

RAGING SHADOWS

A DUNGEONS & DRAGONS® LIVING FORGOTTEN REALMS ADVENTURE

BY JOHN DU BOIS

DEVELOPED BY CLAIRE HOFFMAN

PLAYTESTED BY RON SEVERSON, DAN ANDERSON, AARON DULLINGER,
PHILIP HEWITT II, BRANDON FIDELL, CAITLIN SHADLER, JASON SHULTZ,
SEAN ABEL, TINA ABEL, MICHAEL CIESLEWSKI, CHARLES HISER, DANIEL
ROSE, NANCY LUDDEN, BRIAN HATFIELD, THERON MARTIN, PAUL JERAY,
JENNIFER JERAY, DALLAS DOPKO, BILL BUCHALTER

“Shadows long at rest stir, and they hunger for all Faerûn.” Was the oracle Saharel talking about Netheril? Are they responsible for the dark forces now raging in the Dalelands? This is a Special (combat intensive) *Living Forgotten Realms* adventure set in the Dalelands for characters of the Paragon tier (levels 11-20).

This adventure is chapter two, and the Paragon tier introduction, to the Desolation series. The series has both Heroic and Paragon tier adventures and it is not expected that a player can play 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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/dnd, and click on “Events.”

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2012 Wizards of the Coast LLC

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

THE WIZARDS PLAY NETWORK

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

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Paragon tier of play (levels 11-20). Heroic-tier and Epic-tier characters may not play this adventure. Any Paragon-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 12, level 13, and four level 15 characters may not choose to play the AL 16 version of an adventure because level 16 is more than three levels above the 12th-level character. This group could choose to face the adventure at either AL 12 or AL 14, but they will probably choose AL 14 because that's the best fit for the group (the average character level is 85/6 = approximately 14).

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

CHARACTER DEATH

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

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

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

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

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

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

After her rescue at the hands of adventurers, an Aspect of Selune began to closely study the raging shadow energy of the Ordulin Maelstrom. After unsuccessful attempts to destroy the Maelstrom, she sought to restrain it, but these efforts failed as well. Now, with the Maelstrom's energies accelerating and threatening the Dalelands town of Highmoon, the Aspect has no choice but to summon adventurers who hopefully have the resources to protect the Dales.

DM's INTRODUCTION

Before you start the adventure, determine whether any players have the following Story Awards or other conditions:

- Participated in *ADCP3-2 From Dawn Till Dusk*.
- **ADCP18 Quaffed Liquid Shadow** from *ADCP3-2 From Dawn Till Dusk* (or a story award granting the PC properties of shadow creatures)
- **DALE11 Touched By the Wild** from *DALE1-4 The Lady in Flames*
- **NETH03 Fury of the Near Moon** from *NETH3-1 Secrets and Shadows* (or other disfavours from Selune)

- **NETH14 Favor of Netheril** or **NETH15 Selune's Mark** from *NETH4-1 Containing Shadow*; for this story award, check to see whether the physical indication of the mark is present.

This adventure thrusts the PCs into the middle of a near massacre, as the assembled forces of the Harpers and militia within the Dalelands is woefully inadequate to defeat or even deter the Maelstrom's denizens. It is fully possible that, upon beginning this adventure, the players (and their characters) are confused by what is going on around them, as no background is given before combat begins. If the players are disoriented by this, assure them that everything will be explained and that they should determine the appropriate actions as best they can.

Introduction: The PCs are teleported by an unknown force (the Aspect of Selune) into the middle of an apparent war zone in the middle of a village. They have only a moment to get their bearings before the assault by shadowy creatures begins.

Encounter 1: The PCs, under assault by creations of the Maelstrom, need to fend off the shadow creatures and protect as many of the village's citizens as possible.

Encounter 2: When the PCs have cleared the immediate area of monsters, the Aspect of Selune approaches them. She details the dire situation the Dalelands face and explains that however the PCs got here, they are now bound by the same fate as the village - the corrupt magic of the Maelstrom prevents anyone from leaving the area, whether by foot, flight, or magic. She informs the PCs that she has been preparing an altar to Selune capable of binding the Maelstrom's energy and protecting the Dales, at least temporarily. However, because the Maelstrom has taken notice of her, the PCs must finish the binding ritual while she distracts the Maelstrom's minions.

Encounter 3: The PCs, en route to the altar, must evade the Maelstrom's magic and minions and navigate a forest corrupted by the Maelstrom's energy.

Encounter 4: Outside the Temple of Selune, the energies of the Maelstrom and minions of the Maelstrom seek to block the PCs' entrance.

Encounter 5: Within the Temple, the PCs face an avatar of the Maelstrom and attempt to trap it and its minions within the Temple. As the ritual the PCs conduct draws more shadow creatures into the area and as the ritual becomes more difficult, the PCs must make a judgment call - do they leave and know some of the shadows escaped the righteous wrath of Selune, or do they go down fighting to destroy as many shadows as possible?

PLAYER'S INTRODUCTION

Prior to this adventure, the PCs are participating in their usual between-mission activities. Those that are travelling together during this adventure might be at a tavern spending their hard-earned treasure or planning a future mission. Those travelling alone may be with their usual adventuring companions, performing much-needed maintenance on their home, or just enjoying the fantastic sights and sounds available to high-level adventurers in the Forgotten Realms.

Regardless of their planned activities, they find themselves transported suddenly and against their will to a strange place:

A sudden flash of light is all that separates your last adventure and your next one. You now stand, with your equipment, in the middle of a small village with a group of adventurers.

While this may have once been the kind of village where you'd enjoy a meal with companions, it has become the kind of village that needs immediate rescue. Black clouds block all natural light, but flashes of purple lightning illuminate a ghastly tableau as they strike nearby buildings. Creatures of raw shadow, apparently twisted reflections of humanoids and angelic beings, hunt the humans and elves of this village efficiently and without mercy. You see a villager fall, and a twisted reflection of his former visage rises and joins the hunt.

If you do not act quickly, there may not be much of a village left to save.

The PCs barely have enough time to introduce themselves to each other before entering the fray. They do not have time to take any preparatory action, but PCs who wish to attempt a monster knowledge check (Arcana) on the shadow creatures may learn the following information:

- **Easy:** The monsters attacking the PCs appear to draw their strength from the black clouds, so severing their power likely requires killing the monsters.
- **Moderate:** The energy coming from the black clouds seems to be capable of reanimating anyone slain by the monsters.
- **Hard:** The most numerous monsters seem to also be the weakest; it is likely that they were created from villagers slain very recently. If the villagers are not protected, they are likely join the horde of monsters.

After this check (or if the PCs choose to forego this check), proceed to Encounter 1.

ENCOUNTER 1: AN UNNATURAL HUNT

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures:

16 human rabble (C)

8 shattered wraith (W)

2 shadow brigade knight-commander (K)

2 shadow brigade templar (T)

SCALING THE ENCOUNTER

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

Four PCs: Remove 2 shattered wraiths and 1 shadow brigade knight-commander.

Six PCs: Add 2 shattered wraiths and 1 shadow brigade templar.

SETUP

The PCs are in the middle of the village. Set up the combat map (with miniatures) and ask the players to place themselves adjacent to the fountain; they are able to react to the situation just enough to place themselves tactically before they are attacked.

Read the following text:

Your sudden appearance seems to attract the attention of the more regimented shadowy figures, but most of the shadows stay focused on the villagers.

FEATURES OF THE AREA

Illumination: This area is dimly lit.

Spawning Maelstrom: To facilitate its use of this village to strengthen its numbers, the Maelstrom has corrupted this area. Any living creature that dies during this encounter (including the human rabble and the PCs) rises as a shattered wraith at the start of its next turn and acts immediately.

Fountain: The fountain is blocking terrain, but provides no cover. Any character trained in Religion knows without a check that this fountain has been consecrated. While the consecration effect was insufficient to protect the citizens against the Maelstrom's effects, a PC can tap into its energy with an Easy Religion check as a standard action or a Moderate Religion check with a minor action. A successful check destroys the nearest shattered wraith.

Oxen: The oxen are extremely well-trained, as they have not yet been spooked by the shadow creatures. While the oxen are calm, they provide cover and serve as blocking terrain. If any creature adjacent to the oxen takes damage, though, the oxen become spooked; at the beginning of each round, the oxen move 4 squares in the direction they are currently facing. If an ox moves into a creature without phasing, its movement stops for that round and the creature takes damage equal to the AL.

Stalls: The stalls are blocking terrain and provide cover.

Crates: The crates are full of alchemical components. If included in any close or area effect (or if directly targeted with a ranged or melee attack), they explode and create a poisonous haze. Any creature beginning its turn within three squares of the crates after they explode takes cold and poison damage equal to the AL.

Statue: The statue is blocking terrain and provides cover.

Water: The water is calm, requiring a DC 10 Athletics check to swim in.

Gazebo: The walls of the gazebo provide cover. The bushes near the gazebo do not.

TACTICS

The monsters' objective is to kill as many people as possible to add to the Maelstrom's numbers. They are utterly without mercy and not open to persuasion or other appeals.

The shattered wraiths present at the start of the encounter focus on killing the human rabble. They spread out in order to kill more rabble more quickly, as they know that the civilians are easy targets. Any civilians who are converted to shattered wraiths due to the Spawning Maelstrom feature do not seek out villagers, but instead attack the PCs.

The shadow brigade knight-commanders and templars direct their attacks at the PCs, although they are not shy about killing human rabble if convenient. They seek to prevent the PCs from attacking the wraiths by engaging PCs who move toward the wraiths or use ranged attacks against them.

The human rabble know that even with *mob rule*, they have no defense against the shadow creatures. They try to reach the nearest point of relative safety - next to a PC (the rabble have seen the wraiths phase and know the stalls and gazebo can not help them). A PC can convince all human rabble within 2 squares to move in a particular direction or to a particular area with a

Moderate Intimidate check or Hard Diplomacy check taken as a minor action on the PC's turn.

Due to the spawning Maelstrom terrain feature, any rabble slain rises as a shattered wraith at the start of its next turn.

ENDING THE ENCOUNTER

Once the monsters in the immediate area are dispatched, the PCs can take a brief respite. Any PCs who participated in *ADCP3-2 From Dawn Till Dusk* are recognized by the villagers; one PC is approached by a shy teenaged villager of the opposite gender who shyly asks the PC to sign a broadsheet describing his or her heroic actions at the Battle of Spellgard. The other villagers are thankful, but unable to provide much useful information; all they know is that it got very dark very quickly and then they were attacked by monsters.

Note how many villagers the PCs rescued; this is relevant for the experience totals and for the Event Summary.

Once the PCs have finished speaking with the villagers; continue with Encounter 2.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs find a number of *elixirs of luck* equal to the number of PCs.

ENCOUNTER 1: AN UNNATURAL HUNT (AL 12)

16 Human Rabble	Level 2 Minion
Medium natural humanoid (human)	XP 31
HP 1; a missed attack never damages a minion	Initiative +1
AC 15, Fortitude 13, Reflex 11, Will 11	Perception +1
Speed 6	
TRAITS	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 5 damage.	
Str 14 (+3) Dex 10 (+1) Wis 10 (+1)	
Con 12 (+2) Int 9 (0) Cha 11 (+1)	
Alignment Unaligned Languages Common, Elven	

1-2 Shadow Brigade Knight-Commander	Level 14 Soldier (leader)
Medium shadow humanoid (human, undead)	XP 1000
HP 96; Bloodied 48	Initiative +12
AC 30, Fortitude 27, Reflex 24, Will 26	Perception +17
Speed 6, phasing	Darkvision
Immune disease, poison; Resist insubstantial	
TRAITS	
Revealed by Radiance	
Whenever the knight-commander takes radiant damage, it loses insubstantial until the end of its next turn.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of the turn.	
STANDARD ACTIONS	
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 psychic and thunder damage.	
Effect: The target is marked until the end of the knight-commander's next turn.	
M Soul Strike (psychic, weapon) • Recharge 5 6	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 4d8 + 15 psychic damage, and the knight-commander gains 10 temporary hit points.	
C Oath of Shar (psychic) • At-Will	
Attack: Close burst 1 (enemies in burst); +17 vs Fortitude	
Hit: 2d10 + 6 psychic damage.	
TRIGGERED ACTIONS	
Call to Arms • At-Will	
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.	
Str 23 (+13) Dex 17 (+10) Wis 20 (+12)	
Con 17 (+10) Int 19 (+11) Cha 20 (+12)	
Alignment Chaotic evil Languages Common	

Was phantom brigade knight commander; alignment changed to chaotic evil

6-10 Shattered Wraith	Level 14 Minion Lurker
Small shadow humanoid (undead)	XP 250
HP 1; a missed attack never damages a minion	Initiative +17
AC 29, Fortitude 23, Reflex 27, Will 26	Perception +9
Speed fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 8 necrotic damage, and the target gains vulnerable necrotic 5 until the end of the shattered wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
The shattered wraith shifts 6 squares.	
Skills Stealth +18	
Str 4 (+4) Dex 23 (+13) Wis 15 (+9)	
Con 15 (+9) Int 6 (+5) Cha 20 (+12)	
Alignment Chaotic evil Languages none	

1-2 Shadow Brigade Templar	Level 12 Controller
Medium shadow humanoid (human, undead)	XP 700
HP 85; Bloodied 42	Initiative +8
AC 26, Fortitude 23, Reflex 22, Will 25	Perception +12
Speed 6, phasing	Darkvision
Resist insubstantial	
TRAITS	
Revealed by Radiance	
Whenever the templar takes radiant damage, it loses insubstantial until the end of its next turn.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the templar, the templar gains a +2 power bonus to attack rolls until the end of the turn.	
STANDARD ACTIONS	
m Soulbound Morningstar (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 11 psychic damage, and the templar slides the target up to two squares.	
R Righteous Strike (cold, radiant) • At-Will	
Attack: Ranged 5 (one or two creatures); +15 vs. Fortitude	
Hit: 3d6 + 5 cold and radiant damage, and the target is slowed (save ends).	
C Frightful Majesty (fear) • Recharge when first bloodied	
Attack: Close burst 1 (enemies in the burst); +15 vs. Will	
Hit: The target is dazed until the end of the templar's next turn.	
Effect: The templar can push each target 1 square.	
Skills Religion +14	
Str 18 (+10) Dex 15 (+8) Wis 22 (+12)	
Con 18 (+10) Int 16 (+9) Cha 18 (+10)	
Alignment Chaotic evil Languages Common	

Was phantom brigade templar; alignment changed to chaotic evil

ENCOUNTER 1: AN UNNATURAL HUNT (AL 14)

16 Human Rabble	Level 2 Minion
Medium natural humanoid (human)	XP 31
HP 1; a missed attack never damages a minion	Initiative +1
AC 15, Fortitude 13, Reflex 11, Will 11	Perception +1
Speed 6	
TRAITS	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 5 damage.	
Str 14 (+3) Dex 10 (+1) Wis 10 (+1)	
Con 12 (+2) Int 9 (0) Cha 11 (+1)	
Alignment Unaligned Languages Common, Elven	

1-2 Shadow Brigade Knight-Commander	Level 16 Soldier (leader)
Medium shadow humanoid (human, undead)	XP 1400
HP 112; Bloodied 56	Initiative +13
AC 32, Fortitude 29, Reflex 26, Will 28	Perception +18
Speed 6, phasing	Darkvision
Immune disease, poison; Resist insubstantial	
TRAITS	
Revealed by Radiance	
Whenever the knight-commander takes radiant damage, it loses insubstantial until the end of its next turn.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of the turn.	
STANDARD ACTIONS	
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 psychic and thunder damage.	
Effect: The target is marked until the end of the knight-commander's next turn.	
M Soul Strike (psychic, weapon) • Recharge 5 6	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d10 + 14 psychic damage, and the knight-commander gains 15 temporary hit points.	
C Oath of Shar (psychic) • At-Will	
Attack: Close burst 1 (enemies in burst); +19 vs Fortitude	
Hit: 2d12 + 5 psychic damage.	
TRIGGERED ACTIONS	
Call to Arms • At-Will	
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.	
Str 23 (+14) Dex 17 (+11) Wis 20 (+13)	
Con 17 (+11) Int 19 (+12) Cha 20 (+12)	
Alignment Chaotic evil Languages Common	

Was phantom brigade knight commander; alignment changed to chaotic evil

6-10 Shattered Wraith	Level 16 Minion Lurker
Small shadow humanoid (undead)	XP 350
HP 1; a missed attack never damages a minion	Initiative +18
AC 31, Fortitude 25, Reflex 29, Will 28	Perception +10
Speed fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 9 necrotic damage, and the target gains vulnerable necrotic 5 until the end of the shattered wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
The shattered wraith shifts 6 squares.	
Skills Stealth +19	
Str 4 (+5) Dex 23 (+14) Wis 15 (+10)	
Con 15 (+10) Int 6 (+6) Cha 20 (+13)	
Alignment Chaotic evil Languages none	

1-2 Shadow Brigade Templar	Level 14 Controller
Medium shadow humanoid (human, undead)	XP 1000
HP 101; Bloodied 50	Initiative +9
AC 28, Fortitude 25, Reflex 24, Will 27	Perception +13
Speed 6, phasing	Darkvision
Resist insubstantial	
TRAITS	
Revealed by Radiance	
Whenever the templar takes radiant damage, it loses insubstantial until the end of its next turn.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the templar, the templar gains a +2 power bonus to attack rolls until the end of the turn.	
STANDARD ACTIONS	
m Soulbound Morningstar (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 13 psychic damage, and the templar slides the target up to two squares.	
R Righteous Strike (cold, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +17 vs. Fortitude	
Hit: 3d6 + 7 cold and necrotic damage, and the target is slowed (save ends).	
C Frightful Majesty (fear) • Recharge when first bloodied	
Attack: Close burst 1 (enemies in the burst); +17 vs. Will	
Hit: The target is dazed until the end of the templar's next turn.	
Effect: The templar can push each target 1 square.	
Skills Religion +15	
Str 18 (+11) Dex 15 (+9) Wis 22 (+13)	
Con 18 (+11) Int 16 (+10) Cha 18 (+11)	
Alignment Chaotic evil Languages Common	

Was phantom brigade templar; alignment changed to chaotic evil

ENCOUNTER 1: AN UNNATURAL HUNT (AL 16)

16 Human Rabble	Level 2 Minion
Medium natural humanoid (human)	XP 31
HP 1; a missed attack never damages a minion	Initiative +1
AC 15, Fortitude 13, Reflex 11, Will 11	Perception +1
Speed 6	
TRAITS	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 5 damage.	
Str 14 (+3) Dex 10 (+1) Wis 10 (+1)	
Con 12 (+2) Int 9 (0) Cha 11 (+1)	
Alignment Unaligned Languages Common, Elven	

1-2 Shadow Brigade Knight-Commander	Level 18 Soldier (leader)
Medium shadow humanoid (human, undead)	XP 2000
HP 128; Bloodied 64	Initiative +14
AC 34, Fortitude 31, Reflex 28, Will 30	Perception +19
Speed 6, phasing	Darkvision
Immune disease, poison; Resist insubstantial	
TRAITS	
Revealed by Radiance	
Whenever the knight-commander takes radiant damage, it loses insubstantial until the end of its next turn.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of the turn.	
STANDARD ACTIONS	
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 psychic and thunder damage.	
Effect: The target is marked until the end of the knight-commander's next turn.	
M Soul Strike (psychic, weapon) • Recharge 5 6	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d10 + 16 psychic damage, and the knight-commander gains 15 temporary hit points.	
C Oath of Shar (psychic) • At-Will	
Attack: Close burst 1 (enemies in burst); +21 vs Fortitude	
Hit: 2d12 + 7 psychic damage.	
TRIGGERED ACTIONS	
Call to Arms • At-Will	
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.	
Str 23 (+15) Dex 17 (+12) Wis 20 (+14)	
Con 17 (+12) Int 19 (+13) Cha 20 (+14)	
Alignment Chaotic evil Languages Common	

Was phantom brigade knight commander; alignment changed to chaotic evil

6-10 Shattered Wraith	Level 18 Minion Lurker
Small shadow humanoid (undead)	XP 500
HP 1; a missed attack never damages a minion	Initiative +19
AC 33, Fortitude 27, Reflex 31, Will 30	Perception +11
Speed fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 10 necrotic damage, and the target gains vulnerable necrotic 5 until the end of the shattered wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
The shattered wraith shifts 6 squares.	
Skills Stealth +20	
Str 4 (+6) Dex 23 (+15) Wis 15 (+11)	
Con 15 (+11) Int 6 (+7) Cha 20 (+14)	
Alignment Chaotic evil Languages none	

1-2 Shadow Brigade Templar	Level 16 Controller
Medium shadow humanoid (human, undead)	XP 1400
HP 117; Bloodied 58	Initiative +10
AC 30, Fortitude 27, Reflex 26, Will 29	Perception +14
Speed 6, phasing	Darkvision
Resist insubstantial	
TRAITS	
Revealed by Radiance	
Whenever the templar takes radiant damage, it loses insubstantial until the end of its next turn.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the templar, the templar gains a +2 power bonus to attack rolls until the end of the turn.	
STANDARD ACTIONS	
m Soulbound Morningstar (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d10 + 12 psychic damage, and the templar slides the target up to two squares.	
R Righteous Strike (cold, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +19 vs. Fortitude	
Hit: 3d8 + 6 cold and necrotic damage, and the target is slowed (save ends).	
C Frightful Majesty (fear) • Recharge when first bloodied	
Attack: Close burst 1 (enemies in the burst); +19 vs. Will	
Hit: The target is dazed until the end of the templar's next turn.	
Effect: The templar can push each target 1 square.	
Skills Religion +16	
Str 18 (+12) Dex 15 (+10) Wis 22 (+14)	
Con 18 (+12) Int 16 (+11) Cha 18 (+12)	
Alignment Chaotic evil Languages Common	

Was phantom brigade templar; alignment changed to chaotic evil

ENCOUNTER 1: AN UNNATURAL HUNT (AL 18)

16 Human Rabble	Level 2 Minion
Medium natural humanoid (human)	XP 31
HP 1; a missed attack never damages a minion	Initiative +1
AC 15, Fortitude 13, Reflex 11, Will 11	Perception +1
Speed 6	
TRAITS	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 5 damage.	
Str 14 (+3) Dex 10 (+1) Wis 10 (+1)	
Con 12 (+2) Int 9 (0) Cha 11 (+1)	
Alignment Unaligned Languages Common, Elven	

1-2 Shadow Brigade Knight-Commander	Level 20 Soldier (leader)
Medium shadow humanoid (human, undead)	XP 2800
HP 144; Bloodied 72	Initiative +15
AC 36, Fortitude 33, Reflex 30, Will 32	Perception +20
Speed 6, phasing	Darkvision
Immune disease, poison; Resist insubstantial	
TRAITS	
Revealed by Radiance	
Whenever the knight-commander takes radiant damage, it loses insubstantial until the end of its next turn.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of the turn.	
STANDARD ACTIONS	
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 psychic and thunder damage.	
Effect: The target is marked until the end of the knight-commander's next turn.	
M Soul Strike (psychic, weapon) • Recharge 5 6	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d10 + 18 psychic damage, and the knight-commander gains 15 temporary hit points.	
C Oath of Shar (psychic) • At-Will	
Attack: Close burst 1 (enemies in burst); +23 vs Fortitude	
Hit: 2d12 + 9 psychic damage.	
TRIGGERED ACTIONS	
Call to Arms • At-Will	
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.	
Str 23 (+16) Dex 17 (+13) Wis 20 (+15)	
Con 17 (+13) Int 19 (+14) Cha 20 (+15)	
Alignment Chaotic evil Languages Common	

Was phantom brigade knight commander; alignment changed to chaotic evil

6-10 Shattered Wraith	Level 20 Minion Lurker
Small shadow humanoid (undead)	XP 700
HP 1; a missed attack never damages a minion	Initiative +20
AC 35, Fortitude 29, Reflex 33, Will 32	Perception +12
Speed fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 11 necrotic damage, and the target gains vulnerable necrotic 5 until the end of the shattered wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
The shattered wraith shifts 6 squares.	
Skills Stealth +21	
Str 4 (+7) Dex 23 (+16) Wis 15 (+12)	
Con 15 (+12) Int 6 (+8) Cha 20 (+15)	
Alignment Chaotic evil Languages none	

1-2 Shadow Brigade Templar	Level 18 Controller
Medium shadow humanoid (human, undead)	XP 2000
HP 133; Bloodied 66	Initiative +11
AC 32, Fortitude 29, Reflex 28, Will 31	Perception +15
Speed 6, phasing	Darkvision
Resist insubstantial	
TRAITS	
Revealed by Radiance	
Whenever the templar takes radiant damage, it loses insubstantial until the end of its next turn.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the templar, the templar gains a +2 power bonus to attack rolls until the end of the turn.	
STANDARD ACTIONS	
m Soulbound Morningstar (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d10 + 14 psychic damage, and the templar slides the target up to two squares.	
R Righteous Strike (cold, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +21 vs. Fortitude	
Hit: 3d8 + 8 cold and necrotic damage, and the target is slowed (save ends).	
C Frightful Majesty (fear) • Recharge when first bloodied	
Attack: Close burst 1 (enemies in the burst); +21 vs. Will	
Hit: The target is dazed until the end of the templar's next turn.	
Effect: The templar can push each target 1 square.	
Skills Religion +17	
Str 18 (+13) Dex 15 (+11) Wis 22 (+15)	
Con 18 (+13) Int 16 (+12) Cha 18 (+13)	
Alignment Chaotic evil Languages Common	

Was phantom brigade templar; alignment changed to chaotic evil

ENCOUNTER 1: AN UNNATURAL HUNT (AL 20)

16 Human Rabble	Level 2 Minion
Medium natural humanoid (human)	XP 31
HP 1; a missed attack never damages a minion	Initiative +1
AC 15, Fortitude 13, Reflex 11, Will 11	Perception +1
Speed 6	
TRAITS	
Mob Rule	
The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 5 damage.	
Str 14 (+3) Dex 10 (+1) Wis 10 (+1)	
Con 12 (+2) Int 9 (0) Cha 11 (+1)	
Alignment Unaligned Languages Common, Elven	

1-2 Shadow Brigade Knight-Commander	Level 22 Soldier (leader)
Medium shadow humanoid (human, undead)	XP 4150
HP 160; Bloodied 80	Initiative +16
AC 38, Fortitude 35, Reflex 32, Will 34	Perception +21
Speed 6, phasing	Darkvision
Immune disease, poison	
TRAITS	
Revealed by Radiance	
Whenever the knight-commander takes radiant damage, it loses insubstantial until the end of its next turn.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of the turn.	
STANDARD ACTIONS	
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 psychic and thunder damage.	
Effect: The target is marked until the end of the knight-commander's next turn.	
M Soul Strike (psychic, weapon) • Recharge 5 6	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 5d8 + 19 psychic damage, and the knight-commander gains 15 temporary hit points.	
C Oath of Shar (psychic) • At-Will	
Attack: Close burst 1 (enemies in burst); +25 vs Fortitude	
Hit: 3d10 + 10 psychic damage.	
TRIGGERED ACTIONS	
Call to Arms • At-Will	
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.	
Str 23 (+17) Dex 17 (+14) Wis 20 (+16)	
Con 17 (+14) Int 19 (+15) Cha 20 (+16)	
Alignment Chaotic evil Languages Common	

Was phantom brigade knight commander; alignment changed to chaotic evil

6-10 Shattered Wraith	Level 22 Minion Lurker
Small shadow humanoid (undead)	XP 1038
HP 1; a missed attack never damages a minion	Initiative +21
AC 37, Fortitude 31, Reflex 35, Will 33	Perception +13
Speed fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist 20 necrotic	
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 12 necrotic damage, and the target gains vulnerable necrotic 10 until the end of the shattered wraith's next turn.	
MOVE ACTIONS	
Shadow Glide • Encounter	
The shattered wraith shifts 6 squares.	
Skills Stealth +22	
Str 4 (+8) Dex 23 (+17) Wis 15 (+13)	
Con 15 (+13) Int 6 (+9) Cha 20 (+16)	
Alignment Chaotic evil Languages none	

1-2 Shadow Brigade Templar	Level 20 Controller
Medium shadow humanoid (human, undead)	XP 2800
HP 149; Bloodied 74	Initiative +12
AC 34, Fortitude 31, Reflex 30, Will 33	Perception +16
Speed 6, phasing	Darkvision
Resist insubstantial	
TRAITS	
Revealed by Radiance	
Whenever the templar takes radiant damage, it loses insubstantial until the end of its next turn.	
Unrelenting Brigade	
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the templar, the templar gains a +2 power bonus to attack rolls until the end of the turn.	
STANDARD ACTIONS	
m Soulbound Morningstar (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d10 + 16 psychic damage, and the templar slides the target up to two squares.	
R Righteous Strike (cold, necrotic) • At-Will	
Attack: Ranged 5 (one or two creatures); +23 vs. Fortitude	
Hit: 3d8 + 10 cold and necrotic damage, and the target is slowed (save ends).	
C Frightful Majesty (fear) • Recharge when first bloodied	
Attack: Close burst 1 (enemies in the burst); +23 vs. Will	
Hit: The target is dazed until the end of the templar's next turn.	
Effect: The templar can push each target 1 square.	
Skills Religion +18	
Str 18 (+14) Dex 15 (+12) Wis 22 (+16)	
Con 18 (+14) Int 16 (+13) Cha 18 (+14)	
Alignment Chaotic evil Languages Common	

Was phantom brigade templar; alignment changed to chaotic evil

ENCOUNTER 1: AN UNNATURAL HUNT

TILE SETS NEEDED

Dungeon Tiles Master Set: The City x2



K = shadow brigade knight-commander
R = human rabble
T = shadow brigade templar
W = shattered wraith

The PCs begin combat surrounding the fountain in the center of the map.

ENCOUNTER 2: AN ASPECT OF A PLAN

IMPORTANT NPC

Aspect of Selune: a powerful immortal servant of Selune not unlike an angel. Note, though, that the Aspect does not have a direct connection to Selune, and due to the properties of the Maelstrom, cannot contact help from Selune's faithful (excepting any PCs who are present).

As the PCs dispatch the final shadow creature, read or paraphrase the following text:

A second group of shadow creatures begin to approach from the distance, this group larger than the last. Before they draw near, though, a burst of dazzling radiance disintegrates them. In their place stands a pale creature vaguely resembling a winged human woman in a white gown. Her face, streaked with tears, regards you with kindness and concern.

"Thank the Moonmaiden that you answered my call for help! I know you're wondering how and why you're here, but time is short, so please listen, and then I will try to answer any questions you have."

The Aspect of Selune, while grateful that the PCs have come to help her, shares some of her patron's prejudices as well as those gained during her encounter with the Netherese (in *NETH4-1 Containing Shadow*). She favorably regards any PC who serves Selune as a wielder of the divine power source, a PC who is a "reformed" lycanthrope (such as members of the shifter race), female arcane spellcasters, any PC who has a rules option dedicated to Selune (such as PCs with the Silverstar paragon path), and PCs with story awards indicating Selune's favor, especially NETH15 Selune's Mark from *NETH4-1 Containing Shadow*. The Aspect interacts coolly (but not disrespectfully) with PCs who have the shadow origin or power source, lycanthropic PCs who seem to embrace their bestial nature, and PCs with any rules options or story awards indicating favor with Shar or Netheril, especially NETH14 Favor of Netheril from *NETH4-1 Containing Shadow*.

The Aspect of Selune relates the following information to the PCs:

BACKGROUND

- A few months ago, a group of Netherese ritualists tricked and bound the Aspect in Moontassel,

hoping to use the energy of the expanding Ordulin Maelstrom to corrupt the Aspect and turn her to Shar. The Aspect was rescued by adventurers who were in the Maelstrom on other business.

- After her rescue, the Aspect recognized the threat the Maelstrom posed to Selune's work, and began trying to find a way to destroy the Maelstrom, or at least stop its progress.
- The Aspect has developed a ritual that may be able to stop the Maelstrom's progress by binding the shadows the Maelstrom creates from the souls of those it slays.
- The Aspect had set up an altar to Selune near the town of Highmoon (where the PCs and Aspect are now) in order to test the ritual in a location in the Maelstrom's direct path, but not in immediate danger.
- The Maelstrom, behaving in a manner inconsistent with the Aspect's observations, began to expand rapidly to Highmoon, forcing the Aspect to choose between completing the ritual or saving Highmoon.
- In an act of desperation, the Aspect attempted to get assistance from the most powerful heroes available - the PCs - to help her battle the Maelstrom's denizens and complete the ritual.

THE MAELSTROM

- The Ordulin Maelstrom is the result of a ritual intended to, in the end, transform Faerun into Shar's ideal of perfection - absolutely emptiness.
- The Maelstrom slowly corrupts the areas it invades into shadowy reflections of their former selves. Often, those in the Maelstrom's area are prevented from leaving by magical means.
- The Maelstrom's precise origin is unknown, but what is known is that the Maelstrom was created before the Spellplague in Ordulin, the capital of Sembia, mere days before Thamalon II became a shade and made Sembia a puppet state of Netheril.
- Netheril's involvement in the creation of the Maelstrom is not confirmed and has been denied by the Shade Princes, but the Aspect has firsthand knowledge that the Netherese are performing experiments with it and finds the Netherese benefit from the Maelstrom's creation too convenient for coincidence.
- The Maelstrom expanded to the areas immediately surrounding Ordulin, but its progress halted a few days after its creation for unknown reasons.

- About a year ago, the Maelstrom again began expanding, at about the same time that rumors began to spread of Netherese Prince Yder Thanthul's death at the hands of adventurers.
- From what the Aspect can determine, the Maelstrom's expansion has mostly been evenly dispersed along its boundaries, but at times, the Maelstrom has flared out into areas that did not fit that pattern. Each time, the Maelstrom has flared into areas that posed a threat to the Maelstrom or other Netherese interests - once into a suspected Harper safe haven, once toward a major temple of Selune, and just now into Highmoon as the Aspect was preparing her ritual.

THE SITUATION

- The Maelstrom blocks long-range teleportation and disorients those trying to leave by foot or flight. The PCs and Aspect are stuck within the Maelstrom until it is controlled or calmed.
- The Aspect's ritual is in progress, although it cannot be completed without the direct intervention of a sufficiently powerful being (including both the Aspect and the PCs).
- The longer the Aspect and PCs linger, the more likely they are to attract attention from the truly powerful beings in the Maelstrom - the Aspect saw a hunting party of death titans a couple weeks ago, but managed to avoid them.

THE PLAN

- The Aspect has noticed that since the Maelstrom's arrival in Highmoon, the largest concentration of shadow creatures in the area has been near her.
- She suspects that the Maelstrom's creatures gravitate toward what they consider the largest threat in the area - the most powerful creature opposing them. Because she has been battling the monsters since the Maelstrom's arrival, the Maelstrom currently considers her that threat.
- Now that adventurers are here, she does not expect the focus on her to continue for long - the PCs likely pose a greater threat to the Maelstrom than she.
- The Aspect plans to distract the Maelstrom's denizens while the PCs go to the altar and complete the ritual. Since the ritual is already in progress, it can be completed by anyone sufficiently skilled. Player Handout 1 details the information the Aspect gives the PCs about the ritual.
- **The Aspect advises the PCs to use radiant energy against the forces of darkness; it**

appears to work better than other types of energy or steel. To assist with this, the Aspect offers the PCs the use of its *crusader's weapon* +3 (+4 at AL 16 or higher).

The Aspect invites the PCs to ask questions, but she doesn't know anything apart from what's presented above and in the Background.

TROUBLESHOOTING

The PCs may object to the Aspect's plan. If they have ideas of their own, the Aspect is willing to listen as long as they involve accomplishing her primary objective of completing the protective ritual, do not involve putting innocents in more danger than they are already in, and account for the likely behavior of the Maelstrom's denizens (that is, they are likely to be attracted to and attack the Aspect unless the PCs establish themselves as a greater threat to the Maelstrom). In a time-sensitive environment, any discussion should be kept to a minimum.

The PCs may also object to the entire concept of saving the Dalelands. If they do this in the presence of the Aspect, she is visibly disgusted by their callous disregard for life and reminds them that the Dalelands have long stood strong against the forces of evil, including Netheril and Thay, and if the Maelstrom is allowed to overrun the Dalelands, other strongholds of light, including both nearby nations like Cormyr and distant lands like Tymanther or Waterdeep, will be threatened by the same shadowy force, only larger and more powerful since it was left unchecked here.

ENDING THE ENCOUNTER

Once the PCs have no further questions from the Aspect and understand their mission, they should depart for the altar. The Aspect gives the PCs clear directions to the altar, but warns them that the Maelstrom can fool the senses and is likely try to throw them off course.

MILESTONE

This encounter poses no threat to the PCs and does not count toward a milestone.

TREASURE

The Aspect offers the PCs *crusader's weapon* +3 (+4 at AL 16 or higher).

ENCOUNTER 3: DEEPINGDALE

Because the Aspect of Selune wanted to keep the inevitable battle at the ritual site away from innocents, the altar to Selune is located at the heart of the changing wilderness of Deepingdale. The PCs need to find their way through the corrupted landscape to reach the altar.

Because there is only a limited sense of urgency to perform the ritual (it needs to be performed within the day, but not within a span of an hour or two), the PCs are not under duress to move quickly. While scenes are presented to describe the obstacles facing the PCs, the obstacles can be overcome through discussion and description rather than sticking hard and fast to the skill DCs presented (unless the PCs want to try something truly difficult to get past an obstacle). Likewise, the examples below are only intended to be examples; if the players think of a reasonable idea using a skill that is not discussed in the individual scene, assign an appropriate DC and allow its use. The primary purpose of this encounter is to explore the changes the Maelstrom is making to the Dalelands and what is in store for all of Faerun if the Maelstrom is allowed to spread.

SCENE 1: SHADOW FARMING

The countryside surrounding Highmoon remains dotted with the family farms that provided the city with its food. However, where once the farmers were humans and half-elves, now they are shadowy creatures shaped in roughly humanoid fashion, and where the crops were once grains, fruit, and vegetables, the fields produce dark stalks which sprout blackened spindles. Where the spindles touch a living plant, it withers and blackens, turning into a copy of the stalk that killed it. The shadowy farmers, now that their vile crops are propagating themselves, watch the open roads from Highmoon, presumably for interlopers. If you want to pass, you need to find another route or get past these farmers without calling attention to yourselves.

Some examples (although certainly not an exhaustive list) of how to bypass this obstacle using skill checks could include (but are not limited to):

Easy: A Nature check to find a safe path around the farm.

Moderate: A Bluff check to pass the PCs off as denizens of the Maelstrom, a group Stealth check to hide among the dark stalks while sneaking by.

Hard: Using Arcana to temporarily overwhelm the senses of the shadow farmers, Intimidating the farmers.

Rituals: Rituals that disguise or obscure the PCs would be useful here, as well as rituals that allow short-

range magical transportation. Rituals that use darkness or flight would likely not be useful here; the shadow farmers have darkvision, and flight would not allow the PCs to escape notice.

SCENE 2: RIVER

The rivers of Deepingdale run red with blood. Dagger-like rapids emerge from the waters, and the bridge that once made travel easy now lies twisted and destroyed just below the water's surface. The fish that once sustained those who live near the water have become engorged and aggressive, devouring the remains of those who lost their lives fighting shadow beasts upstream.

The PCs need to safely cross the river without hurting themselves on the rocks or being attacked by the fish. Some ways to do this could include (but are not limited to):

Easy: The river is dangerous, but not too wide to be jumped over with Athletics.

Moderate: A PC could cross on the rocks with Acrobatics.

Hard: A PC with excellent Perception could see a safe path.

Rituals: Rituals that allow PCs to fly, create a bridge, or mend the broken bridge would allow the party to cross the river with ease.

SCENE 3: WHEN ANIMALS ATTACK

This scene is a combat encounter discussed in Encounter 4. Proceed to that encounter, then continue with Scene 4 afterward.

SCENE 4: THE FOREST THICKENS

As you get closer to the altar, the foliage grows thicker, thornier, and tougher. The Aspect mentioned that she placed the altar far away from civilization, but this area seems less civilized even than unsettled wilderness. As you make your way through the ever-narrowing paths between the trees and bushes, you eventually find the path blocked by thick shrubbery - both on the way ahead and from whence you came. You must find a way past these plants before they choke you the same way they choked your path.

Some ways to get past the foliage include (but are not limited to):

Easy: Kill it with fire. Any power dealing fire damage, attacking with a weapon that deals fire damage,

or even using a torch (if any paragon tier PCs still have torches) burns away the offending plants.

Moderate: An Athletic PC can either uproot the plants with sheer might or climb over them.

Hard: Channeling primal power with Nature can force the plants to recede.

Rituals: Rituals that create fire or manipulate natural terrain can affect the plants.

ENDING THE ENCOUNTER

Once they have crossed the forest, the PCs reach the altar - and the shadow creatures trying to destroy it. Proceed to Encounter 5.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 4: WHEN ANIMALS ATTACK

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures:

2 abyssal basilisk (B)

2 hunter oak (O)

1 blood raven swarm (S)

SCALING THE ENCOUNTER

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

Four PCs: Remove an abyssal basilisk.

Six PCs: Add a blood raven swarm.

SETUP

As the PCs begin to enter this area, any PC with story award **DALE11 Touched by the Wild** from *DALE1-4 The Lady in Flames* feels a rush of raw power as the forest infuses him or her with primal energy to resist the Maelstrom's occupation of the area. Such PCs receive a +2 power bonus to attack rolls and all defenses during this encounter.

The PCs are entering a clearing in an area of deep forest. Have them set themselves up on the map in their marching order through the forest, then read the following text:

As you find your way through the thick forest, the typical sounds of the wild - bird calls, animals attacking one another, and the like - have gradually dwindled to nothing under the oppressive canopy of the Maelstrom. Is this the silence of the grave, or something even more sinister?

Ask the PCs to make a Hard Nature check to recognize the hunter oaks as creatures rather than typical trees. If any PC succeeds, they are aware of the threat and can prepare accordingly. If all the PCs fail, the monsters receive a surprise round when the PCs in the front rank enter the oaks' melee reach.

FEATURES OF THE AREA

Trees: The trees are tightly gathered and are blocking terrain for any creature of size Small or larger. A Tiny or smaller creature (including the blood raven swarm, which counts as Tiny due to its *swarm* trait, and

any PCs who are Tiny - such as pixies - or can become Tiny through the use of powers or items) can fit between the trees; these creatures treat the trees as difficult terrain if walking and normal terrain if flying. Climbing the trees requires an Easy Athletics check, but after the first three squares, the PCs must deal with the canopy (described below).

Canopy: The tree canopy is three squares above the ground, fills all squares, and is tightly condensed, providing the same movement restrictions as the trees themselves (described above). A creature may climb across the underside of the canopy with a Hard Athletics check; this requires the use of both hands unless the creature has a climb speed or a rules item allowing them to walk on walls or ceilings.

Note that creatures with forest walk can only ignore difficult terrain, not blocking terrain. Thus, a Tiny creature with forest walk could pass through the trees as though it were normal terrain even if walking, but a Small or larger creature with forest walk still could not pass through the trees at all.

TACTICS

The monsters' objective is to keep the PCs boxed in and destroy them with swarm attacks and area attacks. If this strategy is foiled, the beasts attack in a manner that damages as many PCs as possible.

The basilisks avoid direct contact with the PCs. After using *gaze of abyssal horror* on as many PCs as possible, they flee, trying to keep the trees between them and the PCs in order to avoid counterattack.

The hunter oaks maintain their camouflage from *plant form* until more than two PCs are within the range of *acorn burst*, a PC moves more than one square past the oaks, or a PC indicates that he or she has seen through the oaks' disguise. They use their abilities to try to keep as many PCs possible grabbed and blinded.

The blood raven swarm targets the largest possible group of PCs, using its extra mobility from its *swarm* trait to maneuver through trees if possible. Once a PC becomes bloodied, the swarm relentlessly harries him or her.

If the PCs have a way to, as a group, bypass the barriers imposed by the trees, such as providing the party with phasing, and they are all able to leave the map through the bottom right exit, the monsters are unable to give further pursuit; the PCs have defeated the encounter.

ENDING THE ENCOUNTER

Once the corrupted animals are slain or avoided, the PCs can continue toward the altar. Go to Scene 4 of Encounter 3.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The hides of the basilisks function as *demonskin armor* +3 (+4 at ALs 16 and higher).

ENCOUNTER 4: WHEN ANIMALS ATTACK (AL 12)

1-2 Abyssal Basilisk	Level 13 Artillery
Large elemental beast (reptile)	XP 800
HP 106; Bloodied 53	Initiative +7
AC 27, Fortitude 26, Reflex 23, Will 23	Perception +13
Speed 4	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d10 + 5 damage.	
A Gaze of Abyssal Horror (charm, psychic) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +18 vs Will.	
Hit: 2d8 + 2 psychic damage, and ongoing 10 psychic damage (save ends)	
<i>First Failed Saving Throw:</i> The target makes a melee basic attack or a ranged basic attack against its nearest ally as a free action.	
<i>Second Failed Saving Throw:</i> The target takes ongoing 10 psychic damage and is dominated (save ends both).	
Skills Stealth +12	
Str 19 (+10)	Dex 12 (+7) Wis 14 (+8)
Con 22 (+12)	Int 2 (+2) Cha 8 (+5)
Alignment Chaotic evil Languages -	

2 Hunter Oak	Level 12 Lurker
Large natural magical beast (plant)	XP 700
HP 93; Bloodied 46	Initiative +15
AC 26, Fortitude 24, Reflex 25, Will 23	Perception +9
Speed 6	Tremorsense 20
TRAITS	
Plant Form	
The oak is indistinguishable from a normal oak tree without a DC 28 Nature check.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 5 damage, and ongoing 5 poison damage (save ends).	
M Feeding Root • At-Will	
Attack: Melee 1 (one blinded creature); +15 vs. Fortitude	
Hit: 2d6 + 5 damage, and the oak can grab the target if it has fewer than two creatures grabbed.	
<i>Sustain Minor:</i> The oak sustains each of its grabs, and any creature grabbed by it takes 2d6 + 5 damage.	
C Acorn Burst (poison) • Recharge 5 6	
Attack: Close burst 3 (enemies in burst); +15 vs. Reflex	
Hit: The target takes ongoing 20 poison damage and is blinded (save ends both).	
TRIGGERED ACTIONS	
Psychic Feedback (psychic) • At-Will	
<i>Requirement:</i> The oak must have a creature grabbed.	
<i>Trigger:</i> An enemy's attack damages the oak.	
<i>Effect (Immediate Reaction):</i> One creature grabbed by the oak takes psychic damage equal to the damage of the triggering attack.	
Skills Stealth +16	
Str 19 (+10)	Dex 21 (+11) Wis 17 (+9)
Con 15 (+8)	Int 2 (+2) Cha 3 (+2)
Alignment Unaligned Languages none	
Reskinned Hunter Cactus	

1-2 Blood Raven Swarm	Level 14 Skirmisher
Large natural beast (swarm)	XP 1000
HP 138; Bloodied 69	Initiative +15
AC 28, Fortitude 26, Reflex 26, Will 26	Perception +12
Speed 3, fly 8 (hover)	Low-light vision
TRAITS	
OSwarm Attack • Aura 1	
Any enemy that ends its turn within the aura takes 10 damage.	
Carriion Vigor	
When the swarm starts its turn in the space of a bloodied creature, the swarm can take move actions as minor actions until the end of that turn.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pushed, pulled, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Tiny creature.	
STANDARD ACTIONS	
C Blood Beaks • At-Will	
Attack: Close burst 1 (enemies in the burst); +19 vs. AC	
Hit: 3d8 + 4 damage. If the target is bloodied, it is weakened until the end of its next turn.	
Str 19 (+11)	Dex 23 (+13) Wis 20 (+12)
Con 18 (+11)	Int 2 (+3) Cha 10 (+7)
Alignment Unaligned Languages none	

ENCOUNTER 4: WHEN ANIMALS ATTACK (AL 14)

1-2 Abyssal Basilisk	Level 15 Artillery
Large elemental beast (reptile)	XP 1200
HP 118; Bloodied 59	Initiative +8
AC 29, Fortitude 28, Reflex 25, Will 25	Perception +14
Speed 4	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d10 + 7 damage.	
A Gaze of Abyssal Horror (charm, psychic) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +20 vs Will.	
Hit: 2d8 + 4 psychic damage, and ongoing 10 psychic damage (save ends)	
First Failed Saving Throw: The target makes a melee basic attack or a ranged basic attack against its nearest ally as a free action.	
Second Failed Saving Throw: The target takes ongoing 10 psychic damage and is dominated (save ends both).	
Skills Stealth +13	
Str 19 (+11)	Dex 12 (+8) Wis 14 (+9)
Con 22 (+13)	Int 2 (+3) Cha 8 (+6)
Alignment Chaotic evil Languages -	

2 Hunter Oak	Level 14 Lurker
Large natural magical beast (plant)	XP 1000
HP 105; Bloodied 52	Initiative +16
AC 28, Fortitude 26, Reflex 27, Will 25	Perception +10
Speed 6	Tremorsense 20
TRAITS	
Plant Form	
The oak is indistinguishable from a normal oak tree without a DC 29 Nature check.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 7 damage, and ongoing 5 poison damage (save ends).	
M Feeding Root • At-Will	
Attack: Melee 1 (one blinded creature); +17 vs. Fortitude	
Hit: 2d6 + 7 damage, and the oak can grab the target if it has fewer than two creatures grabbed.	
Sustain Minor: The oak sustains each of its grabs, and any creature grabbed by it takes 2d6 + 7 damage.	
C Acorn Burst (poison) • Recharge 5 6	
Attack: Close burst 3 (enemies in burst); +17 vs. Reflex	
Hit: The target takes ongoing 20 poison damage and is blinded (save ends both).	
TRIGGERED ACTIONS	
Psychic Feedback (psychic) • At-Will	
Requirement: The oak must have a creature grabbed.	
Trigger: An enemy's attack damages the oak.	
Effect (Immediate Reaction): One creature grabbed by the oak takes psychic damage equal to the damage of the triggering attack.	
Skills Stealth +17	
Str 19 (+11)	Dex 21 (+12) Wis 17 (+10)
Con 15 (+9)	Int 2 (+3) Cha 3 (+3)
Alignment Unaligned Languages none	
Reskinned Hunter Cactus	

1-2 Blood Raven Swarm	Level 16 Skirmisher
Large natural beast (swarm)	XP 1400
HP 154; Bloodied 77	Initiative +16
AC 30, Fortitude 28, Reflex 28, Will 28	Perception +13
Speed 3, fly 8 (hover)	Low-light vision
TRAITS	
O Swarm Attack • Aura 1	
Any enemy that ends its turn within the aura takes 15 damage.	
Carriion Vigor	
When the swarm starts its turn in the space of a bloodied creature, the swarm can take move actions as minor actions until the end of that turn.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pushed, pulled, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Tiny creature.	
STANDARD ACTIONS	
C Blood Beaks • At-Will	
Attack: Close burst 1 (enemies in the burst); +19 vs. AC	
Hit: 3d10 + 3 damage. If the target is bloodied, it is weakened until the end of its next turn.	
Str 19 (+12)	Dex 23 (+14) Wis 20 (+13)
Con 18 (+12)	Int 2 (+4) Cha 10 (+8)
Alignment Unaligned Languages none	

ENCOUNTER 4: WHEN ANIMALS ATTACK (AL 16)

1-2 Abyssal Basilisk	Level 17 Artillery
Large elemental beast (reptile)	XP 1600
HP 130; Bloodied 65	Initiative +9
AC 31, Fortitude 30, Reflex 27, Will 27	Perception +15
Speed 4	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d10 + 9 damage.	
A Gaze of Abyssal Horror (charm, psychic) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +22 vs Will.	
Hit: 2d8 + 6 psychic damage, and ongoing 15 psychic damage (save ends)	
<i>First Failed Saving Throw:</i> The target makes a melee basic attack or a ranged basic attack against its nearest ally as a free action.	
<i>Second Failed Saving Throw:</i> The target takes ongoing 15 psychic damage and is dominated (save ends both).	
Skills Stealth +14	
Str 19 (+12)	Dex 12 (+9) Wis 14 (+10)
Con 22 (+14)	Int 2 (+4) Cha 8 (+7)
Alignment Chaotic evil Languages -	

2 Hunter Oak	Level 16 Lurker
Large natural magical beast (plant)	XP 1400
HP 117; Bloodied 58	Initiative +17
AC 30, Fortitude 28, Reflex 29, Will 27	Perception +11
Speed 6	Tremorsense 20
TRAITS	
Plant Form	
The oak is indistinguishable from a normal oak tree without a DC 31 Nature check.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 6 damage, and ongoing 5 poison damage (save ends).	
M Feeding Root • At-Will	
Attack: Melee 1 (one blinded creature); +19 vs. Fortitude	
Hit: 2d8 + 6 damage, and the oak can grab the target if it has fewer than two creatures grabbed.	
<i>Sustain Minor:</i> The oak sustains each of its grabs, and any creature grabbed by it takes 2d8 + 6 damage.	
C Acorn Burst (poison) • Recharge 5 6	
Attack: Close burst 3 (enemies in burst); +19 vs. Reflex	
Hit: The target takes ongoing 20 poison damage and is blinded (save ends both).	
TRIGGERED ACTIONS	
Psychic Feedback (psychic) • At-Will	
<i>Requirement:</i> The oak must have a creature grabbed.	
<i>Trigger:</i> An enemy's attack damages the oak.	
<i>Effect (Immediate Reaction):</i> One creature grabbed by the oak takes psychic damage equal to the damage of the triggering attack.	
Skills Stealth +18	
Str 19 (+12)	Dex 21 (+13) Wis 17 (+11)
Con 15 (+10)	Int 2 (+4) Cha 3 (+4)
Alignment Unaligned Languages none	
Reskinned Hunter Cactus	

1-2 Blood Raven Swarm	Level 18 Skirmisher
Large natural beast (swarm)	XP 2000
HP 170; Bloodied 85	Initiative +17
AC 32, Fortitude 30, Reflex 30, Will 30	Perception +14
Speed 3, fly 8 (hover)	Low-light vision
TRAITS	
O Swarm Attack • Aura 1	
Any enemy that ends its turn within the aura takes 15 damage.	
Carriion Vigor	
When the swarm starts its turn in the space of a bloodied creature, the swarm can take move actions as minor actions until the end of that turn.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pushed, pulled, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Tiny creature.	
STANDARD ACTIONS	
C Blood Beaks • At-Will	
Attack: Close burst 1 (enemies in the burst); +21 vs. AC	
Hit: 3d10 + 5 damage. If the target is bloodied, it is weakened until the end of its next turn.	
Str 19 (+13)	Dex 23 (+15) Wis 20 (+14)
Con 18 (+13)	Int 2 (+5) Cha 10 (+9)
Alignment Unaligned Languages none	

ENCOUNTER 4: WHEN ANIMALS ATTACK (AL 18)

1-2 Abyssal Basilisk	Level 19 Artillery
Large elemental beast (reptile)	XP 2400
HP 142; Bloodied 71	Initiative +10
AC 33, Fortitude 32, Reflex 29, Will 29	Perception +16
Speed 4	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 2d10 + 11 damage.	
A Gaze of Abyssal Horror (charm, psychic) • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +24 vs Will.	
Hit: 2d8 + 8 psychic damage, and ongoing 15 psychic damage (save ends)	
<i>First Failed Saving Throw:</i> The target makes a melee basic attack or a ranged basic attack against its nearest ally as a free action.	
<i>Second Failed Saving Throw:</i> The target takes ongoing 15 psychic damage and is dominated (save ends both).	
Skills Stealth +15	
Str 19 (+13)	Dex 12 (+10) Wis 14 (+11)
Con 22 (+15)	Int 2 (+5) Cha 8 (+8)
Alignment Chaotic evil Languages -	

2 Hunter Oak	Level 18 Lurker
Large natural magical beast (plant)	XP 2000
HP 129; Bloodied 64	Initiative +18
AC 32, Fortitude 30, Reflex 31, Will 29	Perception +12
Speed 6	Tremorsense 20
TRAITS	
Plant Form	
The oak is indistinguishable from a normal oak tree without a DC 32 Nature check.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 8 damage, and ongoing 5 poison damage (save ends).	
M Feeding Root • At-Will	
Attack: Melee 1 (one blinded creature); +21 vs. Fortitude	
Hit: 2d8 + 8 damage, and the oak can grab the target if it has fewer than two creatures grabbed.	
<i>Sustain Minor:</i> The oak sustains each of its grabs, and any creature grabbed by it takes 2d8 + 8 damage.	
C Acorn Burst (poison) • Recharge 5 6	
Attack: Close burst 3 (enemies in burst); +21 vs. Reflex	
Hit: The target takes ongoing 20 poison damage and is blinded (save ends both).	
TRIGGERED ACTIONS	
Psychic Feedback (psychic) • At-Will	
<i>Requirement:</i> The oak must have a creature grabbed.	
<i>Trigger:</i> An enemy's attack damages the oak.	
<i>Effect (Immediate Reaction):</i> One creature grabbed by the oak takes psychic damage equal to the damage of the triggering attack.	
Skills Stealth +19	
Str 19 (+13)	Dex 21 (+14) Wis 17 (+12)
Con 15 (+11)	Int 2 (+5) Cha 3 (+5)
Alignment Unaligned Languages none	
Reskinned Hunter Catcus	

1-2 Blood Raven Swarm	Level 20 Skirmisher
Large natural beast (swarm)	XP 2800
HP 186; Bloodied 93	Initiative +18
AC 34, Fortitude 32, Reflex 32, Will 32	Perception +15
Speed 3, fly 8 (hover)	Low-light vision
TRAITS	
O Swarm Attack • Aura 1	
Any enemy that ends its turn within the aura takes 15 damage.	
Carion Vigor	
When the swarm starts its turn in the space of a bloodied creature, the swarm can take move actions as minor actions until the end of that turn.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pushed, pulled, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Tiny creature.	
STANDARD ACTIONS	
C Blood Beaks • At-Will	
Attack: Close burst 1 (enemies in the burst); +23 vs. AC	
Hit: 3d10 + 8 damage. If the target is bloodied, it is weakened until the end of its next turn.	
Str 19 (+14)	Dex 23 (+16) Wis 20 (+15)
Con 18 (+14)	Int 2 (+6) Cha 10 (+10)
Alignment Unaligned Languages none	

ENCOUNTER 4: WHEN ANIMALS ATTACK (AL 20)

1-2 Abyssal Basilisk	Level 21 Artillery
Large elemental beast (reptile)	XP 3200
HP 154; Bloodied 77	Initiative +11
AC 35, Fortitude 34, Reflex 30, Will 30	Perception +17
Speed 4	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d10 + 9 damage.	
A Gaze of Abyssal Horror (charm, psychic) • At-Will	
Attack: Area burst 1 within 15 (creatures in burst); +26 vs Will.	
Hit: 3d8 + 6 psychic damage, and ongoing 20 psychic damage (save ends)	
First Failed Saving Throw: The target makes a melee basic attack or a ranged basic attack against its nearest ally as a free action.	
Second Failed Saving Throw: The target takes ongoing 20 psychic damage and is dominated (save ends both).	
Skills Stealth +16	
Str 19 (+14)	Dex 12 (+11) Wis 14 (+12)
Con 22 (+16)	Int 2 (+6) Cha 8 (+9)
Alignment Chaotic evil Languages -	

2 Hunter Oak	Level 20 Lurker
Large natural magical beast (plant)	XP 2800
HP 141; Bloodied 70	Initiative +19
AC 34, Fortitude 32, Reflex 33, Will 31	Perception +13
Speed 6	Tremorsense 20
TRAITS	
Plant Form	
The oak is indistinguishable from a normal oak tree without a DC 34 Nature check.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 10 damage, and ongoing 5 poison damage (save ends).	
M Feeding Root • At-Will	
Attack: Melee 1 (one blinded creature); +23 vs. Fortitude	
Hit: 2d8 + 10 damage, and the oak can grab the target if it has fewer than two creatures grabbed.	
Sustain Minor: The oak sustains each of its grabs, and any creature grabbed by it takes 2d8 + 10 damage.	
C Acorn Burst (poison) • Recharge 5 6	
Attack: Close burst 3 (enemies in burst); +23 vs. Reflex	
Hit: The target takes ongoing 20 poison damage and is blinded (save ends both).	
TRIGGERED ACTIONS	
Psychic Feedback (psychic) • At-Will	
Requirement: The oak must have a creature grabbed.	
Trigger: An enemy's attack damages the oak.	
Effect (Immediate Reaction): One creature grabbed by the oak takes psychic damage equal to the damage of the triggering attack.	
Skills Stealth +20	
Str 19 (+14)	Dex 21 (+15) Wis 17 (+13)
Con 15 (+12)	Int 2 (+6) Cha 3 (+6)
Alignment Unaligned Languages none	
Reskinned Hunter Cactus	

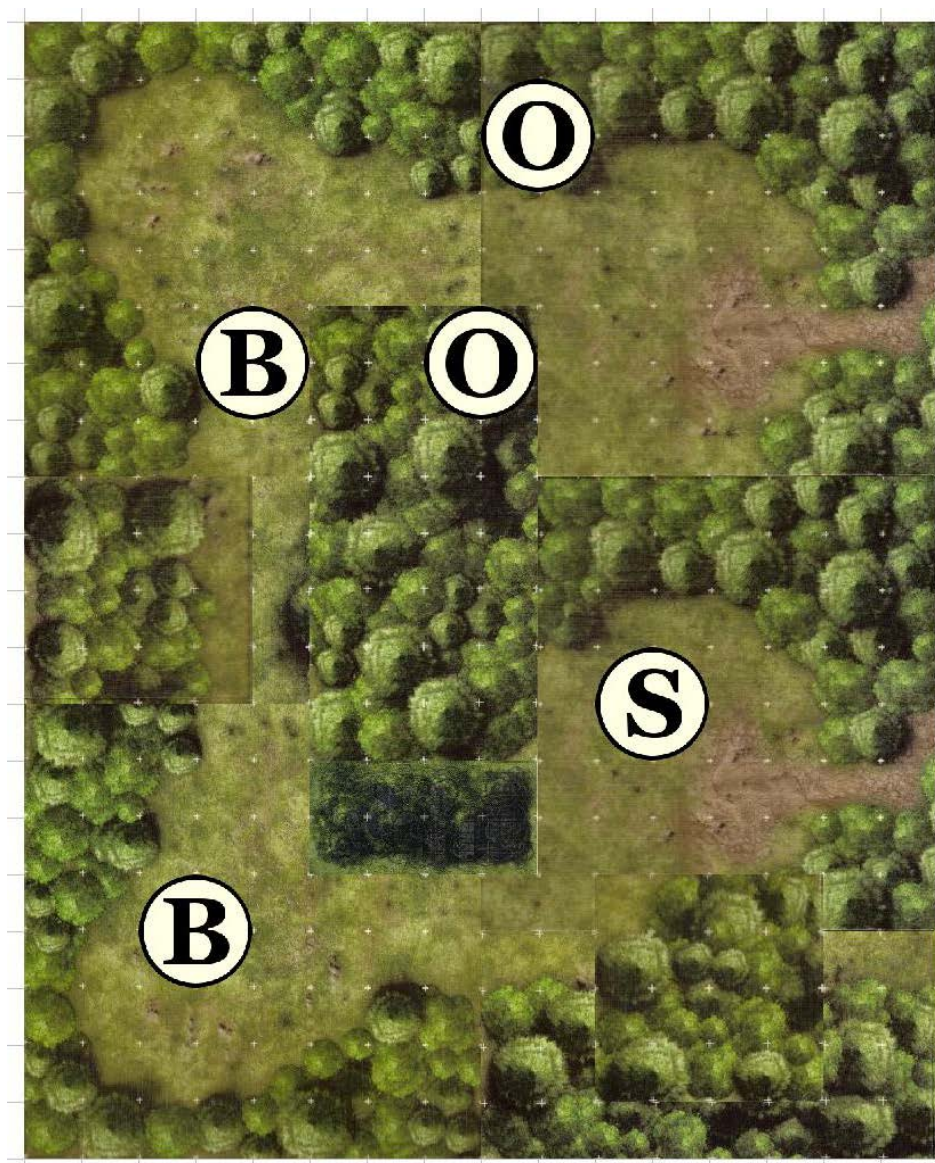
Blood Raven Swarm	Level 22 Skirmisher
Large natural beast (swarm)	XP 4150
HP 202; Bloodied 101	Initiative +19
AC 36, Fortitude 34, Reflex 34, Will 34	Perception +16
Speed 3, fly 8 (hover)	Low-light vision
TRAITS	
O Swarm Attack • Aura 1	
Any enemy that ends its turn within the aura takes 20 damage.	
Carion Vigor	
When the swarm starts its turn in the space of a bloodied creature, the swarm can take move actions as minor actions until the end of that turn.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pushed, pulled, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Tiny creature.	
STANDARD ACTIONS	
C Blood Beaks • At-Will	
Attack: Close burst 1 (enemies in the burst); +25 vs. AC	
Hit: 4d8 + 9 damage. If the target is bloodied, it is weakened (save ends).	
Str 19 (+15)	Dex 23 (+17) Wis 20 (+16)
Con 18 (+15)	Int 2 (+7) Cha 10 (+11)
Alignment Unaligned Languages none	

ENCOUNTER 4: WHEN ANIMALS ATTACK

TILE SETS NEEDED

DU5: Sinister Woods x2

ET3: Dungeon Tiles Master Set: The Wilderness x1



B = abyssal basilisk
O = hunter oak
S = blood raven swarm

The PCs enter from the top right path off the map.

ENCOUNTER 5: ALTAR FATE

ENCOUNTER LEVEL 15/17/19/21/23

CREATURES

This encounter includes the following creatures:

2 **ebony raven speaker** (S)

2 **shadow giant** (G)

1 **Shade of Yder Tanthul** (Y)

SCALING THE ENCOUNTER

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

Four PCs:

- Remove one shadow giant.
- Each time a successful skill check would add a monster, roll 1d6. On a 6, do not add a monster.

Six PCs:

- Add one shadow giant.
- Each time a successful skill check would add a monster, roll 1d6. On a 6, instead add 1d3 monsters of that type.

SETUP

The Aspect has set up the altar in a ruin, and noticing its potential effect on the Maelstrom, shadow creatures have gathered around it and are trying to disable it. The PCs hear the commotion before they see it.

As you near the ruined temple housing the Aspect's altar, you hear noises inside. Approaching, you see that the Aspect's plan to draw the Maelstrom's monsters away from the altar has, at least in part, been unsuccessful. A number of monsters surround the altar, attempting to destroy it and any hope held by the Dalelands of escaping devastation. For the first time, the shadow creatures appear to have a leader - a dark man in a shadowy cloak emblazoned with the holy symbol of Shar and the heraldry of a Netherese prince. He glowers at you with no hint of reason and points his obsidian sword at you, signaling his minions to attack.

PCs who played *NETH3-3 Seek and Destroy* or who succeed at a Moderate History check recognize the leader as Prince Yder Tanthul (or at least a facsimile). Unlike their previous encounter with Yder, however, he makes no attempt to communicate with the PCs, seemingly single-minded in his attempt to kill his enemies.

FEATURES OF THE AREA

Walls: Due to the ritual's power, no creatures with the shadow origin (including PCs) who enter the walled area can leave willingly. Any such creature who is forced out of the walled area takes radiant damage equal to the AL.

Altar: The altar at the rear of the temple is the site of the Aspect's ritual. PCs who wish to further the ritual must be adjacent to the altar.

Coffins: The Aspect has enchanted the coffins to tempt the Maelstrom's creatures into the area with promises of power. Shadow creatures adjacent to the coffins gain a +1 bonus to attack rolls.

Illumination: The outside of the temple is dimly lit. Inside the temple, the only source of illumination is the altar, which produces bright illumination within 5 squares of it. Also note that any bright source of light within 5 squares of the Shade of Yder only produces dim illumination.

Windows: The windows in the ruined temple are missing, allowing relatively easy entrance into and exit from the temple proper. It takes an Easy Athletics check or one extra square of movement to pass through a window.

SKILL CHALLENGE: COMPLETE THE RITUAL

Goal: To perform the Aspect of Selune's ritual of protection to the greatest extent possible.

Complexity: Special

Primary Skills: Arcana, Bluff, Nature, Religion

Victory: The ritual is completed and the Dalelands are safe from the Maelstrom.

Defeat: The ritual fails, and the Maelstrom continues to corrupt Deepingdale.

The PCs are attempting to complete the Aspect of Selune's ritual of protection. Each successful check may or may not lead to the overall success of the ritual, but may affect the encounter in another way.

Each check below is a standard action with the moderate DC or a minor action with the hard DC. A PC may attempt a check as many times per turn as he or she wishes. A PC must be adjacent to the altar when attempting a check.

For the purposes of the story awards and event summary of this adventure, the DM should keep track of how many successes the party has with each skill.

PCs with story award **NETH14 Favor of Netheril** from *NETH4-1 Containing Shadow* take a -2 penalty to all checks associated with this skill challenge. PCs with story award **NETH15 Selune's Mark** from *NETH4-1*

Containing Shadow gain a +2 bonus to all checks associated with this skill challenge.

PCs with story award **NETH03 Fury of the Near Moon** from *NETH3-1 Secrets and Shadows* are not recognized by the divine power fueling the ritual and cannot participate in the skill challenge at all.

The Arcana, Nature, and Religion entries below grant the PC attempting the check a bonus based on his or her base class's power source. Note that some PCs may have base classes that use multiple power sources (for instance, the berserker barbarian is both martial and primal) or that some PCs may have multiple base classes (if they are hybrids). These PCs should be given the benefits associated with all their power sources. The granted bonus does not increase if a PC is granted a power source by more than one base class.

Arcana: PCs whose base class uses the arcane power source gain a +2 bonus to this check. A successful Arcana check to power the ritual strengthens the ward:

- 1 success
- A +2 power bonus to the next attack made with a power with the implement keyword
- At the start of the ebony raven speakers' next initiative count, add 1 speaker to the map at the building's entrance; it acts immediately.
- The DC of Arcana checks for this skill challenge increases by 2. This effect is cumulative.

Bluff: A successful Bluff check allows a PC to fake an Arcana, Nature, or Religion check:

- 1 success
- Choose Arcana, Nature, or Religion. The DC of checks of that type for this skill challenge increases by 1. This effect is cumulative.
- The Shade of Yder Tanthul gains a +1 power bonus to attack rolls and defenses until the end of his next turn and gains a number of temporary hit points equal to the AL. These power bonuses and temporary hit points stack with each other, but not with other power bonuses or temporary hit points.
- The DC of Bluff checks for this skill challenge increases by 2. This effect is cumulative.

Nature: PCs whose base class uses the primal power source gain a +2 bonus to this check. A successful Nature check taps into the primal energy of the ritual, harming those associated with the Maelstrom's energy.

- 1 success
- Every creature with the shadow origin (including PCs) takes radiant damage equal to the Adventure Level.

- At the start of the shadow giants' next initiative count, add 1 giant to the map at the building's entrance; it acts immediately.
- The DC of Nature checks for this skill challenge increases by 2. This effect is cumulative.

Religion: PCs whose base class uses the divine power source gain a +2 bonus to this check. A successful Religion check abjures shadow creatures, drawing them into the warded area and trapping them there.

- 1 success
- The triggering PC or an ally within 5 squares may spend a healing surge.
- At the start of the shadow giants' next initiative count, add 1 shadow giant to the map as close to the altar as possible; it acts immediately.
- The DC of Religion checks for this skill challenge increases by 2. This effect is cumulative.

TACTICS

Generally speaking, the monsters' objective is to prevent the PCs from reaching the altar and to destroy the altar. While the altar cannot be destroyed, successful melee basic attacks against it (all defenses equal to the Adventure Level plus 15) weaken the ritual by removing one success from the skill challenge.

The monsters' tactics can be impacted by story awards possessed by the PCs. They try to direct attacks away from PCs with story award **NETH14 Favor of Netheril** from *NETH4-1 Containing Shadow*; if the visible mark from the story award is active (even if the PC has hidden it under a glove or the like), attacks against these PCs take a -2 penalty. They try to focus attacks on PCs with story award **NETH15 Selune's Mark** from *NETH4-1 Containing Shadow*; if the mark from this story award is active, attacks against these PCs gain a +2 bonus.

The ebony raven speakers work to slow the PCs' progress by using *swirling ravens* when the PCs are near shadow giants or the Shade of Yder. Once the PCs have reached the altar, they use their powers to try to move the PCs away from the altar.

The shadow giants work to defend the Shade of Yder, attempting to stay within 2 squares of the altar to attack it if there are no PCs nearby.

The Shade of Yder uses *thundering shadowblade* in combination with *shadowstorm* to keep PCs away from him and the altar. If, at the start of his turn, no PCs is adjacent to him or the altar, he uses the *shadowblade* half of *thundering shadowblade* to attack the altar.

ENDING THE ENCOUNTER

The encounter ends when the PCs decide that they have advanced the ritual as much as possible. Once they leave the building housing the altar, the monsters inside are unable to follow as long as the PCs have attained a number of successes at the skill challenge equal to twice the number of PCs (8, 10, or 12).

Remember that PCs who have the shadow origin cannot leave the warded area willingly. If the PCs haven't yet figured out that they can push their allies out of the ward, DMs are encouraged to make the players figure this out (while the remaining monsters continue to attack) before allowing them to leave.

Be sure to note for the purposes of the story awards and event summary how many successes the PCs obtained with each skill in the skill challenge.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The ebony raven speakers carry a *cloak of the stalking shadow* +3 (+4 at AL 18 and above), and the Shade of Yder wears *deathsteel armor* +3 (+4 at ALs 16 and above). At ALs 16 and above, the Shade of Yder has a *shadowfell blade* +4. The monsters also have nonmagical equipment worth 2000/2440/6875/13750/20625 gp per PC. The PCs are able to collect these as they depart.

ENCOUNTER 5: ALTAR FATE (AL 12)

2 Ebony Raven Speaker	Level 14 Artillery
Medium shadow humanoid (human)	XP 1000
HP 108; Bloodied 54	Initiative +8
AC 28, Fortitude 25, Reflex 26, Will 27	Perception +12
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 13 damage.	
r Midwinter Wind (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 2d10 + 13 cold and necrotic damage, and the raven speaker can slide the target 1 square.	
A Swirling Ravens (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +19 vs. Fortitude	
Hit: 2d12 + 6 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the raven speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the raven speaker's next turn.	
TRIGGERED ACTIONS	
Unkind Flight (polymorph) • Encounter	
Requirement: The raven speaker must be bloodied.	
Trigger: The raven speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+8)	Dex 10 (+7) Wis 23 (+13)
Con 18 (+11)	Int 20 (+12) Cha 12 (+8)
Alignment Unaligned Languages Common	
Equipment robes, morningstar	

1-3 Shadow Giant	Level 15 Soldier
Large shadow humanoid (giant, undead)	XP 1200
HP 161; Bloodied 80	Initiative +14
AC 28, Fortitude 28, Reflex 27, Will 28	Perception +15
Speed 7, fly 3 (hover), phasing	Darkvision
Immune disease, poison; Resist 20 necrotic, insubstantial	
TRAITS	
O Shadow Malaise (fear) • Aura 5	
Enemies within the aura regain half the normal hit points from healing powers.	
Revealed by Radiance	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Necrotic Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +18 vs. Reflex	
Hit: 4d8 + 5 necrotic damage, and the target is marked (save ends).	
M Death Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +18 vs. Reflex	
Hit: 3d6 + 2 necrotic damage, and the target is marked and takes ongoing 10 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
M Cast Into Shadow • At-Will	
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
Attack (Immediate Reaction): Melee 2 (the triggering enemy); +18 vs. Reflex.	
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
Str 22 (+13)	Dex 21 (+12) Wis 16 (+10)
Con 23 (+13)	Int 10 (+7) Cha 23 (+13)
Alignment Evil Languages Common, Giant	

Shade of Yder Tanthul	Level 14 Elite Controller
Medium shadow humanoid (shade, undead)	XP 2000
HP 210; Bloodied 105	Initiative +14
AC 29, Fortitude 28, Reflex 31, Will 30	Perception +12
Speed 0, fly 8 (hover), phasing	Darkvision
Immune disease, poison; Resist 10 necrotic, insubstantial	
Saving Throws +2; Action Points 1	
TRAITS	
O Benighted Presence • Aura 5	
Bright light in the area is reduced to dim light.	
Implacable	
At the start of his turn, Shade of Yder makes a saving throw to end each condition affecting him, even if a save would not normally end that condition. If any of these saves are successful, Shade of Yder imposes one condition he saved against to one enemy.	
Regeneration	
Shade of Yder regains 10 hit points whenever he starts his turn and has at least 1 hit point left. When he takes radiant damage, his regeneration does not function on his next turn.	
Revealed by Radiance	
Whenever Shade of Yder takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Shadowblade (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 necrotic damage, and the target is weakened until the end of Shade of Yder's next turn.	
C Keening Blast (psychic, thunder, weapon) • At-Will	
Attack: Close blast 3 (enemies in blast); +17 vs. Fortitude	
Hit: 2d8 + 7 psychic and thunder damage, and the target falls prone.	
Thundering Shadowblade • At-Will	
Shade of Yder makes a <i>shadowblade</i> attack followed by a <i>keening blast</i> attack. If both attacks hit the same target, the target is pushed 3 squares and cannot stand up until the end of Shade of Yder's next turn.	
C Shadow Storm (necrotic, teleportation) • Encounter	
Attack: Close blast 10 (enemies in blast); +17 vs. Reflex	
Hit: 3d8 + 11 necrotic damage, and the target is immobilized (save ends).	
Effect: Shade of Yder can teleport to any square in the blast.	
Miss: Half damage, and the target is not immobilized.	
MOVE ACTIONS	
Shadowdance (teleportation) • Recharge 4 5 6	
Effect: Shade of Yder teleports up to 10 squares.	
MINOR ACTIONS	
Hollow Stare (fear) • Recharge 5 6	
Attack: Ranged 5 (one creature); +17 vs. Will	
Hit: Shade of Yder pushes the target up to 5 squares, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
C Soulstorm (necrotic, psychic) • Encounter	
Trigger: Shade of Yder is first bloodied.	
Attack (No Action): Close burst 2 (enemies in the burst), +17 vs. Reflex	
Hit: 1d10 + 9 psychic damage plus 1d10 + 9 necrotic damage. In addition, a creature that is prone takes ongoing 10 necrotic and psychic damage (save ends).	
Skills Arcana +21, Diplomacy +17, Religion +19, Stealth +21	
Str 13 (+8)	Dex 16 (+10) Wis 23 (+13)
Con 20 (+12)	Int 24 (+14) Cha 20 (+12)
Alignment Chaotic evil Languages Common, Netherese, Thayan	

ENCOUNTER 5: ALTAR FATE (AL 14)

2 Ebony Raven Speaker	Level 16 Artillery
Medium shadow humanoid (human)	XP 1400
HP 120; Bloodied 60	Initiative +8
AC 30, Fortitude 27, Reflex 28, Will 29	Perception +14
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d10 + 12 damage.	
r Midwinter Wind (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: 2d12 + 12 cold and necrotic damage, and the raven speaker can slide the target 1 square.	
A Swirling Ravens (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +21 vs. Fortitude	
Hit: 3d10 + 6 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the raven speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the raven speaker's next turn.	
TRIGGERED ACTIONS	
Unkind Flight (polymorph) • Encounter	
Requirement: The raven speaker must be bloodied.	
Trigger: The raven speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+9)	Dex 10 (+8) Wis 23 (+14)
Con 18 (+12)	Int 20 (+13) Cha 12 (+9)
Alignment Unaligned Languages Common	
Equipment robes, morningstar	

2-4 Shadow Giant	Level 17 Soldier
Large shadow humanoid (giant, undead)	XP 1600
HP 177; Bloodied 88	Initiative +15
AC 30, Fortitude 30, Reflex 29, Will 30	Perception +16
Speed 7, fly 3 (hover), phasing	Darkvision
Immune disease, poison; Resist 20 necrotic, insubstantial	
TRAITS	
O Shadow Malaise (fear) • Aura 5	
Enemies within the aura regain half the normal hit points from healing powers.	
Revealed by Radiance	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Necrotic Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +20 vs. Reflex	
Hit: 4d8 + 7 necrotic damage, and the target is marked (save ends).	
M Death Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +20 vs. Reflex	
Hit: 3d8 + 1 necrotic damage, and the target is marked and takes ongoing 10 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
M Cast Into Shadow • At-Will	
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
Attack (Immediate Reaction): Melee 2 (the triggering enemy); +20 vs. Reflex.	
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
Str 22 (+14)	Dex 21 (+13) Wis 16 (+11)
Con 23 (+14)	Int 10 (+8) Cha 23 (+14)
Alignment Evil Languages Common, Giant	

Shade of Yder Tanthul	Level 16 Elite Controller
Medium shadow humanoid (shade, undead)	XP 2800
HP 242; Bloodied 121	Initiative +15
AC 31, Fortitude 30, Reflex 33, Will 32	Perception +13
Speed 0, fly 8 (hover), phasing	Darkvision
Immune disease, poison; Resist 20 necrotic, insubstantial	
Saving Throws +2; Action Points 1	
TRAITS	
O Benighted Presence • Aura 5	
Bright light in the area is reduced to dim light.	
Implacable	
At the start of his turn, Shade of Yder makes a saving throw to end each condition affecting him, even if a save would not normally end that condition. If any of these saves are successful, Shade of Yder imposes one condition he saved against to one enemy.	
Regeneration	
Shade of Yder regains 10 hit points whenever he starts his turn and has at least 1 hit point left. When he takes radiant damage, his regeneration does not function on his next turn.	
Revealed by Radiance	
Whenever Shade of Yder takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Shadowblade (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 necrotic damage, and the target is weakened until the end of Shade of Yder's next turn.	
C Keening Blast (psychic, thunder, weapon) • At-Will	
Attack: Close blast 3 (enemies in blast); +19 vs. Fortitude	
Hit: 3d6 + 8 psychic and thunder damage, and the target falls prone.	
Thundering Shadowblade • At-Will	
Shade of Yder makes a <i>shadowblade</i> attack followed by a <i>keening blast</i> attack. If both attacks hit the same target, the target is pushed 3 squares and cannot stand up until the end of Shade of Yder's next turn.	
C Shadow Storm (necrotic, teleportation) • Encounter	
Attack: Close blast 10 (enemies in blast); +19 vs. Reflex	
Hit: 4d6 + 10 necrotic damage, and the target is immobilized (save ends).	
Effect: Shade of Yder can teleport to any square in the blast.	
Miss: Half damage, and the target is not immobilized.	
MOVE ACTIONS	
Shadowdance (teleportation) • Recharge 4 5 6	
Effect: Shade of Yder teleports up to 10 squares.	
MINOR ACTIONS	
Hollow Stare (fear) • Recharge 5 6	
Attack: Ranged 5 (one creature); +19 vs. Will	
Hit: Shade of Yder pushes the target up to 5 squares, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
C Soulstorm (necrotic, psychic) • Encounter	
Trigger: Shade of Yder is first bloodied.	
Attack (No Action): Close burst 2 (enemies in the burst), +19 vs. Reflex	
Hit: 2d8 + 8 psychic damage plus 2d8 + 8 necrotic damage. In addition, a creature that is prone takes ongoing 15 necrotic and psychic damage (save ends).	
Skills Arcana +22, Diplomacy +18, Religion +20, Stealth +22	
Str 13 (+9)	Dex 16 (+11) Wis 23 (+14)
Con 20 (+13)	Int 24 (+15) Cha 20 (+13)
Alignment Chaotic evil Languages Common, Netherese, Thayan	

ENCOUNTER 5: ALTAR FATE (AL 16)

2 Ebony Raven Speaker	Level 18 Artillery
Medium shadow humanoid (human)	XP 2000
HP 132; Bloodied 66	Initiative +9
AC 32, Fortitude 29, Reflex 30, Will 31	Perception +15
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d10 + 14 damage.	
r Midwinter Wind (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 2d12 + 14 cold and necrotic damage, and the raven speaker can slide the target 1 square.	
A Swirling Ravens (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +23 vs. Fortitude	
Hit: 3d10 + 8 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the raven speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the raven speaker's next turn.	
TRIGGERED ACTIONS	
Unkind Flight (polymorph) • Encounter	
Requirement: The raven speaker must be bloodied.	
Trigger: The raven speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+10)	Dex 10 (+9)
Con 18 (+13)	Int 20 (+14)
	Wis 23 (+15)
Alignment Unaligned	Languages Common
Equipment robes, morningstar	

2-4 Shadow Giant	Level 19 Soldier
Large shadow humanoid (giant, undead)	XP 2400
HP 193; Bloodied 96	Initiative +16
AC 32, Fortitude 32, Reflex 31, Will 32	Perception +17
Speed 7, fly 3 (hover), phasing	Darkvision
Immune disease, poison; Resist 20 necrotic, insubstantial	
TRAITS	
O Shadow Malaise (fear) • Aura 5	
Enemies within the aura regain half the normal hit points from healing powers.	
Revealed by Radiance	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Necrotic Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +22 vs. Reflex	
Hit: 4d8 + 9 necrotic damage, and the target is marked (save ends).	
M Death Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +22 vs. Reflex	
Hit: 3d8 + 3 necrotic damage, and the target is marked and takes ongoing 15 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
M Cast Into Shadow • At-Will	
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
Attack (Immediate Reaction): Melee 2 (the triggering enemy); +22 vs. Reflex.	
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
Str 22 (+15)	Dex 21 (+14)
Con 23 (+15)	Int 10 (+9)
	Wis 16 (+12)
Alignment Evil	Languages Common, Giant
	Cha 23 (+15)

Shade of Yder Tanthul	Level 18 Elite Controller
Medium shadow humanoid (shade, undead)	XP 4000
HP 274; Bloodied 137	Initiative +16
AC 33, Fortitude 32, Reflex 35, Will 34	Perception +14
Speed 0, fly 8 (hover), phasing	Darkvision
Immune disease, poison; Resist 20 necrotic, insubstantial	
Saving Throws +2; Action Points 1	
TRAITS	
O Benighted Presence • Aura 5	
Bright light in the area is reduced to dim light.	
Implacable	
At the start of his turn, Shade of Yder makes a saving throw to end each condition affecting him, even if a save would not normally end that condition. If any of these saves are successful, Shade of Yder imposes one condition he saved against to one enemy.	
Regeneration	
Shade of Yder regains 10 hit points whenever he starts his turn and has at least 1 hit point left. When he takes radiant damage, his regeneration does not function on his next turn.	
Revealed by Radiance	
Whenever Shade of Yder takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Shadowblade (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 necrotic damage, and the target is weakened until the end of Shade of Yder's next turn.	
C Keening Blast (psychic, thunder, weapon) • At-Will	
Attack: Close blast 3 (enemies in blast); +21 vs. Fortitude	
Hit: 3d6 + 9 psychic and thunder damage, and the target falls prone.	
Thundering Shadowblade • At-Will	
Shade of Yder makes a <i>shadowblade</i> attack followed by a <i>keening blast</i> attack. If both attacks hit the same target, the target is pushed 3 squares and cannot stand up until the end of Shade of Yder's next turn.	
C Shadow Storm (necrotic, teleportation) • Encounter	
Attack: Close blast 10 (enemies in blast); +21 vs. Reflex	
Hit: 4d6 + 11 necrotic damage, and the target is immobilized (save ends).	
Effect: Shade of Yder can teleport to any square in the blast.	
Miss: Half damage, and the target is not immobilized.	
MOVE ACTIONS	
Shadowdance (teleportation) • Recharge 4 5 6	
Effect: Shade of Yder teleports up to 10 squares.	
MINOR ACTIONS	
Hollow Stare (fear) • Recharge 5 6	
Attack: Ranged 5 (one creature); +21 vs. Will	
Hit: Shade of Yder pushes the target up to 5 squares, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
C Soulstorm (necrotic, psychic) • Encounter	
Trigger: Shade of Yder is first bloodied.	
Attack (No Action): Close burst 2 (enemies in the burst), +21 vs. Reflex	
Hit: 2d8 + 9 psychic damage plus 2d8 + 9 necrotic damage. In addition, a creature that is prone takes ongoing 15 necrotic and psychic damage (save ends).	
Skills Arcana +23, Diplomacy +19, Religion +21, Stealth +23	
Str 13 (+10)	Dex 16 (+12) Wis 23 (+15)
Con 20 (+14)	Int 24 (+16) Cha 20 (+14)
Alignment Chaotic evil Languages Common, Netherese, Thayan	

ENCOUNTER 5: ALTAR FATE (AL 18)

2 Ebony Raven Speaker	Level 20 Artillery
Medium shadow humanoid (human)	XP 2800
HP 144; Bloodied 72	Initiative +10
AC 34, Fortitude 31, Reflex 32, Will 33	Perception +16
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d10 + 16 damage.	
r Midwinter Wind (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +25 vs. Reflex	
Hit: 2d12 + 16 cold and necrotic damage, and the raven speaker can slide the target 1 square.	
A Swirling Ravens (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +25 vs. Fortitude	
Hit: 3d10 + 11 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the raven speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the raven speaker's next turn.	
TRIGGERED ACTIONS	
Unkind Flight (polymorph) • Encounter	
Requirement: The raven speaker must be bloodied.	
Trigger: The raven speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+11)	Dex 10 (+10) Wis 23 (+16)
Con 18 (+14)	Int 20 (+15) Cha 12 (+11)
Alignment Unaligned Languages Common	
Equipment robes, morningstar	

2-4 Shadow Giant	Level 21 Soldier
Large shadow humanoid (giant, undead)	XP 3200
HP 209; Bloodied 104	Initiative +17
AC 34, Fortitude 34, Reflex 33, Will 34	Perception +18
Speed 7, fly 3 (hover), phasing	Darkvision
Immune disease, poison; Resist 20 necrotic, insubstantial	
TRAITS	
O Shadow Malaise (fear) • Aura 5	
Enemies within the aura regain half the normal hit points from healing powers.	
Revealed by Radiance	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Necrotic Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +24 vs. Reflex	
Hit: 5d6 + 10 necrotic damage, and the target is marked (save ends).	
M Death Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +24 vs. Reflex	
Hit: 4d6 + 4 necrotic damage, and the target is marked and takes ongoing 20 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
M Cast Into Shadow • At-Will	
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
Attack (Immediate Reaction): Melee 2 (the triggering enemy); +24 vs. Reflex.	
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
Str 22 (+16)	Dex 21 (+15) Wis 16 (+13)
Con 23 (+16)	Int 10 (+10) Cha 23 (+16)
Alignment Evil Languages Common, Giant	

Shade of Yder Tanthul	Level 20 Elite Controller
Medium shadow humanoid (shade, undead)	XP 5600
HP 306; Bloodied 153	Initiative +17
AC 35, Fortitude 34, Reflex 37, Will 36	Perception +15
Speed 0, fly 8 (hover), phasing	Darkvision
Immune disease, poison; Resist 20 necrotic, insubstantial	
Saving Throws +2; Action Points 1	
TRAITS	
O Benighted Presence • Aura 5	
Bright light in the area is reduced to dim light.	
Implacable	
At the start of his turn, Shade of Yder makes a saving throw to end each condition affecting him, even if a save would not normally end that condition. If any of these saves are successful, Shade of Yder imposes one condition he saved against to one enemy.	
Regeneration	
Shade of Yder regains 10 hit points whenever he starts his turn and has at least 1 hit point left. When he takes radiant damage, his regeneration does not function on his next turn.	
Revealed by Radiance	
Whenever Shade of Yder takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Shadowblade (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 necrotic damage, and the target is weakened until the end of Shade of Yder's next turn.	
C Keening Blast (psychic, thunder, weapon) • At-Will	
Attack: Close blast 3 (enemies in blast); +23 vs. Fortitude	
Hit: 3d6 + 11 psychic and thunder damage, and the target falls prone.	
Thundering Shadowblade • At-Will	
Shade of Yder makes a <i>shadowblade</i> attack followed by a <i>keening blast</i> attack. If both attacks hit the same target, the target is pushed 3 squares and cannot stand up until the end of Shade of Yder's next turn.	
C Shadow Storm (necrotic, teleportation) • Encounter	
Attack: Close blast 10 (enemies in blast); +23 vs. Reflex	
Hit: 4d6 + 13 necrotic damage, and the target is immobilized (save ends).	
Effect: Shade of Yder can teleport to any square in the blast.	
Miss: Half damage, and the target is not immobilized.	
MOVE ACTIONS	
Shadowdance (teleportation) • Recharge 4 5 6	
Effect: Shade of Yder teleports up to 10 squares.	
MINOR ACTIONS	
Hollow Stare (fear) • Recharge 5 6	
Attack: Ranged 5 (one creature); +23 vs. Will	
Hit: Shade of Yder pushes the target up to 5 squares, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
C Soulstorm (necrotic, psychic) • Encounter	
Trigger: Shade of Yder is first bloodied.	
Attack (No Action): Close burst 2 (enemies in the burst), +23 vs. Reflex	
Hit: 2d8 + 11 psychic damage plus 2d8 + 11 necrotic damage. In addition, a creature that is prone takes ongoing 15 necrotic and psychic damage (save ends).	
Skills Arcana +24, Diplomacy +20, Religion +22, Stealth +24	
Str 13 (+11)	Dex 16 (+13) Wis 23 (+16)
Con 20 (+15)	Int 24 (+17) Cha 20 (+15)
Alignment Chaotic evil Languages Common, Netherese, Thayan	

ENCOUNTER 5: ALTAR FATE (AL 20)

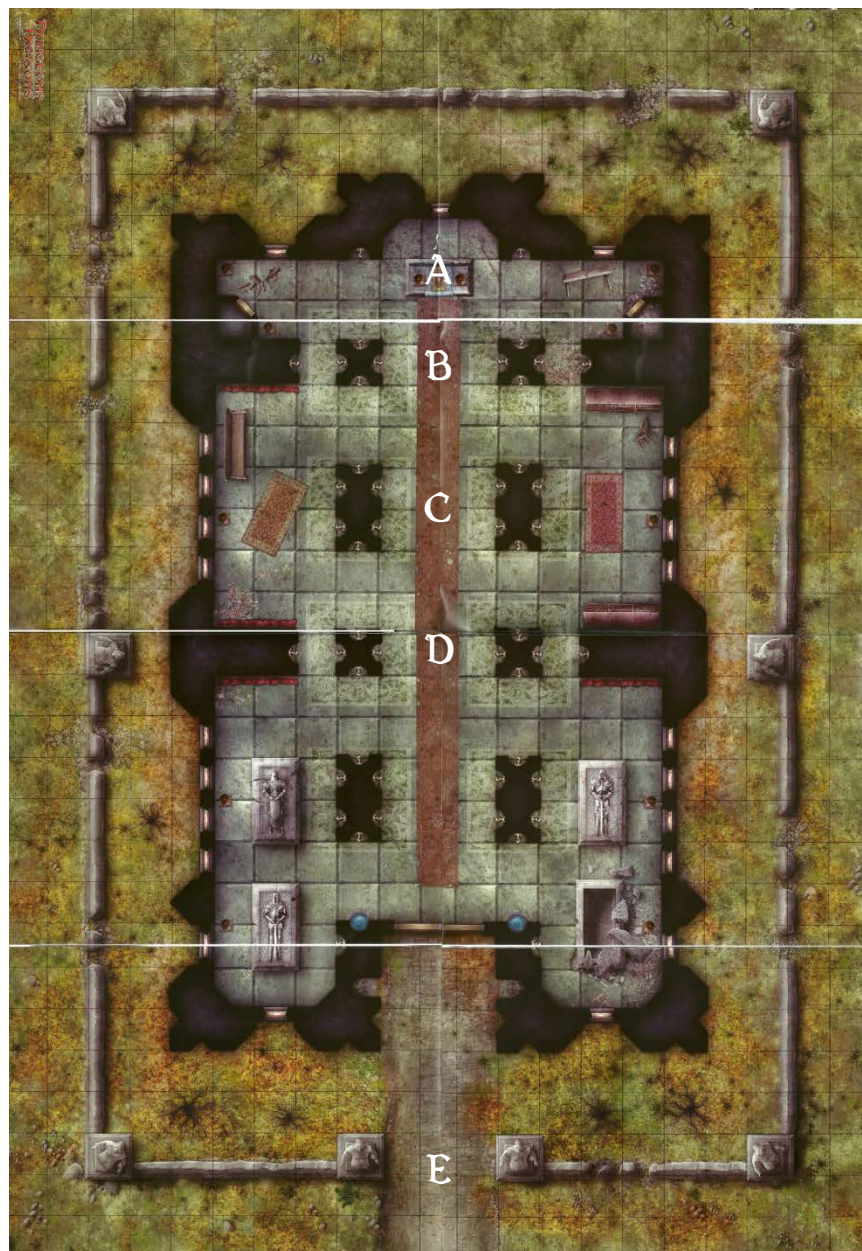
2 Ebony Raven Speaker	Level 22 Artillery
Medium shadow humanoid (human)	XP 4150
HP 156; Bloodied 78	Initiative +11
AC 36, Fortitude 33, Reflex 34, Will 35	Perception +17
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d8 + 17 damage.	
r Midwinter Wind (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +27 vs. Reflex	
Hit: 3d10 + 17 cold and necrotic damage, and the raven speaker can slide the target up to 3 squares.	
A Swirling Ravens (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +27 vs. Fortitude	
Hit: 3d12 + 11 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the raven speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the raven speaker's next turn.	
TRIGGERED ACTIONS	
Unkind Flight (polymorph) • Encounter	
Requirement: The raven speaker must be bloodied.	
Trigger: The raven speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 20 damage (save ends). The form ends at the end of this movement.	
Str 12 (+12)	Dex 10 (+11) Wis 23 (+17)
Con 18 (+15)	Int 20 (+16) Cha 12 (+12)
Alignment Unaligned Languages Common	
Equipment robes, morningstar	

2-4 Shadow Giant	Level 23 Soldier
Large shadow humanoid (giant, undead)	XP 5100
HP 225; Bloodied 112	Initiative +18
AC 36, Fortitude 36, Reflex 35, Will 36	Perception +19
Speed 7, fly 3 (hover), phasing	Darkvision
Immune disease, poison; Resist 30 necrotic, insubstantial	
TRAITS	
OA Shadow Malaise (fear) • Aura 5	
Enemies within the aura regain half the normal hit points from healing powers.	
Revealed by Radiance	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Necrotic Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +26 vs. Reflex	
Hit: 5d6 + 12 necrotic damage, and the target is marked (save ends).	
M Death Touch (necrotic) • At-Will	
Attack: Melee 2 (one creature); +26 vs. Reflex	
Hit: 4d6 + 6 necrotic damage, and the target is marked and takes ongoing 20 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
M Cast Into Shadow • At-Will	
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
Attack (Immediate Reaction): Melee 2 (the triggering enemy); +26 vs. Reflex.	
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
Str 22 (+17)	Dex 21 (+17) Wis 16 (+14)
Con 23 (+17)	Int 10 (+11) Cha 23 (+17)
Alignment Evil Languages Common, Giant	

Shade of Yder Tanthul	Level 22 Elite Controller
Medium shadow humanoid (shade, undead)	XP 8300
HP 338; Bloodied 169	Initiative +18
AC 37, Fortitude 36, Reflex 39, Will 38	Perception +16
Speed 0, fly 8 (hover), phasing	Darkvision
Immune disease, poison; Resist 30 necrotic, insubstantial	
Saving Throws +2; Action Points 1	
TRAITS	
O Benighted Presence • Aura 5	
Bright light in the area is reduced to dim light.	
Implacable	
At the start of his turn, Shade of Yder makes a saving throw to end each condition affecting him, even if a save would not normally end that condition. If any of these saves are successful, Shade of Yder imposes one condition he saved against to one enemy.	
Regeneration	
Shade of Yder regains 20 hit points whenever he starts his turn and has at least 1 hit point left. When he takes radiant damage, his regeneration does not function on his next turn.	
Revealed by Radiance	
Whenever Shade of Yder takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
m Shadowblade (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 necrotic damage, and the target is weakened (save ends).	
C Keening Blast (psychic, thunder, weapon) • At-Will	
Attack: Close blast 3 (enemies in blast); +25 vs. Fortitude	
Hit: 3d8 + 9 psychic and thunder damage, and the target falls prone.	
Thundering Shadowblade • At-Will	
Shade of Yder makes a <i>shadowblade</i> attack followed by a <i>keening blast</i> attack. If both attacks hit the same target, the target is pushed 3 squares and cannot stand up until the end of Shade of Yder's next turn.	
C Shadow Storm (necrotic, teleportation) • Encounter	
Attack: Close blast 10 (enemies in blast); +25 vs. Reflex	
Hit: 4d8 + 11 necrotic damage, and the target is immobilized (save ends).	
Effect: Shade of Yder can teleport to any square in the blast.	
Miss: Half damage, and the target is not immobilized.	
MOVE ACTIONS	
Shadowdance (teleportation) • Recharge 4 5 6	
Effect: Shade of Yder teleports up to 10 squares.	
MINOR ACTIONS	
Hollow Stare (fear) • Recharge 5 6	
Attack: Ranged 5 (one creature); +25 vs. Will	
Hit: Shade of Yder pushes the target up to 5 squares, and the target takes a -2 penalty to attack rolls (save ends).	
TRIGGERED ACTIONS	
C Soulstorm (necrotic, psychic) • Encounter	
Trigger: Shade of Yder is first bloodied.	
Attack (No Action): Close burst 2 (enemies in the burst), +25 vs. Reflex	
Hit: 3d6 + 9 psychic damage plus 3d6 + 9 necrotic damage. In addition, a creature that is prone takes ongoing 20 necrotic and psychic damage (save ends).	
Skills Arcana +25, Diplomacy +21, Religion +23, Stealth +25	
Str 13 (+12)	Dex 16 (+14) Wis 23 (+17)
Con 20 (+16)	Int 24 (+18) Cha 20 (+16)
Alignment Chaotic evil Languages Common, Netherese, Thayan	

ENCOUNTER 5: ALTAR FATE

Reference: *Haunted Temples (Map Pack)*



A = Altar

B = Approximate start position for shade of Yder Tanthul

C = Approximate start position for ebony raven speakers

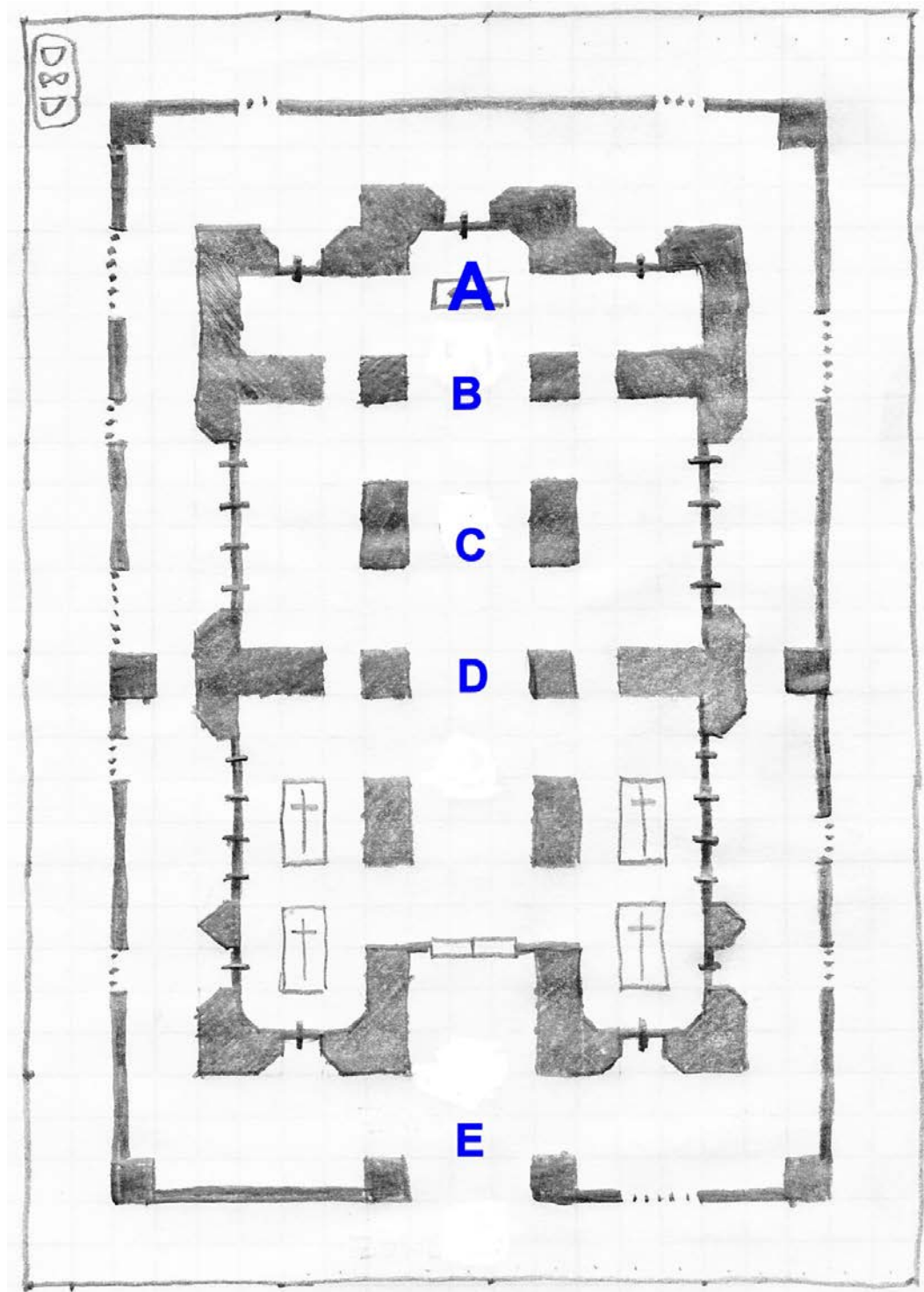
D = Approximate start position for shadow giants

E = PC entry area and point of entry for new monsters

ENCOUNTER 5: ALTAR FATE

Reference: *Haunted Temples (Map Pack)*

This line sketch of the map is being provided for those who may have trouble seeing and/or printing the graphic details of the original.



ENCOUNTER 6: CONCLUSION

After leaving the temple area, the PCs suffer no further attacks - either the ritual is working and the shadow creatures are being drawn into the ward, or the ritual failed and the shadow creatures are too busy decimating the population of the Dalelands after the PCs proved incapable of defeating them. Either way, as they depart, the Aspect of Selune finds them:

The radiance you have come to associate with the Aspect of Selune shines in front of you, but the Aspect herself does not materialize. Instead, you hear a voice emerging from the beam of light: "Thank you for your efforts in fighting against the darkness. I do have one question for you, though. In my battles against the Maelstrom's minions, many of the shadow creatures wore the livery of the Empire of Netheril, and I wonder whether this assault might have been orchestrated by the Shades. Have you found the same? Do you think the Netherese are responsible for this devastation?"

The light persists until the PCs provide an answer (for brevity's sake, if the PCs vote and there is a tie, treat it as a "no" answer for the purposes of story awards and the Event Summary - the party has indicated uncertainty). Once an answer is provided, the Aspect thanks them again for their help and departs. If the PCs obtained at least 10 successes in the skill challenge in Encounter 5, when her light fades, treasure is left for the PCs.

CONCLUDING THE ADVENTURE

If you run this adventure before 01 November 2012, please be sure to fill out the online questionnaire (see the Event Summary for details). The outcome of this adventure will help shape the future of the *Living Forgotten Realms* campaign.

STORY AWARDS

If the PCs obtained at least 1 success during the skill challenge in Encounter 5, each PC earns **SPEC59 Ritual Specialization**. Circle the skill the party obtained the greatest number of successes with; if there is a tie; let each player choose between tied skills.

If the PCs obtained at least a number of successes equal to twice the number of PCs (8/10/12) during the skill challenge in Encounter 5, each PC earns **SPEC60 Warding Ritual**.

If the PCs obtained at least a number of successes equal to twice the number of PCs (8/10/12) during the skill

challenge in Encounter 5 AND rescued at least 8 villagers during Encounter 1, each PC earns **SPEC61 Protector of Highmoon**.

If the PCs - as a group - told the Aspect that Netheril was responsible for the attack on Highmoon, each PC earns **SPEC62 Assigned Blame**.

TREASURE

PCs who completed the ritual (8/10/12 successes or more) and provide an answer to the Aspect's question are given their choice of a *necklace of prayer beads* +3 (+4 at ALs 18 and higher) or an Uncommon implement of a level equal to the PC's level +3 or lower.

REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

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

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP

- Rescue villagers (Encounter 1): +35 XP per villager
- Defeat the crazed wildlife (Encounter 4): +140 XP
- Complete the ritual (Encounter 5): +70 XP per success

Maximum Possible XP: 3000 XP

Base Gold per PC: 2000 gp

(Encounter 5: 2000 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP

- Rescue villagers (Encounter 2): +50 XP per villager
- Defeat the crazed wildlife (Encounter 4): +200 XP
- Complete the ritual (Encounter 5): +100 XP per success

Maximum Possible XP: 4250 XP

Base Gold per PC: 3440 gp

(Encounter 5: 3440 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP

- Rescue villagers (Encounter 2): +70 XP per villager
- Defeat the crazed wildlife (Encounter 4): +280 XP
- Complete the ritual (Encounter 5): +140 XP per success

Maximum Possible XP: 5940 XP

Base Gold per PC: 6875 gp

(Encounter 5: 6875 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP

- Rescue villagers (Encounter 2): +100 XP per villager
- Defeat the crazed wildlife (Encounter 4): +400 XP
- Complete the ritual (Encounter 5): +200 XP per success

Maximum Possible XP: 8500 XP

Base Gold per PC: 13750 gp

(Encounter 5: 13750 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP

- Rescue villagers (Encounter 2): +140 XP per villager
- Defeat the crazed wildlife (Encounter 4): +560 XP
- Complete the ritual (Encounter 5): +280 XP per success

Maximum Possible XP: 11,875 XP

Gold per PC: 20625 gp

(Encounter 5: 20625 gp)

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played

below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

EACH PC SELECTS ONE OF THE FOLLOWING:

Adventure Level 12 and above

Treasure A: *crusader's weapon* +3 (level 14, Adventurer's Vault)

Found in Encounter 2

Treasure B: *demonskin armor* +3 (level 13, Heroes of the Elemental Chaos)

Found in Encounter 4

Treasure C: *cloak of the stalking shadow* +3 (level 14, Mordankeinen's Magnificent Emporium)

Found in Encounter 5

Treasure D: *deathsteel armor* +3 (Level 12, The Shadowfell)

Found in Encounter 5

Treasure E: *An uncommon implement of the PCs level + 3 from a player legal resource.*

Found in Encounter 6

Treasure F: *necklace of prayer beads* +3 (level 15, Mordankeinen's Magnificent Emporium)

Found in Encounter 6

Adventure Level 16 and above

Treasure G:

crusader's weapon +4 (level 19, Adventurer's Vault)

Found in Encounter 2

Treasure H: *demonskin armor* +4 (level 18, Heroes of the Elemental Chaos)

Found in Encounter 4

Treasure I: *deathsteel armor* +4 (Level 17, The Shadowfell)

Found in Encounter 5

Treasure J: *shadowfell blade* +4 (Level 19, P3 Assault on Nightwyrm Fortress)

Found in Encounter 5

Adventure Level 18 and above

Treasure K: *cloak of the stalking shadow* +4 (level 19, Mordankeinen's Magnificent Emporium)

Found in Encounter 5

Treasure L: *necklace of prayer beads* +4 (level 20, Mordankeinen's Magnificent Emporium)

Found in Encounter 6

ALL ALs:

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

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

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

AL 12: *elixir of luck* plus 800 gp

AL 14: *elixir of luck* plus 1550 gp

AL 16: *elixir of luck* plus 3300 gp

AL 18: *elixir of luck* plus 6800 gp

AL 20: *elixir of luck* plus 10800 gp

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

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

STORY AWARDS

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure.

SPEC59 Ritual Specialization

Your experience with the Aspect of Selûne's warding ritual sticks with you. Your area of specialization with this ritual is (circle one and only one of the following options):

Arcana
Bluff
Nature
Religion

SPEC60 Warding Ritual

You have aided the Aspect of Selûne in completing her warding ritual, and in so doing you absorbed part of the magical energy unleashed by the ritual. You may expend this story award in one of the following ways:

- You may perform a ritual in the Warding category as a standard action. This ritual cannot be directly cast on an opponent (for example, this benefit could not be used to cast Imprisonment, but could be used to cast Explosive Runes, since that is cast on an object, not a creature).
- As an immediate interrupt, you or an adjacent ally gains a +5 power bonus to one defense against a single attack.
- As a minor action, one enemy is immobilized (save ends).
- You gain two automatic successes during any skill challenge that involves creating a magical ward or binding (DM's discretion).

Void this Story Award once you have expended the ritual's power for one of the four effects listed above.

SPEC61 Protector of Highmoon

You have rescued the town of Highmoon from the Maelstrom and warded it against future assaults from shadowy forces. As such, it serves as a safe haven for you. During future adventures, when you are in Highmoon, you cannot be attacked by enemies with the shadow origin unless the adventure specifically mentions an exception to this Story Award.

In addition, you may use Teleportation rituals to enter or leave Highmoon as though Highmoon and your intended destination both had a teleportation circle whose sigil sequence you know. You must still meet any other requirements and restrictions of the ritual you use (for example, this story award does not allow Linked

Portal to cross planes, nor would it bypass a Forbiddance ritual).

SPEC62 Assigned Blame

You have cast blame upon the Empire of Netheril for the Maelstrom's near destruction of Highmoon. Regardless of whether this blame was assigned justly or unjustly, the Netherese do not forget such a slight, and their spies are everywhere. You cannot gain or benefit from any Story Awards that represent favors with the Empire of Netheril or any loyal Netherese NPC. You suffer one automatic failure at the beginning of any skill challenge involving interaction with the Netherese (maximum one failure per party per encounter even if multiple PCs have this Story Award). This decision may also affect future adventures.

The only way for you to remove this disfavor is to perform an act in direct service to the Empire of Netheril during an adventure. The act must have clear story consequences (there must be an option that helps or supports the Empire and an option that hinders or opposes the Empire, and you must intentionally choose the option that the Empire considers more favorable and accept all the consequences of that decision). If your DM agrees that you have met this requirement, then you may void this Story Award.

NEW RULES

Cloak of the Stalking Shadow +3/4 Level 14/19 Uncommon

Item Slot: Neck

Enhancement bonus: Fortitude, Reflex, and Will

Property: You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.

Power (Daily): Minor Action. Until the end of your next turn, you are insubstantial and gain a +5 power bonus to Stealth checks.

Source: *Mordenkainen's Magnificent Emporium* pg73

Crusader's Weapon +3/4 Level 14/19 Uncommon

Weapon (Hammer or mace)

Enhancement: +3/+4 attack rolls and damage rolls

Critical: +1d6 damage per plus, +1d10 damage per plus against undead creatures

Properties

- Half the damage dealt with this weapon is radiant damage.
- You can use this weapon as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner.

Power (Daily): Standard Action. Gain one additional use of Channel Divinity for this encounter.

Source: *Adventurer's Vault* pg66

Deathsteel Armor +3/4 Level 12/17 Common

Armor (Chain, scale, or plate)

Enhancement bonus: AC

Property: You gain resist 10 necrotic and a +2 item bonus to saving throws against effects that include ongoing necrotic damage.

Source: *The Shadowfell* pg73

Demonskin Armor +3/4 Level 13/18 Uncommon

Armor (Leather or hide)

Enhancement bonus: AC

Property: You gain an item bonus to Intimidate checks. This bonus equals the armor's enhancement bonus.

Power (Daily): Immediate Reaction. *Trigger:* You take acid, cold, fire, or lightning damage. *Effect:* You gain resist 10 to the triggering type of damage until the end of the encounter.

Source: *Heroes of the Elemental Chaos* pg151

Elixir of Luck Level 10 Rare

Consumable: Elixir

Power (Consumable): Minor Action. You drink the elixir and lose an action point. Once before the end of the encounter, you can reroll a failed skill check, attack roll, or saving throw. You must use the second result.

Source: *Mordenkainen's Magnificent Emporium* pg93

Necklace of Prayer Beads +3/4 Level 15/20 Rare

Implement (Holy Symbol)

Enhancement bonus: Attack rolls and damage rolls

Critical: +1d8 per plus

Power (Encounter): Minor Action. Choose one of the following effects:

- You and each ally within 5 squares can make a saving throw.
- Until the end of your next turn, your healing powers restore the maximum number of hit points possible.
- Once before the end of your next turn, when you miss with a divine attack power, you can reroll the attack roll. You must use the second result.

Source: *Mordenkainen's Magnificent Emporium* pg42

Shadowfell Blade +4 Level 19 Rare

Weapon (Axe, heavy blade, or light blade)

Enhancement: +4 attack rolls and damage rolls

Critical: +4d6 radiant damage

Property: When this weapon is used against a shadow or undead creature, a successful attack also deals 5 radiant damage and slows the creature until the end of your next turn.

Power (Encounter): Minor Action. You become insubstantial until the end of your next turn.

Power (Daily): Standard Action. You shift up to 6 squares and make two basic melee attacks at any point before, during, or after the shift.

Source: *P3 Assault on Nightwyrms Fortress* pg25

EVENT SUMMARY: SPEC4~6 RAGING SHADOWS

The results of this adventure will have an impact on the future development of the campaign!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/SPEC0406LFR>

The survey period closes on **01 November 2012**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

Question 1: How many villagers were rescued in Encounter 1?

Question 2: Did the party obtain at least an average of 2 successes per PC (total 8/10/12) in the skill challenge in Encounter 5?

Question 3: How many successes (total) did the party obtain in the skill challenge in Encounter 5?

Question 4: How many successes at each skill did the PCs obtain in the skill challenge in Encounter 5?

- a. Arcana
- b. Bluff
- c. Nature
- d. Religion

Question 5: How many PCs died during the adventure?

Question 6: Did the PCs tell the Aspect that the Netherese were responsible for the attack on Highmoon?

Question 7: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

Question 8: How do you, the DM, rate this adventure, using the same 5-point scale?

PLAYER'S HANDOUT 1: THE ASPECT'S RITUAL

The ritual to protect this area from the Maelstrom is a small-scale solution to a large-scale problem. If it serves effective in protecting the Dalelands, the same basic principles could be used by more powerful beings to stop the Maelstrom in its entirety.

The ritual uses a combination of arcane, divine, and primal power to create a powerful effect, centered on a sacred location, to call shadow energy to the location, trap it, and in time destroy it. Each power source is used for a different effect, and those attuned to that power source have an easier time manipulating the energy.

Channeling the arcane energy of the ritual strengthens the wards guarding the ritual and makes it more difficult for powerful shadow creatures to escape the warded area.

Channeling the divine energy of the ritual abjures nearby shadow energy, calling shadow creatures into the warded area.

Channeling the primal energy of the ritual intensifies the ritual's energy, harming those within the area associated with the Maelstrom's energy.

Because the ritual has already begun, neither training in ritual casting nor training in the requisite skill is required to manipulate the ritual's energy. In fact, it may be possible to manipulate the energy merely by "going through the motions" of speaking the ritual's words.

In all cases, the ritual becomes more difficult to perform as it progresses. The safest strategy is to perform the ritual to the greatest extent possible, then evacuate the area and let the ritual do its work. Being pursued is not a concern if the ritual is strong enough; the wards will prevent shadow creatures from leaving the area.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

RECEIVED STORY AWARDS DURING THE ADVENTURE:

SPEC4~6 RAGING SHADOWS

SPEC59 Ritual Specialization

Your experience with the Aspect of Selûne's warding ritual sticks with you. Your area of specialization with this ritual is (circle one and only one of the following options):

- Arcana
- Bluff
- Nature
- Religion

SPEC60 Warding Ritual

You have aided the Aspect of Selûne in completing her warding ritual, and in so doing you absorbed part of the magical energy unleashed by the ritual. You may expend this story award in one of the following ways:

- You may perform a ritual in the Warding category as a standard action. This ritual cannot be directly cast on an opponent (for example, this benefit could not be used to cast Imprisonment, but could be used to cast Explosive Runes, since that is cast on an object, not a creature).
- As an immediate interrupt, you or an adjacent ally gains a +5 power bonus to one defense against a single attack.
- As a minor action, one enemy is immobilized (save ends).
- You gain two automatic successes during any skill challenge that involves creating a magical ward or binding (DM's discretion).

Void this Story Award once you have expended the ritual's power for one of the four effects listed above.

SPEC61 Protector of Highmoon

You have rescued the town of Highmoon from the Maelstrom and warded it against future assaults from shadowy forces. As such, it serves as a safe haven for you. During future adventures, when you are in Highmoon, you cannot be attacked by enemies with the shadow origin unless the adventure specifically mentions an exception to this Story Award.

In addition, you may use Teleportation rituals to enter or leave Highmoon as though Highmoon and your intended destination both had a teleportation circle whose sigil sequence you know. You must still meet any other requirements and restrictions of the ritual you use (for example, this story award does not allow Linked Portal to cross planes, nor would it bypass a Forbiddance ritual).

SPEC62 Assigned Blame

You have cast blame upon the Empire of Netheril for the Maelstrom's near destruction of Highmoon. Regardless of whether this blame was assigned justly or unjustly, the Netherese do not forget such a slight, and their spies are everywhere. You cannot gain or benefit from any Story Awards that represent favors with the Empire of Netheril or any loyal Netherese NPC. You suffer one automatic failure at the beginning of any skill challenge involving interaction with the Netherese (maximum one failure per party per encounter even if multiple PCs have this Story Award). This decision may also affect future adventures.

The only way for you to remove this disfavor is to perform an act in direct service to the Empire of Netheril during an adventure. The act must have clear story consequences (there must be an option that helps or supports the Empire and an option that hinders or opposes the Empire, and you must intentionally choose the option that the Empire considers more favorable and accept all the consequences of that decision). If your DM agrees that you have met this requirement, then you may void this Story Award.

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC