKILL CHALLENGE: FINDING EVIDENCE

Goal: The PCs must prove Lord Akson was behind the murder and convince the guard to apprehend him.

Complexity: 5 (12 successes before 3 failures)

Primary Skills: per scene

Victory: Lord Akson is taken into custody for murder. Jariesh passes on to his final rest, and the undead in the Akson estate return to the shadow.

If there is time, the PCs are asked to make the arrest themselves, triggering Encounter 5C, but without the negative consequences of fighting the lord and his bodyguards.

Defeat: The PCs fail to find sufficient proof of Lord Akson's guilt, or fail to convince the guard to act on their proof. If time is not an issue PCs may attempt Encounter 5A or 5C.

There are multiple places PCs can find clues or evidence of Akson's guilt. No scene is mandatory except Scene 10. Run scenes 1-9 in any order as the players desire until 9 successes are accumulated. The last successes must be acquired in scene 10. Of course, if the PCs acquire more successes before going to the guard their case is stronger and they receive a +2 cumulative bonus on any check in Scene 10 for any success above 9.

The skill challenge provides little to no details on the NPCs the PCs might be dealing with. It is entirely up to you to add any necessary details. Keep an eye on what those at your table like as well as the clock though.

Insight or History [Hard DC] (special, 2 maximum)

Twice during the skill challenge the PCs can elect to carefully examine all evidence they found. A successful check helps them to realize the errors or inconsistencies in some of the information gathered. PCs can remove one accumulated failure.

Failing the check does not give a failure to the overall skill challenge.

SCENE 1: SEARCHING THE WAREHOUSE [2 SUCCESSES POSSIBLE]

The warehouse where the PCs met Jariesh is the location where he was murdered. There is evidence to be found about the murder.

Insight [Moderate DC] (1 success, 1 maximum)

The lack of evidence of a struggle suggests Jariesh never saw his attacker(s). It allows the PCs to recreate what happened, which helps them later on convincing the guards foul play took place.

Perception [Moderate DC] (1 success, 1 maximum)

In the warehouse PCs find several small golden links of necklace of some sort of a distinct design under the barrels and chest. Asking around confirms these are part of a necklace that belonged to Lord Akson.

Insight or Perception [Moderate DC] (not a success or failure, 1 maximum)

Either the PCs find tracks leading from the warehouse to the nearby walls surrounding the Forbidden Zones or they deduce it to be a likely spot to hide the body.

Note that if the PCs actually find the tracks on the walls, they gain a +5 bonus on any check made to convince the guards to let them enter in Scene 2.

SCENE 2: THE BODY [2 SUCCESSES POSSIBLE]

Run this scene if the PCs learn where the body was dumped and wish to recover it.

The Forbidden Zone is walled off against unwanted intrusion, from inside as much as outside, by a 20 foot tall stone wall topped with spikes and sharp shards. An open road along the wall gives the Watch a clear view and regular patrols make sure nobody enters or leaves the Zone. The darkness behind the walls is almost palpable and the temperature is significantly colder the closer you get to the wall.

It is illegal to enter the Forbidden Zone without express permission from the authorities. Getting official permission within a reasonable time frame is impossible, but with the right arguments the local guards can be convinced to look away. Otherwise the PCs must try to sneak to the other side.

Bluff, Diplomacy or Intimidate [Hard DC] (not a success or failure, 1 maximum)

The PCs convince the guards to let them in to the Forbidden zone to find Jariesh's body. The PCs gain a +2 bonus on the check per [AL x 5] gp offered as a bribe.

Note that if the PCs show the marks on the wall that they might have found in Scene 1 they gain a +5 on this check.

Climbing the Wall (not a success or failure)

Remaining unseen while approaching the wall requires a Moderate DC Bluff or Stealth check. The PCs also need to get on top of the 20 foot high wall, either requiring a successful Moderate DC Athletics check or some other method.

Failing the Bluff or Stealth check results in the Watch seeing the PCs, forcing the characters to either flee or face arrest (and a fine of [25 gp x AL] per PC caught). Note that the PCs can alternatively convince the Watch they have a good reason, as discussed above.

Failing the Athletics check leads to the loss of 1 healing surge, but the PCs still get on the other side.

Retrieving the Body (1 success; 1 maximum)

Retrieving the body provides the PCs with 1 success regardless of what evidence they might find on the body. It proves to the guards foul play has taken place, and given time the guards are certain they can find evidence on how Jariesh was killed. If anything, they can use the Speak with Dead ritual during the trial (and while such evidence in itself is not enough to convict Lord Akson, too easy to influence, it is one more nail on his coffin).

Heal [Moderate DC] (requires Jariesh's remains; 1 success, 1 maximum)

The PCs not just deduce the cause of death - a dagger or similar small blade to the back - but also what kind of dagger. They know Lord Akson and his bodyguards own such blades.

While the Watch can learn the same from the body, time is of the essence here. Showing the wounds and providing an explanation in Scene 10 makes it a lot easier to convince the Watch to arrest Lord Akson.

SCENE 3: WORD ON THE STREET [3 SUCCESSES MAXIMUM]

Like the warehouse in which the murder was committed, the neighborhood has seen better days as well. Still, you note ample of people and at least a few keep a suspicious eye on you and your friends. It is unlikely nobody saw anything.

Several people witnessed events; finding them is not too hard, although not automatic. Getting a witness to tell their story to the guard is a bit more challenging. Pocking your nose where it does not belong can get you killed quickly even more so when rich people are involved.

There are three types of witnesses to be found. The easiest is to find somebody to have seen Akson and his men enter and leave the warehouse at the time of the murder. It is harder to find people who saw Akson's guards leave with the body and dump it into the Forbidden Zone or where the murder weapon was dumped. Once a witness is found, a Diplomacy or Intimidate check is required to convince the witness to talk to the guards.

Streetwise [Easy DC] (not a success or failure; 2 maximum)

Find a witness who saw Akson entering and leaving the warehouse on the night of the murder.

Streetwise [Moderate DC] (not a success or failure; 2 maximum)

Find a witness who saw Akson's men dump the body over the wall of the Forbidden Zone.

Streetwise [Hard DC] (1 success; 1 maximum)

Find a witness who knows where the murder weapon ended up. The weapon is a piece of evidence in itself.

Diplomacy or Intimidate [Moderate DC] (1 success per witness type (total of 2); 1 maximum per witness)

PCs manage to convince one of the earlier witnesses to tell their story to the guard.

Note that bribing is always an option, but that does not make the witness all that reliable in the eyes of the Watch. Offering [AL x 5] gp to a witness gets the witness to tell their story automatically, but instead a DC Moderate Bluff check is required to keep the bribe hidden.

SCENE 4: RETURN TO THE AKSON ESTATE [2 SUCCESSES POSSIBLE]

Note that if the PCs already recovered the documents from the estate in Encounter 2 there is no need to return. They effectively gain 1 automatic success.

The Akson estate is one of a number of expensive (and expansive) manors clustered together in the heart of the city. With the density of wealthy citizens it seems unlikely there's ever more than a moment without a guard patrol in sight. Still, while the streets are busy, everyone is giving the Akson estate a wide berth.

If the PCs have not pacified Jariesh when they enter the estate a second time, they are attacked as well. Otherwise they can search the place peacefully.

Perception [Moderate DC] (1 success; 1 maximum)

With a success the PCs find the documents as described in Encounter 2.

Perception [Hard DC] (requires the documents; 1 success; 1 maximum)

The papers have been tampered with and the original version details ordinary deals in which Jariesh drove a hard but fair bargain.

SCENE 5: JARIESH'S HOUSE [1 SUCCESS POSSIBLE]

Jariesh's house is near the warehouse. If the PCs already don't know its location from Encounter 3, Jariesh can certainly direct them to it. Note that if the PCs ask about these documents, Jariesh can tell them where they are hidden. In this case the check is an automatic success.

Perception [Moderate DC] (1 success, 1 maximum)

Find documents detailing Jariesh's version of his dealings with Lord Akson. These obvious differ with those found in Akson's estate, and they have not been tampered with.

SCENE 6: AKSON'S WAREHOUSE [1 SUCCESS POSSIBLE]

At some point the PCs might realize the murder was about expansive cloth. Documents differ, and finding the missing goods is a good way to check which the correct versions are.

Finding Akson's warehouses is easy, but getting inside is not.

Intimidate or Thievery [Moderate DC] (1 success, 1 maximum)

Getting inside and collecting some samples of the wares plus making a quick count on the numbers. It requires either scaring the warehouse guards or through breaking and entering.

SCENE 7: AKSON'S PEERS [1 SUCCESS POSSIBLE]

Semia is, and always have been, a nation in which coin and power have a lot more cloud than truth and justice. Akson has both coin and power, but he also has many enemies. Smart PCs might ask around a bit and approach those NPCs to back them up. If the PCs have no solid evidence, these NPCs keep their distance, but with enough evidence they are happy to oblige and get rid of an enemy.

Diplomacy [Moderate DC] (1 success, 2 maximum)

PCs placate a local noble or merchant with the evidence about Lord Akson's dealings with Jariesh and gets them to back the PCs in their attempt to get Akson arrested.

Shade Coin [automatic] (replaces the Diplomacy check; 1 success, 1 maximum)

A token of favor with the Netherese, discreetly displayed, encourages those with strong ties to shadow to offer up support.

SCENE 8: A SERVANT WITH A CONSCIENCE [1 SUCCESS POSSIBLE]

Astute PCs might realize that Akson's servants might be able to shed some light on events as well. After all, servants are usually ignored, seeing a lot more than they are letting on. The same is true in this case, and while they have not actually observed the murder, they know about it due to snippets of conversation overheard at the estate after the fact.

Akson's servants are missing. A few have been killed, but most actually fled, scared both of their master and the undead.

Streetwise [Moderate DC] (not a success or failure; 2 maximum)

The PCs find a surviving servant.

Bluff, Diplomacy, or Intimidate [Moderate DC] (1 success; 1 maximum)

The PCs convince the servant to testify.

SCENE 9: RETURNING TO LORD AKSON [2 SUCCESSES POSSIBLE]

Clever PCs can return to Lord Akson and trick him or his guards into giving up some incriminating information. One success can be obtained from Akson, and one from the guards.

At this point Akson and the guards will not admit to any wrongdoing. The information acquired in this scene reveals subtle contradictions in their story.

Bluff [Moderate DC] (1 success, 2 maximum)

PCs manage to trick or cow Lord Akson or his bodyguards into revealing some small part of the events that transpired between him and Jariesh.

SCENE 10: GOING TO THE GUARD [3 SUCCESSES POSSIBLE]

Once the PCs acquire 9 successes worth of evidence from the previous scenes, they need to convince the guard to act on it. They first need to convince the person at the desk, and then the captain, that arresting a rich upstanding citizen is a good idea.

Diplomacy or Bluff [Moderate DC] (1 success, 3 maximum)

PCs convince the guard to follow up on the evidence gained.

Shade Coin [automatic] (2 successes, 2 maximum)

A token of favor with the Netherese opens certain doors and makes convincing the guard much easier.

ENDING THE ENCOUNTER

The encounter ends when Lord Akson is taken into custody at the end of Scene 10. If there is about 1 hour of gaming time left and the players are up to it, you can have the guards ask the PCs to perform the arrest. Akson is not expected to go silently and the Watch can use the help. If the PCs accept, run Encounter 5C, although obviously the PCs are not arrested/wanted afterwards. If the PCs do not wish to serve as the arresting officers, or if there is not enough time to run the combat encounter with Lord Akson, then the guards successfully arrest him and bring him in alive.

Before sending the PCs out to serve an arrest warrant on Lord Akson, the authorities emphasize that as a noble, he should be taken alive, despite his crimes. (The PCs may know that only killing Akson will release Jariesh from his undead state; that is a dilemma that they must resolve for themselves.)

If PCs fail to obtain a warrant for Lord Akson's arrest in this encounter, they may proceed to Encounter 5A (to banish the shade) or Encounter 5C (to deal with

Lord Akson despite not having the backing of the lawful authorities) if there is enough real-world time available. Otherwise, proceed to the Conclusion.

MILESTONE

This encounter counts toward a milestone.

TREASURE

None.

ENCOUNTER 5C: TO AVENGE A SHADE

ENCOUNTER LEVEL EQUAL TO THE AL

Run this encounter if the PCs decide to put Jariesh to rest by killing Lord Akson (or if the PCs are asked to assist in arresting the lord after Encounter 5B).

CREATURES

This encounter includes the following creatures:

Lord Akson (A)

3 hired guards (G)

1 broken mage (M)

SCALING THE ENCOUNTER

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

Four PCs: Remove one hired guard.

Six PCs: Add one hired guard.

SETUP

Akson is not likely to expect the PCs to return to him, but he assumes they are here to report success. As such, he is overjoyed to see them, though he is still his usual obnoxious self. He's still paranoid however, so he doesn't allow the PCs to get between him and his guards prior to combat breaking out, though if players desire they can set up adjacent to the guards. Modify the guard's starting locations to intercept the PCs on whatever route to Akson they intend to take.

FEATURES OF THE AREA

PCs could consider attacking Lord Akson anywhere he's likely to be. The most likely location, as the place he spends most of his time at the moment, is the Gilded Rooster. The map and features presume PCs attacking him in his suite there. DMs have to improvise a suitable map if the players wish to try to attack him in another locale.

Light: The room is brightly lit. Even if PCs elect to go in the middle of the night, Akson keeps his room well lit for fear of ghosts.

Ceiling: The height to the top of the room is 15 feet (3 squares).

TACTICS

Akson is a coward at heart, but knows he has a better chance of escaping the consequences of his actions if he

participates in his own defense. He calls out for the town guards the whole time he is under attack. There are no watchmen within suitable response range but he does succeed in alerting other patrons of the inn, waking them if this was a night attack.

The guards do their best to spread out so as many PCs as possible are affected by their attacks. The mage tries to hang back out of the melee. Both the guards and mage use *scatter* as often as possible.

ENDING THE ENCOUNTER

The encounter ends when Lord Akson is defeated. The guards and mage surrender once Akson is defeated.

Assuming the encounter occurred at the inn or in a similarly public venue, it has gained a lot of attention. Lord Akson is a noble in good standing with the government, and attacking him without cause is a serious crime. PCs will have to vacate the area quickly or be apprehended and charged with murder or assault - unless, of course, they are working on the orders of the Watch (because they succeeded at Encounter 5B).

PCs may choose to knock out or kill Lord Akson upon reducing him to 0 hit points. The Ambassador and the Watch would strongly prefer that the PCs bring Akson in alive. Jariesh may already have urged the PCs to kill Akson in the name of justice. Either option will successfully release the shade from his undead state, but different PCs might find different options more or less morally satisfying. The players have to decide how to resolve this dilemma for themselves.

Regardless, proceed with the Conclusion.

MILESTONE

This encounter counts toward a milestone.

TREASURE

Among Lord Akson's jewelry the PCs find a *power jewel*; at AL 4+ they also find a *solitaire (cinnabar)*. If the PCs arrest Lord Akson alive, the Watch hands these items over to the PCs as a reward.

ENCOUNTER 5c: TO AVENGE A SHADE (AL 2)

Lord Akson	Level 3 Brute	
Medium natural humanoid	XP 150	
HP 56; Bloodied 28	Initiative +3	
AC 15, Fortitude 16, Reflex 15, Will 13	Perception +3	
Speed 6		
STANDARD ACTIONS		
m Branding Iron (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d6 + 7 fire damage.		
R Hellfire Chain (fire) • At-Will		
Attack: Ranged 3 (one creature); +6 vs. Fortitude		
Hit: 2d6 + 4 fire damage. Lord Akson pulls the target up to 2 squares, and the target is slowed until the end of its next turn.		
R Bow to Your Master • Recharge if neither attack hits		
Effect: Lord Akson uses <i>hellfire chain</i> . If the target is then adjacent to Lord Akson, he uses <i>branding iron</i> against it. If both attacks hit, the target falls prone.		
Skills Intimidate +7, Stealth +8		
Str 17 (+4)	Dex 15 (+3)	Wis 14 (+3)
Con 16 (+4)	Int 11 (+1)	Cha 12 (+2)
Alignment evil		Languages Common
Equipment robes, mace		
Note: renamed branded zealot.		

Broken Mage	Level 1 Artillery	
Medium natural humanoid	XP 100	
HP 24; Bloodied 12	Initiative +0	
AC 15, Fortitude 12, Reflex 13, Will 14	Perception +3	
Speed 6		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d4 + 1 damage.		
r Bolt of Fire (fire, force, implement) • At-Will		
Attack: Ranged 10 (one creature); +6 vs. Reflex		
Hit: 2d6 + 5 fire and force damage.		
Miss: Half damage.		
R Lightning Javelin (force, implement, lightning) • Recharge 4-6		
Attack: Ranged 10 (one or two creatures); +6 vs. Reflex		
Hit: 1d10 + 4 lightning damage. On a critical hit, this attack deals an extra 5 force damage and knocks the target prone.		
R Thunder Fist (implement, thunder) • Encounter		
Attack: Ranged 10 (one creature); +6 vs. Fortitude		
Hit: 2d6 + 10 thunder damage and the target is deafened (save ends).		
Miss: Half damage and the target is deafened until the end of the mage's next turn.		
TRIGGERED ACTIONS		
Scatter • At-Will		
Trigger: The mage is hit by a close or area attack that also includes one of its allies as a target.		
Effect (<i>Immediate Interrupt</i>): The mage shifts up to its speed, if the mage ends this shift in a space outside of the area of the triggering attack, the attack does not hit the mage.		
Skills Arcana +7		
Str 8 (-1)	Dex 11 (+0)	Wis 17 (+3)
Con 13 (+1)	Int 14 (+2)	Cha 12 (+1)
Alignment evil		Languages Common
Alignment dagger		
Note: Broken builder defiler. Removed necrotic resist, <i>arcane defiling</i> , and <i>whipping winds</i> .		

Hired Guard	Level 2 Soldier	
Medium humanoid	XP 125	
HP 37; Bloodied 18	Initiative +5	
AC 18, Fortitude 16, Reflex 14, Will 13	Perception +0	
Speed 6		
TRAITS		
O Fanatical Aura • Aura 1		
Any enemy that starts its turn adjacent to the cultist provokes opportunity attacks if it moves or shifts out of this aura.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d6 + 3 damage.		
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.		
M Rapid Strikes (weapon) • Recharge 5-6		
Attack: Melee 1 (one or two creatures); +7 vs. AC		
Hit: 2d6 + 3 damage.		
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.		
M Deep Wound (weapon) • Encounter		
Attack: Melee 1 (one or two creatures); +7 vs. AC		
Hit: 2d6 + 3 damage, and ongoing 5 damage (save ends).		
Miss: Half damage, and ongoing 5 damage (save ends).		
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.		
TRIGGERED ACTIONS		
Scatter • At-Will		
Trigger: The guard is hit by a close or area attack that also includes one of its allies as a target.		
Effect (<i>Immediate Interrupt</i>): The guard shifts up to its speed, if the guard ends this shift in a space outside of the area of the triggering attack, the attack does not hit the guard.		
Str 17 (+4)	Dex 14 (+3)	Wis 8 (+0)
Con 13 (+2)	Int 10 (+1)	Cha 13 (+2)
Alignment unaligned		Languages Common
Alignment short sword, leather armor		
Note: renamed broken builder cultist.		

ENCOUNTER 5c: TO AVENGE A SHADE (AL 4)

Lord Akson	Level 5 Brute
Medium natural humanoid	XP 200
HP 76; Bloodied 38	Initiative +4
AC 17, Fortitude 18, Reflex 17, Will 16	Perception +4
Speed 6	
STANDARD ACTIONS	
m Branding Iron (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 9 fire damage.	
R Hellfire Chain (fire) • At-Will	
Attack: Ranged 3 (one creature); +8 vs. Fortitude	
Hit: 2d6 + 6 fire damage. Lord Akson pulls the target up to 2 squares, and the target is slowed until the end of its next turn.	
R Bow to Your Master • Recharge if neither attack hits	
Effect: Lord Akson uses <i>hellfire chain</i> . If the target is then adjacent to Lord Akson, he uses <i>branding iron</i> against it. If both attacks hit, the target falls prone.	
Skills Intimidate +8, Stealth +9	
Str 17 (+5)	Dex 15 (+4)
Con 16 (+5)	Int 11 (+2)
	Wis 14 (+4)
	Cha 12 (+3)
Alignment evil	Languages Common
Equipment robes, mace	
Note: renamed branded zealot.	

Broken Mage	Level 3 Artillery
Medium natural humanoid	XP 150
HP 36; Bloodied 18	Initiative +1
AC 17, Fortitude 13, Reflex 15, Will 16	Perception +4
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d4 + 3 damage.	
r Bolt of Fire (fire, force, implement) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. Reflex	
Hit: 2d6 + 7 fire and force damage.	
Miss: Half damage.	
R Lightning Javelin (force, implement, lightning) • Recharge 4-6	
Attack: Ranged 10 (one or two creatures); +8 vs. Reflex	
Hit: 2d10 + 2 lightning damage. On a critical hit, this attack deals an extra 5 force damage and knocks the target prone.	
R Thunder Fist (implement, thunder) • Encounter	
Attack: Ranged 10 (one creature); +8 vs. Fortitude	
Hit: 2d6 + 11 thunder damage and the target is deafened (save ends).	
Miss: Half damage and the target is deafened until the end of the mage's next turn.	
TRIGGERED ACTIONS	
Scatter • At-Will	
Trigger: The mage is hit by a close or area attack that also includes one of its allies as a target.	
Effect (<i>Immediate Interrupt</i>): The mage shifts up to its speed, if the mage ends this shift in a space outside of the area of the triggering attack, the attack does not hit the mage.	
Skills Arcana +8	
Str 8 (+0)	Dex 11 (+1)
Con 13 (+2)	Int 14 (+3)
	Wis 17 (+4)
	Cha 12 (+2)
Alignment evil	Languages Common
Alignment dagger	
Note: Broken builder defiler. Removed necrotic resist, <i>arcane defiling</i> , and <i>whipping winds</i> .	

Hired Guard	Level 4 Soldier
Medium humanoid	XP 175
HP 53; Bloodied 26	Initiative +6
AC 20, Fortitude 18, Reflex 16, Will 15	Perception +1
Speed 6	
TRAITS	
O Fanatical Aura • Aura 1	
Any enemy that starts its turn adjacent to the cultist provokes opportunity attacks if it moves or shifts out of this aura.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.	
M Rapid Strikes (weapon) • Recharge 5-6	
Attack: Melee 1 (one or two creatures); +9 vs. AC	
Hit: 2d6 + 5 damage.	
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.	
M Deep Wound (weapon) • Encounter	
Attack: Melee 1 (one or two creatures); +9 vs. AC	
Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends).	
Miss: Half damage, and ongoing 5 damage (save ends).	
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.	
TRIGGERED ACTIONS	
Scatter • At-Will	
Trigger: The guard is hit by a close or area attack that also includes one of its allies as a target.	
Effect (<i>Immediate Interrupt</i>): The guard shifts up to its speed, if the guard ends this shift in a space outside of the area of the triggering attack, the attack does not hit the guard.	
Str 17 (+5)	Dex 14 (+4)
Con 13 (+3)	Int 10 (+2)
	Wis 8 (+1)
	Cha 13 (+3)
Alignment unaligned	Languages Common
Alignment short sword, leather armor	
Note: renamed broken builder cultist.	

ENCOUNTER 5c: TO AVENGE A SHADE (AL 6)

Lord Akson	Level 7 Brute
Medium natural humanoid	XP 300
HP 96; Bloodied 48	Initiative +5
AC 19, Fortitude 20, Reflex 19, Will 18	Perception +5
Speed 6	
STANDARD ACTIONS	
m Branding Iron (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 9 fire damage.	
R Hellfire Chain (fire) • At-Will	
Attack: Ranged 3 (one creature); +10 vs. Fortitude	
Hit: 2d8 + 6 fire damage. Lord Akson pulls the target up to 2 squares, and the target is slowed until the end of its next turn.	
R Bow to Your Master • Recharge if neither attack hits	
Effect: Lord Akson uses <i>hellfire chain</i> . If the target is then adjacent to Lord Akson, he uses <i>branding iron</i> against it. If both attacks hit, the target falls prone.	
Skills Intimidate +9, Stealth +10	
Str 17 (+6)	Dex 15 (+5)
Con 16 (+6)	Int 11 (+3)
	Wis 14 (+5)
	Cha 12 (+4)
Alignment evil	Languages Common
Equipment robes, mace	
Note: renamed branded zealot.	

Broken Mage	Level 5 Artillery
Medium natural humanoid	XP 200
HP 48; Bloodied 24	Initiative +2
AC 19, Fortitude 15, Reflex 17, Will 18	Perception +5
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d4 + 5 damage.	
r Bolt of Fire (fire, force, implement) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 2d8 + 6 fire and force damage.	
Miss: Half damage.	
R Lightning Javelin (force, implement, lightning) • Recharge 4-6	
Attack: Ranged 10 (one or two creatures); +10 vs. Reflex	
Hit: 2d10 + 3 lightning damage. On a critical hit, this attack deals an extra 5 force damage and knocks the target prone.	
R Thunder Fist (implement, thunder) • Encounter	
Attack: Ranged 10 (one creature); +10 vs. Fortitude	
Hit: 2d8 + 10 thunder damage and the target is deafened (save ends).	
Miss: Half damage and the target is deafened until the end of the mage's next turn.	
TRIGGERED ACTIONS	
Scatter • At-Will	
Trigger: The mage is hit by a close or area attack that also includes one of its allies as a target.	
Effect (<i>Immediate Interrupt</i>): The mage shifts up to its speed, if the mage ends this shift in a space outside of the area of the triggering attack, the attack does not hit the mage.	
Skills Arcana +9	
Str 8 (+1)	Dex 11 (+2)
Con 13 (+3)	Int 14 (+4)
	Wis 17 (+5)
	Cha 12 (+3)
Alignment evil	Languages Common
Alignment dagger	
Note: Broken builder defiler. Removed necrotic resist, <i>arcane defiling</i> , and <i>whipping winds</i> .	

Hired Guard	Level 6 Soldier
Medium humanoid	XP 250
HP 69; Bloodied 34	Initiative +7
AC 22, Fortitude 20, Reflex 18, Will 17	Perception +2
Speed 6	
TRAITS	
O Fanatical Aura • Aura 1	
Any enemy that starts its turn adjacent to the cultist provokes opportunity attacks if it moves or shifts out of this aura.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage.	
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.	
M Rapid Strikes (weapon) • Recharge 5-6	
Attack: Melee 1 (one or two creatures); +11 vs. AC	
Hit: 2d6 + 7 damage.	
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.	
M Deep Wound (weapon) • Encounter	
Attack: Melee 1 (one or two creatures); +11 vs. AC	
Hit: 2d6 + 7 damage, and ongoing 5 damage (save ends).	
Miss: Half damage, and ongoing 5 damage (save ends).	
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.	
TRIGGERED ACTIONS	
Scatter • At-Will	
Trigger: The guard is hit by a close or area attack that also includes one of its allies as a target.	
Effect (<i>Immediate Interrupt</i>): The guard shifts up to its speed, if the guard ends this shift in a space outside of the area of the triggering attack, the attack does not hit the guard.	
Str 17 (+6)	Dex 14 (+5)
Con 13 (+4)	Int 10 (+3)
	Wis 8 (+2)
	Cha 13 (+4)
Alignment unaligned	Languages Common
Alignment short sword, leather armor	
Note: renamed broken builder cultist.	

ENCOUNTER 5c: TO AVENGE A SHADE (AL 8)

Lord Akson		Level 9 Brute
Medium natural humanoid		XP 400
HP 116; Bloodied 58		Initiative +6
AC 21, Fortitude 22, Reflex 21, Will 20		Perception +6
Speed 6		
STANDARD ACTIONS		
m Branding Iron (fire, weapon) • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 3d6 + 9 fire damage.		
R Hellfire Chain (fire) • At-Will		
Attack: Ranged 3 (one creature); +12 vs. Fortitude		
Hit: 2d8 + 8 fire damage. Lord Akson pulls the target up to 2 squares, and the target is slowed until the end of its next turn.		
R Bow to Your Master • Recharge if neither attack hits		
Effect: Lord Akson uses <i>hellfire chain</i> . If the target is then adjacent to Lord Akson, he uses <i>branding iron</i> against it. If both attacks hit, the target falls prone.		
Skills Intimidate +10, Stealth +11		
Str 17 (+7)	Dex 15 (+6)	Wis 14 (+6)
Con 16 (+7)	Int 11 (+4)	Cha 12 (+5)
Alignment evil		Languages Common
Equipment robes, mace		
Note: renamed branded zealot.		

Broken Mage		Level 7 Artillery
Medium natural humanoid		XP 300
HP 60; Bloodied 30		Initiative +3
AC 21, Fortitude 17, Reflex 19, Will 20		Perception +6
Speed 6		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 3d4 + 4 damage.		
r Bolt of Fire (fire, force, implement) • At-Will		
Attack: Ranged 10 (one creature); +12 vs. Reflex		
Hit: 2d8 + 8 fire and force damage.		
Miss: Half damage.		
R Lightning Javelin (force, implement, lightning) • Recharge 4-6		
Attack: Ranged 10 (one or two creatures); +12 vs. Reflex		
Hit: 2d10 + 5 lightning damage. On a critical hit, this attack deals an extra 5 force damage and knocks the target prone.		
R Thunder Fist (implement, thunder) • Encounter		
Attack: Ranged 10 (one creature); +12 vs. Fortitude		
Hit: 3d6 + 11 thunder damage and the target is deafened (save ends).		
Miss: Half damage and the target is deafened until the end of the mage's next turn.		
TRIGGERED ACTIONS		
Scatter • At-Will		
Trigger: The mage is hit by a close or area attack that also includes one of its allies as a target.		
Effect (<i>Immediate Interrupt</i>): The mage shifts up to its speed, if the mage ends this shift in a space outside of the area of the triggering attack, the attack does not hit the mage.		
Skills Arcana +10		
Str 8 (+2)	Dex 11 (+3)	Wis 17 (+6)
Con 13 (+4)	Int 14 (+5)	Cha 12 (+4)
Alignment evil		Languages Common
Alignment dagger		
Note: Broken builder defiler. Removed necrotic resist, <i>arcane defiling</i> , and <i>whipping winds</i> .		

Hired Guard		Level 8 Soldier
Medium humanoid		XP 350
HP 85; Bloodied 42		Initiative +8
AC 24, Fortitude 22, Reflex 20, Will 19		Perception +3
Speed 6		
TRAITS		
O Fanatical Aura • Aura 1		
Any enemy that starts its turn adjacent to the cultist provokes opportunity attacks if it moves or shifts out of this aura.		
STANDARD ACTIONS		
m Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d8 + 7 damage.		
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.		
M Rapid Strikes (weapon) • Recharge 5-6		
Attack: Melee 1 (one or two creatures); +13 vs. AC		
Hit: 2d8 + 7 damage.		
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.		
M Deep Wound (weapon) • Encounter		
Attack: Melee 1 (one or two creatures); +13 vs. AC		
Hit: 2d8 + 7 damage, and ongoing 5 damage (save ends).		
Miss: Half damage, and ongoing 5 damage (save ends).		
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.		
TRIGGERED ACTIONS		
Scatter • At-Will		
Trigger: The guard is hit by a close or area attack that also includes one of its allies as a target.		
Effect (<i>Immediate Interrupt</i>): The guard shifts up to its speed, if the guard ends this shift in a space outside of the area of the triggering attack, the attack does not hit the guard.		
Str 17 (+7)	Dex 14 (+6)	Wis 8 (+3)
Con 13 (+5)	Int 10 (+4)	Cha 13 (+5)
Alignment unaligned		Languages Common
Alignment short sword, leather armor		
Note: renamed broken builder cultist.		

ENCOUNTER 5c: TO AVENGE A SHADE (AL 10)

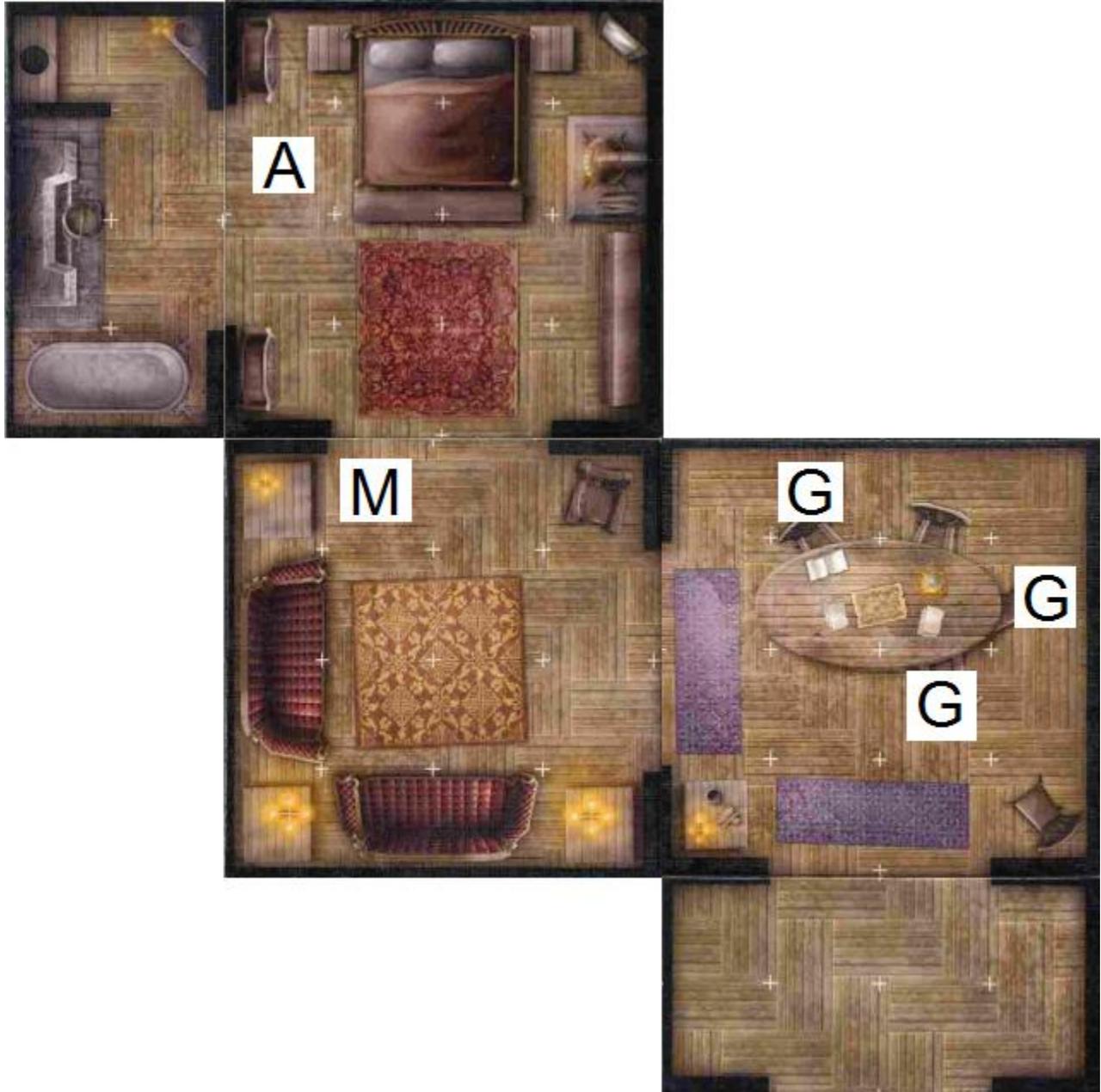
Lord Akson	Level 11 Brute
Medium natural humanoid	XP 600
HP 136; Bloodied 68	Initiative +7
AC 23, Fortitude 24, Reflex 23, Will 22	Perception +7
Speed 6	
STANDARD ACTIONS	
m Branding Iron (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 4d6 + 9 fire damage.	
R Hellfire Chain (fire) • At-Will	
Attack: Ranged 3 (one creature); +14 vs. Fortitude	
Hit: 3d6 + 9 fire damage. Lord Akson pulls the target up to 2 squares, and the target is slowed until the end of its next turn.	
R Bow to Your Master • Recharge if neither attack hits	
Effect: Lord Akson uses <i>hellfire chain</i> . If the target is then adjacent to Lord Akson, he uses <i>branding iron</i> against it. If both attacks hit, the target falls prone.	
Skills Intimidate +11, Stealth +12	
Str 17 (+8)	Dex 15 (+7)
Con 16 (+8)	Int 11 (+5)
	Wis 14 (+7)
	Cha 12 (+6)
Alignment evil	Languages Common
Equipment robes, mace	
Note: renamed branded zealot.	

Broken Mage	Level 9 Artillery
Medium natural humanoid	XP 400
HP 72; Bloodied 36	Initiative +4
AC 23, Fortitude 19, Reflex 21, Will 22	Perception +7
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 3d4 + 6 damage.	
r Bolt of Fire (fire, force, implement) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 3d6 + 9 fire and force damage.	
Miss: Half damage.	
R Lightning Javelin (force, implement, lightning) • Recharge 4-6	
Attack: Ranged 10 (one or two creatures); +14 vs. Reflex	
Hit: 2d10 + 7 lightning damage. On a critical hit, this attack deals an extra 5 force damage and knocks the target prone.	
R Thunder Fist (implement, thunder) • Encounter	
Attack: Ranged 10 (one creature); +14 vs. Fortitude	
Hit: 4d6 + 10 thunder damage and the target is deafened (save ends).	
Miss: Half damage and the target is deafened until the end of the mage's next turn.	
TRIGGERED ACTIONS	
Scatter • At-Will	
<i>Trigger:</i> The mage is hit by a close or area attack that also includes one of its allies as a target.	
<i>Effect (Immediate Interrupt):</i> The mage shifts up to its speed, if the mage ends this shift in a space outside of the area of the triggering attack, the attack does not hit the mage.	
Skills Arcana +11	
Str 8 (+3)	Dex 11 (+4)
Con 13 (+5)	Int 14 (+6)
	Wis 17 (+7)
	Cha 12 (+5)
Alignment evil	Languages Common
Alignment dagger	
Note: Broken builder defiler. Removed necrotic resist, <i>arcane defiling</i> , and <i>whipping winds</i> .	

Hired Guard	Level 10 Soldier
Medium humanoid	XP 500
HP 101; Bloodied 50	Initiative +9
AC 26, Fortitude 24, Reflex 22, Will 21	Perception +4
Speed 6	
TRAITS	
O Fanatical Aura • Aura 1	
Any enemy that starts its turn adjacent to the cultist provokes opportunity attacks if it moves or shifts out of this aura.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.	
M Rapid Strikes (weapon) • Recharge 5-6	
Attack: Melee 1 (one or two creatures); +15 vs. AC	
Hit: 2d8 + 9 damage.	
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.	
M Deep Wound (weapon) • Encounter	
Attack: Melee 1 (one or two creatures); +15 vs. AC	
Hit: 2d8 + 9 damage, and ongoing 5 damage (save ends).	
Miss: Half damage, and ongoing 5 damage (save ends).	
Effect: Until the end of the guard's next turn, each time the target makes an attack against an enemy that is not a hired guard, the target takes damage as though it had been hit by this attack.	
TRIGGERED ACTIONS	
Scatter • At-Will	
<i>Trigger:</i> The guard is hit by a close or area attack that also includes one of its allies as a target.	
<i>Effect (Immediate Interrupt):</i> The guard shifts up to its speed, if the guard ends this shift in a space outside of the area of the triggering attack, the attack does not hit the guard.	
Str 17 (+8)	Dex 14 (+7)
Con 13 (+6)	Int 10 (+5)
	Wis 8 (+4)
	Cha 13 (+6)
Alignment unaligned	Languages Common
Alignment short sword, leather armor	
Note: renamed broken builder cultist.	

ENCOUNTER 5c: TO AVENGE A SHADE MAP

DUNGEON TILES
DU6 Harrowing Halls



CONCLUDING THE ADVENTURE

The party returns to Ambassador Thanterim to make their report. Read or paraphrase the following if PCs ended the adventure after Encounter 5A or 5B (or 5C if they succeeded at 5B and then agreed to arrest Akson, but only if they didn't kill him during Encounter 5C).

Deskry listens attentively to your recounting of the events surrounding the Akson haunting. He is sympathetic to Jariesh's plight, but relieved that the threat represented by the shade has passed.

The PCs receive Story Award CORE88 as long as they resolved the undead infestation (the destruction of the shade, or the arrest or death of Lord Akson, achieves this objective). If the PCs destroyed Jariesh, they likely receive CORE89 and CORE90 (but not CORE91) as well; if they instead arrested Lord Akson, they likely receive CORE89 and CORE91 (instead of CORE90). (If they killed Lord Akson, you shouldn't be reading this section; see below.)

Read or paraphrase the following if the PCs ended the adventure with Encounter 5C, after failing Encounter 5B, by bringing Akson in alive instead of killing him.

Deskry listens to your recounting of the events surrounding the Akson haunting. Although he believes your story of Lord Akson's guilt, and is relieved that you brought the man in alive instead of murdering him, the fact remains that you did not have the lawful authority to arrest a member of the nobility. The ambassador recommends that you leave the city for a while, just to let things cool off a bit, but he does not think that you will face any further repercussions. Hopefully with some additional time, the authorities will be able to find the evidence that they need to convict Akson properly.

Lord Akson is eventually convicted of the murder, and this enables Jariesh's spirit to move on to the afterlife. The PCs earn Story Awards CORE88 and CORE91. They cannot earn CORE89 because they broke the law in apprehending Lord Akson without authority, but in the grand scheme of things this is a fairly minor transgression, since the PCs did not kill Lord Akson, so they do not earn CORE92.

Read or paraphrase the following if the PCs ended the adventure with Encounter 5C, either because they failed Encounter 5B and then killed Akson anyway, or because they intentionally killed Akson instead of arresting him.

Deskry listens impatiently to your recounting of the events surrounding the Akson haunting. He is relieved to see the undead menace ended, but sorely disappointed in the means you found necessary. He recommends you leave the city as soon as possible.

By killing Lord Akson, the PCs have freed Jariesh from his undead state, so they receive Story Award CORE91. They might also be wanted for murder (Story Award CORE92), unless they were serving a lawful arrest warrant (obtained from Encounter 5B) and Lord Akson was killed while "resisting arrest." If the PCs had a warrant (from succeeding at Encounter 5B) then they cannot earn CORE92, because they were lawfully authorized to attack Akson, but for killing him, they lose Story Award CORE89 because they used excessive force in carrying out the arrest. They cannot earn CORE90 because the other nobles are very displeased at the murder of one of their peers. So, they earn only CORE88 and CORE91.

TREASURE

Regardless of the outcome, as long as Jariesh is put to rest, the PCs get their payment in gold, and the following magic items: either a pick from the embassy's vault (Treasure X), a *necroshard weapon*, a *deathsteel weapon* (AL 6+ only) or an *ebon armor*.

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, CORE4-4, CORE4-5 (this adventure), 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.

PCs earn XP for only the first of Encounter 5A, 5B, or 5C that they attempt. If they fail at the first one they attempt, they may (time permitting) try the others for the Story Awards, but XP award is based on only the first one. PCs starting with encounter 5A because they failed Encounter 4 but who then convince Jariesh to stop fighting during the encounter get XP based on the first encounter they attempt after talking to him (which may still be Encounter 5A), not based on the aborted Encounter 5A.

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

Find Jariesh: +50 XP

Determine what happened to Jariesh: +25 XP

Defeat Jariesh: +125 XP

-or- Defeat Lord Akson: +125 XP

-or- Arrest Lord Akson: +125 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, CORE4-4, and/or CORE5-1: +125 XP, +25 gp

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP

Find Jariesh: +70 XP

Determine what happened to Jariesh: +35 XP

Defeat Jariesh: +175 XP

-or- Defeat Lord Akson: +175 XP

-or- Arrest Lord Akson: +175 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, CORE4-4, and/or CORE5-1: +175 XP, +50 gp

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP

Find Jariesh: +150 XP

Determine what happened to Jariesh: +75 XP

Defeat Jariesh: +175 XP

-or- Defeat Lord Akson: +175 XP

-or- Arrest Lord Akson: +175 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, CORE4-4, and/or CORE5-1: +250 XP, +75 gp

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP

Find Jariesh: +210 XP

Determine what happened to Jariesh: +105 XP

Defeat Jariesh: +245 XP

-or- Defeat Lord Akson: +245 XP

-or- Arrest Lord Akson: +245 XP

Maximum Possible XP: 1,200 XP

Base Gold per PC: 450 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, CORE4-4, and/or CORE5-1: +350 XP, +125 gp

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP

Find Jariesh: +300 XP

Determine what happened to Jariesh: +150 XP

Defeat Jariesh: +350 XP

-or- Defeat Lord Akson: +350 XP

-or- Arrest Lord Akson: +350 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, CORE4-4, 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, and E come at different item levels based on the Adventure Level played (not the PC’s level). Treasure D is only available at AL 6-10.

Treasure A: *ghoststride boots* (level 6; *Dragon Magazine*)
Found in Encounter 5A or Conclusion

Treasure B: *gloaming shroud* (+1/level 3 at AL 2 and AL 4, +2/level 8 at AL 6-10; *Adventurer’s Vault*).
Found in Encounter 5A or Conclusion

Treasure C (AL 4+): *solitaire (cinnabar)* (level 6; *Adventurer’s Vault*).
Found in Encounter 5C or Conclusion

Treasure D: *necroshard weapon* (+1/level 5 at AL 2, +2/level 10 at AL 4-10; *Dungeon*).
Found in Conclusion

Treasure E: *power jewel* (level 5; *Adventurer’s Vault*).
Found in Encounter 5C or Conclusion

Treasure F (AL 6+): *deathsteel weapon* (+2/level 7 at AL 6-10; *the Shadowfell*).
Found in Conclusion

Treasure G: *ebon armor* (+1/level 3 at AL 2-4, +2/level 8 at AL 6-10; *Mordenkainen’s Magnificent Emporium*).
Found in Conclusion

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.)

Treasure Y (Consumable plus Gold): The character finds an *elixir of protection from evil* (level 5) 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: *elixir of protection from evil* plus 0 gp

AL 4: *elixir of protection from evil* plus 25 gp

AL 6: *elixir of protection from evil* plus 100 gp

AL 8: *elixir of protection from evil* plus 250 gp

AL 10: *elixir of protection from evil* 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

In this adventure, the PCs can earn CORE88, CORE89, and either CORE90 or CORE91 (but not both). They earn CORE92 only if they murder Lord Akson without first obtaining a lawful warrant for his arrest.

The PCs earn CORE88 as long as they ended the undead infestation. This can be done either by destroying the shade Jariesh, or by bringing Lord Akson to justice (either arresting him alive or killing him).

The PCs earn CORE89 if they succeeded at the skill challenge in Encounter 5B and either arrested Lord Akson alive or allowed the authorities to arrest him (after finding evidence of his guilt), or if they either succeeded or failed at the skill challenge and then destroyed the shade (Encounter 5A).

However, if the PCs succeeded at the skill challenge but then killed Lord Akson during Encounter 5C (instead of bringing him in alive or allowing the authorities to arrest him) then they lose this award.

The PCs cannot earn this award for arresting Lord Akson in Encounter 5C after failing the skill challenge, because they did not have the authority to arrest him unless they found enough evidence to get a warrant.

The PCs earn CORE90 only if they destroy the shade and do not bring Lord Akson to justice. They do not earn CORE91 in this case because the priest of Kelemvor knows that although Jariesh's soul was freed, his murderer remains at large, and it is very possible that his spirit will not be able to depart peacefully for the afterlife as a result.

The PCs earn CORE91 if they bring Lord Akson to justice (either dead or alive). They do not earn CORE90 in this case as the other nobles of Urmlaspyr do not appreciate the name of one of their peers being dragged through the mud (even though he was guilty).

Finally, the PCs earn CORE92 if they failed the skill challenge (or succeeded, but did not bother to go to the authorities with their information) and then killed Lord Akson in Encounter 5C. (It does not matter whether they destroy the shade or not in this case.) Although justice of a sort has been done, the authorities of Urmlaspyr do not sanction vigilantes.

If the PCs are serving a warrant (because they succeeded at the skill challenge) and they decide to kill Lord Akson under the guise of him "resisting arrest," the authorities are displeased; the PCs cannot earn CORE89, but the PCs were acting in the name of the law and therefore they do not earn CORE92.

CORE88 Favor of Deskyr Thanterim

You have gained the favor of Cormyrean ambassador Deskyr Thanterim for resolving a dangerous situation in the noble district of Urmlaspyr.

The Ambassador has many contacts among the craftsmen of Cormyr. He will help you locate and purchase a single Uncommon wondrous item of your choice. The item must come from an LFR player resource and its item level must be no greater than your current character level (at the time of purchase). 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 is part of 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, and CORE4-5 (this adventure), which you can play in any order. Chapter 1 culminates in the adventure CORE5-1.

CORE89 Law-Abiding Citizens

For solving a murder in Urmlaspyr with a minimum of your own violence, you have gained the respect of the local peacekeepers. They offer you some of the alchemical supplies used to bolster the courage of the city watch when facing shadowy terrors.

This Story Award grants you purchase access to *bravery powder* (level 3+ Uncommon consumable; *Dragon* 376). At the beginning or end of any adventure you may purchase up to five doses, with an item level no greater than your current character level. You pay full market price. This also counts as a copy of the recipe for

bravery powder, should you have the ability to craft your own alchemical items.

CORE90 Favor of the Upper District

For ending an undead infestation in Urmlaspyr while keeping the affected family's name in good standing, you have gained the respect of the local nobility. Certain wealthy individuals have commissioned a special painting of you (you may decide what you are wearing and any other identifying details). This painting is hung in a tavern, inn, or other public house of your choice somewhere within the city of Urmlaspyr.

The painting is in fact a *portrait of holding* (level 5 Uncommon wondrous item; *Dungeon* 207). It does not count as one of your permanent magic items, nor does it cost you any gold or a found-item slot. It contains an extradimensional space that only you (or a creature that exactly matches your appearance in the portrait) can open. You may store up to 5 cubic feet of material, with a total weight of up to 100 pounds, within the painting. Items that you store in the painting are accessible to you during any adventure that visits Urmlaspyr (if you can convince the DM that you would plausibly be able to visit the city, you can access the painting during any adventure). You may also visit the painting between adventures to store or retrieve items. Permanent magic items that you store within the painting do not count against the limit of Uncommon or Rare items you are allowed to possess, unless you use them during an adventure.

The staff members of the public house know about the painting's special property, so they will always grant you access, but they do not have the ability to activate it. The nobles pay for any maintenance needed by the painting and ensure that it is not damaged or defaced in any way; however, you cannot remove it from the city or its magic fades and it becomes merely a mundane portrait of you (albeit a very flattering one).

CORE91 Blessing of Kelemvor

You released a shade from his undead state and in so doing freed his soul to move on to the afterlife. For this you have been blessed by Starn Steelshield, a dwarf priest of Kelemvor in Urmlaspyr. You gain the following single-use power. Void this Story Award when you use the power.

Power ◆ Consumable (Immediate Reaction)

Trigger: You gain the weakened condition.

Effect: The weakened condition ends immediately on you, even if the triggering effect does not normally allow a saving throw. This does not end any other conditions or effects on you, nor does it prevent, negate, or reduce any other aspect of the triggering effect.

CORE92 Wanted in Urmlaspyr

You are wanted for the murder of Lord Akson of Urmlaspyr. You are not known on sight, so the city's guards do not go out of their way to apprehend you. You can avoid the watch without needing to make skill checks or do anything out of the ordinary, but you may not voluntarily initiate any meaningful interaction with any authority figures of the city, and many citizens know of you by name at least.

Any conversation with an Urmlaspyr guard will lead to them attempting to arrest you, and any attendant skill check to distract or mislead them automatically fails once the guards recognize you. You suffer a -2 penalty to all Charisma-based skills (except Intimidate) while interacting with law-abiding citizens of Urmlaspyr and any failure on such a skill check during a skill challenge counts as two failures.

For as long as you are wanted in Urmlaspyr, you cannot benefit from Story Award CORE82 (you do not have to void CORE82, but its benefits are negated until you are no longer wanted). This Story Award does not prevent you from gaining or benefitting from CORE83, but you are not allowed to serve as an official representative of Cormyr in Urmlaspyr as long as you are wanted by the city.

To void this Story Award, you may void any two Story Awards that represent the favor of authorities, power groups, or influential nobles within or directly connected to the city of Urmlaspyr. Examples include SPEC57, SPEC58, CORE84, CORE85, CORE86, CORE87, CORE88, CORE89, and CORE90. Other Story Awards that you void to remove this award grant you no benefit and may not be used to qualify for Story Award CORE82. (If you already have CORE82, you lose its benefits unless or until you have at least three other non-void Story Awards representing favorable notices from Urmlaspyr. However, voiding awards that you have already used to qualify for CORE83 does not cause you to lose that award; Cormyreans are pragmatic.)

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 (CORE91 does not count, and a PC with CORE92 cannot earn or benefit from CORE82 until such time as the PC is no longer wanted in Urmlaspyr).

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/or CORE88. (A PC with CORE92 can still earn and benefit from CORE83, but the Cormyrean authorities strongly urge the PC to do whatever he or she can to mend fences with the authorities of Urmlaspyr; until such time as the PC finds a way to void CORE92, he or she cannot serve as an official representative of Cormyr within that city.)

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.

NEW RULES

Bravery Powder Level 3/8 Uncommon

Price: 30 gp (lvl 3); 125 gp (lvl 8)

Alchemical Item (Curative)

Utility Power (Consumable): Minor Action. You or an adjacent ally can make a saving throw against a fear effect. The source of the effect must be 6th level or lower.

Level 8: the source of the fear effect must be 11th level or lower.

Reference: *Dragon Magazine* 376.

Elixir of Protection from Evil Level 5 Uncommon

Price: 50 gp

Consumable (Elixir)

Utility Power (Consumable): Minor Action. You drink the elixir and gain a +1 power bonus to damage rolls against evil creatures and to all defenses against evil creatures' attacks. The bonus lasts until the end of your next turn.

Reference: *Mordenkainen's Magnificent Emporium*.

Gloaming Shroud +1/+2 Level 3/8 Uncommon

Lvl 3 +1 / 680 gp

Lvl 8 +2 / 3,400 gp

Neck Slot

Enhancement: Fortitude, Reflex, Will

Property: Gain an item bonus to Stealth checks in dim light or darkness equal to the shroud's enhancement bonus.

Power (Daily, Zone): Minor Action. Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.

Reference: *Adventurer's Vault*.

Ghoststride Boots Level 6 Uncommon

Price: 1,800 gp

Feet Slot

Properties: While you are running, you gain a +1 item bonus to AC and become insubstantial.

Reference: *Dragon Magazine* 369.

Power Jewel Level 5 Uncommon

Price: 1,000 gp

Wondrous Item

Special: You must have reached at least one milestone today to activate this item.

Power (Daily): Minor Action. Regain the use of an encounter power of 1st or 3rd level.

Reference: *Adventurer's Vault*.

Solitaire (Cinnabar)

Level 6 Uncommon

Price: 1,800 gp

Wondrous Item

Power (Daily): Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.

Reference: *Adventurer's Vault*.

Necroshard Weapon +1/+2 Level 5/10 Uncommon

Lvl 5 +1 / 1,000 gp

Lvl 10 +2 / 5,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d10 necrotic damage per plus

Property: Weapon attacks made with this weapon against living creatures gains a +1 bonus on attack rolls vs. Fortitude.

Power (Necrotic, Daily): Free Action. Use this power when you hit with the weapon. The target takes an extra 1d8 necrotic damage and is weakened until the end of your next turn.

Reference: *Dungeon Magazine* 176.

Deathsteel Weapon +2

Level 7 Common

Lvl 7 +2 / 2,600 gp

Property: When you deal damage with a weapon attack using this weapon, the damage ignores necrotic resistance.

Reference: *The Shadowfell*.

Ebon Armor +1/+2

Level 3/8 Uncommon

Lvl 3 +1 / 680 gp

Lvl 8 +2 / 3,400 gp

Armor: Chain, Scale, Plate

Enhancement: Armor Class

Property: You gain necrotic resistance equal to 3 + twice this armor's enhancement bonus.

Property: When an enemy adjacent to you dies, you gain temporary hit points equal to 3 + this armor's enhancement bonus

Reference: *Mordenkainen's Magnificent Emporium*.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

HAS RECEIVED STORY AWARDS FROM:

CORE4~5 *SKELETONS IN THE CLOSET*

CORE88 Favor of Deskyr Thanterim

You have gained the favor of Cormyrean ambassador Deskyr Thanterim for resolving a dangerous situation in the noble district of Urmlaspyr.

The Ambassador has many contacts among the craftsmen of Cormyr. He will help you locate and purchase a single Uncommon wondrous item of your choice. The item must come from an LFR player resource and its item level must be no greater than your current character level (at the time of purchase). 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 is part of 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, and CORE4-5 (this adventure), which you can play in any order. Chapter 1 culminates in the adventure CORE5-1.

CORE89 Law-Abiding Citizens

For solving a murder in Urmlaspyr with a minimum of your own violence, you have gained the respect of the local peacekeepers. They offer you some of the alchemical supplies used to bolster the courage of the city watch when facing shadowy terrors.

This Story Award grants you purchase access to *bravery powder* (level 3+ Uncommon consumable; *Dragon* 376). At the beginning or end of any adventure you may purchase up to five doses, with an item level no greater than your current character level. You pay full market price. This also counts as a copy of the recipe for *bravery powder*, should you have the ability to craft your own alchemical items.

CORE90 Favor of the Upper District

For ending an undead infestation in Urmlaspyr while keeping the affected family's name in good standing, you have gained the respect of the local nobility. Certain wealthy individuals have commissioned a special painting of you (you may decide what you are wearing and any other identifying details). This painting is hung in a tavern, inn, or other public house of your choice somewhere within the city of Urmlaspyr.

The painting is in fact a *portrait of holding* (level 5 Uncommon wondrous item; *Dungeon* 207). It does not count as one of your permanent magic items, nor does it cost you any gold or a found-item slot. It contains an extradimensional space that only you (or a creature that exactly matches your appearance in the portrait) can open. You may store up to 5 cubic feet of material, with a total weight of up to 100 pounds, within the painting. Items that you store in the painting are accessible to you during any adventure that visits Urmlaspyr (if you can convince the DM that you would plausibly be able to visit the city, you can access the painting during any adventure). You may also visit the painting between adventures to store or retrieve items. Permanent magic items that you store within the painting do not count against the limit of Uncommon or Rare items you are allowed to possess, unless you use them during an adventure.

The staff members of the public house know about the painting's special property, so they will always grant you access, but they do not have the ability to activate it. The nobles pay for any maintenance needed by the painting and ensure that it is not damaged or defaced in any way; however, you cannot remove it from the city or its magic fades and it becomes merely a mundane portrait of you (albeit a very flattering one).

CORE91 Blessing of Kelemvor

You released a shade from his undead state and in so doing freed his soul to move on to the afterlife. For this you have been blessed by Starn Steelshield, a dwarf priest of Kelemvor in Urmlaspyr. You gain the following single-use power. Void this Story Award when you use the power.

Power ♦ Consumable (Immediate Reaction)

Trigger: You gain the weakened condition.

Effect: The weakened condition ends immediately on you, even if the triggering effect does not normally allow a saving throw. This does not end any other conditions or effects on you, nor does it prevent, negate, or reduce any other aspect of the triggering effect.

CORE92 Wanted in Urmlaspyr

You are wanted for the murder of Lord Akson of Urmlaspyr. You are not known on sight, so the city's guards do not go out of their way to apprehend you. You can avoid the watch without needing to make skill checks or do anything out of the ordinary, but you may not voluntarily initiate any meaningful interaction with any authority figures of the city, and many citizens know of you by name at least.

Any conversation with an Urmlaspyr guard will lead to them attempting to arrest you, and any attendant skill check to distract or mislead them automatically fails once the guards recognize you. You suffer a -2 penalty to all Charisma-based skills (except Intimidate) while interacting with law-abiding citizens of Urmlaspyr and any failure on such a skill check during a skill challenge counts as two failures.

For as long as you are wanted in Urmlaspyr, you cannot benefit from Story Award CORE82 (you do not have to void CORE82, but its benefits are negated until you are no longer wanted). This Story Award does not prevent you from gaining or benefitting from CORE83, but you are not allowed to serve as an official representative of Cormyr in Urmlaspyr as long as you are wanted by the city.

To void this Story Award, you may void any two Story Awards that represent the favor of authorities, power groups, or influential nobles within or directly connected to the city of Urmlaspyr. Examples include SPEC57, SPEC58, CORE84, CORE85, CORE86, CORE87, CORE88, CORE89, and CORE90. Other Story Awards that you void to remove this award grant you no benefit and may not be used to qualify for Story Award CORE82. (If you already have CORE82, you lose its benefits unless or until you have at least three other non-void Story Awards representing favorable notices from Urmlaspyr. However, voiding awards that you have already used to qualify for CORE83 does not cause you to lose that award; Cormyreans are pragmatic.)

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.

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DUNGEON MASTER

DM Name: _____

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