

DEEPEST SHADOW

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

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House Moonstar asks adventurers to reveal traitors and discover secrets in a most perilous place. A two-round continuous-play *Living Forgotten Realms* adventure set in Waterdeep for characters of the Paragon tier (levels 11-20). This adventure continues the *Brightcloaks* Major Quest and should be played after WATE3-1 and immediately before WATE3-3. We recommend you allow at least eight hours of play time to complete this adventure.

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

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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). The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific

objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

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

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

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

Should you need to improvise the DC for a skill check, refer to the table below.

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

Since 1130 DR (some 350 years ago), a schism has existed in House Moonstar due to Lord Vanrak Moonstar's alignment with Shar and the opposition of his sister, Lady Alathene Moonstar, a devout worshipper of Selune. (Note: like most nobles of Waterdeep, while Vanrak is titled a Lord, he is not and never was a Masked Lord of Waterdeep, i.e., one of its rulers.)

Vanrak seeks nothing less than the destruction of the Moonmaiden, but is content to begin by destroying House Moonstar, the House of the Moon (temple of Selune in Waterdeep) and subjugating all of Waterdeep to the bitter comfort of the Dark Maiden. Vanrak is "alive" and well, and not being a fool, has been gathering information on where his greatest opponent, Lady Alathene, might be; if the Spellplague didn't destroy him, it might not have destroyed her, either.

Lady Alathene, formerly an archlich, was transformed by the Spellplague into a crystal statue and she and the Vault of the Stars were shifted to the Gates of the Moon. Recently (in WATE3-1) adventurers traveled to the Gates of the Moon to at least obtain information from, and perhaps return to Waterdeep with the current form of Lady Alathene. The fate of Alathene depends upon the decisions made by the adventurers.

One of Vanrak's tools is a Masked Lord of Waterdeep, Lord Korras Anteos the third, of House Anteos. His Uncle, Mereck Anteos, was the rightfully named Lord of Waterdeep, but in his old age, Mereck secretly passed the title and regalia of the Lord of Waterdeep to his nephew Korras. This action is illegal (Korras is impersonating a Lord of Waterdeep) but due to the extreme secrecy of the Lords of Waterdeep, detection is very difficult. House Anteos is a very old Waterdeep family and makes its fortune in trading, money changing and barter. Their current reputation is fairly solid. Their house arms contain a field of white, spears brown shafts, silver heads, impaled head; brown

hair & beard, pink flesh, red blood. Long ago (a couple hundred years) they dealt in the slave trade.

Lord Korras Anteos the third was introduced in WATE1-2, as a villain who was a worshipper of Shar. However, the PCs never got proof of his involvement. Shortly after that event, he made alliance with Lord Vanrak although he does not fully understand Vanrak's goals or true powers. Korras in his guise as a Masked Lord of Waterdeep recruited Logan, the butler in House Waterdeep, as his spy.

Vajra Safhar is the Blackstaff and Archmage of Waterdeep. She lives in Blackstaff Tower. Vajra is still very new as a Blackstaff and knows none of the Masked Lords from before her ascension to the title of Blackstaff. Vajra is dismayed at some of the turmoil and actions of the Lords of Waterdeep, but she does not interfere unless she has evidence of treason, impersonation, or infiltration or influence by outlander agents or monsters. Her actions may include bringing charges to the Open Lord, or even outright slaying of a Masked Lord. She cannot identify a person who is wearing the regalia of the Masked Lords of Waterdeep without unmasking them.

DETAILS FROM WATE2~3

Recently, adventurers discovered that a stationary earthmote over the Sword Mountains, north of Waterdeep, was inhabited by allies of Lord Vanrak Moonstar. These worshippers of Shar posed a threat to House Moonstar, the temple of Selune and Waterdeep, but they were eradicated by the adventurers. The citadel held a keyed portal to well-hidden part of Undermountain, that place where Lord Vanrak hides. Lord Stedd Moonstar, the temple of Selune and the Blackstaff are concerned about the continued threat by Lord Vanrak. The adventurers also discovered that someone was leaking information to Vanrak and his allies.

This adventure occurs in DR 1481, the Year of the Thoughtless Suitor.

DM's INTRODUCTION

This adventure has two distinct parts. In the first part the PCs are trying to expose the traitor in House Moonstar. In the second part the PCs travel to the Shadowfell to collect two items that are vital to achieving the destruction of Vanrak.

Lord Stedd Moonstar wants the spy exposed first to insure that Vanrak does not learn of their plans. To that end he has set up a trap. From his past actions (revealed in the WATE2-3), Vanrak has been attempting to thwart the financial recovery of House Moonstar. Therefore

Stedd has forged some documents and with the aid of the Blackstaff arranged for the documents to be delivered with the next shipment of mithral ore from his mine in Sword Mountains.

He is hiring the PCs to escort the papers on their final leg of the journey to defeat the anticipated ambush and capture the assailants in hopes of exposing the spy.

Once he is assured that the danger of the spy is gone, Lord Moonstar, with assistance from the Blackstaff, sends the PCs to the Shadowfell to retrieve two items that can significantly increase the chance of defeating Vanrak (who is confronted in WATE3-3). The PCs must travel to the Foundation of Loss in the Shadowfell, Shar's former palace. There the PCs are to find the formal contract that consecrated Vanrak as Shar's Deathknight and a ring that allows passage through the portal (found in WATE2-3) to Vanrakdoom.

Because the location of the Foundation of Loss in the Shadowfell is not on any map nor is the Shadowfell a friendly place for visitors, the plan is for the PCs to travel through a rift to the Fugue Plane and to request Kelemvor (the God of the Dead) to open a portal to a convenient location in the Shadowfell. Making your way to an obscure location on another plane is not as easy nor as straightforward as some players might think or desire.

Once in the Shadowfell, the PCs make their way past a battlefield, through the Oblivion Bog to the Foundation of Loss, facing five combats. The first two combats are basically obstacles along the way (the combat in Encounter 12 may be evaded). The remaining three combats are with guardians within the Foundation of Loss. The assumption is that the PCs do the second mission of this adventure in one day.

Upon retrieval of the two items (or if the PCs retreat in failure), the PCs return to Waterdeep using an enchanted ring provided by the Blackstaff.

DESPAIR DECK

You may use the Despair Deck from *The Shadowfell: Gloomwrought and Beyond*. For those DMs without access to the product, Appendix C includes the basic rules for using the deck and a chart for using an ordinary deck of cards. Specific locations for using the deck are listed within the adventure. If you are running this adventure in a time-sensitive situation, adding this complexity is not advised.

Appendix D: DM Aid Story Awards list the story awards that determine the PC introduction. Also listed are some Story Awards that might adversely or positively influence NPC interactions with the PCs.

If the PCs played WATE3-1, we recommend adjusting WATE3-2 (and 3-3) for the presence of Lady Alathene. If they did not play WATE3-1, we recommend including the presence of Lady Alathene as the default.

Typical game times for this two-round adventure are 8-10 hours.

WATERDEEP THEMES:

PCs with the character theme of Blackstaff's Apprentice or Masked Lord of Waterdeep may cause some challenges to the DM to adjudicate. PCs with Blackstaff's Apprentice theme may go on the adventure as normal but do not have any special privileges with respect to Waterdeep. Vajra (the Blackstaff) acknowledges them but does not lend or give them any magic items or unique help.

PCs with the Masked Lord of Waterdeep offer potentially greater problems for the DM. Neither Stedd Moonstar nor Vajra (the Blackstaff) welcome or accept an unknown person, including a Masked Lord in regalia (whether PC or otherwise), going on the adventure. They are polite but decline the inclusion. A PC who has the theme but does not wear the regalia is acceptable. Use of permanent magic items outside of Waterdeep with the primary effect of disguising one's identity may not be helpful unless one's fame is a detriment.

Vajra knows any PC who is a Masked Lord since she participated in their selection and ceremony. She does not object to an adventurer whom she knows is also a Masked Lord going on the adventure but she privately cautions about revealing their identity as a Masked Lord and/or wearing the regalia without need.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Once again your life's journey has brought you to Waterdeep, a city of opportunity for the daring and a trap for the foolish or unwary. Fortunes have been won and lost many times in this city. The summons from Lord Stedd Moonstar brings another opportunity for adventure.

Distribute Player Handout 1 to those PCs who have previously interacted with House Moonstar. Appendix E has a complete list of story awards that might qualify a PC for Handout 1. Note that the Appendix also lists other story awards that might influence NPC reactions.

All others are given Player Handout 2

If the players have played WATE3-1 as a group, ask them what they brought back to Waterdeep. If they answer with "some scrolls and a journal" then you need to adjust the next encounter slightly as the statue that the encounter references is not there.

Handouts Three and Four include details found in previous adventures for memory jogger.

For PCs who are new to Waterdeep and want information on Stedd Moonstar, they can find the following information using Streetwise, Easy DC:

- Stedd Moonstar reputation has been improving over the past few years. Once seen as indecisive and naïve, he has worked hard over the last couple of years to improve his houses standing both financially and socially.
- He is engaged to Darla Silmerhelve, the only daughter of (head of House Silmerhelve).
- Some see the marriage as Lord Moonstar's first attempt to improve the political standing of House Moonstar, but there are rumors that it actually is a love match and the real reason he has worked so hard to improve his reputation.

ENCOUNTER 1: BAITING THE HOOK

IMPORTANT NPC

Lord Stedd Moonstar, Head of House Moonstar, human male.

The PCs have received a request from Lord Stedd Moonstar to come to Gounar's Tavern in Sea Ward tonight for dinner (at Lord Moonstar's expense).

PCs who participated in WATE1-1, WATE2-1, WATE2-2 or WATE2-3 have met Stedd Moonstar. Some PCs may have met Lord Moonstar during the conclusion of WATE3-1 depending if they returned items to House Moonstar.

If the PCs have previously played WATE3-1, make sure you discover what they brought back as you might have to adjust boxed text and the first bullet point of information Stedd gives the PCs.

Gounar's Tavern stands on the corner of Diamond Street and Seawatch Street. The tavern is brilliantly lit! Gems and cut glass glitter everywhere, catching the light thrown by glowing globes leaving not a shadow in the tavern.

The PCs are shown to a private dining room where their host awaits. Lord Moonstar is a young, thin, dark-haired man who dresses in quality, fashionable clothing. Stedd has a confident air about him. He is sincere, loyal, and conscious of his family responsibilities.

If any PCs received Player Handout 1, then he greets those PCs individually. (Skip this section if no PC received Player Handout 1)

The young man grasps your hand firmly. "My friends, it has been too long. How fare you?"

After a brief exchange with each PC, continue reading below.

I think I am being spied upon by an ancient family foe and I want to set a trap to reveal who is involved so that I can stop it. I wish to hire you to pose as my guards for a shipment of mithral ore and, more importantly, a delivery of historical papers proving ownership of high value property. I have intentionally disclosed hints of this to my household staff and close associates. I believe the delivery will be ambushed, but they will not expect guards of your caliber. Are you interested?

Use the following bullets to answer questions of the PCs.

What makes him think there is a leak?

- Previously he hired a group of adventurers to investigate a citadel on an earthmote over the Sword Mountains. The adventurers recovered a copy of important financial papers. (WATE2-3 *Noble Dangers*.) The recovered papers were in the possession of servants of an implacable foe of House Moonstar, Lord Vanrak. If the spy in House Moonstar is providing information to Vanrak, then it is imperative that he or she be found and stopped.

Who is Lord Vanrak?

- If pressed for more details on Vanrak, Stedd says it is a private family matter. After the adventurers have successfully smoked out the spy, we can discuss Vanrak.
- Stedd has another job that he would like the PCs to perform after they discover the identity of the spy and his or her accomplices. He won't discuss the details until after the first job is complete.

Why not simply interrogate all the household members, household suppliers, friends and associates?

- I have a large household and do not wish to make baseless accusations against my staff, the businesses I work with, my friends and associates; that would be dishonorable and could cost me more in reputation than the method I propose.

What is your plan?

- He has let several people in his household, selected friends, associates and businesses with access to his villa know that a cache of legal documents thought to be lost during the Spellplague has been discovered in Neverwinter and is scheduled to be delivered to House Moonstar tomorrow. A courier delivered the documents to his staff at the mithral mine site in Sword Mountains and the documents are to be transported in the next shipment of mithral ore.
- Stedd would like to hire the PCs to guard the papers and the wagon, posing as ordinary guards. If you wear the tabards with the House Moonstar heraldry, you are unlikely to be recognized, at least initially. He expects that someone will attempt to intercept the papers.

Stedd intends for the PCs to capture whoever attempts this and question their prisoner(s) to ferret out the identity of the spy as well as their employer (if it isn't the informant).

- If asked, Stedd tells the PCs that the documents claim to prove House Moonstar's ownership of a large swath of land to the North. Reclaiming these lands would be a huge financial windfall for House Moonstar. Actually the documents are fake.
- Stedd supplies tabards, mounts (either war horses or riding horses), a map, a letter of introduction to his mine site staff, and a ritual scroll of Shadow Walk.
- With the Shadow Walk and mounts, you can reach the site in about an hour, camp tonight, and head back towards Waterdeep as an ordinary shipment in the morning. (Shadow Walk, a ritual from the Players Handbook, allows overland movement at 5X the normal rate which means the PCs can get in place quickly.)
- Lord Moonstar promises payment of 800/1375/2750/5500/8250 gp. Lord Moonstar agrees to reimburse reasonable expenses incurred during the adventure.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

Lord Moonstar promises payment of 800/1375/2750/5500/8250 gp. He also provides mounts with saddles, tabards, and a ritual scroll of Shadow Walk.

ENDING THE ENCOUNTER

Once the PCs agree to the plan, he gives the PCs directions to the location where the wagon and team are waiting.

If the PCs are curious about the value of such documents:

History [Easy DC]

Numerous deeds, documents, and IOUs were lost during the time of the Spellplague. Many of the noble houses were decimated as a result because they could not determine what foreign holdings and properties they owned. Recovery of such documents would be a great boon to any of the noble Houses.

Once the PCs are prepared with their mounts, they ride north along the High Road. Using the Shadow Walk ritual, they travel 5 times as fast as normal, with horses, making the 40 mile journey in about an hour.

The Moonstar mining staff has prepared the wagon with a team of horses and a campsite for the night. A teamster drives the wagon (unless one of the PCs wants that task).

ENCOUNTER 2: TAKING THE BAIT

ENCOUNTER LEVEL 11/13/15/17/19
(3,000/4,000/6,000/8,000/12,000 XP)

CREATURES

This encounter includes the following creatures at all adventure levels:

10 half-ogre bludgeoneers (H)

1 earth weird genasi (G)

1 deathless sniper (S)

1 drow stingblade (D)

SCALING THE ENCOUNTER

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

Four PCs: Remove 5 half-ogre bludgeoneer

Six PCs: Add 1 deathless sniper

SETUP

The PCs are moving south along the High Road (from Neverwinter and the Sword Mountains) towards Waterdeep. The bandits picked a spot for their ambush where they have places to hide, gaining them total concealment. (Recommend using 12+ modifier for their Stealth check if desired). This is designed to be an easy combat.

Their attack is triggered by the wagon crossing the bridge:

As the wagon crosses the bridge, half-ogre bandits rush out from behind the trees and large rocks.

FEATURES OF THE AREA

Note that the PCs are traveling toward the South on the map.

Boulder: The large white boulders are an easy climb (DC15 Athletics) and are 1 square high. They can provide superior cover.

Large Individual Trees: The center square, representing the trunk, is blocking terrain. To climb a tree is a DC 20 Athletics check. A creature up in a tree has partial concealment. The tree in the 5x5 space is 8 squares tall. The trees in the 4x4 and 3x3 spaces are 6 squares tall. The tree in the 2x2 space is 3 squares tall

Flat Boulders: These are 2 squares high are an easy climb (DC15 Athletics). They can provide superior cover.

Groups of Trees or Bushes: These areas provide partial cover and are difficult terrain.

Cliff: The cliff is 2 squares high and is difficult terrain.

Stream: It is 2 squares deep and has a moderately swift current. A creature in the stream is slid 2 squares at the start of their turn, unless they spend movement to negate it. A DC 15 Athletics check is needed to move against the current.

Pool: The pool of water is 4 squares deep.

Bridge: The bridge is only 1 square above the stream.

TACTICS

The earth weird genasi is hidden behind boulders which provide total concealment unless the PCs encircle the boulders. The deathless sniper is crouched down, gaining concealment from the cliff elevation, until he stands to start shooting. The half-ogres are hiding in either trees or behind brush initially. The drow stingblade is hiding in shrubbery.

The half-ogres rush out and try to knock the PCs unconscious. The deathless sniper atop of the cliff targets obvious spell casters or leaders. The drow stingblade uses the concealment advantage to target enemies with his *boomerang* at the start of combat. Once targets are close enough, he uses *darkfire* then climbs down and uses *whirling dervish*. The earth weird genasi acts as a rear guard, preventing retreat by the PCs.

The bandits do not fight to the death. They try to flee when roughly half of the half-ogres are dead and the non-minions are bloodied. If escape does not seem possible, the bandits surrender.

ENDING THE ENCOUNTER

Once the bandits are subdued, dead or fled, the PCs can either question them or search them for clues regarding who hired them.

With Intimidate, Easy DC, the bandits give up the name of their contact, a dwarf named Braggon who can be found at the Knight 'n Shadow in Dock Ward. They were told to find and deliver paper documents to Braggon. Braggon finds people with shady or illegal jobs and serves as a middleman so they never meet the true customer. Usually two of the genasi (Stonehead), deathless (Deadeye), or drow (Znag) would go to find Braggon. Braggon does know them by sight as he has dealt with them previously.

The genasi has a note in his pouch. The note signed by Braggon requests an ore wagon belonging to House Moonstar (denoted by tabards) be ambushed, witnesses slain, and a property deed be recovered and brought to

him at the usual spot in Waterdeep. The wagon with the mithral ore was to be taken to a nearby cave to be later sold as their payment.

The PCs need to decide what happens to those bandits that surrendered.

MILESTONE

The encounter counts towards a milestone.

TREASURE

The bandits have 160/280/550/1100/1650 gp and a (holy) *symbol of security*.

ENCOUNTER 2: TAKING THE BAIT STATISTICS (ADVENTURE LEVEL 12)

1-2 Deathless Sniper	Level 11 Artillery
Medium shadow humanoid, half-elf	XP 600
HP 142; Bloodied 71	Initiative +11
AC 25; Fortitude 22, Reflex 24, Will 23	Perception +10
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature) +16 vs. AC	
Hit: 2d6 + 13 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +18 vs. AC	
Hit: 2d10 + 13 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +18 vs. AC	
Hit: 3d10 + 13 damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect (Immediate Reaction): Life pierces recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce.	
Skills Acrobatics +16, Athletics +12, Stealth +16	
Str 15 (+7)	Dex 23 (+11) Wis 20 (+10)
Con 18 (+9)	Int 11 (+5) Cha 12 (+6)
Alignment Unaligned Languages Common	
Equipment: arrow x40, chainmail, longbow, short sword.	

Earth Weird	Level 11 Controller
Medium elemental humanoid, genasi	XP 600
HP 102; Bloodied 51	Initiative +7
AC 25; Fortitude 21, Reflex 23, Will 23	Perception +9
Speed 5 (earth walk)	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature) +16 vs. AC	
Hit: 2d10 + 13 damage, and the weird pushes the target 1 square.	
r Quake Bolt • At-Will	
Attack: Ranged 5 (one creature); +14 vs. Reflex	
Hit: 3d6 + 8 damage, and the target falls prone.	
R Bury • At-Will	
Attack: Ranged 5 (one prone creature); +14 vs. Fortitude	
Hit: The target cannot stand up, is immobilized, and takes ongoing 10 damage (save ends all).	
A Stoneburst (zone) • At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +14 vs. Reflex	
Hit: 2d10 + 7 damage.	
Effect: The burst creates a zone of difficult terrain that lasts until the end of the earth weird's next turn.	
MINOR ACTIONS	
C Earthshock • Encounter	
Attack: Close burst 1 (enemies in the burst touching a solid surface); +14 vs. Fortitude.	
Hit: The target falls prone.	
Skills Arcana +13, Stealth +12	
Str 15 (+7)	Dex 15 (+7) Wis 18 (+9)
Con 12 (+6)	Int 22 (+11) Cha 23 (+11)
Alignment Chaotic Evil Languages Common, Primordial	
Equipment: morningstar	

5-10 Half-Ogre Bludgeoner	Level 11 Minion Brute
Medium natural humanoid (giant)	XP 150
HP 1; a miss never damages a minion	Initiative +6
AC 23, Fortitude 25, Reflex 21, Will 21	Perception +6
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 11 damage.	
Skills Stealth +8	
Str 23 (+11)	Dex 13 (+6) Wis 13 (+6)
Con 25 (+12)	Int 4 (+2) Cha 6 (+3)
Alignment Unaligned Languages Common, Giant	
Equipment greatclub, hide armor	

Note: reskinned ogre bludgeoner to half-ogre, adjusted language, alignment

ENCOUNTER 2: TAKING THE BAIT STATISTICS (AL 12 CONTINUED)

Drow Stingblade		Level 11 Skirmisher	
Medium fey humanoid		XP 600	
HP 114; Bloodied 57		Initiative +14	
AC 25; Fortitude 19, Reflex 23, Will 19		Perception +13	
Speed 8, climb 6 (spider climb)		Darkvision	
Resist 10 poison			
STANDARD ACTIONS			
m Stingblade (weapon, poison) • At-Will			
Attack: Melee 1 (one creature) +16 vs. AC			
Hit: 2d6 + 7 damage, and ongoing 5 poison damage (save ends).			
r Boomerang (weapon, poison) • At-Will			
Attack: Ranged 5/10 (one creature); +16 vs. AC			
Hit: 2d6 + 7 damage, and ongoing 5 poison damage (save ends).			
M Whirling Dervish • Recharge 6			
Effect: The drow stingblade shifts 4 squares, making a stingblade attack within each square it shifts against an enemy within reach.			
MINOR ACTIONS			
R Darkfire • Encounter			
Attack: Ranged 10 (one creature); +17 versus Reflex			
Hit: The target grants combat advantage to all attackers and cannot benefit from invisibility or concealment until the end of the drow stingblade's next turn.			
TRIGGERED ACTION			
Battle Dancer			
Trigger: If a drow stingblade ends its move at least 4 squares away from its starting position			
Effect (Free Action): Add 2d6 extra damage on its melee and ranged attacks until the start of its next turn.			
Skills Nature +13, Stealth +17			
Str 17 (+8)	Dex 25 (+12)	Wis 16 (+8)	
Con 18 (+9)	Int 11 (+5)	Cha 13 (+6)	
Alignment Unaligned Languages Common, Giant			
Equipment: bone armor, stingblade, boomerang x10			

ENCOUNTER 2: TAKING THE BAIT STATISTICS (ADVENTURE LEVEL 14)

1-2 Deathless Sniper	Level 13 Artillery
Medium shadow humanoid, half-elf	XP 800
HP 154; Bloodied 77	Initiative +12
AC 26; Fortitude 23, Reflex 25, Will 24	Perception +11
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature) +18 vs. AC	
Hit: 2d6 + 15 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 2d10 + 15 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 3d10 + 15 damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect (Immediate Reaction): Life pierces recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce.	
Skills Acrobatics +17, Athletics +13, Stealth +17	
Str 15 (+8)	Dex 23 (+12) Wis 20 (+11)
Con 18 (+10)	Int 11 (+6) Cha 12 (+7)
Alignment Unaligned Languages Common	
Equipment arrow x40, chainmail, longbow, short sword.	

5-10 Half-Ogre Bludgeoner	Level 13 Minion Brute
Medium natural humanoid (giant)	XP 200
HP 1; a miss never damages a minion	Initiative +7
AC 25, Fortitude 26, Reflex 23, Will 23	Perception +7
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 12 damage.	
Skills Stealth +9	
Str 23 (+12)	Dex 13 (+7) Wis 13 (+7)
Con 25 (+13)	Int 4 (+3) Cha 6 (+4)
Alignment Unaligned Languages Common, Giant	
Equipment greatclub, hide armor	

Note: reskinned ogre bludgeoner to half-ogre, adjusted language, alignment

Earth Weird	Level 13 Controller
Medium elemental humanoid, genasi	XP 600
HP 114; Bloodied 57	Initiative +8
AC 27; Fortitude 22, Reflex 25, Will 25	Perception +10
Speed 5 (earth walk)	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature) +18 vs. AC	
Hit: 2d10 + 15 damage, and the weird pushes the target 1 square.	
r Quake Bolt • At-Will	
Attack: Ranged 5 (one creature); +16 vs. Reflex	
Hit: 3d6 + 10 damage, and the target falls prone.	
R Bury • At-Will	
Attack: Ranged 5 (one prone creature); +16 vs. Fortitude	
Hit: The target cannot stand up, is immobilized, and takes ongoing 10 damage (save ends all).	
A Stoneburst (zone) • At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +16 vs. Reflex	
Hit: 2d10 + 9 damage.	
Effect: The burst creates a zone of difficult terrain that lasts until the end of the earth weird's next turn.	
MINOR ACTIONS	
C Earthshock • Encounter	
Attack: Close burst 1 (enemies in the burst touching a solid surface); +16 vs. Fortitude.	
Hit: The target falls prone.	
Skills Arcana +14, Stealth +13	
Str 15 (+8)	Dex 15 (+8) Wis 18 (+10)
Con 12 (+7)	Int 22 (+12) Cha 23 (+12)
Alignment Chaotic Evil Languages Common, Primordial	
Equipment morningstar	

ENCOUNTER 2: TAKING THE BAIT STATISTICS (AL 14 CONTINUED)

Drow Stingblade	Level 13 Skirmisher
Medium fey humanoid	XP 800
HP 130; Bloodied 65	Initiative +15
AC 27; Fortitude 21, Reflex 25, Will 21	Perception +14
Speed 8, climb 6 (spider climb)	Darkvision
Resist 10 poison	
STANDARD ACTIONS	
m Stingblade (weapon, poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature) +18 vs. AC	
<i>Hit:</i> 2d6 + 9 damage, and ongoing 5 poison damage (save ends).	
r Boomerang (weapon, poison) • At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +18 vs. AC	
<i>Hit:</i> 2d6 + 9 damage, and ongoing 5 poison damage (save ends).	
M Whirling Dervish • Recharge 6	
<i>Effect:</i> The drow stingblade shifts 4 squares, making a stingblade attack within each square it shifts against an enemy within reach.	
MINOR ACTIONS	
R Darkfire • Encounter	
<i>Attack:</i> Ranged 10 (one creature); +19 versus Reflex	
<i>Hit:</i> The target grants combat advantage to all attackers and cannot benefit from invisibility or concealment until the end of the drow stingblade's next turn.	
TRIGGERED ACTION	
Battle Dancer	
<i>Trigger:</i> If a drow stingblade ends its move at least 4 squares away from its starting position	
<i>Effect (Free Action):</i> Add 2d6 extra damage on its melee and ranged attacks until the start of its next turn.	
Skills: Nature +14, Stealth +18	
Str 17 (+9)	Dex 25 (+13)
Con 18 (+10)	Int 11 (+6)
	Wis 16 (+9)
	Cha 13 (+7)
Alignment Unaligned	
Languages Common, Giant	
Equipment: bone armor, stingblade, boomerang x10	

ENCOUNTER 2: TAKING THE BAIT STATISTICS (ADVENTURE LEVEL 16)

1-2 Deathless Sniper	Level 15 Artillery
Medium shadow humanoid, half-elf	XP 1,200
HP 166; Bloodied 83	Initiative +13
AC 28; Fortitude 25, Reflex 27, Will 26	Perception +12
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature) +20 vs. AC	
Hit: 3d6 + 13 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +22 vs. AC	
Hit: 3d10 + 15 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +22 vs. AC	
Hit: 4d10 + 15 damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect (Immediate Reaction): Life pierces recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce.	
Skills Acrobatics +18, Athletics +14, Stealth +18	
Str 15 (+9)	Dex 23 (+13) Wis 20 (+12)
Con 18 (+11)	Int 11 (+7) Cha 12 (+8)
Alignment Unaligned Languages Common	
Equipment arrow x40, chainmail, longbow, short sword.	

5-10 Half-Ogre Bludgeoner	Level 15 Minion Brute
Medium natural humanoid (giant)	XP 300
HP 1; a miss never damages a minion	Initiative +8
AC 27, Fortitude 28, Reflex 25, Will 25	Perception +8
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 14 damage.	
Skills Stealth +10	
Str 23 (+13)	Dex 13 (+8) Wis 13 (+8)
Con 25 (+14)	Int 4 (+4) Cha 6 (+5)
Alignment Unaligned Languages Common, Giant	
Equipment greatclub, hide armor	

Note: reskinned ogre bludgeoner to half-ogre, adjusted language, alignment

Earth Weird	Level 15 Controller
Medium elemental humanoid, genasi	XP 1,200
HP 130; Bloodied 65	Initiative +9
AC 29; Fortitude 24, Reflex 27, Will 27	Perception +11
Speed 5 (earth walk)	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature) +20 vs. AC	
Hit: 2d10 + 17 damage, and the weird pushes the target 1 square.	
r Quake Bolt • At-Will	
Attack: Ranged 5 (one creature); +18 vs. Reflex	
Hit: 3d6 + 12 damage, and the target falls prone.	
R Bury • At-Will	
Attack: Ranged 5 (one prone creature); +18 vs. Fortitude	
Hit: The target cannot stand up, is immobilized, and takes ongoing 10 damage (save ends all).	
A Stoneburst (zone) • At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +18 vs. Reflex	
Hit: 2d10 + 11 damage.	
Effect: The burst creates a zone of difficult terrain that lasts until the end of the earth weird's next turn.	
MINOR ACTIONS	
C Earthshock • Encounter	
Attack: Close burst 1 (enemies in the burst touching a solid surface); +18 vs. Fortitude.	
Hit: The target falls prone.	
Skills: Arcana +15, Stealth +14	
Str 15 (+9)	Dex 15 (+9) Wis 18 (+11)
Con 12 (+8)	Int 22 (+13) Cha 23 (+13)
Alignment Chaotic Evil Languages Common, Primordial	
Equipment morningstar	

ENCOUNTER 2: TAKING THE BAIT STATISTICS (AL 16 CONTINUED)

Drow Stingblade	Level 15 Skirmisher
Medium fey humanoid	XP 1,200
HP 146; Bloodied 73	Initiative +16
AC 29; Fortitude 23, Reflex 27, Will 23	Perception +15
Speed 8, climb 6 (spider climb)	Darkvision
Resist 10 poison	
STANDARD ACTIONS	
m Stingblade (weapon, poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature) +20 vs. AC	
<i>Hit:</i> 3d6 + 9 damage, and ongoing 5 poison damage (save ends).	
r Boomerang (weapon, poison) • At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +20 vs. AC	
<i>Hit:</i> 3d6 + 9 damage, and ongoing 5 poison damage (save ends).	
M Whirling Dervish • Recharge 6	
<i>Effect:</i> The drow stingblade shifts 4 squares, making a stingblade attack within each square it shifts against an enemy within reach.	
MINOR ACTIONS	
R Darkfire • Encounter	
<i>Attack:</i> Ranged 10 (one creature); +21 versus Reflex	
<i>Hit:</i> The target grants combat advantage to all attackers and cannot benefit from invisibility or concealment until the end of the drow stingblade's next turn.	
TRIGGERED ACTION	
Battle Dancer	
<i>Trigger:</i> If a drow stingblade ends its move at least 4 squares away from its starting position	
<i>Effect (Free Action):</i> Add 2d6 extra damage on its melee and ranged attacks until the start of its next turn.	
Skills: Nature +15, Stealth +19	
Str 17 (+10)	Dex 25 (+14)
Con 18 (+11)	Int 11 (+7)
	Wis 16 (+10)
	Cha 13 (+8)
Alignment Unaligned	
Languages Common, Giant	
Equipment: bone armor, stingblade, boomerang x10	

ENCOUNTER 2: TAKING THE BAIT STATISTICS (ADVENTURE LEVEL 18)

1-2 Deathless Sniper	Level 17 Artillery
Medium shadow humanoid, half-elf	XP 1,600
HP 178; Bloodied 89	Initiative +14
AC 30; Fortitude 27, Reflex 29, Will 28	Perception +13
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature) +22 vs. AC	
Hit: 3d8 + 12 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +24 vs. AC	
Hit: 3d10 + 17 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +24 vs. AC	
Hit: 4d10 + 17 damage, and the sniper gains 20 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect (Immediate Reaction): Life pierces recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce.	
Skills: Acrobatics +19, Athletics +15, Stealth +19	
Str 15 (+10)	Dex 23 (+14) Wis 20 (+13)
Con 18 (+12)	Int 11 (+8) Cha 12 (+9)
Alignment Unaligned Languages Common	
Equipment: arrow x40, chainmail, longbow, short sword.	

5-10 Half-Ogre Bludgeoner	Level 17 Minion Brute
Medium natural humanoid (giant)	XP 400
HP 1; a miss never damages a minion	Initiative +9
AC 29, Fortitude 30, Reflex 27, Will 27	Perception +9
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 15 damage.	
Skills: Stealth +11	
Str 23 (+14)	Dex 13 (+9) Wis 13 (+9)
Con 25 (+15)	Int 4 (+5) Cha 6 (+6)
Alignment Unaligned Languages Common, Giant	
Equipment: greatclub, hide armor	

Note: reskinned ogre bludgeoner to half-ogre, adjusted language, alignment

Earth Weird	Level 17 Controller
Medium elemental humanoid, genasi	XP 1,600
HP 146; Bloodied 73	Initiative +10
AC 31; Fortitude 26, Reflex 29, Will 29	Perception +12
Speed 5 (earth walk)	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature) +22 vs. AC	
Hit: 2d10 + 19 damage, and the weird pushes the target 1 square.	
r Quake Bolt • At-Will	
Attack: Ranged 5 (one creature); +20 vs. Reflex	
Hit: 3d8 + 12 damage, and the target falls prone.	
R Bury • At-Will	
Attack: Ranged 5 (one prone creature); +20 vs. Fortitude	
Hit: The target cannot stand up, is immobilized, and takes ongoing 10 damage (save ends all).	
A Stoneburst (zone) • At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +20 vs. Reflex	
Hit: 3d8 + 15 damage.	
Effect: The burst creates a zone of difficult terrain that lasts until the end of the earth weird's next turn.	
MINOR ACTIONS	
C Earthshock • Encounter	
Attack: Close burst 1 (enemies in the burst touching a solid surface); +20 vs. Fortitude.	
Hit: The target falls prone.	
Skills: Arcana +16, Stealth +15	
Str 15 (+10)	Dex 15 (+10) Wis 18 (+12)
Con 12 (+9)	Int 22 (+14) Cha 23 (+14)
Alignment Chaotic Evil Languages Common, Primordial	
Equipment: morningstar	

ENCOUNTER 2: TAKING THE BAIT STATISTICS (AL 18 CONTINUED)

Drow Stingblade	Level 17 Skirmisher
Medium fey humanoid	XP 1,600
HP 162; Bloodied 81	Initiative +17
AC 31; Fortitude 25, Reflex 29, Will 25	Perception +16
Speed 8, climb 6 (spider climb)	Darkvision
Resist 10 poison	
STANDARD ACTIONS	
m Stingblade (weapon, poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature) +22 vs. AC	
<i>Hit:</i> 3d6 +11 damage, and ongoing 10 poison damage (save ends).	
r Boomerang (weapon, poison) • At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +22 vs. AC	
<i>Hit:</i> 3d6 + 11 damage, and ongoing 10 poison damage (save ends).	
M Whirling Dervish • Recharge 6	
<i>Effect:</i> The drow stingblade shifts 4 squares, making a stingblade attack within each square it shifts against an enemy within reach.	
MINOR ACTIONS	
R Darkfire • Encounter	
<i>Attack:</i> Ranged 10 (one creature); +23 versus Reflex	
<i>Hit:</i> The target grants combat advantage to all attackers and cannot benefit from invisibility or concealment until the end of the drow stingblade's next turn.	
TRIGGERED ACTION	
Battle Dancer	
<i>Trigger:</i> If a drow stingblade ends its move at least 4 squares away from its starting position	
<i>Effect (Free Action):</i> Add 2d6 extra damage on its melee and ranged attacks until the start of its next turn.	
Skills: Nature +16, Stealth +20	
Str 17 (+11)	Dex 25 (+15)
Con 18 (+12)	Int 11 (+8)
	Wis 16 (+11)
	Cha 13 (+9)
Alignment Unaligned	
Languages Common, Giant	
Equipment: bone armor, stingblade, boomerang x10	

ENCOUNTER 2: TAKING THE BAIT STATISTICS (ADVENTURE LEVEL 20)

1-2 Deathless Sniper	Level 19 Artillery
Medium shadow humanoid, half-elf	XP 2,400
HP 190; Bloodied 95	Initiative +15
AC 32; Fortitude 29, Reflex 31, Will 30	Perception +14
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage, and the sniper can shift 1 square.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +26 vs. AC	
Hit: 3d10 + 19 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +26 vs. AC	
Hit: 4d10 + 19 damage, and the sniper gains 20 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect (Immediate Reaction): Life pierces recharges, and the sniper uses it against the triggering enemy with a +2 bonus to the attack roll. The sniper does not provoke opportunity attacks for this use of life pierce.	
Skills: Acrobatics +20, Athletics +16, Stealth +20	
Str 15 (+11)	Dex 23 (+15) Wis 20 (+14)
Con 18 (+13)	Int 11 (+9) Cha 12 (+10)
Alignment Unaligned Languages Common	
Equipment: arrow x40, chainmail, longbow, short sword.	

5-10 Half-Ogre Bludgeoner	Level 19 Minion Brute
Medium natural humanoid (giant)	XP 600
HP 1; a miss never damages a minion	Initiative +10
AC 31, Fortitude 32, Reflex 29, Will 29	Perception +10
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 16 damage.	
Skills: Stealth +12	
Str 23 (+15)	Dex 13 (+10) Wis 13 (+10)
Con 25 (+16)	Int 4 (+6) Cha 6 (+7)
Alignment Unaligned Languages Common, Giant	
Equipment: greatclub, hide armor	

Note: reskinned ogre bludgeoner to half-ogre, adjusted language, alignment

Earth Weird	Level 19 Controller
Medium elemental humanoid, genasi	XP 2,400
HP 162; Bloodied 81	Initiative +11
AC 33; Fortitude 28, Reflex 31, Will 31	Perception +13
Speed 5 (earth walk)	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d10 + 17 damage, and the weird pushes the target 1 square.	
r Quake Bolt • At-Will	
Attack: Ranged 5 (one creature); +22 vs. Reflex	
Hit: 3d8 + 14 damage, and the target falls prone.	
R Bury • At-Will	
Attack: Ranged 5 (one prone creature); +22 vs. Fortitude	
Hit: The target cannot stand up, is immobilized, and takes ongoing 10 damage (save ends all).	
A Stoneburst (zone) • At-Will	
Attack: Area burst 1 within 5 (creatures in the burst); +22 vs. Reflex	
Hit: 3d8 + 17 damage.	
Effect: The burst creates a zone of difficult terrain that lasts until the end of the earth weird's next turn.	
MINOR ACTIONS	
C Earthshock • Encounter	
Attack: Close burst 1 (enemies in the burst touching a solid surface); +22 vs. Fortitude.	
Hit: The target falls prone.	
Skills: Arcana +17, Stealth +16	
Str 15 (+11)	Dex 15 (+11) Wis 18 (+13)
Con 12 (+10)	Int 22 (+15) Cha 23 (+15)
Alignment Chaotic Evil Languages Common, Primordial	
Equipment: morningstar	

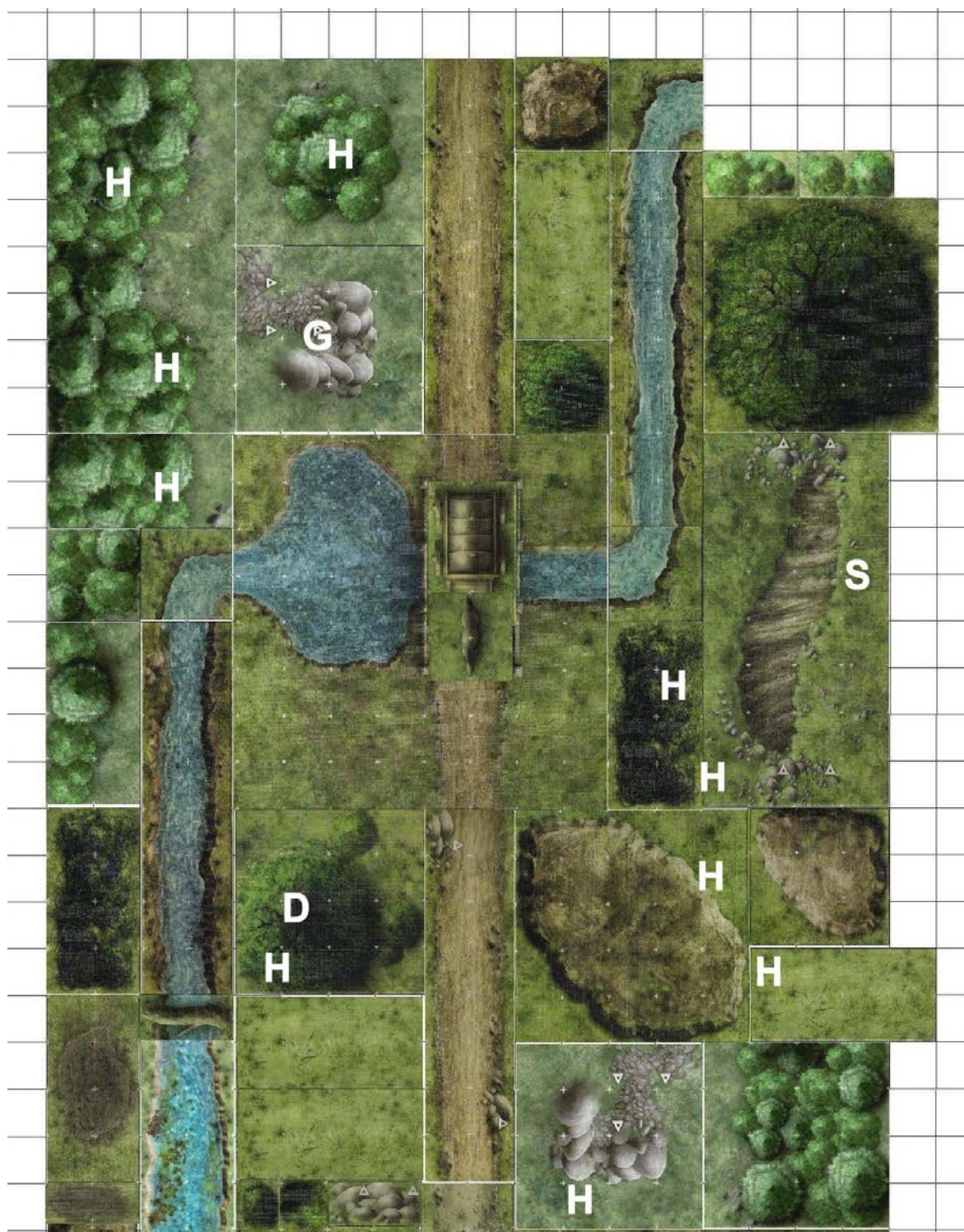
ENCOUNTER 2: TAKING THE BAIT STATISTICS (AL 20 CONTINUED)

Drow Stingblade	Level 19 Skirmisher
Medium fey humanoid	XP 2,400
HP 178; Bloodied 89	Initiative +18
AC 33; Fortitude 27, Reflex 31, Will 27	Perception +17
Speed 8, climb 6 (spider climb)	Darkvision
Resist 10 poison	
STANDARD ACTIONS	
m Stingblade (weapon, poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature) +24 vs. AC	
<i>Hit:</i> 3d8 +11 damage, and ongoing 10 poison damage (save ends).	
r Boomerang (weapon, poison) • At-Will	
<i>Attack:</i> Ranged 5/10 (one creature); +24 vs. AC	
<i>Hit:</i> 3d8 + 11 damage, and ongoing 10 poison damage (save ends).	
M Whirling Dervish • Recharge 6	
<i>Effect:</i> The drow stingblade shifts 4 squares, making a stingblade attack within each square it shifts against an enemy within reach.	
MINOR ACTIONS	
R Darkfire • Encounter	
<i>Attack:</i> Ranged 10 (one creature); +25 versus Reflex	
<i>Hit:</i> The target grants combat advantage to all attackers and cannot benefit from invisibility or concealment until the end of the drow stingblade's next turn.	
TRIGGERED ACTION	
Battle Dancer	
<i>Trigger:</i> If a drow stingblade ends its move at least 4 squares away from its starting position	
<i>Effect (Free Action):</i> Add 2d6 extra damage on its melee and ranged attacks until the start of its next turn.	
Skills: Nature +17, Stealth +21	
Str 17 (+12)	Dex 25 (+16)
Con 18 (+13)	Int 11 (+9)
	Wis 16 (+12)
	Cha 13 (+10)
Alignment Unaligned	
Languages Common, Giant	
Equipment: bone armor, stingblade, boomerang x10	

ENCOUNTER 2: TAKING THE BAIT

TILE SETS NEEDED

DTMS: Wilderness x2, DN5 Sinister Woods 1x, DU2 Swamplight Fens 1x



half-ogre bludgeoneers (H), earth weird genasi (G) deathless sniper (S) drow stingblade (D)

ENCOUNTER 3: FOLLOWING THE LEAD

IMPORTANT NPC

Braggon, male shield dwarf

A dwarf named Braggon is found at the Knight n' Shadow. If the PCs slew all of the opponents in Encounter 2, they likely need a clue where in Waterdeep to find Braggon. A Streetwise check, Moderate DC, or contacts with Morthos (tiefling crime lord in Downshadow), the City Watch, or a Diplomacy check, Moderate DC, can supply that information.

Knight n' Shadow is an adventurers' and sailors' tavern of the most disreputable type. It is a dual-level tavern that exists partly in Waterdeep above (the Knight), partly in Downshadow below (the Shadow). A rickety set of steps through a long tunnel (about a 50 foot drop) connects to "the Shadow," which is on a ledge near the ceiling of the cavern in which most of Downshadow is located. "The Shadow" can also be accessed from the large cavern of Downshadow via a rope lift operated by a spellscarred half-orc.

The upstairs Knight is clean and upstanding enough, but shady deals are done in the lower reaches (the Shadow), where folk escape to have a decent drink without being hassled by "prettier-than-thou" surface folk. Normally strangers are blocked from going down the stairs unless they bring a great deal of coin for a bribe or demonstrate that they are scarred (spellscars) or disfigured in some way, thus winning empathy. The two bouncers at the door, a pair of extremely burly half-orcs whose brother operates the lift in Downshadow below, are wise enough to recognize that the PCs (being Paragon Tier) are more powerful than their usual customers. If a PC is a native to Waterdeep (or has frequently adventured in Waterdeep) they greet them by name. These PCs are allowed down with a simple "*keep the damage to a minimum*" warning. If none of the PCs are known to the guards "*So why do you lot want to go down there?*"

The guards are simply trying to save face. As long as the PCs do not intend to rob or smash up the tavern the guards let them go down. If needed a Moderate DC Intimidate, Bluff or Diplomacy check works to grant the PCs passage.

Braggon Stoneshield is a rugged, spell-scarred, red-bearded, shield dwarf with green eyes. His skin is very pale; he is missing a finger on his left hand and he has

a crooked nose. His spellscar provides him with Darkvision and an extraordinary bonus to his Stealth movement. He works as an agent with arrangements with several thieves, assassins, smugglers, and a couple of bandit gangs. Folks who have a short term need for illegal assistance are often directed to Braggon. In spite his looks, he is soft spoken, almost a whisper. Besides common, he speaks, reads and writes dwarven, giant, Chondathan, and Draconic.

As an independent deal maker, he certainly does not want to die or go to prison and can be convinced to betray the customer.

- Braggon (and his team of bandits) was hired by a halfling factor known as Eilir. Braggon suspects Eilir works for a noble or a wealthy merchant of Waterdeep; he dresses in expensive, fashionable clothing.
- He has worked previously for Eilir. This time he was notified just yesterday of a wagon coming along the High Road, apparently loaded with mithral ore from the Sword Mountains and important papers from Neverwinter. The assignment was to hijack the shipment, kill the guards, and deliver the papers. Braggon would pick up the papers from the bandits and drop them with Eilir. The ore would be disposed of at a later date.
- He was paid 200 gp up front, another 200gp on delivery of the papers, and the gang keeps the proceeds of selling the ore and wagon (i.e., loot).
- He only has 10 gp on his person at the moment.
- He offers to share information if the PCs pay him for it (ALx10gp)

Braggon what he tells them if paid:

- He has heard that someone has been targeting House Moonstar.
- He has been in Eilir's residence and the PCs should expect traps (His information is good enough to gain the PCs a success in Scene 4 of the skill challenge. (Encounter 4).

ENDING THE ENCOUNTER

MILESTONE

The PCs achieved a minor objective by finding out who hired the half-ogres to steal the documents. This encounter does not count towards a milestone.

TREASURE

No treasure is found in this encounter.

ENCOUNTER 4: EILIR'S HOUSE

12/14/16/18/20, COMPLEXITY SPECIAL

IMPORTANT NPC

Eilir, male halfling, factor of Lord Anteos

As the PCs enter the area, read the following:

In front of you is a well maintained, four story building, one of many tenements along this residential street in the South Ward. A small gang of men in rough work clothes are lounging around outside of this building. Your experienced eyes spot the weapons that some of them conceal beneath their clothing.

Eilir is a halfling who works for Lord Anteos. He uses this house as a base of operations for his clandestine work throughout the city. His house is fortified against intrusion. In addition, he keeps a gang of mercenaries on his payroll who disguise themselves as local residents and keep watch outside his house. Eilir can summon undead aid to fight the PCs using a magic crystal supplied by Lord Anteos.

SKILL CHALLENGE: SURPRISE EILIR

Goal: Enter the fortified lair and surprise, capture and question Eilir.

Complexity: Special

Primary Skills: Bluff, Diplomacy, Heal, Intimidate, Stealth

Other Skills: Dungeoneering, Insight, Nature, Perception

Victory: Eilir is surprised.

Defeat: Eilir is not surprised.

Group Skill Checks: Some skill checks are defined as group checks. A group check is performed by all PCs in the group. If at least half of the group successfully uses the skill in question, then the PCs earn a success in the skill challenge. If less than half of the group successfully uses the skill in question, then the PCs earn a failure in the skill challenge.

The number of successes do not matter in this skill challenge; the number of failures matters.

- 2-3 Failures: Eilir is wary and has readied an immediate action to smash a magic crystal which summons undead to fight the PCs.
- 4+ Failures: Eilir has summoned undead to fight the PCs and escaped the building.

SCENE 1: LEGWORK [1 SUCCESS]

If the PCs ask around about the building, then they may attempt to garner a success before entering the building.

Streetwise [Moderate DC] (special)

The PC gathers information about the building, its occupants, and its defenses. The methods the PCs use to do this are various and imagination should be rewarded when ever reasonable. Methods employed could include checking public records [what the build was like originally] or the local City Watch unit [any reports of problems at that address/general location], searching out trades people who might have had been in the building at one time, gleaning gossip in local taverns [possibly finding a disgruntled servant to give them information].

Successful PCs gain one automatic success in any scene in this skill challenge. For example, the PC comes up with the perfect cover story to gain entrance to the building, or learns how to disarm one of the traps.

On a failure, the PC's clumsy inquiries alert Eilir's guards. The next skill check by any PC in the skill challenge takes a -2 penalty.

SCENE 2: BYPASSING THE GUARDS [1 SUCCESS]

A gang of mercenaries has disguised themselves as local residents and keeps a close watch outside the house. Anyone looking suspicious or paying close attention to the house is run off by the mercenaries. The PCs must find a way around them in order to get at Eilir without alerting him of their presence.

Attack the Guards [No Check] (1 success and one failure, 1 maximum)

The PCs simply walk up to the guards and attack them. This method works, but is very noisy. Using this method earns the PCs both one success (for subduing the guards) and one failure (for alerting anyone inside).

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

The PC tries to talk his or her way past the guards. If the player comes up with a reasonable sounding story, then give the PC a +2 bonus to his or her Bluff check. On a failure the same PC or another PC can try again but there is a -2 cumulative penalty for each failed Bluff check. Alternately the PCs can depart and attempt another means of entry.

Intimidate [Hard DC +5] (1 success, 1 maximum)

The mercenaries are well paid and not clumped together in one spot which is why this check is difficult. If the PC only achieves a Hard DC, the mercenaries ask how much would the PCs pay them. (ALx10 gp per PC is the desired amount.)

Bribe w/Diplomacy [Hard DC] (1 success, 1 maximum)

The mercenaries are well paid; any attempt to bribe them is going to be costly (ALx20gp per PC). If they make the Hard DC by +10 the amount is reduced to ALx10 gp.

Distraction

The PCs can cause a distraction. Use of Insight or Perception can open up the use of Acrobatics or Athletics to get by the guards; or PCs could simply bribe some urchins to create a diversion. Reward inventive groups with a success.

Insight or Perception [Moderate DC] (0 successes)

The PC analyzes the guards' patrol pattern and how they are organized. This does not earn the PC a success, but this opens the option to use Acrobatics or Athletics to get past the guards. It also does give all PCs a +2 bonus to Stealth checks in this scene.

Acrobatics or Athletics [Moderate DC] (0 successes)

The PCs make a break for the main building when the guards' attention is elsewhere. PCs that make this check gain a +2 to their Stealth check

Stealth [Moderate DC] (Group, 1 success, 1 maximum)

The PCs sneak past the guards without alerting them.

Stealth [Moderate DC] (Group, 1 success, 1 maximum)

The PCs get the jump on the guards and subdue them without raising a racket.

On a failure the guards raise an alarm before they can be silenced.

SCENE 3: BREAKING AND ENTERING [1 SUCCESS]

Once past the guards, the PCs must find a way into the building. The walls and doors are heavily fortified. If the PCs dealt with the guards in Scene 2, then ignore any failure consequence that references the guards.

Break Down the Door [No Check] (1 success and one failure, 1 maximum)

The PCs just chop down the front door (or use some other similarly violent method) and walk in. This works, but is a very noisy process. Using this method earns the PCs both one success (for getting in) and one failure (for alerting the people inside).

Athletics [Moderate DC] (Group; 1 success, 1 maximum)

The PCs climb the building and force open a third story window which was left ajar.

The first failure with this skill summons the guards.

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

The PC unlocks the front door from the outside.

SCENE 4: THROUGH THE EYE OF THE NEEDLE [2 SUCCESSES]

Eilir has littered his house with numerous traps, both mechanical and magical. The PCs must successfully bypass two traps before they can reach Eilir. Feel free to ad-lib a different trap with an appropriate skill and DC if you are running the module for people who are re-playing or you simply do not like the traps below.

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

The PCs disable the trap and bypass it safely. This skill can be used on any of the traps in this scene.

TRAP 1: BLADES OF DEATH

As the PCs traverse a hallway, numerous sharp blades start swinging from the walls and ceiling.

Acrobatics [Moderate DC] (Group, 1 success, 1 maximum)

The PCs time their jumps through the hallway to avoid these blades.

Each PC that fails this check loses a healing surge as they are cut by the blades.

Perception/Dungeoneering [Moderate DC] 0 success, 0 maximum)

The PCs search for a method to stop the blades. A success finds the location of the control switches and opens the uses of Thievery to disable the trap.

TRAP 2: POISON GAS ROOM

When the PCs enter a room, the doors snap shut and the room fills with a poisonous gas.

Endurance [Moderate DC] (Group, 1 success, 1 maximum)

The PCs hold their breath while they break down the doors.

Each PC that fails this check loses a healing surge as they gasp for breath and inhale some of the poisonous vapors.

Perception/Dungeoneering [Moderate DC] 0 success, 0 maximum

The PCs search for a method to stop the gas. A success finds the location of the control switches and opens the uses of Thievery to disable the trap.

SCENE 5A: SURPRISE!

Depending upon the number of failures, the PCs may have surprised Eilir (or not). If surprised (0-1 failures), read the following:

As you enter a room, you see a plump halfling sitting in a chair who looks at you with surprise and says, “Who are you? Why are you in my house?”

At this point, the PCs should be able to prevent Eilir from escaping or summoning aid. Thus, they may proceed to questioning him. Go to Scene 6.

If the DM feels the players are bored at this point with roleplaying, i.e., they want to fight something, feel free to have Eilir crush the crystal under his foot to summon the aid, but don't let him escape.

SCENE 5B: READIED ADVERSARY

If the PCs accumulated 2-3 failures in the skill challenge, read the following:

As you step into a room, you see a plump halfling standing at the far end of the room next to an open trap door in the floor. He smashes a glass crystal against the floor and a group of undead monsters appear between you and him.

SCENE 5C: DEPARTED ADVERSARY

If the PCs accumulated 4 or more failures in the skill challenge, read the following:

As you step into a room, you see a group of monsters ready to fight and an open trap door in the floor at the far end of the room, but no halfling.

If the PCs want to chase after Eilir rather than fight the monsters, we recommend a complexity 1 skill

challenge to catch him. If the PCs fight the monsters first, then Eilir has disappeared.

CREATURES

This encounter includes the following creatures at all adventure levels:

1 feral vampire (V)

1 ghost talon death dealer (G)

3 shadovar shadow captain (S)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 shadovar shadow captain

Six PCs: Add 1 shadovar shadow captain

FEATURES OF THE AREA

The fourth floor room is dimly illuminated due to curtains over the windows despite the afternoon sun which otherwise would shine in the lower left windows. The floor is wood but a square rug lies near a work table.

Chairs: The chairs are difficult terrain.

Windows: The windows are closed and curtained.

Work Tables: The work tables are difficult terrain.

Book Shelves: They are blocking terrain but if toppled over create a 2 by 4 square area of difficult terrain.

Bench: The bench is difficult terrain.

Trap Door: A 3' square door in the floor opens to a secret passage slide to the first floor, ending near the front door of the building.

Bed: The bed is difficult terrain.

Chest: The chest is blocking terrain.

Bathtub: The tub is blocking terrain.

Fireplace: A small fire is burning in the fireplace.

Privy: The “indoor outhouse” is blocking terrain.

TACTICS

Depending upon the amount of warning the bad guys had, adjust their position accordingly.

The monsters fight until destroyed.

SCENE 6: GAINING INFORMATION

PCs either get information from Eilir or by finding and deciphering his papers. This scene may be strictly role played or treated as a simple skill check (not part of the skill challenge).

Eilir Wargun, a Strongheart Halfling originally from Silvermoon, is a bit overweight due to living the good life. Eilir has sandy brown hair tied back in a pony tail with a silver clasp. Rather fastidious, Eilir dresses in fine, fashionable clothing and imagines himself as more of an influential person in Waterdeep than he is. He is loyal to Lord Anteos, but some of that is out of fear. He knows that Korras is not a kind and merciful master.

Bribery

Eilir can be influenced by money, but he is loyal to his employer, who pays him quite well. For every 50 gp offered as a bribe, add a +1 modifier to a Diplomacy check.

Diplomacy [Hard DC]

Eilir may be persuaded that betraying his employer is the best option but his initial assumption is that Lord Anteos may be able to get him out of prison or out of Waterdeep fairly easily. Being told he may be expendable changes his reasoning, making him more willing to give up his employer.

Intimidate [Moderate DC]

The PCs question him and force him to admit some of the information below.

Perception [Moderate DC]

The PCs search the room and find missives written in some sort of code. This unlocks the History, Perception, and Thievery skills (see below). The coded missives are written in several different hands.

History [Moderate DC]

This skill is unlocked by the Perception skill. PCs can use their academic training to break the code on the coded missives. Most of the missives are notes (written by Eilir) on the inner workings of various Waterdhavian noble households. A few of the notes (written by Logan) are internal details on the dealings of House Moonstar.

Perception or Thievery [Moderate DC]

The use of these skills requires that the coded missives be found. A PC who succeeds on this check can compare the handwriting in the coded missives to other handwriting samples and determine if the two

pieces of writing were penned by the same hand. (Logan was the author of some of the missives, which the PCs can discover in Encounter Five).

The following information can be gained either by getting Eilir to talk or by finding and deciphering the coded missives. PCs gain the following information.

- Eilir works for Lord Korras Anteos exclusively.
- Eilir's latest job was to steal a bunch of papers being carried in a satchel earlier today. He does not know what the papers are.
- Eilir learned the details of the shipment of papers from a spy his Lord recruited somehow. The spy is Logan, Lord Stedd Moonstar's butler.
- If the PCs need further proof of Logan's involvement, then some of the coded papers (see Scene 6 above) are in Logan's hand.
- Eilir has no idea why Logan agreed to spy for Lord Anteos.
- Eilir has done some investigating of this Lord. He has discovered that Lord Anteos worshippers of Shar.
 - Lord Anteos was rumored to visit a secret temple of Shar in Downshadow (events described in *WATE1-2 Dark Secrets of Downshadow*) although nothing was proven
 - Lord Anteos has a private shrine to Shar hidden in his mansion.
- Eilir hired a sun elf about a year before to orchestrate an attack by a nature priest who was defending the Sword Mountains on adventurers trying to negotiate a deal with Stone Giants regarding a mithral mine on behalf of House Moonstar (*WATE2-2, Closing the Deal*).

WHAT THE PCs KNOW OR CAN LEARN ABOUT LORD KORRAS ANTEOS

- PCs who played *WATE1-2 Dark Secrets of Downshadow* or PCs that make a Moderate DC History or Streetwise check (Easy DC for PCs from Waterdeep) know the following information about House Anteos.
 - House Anteos is a very old Waterdhavian noble family involved in trading, money-changing, and barter. The family villa is in North Ward
 - His uncle (a younger brother of Korras' deceased father) Mereck Anteos, was a very successful business man. He has been in failing health for some time. His personal mansion is in Sea Ward.

TROUBLESHOOTING:

The PCs might want to go to confront Lord Anteos; consider having someone do an Insight check (Easy DC) (or use a Passive Insight which is sufficient).

- Lord Anteos has no reason to agree to meet the PCs and certainly does not have to allow them into his villa. The PCs would be guilty of various crimes if they forced their way into the villa.
- If the PCs can get Logan to confess, they would have more proof to present to the authorities, and Stedd as a head of a Noble house would have greater influence with the City Watch.
- The PCs may have enough information to warrant the City Watch to question Lord Anteos and/or to search his villa, but how quickly and do they know what to ask or to look for.

The DM may adjust the story flow as works best for the players.

ENDING THE ENCOUNTER

Success: The PCs surprised Eilir, capturing him without a fight or after a fight. They learn who organized the attempted theft of documents from House Moonstar, the identity of the spy in House Moonstar, and who is behind activity.

Failure: The PCs have bungled the investigation. If Eilir died or escaped, and was not questioned, and failed to find or decode the written missives, then the PCs need to confront the household staff of House Moonstar to find the source of the information. The City Watch may search (if requested) and discover the necessary information to move the story forward.

MILESTONE

This encounter counts toward a milestone. The PCs have achieved a major objective and discovered the spy in House Moonstar.

TREASURE

None.

ENCOUNTER 4: EILIR'S HOUSE STATISTICS (ADVENTURE LEVEL 12)

Feral Vampire	Level 12 Brute
Medium shadow humanoid (undead)	XP 700
HP 153; Bloodied 76	Initiative +10
AC 24; Fortitude 26, Reflex 24, Will 22	Perception +8
Speed 7, climb 4 (spider climb)	Darkvision
Vulnerable 5 radiant	
TRAITS	
Burned by Sunlight (radiant)	
Whenever the vampire starts its turn in direct sunlight, it takes 10 radiant damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature) +17 vs. AC	
Hit: 2d8 + 6 damage.	
M Feral Frenzy • At-Will	
Effect The feral vampire uses claw twice but must target a bloodied creature with each attack.	
MINOR ACTIONS	
M Ripping Fangs • At-Will 1/round	
Attack: Melee 1 (one creature) +15 vs. Fortitude.	
Hit: The target takes ongoing 10 damage (save ends)..	
TRIGGERED ACTIONS	
M Feral Pounce • Encounter	
Trigger: An enemy bloodies the vampire.	
Effect (Free Action): The vampire jumps up to its speed + 4 to a square adjacent to the triggering enemy. This movement does not provoke opportunity attacks. The triggering enemy falls prone, and the vampire uses claw against it.	
Str 20 (+11)	Dex 18 (+10) Wis 15 (+8)
Con 23 (+12)	Int 11 (+6) Cha 9 (+5)
Alignment Evil	Languages Common

Ghost Talon Death Dealer	Level 12 Controller (Leader)
Medium shadow humanoid, shadar-kai	XP 700
HP 99; Bloodied 49	Initiative +6
AC 26; Fortitude 22, Reflex 23, Will 26	Perception +13
Speed 6	Low-light vision
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature) +17 vs. AC	
Hit: 3d6 + 6 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +15 vs. Reflex	
Hit: 2d10+3 cold damage, and ongoing 5 cold damage (save ends). The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +14 vs. Fortitude	
Hit: 2d6+2 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	

MOVE ACTIONS		
Shadow Jaunt (cold, necrotic, teleportation) • Encounter		
<i>Effect:</i> The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.		
Str 11 (+6)	Dex 10 (+6)	Wis 24 (+13)
Con 16 (+9)	Int 18 (+10)	Cha 15 (+8)
Alignment Unaligned	Languages Common	
Equipment: staff implement		

2-4- Shadovar Shadow Captain	Level 14 Skirmisher
Medium shadow humanoid, shade	XP 1000
HP 138; Bloodied 69	Initiative +13
AC 28; Fortitude 27, Reflex 25, Will 26	Perception +14
Speed 5	Darkvision
Vulnerable radiant (if the shadow captain takes radiant damage, its regeneration doesn't function on its next turn)	
TRAITS	
Regeneration	
The Shadovar regains 10 hit points at the start of its turn whenever it is less than its maximum hit points but is above 0 hit points..	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature) +20 vs. AC	
Hit: 2d12 + 6 damage.	
r Shortbow (weapon) • At-Will	
Attack: Ranged 5 (one creature); +18 vs. Reflex	
Hit: 2d12 + 8 damage.	
M Shadow Strike (necrotic, weapon) • At-Will	
Attack : Melee 1 (one creature) +20 vs. AC	
Hit: 3d10 + 7 damage plus ongoing 5 necrotic damage (save ends).	
MOVE ACTIONS	
Shadow Strike (teleportation) • Recharge 5, 6	
Effect: The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.	
TRIGGERED ACTIONS	
Coalescing Darkness • At-Will	
Trigger (Immediate Reaction): The shadow captain moves 3 or more squares by any means.	
Effect: The shadow captain is cloaked with supernatural darkness, gaining total concealment until the start of its next turn.	
Skills Acrobatics +16, Diplomacy +17, Intimidate +17, Stealth +16	
Str 23 (+13)	Dex 18 (+11) Wis 14 (+9)
Con 18 (+11)	Int 12 (+8) Cha 21 (+12)
Alignment Unaligned	Languages Common, Netherese
Equipment: arrow x20, chainmail, greatsword, light shield, shortbow	

ENCOUNTER 4: EILIR'S HOUSE STATISTICS (ADVENTURE LEVEL 14)

Feral Vampire	Level 14 Brute
Medium shadow humanoid (undead)	XP 1000
HP 173; Bloodied 86	Initiative +11
AC 26; Fortitude 28, Reflex 26, Will 24	Perception +9
Speed 7, climb 4 (spider climb)	Darkvision
Vulnerable 5 radiant	
TRAITS	
Burned by Sunlight (radiant)	
Whenever the vampire starts its turn in direct sunlight, it takes 10 radiant damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature) +19 vs. AC	
Hit: 2d8 + 8 damage.	
M Feral Frenzy • At-Will	
Effect The feral vampire uses claw twice but must target a bloodied creature with each attack.	
MINOR ACTIONS	
M Ripping Fangs • At-Will 1/round	
Attack: Melee 1 (one creature) +17 vs. Fortitude.	
Hit: The target takes ongoing 10 damage (save ends)..	
TRIGGERED ACTIONS	
M Feral Pounce • Encounter	
Trigger: An enemy bloodies the vampire.	
Effect (Free Action): The vampire jumps up to its speed + 4 to a square adjacent to the triggering enemy. This movement does not provoke opportunity attacks. The triggering enemy falls prone, and the vampire uses claw against it.	
Str 20 (+12)	Dex 18 (+11) Wis 15 (+9)
Con 23 (+13)	Int 11 (+7) Cha 9 (+6)
Alignment Evil	Languages Common

Ghost Talon Death Dealer	Level 14 Controller (Leader)
Medium shadow humanoid, shadar-kai	XP 1000
HP 115; Bloodied 57	Initiative +7
AC 28; Fortitude 24, Reflex 25, Will 28	Perception +14
Speed 6	Low-light vision
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature) +19 vs. AC	
Hit: 3d6 + 8 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +17 vs. Reflex	
Hit: 2d10+ 5 cold damage, and ongoing 5 cold damage (save ends). The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +16 vs. Fortitude	

Hit: 2d6+ 4 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.

MOVE ACTIONS

Shadow Jaunt (cold, necrotic, teleportation) • Encounter

Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.

Str 11 (+7) Dex 10 (+7) Wis 24 (+14)

Con 16 (+10) Int 18 (+11) Cha 15 (+9)

Alignment Unaligned Languages Common

Equipment: staff implement

2-4- Shadovar Shadow Captain	Level 14 Skirmisher
Medium shadow humanoid, shade	XP 1000
HP 138; Bloodied 69	Initiative +13
AC 28; Fortitude 27, Reflex 25, Will 26	Perception +14
Speed 5	Darkvision
Vulnerable radiant (if the shadow captain takes radiant damage, its regeneration doesn't function on its next turn)	
TRAITS	
Regeneration	
The Shadovar regains 10 hit points at the start of its turn whenever it is less than its maximum hit points but is above 0 hit points..	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature) +20 vs. AC	
Hit: 2d12 + 6 damage.	
r Shortbow (weapon) • At-Will	
Attack: Ranged 5 (one creature); +18 vs. Reflex	
Hit: 2d12 + 8 damage.	
M Shadow Strike (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature) +20 vs. AC	
Hit: 3d10 + 7 damage plus ongoing 5 necrotic damage (save ends).	
MOVE ACTIONS	
Shadow Strike (teleportation) • Recharge 5, 6	
Effect: The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.	
TRIGGERED ACTIONS	
Coalescing Darkness • At-Will	
Trigger (Immediate Reaction): The shadow captain moves 3 or more squares by any means.	
Effect: The shadow captain is cloaked with supernatural darkness, gaining total concealment until the start of its next turn.	
Skills Acrobatics +16, Diplomacy +17, Intimidate +17, Stealth +16	
Str 23 (+13)	Dex 18 (+11) Wis 14 (+9)
Con 18 (+11)	Int 12 (+8) Cha 21 (+12)
Alignment Unaligned	Languages Common, Netherese
Equipment: arrow x20, chainmail, greatsword, light shield, shortbow	

ENCOUNTER 4: EILIR'S HOUSE STATISTICS (ADVENTURE LEVEL 16)

Feral Vampire	Level 16 Brute
Medium shadow humanoid (undead)	XP 1400
HP 193; Bloodied 96	Initiative +12
AC 28; Fortitude 30, Reflex 28, Will 26	Perception +10
Speed 7, climb 4 (spider climb)	Darkvision
Vulnerable 5 radiant	
TRAITS	
Burned by Sunlight (radiant)	
Whenever the vampire starts its turn in direct sunlight, it takes 10 radiant damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature) +21 vs. AC	
Hit: 2d8 + 10 damage.	
M Feral Frenzy • At-Will	
Effect The feral vampire uses claw twice but must target a bloodied creature with each attack.	
MINOR ACTIONS	
M Ripping Fangs • At-Will 1/round	
Attack: Melee 1 (one creature) +19 vs. Fortitude.	
Hit: The target takes ongoing 10 damage (save ends)..	
TRIGGERED ACTIONS	
M Feral Pounce • Encounter	
Trigger: An enemy bloodies the vampire.	
Effect (Free Action): The vampire jumps up to its speed + 4 to a square adjacent to the triggering enemy. This movement does not provoke opportunity attacks. The triggering enemy falls prone, and the vampire uses claw against it.	
Str 20 (+13)	Dex 18 (+12) Wis 15 (+10)
Con 23 (+14)	Int 11 (+8) Cha 9 (+7)
Alignment Evil	Languages Common

Ghost Talon Death Dealer	Level 16 Controller (Leader)
Medium shadow humanoid, shadar-kai	XP 1400
HP 131; Bloodied 65	Initiative +8
AC 30; Fortitude 26, Reflex 27, Will 30	Perception +15
Speed 6	Low-light vision
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature) +21 vs. AC	
Hit: 3d6 + 10 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +19 vs. Reflex	
Hit: 2d10+7 cold damage, and ongoing 5 cold damage (save ends). The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +18 vs. Fortitude	
Hit: 2d6+6 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	

MOVE ACTIONS		
Shadow Jaunt (cold, necrotic, teleportation) • Encounter		
<i>Effect:</i> The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.		
Str 11 (+8)	Dex 10 (+8)	Wis 24 (+15)
Con 16 (+11)	Int 18 (+12)	Cha 15 (+10)
Alignment Unaligned	Languages Common	
Equipment: staff implement		

2-4- Shadovar Shadow Captain	Level 16 Skirmisher
Medium shadow humanoid, shade	XP 1400
HP 154; Bloodied 77	Initiative +14
AC 30; Fortitude 29, Reflex 27, Will 28	Perception +15
Speed 5	Darkvision
Vulnerable radiant (if the shadow captain takes radiant damage, its regeneration doesn't function on its next turn)	
TRAITS	
Regeneration	
The Shadovar regains 10 hit points at the start of its turn whenever it is less than its maximum hit points but is above 0 hit points..	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature) +22 vs. AC	
Hit: 2d12 + 8 damage.	
r Shortbow (weapon) • At-Will	
Attack: Ranged 5 (one creature); +20 vs. Reflex	
Hit: 2d12 + 10 damage.	
M Shadow Strike (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature) +22 vs. AC	
Hit: 3d10 + 9 damage plus ongoing 5 necrotic damage (save ends).	
MOVE ACTIONS	
Shadow Strike (teleportation) • Recharge 5, 6	
Effect: The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.	
TRIGGERED ACTIONS	
Coalescing Darkness • At-Will	
Trigger (Immediate Reaction): The shadow captain moves 3 or more squares by any means.	
Effect: The shadow captain is cloaked with supernatural darkness, gaining total concealment until the start of its next turn.	
Skills Acrobatics +17, Diplomacy +18, Intimidate +18, Stealth +17	
Str 23 (+14)	Dex 18 (+12) Wis 14 (+10)
Con 18 (+12)	Int 12 (+9) Cha 21 (+13)
Alignment Unaligned	Languages Common, Netherese
Equipment: arrow x20, chainmail, greatsword, light shield, shortbow	

ENCOUNTER 4: EILIR'S HOUSE STATISTICS (ADVENTURE LEVEL 18)

Feral Vampire		Level 18 Brute
Medium shadow humanoid (undead)		XP 2000
HP 213; Bloodied 106		Initiative +13
AC 30; Fortitude 32, Reflex 30, Will 28		Perception +11
Speed 7, climb 4 (spider climb)		Darkvision
Vulnerable 5 radiant		
TRAITS		
Burned by Sunlight (radiant)		
Whenever the vampire starts its turn in direct sunlight, it takes 10 radiant damage.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature) +23 vs. AC		
Hit: 2d8 + 12 damage.		
M Feral Frenzy • At-Will		
Effect The feral vampire uses claw twice but must target a bloodied creature with each attack.		
MINOR ACTIONS		
M Ripping Fangs • At-Will 1/round		
Attack: Melee 1 (one creature) +21 vs. Fortitude.		
Hit: The target takes ongoing 10 damage (save ends)..		
TRIGGERED ACTIONS		
M Feral Pounce • Encounter		
Trigger: An enemy bloodies the vampire.		
Effect (Free Action): The vampire jumps up to its speed + 4 to a square adjacent to the triggering enemy. This movement does not provoke opportunity attacks. The triggering enemy falls prone, and the vampire uses claw against it.		
Str 20 (+14)	Dex 18 (+13)	Wis 15 (+11)
Con 23 (+15)	Int 11 (+9)	Cha 9 (+8)
Alignment Evil	Languages Common	

Ghost Talon Death Dealer		Level 18 Controller (Leader)
Medium shadow humanoid, shadar-kai		XP 2000
HP 147; Bloodied 73		Initiative +9
AC 32; Fortitude 28, Reflex 29, Will 32		Perception +16
Speed 6		Low-light vision
STANDARD ACTIONS		
m Staff (cold, necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature) +23 vs. AC		
Hit: 3d6 + 12 cold and necrotic damage.		
R Freezing Rebuke (cold, implement) • At-Will		
Attack: Ranged 5 (one creature); +21 vs. Reflex		
Hit: 2d10+9 cold damage, and ongoing 5 cold damage (save ends). The death dealer becomes insubstantial until the end of its next turn.		
R Freeze to Death (cold, implement) • At-Will		
Attack: Ranged 5 (one creature taking ongoing cold damage); +20 vs. Fortitude		
Hit: 2d6+8 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.		
MOVE ACTIONS		
Shadow Jaunt (cold, necrotic, teleportation) • Encounter		
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.		
Str 11 (+9)	Dex 10 (+9)	Wis 24 (+16)
Con 16 (+12)	Int 18 (+13)	Cha 15 (+11)
Alignment Unaligned		Languages Common
Equipment: staff implement		

2-4- Shadovar Shadow Captain		Level 18 Skirmisher
Medium shadow humanoid, shade		XP 2000
HP 170; Bloodied 85		Initiative +15
AC 32; Fortitude 31, Reflex 29, Will 30		Perception +16
Speed 5		Darkvision
Vulnerable radiant (if the shadow captain takes radiant damage, its regeneration doesn't function on its next turn)		
TRAITS		
Regeneration		
The Shadovar regains 10 hit points at the start of its turn whenever it is less than its maximum hit points but is above 0 hit points..		
STANDARD ACTIONS		
m Greatsword (weapon) • At-Will		
Attack: Melee 1 (one creature) +24 vs. AC		
Hit: 2d12 + 10 damage.		
r Shortbow (weapon) • At-Will		
Attack: Ranged 5 (one creature); +22 vs. Reflex		
Hit: 2d12 + 12 damage.		
M Shadow Strike (necrotic, weapon) • At-Will		
Attack : Melee 1 (one creature) +24 vs. AC		
Hit: 3d10 + 11 damage plus ongoing 5 necrotic damage (save ends).		
MOVE ACTIONS		
Shadow Strike (teleportation) • Recharge 5, 6		
Effect: The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.		
TRIGGERED ACTIONS		
Coalescing Darkness • At-Will		
Trigger (Immediate Reaction): The shadow captain moves 3 or more squares by any means.		
Effect: The shadow captain is cloaked with supernatural darkness, gaining total concealment until the start of its next turn.		
Skills Acrobatics +18, Diplomacy +19, Intimidate +19, Stealth +18		
Str 23 (+15)	Dex 18 (+13)	Wis 14 (+11)
Con 18 (+13)	Int 12 (+10)	Cha 21 (+14)
Alignment Unaligned Languages Common, Netherese		
Equipment: arrow x20, chainmail, greatsword, light shield, shortbow		

ENCOUNTER 4: EILIR'S HOUSE STATISTICS (ADVENTURE LEVEL 20)

Feral Vampire	Level 20 Brute
Medium shadow humanoid (undead)	XP 2800
HP 233; Bloodied 116	Initiative +14
AC 32; Fortitude 34, Reflex 32, Will 30	Perception +12
Speed 7, climb 4 (spider climb)	Darkvision
Vulnerable 5 radiant	
TRAITS	
Burned by Sunlight (radiant)	
Whenever the vampire starts its turn in direct sunlight, it takes 10 radiant damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature) +25 vs. AC	
Hit: 2d8 + 14 damage.	
M Feral Frenzy • At-Will	
Effect The feral vampire uses claw twice but must target a bloodied creature with each attack.	
MINOR ACTIONS	
M Ripping Fangs • At-Will 1/round	
Attack: Melee 1 (one creature) +23 vs. Fortitude.	
Hit: The target takes ongoing 10 damage (save ends)..	
TRIGGERED ACTIONS	
M Feral Pounce • Encounter	
Trigger: An enemy bloodies the vampire.	
Effect (Free Action): The vampire jumps up to its speed + 4 to a square adjacent to the triggering enemy. This movement does not provoke opportunity attacks. The triggering enemy falls prone, and the vampire uses claw against it.	
Str 20 (+15)	Dex 18 (+14) Wis 15 (+12)
Con 23 (+16)	Int 11 (+10) Cha 9 (+9)
Alignment Evil	Languages Common

Ghost Talon Death Dealer	Level 20 Controller (Leader)
Medium shadow humanoid, shadar-kai	XP 2800
HP 163; Bloodied 81	Initiative +10
AC 34; Fortitude 30, Reflex 31, Will 34	Perception +17
Speed 6	Low-light vision
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature) +25 vs. AC	
Hit: 3d6 + 14 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +23 vs. Reflex	
Hit: 2d10+11 cold damage, and ongoing 5 cold damage (save ends). The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +22 vs. Fortitude	

Hit: 2d6+10 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.

MOVE ACTIONS

Shadow Jaunt (cold, necrotic, teleportation) • Encounter

Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.

Str 11 (+10) Dex 10 (+10) Wis 24 (+17)

Con 16 (+13) Int 18 (+14) Cha 15 (+12)

Alignment Unaligned Languages Common

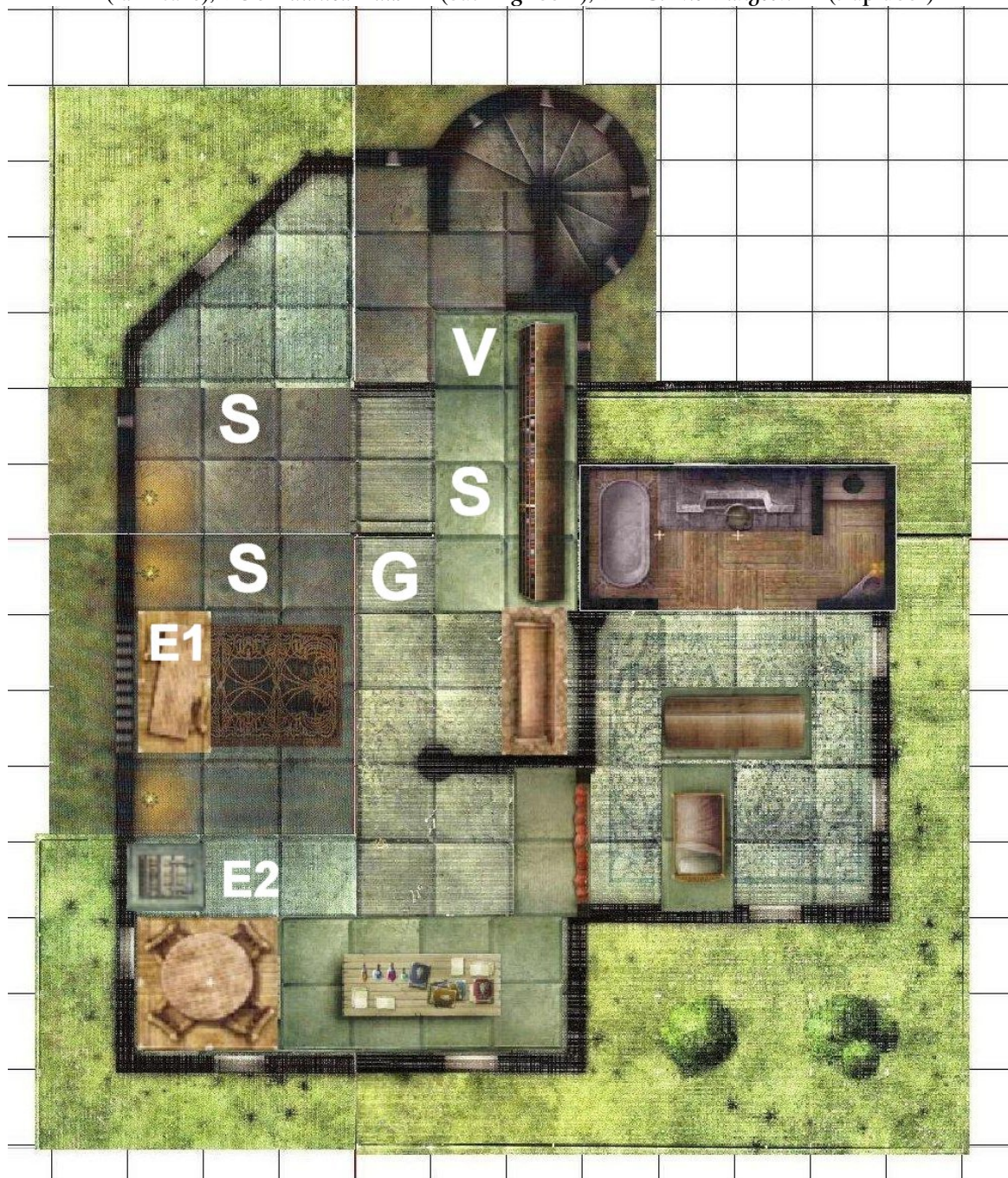
Equipment: staff implement

2-4- Shadovar Shadow Captain	Level 20 Skirmisher
Medium shadow humanoid, shade	XP 2800
HP 186; Bloodied 93	Initiative +16
AC 34; Fortitude 33, Reflex 31, Will 32	Perception +17
Speed 5	Darkvision
Vulnerable radiant (if the shadow captain takes radiant damage, its regeneration doesn't function on its next turn)	
TRAITS	
Regeneration	
The Shadovar regains 10 hit points at the start of its turn whenever it is less than its maximum hit points but is above 0 hit points..	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature) +26 vs. AC	
Hit: 2d12 + 12 damage.	
r Shortbow (weapon) • At-Will	
Attack: Ranged 5 (one creature); +24 vs. Reflex	
Hit: 2d12 + 14 damage.	
M Shadow Strike (necrotic, weapon) • At-Will	
Attack : Melee 1 (one creature) +26 vs. AC	
Hit: 3d10 + 13 damage plus ongoing 5 necrotic damage (save ends).	
MOVE ACTIONS	
Shadow Strike (teleportation) • Recharge 5, 6	
Effect: The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.	
TRIGGERED ACTIONS	
Coalescing Darkness • At-Will	
Trigger (Immediate Reaction): The shadow captain moves 3 or more squares by any means.	
Effect: The shadow captain is cloaked with supernatural darkness, gaining total concealment until the start of its next turn.	
Skills Acrobatics +19, Diplomacy +20, Intimidate +20, Stealth +19	
Str 23 (+16)	Dex 18 (+14) Wis 14 (+12)
Con 18 (+14)	Int 12 (+11) Cha 21 (+15)
Alignment Unaligned	Languages Common, Netherese
Equipment: arrow x20, chainmail, greatsword, light shield, shortbow	

ENCOUNTER 4: EILIR'S HOUSE

TILE SETS NEEDED

DN3 Shadowghast Manor 1x, DN6 Castle Grimstead 1x (basic map) DTMS: The City 1x (furniture), DU4 Arcane Towers 1x (furniture), DU6 Haunted Halls 1x (bathing room), DTMS: The Dungeon 1x (trap door)



V = feral vampire, G = ghost talon death dealer, S = shadovar shadow captain,

E1 = Eilir's position if PCs have 0-1 failures

E2 = Eilir's position if the PCs have 2-3 failures

ENCOUNTER 5: THE BUTLER REALLY DID DO IT

IMPORTANT NPCs

Lord Stedd Moonstar, male human, head of House Moonstar

Logan, male dwarf, butler for House Moonstar

The Blackstaff, **Vajra Safhar**, female human, Archmage of Waterdeep

When the PCs arrive at House Moonstar, they are immediately ushered by Logan to an audience with Stedd Moonstar.

Logan is a middle-aged, male dwarf with an exceptionally long beard festooned with numerous star-shaped crystals and a single large moon. He walks with a pronounced limp. Logan escorts the PCs to Stedd's personal library and then serves drinks and appetizers. Logan had a basic fear of adventurers, since their actions are unpredictable and their standing in society can be ambiguous.

After a short time Stedd enters the room, sits down, and listens to the adventurers' report.

Troubleshooting Failure

If the PCs did not succeed in Encounter Four, although unlikely, they may not have evidence that Logan the butler is the guilty person (source of the leaked information). In that case, the DM should improvise a scene in which the PCs interview about 18 household staff members (butler, valet, cook, assistant cook, scullery maid, downstairs maid, upstairs maid, housekeeper, footmen, gardeners, guards, clerk/factor, etc.) Usage of Insight, Easy DC, should point to the guilty party when revealed how quickly the information was leaked with possible major impact on Lord Moonstar. Such a scene need not be long and serves to get the plot back on track.

ACCUSING THE BUTLER

When the PCs expose Logan the Butler as a spy to Stedd Moonstar, he is reluctant to believe it. He can be convinced with an Easy DC Diplomacy check or by using the coded missives that the PCs may have discovered in Encounter Four. Stedd knows the handwriting of his butler and immediately recognizes it.

When the PCs have convinced Stedd of Logan's guilt, Stedd summons his butler into the room and has the PCs repeat what they have just told him.

Logan's craggy face seems to break as the dwarf slumps to his knees. Shoulders bowed and tears streaming from his eyes he speaks, "I... I am sorry, Lord Moonstar. I had no choice. I was commanded by a Masked Lord to spy on your affairs and to keep the arrangement a secret from all. He told me it was my duty as a loyal citizen of Waterdeep to obey his command. I gave the information to a halfling named Eilir."

Logan has been trapped between his duty to the City and the Lords of Waterdeep and his loyalty to House Moonstar. Stedd is sympathetic to the plight that Logan was in but he also expects loyalty to the House.

The PCs might have questions for Logan before he departs:

- *Where/how did you meet the Masked Lord?*
- I was in Castle Ward on routine business when a city courier approached me with a message to go to Dardaertha's, a club on Silk Street, near Waterdeep Square in front of the Lords' Palace, through the back door to talk with a Lord of Waterdeep. City Guardsmen stood watch outside the door and I had to show the message before entering. A Masked Lord was inside; obviously I do not know, I never knew, who he was. (He has never met Lord Anteos.)
- He told me that questions had arisen regarding the activities of House Moonstar, particularly as related to an ancestor known as Lord Vanrak Moonstar, and to the current lord of the house.
- *What information did he asked for*
- I was to report any business dealings, social connections, descriptions of who visited the villa and hiring of adventurers. He stated any loyal citizen of Waterdeep would obey a Lord of Waterdeep. That was my understanding of the law as well.
- "Willful Disobedience of any Edict Uttered Against One by a Lord" is a serious offense in Waterdeep.
- *To whom did you report?*
- All of my information was sent to a halfling by the name of Eilir. He apparently served as a factor. He has a place in South Ward.
- *How long have you been doing this?*
- About two years.
- *Will you testify as to those events?*
- Yes.

Stedd summons a footman and confines Logan to his room until they sort out what is to be done.

WHAT HAPPENS NEXT?

Stedd had hoped that when the spy was uncovered that whoever it was would tell them for whom they were working. However, he did not expect it to be a Masked Lord or a noble of Waterdeep. By prior arrangement with the Blackstaff, he breaks a small wood rod which alerts her that he has information to impart.

“The Blackstaff has been gracious enough to help me, in the setup and planning of the trap. I promised to notify her when I had any results. I expect her at any moment.”

The PCs are served some refreshments as they await the arrival of Vajra, the Blackstaff of Waterdeep.

A small, thin, dusky-skinned human woman wearing ornately embroidered robes and bearing an ancient-looking black staff inscribed with runes enters the room from a side door. “I am Vajra Safhar, the Blackstaff of Waterdeep,” she says by way of introduction.

Lord Stedd and the PCs summarize what has been learned, which may include the following:

- A halfling named Eilir hired bandits to steal the papers and mithral ore at the direction of Lord Korras Anteos. (a crime)
- Eilir admits to being a factor (business agent) of Lord Korras Anteos. (not a crime)
- He claims he has evidence that Lord Anteos is a worshipper of Shar. (a crime*)
- Logan, the butler, was the spy, based upon papers in his hand recovered at Eilir’s residence and allegation by Eilir that Logan was the spy. (a crime by Logan and Eilir)
- Logan, however, claims a Masked Lord of Waterdeep required him to spy on Lord Moonstar; he never met Lord Anteos. (not a crime)

*Although Waterdeep does not generally outlaw the worship of evil deities, worship of Shar is outlawed because of the history of Shar and Waterdeep. Not all decisions of the Lords of Waterdeep are neatly compiled in public records.

“Based upon what you have found, we may have a noble who is also a Masked Lord of Waterdeep—that is a complication.”

If the PCs ask Vajra if Lord Anteos is a Masked Lord:

- I have only certain knowledge of those appointed since I have become Blackstaff a few years ago, but I can inquire with my predecessors. They should know if they care to talk.
- The current Lord Anteos only became head of the house five years ago (upon the death of his father) and was a bit young at the time (18) but was under the mentorship of his uncle, Mereck Anteos.
- I suppose Korras Anteos could be a Masked Lord; he could be working with a Masked Lord; or he could be impersonating a Masked Lord. (The latter is a severe crime which could warrant death.)

“I will verify if Lord Anteos is a Masked Lord and with Lord Moonstar’s request, also ask the City Watch to search the Anteos’ Villa and question Korras Anteos.”

Stedd or Vajra can relate the following about Vanrak.

- Vanrak is a death knight disciple of Shar. He has been an enemy of House Moonstar for centuries (since the Year of the Howling Moon, 1130DR).
- He was thought to have been destroyed during the Spellplague. However, the adventurers that investigated the earthmote citadel on Stedd’s behalf last year (events described in WATE2-3 *Noble Dangers*) found evidence that he has survived. He is undoubtedly the ultimate source of the plots against Stedd and House Moonstar.
- Some adventurers (in WATE3-1 *In Search of Truth*) recently traveled to the Gates of the Moon (dominion of Selune) at the request of one of the cities’ Masked Lords. The adventurers brought back information (either bringing Alathene back to Waterdeep or her journal).

ENDING THE ENCOUNTER

The search of House Anteos by the City Watch is handled “off stage” and the results are reported in the next role playing encounter. The PCs’ statements are taken officially for a later trial of Korras Anteos.

The players may be bummed that the PCs do not get to ransack the villa, but such is the nature of city with laws and a legal process. Also a mundane search of a residence is a bit beneath that of paragon adventurers. However, if the PCs wish to observe the search, that is okay.

If the PCs have bungled the investigation badly enough, the DM may decide to run an illegal search by

the PCs. Such an option is not detailed out so must be devised by the DM.

The trial of Anteos and resolution of Logan's fate are addressed in the conclusion.

MILESTONE

The encounter does not count toward a milestone.

TREASURE

PCs are paid by Lord Moonstar 800 / 1375 / 2750 / 5500 / 8250 gp and *winged boots* for discovery of spy.

ENCOUNTER 6: THE RECKONING

IMPORTANT NPCs

Daerovus Tallmantle, Watch Warden of Waterdeep, male human

Darvin Tallfellow, Orsar of City Watch, envoy to Noble Houses, male human

The Blackstaff, Vajra Safhar, female human, Archmage of Waterdeep

Magister of Waterdeep

Masked Lord of Waterdeep, (unidentified person)

Lord Korras Anteos the Third, Lord of House Anteos, male human

Esvele Kettlesmith, nursery maid, female human

The PCs are likely not be involved in the search of the Anteos Villa but they are likely interested in the findings. Possibly they want to observe and “help.” The PCs are definitely involved in the final scene for testifying. Sufficient information is provided for the DM to explain what happened where (if the players are interested).

WHERE

The House Anteos Villa in North Ward is a walled estate between Anteos Lane and the Trollwatch Road. Four buildings are set around the edges of the property, the main house, stables, a storage building with servant’s quarters, and a dower house (widow’s house). The grounds include gardens and an exercise yard. Lord Korras Anteos the Third lives here. The dower house is currently occupied by an elderly aunt and her daughter and two of her grandsons.

The Anteos Villa is thoroughly searched.

The family also owns and occupies a 5-story mansion in Sea Ward on Vondil Street, where Feather Street ends. The uncle, Mereck Anteos, lives there.

Mereck is personally interviewed by the Blackstaff and a Masked Lord. No search of his property is made. Mereck Anteos is/was a Masked Lord.

INTERVIEWS WITH SERVANTS

PCs who have Favors of the City Watch would reasonably be allowed to participate in the interviews. Intimidation would be discouraged though.

- Lord Anteos’ schedule has become very erratic over this past year

- He has been seen going down to the vaults more frequently (several times a week)
- Lord Anteos has many strange comings and goings. He seems to disappear from the house with no trace only to return hours or days later with no acknowledgement that he has been out.
- A hidden safe is installed in the back of the bookcase in the Lord’s private study.
- They fear that Lord Anteos may be succumbing to some malady as he has been heard having one-sided conversations in his study late at night.

PCs who adventured in WATE1-2, *Dark Secrets of Downshadow*, recognize one of the servants, Esvele Kettlesmith, a nursery maid with brown eyes and black hair, now twenty years old. Esvele hired the adventurers in WATE1-2 to find and rescue her missing brother, Torst (then a footman in House Anteos). Her brother was found by adventurers as an intended sacrifice in a temple to Shar in Downshadow but rescued. At age 17, Torst now works at the temple of Selune in Waterdeep and is training to become a priest. Esvele recalls such PCs and readily tells them every suspicion and information she knows.

SEARCH FINDINGS

Handout 5 lists the results of the Search for the players.

Study Desk:

Correspondence connecting Korras to Eilir. Notes regarding Logan and documents on House Moonstar.

Large Safe in Study:

The safe contains: deeds to various Waterdeep properties, notes that purport to be from a meeting of the Lords of Waterdeep in Korras’s own handwriting and a holy symbol of Shar. Also wealth in the form of jewelry, heirlooms and gold bars and pieces, platinum pieces, and astral diamonds. A letter is present from Vanrak Moonstar.

Secret Room Off Bedroom:

- A voluminous black robe
- An amulet made of light gold on a silver chain, stamped with the symbol of the goddess Waukeen (god of commerce).
- A helm with a removable, blank mask attached. Inside the helm are several strands of short, thick black hair.
- Gauntlets and gloves
- A ring with the crest of Waterdeep on it

These items are regalia of Masked Lords, worn to protect their personal identity and person while identifying themselves as rulers of the city. All items are magical, but only the Blackstaff can confirm they are actual regalia. (She does.)

The hair in the helm belongs to Lord Korras Anteos the Third.

the cellars and vaults

A secret tunnel was discovered which led to a neighboring building on Immar Street which is also owned by Anteos. The tunnel also accesses the city sewer and an underground secret shrine to Shar. A secret staircase from the Lords bedroom leads to the tunnel from the cellars.

TESTIMONY

The PCs are asked to give their testimony to a Masked Lord (a different one) and a black robed Magister with the Watch Warden of Waterdeep and the Blackstaff in attendance. The reason for this is precaution in case the adventurers do not return from their upcoming mission before the trial of Korras Anteos.

ENDING THE ENCOUNTER

Between the PCs and City Watch, enough evidence should be gathered to have Lord Korras Anteos held for questioning.

Upon the arrest of his nephew, Mereck Anteos confesses that he had passed the regalia to his nephew. Lord Mereck Anteos is/was one of the Masked Lords. Due to his failing health, he had secretly passed it along to his nephew Lord Korras Anteos the Third. This act is a violation of Waterdeep law - a Masked Lord who is unable to serve is supposed to return his regalia to the Blackstaff so a new Masked Lord can be elected. Mereck Anteos publicly resigns as a Lord of Waterdeep, but no charges are filed against him upon decision of the Lords of Waterdeep.

Between this encounter and the next is the most reasonable place for an extended rest. If the PCs have not expended healing surges or daily powers at this point, the DM may elect to proceed without an extended rest. Otherwise, the adventurers may be stretched by the end of the adventure.

MILESTONE

The PCs have achieved a minor objective by uncovering the false Masked Lord and House Anteos connection to Vanrak. However, this encounter does not count towards a milestone. The trial of Korras Anteos the third is addressed in the conclusion.

TREASURE

For exposing the false Masked Lord, the City of Waterdeep rewards the PCs with 400/700/1400/2700/4100 gp each, a +3/+4 *torc of fortune*, and a *sextant of the planes*.

ENCOUNTER 7: THE NEXT MISSION

SETUP

Lord Stedd Moonstar, head of House Moonstar
The Blackstaff, Vajra Safhar, Archmage of Waterdeep (possibly) **Alathene Moonstar**, (many times) Great Aunt of Lord Stedd and living construct/archlich

If the adventures of the Brightcloak Quest are being played consecutively with the same group of players and they did not bring back Alathene in WATE3-1, then she is not present and the information was gleaned from her journals and through speaking to her via the ritual scroll the PCs did return with. You need to adjust the text accordingly and remove her from the description. If the PCs have not played WATE3-1 *Moon Rising*, Alathene is present.

The adventurers are ushered into the same room where they met with Stedd and the Blackstaff earlier. In addition is a crystal statue of a woman (Lady Alathene).

The Blackstaff explains the situation to the PCs:

Our ultimate goal is to destroy Lord Vanrak Moonstar. He is immensely powerful and a chief lieutenant of Shar. Much of his power is tied to a Covenant he made with Shar; if that can be found and destroyed, he will become vulnerable at least for a short period of time.

Also, we believe that a keyed portal on an earthmote floating north of Waterdeep leads to Vanrak's lair, known as Vanrakdoom. We want the key to use that path.

From Lady Alathene's research we think both items may be found in the Foundation of Loss which is the ruins of Shar's former palace in the Shadowfell. Reputedly no one other than her pilgrims have found and returned from the Foundation of Loss so this task is quite dangerous.

- Vanrak was a death knight disciple of Shar. He has been a traitor to and an enemy of House Moonstar for centuries (since the Year of the Howling Moon, 1130DR). [Note: the knowledge that Vanrak is a death knight could be useful when bargaining with Kelemvor; see later text.]
- He was thought to have been destroyed during the Spellplague. However, the adventurers that investigated the earthmote citadel on Stedd's behalf last year (events described in WATE2-3 *Noble Dangers*) found evidence that he survived.

He is undoubtedly the ultimate source of the plots against House Moonstar.

- The two items needed are The Covenant of Vanrak and the Ring of Sorrow.
- The Covenant of Vanrak is the agreement between Vanrak and Shar from where much of Vanrak's power springs. He is probably indestructible so long as that Covenant exists. The Covenant is stored in the Dark Library in the Foundation of Loss.
- The ruins on the earthmote which floats north of Waterdeep were once part of a citadel in the Sword Mountains owned by a wizard-alchemist ally of Vanrak. This ally, another worshipper of Shar, was often visited by a personal servant of Shar known as the Flame of the Night. The wizard also boasted that he made numerous magic items including the Rings of Sorrow and that he was granted use of a laboratory within the Palace of Loss.
- Certain pilgrims of Shar were captured and interrogated by Lady Alathene to obtain that information.
- The Ring of Sorrow is one of a number of magical rings owned by Vanrak and his allies. The rings unlock certain portals that lead to Vanrakdoom.
- We believe that one of the rings is in the wizard's laboratory in the Foundation of Loss; when he was rumored to die in a horrific accident. We believe the ring is the key to accessing the earthmote entrance to Vanrakdoom.
- Shar moved her palace from the Shadowfell to the Towers of Night during at the time following the Spellplague, leaving behind the foundations of that palace.
- We are researching if a second route to Vanrakdoom exists but we are uncertain of that still.
- Vanrak makes his home in a section of Undermountain known as Vanrakdoom. Over the centuries many expeditions have been mounted in an attempt to find Vanrakdoom. None have succeeded. Alathene suspects the only entrances are via the Shadowfell.

Not all PCs care why or how the NPCs know what they say, but some may ask questions so more background information is provided to that end. However, some mystery is likely to remain and adventurers should understand that.

If the PCs agree to travel to the Foundation of Loss, the Blackstaff reveals the following:

Neither we nor the sages at the Font of Knowledge know where the Foundation of Loss can be found in the

Shadowfell nor do we have a map of the Shadowfell. The Shadowfell changes without pattern. To make matters worse, we do not have convenient access to a destination in the Shadowfell; we could send you to elsewhere to cross over but how far you might have to travel in the Shadowfell could be quite far.

Fortunately we have another option. The plan is for you to step through a planar rift, located here in Waterdeep, to the Fugue Plane. Then all you have to do is to ask Kelemvor, the Lord of the Dead, for a favor—to send you to a convenient spot in the Shadowfell.

The Font of Knowledge is the temple of Oghma in Waterdeep and houses a great library and sages.

Background on this plan: The players may question why the PCs need help getting to the Shadowfell, much less ask Kelemvor for help. While paragon PCs are likely able to cross to the Shadowfell at a random location, they have no map of the Shadowfell, no known teleportation circle at a convenient location in the Shadowfell, nor hope of easily finding their way to the Foundation of Loss; they could spend months or years wandering across the Shadowfell, looking for their destination. (Imagine being dropped in an obscure location on a strange world and not even knowing on what continent your destination lies.)

By this plan, the PCs can travel there and back in a day. The Fugue Plane is easily accessible from Waterdeep. Kelemvor has a couple of motives to help: gaining a temple and destroying a death knight. Kelemvor receives all the dead souls which travel through the Shadowfell and hence has a great knowledge of what lies where in the Shadowfell. He can send the PCs to a convenient location on the Shadowfell. Arriving on the Shadowfell from the Fugue Plane may be less alarming to the agents of Shar who might be watching.

- We have arranged for a priest of Kelemvor, known as a Doomguide, to cast a ritual known as the Passing on you before you step through the planar rift. The ritual calls Kelemvor's attention to you although it is usually used on those dying.
- The planar rift is located inside a hall called the Cynosure, which was built on the site of Myrkul's destruction during the Time of Troubles. Stepping through the rift takes you to the Fugue Plane. With the effects of the Passing, you should be at the gate to the City of Judgment.
- Once in the City, make your way to the Crystal Spire and seek an audience with Kelemvor. Petition him for aid.

- Kelemvor probably needs to have a reason to help you. We empower you to offer the construction of a temple to his glory in Waterdeep. Here is a scroll to that effect.
- Request Kelemvor set you in the Shadowfell on a road close to the Foundation of Loss.
- If there are undead PCs, Vajra warns them. "Be warned that Kelemvor may challenge your presence and existence as he hates the undead. Be prepared to explain why your continued existence is rightful."
- Do not destroy the Covenant. Both parties to the Covenant know when it is broken or destroyed. They could simply agree to do the ceremony again. We need to plan carefully regarding when and how to destroy it.
- Try not to destroy any other contracts that are stored there. We would prefer not to alert Shar or her servants to what we are planning.
- We are not sure how they are warded, some might set off an alarm, so we would rather you focus on just Vanrak's contract.
- If you have a way of copying down the names quickly, we could pursue those others later. I do not advise you tarry there long.
- If the PCs ask advice regarding methods of concealing themselves, Vajra suggests the Deathly Shroud Ritual (FRPG pg 143 cost 600 gp +140 gp in components; see New Items section for details). It won't help against the more intelligent undead, but it might help. However, the ritual only protects the person who casts the ritual.

Lord Moonstar asks the PCs if they have a way to return to Waterdeep.

- If the PCs have means to return to Waterdeep (magical items, knowledge of the Planar Portal Ritual and of teleportation circles within Waterdeep), they can use those methods. (PCs that are members of the Heirs of Mirt have a teleportation circle available to them in Waterdeep as do those with the Story Award WATE05 Favor of the House of the Moon.)
- If the PCs do not have the means to quickly return to Waterdeep, the Blackstaff offers to loan the adventurers a modified Ring of Retreat, made by one of her predecessors (Khelben Arunsun). It returns the wearer and up to 7 allies to Blackstaff Tower. The allies must be within 10 feet of the ring wearer.

PURCHASING SUPPLIES

The PCs may wish to purchase supplies or equipment in light of their mission. Do this now, but keep game time expended short by suggesting the urgency of the mission limits the PCs to **two purchases each**. Given the assistance of these high ranking NPCs, the purchase may include an uncommon consumable (multiples of the same ammunition is permitted). This counts as campaign documentation for this adventure only. The PCs may purchase ritual scrolls.

ENDING THE ENCOUNTER

If the PCs do not agree to travel to the Foundation of Loss, then the adventure is over. Stedd thanks them for their service and pays them what they are owed.

Assuming agreement, the PCs head to the Cynosure in Waterdeep to travel through the planar rift inside to reach the Fugue Plane.

The Cynosure is a free standing building at the west end of the Market in Castle Ward. Once a temple to Ao, the hall is now owned by the Lords of Waterdeep and rented by nobles and wealthy merchants for parties, balls, weddings and other events. A sealed chamber at one end of the building houses the planar rift. A small plaque on the locked door posted by the Watchful Order of Magists and Protectors denotes the site of the death of a former god, Myrkul, and warns of a dangerous planar rift inside. The Blackstaff unlocks the door.

A slowly spinning black sphere with purple and blue tendrils (or cracks in reality) extending in all dimensions floats in the room. An odor of decay and grave dirt fills the air and a mixture of a hum and a crackling sound is heard.

Vajra wishes you safe travels and recommends quickly jumping into the black void. Once inside the void, you feel as if you are rapidly spun and feel quite cold. Yet in a manner of seconds, you are sprawled on the gray featureless plain of the Fugue Plane.

From there, the PCs make their way to the City of Judgment and the Crystal Spire.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

Lord Moonstar promises payment of gold (1600 / 2750 / 5500 / 11000 / 16500 gp) for undertaking the mission and magic items for successfully retrieving both items, to be rewarded in the conclusion. He agrees to advance 10% of the gold if asked.

ENCOUNTER 8: THE FUGUE PLANE – THE CRYSTAL SPIRE

IMPORTANT NPCs

Kelemvor, Lord of the Dead, Greater God

Jergal, Exarch of Kelemvor

Sarade, deceased female half-elf, Doomguide

The Crystal Spire, a tower of smoky brown topaz, looms over the City of Judgment, a gray metropolis of the dead, in the otherwise flat and featureless Fugue Plane. The Fugue Plane is not infinite in extent and has a closed form such that movement in any direction eventually leads to the City of Judgment. From the Crystal Spire, Kelemvor and his seneschal, Jergal, judge the dead as to their disposition.

As you walk across the gray, featureless plain, after an hour a brown spiral tower rising over a gray walled city comes into view.

Kelemvor and Jergal quickly recognize if a PC is faithful to a deity, the identity of the deity or if they have sold their soul to a devil or other power. They may counsel the wisdom of finding and being faithful to a patron deity, but the choice is free to all, else the choice means nothing.

This encounter is presented as a unique role playing encounter. If the DM would be more comfortable presenting it as a skill challenge; then a complexity 2 skill challenge is recommended. The PCs must get to Jergal and petition him for an audience with Kelemvor, followed by persuasion of Kelemvor for his aid. (The Passing ritual helps in making this possible.)

The DM may elaborate on PCs meeting recent dead friends or dealing with personal background if time permits and the DM is familiar with the PCs' back stories.

WHAT HAPPENS TO THE SOULS OF THE DEAD?

The souls of those who die in the Forgotten Realms travel through the Shadowfell to the Fugue Plane. There they await judgment. Those who have strong faith in their patron deity are taken to the dominion of their deity. Some remain on the Fugue Plane. Some cling to the Shadowfell as ghosts or other insubstantial undead while yet others are taken by devils.

The souls of the dead appear to be solid bodies (as in life) but they do not sleep, eat, breathe nor blink. The souls tend to gather in bunches of like worshippers, calling to their deity. Sometimes they may spot someone

they knew in life, but the memories tend to fade with time (over days to tendays).

While most souls wander the Fugue Plane until their deity calls them, the Faithless and the False are compelled to enter the city and be judged by Kelemvor. The Faithless firmly denied any faith or only gave lip service to the gods for most of their lives without truly believing. The False intentionally betrayed a faith in which they believed and to which they had made a personal commitment.

The Faithless are punished by becoming part of the wall which surrounds the City of Judgment, held in place by a greenish mortar which eventually (over a period of months) dissolves the soul and consciousness.

The False are assigned work within the City of the Judgment for all eternity. Some mortar the Faithless into the Wall while others move rocks or break big rocks into smaller rocks. Devils are allowed into the City for the purpose of tormenting the False.

The Faithful of Kelemvor live in a more pleasant area with gardens which celebrate the cycle of life and death.

- (If the PCs ask about babies and young children) In the Realms, a priest of your faith normally blesses children soon after their birth. This blessing is sufficient to identify their faith in the event of their death. In cases of children of the faithless, they would be judged by Kelemvor. As the Great Mother, Chauntea welcomes children so many may be sent to her.

DM Note: Although unlikely, a player might ask about souls of the unborn. Realmslore does not speak about the unborn. We urge the DM and players to avoid raising current real world religious & political topics which lead to heated disagreements. You are playing a game.

THE CITY OF JUDGMENT

The metropolis is immense and shaped like a giant bowl, divided into countless boroughs. Each borough is occupied by denizens and the False with similar natures. All lead joyless existence but none are tortured. The City is surrounded by a fifty foot high wall constructed with bodies (souls of Faithless) stacked fifty feet high, with squirming legs and arms and a foul odor of decay. The sound of wailing comes from the Wall.

The Wall of the Faithless has one alabaster gate for entry into the City. A large silver mirror, 15' high and 20' wide, reflects the image of all who approach the gate but a divine magic property of the mirror reveals to each individual all of their personal flaws (whether greed,

sloth, jealousy, indifference, rage, vanity, gluttony, lust, faithless, or false).

All who enter the City are greeted by a doomguide at the gate. (Go to Scene 1.)

The majority of the boroughs consist of twisted alleys, cluttered streets and clean avenues lined with countless numbers of ten-story brownstone structures. Dull-eyed residents, shuffling spirits and passionless shades fill the City. The most pleasant, peaceful boroughs are the residences of the faithful of Kelemvor and Jergal. Many pastoral gardens are found in those boroughs with much artwork depicting the cycle of life and death. No taverns or inns exist for the living to eat or rest.

THE CRYSTAL SPIRE

Looming over the center of the City is a minaret of smoky brown topaz known as the Crystal Spire. Obsidian stonework encircling the spire depicts the story of Kelemvor and his elevation to a god. Examination of the stonework or the crystal indicates this structure was not crafted with hammer and chisel but flawlessly created with magic.

Six long lines of the Damned approach entrances into the Crystal Spire, awaiting judgment. Typically Kelemvor has six avatars sitting in judgment in separate chambers. A couple of other entrances, guarded, lead into the minaret and do not have lines.

SCENE 1: GETTING DIRECTIONS AND HELP

At the Gate to the City, a former priest (doomguide) of Kelemvor, now deceased, greets the inbound souls and explains they are to queue up to be judged by Kelemvor in one of six lines. Living priests and worshippers of Kelemvor (or Jergal) are welcomed but are told not to rush to their death. A tour is offered to them by a deceased doomguide. "Death is but part of life: fear it not, evade it not, and view it not as evil."

The PCs are greeted by Sarade, a tall female half elf who wears a smoky gray cloak with a cowl. An iron badge with the holy symbol of Kelemvor (an upright skeletal arm holding a balanced, golden scale in its fist) is pinned to her long black dress. Sarade easily recognizes the living and undead from the dead souls entering the City.

Sarade asks the PCs of their purpose in visiting the City of Judgment. (She is used to those who are trying to find a soul of a recently departed; perhaps to beg forgiveness or to ask for their return to life.)

- (If any of the PCs are priests or worshippers of Kelemvor or Jergal) Welcome [brother/sister] to the City of Judgment. Have you come to do honor

to specific dead, in pilgrimage to the home of our faith or to beseech a favor from Lord Kelemvor or Lord Jergal?

- I see that you were blessed by another Doomguide; that is unusual for the living.
- Only Lord Jergal can grant you a private meeting with Lord Kelemvor to ask a boon without waiting in line (which could be days). He is the seneschal of the Crystal Spire and the Exarch of Lord Kelemvor.
- Please do not attack any of the creatures you might meet although you may defend yourselves if you are attacked.
- (If any of the PCs are undead) By entering the City of Judgment, you are subject to the edict of Lord Kelemvor unless you have the favor of another deity. You need to ask Lord Jergal to personally intercede with Lord Kelemvor on your behalf. (Any undead are accompanied by immortal guards while in the City.)
- Unfortunately places of rest and nourishment for the living were never established in the City; I hope that is not a problem. Rare visits by the living who serve Kelemvor are treated to feasts and lodging in the Crystal Spire.

Sarade is guarded by assorted constructs, devas, angels and other immortals. The most powerful is the Seraph of Death. Game stats for these creatures were intentionally not provided as only epic level characters should be able to easily best them and combat with the servants of someone you hope to beg a favor is very unwise.

Sarade sends the PCs to the Crystal Spire with a guide.

SCENE 2: CONVINCING JERGAL

The PCs are shown to a modest chamber in the Crystal Spire through an entrance without a line of the Damned. An avatar of Jergal appears behind a black stone desk. Eight mummies serve as silent honor guards around the perimeter of the chamber.

Jergal keeps the records on the disposition of the spirits of the dead and oversees any mundane aspects of the Crystal Spire and the City of Judgment. He usually appears on the Fugue Plane as a shadow with yellow eyes, a gray cloak that is billowing in an unseen wind, and white gloves on invisible hands and arms. He speaks with a disembodied, chilling voice that echoes with the dry whisper of a long forgotten crypt. His tone is always bland, his words fatalistic and his demeanor is excessively formal. Curiously, Jergal does allow a few of his priests, known as doomscribes, to continue in his service as undead (usually as mummies). Jergal is much

more sympathetic to undead PCs than Kelemvor is likely to be. Jergal considers worshippers and priests of the Amaunator favorably as well.

Some PCs may have met Jergal before in CORE 5-2, A Radiance Faded. If they behaved lawfully, they may have gained his favor.

What is the nature of your request? A visit by the living to the Fugue Plane is rare and mostly for the purpose of finding a recently departed soul. I dislike having the living present and am tempted to return you to the Realms.

Jergal asks the PCs the reason for the visit. (Modify the bullets to fit the questions and situation.)

- You, the living, ask for an urgent, private audience with Lord Kelemvor to ask a boon which is most unusual.
- Jergal makes note of any who are worshippers or priests of himself or Kelemvor, or lack of such.
- You presume to ask the Lord of the Dead and the Judge of the Damned (Kelemvor) to help you with transportation? Do you think yourselves that important as deserving of a deity whom you do not glorify?
- We are not allies of Shar nor supportive of her goals, but neither do we war against her.
- The blessing of a doomguide is to your credit which earned your meeting with me.
- Waterdeep is a renown city in the Realms; a grand temple glorifying Lord Kelemvor would help grow and sustain the faith of his followers. I think Lord Kelemvor would be much pleased with such a temple.
- (If any of the PCs are undead) Lord Kelemvor does not like the undead and only tolerates my servants. For what purpose or reason did you become undead and reject a natural end to your mortal life?
- Lord Kelemvor honors service to one's deity and recognizes in rare circumstances, that service is fulfilled as an undead on a quest.

The acceptance and support of Lord Jergal are based less upon the persuasiveness of one's speech and more upon bargains (contract), loyalty and duty which the PCs have made.

You are bold to make this request but you are in service with honorable commitment. Step through that doorway, and you shall have your audience with Lord Kelemvor.

SCENE 3: CONVINCING KELEMVOR

After the last adventurer steps into the next chamber, an avatar of Kelemvor appears.

Kelemvor wears a pearly cloak and charcoal hood, a silver death mask on his face, his eyes are drab grey orbs, his hair is white, silky spiderweb, and his chest seems sunken and hollow.

Kelemvor is just, dispassionate, though stern at times. He prefers direct action. Kelemvor presides over the passage from life to death with a firm hand and a steady grace. He is earnest in his role as the Judge of the Damned. Because of his deep respect for both life and death, the undead enrage him. While he does have pity for many souls, he does not sway from his duty as the Lord of the Dead, rendering an appropriate fate for ones actions and beliefs.

What boon do you seek from me?

If any undead are among the PCs:

Explain why your continued existence is needful to the gods! Do you have a divine quest laid upon you?

Being honest with Kelemvor is wise. Appeals to his history as a former adventurer gains a small amount of sympathy, but appeals based upon justice, honor, duty, commitment and defending ones faith have merit. Expressions of ones knowledge about the faith of Kelemvor provides some favorable reaction.

I do not have many temples in the Realms and, to date, Waterdeep has resisted construction of a temple to me. A temple in Waterdeep would add to the prestige of my faith.

- If the PCs make clear that the ultimate goal is to destroy a death knight (Lord Vanrak), then Kelemvor is very supportive of such a goal.
- Focusing on the threat from Shar is less meaningful to Kelemvor as the nuances of her goals are hard for him to understand.

Kelemvor agrees to a bargain to help the PCs in exchange for gaining a temple in Waterdeep. He does not agree to help them beyond opening a portal to a convenient spot in the Shadowfell. He does not agree to send the PCs directly to the Foundation of Loss as Shar would likely view that as his taking sides against her.

I grant your request for a boon and will place you at a convenient crossing in the Shadowfell. I will not aid you

further on this quest. Although Shar no longer resides in the Shadowfell, she has many servants who do so your path is filled with danger.

ENDING THE ENCOUNTER

Kelemvor opens a temporary portal to Dead Man's Crossing on the Shadowfell for the PCs. The portal appears as a vertical doorway.

MILESTONE

The encounter does not count toward a milestone.

TREASURE

No treasure is provided but if the PCs explain to Kelemvor they are on a quest to defeat a death knight, they gain Story Award WATE35.

ENCOUNTER 9: DEAD MAN'S CROSS

The PCs have passed through a portal created by Kelemvor from the Fugue Plane to Dead Man's Cross in the Shadowfell.

The PCs have arrived in the Shadowfell at a point known as Dead Man's Cross (*The Shadowfell: Gloomwrought and beyond*, pg 76). Five roads intersect here. The roads are covered with a fine ashy dust that is an anathema to life.

As you pass through the portal and into the Shadowfell, you find yourself on a wide, flat plain.

You stand in a lonely crossroads of five ways. At the center of the crossroads stands a grisly marker, a signpost adorned with an ancient corpse bound to its crosspieces. The constant abrasion of windblown dust has scoured clean the placards of the signpost and turned the body into a desiccated husk. The corpse's skin is as black as night and as hard as boiled leather. The lids of its eyes are stitched closed, and its lips have been pulled back around its teeth into a grin. It looks at your party and its skeletal fingers slowly uncurl and point down one of the roads.

If the PCs attempt to question the Dead Man as to where the Foundation of Loss is and make a moderate Arcana check, he points once again to the same path.

PCs can make an Arcane Knowledge check (Hard DC) to know that the Dead Man is believed to have been a cleric of a god that perished a long time ago and was since condemned to servitude here. If the PC is also trained in History, they gain a +2 to this check. It has been known to aid travelers in the past with directions and sometimes warnings that a passage is opening up in the area.

Paranoid players might elect to go on one of the other four roads. Depending upon game time and the group's style of play, a DM may let them proceed in a wrong direction until they meet another traveler. The traveler does not know where the Foundation of Loss is; they might have heard it lies beyond Oblivion Bog. The traveler knows they can ask the Dead Man for which road to follow for their destination.

A Shadowfell Road makes use of the Plane's peculiar, distance-warping properties. Whether one walks, runs or rides, subtle teleportation effects occur with the travelers going past villages, graveyards, swamps and mountains. Travelers who fly or try to take shortcuts do not benefit from the road's magic.

This crossroads appears to be a Shadow Crossing as well. Usage of a Shadow Passage ritual here transports the PCs back to Fareun in Thesk near the border with Thay.

DM Note: If this adventure is being used in a home play group, the DM may augment the journey with a MyRealms adventure inserted, reflecting encounters with random travelers, inhabitants, patrols and hazards. Alternatively, the DM may just add descriptive flavor text (without challenge, xp or reward) to recognize such meetings occur.

Gloom: The Shadowfell mutes light sources, reducing the radius illuminated by 50 percent. For example, a torch illuminates 2 squares instead of 5; a lantern illuminates 5 squares instead of 10. Magical light sources are unaffected.

DESPAIR DECK:

At this point each PC should draw one card from the Despair Deck (see Appendix C). Encourage the players to roleplay the effects of the despair card that they have drawn.

ENDING THE ENCOUNTER

Encounter 10 occurs during the journey on the Shadowfell Road, shortly after leaving Dead Man's Cross.

MILESTONE

This encounter does not count towards a milestone.

Treasure
None

ENCOUNTER 10: STAY ON THE ROAD

IMPORTANT NPC

Balkor, shadra-kai merchant, Diplomacy +20, Insight +18

The PCs must overcome hazardous terrain and the enduring the ill effects of being in the Shadowfell. Also, not all of the Shadowfell inhabitants are necessarily monsters.

The cloud cover above diffuses whatever is providing the dull grey light. A chill wind persists in blowing into your face as you travel the desolate countryside. An occasional clump of trees twisted and bare of leaves dot the landscape

Time is not always the same between the planes. The light does not get any stronger though, if the PCs remain more than 12 hours, it changes to a dull orange glow.

SCENE 1: HAZARDS OF THE ROAD: NECROTIC SEEPAGE

As the PCs travel the road they notice scattered fissures. Some are along the edge of the road, others out in the plains through which they are currently traveling. At odd intervals something seems to erupt from them, like a black geyser.

Even more startling, a fissure opens in the air above them and thick black ooze surges out of it. The fissure covers a close burst 3 area. PCs with Passive Perception (Hard DC) are not surprised; otherwise the PCs are surprised. The Necrotic Seepage has an Initiative modifier of +6. It attacks all creatures (including mounts and companions) in the close burst with +14 vs Reflex. If it hits, the creature contracts Soul Rot disease. The PC is at stage 1 and remains there unless the party takes an extended rest while in the Shadowfell.

SOUL ROT	LEVEL 11 DISEASE
Stage 0: The target recovers from the disease.	
Stage1: The target takes 5 necrotic damage and loses one healing surge that the target cannot regain until cured of the disease	
Stage2: The target is weakened until cured	
Stage3: The target dies and rises as a wraith	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.	
15 or lower: the stage increases by 1	
16-20: no change	
21 or higher: The stage of the disease decreases by 1	

SCENE 2: HELLO?

Occasionally other travelers are met on the road, but the PCs can easily spot them as they approach (Passive Perception, Easy DC) and avoid them if they wish. If the PCs used the Deathly Shroud ritual, the travelers try and avoid them as they do not want to deal with undead. Even if the PCs have not used the ritual, the natives are wary since bandits are known to attack merchants traveling on the road.

One such traveler is Balkor, a shadra-kai merchant. He leads a small caravan (only 3 wagons). He is accompanied by 12 competent looking caravan guards, who appear to be a mix of shadar-kai, tiefling and genasi. A human teamster and laborer are on each wagon.

The merchant is dressed in dark studded leather but has no apparent weapons (Passive Perception Hard DC to notice the slight bulge here and there that might be shirken and a few odd daggers.) Sauvé and confident best describes his attitude, with a good heaping of caution. He is concerned that the PCs could be a delaying tactic allowing bandits to get in position.

Balkor would rather not talk to the PCs, especially if they appear to be undead. If the PCs attempt to stop him, he politely asks that they let him and his goods by: (Insight check Moderate DC)

“Are you bandits or merely foolish? There is no need for a confrontation. The ground here is relatively flat on either side of the road, we can each simple pass the other with the road between us and go on our way.”

If asked from where he came:

The Gol Mountains, the road splits a few miles back; the right fork goes into the mountains and the left fork continues to the Oblivion Bog. Neither place is welcoming to strangers (if the PCs appear to be undead he adds, though your kind might find a better welcome in the bog).

If the PCs are friendly and easily agree to let them pass, he does warn them that if they are headed into the Gol Mountains that the tribes there are not friendly to strangers.

If the PCs mention their destination or admit that they are not headed to those mountains, then he warns them:

I have met pilgrims of Shar who travel along this road to the Foundation of Loss but I have never been there myself nor would I seek to. You will pass the Oblivion

Bog. The Bog is said to hate the living and to consume all life.

Before you reach the bog you'll have to cross the Battlefield; no one is sure just how wide it is but the road crosses it. Sometimes travelers pass peacefully; other times the dead rise up and attack.

I have never heard of any travelers other than pilgrims of Shar who found the Foundation of Loss and returned.

He is carrying goods to the city of Gloomwrought which is a considerable distance. His goods consist of fine wines, rare spices, exotic smoked meats, and furs.

Two of the guards drop back to keep an eye on the PCs after the group passes.

The PCs have nothing to gain by fighting him.

ENDING THE ENCOUNTER

If the PCs did not question Balkor about their destination, or worse the road ahead, they may be confused when they reach the fork in the road. Not many besides pilgrims of Shar have much insight as to where the Foundation of Loss may be found. The DM might add a mysterious lonely inn in which they may discover that seeking Oblivion (as in the bog) is an aspect of Shar's faith. Also, a Religion check, Moderate DC, recalls that Shar seeks return or all to the void of nothingness, letting your pain of loss be released in oblivion.

Not long after passing the fork in the road that Balkor mentioned the PCs top a rise and see before them a valley, approximately a mile across. The sides of the valley seem to stretch endlessly. The valley floor at first appears to be a grayish white, but after only a short period of study the PCs can determine that much of the ground is covered in bones. Before them is the Battlefield.

Proceed to Encounter 11.

MILESTONE

The encounter does not count towards a milestone.

TREASURE

None

ENCOUNTER 11 CROSSING THE BATTLEFIELD

ENCOUNTER LEVEL 13/15/17/19/21
(4,000/6,000/8,000/12,000/16,000 XP)

CREATURES

This encounter includes the following creatures at ALs 12-16:

- 2 winter wight (W)
- 1 nighthaunt shrine (S)
- 1 drow battle wight commander (C)

This encounter includes the following creatures at AL 18:

- 2 winter wight (W)
- 1 nighthaunt shrine (S)
- 1 nasty wight (C)

This encounter includes the following creatures at AL 20:

- 2 betrayer wight (W)
- 1 flameharrow lord (S)
- 1 nasty wight (C)

SCALING THE ENCOUNTER

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

Four PCs: Remove one winter/betrayer wight from the encounter.

Six PCs: Add one winter/betrayer wight to the encounter.

SETUP

Many battles have been fought in the Shadowfell. These blood-soaked areas often evolve into hazards themselves. The monsters are hidden in the debris scattered about the valley when the PCs enter.

As the adventurers enter the area, read the following

You enter a valley, barely a mile across but seemingly endless to either side. The valley was the site of some vast and deadly battle. The road twists its way through the remains of carnage. Large piles of bones and broken armor are randomly spread across the valley floor. The burnt out remains of supply wagons are scattered about like broken toys. Twisted and leafless trees are scattered about. Pools of blackish liquid dot the landscape.

Place a map out for the players to position their characters. The PCs can choose to continue along the path or spread out in any manner they wish. The features presented in the map are repeated throughout the valley. If the PCs insist on attempting to move off the road and enter further along on either side, consider turning the map around or placing it side ways to accommodate them.

FEATURES OF THE AREA

Gloom: The Shadowfell mutes light sources, reducing the radius illuminated by 50 percent. For example, a torch illuminates 2 squares instead of 5; a lantern illuminates 5 squares instead of 10. Magical light sources are unaffected.

Flat rocks: These large rocks have steep sides and are 1 square high. Moving on to them requires either an extra square of movement or a moderate DC Athletics check. During the many bloodied battles here, desperate creatures died in anguish on these stones. Blood steeped into the stone turning it into Carnage Stone (*The Book of Vile Darkness*, pg 27). When a PC ends its turn in a square that contains one of these stones, roll a d6. On an odd number the PC falls prone. On an even number the PC must make a basic melee attack as a free action on a random adjacent creature. If none are adjacent, then the PC takes 10 psychic damage.

Giant skeletons: The skeletons of giant warriors represent areas where extremely powerful undead creature was destroyed. Both 4 x 8 square areas are under the influence of an Umbral Taint (*Manual of the Planes* pg 52). **Undead in these areas gain regeneration 10 and gain a +2 bonus to attack powers with the necromantic keyword.**

Trees: The trees are all bare of foliage, as if it was the deep of winter. The center square, representing the trunk, is blocking terrain. To climb a tree is a DC25 Athletics check as the (moving) limbs of the tree attempt to impede the climber's progress. Attacks made while in a tree have a -2 penalty due to the tree's efforts to dislodge the PC or NPC. Whether the trees are actually alive, cursed or what is not immediately apparent.

Pools: These shallow pools are filled with a thick black fluid, the congealed essence of shadow. PCs entering into one of these pools contract Soul Rot. Repeated exposure does not change the stage of the disease.

SOUL ROT	LEVEL 11 DISEASE
Stage 0: The target recovers from the disease. Stage 1: The target takes 5 necrotic damage and loses one healing surge that the target cannot regain until cured of the disease Stage 2: The target is weakened until cured Stage 3: The target dies and rises as a wraith	
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2. 15 or lower: the stage increases by 1 16-20: no change 21 or higher: The stage of the disease decreases by 1	

Burnt trees: The squares with the triangles in them are difficult terrain

Gray boulders: These are difficult terrain. PCs that attempt to stand on top of them and use an attack power must make a moderate Acrobatic check or fall prone.

TACTICS

These are intelligent undead. They know battlefield tactics; however their goal is simply to destroy and consume the PCs. They use the terrain to their best advantage, trying to weaken or slow their opponents. PCs that attempt to avoid them by flying, through use of magic or mounts, become primary targets.

The nighthaunt shrine pays particular attention to the location and health of its allies, and can instruct them to move to better locations for the best uses of its aura and powers.

While most are not trained in Stealth, they use available cover to improve chances of taking their prey unaware. Consider rolling Stealth checks before start of play for this encounter.

These creatures do not surrender nor flee; they fight until they are destroyed.

ENDING THE ENCOUNTER

The PCs do not have to destroy these creatures; getting out of the valley works. The undead do not follow them out of the valley. On the far side of the valley stands a vast bog.

Go to Encounter 12.

MILESTONE

This encounter counts toward a milestone

TREASURE

The PCs find a +3/+4 *melegaunt's darkblade*.

ENCOUNTER 11: CROSSING THE BATTLEFIELD (ADVENTURE LEVEL 12)

1-3 Winter Wight	Level 13 Brute
Medium shadow humanoid (cold, undead)	XP 800
HP 160; Bloodied 80	Initiative +11
AC 25; Fortitude 25, Reflex 24, Will 24	Perception +10
Speed 7	Darkvision
Immune disease, poison; Resist 10 cold, necrotic; Vulnerable 5 fire, radiant	
TRAITS	
Regeneration (Healing)	
The winter wight regains 10 hit points whenever it starts its turn and has at least 1 hit point. If a winter wight takes fire damage, its regeneration doesn't function until the end of its next turn.	
STANDARD ACTIONS	
m Ice Claw • At-Will	
Attack: Melee 1 (one creature) +18 vs. AC	
Hit: 3d12 + 8 cold damage	
M Blackfire (cold, necrotic) • Recharge 5 6	
Attack: Melee 1 (one creature); +16 vs. Fortitude	
Hit: 2d12 + 5 cold and necrotic damage, and the target takes ongoing 10 cold and necrotic damage and is dazed (save ends both).	
First Failed Saving Throw: The target is stunned instead of dazed (save ends both).	
Second Failed Saving Throw: The target is knocked unconscious instead of stunned (save ends both).	
Third Failed Saving Throw: The target dies	
TRIGGERED ACTIONS	
C Blackfire Shroud (cold, necrotic)	
Trigger: The winter wight drops to 0 hit points.	
Attack: (Immediate Reaction): Close burst 5 (creatures in the burst); +16 Reflex	
Hit: 4d6 + 5 cold and necrotic damage and ongoing 10 cold and necrotic damage (save ends).	
Effect: The burst creates an area of difficult terrain until that lasts until the end of the encounter.	
Str 23 (+12)	Dex 19 (+10) Wis 18 (+10)
Con 19 (+10)	Int 18 (+10) Cha 12 (+7)
Alignment Evil Languages Abyssal, Common	

Drow Battle Wight Commander	Level 13 Soldier
Medium natural humanoid (undead)	XP 800
HP 114; Bloodied 57	Initiative +13
AC 29; Fortitude 27, Reflex 24, Will 27	Perception +12
Speed 5	Darkvision
Immune disease, poison;	
Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Soul Draining Longsword (necrotic, weapon) • At-Will	
Attack: +19 vs. AC	
Hit: 3d6 + 10 damage, and the target loses a healing surge and is immobilized and weakened (save ends both)	
R Soul Harvest (healing, necrotic) • Recharge 4 5 6	
Attack: Ranged 5; an immobilized target only; +16 vs. Fortitude	
Hit: 4d6 + 16 necrotic damage, and the drow battle wight commander and all undead allies within 2 squares of it regain 10 hit points.	
Skill Intimidate +19	
Str 26 (+14)	Dex 20 (+11) Wis 14 (+8)
Con 22 (+12)	Int 15 (+8) Cha 26 (+14)
Alignment Evil Languages Common, Elven	
Equipment: heavy shield, longsword, plate armor	
Updated for MM3 damage expression	

Nighthaunt Shrine	Level 13 Elite Controller (Leader)	
Medium shadow humanoid (undead)	XP 1600	
HP 166; Bloodied 83	Initiative +7	
AC 27; Fortitude 23, Reflex 25, Will 27	Perception +11	
Speed 4 (clumsy), fly 8 (hover)	Darkvision	
Immune disease, poison;		
Resist 15 necrotic, insubstantial; Vulnerable 10 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
Death Shield		
Aura 3; Undead allies and shadow allies within the aura gain a +2 bonus to all defenses.		
STANDARD ACTIONS		
m Claw Touch • At-Will		
Attack: Melee 1 (one creature) +14 vs. Reflex		
Hit: 1d8 damage or 3d8 + 2 while bloodied.		
A Life Leak (necrotic) • Recharge 6		
Attack: Area burst 5 within 10 centered on a bloodied enemy (enemies in burst); +15 vs. Fortitude		
Hit: 4d6 + 5 necrotic damage.		
Miss: Half damage.		
Effect: Each undead ally or shadow ally in the burst gains 20 temporary hit points.		
MINOR ACTIONS		
R Terrifying Gaze (fear, gaze, psychic) • At-Will (1/round)		
Attack: Ranged 5 (one creature); +17 Will		
Hit: 2d6 + 4 psychic damage, and the nighthaunt shrine pushes the target 1 square and knocks it prone.		
A Shadowfell Taint (necrotic, zone) • Encounter		
Effect: The nighthaunt shrine creates a zone in an area burst 1 within 10 that lasts until the end of the shrine's next turn. Squares within the zone are totally obscured and block line of sight for creatures that do not have darkvision. A creature that starts its turn within the zone takes 10 necrotic damage.		
Sustain Minor: The zone lasts until the end of the shrine's next turn. In addition, it can use a move action to move the zone 5 squares.		
Skills Insight +16, Stealth +13		
Str 13 (+7)	Dex 14 (+7)	Wis 21 (+11)
Con 10 (+5)	Int 16 (+8)	Cha 20 (+10)
Alignment Evil		Languages Common

ENCOUNTER 11: CROSSING THE BATTLEFIELD (ADVENTURE LEVEL 14)

1-3 Winter Wight	Level 15 Brute
Medium shadow humanoid (cold, undead)	XP 1200
HP 180; Bloodied 90	Initiative +12
AC 27; Fortitude 27, Reflex 26, Will 26	Perception +11
Speed 7	darkvision
Immune disease, poison;	
Resist 10 cold, necrotic; Vulnerable 5 fire, radiant	
TRAITS	
Regeneration (Healing)	
The winter wight regains 10 hit points whenever it starts its turn and has at least 1 hit point. If a winter wight takes fire damage, its regeneration doesn't function until the end of its next turn.	
STANDARD ACTIONS	
m Ice Claw • At-Will	
Attack: Melee 1 (one creature) +20 vs. AC	
Hit: 3d12 + 10 cold damage	
M Blackfire (cold, necrotic) • Recharge 5 6	
Attack: Melee 1 (one creature); +18 vs. Fortitude	
Hit: 2d12 + 7 cold and necrotic damage, and the target takes ongoing 10 cold and necrotic damage and is dazed (save ends both).	
First Failed Saving Throw: The target is stunned instead of dazed (save ends both).	
Second Failed Saving Throw: The target is knocked unconscious instead of stunned (save ends both).	
Third Failed Saving Throw: The target dies	
TRIGGERED ACTIONS	
C Blackfire Shroud (cold, necrotic)	
Trigger: The winter wight drops to 0 hit points.	
Attack: (Immediate Reaction): Close burst 5 (creatures in the burst); +18 Reflex	
Hit: 4d6 + 7 cold and necrotic damage and ongoing 10 cold and necrotic damage (save ends).	
Effect: The burst creates an area of difficult terrain until that lasts until the end of the encounter.	
Str 24 (+14)	Dex 20 (+12)
Con 20 (+12)	Int 19 (+11)
Wis 19 (+11)	Cha 13 (+8)
Alignment Evil	
Languages Abyssal, Common	

Drow Battle Wight Commander	Level 15 Soldier
Medium natural humanoid(undead)	XP 1200
HP 128; Bloodied 64	Initiative +14
AC 31; Fortitude 29, Reflex 26, Will 29	Perception +13
Speed 5	darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Soul draining Longsword (necrotic, weapon) • At-Will	
Attack: +21 vs. AC	
Hit: 3d6 + 12 damage, and the target loses a healing surge and is immobilized and weakened (save ends both)	
R Soul Harvest (healing, necrotic) • Recharge 4 5 6	
Attack: Ranged 5; an immobilized target only; +18 vs. Fortitude	
Hit: 4d6 + 18 necrotic damage, and the drow battle wight commander and all undead allies within 2 squares of it regain 10 hit points.	
Skill Intimidate +20	
Str 27 (+15)	Dex 21 (+12)
Con 23 (+13)	Int 16 (+10)
Wis 15 (+9)	Cha 27 (+15)
Alignment Evil	
Languages Common, Elven	
Equipment: heavy shield, longsword, plate armor	

Nighthaunt Shrine	Level 15 Elite Controller (Leader)	
Medium shadow humanoid (undead)	XP 2400	
HP 198; Bloodied 99	Initiative +9	
AC 29; Fortitude 25, Reflex 27, Will 29	Perception +12	
Speed 4 (clumsy), fly 8 (hover)	Darkvision	
Immune disease, poison; Resist 15 necrotic, insubstantial; Vulnerable 10 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
Death Shield		
Aura 3; Undead allies and shadow allies within the aura gain a +2 bonus to all defenses.		
STANDARD ACTIONS		
m Claw Touch • At-Will		
<i>Attack:</i> Melee 1 (one creature) +16 vs. Reflex		
<i>Hit:</i> 1d8 +2 damage or 3d8 + 4 while bloodied.		
A Life Leak (necrotic) • Recharge 6		
<i>Attack:</i> Area burst 5 within 10 centered on a bloodied enemy (enemies in burst); +17 vs. Fortitude		
<i>Hit:</i> 4d6 + 7 necrotic damage.		
<i>Miss:</i> Half damage.		
<i>Effect:</i> Each undead ally or shadow ally in the burst gains 20 temporary hit points.		
MINOR ACTIONS		
R Terrifying Gaze (fear, gaze, psychic) • At-Will (1/round)		
<i>Attack:</i> Ranged 5 (one creature); +19 Will		
<i>Hit:</i> 2d6 + 6 psychic damage, and the nighthaunt shrine pushes the target 1 square and knocks it prone.		
A Shadowfell Taint (necrotic, zone) • Encounter		
<i>Effect:</i> The nighthaunt shrine creates a zone in an area burst 1 within 10 that lasts until the end of the shrine's next turn. Squares within the zone are totally obscured and block line of sight for creatures that do not have darkvision. A creature that starts its turn within the zone takes 10 necrotic damage.		
<i>Sustain Minor:</i> The zone lasts until the end of the shrine's next turn. In addition, it can use a move action to move the zone 5 squares.		
Skills Insight +17, Stealth +14		
Str 13 (+8)	Dex 14 (+9)	Wis 21 (+12)
Con 10 (+7)	Int 16 (+10)	Cha 20 (+12)
Alignment Evil	Languages Common	

ENCOUNTER 11: CROSSING THE BATTLEFIELD (ADVENTURE LEVEL 16)

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1-3 Winter Wight	Level 17 Brute
Medium shadow humanoid (cold, undead)	XP 1600
HP 200; Bloodied 100	Initiative +13
AC 29; Fortitude 29, Reflex 28, Will 28	Perception +12
Speed 7	Darkvision
Immune disease, poison;	
Resist 10 cold, necrotic; Vulnerable 5 fire, radiant	
TRAITS	
Regeneration (Healing)	
The winter wight regains 10 hit points whenever it starts its turn and has at least 1 hit point. If a winter wight takes fire damage, its regeneration doesn't function until the end of its next turn.	
STANDARD ACTIONS	
m Ice Claw • At-Will	
Attack: Melee 1 (one creature) +22 vs. AC	
Hit: 3d12 + 12 cold damage	
M Blackfire (cold, necrotic) • Recharge 5 6	
Attack: Melee 1 (one creature); +20 vs. Fortitude	
Hit: 2d12 + 9 cold and necrotic damage, and the target takes ongoing 10 cold and necrotic damage and is dazed (save ends both).	
First Failed Saving Throw: The target is stunned instead of dazed (save ends both).	
Second Failed Saving Throw: The target is knocked unconscious instead of stunned (save ends both).	
Third Failed Saving Throw: The target dies	
TRIGGERED ACTIONS	
C Blackfire Shroud (cold, necrotic)	
Trigger: The winter wight drops to 0 hit points.	
Attack: (Immediate Reaction): Close burst 5 (creatures in the burst); +20 Reflex	
Hit: 4d6 + 9 cold and necrotic damage and ongoing 10 cold and necrotic damage (save ends).	
Effect: The burst creates an area of difficult terrain until that lasts until the end of the encounter.	
Str 25 (+15)	Dex 21 (+13)
Con 21 (+13)	Int 20 (+13)
Wis 20 (+13)	Cha 14 (+10)
Alignment Evil	
Languages Abyssal, Common	

Drow Battle Wight Commander	Level 17 Soldier
Medium natural humanoid(undead)	XP 1600
HP 142; Bloodied 71	Initiative +16
AC 33; Fortitude 31, Reflex 28, Will 31	Perception +15
Speed 5	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Soul draining Longsword (necrotic, weapon) • At-Will	
Attack: +23 vs. AC	
Hit: 3d6 + 14 damage, and the target loses a healing surge and is immobilized and weakened (save ends both)	
R Soul Harvest (healing, necrotic) • Recharge 4 5 6	
Attack: Ranged 5; an immobilized target only; +20 vs. Fortitude	
Hit: 4d6 + 20 necrotic damage, and the drow battle wight commander and all undead allies within 2 squares of it regain 10 hit points.	
Skill Intimidate +22	
Str 28 (+17)	Dex 22 (+14)
Con 24 (+15)	Int 17 (+11)
Wis 16 (+11)	Cha 28 (+17)
Alignment Evil	
Languages Common, Elven	
Equipment: heavy shield, longsword, plate armor	

Nighthaunt Shrine	Level 17 Elite Controller (Leader)	
Medium shadow humanoid (undead)	XP 3200	
HP 230; Bloodied 115	Initiative +10	
AC 31; Fortitude 27, Reflex 29, Will 31	Perception +14	
Speed 4 (clumsy), fly 8 (hover)	Darkvision	
Immune disease, poison; Resist 15 necrotic, insubstantial; Vulnerable 10 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
Death Shield		
Aura 3; Undead allies and shadow allies within the aura gain a +2 bonus to all defenses.		
STANDARD ACTIONS		
m Claw Touch • At-Will		
<i>Attack:</i> Melee 1 (one creature) +18 vs. Reflex		
<i>Hit:</i> 1d8 + 4 damage or 3d8 + 6 while bloodied.		
A Life Leak (necrotic) • Recharge 6		
<i>Attack:</i> Area burst 5 within 10 centered on a bloodied enemy (enemies in burst); +19 vs. Fortitude		
<i>Hit:</i> 4d6 + 9 necrotic damage.		
<i>Miss:</i> Half damage.		
<i>Effect:</i> Each undead ally or shadow ally in the burst gains 20 temporary hit points.		
MINOR ACTIONS		
R Terrifying Gaze (fear, gaze, psychic) • At-Will (1/round)		
<i>Attack:</i> Ranged 5 (one creature); +21 Will		
<i>Hit:</i> 2d6 + 8 psychic damage, and the nighthaunt shrine pushes the target 1 square and knocks it prone.		
A Shadowfell Taint (necrotic, zone) • Encounter		
<i>Effect:</i> The nighthaunt shrine creates a zone in an area burst 1 within 10 that lasts until the end of the shrine's next turn. Squares within the zone are totally obscured and block line of sight for creatures that do not have darkvision. A creature that starts its turn within the zone takes 10 necrotic damage.		
<i>Sustain Minor:</i> The zone lasts until the end of the shrine's next turn. In addition, it can use a move action to move the zone 5 squares.		
Skills Insight +19, Stealth +15		
Str 14 (+10)	Dex 15 (+10)	Wis 22 (+14)
Con 11 (+8)	Int 17 (+11)	Cha 21 (+13)
Alignment Evil	Languages Common	

ENCOUNTER 11: CROSSING THE BATTLEFIELD (ADVENTURE LEVEL 18)

1-3 Winter Wight	Level 19 Brute
Medium shadow humanoid (cold, undead)	XP 2400
HP 220; Bloodied 110	Initiative +14
AC 31; Fortitude 31, Reflex 30, Will 30	Perception +13
Speed 7	darkvision
Immune disease, poison; Resist 10 cold, necrotic; Vulnerable 5 fire, radiant	
TRAITS	
Regeneration (Healing)	
The winter wight regains 10 hit points whenever it starts its turn and has at least 1 hit point. If a winter wight takes fire damage, its regeneration doesn't function until the end of its next turn.	
STANDARD ACTIONS	
m Ice Claw • At-Will	
Attack: Melee 1 (one creature) +24 vs. AC	
Hit: 3d12 + 14 cold damage	
M Blackfire (cold, necrotic) • Recharge 5 6	
Attack: Melee 1 (one creature); +22 vs. Fortitude	
Hit: 2d12 + 11 cold and necrotic damage, and the target takes ongoing 10 cold and necrotic damage and is dazed (save ends both).	
First Failed Saving Throw: The target is stunned instead of dazed (save ends both).	
Second Failed Saving Throw: The target is knocked unconscious instead of stunned (save ends both).	
Third Failed Saving Throw: The target dies	
TRIGGERED ACTIONS	
C Blackfire Shroud (cold, necrotic)	
Trigger: The winter wight drops to 0 hit points.	
Attack: (Immediate Reaction): Close burst 5(creatures in the burst); +22 Reflex	
Hit: 4d6 + 11 cold and necrotic damage and ongoing 10 cold and necrotic damage (save ends).	
Effect: The burst creates an area of difficult terrain until that lasts until the end of the encounter.	
Str 26 (+17)	Dex 22 (+15)
Con 22 (+15)	Int 21 (+14)
	Wis 21 (+14)
	Cha 15 (+11)
Alignment Evil	Languages Abyssal, Common

Nasty Wight	Level 19 Soldier
Medium natural humanoid(undead)	XP 2400
HP 160 Bloodied 80	Initiative +15
AC 35; Fortitude 31, Reflex 28, Will 30	Perception +17
Speed 5	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Soul draining Longsword (necrotic, weapon) • At-Will	
Attack: +30 vs. AC	
Hit: 3d8 + 14 necrotic damage (crit 4d8 + 38), and the target loses a healing surge and is immobilized (save ends)	
R Soul Reaping (healing, necrotic) • Recharge 5 6	
Attack: Ranged 5; (affects an immobilized target only); +24 vs. Fortitude	
Hit: 4d10 + 19 necrotic damage, and the champion wight regains 25 hit points.	
Skill Intimidate +19	
Str 25 (+16)	Dex 19 (+13)
Con 21 (+14)	Int 17 (+12)
	Wis 17 (+12)
	Cha 21 (+14)
Alignment Evil	Languages Common

Reskinned from Champion Wight, made standard vs elite;; updated to MM3 damage expression.

Nighthaunt Shrine	Level 19 Elite Controller (Leader)	
Medium shadow humanoid (undead)	XP 4800	
HP 262; Bloodied 131	Initiative +12	
AC 33; Fortitude 29, Reflex 31, Will 33	Perception +15	
Speed 4 (clumsy), fly 8 (hover)	Darkvision	
Immune disease, poison; Resist 15 necrotic, insubstantial;		
Vulnerable 10 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
Death Shield		
Aura 3; Undead allies and shadow allies within the aura gain a +2 bonus to all defenses.		
STANDARD ACTIONS		
m Claw Touch • At-Will		
Attack: Melee 1 (one creature) +20 vs. Reflex		
Hit: 1d8 + 6 damage or 3d8 + 8 while bloodied.		
A Life Leak (necrotic) • Recharge 6		
Attack: Area burst 5 within 10 centered on a bloodied enemy (enemies in burst); +21 vs. Fortitude		
Hit: 4d6 + 11 necrotic damage.		
Miss: Half damage.		
Effect: Each undead ally or shadow ally in the burst gains 20 temporary hit points.		
MINOR ACTIONS		
R Terrifying Gaze (fear, gaze, psychic) • At-Will (1/round)		
Attack: Ranged 5 (one creature); +23 Will		
Hit: 2d6 + 10 psychic damage, and the nighthaunt shrine pushes the target 1 square and knocks it prone.		
A Shadowfell Taint (necrotic, zone) • Encounter		
Effect: The nighthaunt shrine creates a zone in an area burst 1 within 10 that lasts until the end of the shrine's next turn. Squares within the zone are totally obscured and block line of sight for creatures that do not have darkvision. A creature that starts its turn within the zone takes 10 necrotic damage.		
Sustain Minor: The zone lasts until the end of the shrine's next turn. In addition, it can use a move action to move the zone 5 squares.		
Skills Insight +20, Stealth +17		
Str 15 (+11)	Dex 16 (+12)	Wis 23 (+15)
Con 12 (+10)	Int 18 (+13)	Cha 22 (+15)
Alignment Evil	Languages Common	

ENCOUNTER 11: CROSSING THE BATTLEFIELD (AL 20)

1-3 Betrayer Wight	Level 21 Brute
Medium shadow humanoid (undead)	XP 3200
HP 244; Bloodied 122	Initiative +16
AC 33; Fortitude 36, Reflex 33, Will 32	Perception +5
Speed 7	darkvision
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: +24 vs. AC	
Hit: 4d8 + 18 necrotic damage, and the target is weakened. To end the weakened condition, the target must spend a healing surge (a free action). If the target does so, the wight regains 15 hit points.	
TRIGGERED ACTIONS	
C Death Wail (necrotic)	
Trigger: The betrayer wight drops to 0 hit points.	
Attack: (Immediate Reaction): Close burst 5 (enemies in the burst); +21 Fortitude	
Hit: 4d6 + 18 necrotic damage. Undead allies in the burst can make a basic attack as a free action.	
Str 28 (+19)	Dex 22 (+16)
Con 24 (+17)	Int 8 (+9)
Wis 6 (+8)	Cha 20 (+15)
Alignment Chaotic Evil	Languages Common

Updated for MM3 damage expression,

Nasty Wight	Level 21 Soldier
Medium natural humanoid(undead)	XP 3200
HP 180; Bloodied 90	Initiative +16
AC 37; Fortitude 33, Reflex 30, Will 32	Perception +18
Speed 5	Darkvision
Immune disease, poison; Resist 15 necrotic; Vulnerable 10 radiant	
STANDARD ACTIONS	
m Soul draining Longsword (necrotic, weapon) • At-Will	
Attack: +32 vs. AC	
Hit: 3d8 + 16 necrotic damage (crit 4d8 + 40), and the target loses a healing surge and is immobilized (save ends)	
C Soul Reaping (healing, necrotic) • Recharge 5 6	
Attack: Ranged 5; (affects an immobilized target only); +26 vs. Fortitude	
Hit: 4d10 + 21 necrotic damage, and the champion wight regains 25 hit points.	
Skill Intimidate +21	
Str 26 (+18)	Dex 20 (+15)
Con 22 (+16)	Int 18 (+14)
Wis 18 (+14)	Cha 22 (+16)
Alignment Evil	Languages Common

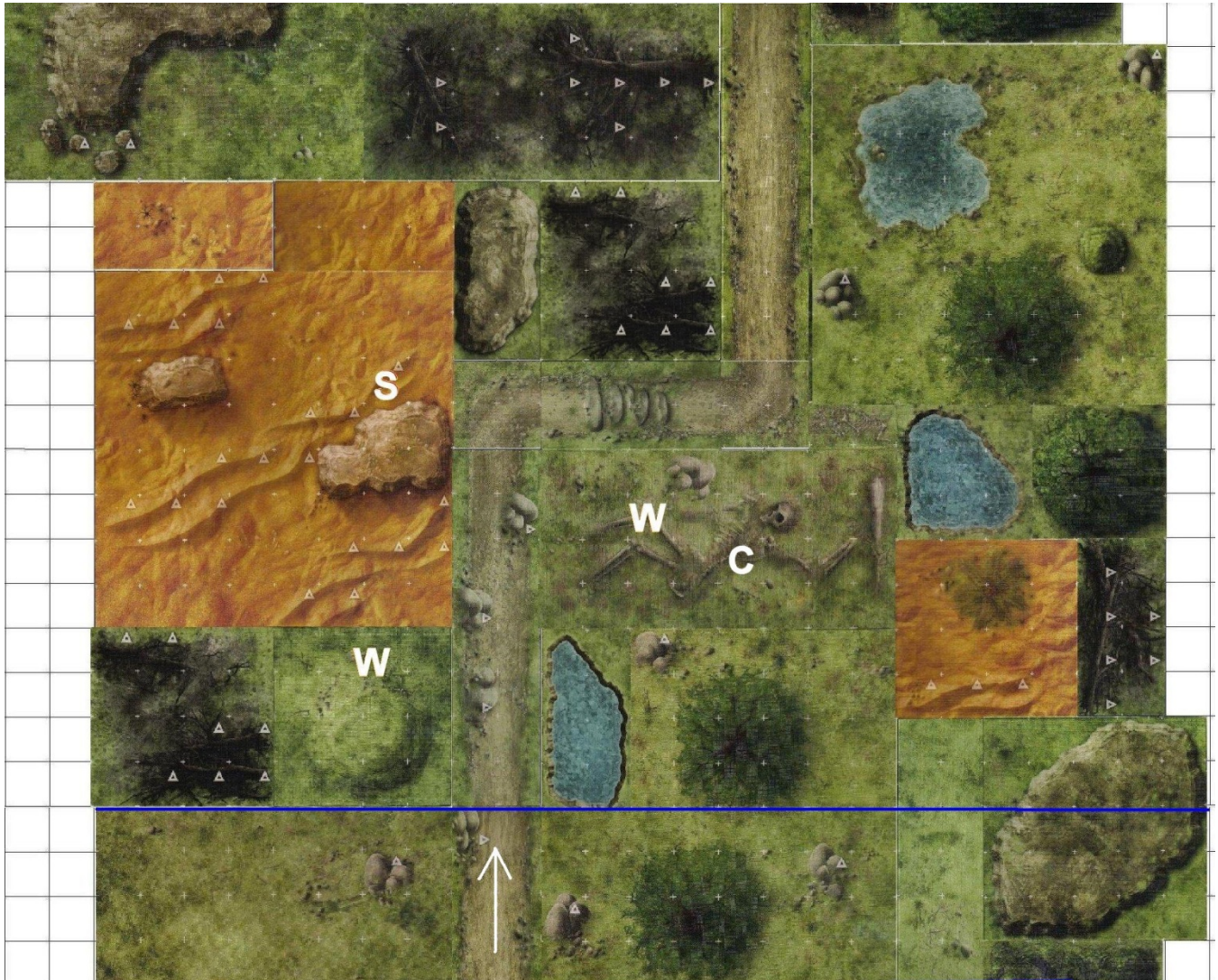
Flameharrow Lord	Level 21 Elite Controller (Leader)
Medium natural humanoid (undead)	XP 6400
HP 390; Bloodied 195	Initiative +13
AC 35; Fortitude 32, Reflex 34, Will 36	Perception +17
Speed 6, teleport 5	Darkvision
Immune disease, poison; Resist 25 necrotic, 30 fire; Vulnerable 15 radiant	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Flameharrow Claw (fire, necrotic) • At-Will	
Attack: +26 vs. AC	
Hit: 3d8 + 9 fire damage and the target can't spend healing surges until the end of the flameharrow's next turn.	
TRIGGERED ACTIONS	
R Death's Salvation (healing) • Recharge 4 5 6	
Trigger: when an undead ally is reduced to 0 hit points.	
Effect: (Immediate Interrupt): Ranged 10; Targeted undead ally regains 25 hit points.	
MINOR ACTIONS	
r Harrowing Gaze (fear, gaze, psychic) • At-Will (1/round)	
Attack: Ranged 10; +25 vs. Will	
Hit: 4d6 + 13 psychic damage, and the target is pushed 4 squares. The target is dazed until the end of the flameharrow's next turn.	
C Deadfire Gaze (fire, gaze, necrotic) • At-Will (1/round)	
Attack: Close Blast 5; +23 vs. Reflex	
Hit: 3d8 + 7 necrotic damage, ongoing 10 fire damage, and the target is immobilized (save ends both).	
Str 15 (+12)	Dex 16 (+13)
Con 19 (+14)	Int 23 (+16)
Wis 15 (+12)	Cha 26 (+18)
Alignment chaotic evil	Languages Abyssal, Common

Updated for MM3 damage expression,

ENCOUNTER 11: CROSSING THE BATTLEFIELD MAP

TILE SETS NEEDED

Deserts of Athas x1, Dungeon Tiles Master Set: Wilderness x2



PCs can be anywhere behind the blue line at the start of the encounter—Arrow shows direction of travel.

W= winter wight, or betrayer wight depending on AL; C= battle wight commander or nasty wight depending on AL and S= nighthaunt shrine or flameharrow lord depending on AL.

ENCOUNTER 12: THE OBLIVION BOG

ENCOUNTER LEVEL 10/12/14/16/18

(2400/3200/4800/6400/9650)

CREATURES

This encounter includes the following creatures at all ALs:

7 howling spirit (H)

7 shattered wrath (S)

7 keening spirit (K)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 howling spirit, 1 shattered wraith and 2 keening spirit

Six PCs: Add 2 howling spirit, 1 shattered wraith and 1 keening spirit

SETUP

Once the PCs leave the battlefield, read the following.

Past the battlefield you wind your way through a bog. The damp air and fetid odor of the swamp makes for unpleasant passage. Wisps of undead spirits fly across the sky. The ground squishes and slides underneath your feet.

The bog stretches for miles. The air is rank with rot. Moss drips from trees. The muddy road is safe for devout pilgrims. Those who stray far from the road, or ignore the shrines along the way trod a dangerous path.

The PCs may be attacked by the undead spirits whether the PCs travel on the road or across the bog. However, the PCs may avoid fighting the spirits by: a) bluffing the spirits the PCs are pilgrims of Shar, and stay on the road, b) being or appearing as undead, or c) sneaking through the bog, hiding from the spirits. For paragon PCs, the combat is intended to be easy. The objective is to get past this challenge rather than to destroy all the undead so any plausible plan to accomplish that is fine.

If all the PCs are undead, or all who are not have each cast the Deathly Shroud Ritual (FRPG pg 143 cost 600 gp +140 gp in components; see New Items section for details) on themselves, then they can avoid this

encounter. However, if any PCs who are undead or have cast the ritual, but still engage in combat (i.e., attack the spirits), they are attacked in turn by the spirits.

If the PCs have living mounts, then the mounts are also attacked. Assuming no mounts are capable of reading a ritual scroll, they cannot be protected by the Deathly Shroud Ritual.

Note that the map provided for combat is only a small part of the bog. It provides examples of each of the terrain features

FEATURES OF THE AREA

This area has a few important features.

Gloom: The Shadowfell mutes light sources, reducing the radius illuminated by 50 percent. For example, a torch illuminates 2 squares instead of 5; a lantern illuminates 5 squares instead of 10. Magical light sources are unaffected.

Shrines: Representations of one of two forms Shar's avatar are found as statues or carvings in the various shrines along the road. She is depicted as: the Nightsinger (a female form masked in black feathers which trail into a cowed cloak) or the Dark Dancer (a lithe, exquisitely beautiful woman with a black body sparkling with stars, dancing gracefully).

On the map the shrines are represent by a statue on the north side near the road and by the large pile of rocks with a door (treat door as if it was a carved relief).

Sinkholes: scattered throughout the bog are sinkholes. Two are indicated on the map by the large mud puddle and the area of burnt tree limbs (for DM reference)

Sinkhole	Level 15 Hazard
Terrain	XP 1,200
Detect Nature Moderate DC or Perception Hard DC	Initiative -
Immune attack	
TRIGGERED ACTIONS	
M Attack • At-Will	
Trigger: A creature enters one of the Hazards squares	
Attack (Immediate Reaction): Melee 0 (triggering creature); +18 vs. Reflex	
Hit: The target falls prone and is restrained (save ends)	
First Failed Saving Throw: The target is restrained and takes ongoing 5 damage (save ends both)	

Swampfire: Areas of swampfire are indicated on the map for the DM by tiles from the Swampfire Fens set (tree trunks or foliage surrounded by water). Also the section of mossy ground that crosses the small stream on the map.

Swampfire	Level 15 Hazard
Terrain	XP 1,200
Detect Perception Moderate DC	Initiative -
Immune attack	
STANDARD ACTIONS	
R Attack (fire) • Recharge 5, 6	
Attack: Close burst 2 (creatures in burst); +18 vs. Reflex	
Hit: 3d6 + 10 fire damage, and ongoing 5 fire damage (save ends)	
COUNTER MEASURES	
• Avoid: A creature that takes damage from swampfire can make an Easy DC Acrobatics check as an immediate interrupt. With a successful check, the creature takes half damage.	

Boulder: The boulders are an easy climb (DC15 Athletics) and are 1 square high. They can provide superior cover.

Large Individual Trees: The center square, representing the trunk, is blocking terrain. To climb a tree is a DC 20 Athletics check. A medium or smaller creature up in a tree has partial concealment. The trees are 4 squares tall

Stream: crossing the stream is not difficult a Athletics check (DC 20 standing long jump, DC 10 running), a Moderate DC Acrobatics check using the logs that cross over the stream, or using the mossy area. The mossy area is difficult terrain and subject to swampfire (see above).

Road: In some parts of the bog the road is clearly defined while in others (not shown on the map) there are gaps. Pilgrims who stay on the road are generally safe from the natural hazards.

TACTICS

These creatures guard the Oblivion Bog. Their instructions are simple, “attack any living creature who is not a pilgrim of Shar but do not enter the sacred ruins.” Not being very intelligent, they interpret the wearing of a holy symbol of Shar and displays of worship at the shrines as appropriate pilgrim behavior. They defend themselves if attacked no matter the perceived loyalties or type of creature.

SKILL CHALLENGE: AVOIDING COMBAT

Goal: Navigate the Oblivion Bog with minimal damage.

Complexity: Special

Primary Skills: Bluff, Nature, Perception, Religion, Stealth

Victory: The PCs pass the Oblivion Bog without unnecessary additional combat

Defeat: The PCs take damage.

The PCs may use any one of the following methods to succeed at the skill challenge (to avoid being attacked by

the undead spirits) or different PCs may use different methods. Any PC who does not succeed is attacked.

METHOD 1: PRETENDING TO BE PILGRIMS OF SHAR

Spirits fly above you as you approach a statue of a woman set along the road.

The PCs use Bluff to deceive the spirits but the skill check may be enhanced. The wear of a holy symbol of Shar provides a +4 bonus to the Bluff check. The wear of purple and/or black clothing adds a +1 to the Bluff check.

Bluff: Moderate DC (1 success, 1 maximum)

The PC shows the appearance and demeanor of a pilgrim of Shar with proper respect for the statues or shrines of Shar.

Religion Moderate DC (not a success or failure)

The PC recalls dogma of Shar to help with the deception. Provides a +2 bonus to the Bluff check for all PCs.

Dogma of Shar

- The faithful of Shar are known as Dark Followers.
- The clergy of Shar are known as Nightcloaks.
- Quench the light of the Moon (the faithful of Selune) whenever it is found.
- Dark is a time to act, not to wait.
- Do not strive to better one self.
- Pain and loss is the nature state of being.
- Hope is foolishness and must be avoided.
- Always seek revenge and perform acts of wickedness.
- Celebrate nightfall.

METHOD 2: SNEAKING THROUGH THE BOG

Escaping the notice of those flying creatures is helpful but sneaking through the bog is messy.

The howling spirits fly around, but do not seem all that observant. If the PCs take reasonable cautions the creatures might not notice them.

Nature: Moderate DC (0 success, 1 maximum per PC)

The PC uses their knowledge to find the best path through the bog for hiding. Success in this check grants a +4 to all PCs' Stealth checks.

Stealth: Moderate DC (1 success, 1 maximum per PC)
The PC attempts to sneak past the flying guards of the Oblivion Bog. Failure results in the PCs being attacked by 4 creatures immediately.

ENDING THE ENCOUNTER

The bog abruptly ends. Before you an enormous, gaping circular hole in the ground, the walls of which are black granite. A quick search uncovers a set of stair leading down into the pit, curving along the inner wall.

The Foundation of Loss was the foundation of the former Palace of Loss which was ripped away from the Shadowfell to the Towers of the Night in the Astral Sea.

The PCs can find some evidence that some humanoids have gone both up and down the granite steps (Perception Easy DC) but other than the a vague sense that it was more than a couple but less than an army, they can not tell how many.

The PCs are not challenged when they enter the foundation structure. At each “floor,” the stairs has a landing with a corridor leading to a cluster of rooms. The corridors are unlit. Shadows seem to gather despite whatever light sources the PCs use. Most rooms are empty or show little signs of having been used recently. The radius illuminated by non-magical light sources is reduced by 50% in the Shadowfell.

Now the PCs must start their search. The PCs may look for the Dark Library (Encounter 13) or the Laboratory (Encounter 15), or encounter a patrol (Encounter 14) in any order, although the assumed order was as numbered. The DM should adjust as needed or determined by the PCs.

DESPAIR DECK:

Once the PCs have passed into the Foundation of Loss, have them pick another card from the deck.

MILESTONE

The encounter counts towards a milestone.

Treasure

None.

ENCOUNTER 12: THE OBLIVION BOG (ADVENTURE LEVEL 12)

6-9 Howling Spirit	Level 11 Minion
Medium shadow humanoid (undead)	XP 150
HP 1; a missed attack never damages a minion	Initiative +12
AC 27, Fortitude 23, Reflex 27, Will 25	Perception +12
Speed fly 8 (hover), phasing	Darkvision
Immune disease, poison, Resist necrotic 10, insubstantial	
TRAITS	
A Choir of Madness (psychic) • Aura 1	
Any enemy within the aura that takes damage from a power that has fear or psychic as a keyword takes 5 extra psychic damage	
STANDARD ACTIONS	
m Spectral Strafe (necrotic) • At-Will	
Attack: Melee 1 (one creature); +16 vs. Reflex; the howling spirit shifts 1 before or after the attack	
Hit: 9 necrotic damage.	
Str 6 (+3)	Dex 24 (+12) Wis 14 (+7)
Con 12 (+7)	Int 6 (+3) Cha 21 (+10)
Alignment Evil	Languages Common, Abyssal

6-8 Shattered Wraith	Level 11 Minion
Small shadow humanoid (undead)	XP 150
HP 1; a missed attack never damages a minion	Initiative +15
AC 26, Fortitude 20, Reflex 24, Will 23	Perception +5
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison, Resist 10 necrotic,	
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature) +14 vs. AC	
Hit: 9 necrotic damage and the target gains vulnerable necrotic 5	
MOVE	
Shattered Glide (move) • Encounter	
The shattered wraith shifts 6 squares	
Str 4 (+2)	Dex 23 (+11) Wis 15 (+7)
Con 15 (+7)	Int 6 (+3) Cha 20 (+10)
Alignment Chaotic Evil	Languages -
Updated for MM3 damage expression	

5-8 Keening Spirit	Level 11 Minion Skirmisher
Medium shadow humanoid (undead)	XP 150
HP 1; a missed attack never damages a minion	Initiative +12
AC 27, Fortitude 23, Reflex 27, Will 25	Perception +8
Speed fly 6 (hover), phasing	Darkvision
Immune disease, poison, Resist 10 necrotic 10 thunder, insubstantial,	
TRAITS	
A Tormented Keening (psychic) • Aura 1	
Any enemy within the aura that takes damage from a power that has psychic or thunder as a keyword takes 5 extra psychic damage	
STANDARD ACTIONS	
m Passing Strike (thunder) • At-Will	
Attack: Melee 1 (one creature); +14 vs. Reflex; the keening spirit can shift up to 1 square before or after the attack	
Hit: 9 thunder damage.	
Str 6 (+3)	Dex 24 (+12) Wis 14 (+7)
Con 12 (+7)	Int 6 (+3) Cha 21 (+10)
Alignment Chaotic Evil	Languages -
Updated for MM3 damage expression	

ENCOUNTER 12: THE OBLIVION BOG (ADVENTURE LEVEL 14)

6-9 Howling Spirit	Level 13 Minion
Medium shadow humanoid (undead)	XP 200
HP 1; a missed attack never damages a minion	Initiative +13
AC 29, Fortitude 25, Reflex 29, Will 27	Perception +13
Speed fly 8 (hover), phasing	Darkvision
Immune disease, poison, Resist necrotic 10, insubstantial,	
TRAITS	
A Choir of Madness (psychic) • Aura 1	
Any enemy within the aura that takes damage from a power that has fear or psychic as a keyword takes 5 extra psychic damage	
STANDARD ACTIONS	
m Spectral Strafe (necrotic) • At-Will	
Attack: Melee 1 (one creature); +16 vs. Reflex; the howling spirit shifts 1 before or after the attack	
Hit: 10 necrotic damage.	
Str 6 (+4)	Dex 24 (+13) Wis 14 (+8)
Con 12 (+8)	Int 6 (+4) Cha 21 (+11)
Alignment Evil	Languages Common, Abyssal

Updated for MM3 damage expression

8-12 Shattered Wraith	Level 13 Minion
Small shadow humanoid (undead)	XP 200
HP 1; a missed attack never damages a minion	Initiative +16
AC 28, Fortitude 22, Reflex 26, Will 25	Perception +6
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison, Resist 10 necrotic,	
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature) +16 vs. AC	
Hit: 10 necrotic damage and the target gains vulnerable necrotic 5	
MOVE	
Shattered Glide (move) • Encounter	
The shattered wraith shifts 6 squares	
Str 4 (+3)	Dex 23 (+12) Wis 15 (+8)
Con 15 (+8)	Int 6 (+4) Cha 20 (+11)
Alignment Chaotic Evil	Languages -

Updated for MM3 damage expression

8-12 Keening Spirit	Level 13 Minion Skirmisher
Medium shadow humanoid (undead)	XP 200
HP 1; a missed attack never damages a minion	Initiative +13
AC 29, Fortitude 25, Reflex 29, Will 27	Perception +9
Speed fly 6 (hover), phasing	Darkvision
Immune disease, poison, Resist 10 necrotic 10 thunder, insubstantial,	
TRAITS	
A Tormented Keening (psychic) • Aura 1	
Any enemy within the aura that takes damage from a power that has psychic or thunder as a keyword takes 5 extra psychic damage	
STANDARD ACTIONS	
m Passing Strike (thunder) • At-Will	
Attack: Melee 1 (one creature); +16 vs. Reflex; the keening spirit can shift up to 1 square before or after the attack	
Hit: 10 thunder damage.	
Str 6 (+4)	Dex 24 (+13) Wis 14 (+8)
Con 12 (+8)	Int 6 (+4) Cha 21 (+11)
Alignment Chaotic Evil	Languages -

Updated for MM3 damage expression

ENCOUNTER 12: THE OBLIVION BOG (ADVENTURE LEVEL 16)

6-9 Howling Spirit	Level 15 Minion
Medium shadow humanoid (undead)	XP 300
HP 1; a missed attack never damages a minion	Initiative +14
AC 31, Fortitude 27, Reflex 31, Will 29	Perception +14
Speed fly 8 (hover), phasing	Darkvision
Immune disease, poison, Resist necrotic 10, insubstantial,	
TRAITS	
A Choir of Madness (psychic) • Aura 1	
Any enemy within the aura that takes damage from a power that has fear or psychic as a keyword takes 5 extra psychic damage	
STANDARD ACTIONS	
m Spectral Strafe (necrotic) • At-Will	
Attack: Melee 1 (one creature); +18 vs. Reflex, the howling spirit shifts 1 before or after the attack	
Hit: 11 necrotic damage.	
Str 6 (+5)	Dex 24 (+14)
Con 12 (+9)	Int 6 (+5)
Wis 14 (+9)	Cha 21 (+12)
Alignment Evil	Languages Common, Abyssal

8-12 Shattered Wraith	Level 15 Minion Lurker
Small shadow humanoid (undead)	XP 300
HP 1; a missed attack never damages a minion	Initiative +17
AC 30, Fortitude 24, Reflex 28, Will 27	Perception +9
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison, Resist 10 necrotic,	
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature) +18 vs. AC	
Hit: 11 necrotic damage and the target gains vulnerable necrotic 5	
MOVE	
Shattered Glide (move) • Encounter	
The shattered wraith shifts 6 squares	
Str 4 (+4)	Dex 23 (+13)
Con 15 (+9)	Int 6 (+5)
Wis 15 (+9)	Cha 20 (+12)
Alignment Chaotic Evil	Languages -
Updated for MM3 damage expression	

8-12 Keening Spirit	Level 15 Minion Skirmisher
Medium shadow humanoid (undead)	XP 300
HP 1; a missed attack never damages a minion	Initiative +14
AC 31, Fortitude 27, Reflex 31, Will 29	Perception +10
Speed fly 6 (hover), phasing	Darkvision
Immune disease, poison, Resist 10 necrotic 10 thunder, insubstantial,	
TRAITS	
A Tormented Keening (psychic) • Aura 1	
Any enemy within the aura that takes damage from a power that has psychic or thunder as a keyword takes 5 extra psychic damage	
STANDARD ACTIONS	
m Passing Strike (thunder) • At-Will	
Attack: Melee 1 (one creature); +18 vs. Reflex; the keening spirit can shift up to 1 square before or after the attack	
Hit: 11 thunder damage.	
Str 6 (+5)	Dex 24 (+14)
Con 12 (+9)	Int 6 (+5)
Wis 14 (+9)	Cha 21 (+12)
Alignment Chaotic Evil	Languages -
Updated for MM3 damage expression	

ENCOUNTER 12: THE OBLIVION BOG (ADVENTURE LEVEL 18)

6-9 Howling Spirit	Level 17 Minion
Medium shadow humanoid (undead)	XP 400
HP 1; a missed attack never damages a minion	Initiative +15
AC 33, Fortitude 29, Reflex 33, Will 31	Perception +15
Speed fly 8 (hover), phasing	Darkvision
Immune disease, poison, Resist necrotic 10, insubstantial,	
TRAITS	
A Choir of Madness (psychic) • Aura 1	
Any enemy within the aura that takes damage from a power that has fear or psychic as a keyword takes 5 extra psychic damage	
STANDARD ACTIONS	
m Spectral Strafe (necrotic) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Reflex, the howling spirit shifts 1 before or after the attack	
Hit: 12 necrotic damage.	
Str 6 (+6)	Dex 24 (+15) Wis 14 (+10)
Con 12 (+10)	Int 6 (+6) Cha 21 (+13)
Alignment Evil	Languages Common, Abyssal

8-12 Shattered Wraith	Level 17 Minion
Small shadow humanoid (undead)	XP 400
HP 1; a missed attack never damages a minion	Initiative +18
AC 32, Fortitude 26, Reflex 30, Will 29	Perception +10
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison, Resist 10 necrotic,	
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature) +20 vs. AC	
Hit: 12 necrotic damage and the target gains vulnerable necrotic 5	
MOVE	
Shattered Glide (move) • Encounter	
The shattered wraith shifts 6 squares	
Str 4 (+5)	Dex 23 (+14) Wis 15 (+10)
Con 15 (+10)	Int 6 (+6) Cha 20 (+13)
Alignment Chaotic Evil	Languages -
Updated for MM3 damage expression	

8-12 Keening Spirit	Level 17 Minion Skirmisher
Medium shadow humanoid (undead)	XP 400
HP 1; a missed attack never damages a minion	Initiative +16
AC 33, Fortitude 29, Reflex 33, Will 31	Perception +12
Speed fly 6 (hover), phasing	Darkvision
Immune disease, poison, Resist 10 necrotic 10 thunder, insubstantial,	
TRAITS	
A Tormented Keening (psychic) • Aura 1	
Any enemy within the aura that takes damage from a power that has psychic or thunder as a keyword takes 5 extra psychic damage	
STANDARD ACTIONS	
m Passing Strike (thunder) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Reflex; the keening spirit can shift up to 1 square before or after the attack	
Hit: 12 thunder damage.	
Str 6 (+6)	Dex 24 (+15) Wis 14 (+10)
Con 12 (+10)	Int 6 (+6) Cha 21 (+13)
Alignment Chaotic Evil	Languages -
Updated for MM3 damage expression	

ENCOUNTER 12: THE OBLIVION BOG (ADVENTURE LEVEL 20)

6-9 Howling Spirit	Level 19 Minion
Medium shadow humanoid (undead)	XP 600
HP 1; a missed attack never damages a minion	Initiative +16
AC 35, Fortitude 31, Reflex 35, Will 33	Perception +16
Speed fly 8 (hover), phasing	Darkvision
Immune disease, poison, Resist necrotic 10, insubstantial,	
TRAITS	
A Choir of Madness (psychic) • Aura 1	
Any enemy within the aura that takes damage from a power that has fear or psychic as a keyword takes 5 extra psychic damage	
STANDARD ACTIONS	
m Spectral Strafe (necrotic) • At-Will	
Attack: Melee 1 (one creature); +22 vs. Reflex; the howling spirit shifts 1 before or after the attack	
Hit: 13 necrotic damage.	
Str 6 (+7)	Dex 24 (+16) Wis 14 (+11)
Con 12 (+11)	Int 6 (+7) Cha 21 (+14)
Alignment Evil	Languages Common, Abyssal

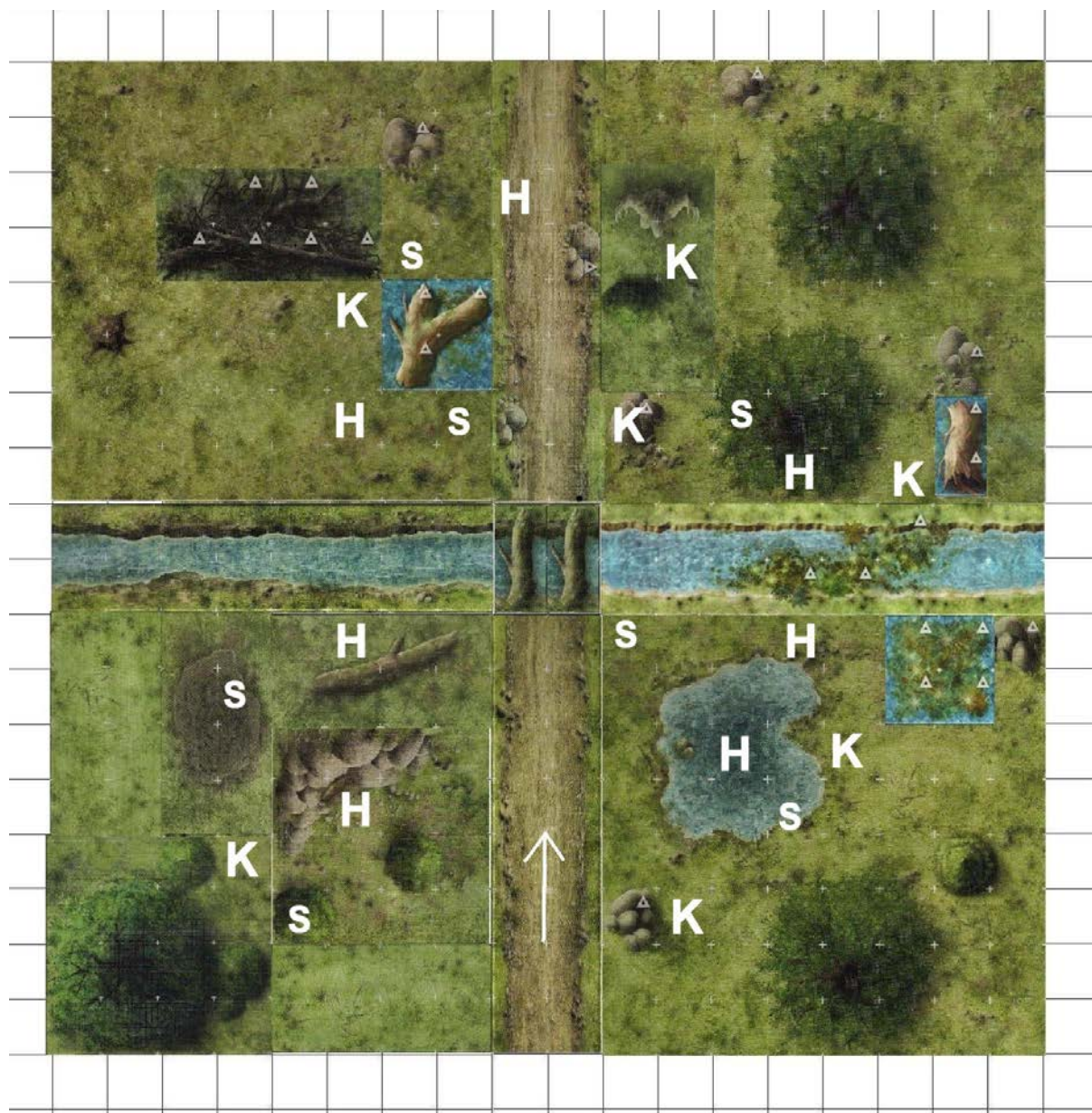
8-12 Shattered Wraith	Level 19 Minion
Small shadow humanoid (undead)	XP 600
HP 1; a missed attack never damages a minion	Initiative +19
AC 34, Fortitude 28, Reflex 32, Will 31	Perception +11
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison, Resist 10 necrotic,	
STANDARD ACTIONS	
m Shatter Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature) +22 vs. AC	
Hit: 13 necrotic damage and the target gains vulnerable necrotic 5	
MOVE	
Shattered Glide (move) • Encounter	
The shattered wraith shifts 6 squares	
Str 4 (+6)	Dex 23 (+17) Wis 15 (+11)
Con 15 (+11)	Int 6 (+9) Cha 20 (+14)
Alignment Chaotic Evil	Languages -
Updated for MM3 damage expression	

12-16 Keening Spirit	Level 19 Minion Skirmisher
Medium shadow humanoid (undead)	XP 600
HP 1; a missed attack never damages a minion	Initiative +17
AC 34, Fortitude 30, Reflex 34, Will 32	Perception +13
Speed fly 6 (hover), phasing	Darkvision
Immune disease, poison, Resist 10 necrotic 10 thunder, insubstantial,	
TRAITS	
A Tormented Keening (psychic) • Aura 1	
Any enemy within the aura that takes damage from a power that has psychic or thunder as a keyword takes 5 extra psychic damage	
STANDARD ACTIONS	
m Passing Strike (thunder) • At-Will	
Attack: Melee 1 (one creature); +22 vs. Reflex; the keening spirit can shift up to 1 square before or after the attack	
Hit: 13 thunder damage.	
Str 6 (+7)	Dex 24 (+16) Wis 14 (+11)
Con 12 (+11)	Int 6 (+7) Cha 21 (+14)
Alignment Chaotic Evil	Languages -
Updated for MM3 damage expression	

ENCOUNTER 12: THE OBLIVION BOG MAP

TILE SETS NEEDED

Swamplight Fens 1x, Master Set: Wilderness 1x



H= howling spirit; K= keening spirit; S= shattered wraith
The arrow shows the direction the PCs are traveling

ENCOUNTER 13: THE DARK LIBRARY

ENCOUNTER LEVEL 14/16/18/20/22
(4,900/7,000/9,800/14,000/19,600 XP)

CREATURES

This encounter includes the following creatures at all ALs:

- 1 Librarian, non-combatant (L)
- 1 psychic mage (P)
- 2 angel of torment (A)
- 10 angel of valorous death (V)
- 10 darkfire burning devil (D)

SCALING THE ENCOUNTER

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

Four PCs: Remove one angel of torment from the encounter.

Six PCs: Add one psychic mage to the encounter.

SETUP

The PCs have worked their way around the central shaft of the Foundation of Loss, going ever deeper. Nothing noteworthy has been found until now.

The wide corridor you are following branches off into two smaller corridors to either side. Large double doors bar your way forward. An ornate sign is written in Supernal.

The sign says “Dark Library.”

Once the PCs decide to open the doors and enter:

The doors are not locked and open easily and quietly. In the center of the room is a platform. On either side of the platform are glowing blue circles of runes. Book cases and a large desk sit along the back wall. The walls are decorated in ornate carvings. Some are depictions of Shar while others are simply decorative.

An elderly man in a long-sleeved, deep purple robe with a black skullcap on his head sits behind the desk. He wears a black disk with a deep purple border hanging on a gold chain around his neck. Over 20 creatures, a mix of devils, divine servants, and undead, line the walls of the room.

The Dark Library is where pacts (Covenants) between Shar and her supplicants were forged and stored. Shar’s

ordinary worshippers do not have a contract, but certain rare worshippers desiring particularly powerful favors have their deals spelled out in a formal contract.

The man looks up at your entrance and a smile appears on his face. “Visitors! Are you pilgrims or explorers? Please come closer so we need not shout at each other. I am called Nightfall.”

Nightfall, the Librarian, is an indestructible, immortal living construct. Made by Shar many ages ago, his purpose is to serve as an animated catalog of the Dark Library and a helpful (at least to her followers) answer man. Any successful attack against a Hard DC kills or destroys him; however, after one round he reappears sitting behind the desk (or standing at that location) undamaged. The Librarian does not have a true name but goes by Nightfall. Nightfall does not attack nor hinder the PCs. His attire is the traditional ceremonial priestly vestment with the holy symbol of Shar. The Librarian can converse in and read any language.

The Librarian is initially curious about the PCs and the outside world. No one has visited the Foundation in a long time and little is known about the current state of the outside world. The Librarian is willing to share the following information.

- Shar moved the Palace of Loss from here in the Shadowfell to the Astral Sea in her new domain, the Towers of Night, during the remaking of the Astral Sea and after the Fall of Mystra. Only the foundations were left behind, hence the name, the Foundation of Loss.
- The portals lead to the Towers of Night.
- When Shar left, most of followers were taken with her. A few remain behind, some to guard what was left, others for unknown reasons.
- The Librarian’s duty is to guard and maintain the previous pacts living creatures made with Shar. If the previous pacts were moved by Shar to the Towers of the Night, then the creature could terminate the agreement. The Librarian is not sure why but thinks the restriction involves some rule set by the Tablets of Fate or Ao.
- The various shadow creatures began appearing a short time after Shar left the Foundation. They are a manifestation of the anguish at being left behind by Shar when she moved her home to the Towers of Night
- Lord Vanrak Moonstar, also known as the Dark Ranger, is one of the most powerful servants of the Lady of Loss (Shar). Vanrak was once the head of House Moonstar in Waterdeep centuries

ago, but he turned against his own house and the teachings of Selune to follow the path of Shar. As a reward, Shar gave him immortality and helped him establish his stronghold of Vanrakdoom. He has vowed the enslavement of Waterdeep to her glory and the destruction of the House of the Moon, although achieved neither as yet.

- A magic and alchemical laboratory lies deeper in the Foundation of Loss. The laboratory was once used by favored worshippers and priests of Shar until it was sealed shut during a catastrophic accident.
- The Rings of Sorrow were indeed made in that laboratory but whether any remain, I do not know. However, some who died in the accident were known to visit Lord Vanrak so that a Ring may still be there is plausible.

The PCs may attempt to Bluff the Librarian into displaying or handing over the Covenant of Vanrak. The Librarian displays it (but does not surrender the document) to a priest or senior follower of Shar. An attempt to Bluff the Librarian must include accurate vestments and holy symbol of Shar, citing typical dogma of the faith in order to be credible. A Religion check with Moderate DC and a Bluff check with a Hard DC are both needed in addition to the attire and holy symbol. The contracts are not surrendered to anyone other than Shar herself so even if Lord Vanrak himself showed up to demand the Covenant, he would not be given it.

Behind a wall mural of a man kneeling before the Dark Lady and signing a scroll in blood is a magical vault containing the various covenants. When the Librarian requests a particular covenant, such as that for Vanrak, the scroll in the mural displays its verbiage in fiery letters. A PC can force the Covenant to be ejected from the vault by an Arcane check, Hard DC, Religion check, Hard DC, or a Thievery check, Hard DC. A PC wearing the Ring of Sorrow (from Encounter 15) can also retrieve the Covenant of Vanrak.

Any attempt to retrieve the Covenant of Vanrak (successful or not), any attempted attack on any guard or the Librarian, or declaration of being enemies of Shar triggers the guards to engage in combat.

FEATURES OF THE AREA

Gloom: The Shadowfell mutes light sources, reducing the radius illuminated by 50 percent. For example, a torch illuminates 2 squares instead of 5; a lantern illuminates 5 squares instead of 10. Magical light sources are unaffected.

Bookcase: The bookcases contain religious texts and blank scrolls. The actual contracts are embedded in the walls and hidden behind the decorative carvings and murals.

Desk: The desk is immovable.

Blue Rune Circles: These circles are portals to the Towers of Night. Reinforcements appear on these circles as combat progresses.

Platform: This acted as an alter area used when the contracts were forged. The center squares are only 5' above floor level.

Back rooms: The two doors in the back of the room lead to what is now the Librarian's living quarters. The furniture was scrounged from other locations in the ruins and they are in poor condition. The rooms used to hold items used in the rituals that occurred in the hall.

TACTICS

The Librarian is seated at the desk but may move about as the DM chooses. Unless the PCs immediately attack (which they might), they have the opportunity to quiz the Librarian and find out more about the Foundation of Loss, the locations of the Covenant and the Ring, and the story of Vanrak. The Librarian does not engage in combat but makes pithy religious statements about the futility of opposing Shar while combat is underway.

The angel of torment uses its lashing chain to pull PCs away from the vault of contracts. Otherwise it attacks with its *claws*. Whenever there are two or more PCs close to it, the angel of torment unleashes a *wave of despair*.

The psychic mage tries to support the angel of torment and otherwise also protect the vault of contracts.

The angels of valorous death simply attack the nearest target, usually flying/charging to gain best position.

The darkfire burning devils prefer to use their ranged attack, often teleporting to gain the opportunity.

At the end of the second round, 4 more angels of valorous death appear in one of the portals. At the end of the third round, 4 more darkfire burning devils appear in the other portal. This pattern continues for eight rounds. While the arrival of more minion reinforcements does not significantly add to the challenge of the encounter, it should convey a sense of urgency to the PCs. The DM may adjust these numbers up or down as appropriate to the capabilities of the PCs (and style of play desired by the players) as well as add (less frequently) another psychic mage or an angel of torment.

None of these creatures surrender but they might flee out of the portal.

ENDING THE ENCOUNTER

The Covenant is an ornate scroll made out of the skin and bones of an innocent and written in the blood of Vanrak. The text of the scroll (written in Supernal) spells out a contract between the goddess Shar and Vanrak Moonstar (also called the Dark Ranger). Vanrak received great powers, including the power of being Indestructible, and a magical cloaking of his citadel, which goes by the name Vanrakdoom, in exchange for his eternal service to Shar.

Remind the PCs that they were told not to destroy the Covenant or any other covenant they find to avoid alerting Vanrak or agents of Shar.

If the PCs do not have the Ring of Sorrow, then they should look for it. Proceed to Encounter 14.

Note that if the PCs attempt to question the Librarian about the ring, he reveals that one should still be in the lab on the next lower level.

MILESTONE

By retrieving the Covenant of Vanrak, the PCs have completed a Major Objective. This encounter counts towards a milestone.

TREASURE

Found on the shelves includes 240/395/800/1700/2500 gp (in gems and fine items), +3/+4 shadowdance armor and a +3/+4 seeing stone of yandere.

ENCOUNTER 13: DARK LIBRARY STATISTICS (ADVENTURE LEVEL 12)

1-2 Psychic Mage	Level 12 Controller (Leader)
Medium natural humanoid	XP 700
HP 117; Bloodied 58	Initiative +7
AC 26; Fortitude 20, Reflex 23, Will 28	Perception +9
Speed 6	
Resist 5 psychic	
TRAITS	
Psychic Ripples	
Aura 2; enemies starting their turns in this area take 5 psychic damage. Allies in the aura gain a +2 power bonus to Will defense.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: +15 vs. AC	
Hit: 3d6 + 10 damage.	
r Mental Block (psychic) • At-Will	
Attack: Ranged 10 (one creature); +16 vs. Will	
Hit: 3d6 + 10 psychic damage, and a creature of the psychic mage's choice is invisible to the target until the end of the psychic mage's next turn.	
R Mesmerize (charm) • Encounter	
Attack: Ranged sight; +16 vs. Will	
Hit: The target is stunned (save ends).	
A Frightful Orb (fear, psychic) • Encounter	
Attack: Area burst 2 within 20 (enemies in burst); +16 vs. Will	
Hit: 3d6 + 12 psychic damage, and the target uses its first action on its next turn to move at least 3 squares away from the psychic mage.	
MINOR ACTIONS	
C Numb to Pain • Recharge 5, 6	
Effect: One ally within 10 squares gains 15 temporary hit points.	
Skills Arcana +18, Bluff +16	
Str 9 (+5)	Dex 12 (+7) Wis 16 (+9)
Con 16 (+9)	Int 25 (+13) Cha 20 (+11)
Alignment Evil	Languages Common
Equipment robes, crystal orb	

Updated for MM3

10 Angel of Valorous Death	Level 12 Minion Soldier
Medium immortal humanoid (angel, undead)	XP 175
HP 1; a missed attack never damages a minion	Initiative +12
AC 28; Fortitude 26, Reflex 24, Will 22	Perception +9
Speed 6, fly 9 (hover)	Darkvision
Immune fear; Resist: 10 fire, 10 necrotic, 10 radiant	
STANDARD ACTIONS	
m Greatsword (weapon, fire, necrotic) • At-Will	
Attack: one creature; +17 vs. AC	
Hit: 10 fire and necrotic damage and the target is marked until the end of the angel of valorous death's next turn	
TRIGGERED ACTIONS	
M Valorous Punishment (teleportation) • At-Will	
Trigger: When a creature marked by the angel makes an attack that does not include the angel.	
Effect Immediate Reaction: The angel of valorous death teleports 6 squares to a square adjacent to the triggering creature and makes a greatsword attack against it.	
Str 26 (+14)	Dex 18 (+10) Wis 16 (+9)
Con 22 (+12)	Int 12 (+7) Cha 10 (+6)
Alignment Evil	Languages Common, Supernal
Equipment: chainmail, greatsword	

updated for MM3

1-2 Angel of Torment	Level 12 Soldier
Medium immortal humanoid (angel)	XP 700
HP 113; Bloodied 56	Initiative +10
AC 28; Fortitude 25, Reflex 23, Will 24	Perception +14
Speed 6, fly 8 (hover)	Blindsight 5
Immune fear; Resist 10 acid, 10 radiant	
Regeneration 10	
TRAITS	
Angelic Presence	
Any creature marked by the angel and within 5 squares of the angel take 10 damage each time it makes an attack that does not include the angel as a target.	
STANDARD ACTIONS	
m Claws (acid, weapon) • At-Will	
Attack: +17 vs. AC	
Hit: 3d6 + 10 damage plus 1d8 acid damage, and the target is marked until the end of the angel's next turn.	
r Lashing Chain (weapon) • At-Will	
Attack: Ranged 4 (one or two creatures) +17 vs. AC	
Hit: 3d6 + 8 damage, and the angel pulls the target 3 squares to a square adjacent to it. The target is marked until the end of the angel's next turn.	
C Wave of Torment (psychic, radiant) • Recharge 5 6	
Attack: Close burst 5 (targets enemies); +13 vs. Will	
Hit: 3d6 + 7 psychic damage plus 1d10 radiant damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 24 (+13)	Dex 20 (+11) Wis 23 (+12)
Con 17 (+9)	Int 22 (+12) Cha 22 (+12)
Alignment Evil	Languages Supernal

Updated for MM3

10 Darkfire Burning Devil	Level 12 Minion Skirmisher
Medium immortal humanoid (devil)	XP 175
HP 1; a missed attack never damages a minion	Initiative +14
AC 26; Fortitude 24, Reflex 26, Will 22	Perception +9
Speed 7 Teleport 5	Darkvision
Resist: 15 fire, 20 necrotic	
STANDARD ACTIONS	
m Burning Claw (fire, necrotic) • At-Will	
Attack: one creature; +17 vs. AC	
Hit: 10 fire and necrotic damage	
r Blackflame Bolt (fire, necrotic) • At-Will	
Attack: Ranged 10; one creature; +15 vs. Reflex	
Hit: 10 fire and necrotic damage	
TRIGGERED ACTIONS	
C Darkfire Burst (fire, necrotic) • Encounter	
Trigger: When the darkfire burning devil drops to 0 hit points	
Effect: Close burst 2; the target takes ongoing 10 necrotic and fire damage (save ends).	
Brilliant Alacrity (teleportation, fire, necrotic) • Free	
Trigger: When the darkfire burning devil is missed by a fire or necrotic attack.	
Effect: The darkfire burning devil teleports 7 squares. At the end of the movement, the devil makes a blackflame bolt attack against the creature that made the triggering attack.	
Str 16 (+9)	Dex 22 (+12) Wis 16 (+9)
Con 20 (+11)	Int 10 (+6) Cha 10 (+6)
Alignment Evil	Languages Common, Supernal

Modified Whitefire Burning Devil for Shar and situation

ENCOUNTER 13: DARK LIBRARY STATISTICS (ADVENTURE LEVEL 14)

1-2 Psychic Mage	Level 14 Controller (Leader)
Medium natural humanoid	XP 1000
HP 133; Bloodied 66	Initiative +8
AC 28; Fortitude 22, Reflex 25, Will 30	Perception +10
Speed 6	
Resist 5 psychic	
TRAITS	
Psychic Ripples	
Aura 2; enemies starting their turns in this area take 5 psychic damage. Allies in the aura gain a +2 power bonus to Will defense.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: +17 vs. AC	
Hit: 3d6 + 12 damage.	
r Mental Block (psychic) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Will	
Hit: 3d6 + 12 psychic damage, and a creature of the psychic mage's choice is invisible to the target until the end of the psychic mage's next turn.	
R Mesmerize (charm) • Encounter	
Attack: Ranged sight; +18 vs. Will	
Hit: The target is stunned (save ends).	
A Frightful Orb (fear, psychic) • Encounter	
Attack: Area burst 2 within 20 (enemies in burst); +18 vs. Will	
Hit: 3d6 + 14 psychic damage, and the target uses its first action on its next turn to move at least 3 squares away from the psychic mage.	
MINOR ACTIONS	
C Numb to Pain • Recharge 5, 6	
Effect: One ally within 10 squares gains 15 temporary hit points.	
Skills Arcana +19, Bluff +17	
Str 9 (+6)	Dex 12 (+8) Wis 16 (+10)
Con 16 (+10)	Int 25 (+14) Cha 20 (+12)
Alignment Evil	Languages Common
Equipment robes, crystal orb	

Updated for MM3

10 Angel of Valorous Death	Level 14 Minion Soldier
Medium immortal humanoid (angel, undead)	XP 250
HP 1; a missed attack never damages a minion	Initiative +13
AC 30; Fortitude 28, Reflex 26, Will 24	Perception +10
Speed 6, fly 9 (hover)	Darkvision
Immune fear; Resist: 10 fire, 10 necrotic, 10 radiant	
STANDARD ACTIONS	
m Greatsword (weapon, fire, necrotic) • At-Will	
Attack: one creature; +19 vs. AC	
Hit: 11 fire and necrotic damage and the target is marked until the end of the angel of valorous death's next turn	
TRIGGERED ACTIONS	
M Valorous Punishment (teleportation) • At-Will	
Trigger: When a creature marked by the angel makes an attack that does not include the angel.	
Effect Immediate Reaction: The angel of valorous death teleports 6 squares to a square adjacent to the triggering creature and makes a greatsword attack against it.	
Str 26 (+15)	Dex 18 (+11) Wis 16 (+10)
Con 22 (+13)	Int 12 (+8) Cha 10 (+7)
Alignment Evil	Languages Common, Supernal
Equipment: chainmail, greatsword	

Updated for MM3

1-2 Angel of Torment	Level 14 Soldier
Medium immortal humanoid (angel)	XP 1000
HP 129; Bloodied 64	Initiative +11
AC 30; Fortitude 27, Reflex 25, Will 26	Perception +15
Speed 6, fly 8 (hover)	Blindsight 5
Immune fear; Resist 10 acid, 10 radiant	
Regeneration 10	
TRAITS	
Angelic Presence	
Any creature marked by the angel and within 5 squares of the angel take 10 damage each time it makes an attack that does not include the angel as a target.	
STANDARD ACTIONS	
m Claws (acid, weapon) • At-Will	
Attack: +19 vs. AC	
Hit: 3d6 + 12 damage plus 1d8 acid damage, and the target is marked until the end of the angel's next turn.	
r Lashing Chain (weapon) • At-Will	
Attack: Ranged 4 (one or two creatures) +19 vs. AC	
Hit: 3d6 + 10 damage, and the angel pulls the target 3 squares to a square adjacent to it. The target is marked until the end of the angel's next turn.	
C Wave of Torment (psychic, radiant) • Recharge 5 6	
Attack: Close burst 5 (targets enemies); +15 vs. Will	
Hit: 3d8 + 7 psychic damage plus 1d10 radiant damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 24 (+14)	Dex 20 (+12) Wis 23 (+13)
Con 17 (+10)	Int 22 (+13) Cha 22 (+13)
Alignment Evil	Languages Supernal

Updated for MM3

10 Darkfire Burning Devil	Level 14 Minion Skirmisher
Medium immortal humanoid (devil)	XP 250
HP 1; a missed attack never damages a minion	Initiative +15
AC 28; Fortitude 26, Reflex 28, Will 24	Perception +10
Speed 7 Teleport 5	Darkvision
Resist: 15 fire, 20 necrotic	
STANDARD ACTIONS	
m Burning Claw (fire, necrotic) • At-Will	
Attack: one creature; +19 vs. AC	
Hit: 11 fire and necrotic damage	
r Blackflame Bolt (fire, necrotic) • At-Will	
Attack: Ranged 10; one creature; +17 vs. Reflex	
Hit: 11 fire and necrotic damage	
TRIGGERED ACTIONS	
C Darkfire Burst (fire, necrotic) • Encounter	
Trigger: When the darkfire burning devil drops to 0 hit points	
Effect: Close burst 2; the target takes ongoing 11 necrotic and fire damage (save ends).	
Brilliant Alacrity (teleportation, fire, necrotic) • Free	
Trigger: When the darkfire burning devil is missed by a fire or necrotic attack.	
Effect: The darkfire burning devil teleports 7 squares. At the end of the movement, the devil makes a blackflame bolt attack against the creature that made the triggering attack.	
Str 16 (+9)	Dex 22 (+12) Wis 16 (+9)
Con 20 (+11)	Int 10 (+6) Cha 10 (+6)
Alignment Evil	Languages Common, Supernal

Modified Whitefire Burning Devil for Shar and situation

ENCOUNTER 13: DARK LIBRARY STATISTICS (ADVENTURE LEVEL 16)

1-2 Psychic Mage	Level 16 Controller (Leader)
Medium natural humanoid	XP 1400
HP 149; Bloodied 74	Initiative +9
AC 30; Fortitude 24, Reflex 27, Will 32	Perception +11
Speed 6	
Resist 5 psychic	
TRAITS	
Psychic Ripples	
Aura 2; enemies starting their turns in this area take 5 psychic damage. Allies in the aura gain a +2 power bonus to Will defense.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: +19 vs. AC	
Hit: 3d8+ 11 damage.	
r Mental Block (psychic) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Will	
Hit: 3d8 + 11 psychic damage, and a creature of the psychic mage's choice is invisible to the target until the end of the psychic mage's next turn.	
R Mesmerize (charm) • Encounter	
Attack: Ranged sight; +20 vs. Will	
Hit: The target is stunned (save ends).	
A Frightful Orb (fear, psychic) • Encounter	
Attack: Area burst 2 within 20 (enemies in burst); +20 vs. Will	
Hit: 3d8 + 13 psychic damage, and the target uses its first action on its next turn to move at least 3 squares away from the psychic mage.	
MINOR ACTIONS	
C Numb to Pain • Recharge 5, 6	
Effect: One ally within 10 squares gains 15 temporary hit points.	
Skills Arcana +21, Bluff +18	
Str 9 (+7)	Dex 12 (+9)
Con 16 (+11)	Int 25 (+15)
	Wis 16 (+11)
	Cha 20 (+13)
Alignment Evil	Languages Common
Equipment robes, crystal orb	
Updated for MM3	

10 Angel of Valorous Death	Level 16 Minion Soldier
Medium immortal humanoid (angel, undead)	XP 350
HP 1; a missed attack never damages a minion	Initiative +14
AC 32; Fortitude 30, Reflex 28, Will 26	Perception +11
Speed 6, fly 9 (hover)	Darkvision
Immune fear; Resist: 10 fire, 10 necrotic, 10 radiant	
STANDARD ACTIONS	
m Greatsword (weapon, fire, necrotic) • At-Will	
Attack: one creature; +21 vs. AC	
Hit: 12 fire and necrotic damage and the target is marked until the end of the angel of valorous death's next turn	
TRIGGERED ACTIONS	
M Valorous Punishment (teleportation) • At-Will	
Trigger: When a creature marked by the angel makes an attack that does not include the angel.	
Effect Immediate Reaction: The angel of valorous death teleports 6 squares to a square adjacent to the triggering creature and makes a greatsword attack against it.	
Str 26 (+16)	Dex 18 (+12)
Con 22 (+14)	Int 12 (+9)
	Wis 16 (+11)
	Cha 10 (+8)
Alignment Evil	Languages Common, Supernal
Equipment chainmail, greatsword	
Updated for MM3	

1-2 Angel of Torment	Level 16 Soldier
Medium immortal humanoid (angel)	XP 1400
HP 145; Bloodied 72	Initiative +12
AC 32; Fortitude 29, Reflex 27, Will 28	Perception +16
Speed 6, fly 8 (hover)	Blindsight 5
Immune fear; Resist 10 acid, 10 radiant	
Regeneration 10	
TRAITS	
Angelic Presence	
Any creature marked by the angel and within 5 squares of the angel take 10 damage each time it makes an attack that does not include the angel as a target.	
STANDARD ACTIONS	
m Claws (acid, weapon) • At-Will	
Attack: +21 vs. AC	
Hit: 3d8 + 11 damage plus 1d8 acid damage, and the target is marked until the end of the angel's next turn.	
r Lashing Chain (weapon) • At-Will	
Attack: Ranged 4 (one or two creatures) +21 vs. AC	
Hit: 3d8 + 9 damage, and the angel pulls the target 3 squares to a square adjacent to it. The target is marked until the end of the angel's next turn.	
C Wave of Torment (psychic, radiant) • Recharge 5 6	
Attack: Close burst 5 (targets enemies); +17 vs. Will	
Hit: 3d8 + 9 psychic damage plus 1d10 radiant damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 24 (+15)	Dex 20 (+13)
Con 17 (+11)	Int 22 (+14)
	Wis 23 (+14)
	Cha 22 (+14)
Alignment Evil	Languages Supernal
Updated for MM3	

10 Darkfire Burning Devil	Level 16 Minion Skirmisher
Medium immortal humanoid (devil)	XP 350
HP 1; a missed attack never damages a minion	Initiative +16
AC 30; Fortitude 28, Reflex 30, Will 26	Perception +11
Speed 7 Teleport 5	Darkvision
Resist: 15 fire, 20 necrotic	
STANDARD ACTIONS	
m Burning Claw (fire, necrotic) • At-Will	
Attack: one creature; +21 vs. AC	
Hit: 12 fire and necrotic damage	
r Blackflame Bolt (fire, necrotic) • At-Will	
Attack: Ranged 10; one creature; +19 vs. Reflex	
Hit: 12 fire and necrotic damage	
TRIGGERED ACTIONS	
C Darkfire Burst (fire, necrotic) • Encounter	
Trigger: When the darkfire burning devil drops to 0 hit points	
Effect: Close burst 2; the target takes ongoing 12 necrotic and fire damage (save ends).	
Brilliant Alacrity (teleportation, fire, necrotic) • Free	
Trigger: When the darkfire burning devil is missed by a fire or necrotic attack.	
Effect: The darkfire burning devil teleports 7 squares. At the end of the movement, the devil makes a blackflame bolt attack against the creature that made the triggering attack.	
Str 16 (+10)	Dex 22 (+13)
Con 20 (+12)	Int 10 (+7)
	Wis 16 (+10)
	Cha 10 (+7)
Alignment Evil	Languages Common, Supernal
Modified Whitefire Burning Devil for Shar and situation	

ENCOUNTER 13: DARK LIBRARY STATISTICS (ADVENTURE LEVEL 18)

1-2 Psychic Mage	Level 18 Controller (Leader)
Medium natural humanoid	XP 2000
HP 165; Bloodied 82	Initiative +10
AC 32; Fortitude 26, Reflex 28, Will 34	Perception +12
Speed 6	
Resist 5 psychic	
TRAITS	
Psychic Ripples	
Aura 2; enemies starting their turns in this area take 5 psychic damage. Allies in the aura gain a +2 power bonus to Will defense.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: +21 vs. AC	
Hit: 3d8 + 13 damage.	
r Mental Block (psychic) • At-Will	
Attack: Ranged 10 (one creature); +22 vs. Will	
Hit: 3d8 + 13 psychic damage, and a creature of the psychic mage's choice is invisible to the target until the end of the psychic mage's next turn.	
R Mesmerize (charm) • Encounter	
Attack: Ranged sight; +22 vs. Will	
Hit: The target is stunned (save ends).	
A Frightful Orb (fear, psychic) • Encounter	
Attack: Area burst 2 within 20 (enemies in burst); +22 vs. Will	
Hit: 3d8 + 15 psychic damage, and the target uses its first action on its next turn to move at least 3 squares away from the psychic mage.	
MINOR ACTIONS	
C Numb to Pain • Recharge 5, 6	
Effect: One ally within 10 squares gains 15 temporary hit points.	
Skills Arcana +22, Bluff +19	
Str 9 (+8)	Dex 12 (+10) Wis 16 (+12)
Con 16 (+12)	Int 25 (+16) Cha 20 (+14)
Alignment Evil	Languages Common
Equipment robes, crystal orb	

Updated for MM3

10 Angel of Valorous Death	Level 18 Minion Soldier
Medium immortal humanoid (angel, undead)	XP 500
HP 1; a missed attack never damages a minion	Initiative +15
AC 34; Fortitude 32, Reflex 30, Will 28	Perception +12
Speed 6, fly 9 (hover)	Darkvision
Immune fear; Resist: 10 fire, 10 necrotic, 10 radiant	
STANDARD ACTIONS	
m Greatsword (weapon, fire, necrotic) • At-Will	
Attack: one creature; +23 vs. AC	
Hit: 13 fire and necrotic damage and the target is marked until the end of the angel of valorous death's next turn	
TRIGGERED ACTIONS	
M Valorous Punishment (teleportation) • At-Will	
Trigger: When a creature marked by the angel makes an attack that does not include the angel.	
Effect Immediate Reaction: The angel of valorous death teleports 6 squares to a square adjacent to the triggering creature and makes a greatsword attack against it.	
Str 26 (+17)	Dex 18 (+13) Wis 16 (+12)
Con 22 (+15)	Int 12 (+10) Cha 10 (+9)
Alignment Evil	Languages Common, Supernal
Equipment: chainmail, greatsword	

Updated for MM3

1-2 Angel of Torment	Level 18 Soldier
Medium immortal humanoid (angel)	XP 2000
HP 161; Bloodied 80	Initiative +13
AC 34; Fortitude 31, Reflex 29, Will 30	Perception +17
Speed 6, fly 8 (hover)	Blindsight 5
Immune fear; Resist 10 acid, 10 radiant	
Regeneration 10	
TRAITS	
Angelic Presence	
Any creature marked by the angel and within 5 squares of the angel take 10 damage each time it makes an attack that does not include the angel as a target.	
STANDARD ACTIONS	
m Claws (acid, weapon) • At-Will	
Attack: +23 vs. AC	
Hit: 3d8 + 13 damage plus 1d8 acid damage, and the target is marked until the end of the angel's next turn.	
r Lashing Chain (weapon) • At-Will	
Attack: Ranged 4 (one or two creatures) +23 vs. AC	
Hit: 3d8 + 11 damage, and the angel pulls the target 3 squares to a square adjacent to it. The target is marked until the end of the angel's next turn.	
C Wave of Torment (psychic, radiant) • Recharge 5 6	
Attack: Close burst 5 (targets enemies); +19 vs. Will	
Hit: 4d6 + 10 psychic damage plus 1d10 radiant damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 24 (+16)	Dex 20 (+14) Wis 23 (+15)
Con 17 (+12)	Int 22 (+15) Cha 22 (+15)
Alignment Evil	Languages Supernal

Updated for MM3

10 Darkfire Burning Devil	Level 18 Minion Skirmisher
Medium immortal humanoid (devil)	XP 500
HP 1; a missed attack never damages a minion	Initiative +17
AC 32; Fortitude 30, Reflex 32, Will 28	Perception +12
Speed 7 Teleport 5	Darkvision
Resist: 15 fire, 20 necrotic	
STANDARD ACTIONS	
m Burning Claw (fire, necrotic) • At-Will	
Attack: one creature; +23 vs. AC	
Hit: 13 fire and necrotic damage	
r Blackflame Bolt (fire, necrotic) • At-Will	
Attack: Ranged 10; one creature; +21 vs. Reflex	
Hit: 13 fire and necrotic damage	
TRIGGERED ACTIONS	
C Darkfire Burst (fire, necrotic) • Encounter	
Trigger: When the darkfire burning devil drops to 0 hit points	
Effect: Close burst 2; the target takes ongoing 13 necrotic and fire damage (save ends).	
Brilliant Alacrity (teleportation, fire, necrotic) • Free	
Trigger: When the darkfire burning devil is missed by a fire or necrotic attack.	
Effect: The darkfire burning devil teleports 7 squares. At the end of the movement, the devil makes a blackflame bolt attack against the creature that made the triggering attack.	
Str 16 (+11)	Dex 22 (+14) Wis 16 (+11)
Con 20 (+13)	Int 10 (+8) Cha 10 (+8)
Alignment Evil	Languages Common, Supernal

Modified Whitefire Burning Devil for Shar and situation

ENCOUNTER 13: DARK LIBRARY STATISTICS (ADVENTURE LEVEL 20)

1-2 Psychic Mage	Level 20 Controller (Leader)
Medium natural humanoid	XP 2800
HP 181; Bloodied 90	Initiative +11
AC 34; Fortitude 28, Reflex 30, Will 36	Perception +13
Speed 6	
Resist 5 psychic	
TRAITS	
Psychic Ripples	
Aura 2; enemies starting their turns in this area take 5 psychic damage. Allies in the aura gain a +2 power bonus to Will defense.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: +23 vs. AC	
Hit: 3d8 + 15 damage.	
r Mental Block (psychic) • At-Will	
Attack: Ranged 10 (one creature); +24 vs. Will	
Hit: 3d8 + 15 psychic damage, and a creature of the psychic mage's choice is invisible to the target until the end of the psychic mage's next turn.	
R Mesmerize (charm) • Encounter	
Attack: Ranged sight; +24 vs. Will	
Hit: The target is stunned (save ends).	
A Frightful Orb (fear, psychic) • Encounter	
Attack: Area burst 2 within 20 (enemies in burst); +24 vs. Will	
Hit: 3d8 + 15 psychic damage, and the target uses its first action on its next turn to move at least 3 squares away from the psychic mage.	
MINOR ACTIONS	
C Numb to Pain • Recharge 5, 6	
Effect: One ally within 10 squares gains 15 temporary hit points.	
Skills Arcana +23, Bluff +20	
Str 9 (+9)	Dex 12 (+11) Wis 16 (+13)
Con 16 (+13)	Int 25 (+17) Cha 20 (+15)
Alignment Evil	Languages Common
Equipment robes, crystal orb	

Updated for MM3

10 Angel of Valorous Death	Level 20 Minion Soldier
Medium immortal humanoid (angel, undead)	XP 700
HP 1; a missed attack never damages a minion	Initiative +16
AC 36; Fortitude 34, Reflex 32, Will 30	Perception +13
Speed 6, fly 9 (hover)	Darkvision
Immune fear; Resist: 10 fire, 10 necrotic, 10 radiant	
STANDARD ACTIONS	
m Greatsword (weapon, fire, necrotic) • At-Will	
Attack: one creature; +25 vs. AC	
Hit: 14 fire and necrotic damage and the target is marked until the end of the angel of valorous death's next turn	
TRIGGERED ACTIONS	
M Valorous Punishment (teleportation) • At-Will	
Trigger: When a creature marked by the angel makes an attack that does not include the angel.	
Effect Immediate Reaction: The angel of valorous death teleports 6 squares to a square adjacent to the triggering creature and makes a greatsword attack against it.	
Str 26 (+18)	Dex 18 (+14) Wis 16 (+13)
Con 22 (+16)	Int 12 (+11) Cha 10 (+10)
Alignment Evil	Languages Common, Supernal
Equipment: chainmail, greatsword	

Updated for MM3

1-2 Angel of Torment	Level 20 Soldier
Medium immortal humanoid (angel)	XP 2800
HP 177; Bloodied 88	Initiative +14
AC 36; Fortitude 33, Reflex 31, Will 32	Perception +18
Speed 6, fly 8 (hover)	Blindsight 5
Immune fear; Resist 10 acid, 10 radiant	
Regeneration 10	
TRAITS	
Angelic Presence	
Any creature marked by the angel and within 5 squares of the angel take 10 damage each time it makes an attack that does not include the angel as a target.	
STANDARD ACTIONS	
m Claws (acid, weapon) • At-Will	
Attack: +25 vs. AC	
Hit: 3d8 + 15 damage plus 1d8 acid damage, and the target is marked until the end of the angel's next turn.	
r Lashing Chain (weapon) • At-Will	
Attack: Ranged 4 (one or two creatures) +25 vs. AC	
Hit: 3d8 + 13 damage, and the angel pulls the target 3 squares to a square adjacent to it. The target is marked until the end of the angel's next turn.	
C Wave of Torment (psychic, radiant) • Recharge 5 6	
Attack: Close burst 5 (targets enemies); +21 vs. Will	
Hit: 4d6 + 12 psychic damage plus 1d10 radiant damage, and the target is dazed (save ends).	
Miss: Half damage.	
Str 24 (+17)	Dex 20 (+15) Wis 23 (+16)
Con 17 (+13)	Int 22 (+16) Cha 22 (+16)
Alignment Evil	Languages Supernal

Updated for MM3

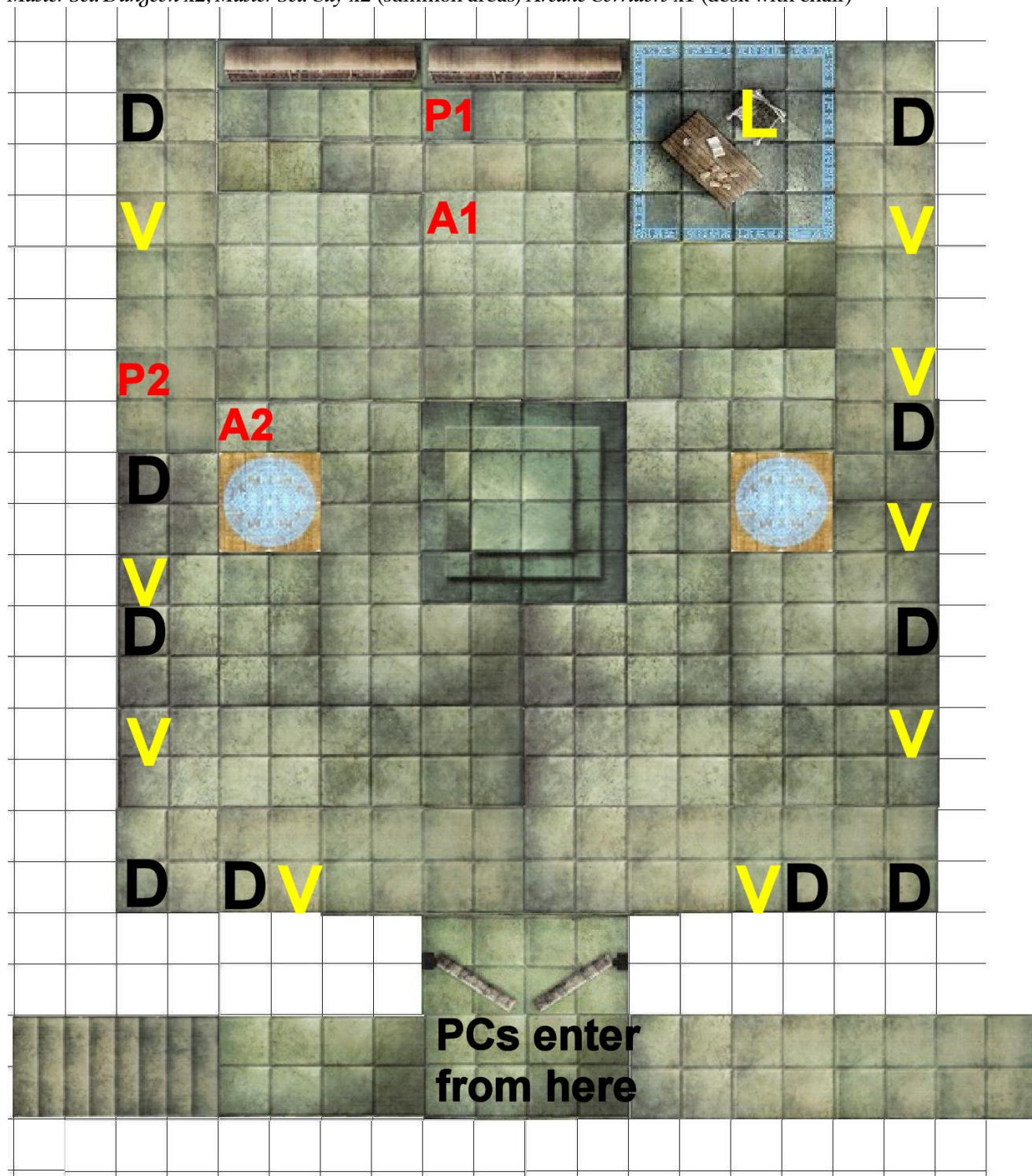
10 Darkfire Burning Devil	Level 20 Minion Skirmisher
Medium immortal humanoid (devil)	XP 700
HP 1; a missed attack never damages a minion	Initiative +18
AC 34; Fortitude 32, Reflex 34, Will 30	Perception +13
Speed 7 Teleport 5	Darkvision
Resist: 15 fire, 20 necrotic	
STANDARD ACTIONS	
m Burning Claw (fire, necrotic) • At-Will	
Attack: one creature; +25 vs. AC	
Hit: 14 fire and necrotic damage	
r Blackflame Bolt (fire, necrotic) • At-Will	
Attack: Ranged 10; one creature; +23 vs. Reflex	
Hit: 14 fire and necrotic damage	
TRIGGERED ACTIONS	
C Darkfire Burst (fire, necrotic) • Encounter	
Trigger: When the darkfire burning devil drops to 0 hit points	
Effect: Close burst 2; the target takes ongoing 14 necrotic and fire damage (save ends).	
Brilliant Alacrity (teleportation, fire, necrotic) • Free	
Trigger: When the darkfire burning devil is missed by a fire or necrotic attack.	
Effect: The darkfire burning devil teleports 7 squares. At the end of the movement, the devil makes a blackflame bolt attack against the creature that made the triggering attack.	
Str 16 (+12)	Dex 22 (+15) Wis 16 (+12)
Con 20 (+14)	Int 10 (+9) Cha 10 (+9)
Alignment Evil	Languages Common, Supernal

Modified Whitefire Burning Devil for Shar and situation

ENCOUNTER 13: DARK LIBRARY MAP

TILE SETS NEEDED

Master Set: Dungeon x2, Master Set: City x2 (summon areas) Arcane Corridors x1 (desk with chair)



Librarian (L), psychic mage (P), angel of torment (A), angel of valorous death (V), darkfire burning devil (D)

ENCOUNTER 14: A PATROL

ENCOUNTER LEVEL 11/13/15/17/19
(3,000/4,000/6,000/8,000/12,000 XP)

CREATURES

This encounter includes the following creatures at all ALs:

talon of Shar <T>

vigilant doom <V>

dark stalker <D>

2 shadar-kai painbearer <S>

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 shadar-kai painbearer

Six PCs: Add 1 dark stalker

SETUP

This patrol may be encountered in one of three ways as the DM thinks is warranted. If the PCs (and players) are fairly uncertain as to what and where they should be searching, the DM may have this encounter soon after the PCs enter the Foundation of Loss. The mortal NPCs may be captured and interrogated for information. If the PCs discover the Dark Library or the Laboratory without aid, the patrol may be encountered between the two locations as a prod to keep moving. Alternatively, if the Dark Library encounter seemed too easy, the DM may take the patrol and have them enter the Dark Library as additional reinforcements. If the adventure seems otherwise plenty tough and time is an issue, this encounter may also be skipped.

Neither the patrol nor the PCs surprise each other. This combat is intended to be easy.

At the end of the wide corridor a pair of iron strapped wooded doors stand slightly ajar. The crumbled remains of pillars are visible just past the entrance. A dim glow can be seen in the middle of the room.

If the PCs have light sources that reach that far and move up to the door opening:

Two pillars stand at the far end of the room. A wide set of stairs leads downward. The floor in the room is damaged and a dark area on one side is a hole. Halfway down each side is a closed door. In the

middle of the room broken crystals give off a dim glow.

When roughly half the PCs have entered the room, read the following:

The door of the left wall opens and a patrol of Sharran followers enters the room. Spying you, they draw their weapons.

FEATURES OF THE AREA

This area has a few important features.

Gloom: The Shadowfell mutes light sources, reducing the radius illuminated by 50 percent. For example, a torch illuminates 2 squares instead of 5; a lantern illuminates 5 squares instead of 10. Magical light sources are unaffected.

Illumination: In the middle of the room is a pile of broken crystals that radiate a dim light in a 2 square radius. An individual crystal does not give off enough light by itself to banish darkness. The square is difficult terrain.

Ceiling: 30' (6 squares) in the room and wider hall way. The two side corridors (behind the doors) have 20' ceilings (4 squares).

Broken Columns: This area is difficult terrain. Tiny creatures or prone small creatures gain the benefit of superior cover.

Pillars: these are blocking terrain and can provide cover.

Hole: 3 squares deep with rough walls (DC15 Athletics check to climb it). Creatures falling into the hole take 1d10 damage (Acrobatics to avoid or lessen damage).

Doors: These are not locked

Stairs: These steep stairs are difficult terrain in either direction. The base of the stairs is 4 squares lower. If a creature is pushed down the stairs they take 2d10 damage (normal save to avoid falling, Acrobatics check (trained) to lessen damage).

Portcullis: winch to raise portcullis is on the wall. Standard action raises it ½ way. Strength check to force open is 28 [AC/Reflex 5 Fortitude 10 hp120].

TACTICS:

The patrol consists of fanatical followers of Shar who are used to working together. They do not surrender. The DM may call combat once the outcome is obvious.

Both the talon of Shar and the shadar-kai have auras that benefit their allies.

The talon of Shar flies up if she does not have line of sight and prefers to use *enfeebling ray* or *word of loss*

unless enemies are close enough for *shadows call*. Once flying, the talon tries to maneuver so that her allies can benefit from her *shadow devotion* aura.

The dark stalker used his *invisibility* power (hoping that it recharges quickly). He uses the *dark fog* to hinder a ranged opponent. He tries to avoid including any of his allies (as none of them have darkvision).

The *shadow dance* of the shadar-kai painbears is their first choice of attacks. However, they use *shadow jaunt* first to gain the most benefit from their insubstantial state.

The vigilant doom uses shadow tentacle to grab a target (attacks each in burst until one attack succeeds). In following rounds his preference is to sustain the grab with a minor and use *ghost shuriken* on the grabbed target or on a PC attacking the vigilant doom.

ENDING THE ENCOUNTER

Once the PCs defeat the guards, they can continue on to Encounter 13 or 15 as necessary. If the PCs need information, they may interrogate the patrol. An Intimidate check, Moderate DC, yields the following information.

- The covenants (contracts or pacts) are kept in the Dark Library. The entrance has double doors with a sign in Supernal. The Dark Library is heavily guarded and no one other than Shar is permitted to remove a covenant. Gives directions to the Dark Library.
- The Rings of Sorrow were made in a laboratory by a wizard. We do not know if any are still present, but it is possible. A really bad accident happened in the laboratory and it remains sealed. Gives directions to the laboratory.
- The Flame of the Night is a highly trusted personal servant of Shar.

MILESTONE

The encounter counts towards a milestone.

TREASURE

None

ENCOUNTER 14: A PATROL STATISTICS (ADVENTURE LEVEL 12)

Talon Of Shar	Level 11 Controller
Medium shadow humanoid	XP 600
HP 108; Bloodied 54	Initiative +10
AC 26; Fortitude 24, Reflex 24, Will 21	Perception +11
Speed 5 fly 8	low-light vision
Vulnerable 5 radiant	
TRAITS	
○ Shadow Devotion	
Aura 5; allies in the aura gain a +1 bonus to attack rolls; shadow allies in the aura also gain a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: +17 vs. AC	
Hit: 3d6 + 9 damage plus 1d6 necrotic damage.	
R Enfeebling Ray (necrotic) • Recharge 4,5,6	
Attack: Ranged 10 (one creature); +16 vs. Reflex;	
Hit: 3d10 + 3 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends)..	
R Word of Loss (psychic) • Recharge 4,5,6	
Attack: Ranged 10; +16 vs. Will	
Hit: 3d10 + 3 psychic damage, and the target is dazed until the end of the Talon of Shar's next turn..	
C Shadows Call (necrotic) • Encounter	
Attack: Close burst 1 (enemies in burst); +16 vs. Will	
Hit: 3d10 + 3 necrotic damage, and the target falls unconscious (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
The Talon of Shar teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: Immediate Reaction when damaged by a necrotic attack	
Effect: The Talon of Shar regains 27 hit points	
Skills Arcana +12, Religion+11 Stealth+16	
Str 16 (+8)	Dex 20 (+9) Wis 13 (+5)
Con 16 (+8)	Int 14 (+6) Cha 24 (+11)
Alignment Evil	Languages Common, Kir-Lanan, Draconic
Equipment	

1-2 Dark Stalker	Level 11 Lurker
Small shadow humanoid	XP 600
HP 87; Bloodied 43	Initiative +14
AC 25; Fortitude 22, Reflex 25, Will 24	Perception +7
Speed 6	Darkvision
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage (crit 1d6 + 27)	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +16 vs. AC	
Hit: 3d4 + 9 damage	
A Dark Fog (zone) • Encounter (sustain minor)	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with Darkvision ignore this effect)	
MOVE ACTIONS	
Dark Step • At-Will	
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
MINOR ACTIONS	
Invisibility (illusion) • Recharge 3, 4, 5, 6	
The dark stalker becomes invisible until the end of its next turn.	
TRIGGERED ACTIONS	
C Killing Dark • Encounter	
Trigger: when the dark stalker is reduced to 0 hit points.	
Effect (free action): Close burst 1; targets enemies; each target is blinded (save ends).	
Skills Stealth +15, Thievery +15	
Str 12 (+6)	Dex 21 (+11) Wis 14 (+7)
Con 15 (+9)	Int 14 (+7) Cha 19 (+9)
Alignment unaligned]	Languages Common
Equipment black garments, scimitar, 4 daggers	
Adjusted to MM3 damage expressions	

ENCOUNTER 14: A PATROL STATISTICS (AL 12 CONTINUED)

Vigilant Doom	Level 11 Soldier
Medium natural humanoid, human	XP 600
HP 108 Bloodied 54	Initiative +14
AC 27, Fortitude 21, Reflex 25 Will 23	Perception +14
Speed 7	
STANDARD ACTIONS	
m Unarmed Strike • At-Will	
Attack: melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 9 damage and the target is marked until the start of vigilant doom's next turn]	
R Ghost Shuriken (cold or necrotic) • At-Will	
Attack: Ranged 6/12 (one target); +15 vs. Reflex	
Hit: 3d6 + 7 damage necrotic or cold damage (vigilant doom's choice).	
R Shadow Tentacle (conjuration, necrotic) • Encounter sustain minor	
Effect: Ranged 10; the Vigilant Doom conjures a shadow tentacle in an unoccupied square within range, and the tentacle immediately makes the following attack	
Attack: Close burst 2 (enemies in burst); +15 vs. Reflex	
Hit: 2d8 + 4 necrotic damage and the target is grabbed. The tentacle can only grab one target at a time.	
Sustain Minor: If the tentacle has a creature grabbed, then the grab is maintained automatically and an additional 3d6 + 9 necrotic damage is dealt. If the tentacle has no target grabbed, it repeats the attack	
Sustain Standard: The vigilant doom can move the tentacle up to 5 squares. At the start of the tentacle's movement, any currently grabbed creature is released as if it had escaped the grab. At the end of the tentacle's movement it repeats the above attack.	
M Gloom Fist (necrotic) • Recharge 4, 5, 6	
Attack: Melee 1 (one target); +17 vs. AC	
Hit: 3d6 + 9 damage and the target takes ongoing 10 necrotic damage and is dazed (save ends both).	
MOVE ACTIONS	
Slick Maneuver • At Will	
A vigilant doom adjacent to an enemy shifts to any other square adjacent to that enemy	
Skills Acrobatic +13, Athletics +12, Stealth +10	
Str 22 (+11)	Dex 24 (+14)
Con 16 (+8)	Int 14 (+7)
	Wis 18 (+9)
	Cha 20 (+10)
Alignment evil	Languages Chondathan, Common
Equipment robes	

1-2 Shadar-Kai Painbearer	Level 11 Skirmisher (leader)
Medium shadow humanoid	XP 600
HP 112; Bloodied 56	Initiative +14
AC 25, Fortitude 23, Reflex 25, Will 23	Perception +9
Speed 7	low-light vision
TRAITS	
Shadow weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.	
STANDARD ACTIONS	
m Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage and the target is under the <i>shrouded in gloom</i> effect (save ends)	
Effect: While <i>shrouded in gloom</i> , a creature takes a -2 penalty to attack rolls, and gains only half the benefit of healing effects	
M Shadow Dance (necrotic) • Recharge 5, 6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is <i>shrouded in gloom</i> and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
Trigger: When an ally with in ten squares of the shadar-kai painbearer misses with an attack.	
Effect (Immediate reaction): The triggering ally rerolls the attack	
Skills Acrobatics +16, Stealth +16 .	
Str 20 (+10)	Dex 24 (+12)
Con 16 (+8)	Int 14 (+7)
	Wis 18 (+11)
	Cha 11 (+5)
Alignment unaligned	Languages Common
Equipment leather armor, spiked chain	

ENCOUNTER 14: A PATROL STATISTICS (ADVENTURE LEVEL 14)

Talon Of Shar	Level 13 Controller
Medium shadow humanoid	XP 800
HP 124; Bloodied 62	Initiative +11
AC 28; Fortitude 26, Reflex 26, Will 23	Perception +12
Speed 5 fly 8	low-light vision
Vulnerable 5 radiant	
TRAITS	
O Shadow Devotion	
Aura 5; allies in the aura gain a +1 bonus to attack rolls; shadow allies in the aura also gain a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: +19 vs. AC	
Hit: 3d6 + 11 damage plus 1d6 necrotic damage.	
R Enfeebling Ray (necrotic) • Recharge 4,5,6	
Attack: Ranged 10 (one creature); +18 vs. Reflex;	
Hit: 3d10 + 5 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends)..	
R Word of Loss (psychic) • Recharge 4,5,6	
Attack: Ranged 10; +18 vs. Will	
Hit: 3d10 + 5 psychic damage, and the target is dazed until the end of the Talon of Shar's next turn..	
C Shadows Call (necrotic) • Encounter	
Attack: Close burst 1 (enemies in burst); +18 vs. Will	
Hit: 3d10 + 5 necrotic damage, and the target falls unconscious (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
The Talon of Shar teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: Immediate Reaction when damaged by a necrotic attack	
Effect: The Talon of Shar regains 31 hit points	
Skills Arcana +13, Religion+12 Stealth+17	
Str 16 (+9)	Dex 20 (+10) Wis 13 (+6)
Con 16 (+9)	Int 14 (+7) Cha 24 (+12)
Alignment Evil	Languages Common, Kir-Lanan, Draconic
Equipment	

First appeared in WATE2-3 Noble Dangers

1-2 Dark Stalker	Level 13 Lurker
Small shadow humanoid	XP 800
HP 99; Bloodied 49	Initiative +15
AC 27; Fortitude 24, Reflex 27, Will 26	Perception +8
Speed 6	Darkvision
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage (crit 1d6 + 29)	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage	
A Dark Fog (zone) • Encounter (sustain minor)	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with Darkvision ignore this effect)	
MOVE ACTIONS	
Dark Step • At-Will	
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
MINOR ACTIONS	
Invisibility (illusion) • Recharge 3, 4, 5, 6	
The dark stalker becomes invisible until the end of its next turn.	
TRIGGERED ACTIONS	
C Killing Dark • Encounter	
Trigger: when the dark stalker is reduced to 0 hit points.	
Effect (Free Action): Close burst 1; targets enemies; each target is blinded (save ends).	
Skills Stealth +16, Thievery +16	
Str 12 (+7)	Dex 21 (+12) Wis 14 (+8)
Con 15 (+10)	Int 14 (+8) Cha 19 (+10)
Alignment unaligned]	Languages Common
Equipment black garments, scimitar, 4 daggers	
Adjusted to MM3 damage expressions	

ENCOUNTER 14: A PATROL STATISTICS (AL 14 CONTINUED)

Vigilant Doom	Level 13 Soldier
Medium natural humanoid, human	XP 800
HP 124 Bloodied 62	Initiative +15
AC 29, Fortitude 23, Reflex 27 Will 25	Perception +15
Speed 7	
STANDARD ACTIONS	
m Unarmed Strike • At-Will	
Attack: melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 11 damage and the target is marked until the start of vigilant doom's next turn]	
R Ghost Shuriken (cold or necrotic) • At-Will	
Attack: Ranged 6/12 (one target); +17 vs. Reflex	
Hit: 3d6 + 9 damage necrotic or cold damage (vigilant doom's choice).	
R Shadow Tentacle (conjuration, necrotic) • Encounter sustain minor	
Effect: Ranged 10; the Vigilant Doom conjures a shadow tentacle in an unoccupied square within range, and the tentacle immediately makes the following attack	
Attack: Close burst 2 (enemies in burst); +17 vs. Reflex	
Hit: 2d8 + 6 necrotic damage and the target is grabbed. The tentacle can only grab one target at a time.	
Sustain Minor: If the tentacle has a creature grabbed, then the grab is maintained automatically and an additional 3d6 + 11 necrotic damage is dealt. If the tentacle has no target grabbed, it repeats the attack	
Sustain Standard: The vigilant doom can move the tentacle up to 5 squares. At the start of the tentacle's movement, any currently grabbed creature is released as if it had escaped the grab. At the end of the tentacle's movement it repeats the above attack.	
M Gloom Fist (necrotic) • Recharge 4, 5, 6	
Attack: Melee 1 (one target); +19 vs. AC	
Hit: 3d6 + 11 damage and the target takes ongoing 10 necrotic damage and is dazed (save ends both).	
MOVE ACTIONS	
Slick Maneuver • At Will	
A vigilant doom adjacent to an enemy shifts to any other square adjacent to that enemy	
Skills Acrobatic +14, Athletics +13, Stealth +11	
Str 22 (+12)	Dex 24 (+15) Wis 18 (+10)
Con 16 (+9)	Int 14 (+8) Cha 20 (+11)
Alignment evil Languages Chondathan, Common	
Equipment robes	

1-2 Shadar-Kai Painbearer	Level 13 Skirmisher (leader)
Medium shadow humanoid	XP 800
HP 128; Bloodied 64	Initiative +15
AC 27, Fortitude 25, Reflex 27, Will 25	Perception +10
Speed 7	low-light vision
TRAITS	
O Shadow weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.	
STANDARD ACTIONS	
m Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage and the target is under the <i>shrouded in gloom</i> effect (save ends)	
Effect: While <i>shrouded in gloom</i> , a creature takes a -2 penalty to attack rolls, and gains only half the benefit of healing effects	
M Shadow Dance (necrotic) • Recharge 5, 6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is <i>shrouded in gloom</i> and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn Hit	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
Trigger: When an ally within 10 squares of the shadar-kai painbearer misses with an attack.	
Effect (Immediate reaction): The triggering ally rerolls the attack	
Skills Acrobatics +17, Stealth +17 .	
Str 20 (+11)	Dex 24 (+13) Wis 18 (+12)
Con 16 (+9)	Int 14 (+8) Cha 11 (+6)
Alignment unaligned Languages Common	
Equipment leather armor, spiked chain	

ENCOUNTER 14: A PATROL STATISTICS (ADVENTURE LEVEL 16)

Talon Of Shar	Level 15 Controller
Medium shadow humanoid	XP 1,200
HP 140; Bloodied 70	Initiative +12
AC 30; Fortitude 28, Reflex 28, Will 25	Perception +13
Speed 5 fly 8	low-light vision
Vulnerable 5 radiant	
TRAITS	
O Shadow Devotion	
Aura 5; allies in the aura gain a +1 bonus to attack rolls; shadow allies in the aura also gain a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: +21 vs. AC	
Hit: 3d6 + 13 damage plus 1d6 necrotic damage.	
R Enfeebling Ray (necrotic) • Recharge 4,5,6	
Attack: Ranged 10 (one creature); +20 vs. Reflex;	
Hit: 3d10 + 7 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
R Word of Loss (psychic) • Recharge 4,5,6	
Attack: Ranged 10; +20 vs. Will	
Hit: 3d10 + 7 psychic damage, and the target is dazed until the end of the Talon of Shar's next turn.	
C Shadows Call (necrotic) • Encounter	
Attack: Close burst 1 (enemies in burst); +20 vs. Will	
Hit: 3d10 + 7 necrotic damage, and the target falls unconscious (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
The Talon of Shar teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: Immediate Reaction when damaged by a necrotic attack	
Effect: The Talon of Shar regains 35 hit points	
Skills Arcana +14, Religion+13 Stealth+18	
Str 16 (+10)	Dex 20 (+9)
Con 16 (+10)	Int 14 (+8)
Alignment Evil	Wis 13 (+7)
Equipment	Cha 24 (+13)
	Languages Common, Kir-Lanan, Draconic

First appeared in WATE2-3 *Noble Dangers*

1-2 Dark Stalker	Level 15 Lurker
Small shadow humanoid	XP 1,200
HP 111; Bloodied 55	Initiative +16
AC 29; Fortitude 26, Reflex 29, Will 28	Perception +9
Speed 6	Darkvision
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage (crit 1d6 + 31)	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage	
A Dark Fog (zone) • Encounter (sustain minor)	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with Darkvision ignore this effect)	
MOVE ACTIONS	
Dark Step • At-Will	
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
MINOR ACTIONS	
Invisibility (illusion) • Recharge 3, 4, 5, 6	
The dark stalker becomes invisible until the end of its next turn.	
TRIGGERED ACTIONS	
C Killing Dark • Encounter	
Trigger: when the dark stalker is reduced to 0 hit points.	
Effect (Free Action): Close burst 1; targets enemies; each target is blinded (save ends).	
Skills Stealth +17, Thievery +17	
Str 12 (+8)	Dex 21 (+13)
Con 15 (+11)	Int 14 (+9)
	Wis 14 (+9)
	Cha 19 (+11)
Alignment unaligned]	Languages Common
Equipment black garments, scimitar, 4 daggers	
Adjusted to MM3 damage expressions	

ENCOUNTER 14: A PATROL STATISTICS (AL 16 CONTINUED)

Vigilant Doom	Level 15 Soldier
Medium natural humanoid, human	XP 1,200
HP 140 Bloodied 70	Initiative +16
AC 31, Fortitude 25, Reflex 29 Will 27	Perception +16
Speed 7	
STANDARD ACTIONS	
m Unarmed Strike • At-Will	
<i>Attack:</i> melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 3d6 + 13 damage and the target is marked until the start of vigilant doom's next turn]	
R Ghost Shuriken (cold or necrotic) • At-Will	
<i>Attack:</i> Ranged 6/12 (one target); +19 vs. Reflex	
<i>Hit:</i> 3d6 + 11 damage necrotic or cold damage (vigilant doom's choice).	
R Shadow Tentacle (conjuration, necrotic) • Encounter sustain minor	
<i>Effect:</i> Ranged 10; the Vigilant Doom conjures a shadow tentacle in an unoccupied square within range, and the tentacle immediately makes the following attack	
<i>Attack:</i> Close burst 2 (enemies in burst); +19 vs. Reflex	
<i>Hit:</i> 2d8 + 8 necrotic damage and the target is grabbed. The tentacle can only grab one target at a time.	
<i>Sustain Minor:</i> If the tentacle has a creature grabbed, then the grab is maintained automatically and an additional 3d6 + 13 necrotic damage is dealt. If the tentacle has no target grabbed, it repeats the attack	
<i>Sustain Standard:</i> The vigilant doom can move the tentacle up to 5 squares. At the start of the tentacle's movement, any currently grabbed creature is released as if it had escaped the grab. At the end of the tentacle's movement it repeats the above attack.	
M Gloom Fist (necrotic) • Recharge 4, 5, 6	
<i>Attack:</i> Melee 1 (one target); +21 vs. AC	
<i>Hit:</i> 3d6 + 13 damage and the target takes ongoing 10 necrotic damage and is dazed (save ends both).	
MOVE ACTIONS	
Slick Maneuver • At Will	
A vigilant doom adjacent to an enemy shifts to any other square adjacent to that enemy	
Skills Acrobatic +15, Athletics +14, Stealth +12	
Str 22 (+13)	Dex 24 (+16) Wis 18 (+11)
Con 16 (+10)	Int 14 (+9) Cha 20 (+12)
Alignment evil Languages Chondathan, Common	
Equipment robes	

1-2 Shadar-Kai Painbearer	Level 15 Skirmisher (leader)
Medium shadow humanoid	XP 1,200
HP 144; Bloodied 72	Initiative +16
AC 29, Fortitude 27, Reflex 29, Will 27	Perception +11
Speed 7	low-light vision
TRAITS	
O Shadow weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.	
STANDARD ACTIONS	
m Shadow Chain (weapon) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +20 vs. AC	
<i>Hit:</i> 3d6 + 13 damage and the target is under the <i>shrouded in gloom</i> effect (save ends)	
<i>Effect:</i> While <i>shrouded in gloom</i> , a creature takes a -2 penalty to attack rolls, and gains only half the benefit of healing effects	
M Shadow Dance (necrotic) • Recharge 5, 6	
<i>Effect:</i> The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is <i>shrouded in gloom</i> and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn <i>Hit</i>	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
<i>Trigger:</i> When an ally with in ten squares of the shadar-kai painbearer misses with an attack.	
<i>Effect (Immediate reaction):</i> The triggering ally rerolls the attack	
Skills Acrobatics +18, Stealth +18 .	
Str 20 (+12)	Dex 24 (+14) Wis 18 (+13)
Con 16 (+10)	Int 14 (+9) Cha 11 (+7)
Alignment unaligned Languages Common	
Equipment leather armor, spiked chain	

ENCOUNTER 14: A PATROL STATISTICS (ADVENTURE LEVEL 18)

Talon Of Shar	Level 17 Controller
Medium shadow humanoid	XP 1,600
HP 156; Bloodied 78	Initiative +13
AC 32; Fortitude 30, Reflex 30, Will 27	Perception +14
Speed 5 fly 8	low-light vision
Vulnerable 5 radiant	
TRAITS	
○ Shadow Devotion	
Aura 5; allies in the aura gain a +1 bonus to attack rolls; shadow allies in the aura also gain a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: +23vs. AC	
Hit: 3d8 + 12 damage plus 1d6 necrotic damage.	
R Enfeebling Ray (necrotic) • Recharge 4,5,6	
Attack: Ranged 10 (one creature); +22 vs. Reflex;	
Hit: 3d10 + 9 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
R Word of Loss (psychic) • Recharge 4, 5, 6	
Attack: Ranged 10; +22 vs. Will	
Hit: 3d10 + 9 psychic damage, and the target is dazed until the end of the Talon of Shar's next turn..	
C Shadows Call (necrotic) • Encounter	
Attack: Close burst 1 (enemies in burst); +22 vs. Will	
Hit: 3d10 + 9 necrotic damage, and the target falls unconscious (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
The Talon of Shar teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: Immediate Reaction when damaged by a necrotic attack	
Effect: The Talon of Shar regains 39 hit points	
Skills Arcana +15, Religion +14, Stealth +19	
Str 16 (+11)	Dex 20 (+10)
Con 16 (+11)	Int 14 (+9)
Alignment Evil	Wis 13 (+8)
Equipment	Cha 24 (+14)
	Languages Common, Kir-Lanan, Draconic

First appeared in WATE2-3 *Noble Dangers*

1-2 Dark Stalker	Level 17 Lurker
Small shadow humanoid	XP 1,600
HP 123; Bloodied 61	Initiative +17
AC 31; Fortitude 28, Reflex 31, Will 30	Perception +10
Speed 6	Darkvision
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage (crit 1d6 + 36)	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +22 vs. AC	
Hit: 3d6 + 15 damage	
A Dark Fog (zone) • Encounter (sustain minor)	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with Darkvision ignore this effect)	
MOVE ACTIONS	
Dark Step • At-Will	
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
MINOR ACTIONS	
Invisibility (illusion) • Recharge 3, 4, 5, 6	
The dark stalker becomes invisible until the end of its next turn.	
TRIGGERED ACTIONS	
C Killing Dark • Encounter	
Trigger: when the dark stalker is reduced to 0 hit points.	
Effect (Free Action): Close burst 1; targets enemies; each target is blinded (save ends).	
Skills Stealth +19, Thievery +19	
Str 12 (+9)	Dex 21 (+14)
Con 15 (+12)	Int 14 (+10)
	Wis 14 (+10)
	Cha 19 (+12)
Alignment unaligned	Languages Common
Equipment black garments, scimitar, 4 daggers	
Adjusted to MM3 damage expressions	

ENCOUNTER 14: A PATROL STATISTICS (AL 18 CONTINUED)

Vigilant Doom	Level 17 Soldier
Medium natural humanoid, human	XP 1,600
HP 156 Bloodied 78	Initiative +17
AC 33, Fortitude 27, Reflex 31 Will 29	Perception +17
Speed 7	
STANDARD ACTIONS	
m Unarmed Strike • At-Will	
Attack: melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 12 damage and the target is marked until the start of vigilant doom's next turn]	
R Ghost Shuriken (cold or necrotic) • At-Will	
Attack: Ranged 6/12 (one target); +21 vs. Reflex	
Hit: 3d8 + 9 damage necrotic or cold damage (vigilant doom's choice).	
R Shadow Tentacle (conjuration, necrotic) • Encounter sustain minor	
Effect: Ranged 10; the Vigilant Doom conjures a shadow tentacle in an unoccupied square within range, and the tentacle immediately makes the following attack	
Attack: Close burst 2 (enemies in burst); +21 vs. Reflex	
Hit: 2d8 + 10 necrotic damage and the target is grabbed. The tentacle can only grab one target at a time.	
Sustain Minor: If the tentacle has a creature grabbed, then the grab is maintained automatically and an additional 3d8 + 9 necrotic damage is dealt. If the tentacle has no target grabbed, it repeats the attack	
Sustain Standard: The vigilant doom can move the tentacle up to 5 squares. At the start of the tentacle's movement, any currently grabbed creature is released as if it had escaped the grab. At the end of the tentacle's movement it repeats the above attack.	
M Gloom Fist (necrotic) • Recharge 4, 5, 6	
Attack: Melee 1 (one target); +21 vs. AC	
Hit: 3d6 + 15 damage and the target takes ongoing 10 necrotic damage and is dazed (save ends both).	
MOVE ACTIONS	
Slick Maneuver • At Will	
A vigilant doom adjacent to an enemy shifts to any other square adjacent to that enemy	
Skills Acrobatic +16, Athletics +15, Stealth +13	
Str 22 (+14)	Dex 24 (+17)
Con 16 (+11)	Int 14 (+10)
	Wis 18 (+12)
	Cha 20 (+13)
Alignment evil	Languages Chondathan, Common
Equipment robes	

1-2 Shadar-Kai Painbearer	Level 17 Skirmisher (leader)
Medium shadow humanoid	XP 1,600
HP 160; Bloodied 80	Initiative +17
AC 31, Fortitude 29, Reflex 31, Will 29	Perception +12
Speed 7	low-light vision
TRAITS	
O Shadow weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.	
STANDARD ACTIONS	
m Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage and the target is under the <i>shrouded in gloom</i> effect (save ends)	
Effect: While <i>shrouded in gloom</i> , a creature takes a -2 penalty to attack rolls, and gains only half the benefit of healing effects	
M Shadow Dance (necrotic) • Recharge 5, 6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is <i>shrouded in gloom</i> and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn <i>Hit</i>	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
Trigger: When an ally with in ten squares of the shadar-kai painbearer misses with an attack.	
Effect (Immediate reaction): The triggering ally rerolls the attack	
Skills Acrobatics +19, Stealth +19 .	
Str 20 (+13)	Dex 24 (+15)
Con 16 (+11)	Int 14 (+10)
	Wis 18 (+14)
	Cha 11 (+8)
Alignment unaligned	Languages Common
Equipment leather armor, spiked chain	

ENCOUNTER 14: A PATROL STATISTICS (ADVENTURE LEVEL 20)

Talon Of Shar	Level 19 Controller
Medium shadow humanoid	XP 2,400
HP 172; Bloodied 86	Initiative +14
AC 34; Fortitude 32, Reflex 32, Will 29	Perception +15
Speed 5 fly 8	low-light vision
Vulnerable 5 radiant	
TRAITS	
○ Shadow Devotion	
Aura 5; allies in the aura gain a +1 bonus to attack rolls; shadow allies in the aura also gain a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: +25 vs. AC	
Hit: 3d8 + 14 damage plus 1d6 necrotic damage.	
R Enfeebling Ray (necrotic) • Recharge 4,5,6	
Attack: Ranged 10 (one creature); +24 vs. Reflex;	
Hit: 3d10 + 11 necrotic damage, and the target takes a -2 penalty to attack rolls (save ends).	
R Word of Loss (psychic) • Recharge 4, 5, 6	
Attack: Ranged 10; +24 vs. Will	
Hit: 3d10 + 11 psychic damage, and the target is dazed until the end of the Talon of Shar's next turn..	
C Shadows Call (necrotic) • Encounter	
Attack: Close burst 1 (enemies in burst); +24 vs. Will	
Hit: 3d10 + 11 necrotic damage, and the target falls unconscious (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
The Talon of Shar teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Necrotic Healing (healing) • Encounter	
Trigger: Immediate Reaction when damaged by a necrotic attack	
Effect: The Talon of Shar regains 43 hit points	
Skills Arcana +16, Religion+15 Stealth+20	
Str 16 (+12)	Dex 20 (+11)
Con 16 (+12)	Int 14 (+10)
Alignment Evil	Wis 13 (+9)
Equipment	Cha 24 (+15)
Languages Common, Kir-Lanan, Draconic	

First appeared in WATE2-3 *Noble Dangers*

1-2 Dark Stalker	Level 19 Lurker
Small shadow humanoid	XP 2,400
HP 135; Bloodied 67	Initiative +18
AC 33; Fortitude 30, Reflex 33, Will 32	Perception +11
Speed 6	darkvision
STANDARD ACTIONS	
m Scimitar (weapon) • At-Will	
Attack: melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage (crit 1d6 + 38)	
R Dagger (weapon) • At-Will	
Attack: Ranged 5/10 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage	
A Dark Fog (zone) • Encounter (sustain minor)	
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with Darkvision ignore this effect)	
MOVE ACTIONS	
Dark Step • At-Will	
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
MINOR ACTIONS	
Invisibility (illusion) • Recharge 3, 4, 5, 6	
The dark stalker becomes invisible until the end of its next turn.	
TRIGGERED ACTIONS	
C Killing Dark • Encounter	
Trigger: when the dark stalker is reduced to 0 hit points.	
Effect (Free Action): Close burst 1; targets enemies; each target is blinded (save ends).	
Skills Stealth +20, Thievery +21	
Str 12 (+10)	Dex 21 (+15)
Con 15 (+13)	Int 14 (+11)
	Wis 14 (+11)
	Cha 19 (+13)
Alignment unaligned]	Languages Common
Equipment black garments, scimitar, 4 daggers	
Adjusted to MM3 damage expressions	

ENCOUNTER 14: A PATROL STATISTICS (AL 20 CONTINUED)

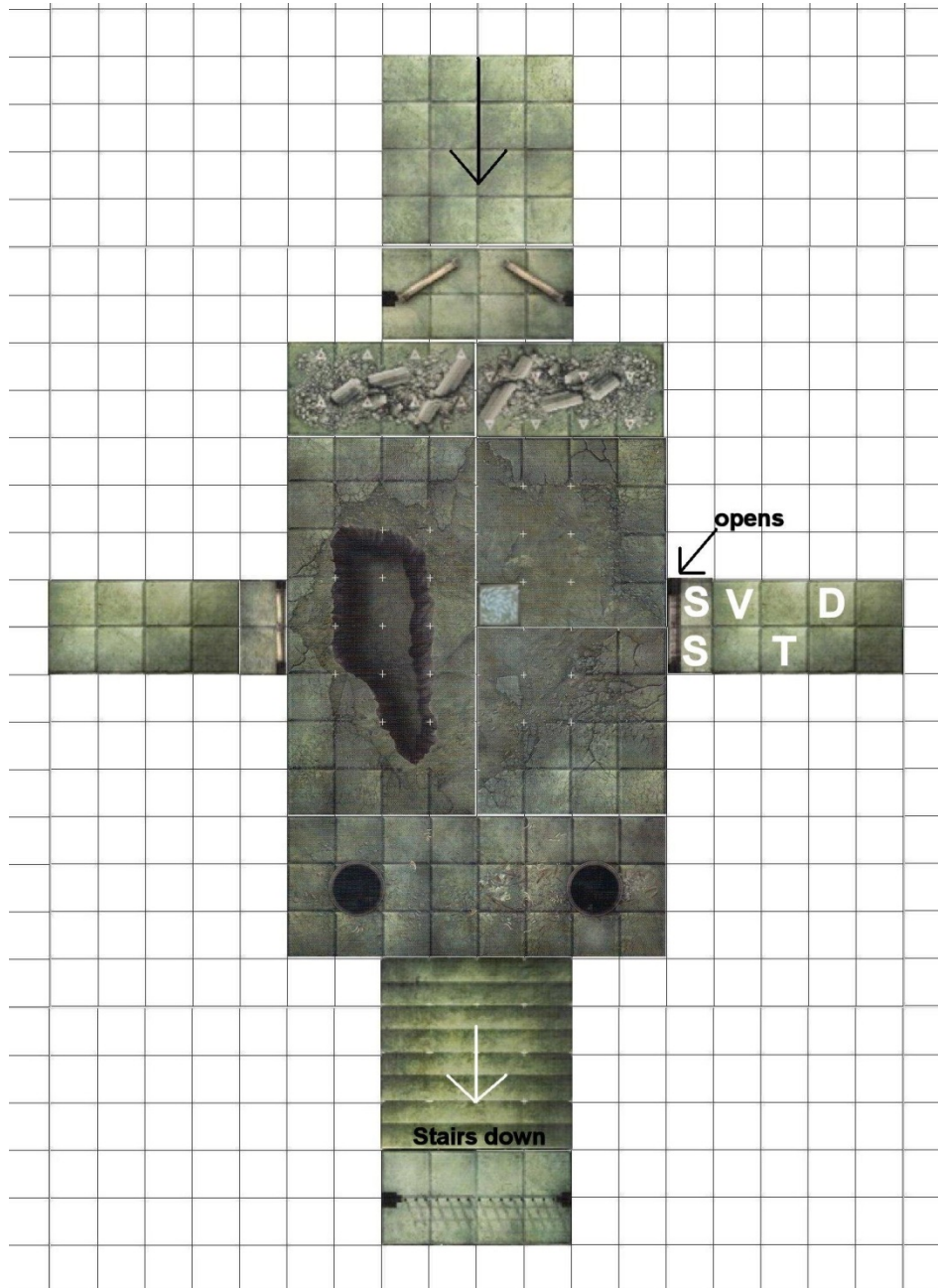
Vigilant Doom	Level 19 Soldier
Medium natural humanoid, human	XP 2,400
HP 172 Bloodied 86	Initiative +18
AC 35, Fortitude 29, Reflex 33 Will 31	Perception +18
Speed 7	
STANDARD ACTIONS	
m Unarmed Strike • At-Will	
Attack: melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 14 damage and the target is marked until the start of vigilant doom's next turn]	
R Ghost Shuriken (cold or necrotic) • At-Will	
Attack: Ranged 6/12 (one target); +23 vs. Reflex	
Hit: 3d8 + 11 damage necrotic or cold damage (vigilant doom's choice).	
R Shadow Tentacle (conjuration, necrotic) • Encounter sustain minor	
Effect: Ranged 10; the Vigilant Doom conjures a shadow tentacle in an unoccupied square within range, and the tentacle immediately makes the following attack	
Attack: Close burst 2 (enemies in burst); +23 vs. Reflex	
Hit: 2d8 + 12 necrotic damage and the target is grabbed. The tentacle can only grab one target at a time.	
Sustain Minor: If the tentacle has a creature grabbed, then the grab is maintained automatically and an additional 3d8 + 14 necrotic damage is dealt. If the tentacle has no target grabbed, it repeats the attack	
Sustain Standard: The vigilant doom can move the tentacle up to 5 squares. At the start of the tentacle's movement, any currently grabbed creature is released as if it had escaped the grab. At the end of the tentacle's movement it repeats the above attack.	
M Gloom Fist (necrotic) • Recharge 4, 5, 6	
Attack: Melee 1 (one target); +23 vs. AC	
Hit: 3d6 + 17 damage and the target takes ongoing 15 necrotic damage and is dazed (save ends both).	
MOVE ACTIONS	
Slick Maneuver • At Will	
A vigilant doom adjacent to an enemy shifts to any other square adjacent to that enemy	
Skills Acrobatic +17, Athletics +16, Stealth +15	
Str 22 (+15)	Dex 24 (+16)
Con 16 (+12)	Int 14 (+10)
	Wis 18 (+12)
	Cha 20 (+13)
Alignment evil	Languages Chondathan, Common
Equipment robes	

1-2 Shadar-Kai Painbearer	Level 19 Skirmisher (leader)
Medium shadow humanoid	XP 2,400
HP 176; Bloodied 88	Initiative +18
AC 33, Fortitude 31, Reflex33, Will 31	Perception +13
Speed 7	low-light vision
TRAITS	
O Shadow weft • Aura 5	
Each shadar-kai ally within the aura shifts 1square as a free action after it hits with a melee attack.	
STANDARD ACTIONS	
m Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage and the target is under the <i>shrouded in gloom</i> effect (save ends)	
Effect: While <i>shrouded in gloom</i> , a creature takes a -2 penalty to attack rolls, and gains only half the benefit of healing effects	
M Shadow Dance (necrotic) • Recharge 5, 6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three <i>shadow chain</i> attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is <i>shrouded in gloom</i> and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn <i>Hit</i>	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
Trigger: When an ally with in ten squares of the shadar-kai painbearer misses with an attack.	
Effect (Immediate reaction): The triggering ally rerolls the attack	
Skills Acrobatics +20, Stealth +20	
Str 20 (+14)	Dex 24 (+16)
Con 16 (+12)	Int 14 (+11)
	Wis 18 (+15)
	Cha 11 (+9)
Alignment unaligned	Languages Common
Equipment leather armor, spiked chain	

ENCOUNTER 14: A PATROL MAP

TILE SETS NEEDED

Cathedral of Chaos 1x, Master Set: Dungeon 1x



V=vigilant doom, T= talon of Shar, S= shadar-kai painbearer, D= dark stalker
Black Arrow at the top of the map shows the direction the PCs are traveling

ENCOUNTER 15: THE ABANDONED LABORATORY

ENCOUNTER LEVEL 13/15/17/19/21
(4,900/6,000/8,000/12,000/16,000 XP)

CREATURES

This encounter includes the following creatures at ALs 12 and 14:

- 1 corrosion web (C)
- 1 living flaming sphere (F)
- 2 withering grasp (W)

This encounter includes the following creatures at AL 16:

- 2 frostclutch (F)
- 1 spell howler of Shar (S)
- 2 withering grasp (W)

This encounter includes the following creatures at ALs 18 & 20:

- 2 frostclutch (F)
- 1 living cloudkill (C)
- 1 spell howler of Shar (S)

SCALING THE ENCOUNTER

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

Four PCs: Remove one frostclutch or withering grasp, depending on level. If both creatures are present, remove the withering grasp.

Six PCs: Add one frostclutch or withering grasp, depending on level. If both creatures are present, add a withering grasp.

SETUP

The PCs discover the laboratory. This laboratory was used for alchemical and magical research before the Spellplague. An accident occurred in the laboratory many years ago, and several spells animated with a malign intelligence, killing many of the wizards that worked here. A protective ward activated, sealing the laboratory off from the rest of the Palace. The living spells have since destroyed most of the contents of the laboratory and roam the area thirsting for more living creatures to destroy. The item the PCs are looking for is in a locked chest. The wizards in the lab placed their magic items here to avoid having them harmed during experiments.

As the adventurers enter the area, read:

A strange steel wall blocks admittance to either another hallway or perhaps a room. The 20 by 15 foot wall is recessed 5 feet deep into the hallway wall. A small sign on the wall says in common, "Magical Accident Containment."

Passive Perception (Moderate DC)

The PC notices wear signs in the floor that indicates that double doors stood here previously. However, the pivot point of the door appears to have been behind the steel wall.

The steel wall (HP: 250; Break DC 25) is a security feature that was activated some time ago when a mighty alchemical experiment went awry. The wall has no hinges or seams. In order to get in, the PCs have to either break down the wall or reset the security system via a nearby control panel (Easy DC, Perception check to find). A Thievery check (Moderate DC) overrides the security system. Disabling the security system also disables the alchemy suppression system (see Features of the Area, below).

Once the PCs have bypassed the steel wall, read the following:

Scorch marks and acid pockmarks mar all of the surfaces of this room. Any furnishings have long since been destroyed, and all that remains are a stone table, a large rusting pot bubbling with a purplish liquid, an intact chest, and scattered rubble. Indents in the wall (where the hinges used to be) are all that remains of the original doors.

For AL 12-14, read:

Creatures in the room are a ball of flame, a large orb of slime and webs, and two large black oozes

For AL 16, read:

Creatures in the room are two oversize hands flying through the air, a skinned human with an expression of pain and madness, and two large black oozes

For AL 18-20, read:

Creatures in the room are two oversize hands flying through the air, a large cloud of green vapor, and a skinned human with an expression of pain and madness.

All creatures face the PCs and attack at first opportunity. No creature appears to be rational. In the upper ALs, the spell howler has a key in a belt pouch.

FEATURES OF THE AREA

Gloom: The Shadowfell mutes light sources, reducing the radius illuminated by 50 percent. For example, a torch illuminates 2 squares instead of 5; a lantern illuminates 5 squares instead of 10. Magical light sources are unaffected.

Illumination: No light exists in the room, except for the living flaming sphere (Adventure Level 12 and 14) which provides light equal to a torch. (Bright light in a 5 square radius)

Alchemy Suppression System: In order to protect against catastrophic alchemical failures, a magical alchemy suppression system was installed. Any alchemy that has a saving throw in its effect is made at a -2 DC. Any damaging alchemical effects do one less die of damage.

If the security system was disabled (see above) then this feature is not present.

Alchemical Pot: This bubbling vat of chemicals is the source of the living spells life. Any attack spell cast from the Arcane source within 5 squares of the alchemical pot is momentarily animated with a wicked intelligence. The spell works as normal, but the caster takes 5 damage as the spell flares to life, attacking the caster as well. This feature affects the spell howler, if present.

Blue Protective Circles: These once powerful protective circles have had its power warped over the years. Anyone standing in a circle may choose to have a +1 bonus to any saving throw. If they use the bonus, the target is also slowed until the end of their next turn.

Bookcases: These two tiles actually represent one long stone table that has barely withstood the effects of the living spells. It can provide partial cover for those crouching behind it, or cover for someone huddling underneath it. An Athletic check (moderate DC) is needed to end it or move it.

Locked Magical Chest: The chest is locked and magically warded to prevent creatures from penetrating. The chest can be unlocked with a Thievery check (Hard DC). The spell howler of Shar also has a key to unlock the chest. Due to past damage done to the chest, its stats are now (AC/Reflex: 5, Fortitude: 10, HP: 80, Break DC 22). The chest contains a Ring of Sorrow and a rod of shadow's caress (see treasure).

TACTICS

These creatures do not coordinate their attacks with each other nor do they have allies. However, they do not consider the others to be enemies.

The spell howler has developed crude protections against the spells. These protections cause the living spells to ignore the spell howler as if it wasn't there.

The living spells attack as many of the PCs as possible. They loathe the living and want to destroy them as quickly as possible. They prefer to engulf as many creatures as possible.

The spell howler, if present, was the sole surviving alchemist from the alchemical accident. His isolation has driven him quite mad. The spell howler tries to maneuver himself to the entranceway so he can make an escape. Then his goal is to drop the weakest PC, stabilize them with an untrained Heal check, and escape with the unconscious PC. The spell howler intends to question the PC about what is going on in the outside world and then leave the Foundation of Loss. If the spell howler manages to get next to an unconscious PC, he threatens to coup de grace the PC if anyone tries to stop him.

If the combat needs to be curtailed, feel free to have creatures escape the laboratory and flee.

ENDING THE ENCOUNTER

PCs find a locked magical chest. Everything else of value has been severely damaged or destroyed by the all-consuming rage of the living spells.

Assuming the PCs have accomplished both Major Objectives (or decided to retreat rather than die), they seek to leave the Foundation of Loss and the Shadowfell, returning to Waterdeep.

If they were provided the modified Ring of Retreat by the Blackstaff, they are instantly teleported to the Blackstaff Tower.

If they are using their own means, the DM should describe the journey appropriately.

MILESTONE

The PCs complete a Major Objective by retrieving the Ring of Sorrow. This encounter does count towards a milestone.

TREASURE

A +3/+4 rod of shadow's caress is found in the chest.

ENCOUNTER 15: THE ABANDONED LABORATORY STATISTICS (ADVENTURE LEVEL 12)

1-3 Withering Grasp	Level 13 Soldier
Large aberrant beast (blind, ooze)	XP 800
HP 132; Bloodied 66	Initiative +11
AC 29; Fortitude 27, Reflex 24, Will 24	Perception +9
Speed 6, climb 6(spider climb)	blindsight 10
Resist 10 fire, 10 necrotic	
TRAITS	
Tentacle Web	
Aura 2; Enemies treat squares within the aura as difficult terrain.	
Ebon Clutch	
Enemies marked by this creature are also immobilized as long as they are adjacent to this creature	
STANDARD ACTIONS	
m Grasping Tentacle (necrotic) • At-Will	
Attack: Reach 2 (one creature); +18 vs. Reflex	
Hit: 3d6 + 11 necrotic damage, and the withering grasp pulls the target 1 square to an adjacent square and marks it until the end of the withering grasp's next turn.	
M Engulf (necrotic) • At-Will	
Requirement: Usable only when no creatures are engulfed.	
Attack: Melee 1 (one medium or smaller creature); +18 vs. Reflex; automatically hits an immobilized creature.	
Hit: The grasp pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 10 necrotic damage. When the grab ends, the target shifts to a square of its choosing adjacent to the withering grasp. When the grasp moves, it pulls any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lashing Tentacle (necrotic) • At-Will	
Attack: Close Burst 2 (enemies in burst); +18 vs. Reflex	
Hit: 3d10 + 6 necrotic damage, and the grasp pulls the target 1 square to an adjacent square and marks it until the end of the grasp's next turn.	
Skills Athletics +17, Stealth +14	
Str 22 (+12)	Dex 16 (+9)
Con 19 (+10)	Int 3 (+2)
	Cha 8 (+5)
Alignment Unaligned	
Updated for MM3 damage expression	

Living Flamimg Sphere	Level 13 Elite Skirmisher
Medium aberrant beast (blind, ooze)	XP 1600
HP 268; Bloodied 134	Initiative +13
AC 27; Fortitude 27, Reflex 25, Will 23	Perception +9
Speed 0, 6 fly (hover; altitude limit 1)	blindsight 10
Immune fear Resist 15 Fire	
Vulnerable 5 cold (a living flaming sphere that takes cold damage deals half damage with blazing husk until the end of its next turn)	
Saving Throw +2, Action Point 1	
TRAITS	
Blazing Husk	
Aura 1; Any enemy that starts its turn within the aura takes 10 fire damage.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 1(one creature) +16 vs. Reflex	
Hit: 3d6 + 11 fire damage.	
M Immolating Crash (fire) • Recharge 5 6	
Requirement: Usable only when charging	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: 3d8 + 7 fire damage, and ongoing 10 fire damage (save ends). The sphere pushes the target 2 squares and knocks it prone.	
Effect: The living flaming sphere can shift 2 squares.	
MOVE ACTIONS	
Rolling Strike (fire) • At-Will	
The living flaming sphere moves 6 squares and makes an attack during the movement	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: 3d6 + 11 fire damage, and the target falls prone. A living flaming sphere doesn't provoke opportunity attacks from the target when moving away from it.	
TRIGGERED ACTIONS	
Spinning Escape • At-Will	
Trigger: The living flaming sphere is hit by an attack.	
Effect (Immediate Reaction): The living flaming sphere shifts one square.	
Str 19 (+10)	Dex 20 (+11)
Con 23 (+12)	Int 5 (+3)
	Cha 10 (+6)
Alignment Unaligned	
Updated for MM3 damage expression	

Corrosion Web	Level 13 Controller	
Large aberrant beast (blind, ooze)	XP 800	
HP 130; Bloodied 69	Initiative +8	
AC 27; Fortitude 26, Reflex 24, Will 24	Perception +8	
Speed 6	blindsight 10	
Resist 10 acid; Vulnerable 10 fire		
TRAITS		
Combustible		
If the corrosion web takes fire damage while a creature is engulfed, the engulfed creature takes 10 fire damage.		
STANDARD ACTIONS		
m Slam (acid) • At-Will		
Attack: Melee 1 (one creature) +17 vs. Fortitude		
Hit: 3d6 + 6 acid damage, and ongoing 5 acid damage (save ends).		
M Engulf (acid) • At-Will		
Requirement: Usable only when no creatures are engulfed.		
Attack: Melee 1 (one medium or smaller creature); +17 vs. Reflex; automatically hits an immobilized creature.		
Hit: The corrosion web pulls the target into its space, and the target is grabbed. Until the grab ends the target is dazed and takes ongoing 10 acid damage. When the grab ends, the target shifts to a square of its choosing adjacent to the corrosion web. When the corrosion web moves, it pulls any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.		
R Towing Tendril (acid) • At-Will		
Attack: Ranged 5 (one creature) +17 vs. Reflex		
Hit: 3d6 + 11 acid damage, and the corrosion web pulls the target 3 squares.		
A Ensnaring Web (acid, zone) • Recharge 5, 6		
Attack: Area Burst 1 within 10 (creatures in burst); +17 vs. Reflex		
Hit: 3d8 + 11 acid damage, the target takes ongoing 10 acid damage and the target is immobilized (save ends both).		
Effect: The burst creates a zone of webs that last until the end of the corrosion web's next turn. The zone is difficult terrain for the corrosion web's enemies.		
Str 15 (+8)	Dex 16 (+9)	Wis 16 (+9)
Con 19 (+10)	Int 5 (+3)	Cha 8 (+5)
Alignment Unaligned		

Updated for MM3 damage expression

ENCOUNTER 15: THE ABANDONED LABORATORY STATISTICS

(ADVENTURE LEVEL 14)

1-3 Withering Grasp	Level 15 Soldier
Large aberrant beast (blind, ooze)	XP 1, 200
HP 148; Bloodied 74	Initiative +12
AC 31; Fortitude 29, Reflex 26, Will 26	Perception +10
Speed 6, climb 6 (spider climb)	blindsight 10
Resist 10 fire, 10 necrotic	
TRAITS	
Tentacle Web	
Aura 2; Enemies treat squares within the aura as difficult terrain.	
Ebon Clutch	
Enemies marked by this creature are also immobilized as long as they are adjacent to this creature	
STANDARD ACTIONS	
m Grasping Tentacle (necrotic) • At-Will	
Attack: Reach 2 (one creature); +20 vs. Reflex	
Hit: 3d6 + 12 necrotic damage, and the withering grasp pulls the target 1 square to an adjacent square and marks it until the end of the withering grasp's next turn.	
M Engulf (necrotic) • At-Will	
Requirement: Usable only when no creatures are engulfed.	
Attack: Melee 1 (one medium or smaller creature); +20 vs. Reflex; automatically hits an immobilized creature.	
Hit: The grasp pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 10 necrotic damage. When the grab ends, the target shifts to a square of its choosing adjacent to the withering grasp. When the grasp moves, it pulls any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lashing Tentacle (necrotic) • At-Will	
Attack: Close Burst 2 (creatures in burst); +20 vs. Reflex	
Hit: 3d10 + 8 necrotic damage, and the grasp pulls the target 1 square to an adjacent square and marks it until the end of the grasp's next turn.	
Skills Athletics +18, Stealth +15	
Str 23 (+13)	Dex 17 (+10)
Con 20 (+12)	Int 4 (+4)
	Wis 17 (+10)
	Cha 9 (+6)
Alignment Unaligned	
Updated for MM3 damage expression	

Living Flaming Sphere	Level 15 Elite Skirmisher
Medium aberrant beast (blind, ooze)	XP 2,400
HP 300; Bloodied 150	Initiative +14
AC 29; Fortitude 29, Reflex 27, Will 23	Perception +10
Speed 0, 6 fly (hover; altitude limit 1)	blindsight 10
Immune fear Resist 15 Fire	
Vulnerable 5 cold (a living flaming sphere that takes cold damage deals half damage with blazing husk until the end of its next turn)	
Saving Throw +2, Action Point 1	
TRAITS	
Blazing Husk	
Aura 1; Any enemy that starts its turn within the aura takes 10 fire damage.	
STANDARD ACTIONS	
m Slam (fire) • At-Will	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: 3d6 + 13 fire damage.	
M Immolating Crash (fire) • Recharge 5 6	
Requirement: Usable only when charging	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: 3d8 + 9 fire damage, and ongoing 10 fire damage (save ends). The sphere pushes the target 2 squares and knocks it prone.	
Effect: The living flaming sphere can shift 2 squares.	
MOVE ACTIONS	
Rolling Strike (fire) • At-Will	
The living flaming sphere moves 6 squares and makes an attack during the movement	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: 3d6 + 13 fire damage, and the target falls prone. A living flaming sphere doesn't provoke opportunity attacks from the target when moving away from it.	
TRIGGERED ACTIONS	
Spinning Escape • At-Will	
Trigger: The living flaming sphere is hit by an attack.	
Effect (Immediate Reaction): The living flaming sphere shifts 1 square.	
Str 20 (+12)	Dex 21 (+12)
Con 24 (+14)	Int 6 (+5)
	Wis 17 (+10)
	Cha 11 (+7)
Alignment Unaligned	
Updated for MM3 damage expression	

Corrosion Web		Level 15 Controller
Large aberrant beast (blind, ooze)		XP 1,200
HP 146; Bloodied 73		Initiative +9
AC 29; Fortitude 28, Reflex 26, Will 26		Perception +9
Speed 6		blindsight 10
Resist 10 acid; Vulnerable 10 fire		
TRAITS		
Combustible		
If the corrosion web takes fire damage while a creature is engulfed, the engulfed creature takes 10 fire damage.		
STANDARD ACTIONS		
m Slam (acid) • At-Will		
Attack: +19 vs. Fortitude		
Hit: 3d6 + 8 acid damage, and ongoing 5 acid damage (save ends).		
M Engulf (acid) • At-Will		
Requirement: Usable only when no creatures are engulfed.		
Attack: Melee 1 (one medium or smaller creature); +19 vs. Reflex; automatically hits an immobilized creature.		
Hit: The corrosion web pulls the target into its space, and the target is grabbed. Until the grab ends the target is dazed and takes ongoing 10 acid damage. When the grab ends, the target shifts to a square of its choosing adjacent to the corrosion web. When the corrosion web moves, it pulls any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.		
R Towing Tendril (acid) • At-Will		
Attack: Ranged 5 (one creature) +18 vs. Reflex		
Hit: 3d6 + 13 acid damage, and the corrosion web pulls the target 3 squares.		
A Ensnaring Web (acid, zone) • Recharge 5 6		
Attack: Area Burst 1 within 10 (enemies in burst); +19 vs. Reflex		
Hit: 3d8 + 13 acid damage, the target takes ongoing 5 acid damage and the target is immobilized (save ends both).		
Effect: The burst creates a zone of webs that last until the end of the corrosion web's next turn. The zone is difficult terrain for the corrosion web's enemies.		
Str 16 (+10)	Dex 17 (+10)	Wis 17 (+10)
Con 20 (+12)	Int 6 (+5)	Cha 9 (+6)
Alignment Unaligned		

Updated for MM3 damage expression

ENCOUNTER 15: THE ABANDONED LABORATORY STATISTICS

(ADVENTURE LEVEL 16)

1-3 Withering Grasp	Level 17 Soldier
Large aberrant beast (blind, ooze)	XP 1,600
HP 164; Bloodied 82	Initiative +13
AC 33; Fortitude 31, Reflex 28, Will 28	Perception +11
Speed 6, climb 6 (spider climb)	blindsight 10
Resist 10 fire, 10 necrotic	
TRAITS	
Tentacle Web	
Aura 2; Enemies treat squares within the aura as difficult terrain.	
Ebon Clutch	
Enemies marked by this creature are also immobilized as long as they are adjacent to this creature	
STANDARD ACTIONS	
m Grasping Tentacle (necrotic) • At-Will	
Attack: Melee 2 (one creature); +22 vs. Reflex	
Hit: 3d6 + 13 necrotic damage, and the withering grasp pulls the target 1 square to an adjacent square and marks it until the end of the withering grasp's next turn.	
M Engulf (necrotic) • At-Will	
Requirement: Usable only when no creatures are engulfed.	
Attack: Melee 1 (one medium or smaller creature); +22 vs. Reflex; automatically hits an immobilized creature.	
Hit: The grasp pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 10 necrotic damage. When the grab ends, the target shifts to a square of its choosing adjacent to the withering grasp. When the grasp moves, it pulls any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures.	
C Lashing Tentacle (necrotic) • At-Will	
Attack: Close Burst 2(creatures in burst); +22 vs. Reflex	
Hit: 3d10 + 10 necrotic damage, and the grasp pulls the target 1 square to an adjacent square and marks it until the end of the grasp's next turn.	
Skills Athletics +20, Stealth +17	
Str 24 (+15) Dex 18 (+12) Wis 18 (+12)	
Con 21 (+13) Int 5 (+5) Cha 10 (+8)	
Alignment Unaligned	

Updated for MM3 damage expression

2 Frostclutch	Level 17 Controller
Medium aberrant beast (blind, ooze)	XP 1,600
HP 162; Bloodied 81	Initiative +13
AC 31; Fortitude 30, Reflex 29, Will 29	Perception +13
Speed 0, fly 6 (hover)	blindsight 10
Resist 10 cold	
STANDARD ACTIONS	
m Chilling Touch (cold) • At-Will	
Attack: melee 1 (one creature) +21 vs. Fortitude; automatically hits a target grabbed by the frostclutch.	
Hit: 3d8 + 12 cold.	
M Frozen Grasp (cold) • At-Will	
Requirement: Usable only while the frostclutch does not have a creature grabbed.	
Attack: +21 vs. Reflex	
Hit: 3d8 + 12 cold damage and the target is grabbed.	
M Entomb (cold) • Recharge 6	
Attack: Targets a creature grabbed by the frostclutch; +21 vs. Fortitude	
Hit: 4d8 + 20 cold damage, the grab ends, and the target is entombed in ice (save ends). While entombed, the target takes ongoing 10 cold damage and is stunned. No creature has line of effect to the target.	
Miss: Half damage, and the target is entombed until the end of the frostclutch's next turn.	
MOVE ACTIONS	
Drag • At-Will	
Requirement: Usable only while a frostclutch has a creature grabbed.	
Attack: Targets a creature grabbed by the frostclutch; +21 vs. Fortitude	
Hit: The frostclutch shifts 3 squares and pulls the grabbed target with it.	
Str 21 (+13) Dex 21 (+12) Wis 19 (+12)	
Con 17 (+11) Int 4 (+5) Cha 10 (+8)	
Alignment Unaligned	

Updated for MM3 damage expression

Spell Howler of Shar	Level 17 Artillery
Medium immortal humanoid	XP 1,600
HP 124; Bloodied 62	Initiative +9
AC 31 Fortitude 27, Reflex 29, Will 29	Perception +10
Speed 6	
STANDARD ACTIONS	
m Maddening Touch (psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature) +20 vs. Will	
<i>Hit:</i> 2d8 + 11 psychic damage.	
r Word of Force (force) • At-Will	
<i>Attack:</i> Ranged 10 (one creature) +22 vs. Fortitude	
<i>Hit:</i> 2d10 + 14 force damage.	
r Word of Doom (psychic) • At-Will	
<i>Requirement:</i> spell howler must be affected by horrific visage.	
<i>Attack:</i> Ranged 10 (one creature); +22 vs. Will	
<i>Hit:</i> 2d8 + 5 psychic damage, and the target is dazed until the end of the spell howler's next turn.	
M Word of Madness (psychic) • Recharge if the power misses	
<i>Attack:</i> Melee 1 (one creature) +20 vs. Will	
<i>Hit:</i> 2d8 + 4 psychic damage. The spell howler slides the target 3 squares, and the target makes a basic attack as a free action against a target of the spell howler's choice.	
R Word of Pain (necrotic) • Encounter	
<i>Attack:</i> Ranged 10 (one creature); +22 vs. Fortitude	
<i>Hit:</i> 4d10 + 17 necrotic damage	
<i>Miss:</i> Half damage.	
TRIGGERED ACTIONS	
C Horrific Visage (psychic) • Encounter	
<i>Trigger:</i> The spell howler is first bloodied	
<i>Attack (No Action):</i> Close Burst 2 (enemies in the burst); +21 vs. Will	
<i>Hit:</i> 2d6 + 3 psychic damage, and the spell howler pushes the target 3 squares.	
<i>Effect:</i> Until the end of the encounter, the spell howler cannot use any power except word of doom and maddening touch.	
Str 15 (+10)	Dex 13 (+9)
Con 16 (+10)	Int 22 (+13)
	Wis 15 (+10)
	Cha 18 (+11)
Alignment Chaotic Evil Languages Common	

Renamed Spell Howler of Vecna to Spell Howler of Shar, added immortal keyword

ENCOUNTER 15: THE ABANDONED LABORATORY STATISTICS (ADVENTURE LEVEL 18)

Living Cloudkill	Level 19 Elite Brute
Large aberrant beast (blind, ooze)	XP 4,800
HP 314; Bloodied 162	Initiative +14
AC 31; Fortitude 33, Reflex 31, Will 31	Perception +14
Speed 8; see also engulf	blindsight 10
Immune gaze Resist 15 poison, insubstantial	
Saving Throws +2, Action Point 1	
TRAITS	
Choking Move (poison)	
On its turn, if a living cloudkill moves through a creature's space, that creature takes 15 poison damage.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Fortitude	
Hit: 3d8 + 14 poison damage.	
M Engulf (poison) • At-Will	
Attack: Melee 1 (one medium or smaller creature); +20 vs. Reflex; automatically hits an immobilized creature.	
Hit: The target is grabbed, pulled into the living cloudkill's space, dazed until the grab ends, and takes ongoing 15 poison damage until the grab ends. When the grab ends, the target shifts to a square of its choosing adjacent to the living cloudkill. The living cloudkill can move normally while creatures are engulfed within it.	
MOVE ACTIONS	
Cloud Drift • Recharge 6	
Effect: The living cloudkill shifts its speed and can move through enemies' spaces during this movement. It must end this movement in an unoccupied space.	
Str 22 (+15)	Dex 20 (+14)
Con 24 (+16)	Int 5 (+6)
	Wis 20 (+14)
	Cha 11 (+9)
Alignment Unaligned	

Updated for MM3 damage expression

Spell Howler of Shar	Level 19 Artillery
Medium immortal humanoid	XP 2,400
HP 136; Bloodied 71	Initiative +10
AC 33 Fortitude 29, Reflex 31, Will 31	Perception +11
Speed 6	
STANDARD ACTIONS	
m Maddening Touch (psychic) • At-Will	
Attack: Melee 1 (one creature) +22 vs. Will	
Hit: 3d8 + 14 psychic damage.	
r Word of Force (force) • At-Will	
Attack: Ranged 10 (one creature) +24 vs. Fortitude	
Hit: 2d10 + 16 force damage.	
r Word of Doom (psychic) • At-Will	
Requirement: The spell howler must be affected by horrific visage.	
Attack: Ranged 10 (one creature); +24 vs. Will	
Hit: 2d8 + 6 psychic damage, and the target is dazed until the spell howler's next turn.	
M Word of Madness (psychic) • Recharge if the power misses	
Attack: Melee 1 (one creature) +22 vs. Will	
Hit: 3d8 + 6 psychic damage. The spell howler slides the target 3 squares, and the target makes a basic attack as a free action against a target of the spell howler's choice.	
R Word of Pain (necrotic) • Encounter	
Attack: Ranged 10 (one creature); +23 vs. Fortitude	
Hit: 4d10 + 11 necrotic damage	
Miss: Half damage.	
TRIGGERED ACTIONS	
C Horrific Visage (psychic) • Encounter	
Trigger: The spell howler is first bloodied	
Attack (No Action): Close Burst 2 (enemies in the burst); +23 vs. Will	
Hit: 2d6 + 4 psychic damage, and the spell howler pushes the target 3 squares.	
Effect: Until the end of the encounter, the spell howler cannot use any power except word of doom and maddening touch.	
Str 15 (+11)	Dex 13 (+10)
Con 16 (+12)	Int 22 (+15)
	Wis 15 (+11)
	Cha 18 (+13)
Alignment Chaotic Evil	
Languages Common	
Renamed Spell Howler of Vecna to Spell Howler of Shar, added immortal keyword	

ENCOUNTER 15: THE ABANDONED LABORATORY STATISTICS (AL 18)

CONTINUED

1-3 Frostclutch	Level 19 Controller
Medium aberrant beast (blind, ooze)	XP 2,400
HP 178; Bloodied 89	Initiative +14
AC 33; Fortitude 32, Reflex 31, Will 31	Perception +14
Speed 0, fly 6 (hover)	blindsight 10
Resist 10 cold	
STANDARD ACTIONS	
m Chilling Touch (cold) • At-Will	
<i>Attack:</i> Melee 1 (one creature)+23 vs. Fortitude; automatically hits a target grabbed by the frostclutch.	
<i>Hit:</i> 3d8 + 14 cold.	
M Frozen Grasp (cold) • At-Will	
<i>Requirement:</i> Usable only while the frostclutch does not have a creature grabbed.	
<i>Attack:</i> +23 vs. Reflex	
<i>Hit:</i> 3d8 + 14 cold damage and the target is grabbed.	
M Entomb (cold) • Recharge 6	
<i>Attack:</i> Targets a creature grabbed by the frostclutch; +22 vs. Fortitude	
<i>Hit:</i> 3d8 + 14 cold damage, the grab ends, and the target is entombed in ice (save ends). While entombed, the target takes ongoing 10 cold damage and is stunned. No creature has line of effect to the target.	
<i>Miss:</i> Half damage, and the target is entombed until the end of the frostclutch's next turn.	
MOVE ACTIONS	
Drag • At-Will	
<i>Requirement:</i> Usable only while a frostclutch has a creature grabbed.	
<i>Attack:</i> Targets a creature grabbed by the frostclutch; +23 vs. Fortitude	
<i>Hit:</i> The frostclutch shifts 3 squares and pulls the grabbed target with it.	
Str 22 (+15)	Dex 20 (+14)
Con 18 (+13)	Int 5 (+6)
	Wis 20 (+14)
	Cha 11 (+9)
Alignment Unaligned	

Updated for MM3 damage expression

ENCOUNTER 15: THE ABANDONED LABORATORY STATISTICS (ADVENTURE LEVEL 20)

Living Cloudkill	Level 21 Elite Brute
Large aberrant beast (blind, ooze)	XP 8,300
HP 354; Bloodied 177	Initiative +15
AC 33; Fortitude 35, Reflex 33, Will 31	Perception +15
Speed 8; see also engulf	blindsight 10
Immune gaze Resist 15 poison, insubstantial	
Saving Throws +2, Action Point 1	
TRAITS	
Choking Move (poison)	
On its turn, if a living cloudkill moves through a creature's space, that creature takes 15 poison damage.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature) +22 vs. Fortitude	
Hit: 4d6 + 15 poison damage.	
M Engulf (poison) • At-Will	
Attack: Melee 1 (one medium or smaller creature) +22 vs. Reflex; automatically hits an immobilized creature.	
Hit: The target is grabbed, pulled into the living cloudkill's space, dazed until the grab ends, and takes ongoing 15 poison damage until the grab ends. When the grab ends, the target shifts to a square of its choosing adjacent to the living cloudkill. The living cloudkill can move normally while creatures are engulfed within it.	
MOVE ACTIONS	
Cloud Drift • Recharge 6	
Effect: The living cloudkill shifts its speed and can move through enemies' spaces during this movement. It must end this movement in an unoccupied space.	
Str 23 (+16)	Dex 21 (+15)
Con 25 (+17)	Int 6 (+8)
	Wis 21 (+15)
	Cha 12 (+11)
Alignment Unaligned	

Updated for MM3 damage expression

Spell Howler of Shar	Level 21 Artillery
Medium immortal humanoid	XP 3,200
HP 148 Bloodied 74	Initiative +11
AC 35 Fortitude 31, Reflex 33, Will 33	Perception +12
Speed 6	
STANDARD ACTIONS	
m Maddening Touch (psychic) • At-Will	
Attack: Melee 1 (one creature) +24 vs. Will	
Hit: 4d6 + 15 psychic damage.	
r Word of Force (force) • At-Will	
Attack: Ranged 10 (one creature) +26 vs. Fortitude	
Hit: 2d12 + 14 force damage.	
r Word of Doom (psychic) • At-Will	
Requirement: The spell howler must be affected by horrific visage.	
Attack: Ranged 10 (one creature); +26 vs. Will	
Hit: 3d8 + 15 psychic damage, and the target is dazed until the end of the spell howler's next turn.	
M Word of Madness (psychic) • Recharge if the power misses	
Attack: Melee 1 (one creature) +24 vs. Will	
Hit: 3d8 + 8 psychic damage. The spell howler slides the target 3 squares, and the target makes a basic attack as a free action against a target of the spell howler's choice.	
R Word of Pain (necrotic) • Encounter	
Attack: Ranged 10 (one creature); +25 vs. Fortitude	
Hit: 4d12 + 18 necrotic damage	
Miss: Half damage.	
TRIGGERED ACTIONS	
C Horrific Visage (psychic) • Encounter	
Trigger: The spell howler is first bloodied	
Attack (No Action): Close Burst 2 (enemies in the burst); +25 vs. Will	
Hit: 2d8 + 7 psychic damage, and the spell howler pushes the target 3 squares.	
Effect: Until the end of the encounter, the spell howler cannot use any power except word of doom and maddening touch.	
Str 16 (+12)	Dex 14 (+11)
Con 17 (+13)	Int 23 (+16)
	Wis 16 (+12)
	Cha 19 (+14)
Alignment Chaotic Evil	
Languages Common	

Renamed Spell Howler of Vecna to Spell Howler of Shar, added immortal keyword

ENCOUNTER 15: THE ABANDONED LABORATORY STATISTICS (AL 20)

CONTINUED

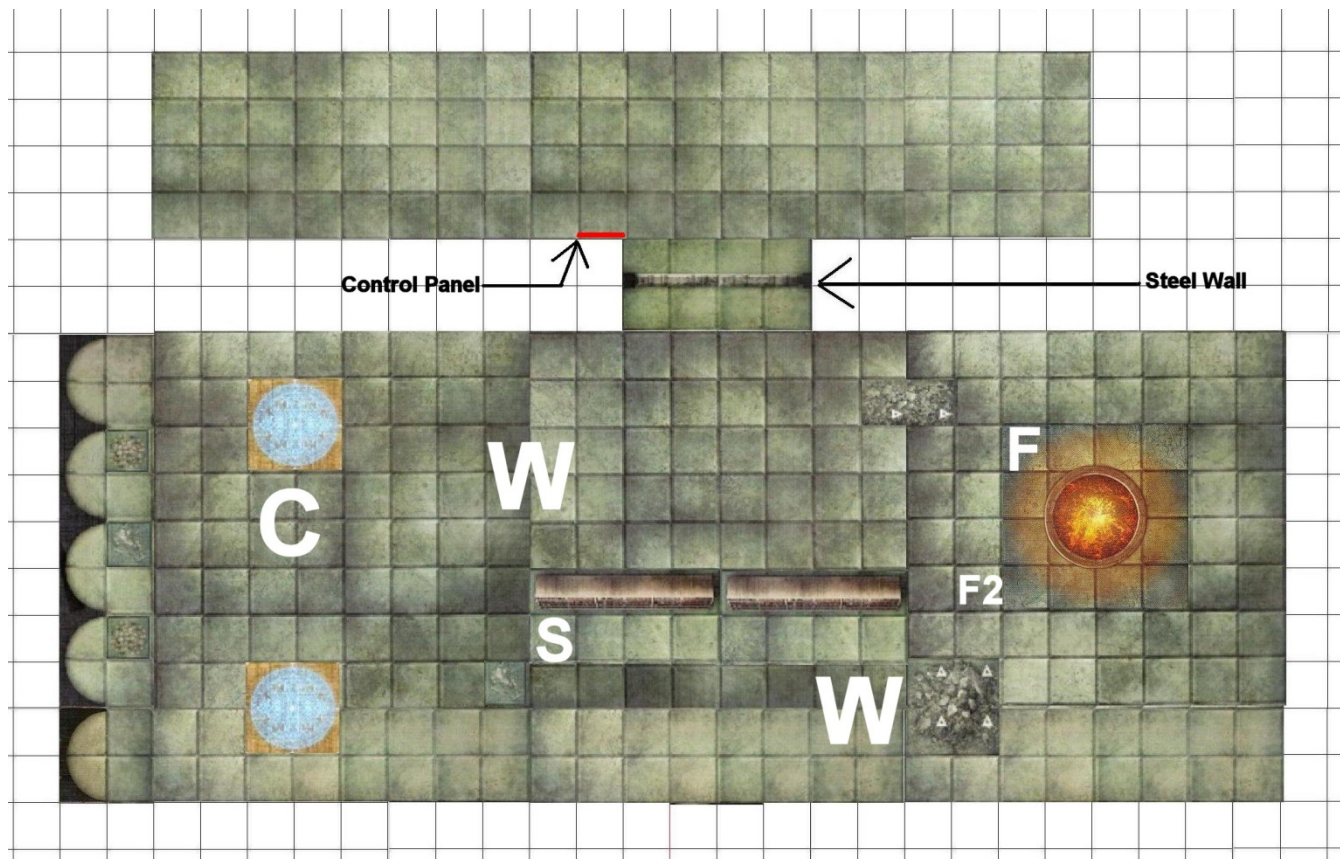
1- 3 Frostclutch	Level 21 Controller
Medium aberrant beast (blind, ooze)	XP 3,200
HP 194; Bloodied 97	Initiative +15
AC 35; Fortitude 34, Reflex 33, Will 31	Perception +15
Speed 0, fly 6 (hover)	blindsight 10
Resist 10 cold	
STANDARD ACTIONS	
m Chilling Touch (cold) • At-Will	
Attack: +25 vs. Fortitude; automatically hits a target grabbed by the frostclutch.	
Hit: 3d8 + 16 cold.	
M Frozen Grasp (cold) • At-Will	
Requirement: Usable only while the frostclutch does not have a creature grabbed.	
Attack: +25 vs. Reflex	
Hit: 3d8 + 16 cold damage and the target is grabbed.	
M Entomb (cold) • Recharge 6	
Attack: Targets a creature grabbed by the frostclutch; +25 vs. Fortitude	
Hit: 4d12 + 8 cold damage, the grab ends, and the target is entombed in ice (save ends). While entombed, the target takes ongoing 10 cold damage and is stunned. No creature has line of effect to the target.	
Miss: Half damage, and the target is entombed until the end of the frostclutch's next turn.	
MOVE ACTIONS	
Drag • At-Will	
Requirement: Usable only while a frostclutch has a creature grabbed.	
Attack: Targets a creature grabbed by the frostclutch; +24 vs. Fortitude	
Hit: The frostclutch shifts 3 squares and pulls the grabbed target with it.	
Str 23 (+16)	Dex 21 (+15)
Con 19 (+14)	Int 6 (+8)
	Wis 21 (+15)
	Cha 12 (+11)
Alignment Unaligned	

Updated for MM3 damage expression

ENCOUNTER 15: THE ABANDONED LABORATORY MAP

TILE SETS NEEDED

Master Set: Dungeon x2, Master Set: The City x1 (floor runes), DN4 Cathedral of Chaos x1 (fire bowl)



AL 12 and 14: C=corrosive web, F/F2 = living flaming sphere, W= withering grasp

AL16: W= withering grasp, F/F2 = frostclutch, S = spell howler of Shar

AL18 and 20: C=living cloudkill, F/F2 = frostclutch, S = spell howler of Shar

ENCOUNTER 16: CONCLUSION

IMPORTANT NPCs

Lord Stedd Moonstar, head of House Moonstar

Vajra Safhar, the Blackstaff, Archmage of Waterdeep

Alathene Moonstar, (many times) Great Aunt of Lord Stedd and living construct/archlich

If the PCs used the modified Ring of Retreat supplied by the Blackstaff, then they teleport directly to the Blackstaff Tower. If the PCs used other means to return to Waterdeep, their entry may be widely variable and up to the DM to describe.

All parties meet at the Moonstar Villa.

Lord Moonstar greets you in a cozy parlor where a side board has an array of refreshments. "How went your mission?"

After the adventurers explain what they accomplished:

If the PCs brought back both the Ring of Sorrow and the Covenant of Vanrak, then read the following:

"Excellent, you have done well my friends. I have managed to quietly acquire some items that might interest you in addition to the gold due you. Please give the ring and Covenant to Vajra. She will keep them safe until our next move."

Vajra speaks up "While your deeds are worthy of note, I ask that you remain quiet about them. We do not know if others in the city are in Vanrak's employ. We hope to launch an assault against Vanrak soon. May we call upon your services again?"

In addition to the promised gold, Stedd offers a weapon of summer, a mantle of faith, or a common or uncommon magic item from a wide selection. Vajra offers a staff of the magi and a precise wand of shock sphere.

If the PCs only brought back the Covenant of Vanrak, then read the following:

"I wished for both, but having the Covenant means that our plan to bring the fight to Vanrak can still go forward. I have managed to quietly acquire some items that might interest you in addition to the gold due you. Please give the Covenant to Vajra. She will keep them safe until our next move."

Vajra speaks up "While your deeds are worthy of note, I ask that you remain quiet about them. We do not know if others in the city are in Vanrak's employ."

In addition to the promised gold, Stedd offers a weapon of summer, or a common or uncommon magic item from a wide selection. Vajra offers a staff of the magi and a precise wand of shock sphere.

If the PCs only brought back the Ring of Sorrow, but the Covenant has not been brought back or destroyed, then read the following:

"I wished for both, but having the ring means that our options regarding how we attack are still open. I fear though that our chances of success are limited if we can not weaken Vanrak. I have managed to quietly acquire one or two items that might interest you in addition to the gold you are due for your services. Please give the ring to Vajra. She will keep them safe until our next move."

Vajra speaks up "While your deeds are worthy of note, I ask that you remain quiet about them. We do not know if others in the city are in Vanrak's employ."

In addition to the promised gold, Stedd offers a mantle of faith or a common or uncommon magic item from a wide selection. Vajra offers a precise wand of shock sphere.

If the PCs only brought back the Ring of Sorrow, but the Covenant has been destroyed, then read the following:

"Vanrak is aware that he is at risk. At worst he has already gone to Shar to renew his compact with her and regain his powers. We need to seriously consider if we can go through with the planned assault or else launch the attack tomorrow."

Here is the gold due you. Please give the ring to Vajra. She will keep them safe until our next move."

Vajra speaks up "While your deeds are worthy of note, I ask that you remain quiet about them. We do not know if others in the city are in Vanrak's employ."

In addition to the promised gold, Stedd offers a mantle of faith or a common or uncommon magic item from a wide selection. Vajra offers a precise wand of shock sphere.

TOTAL FAILURE

Both Stedd and Vajra are dejected at your news. “I am sure you tried your best,” says Lord Moonstar. “Perhaps we can try again with a more experienced team.”

Vajra says, “Please do not speak about this mission in the City or elsewhere; Vanrak may have other spies about.”

In addition to the gold, Stedd offers a common or uncommon magic item from a wide selection.

In all outcomes, the modified Ring of Retreat is returned to the Blackstaff.

MILESTONE

The encounter does not count towards a milestone.

TREASURE

Stedd pays them gp plus a common or uncommon magic item from a wide selection (Treasure Bundle X). **Depending upon the outcome**, the adventurers may also be offered the following items: +3/+4 staff of the magi, +3/+4 weapon of summer, +3/+4 precise wand of shock sphere, and +3/+4 mantle of faith.

CONCLUDING THE ADVENTURE

THE TRIAL OF KORRAS ANTEOS

The PCs may witness (or learn of) the trial of Korras Anteos. The Open Lord Dagult Neverember, two Masked Lords and two Magisters sit in judgment for the trial. Neverember acts as the chief judge. Daerovus Tallmantle, Watch Warden of Waterdeep, questions all witnesses. The following testimony is given:

- His uncle, Mereck Anteos, admits he was a Masked Lord and confesses that he had passed the regalia to his nephew, Lord Korras Anteos the Third, due to his failing health. He did not ask for approval by the Masked Lords. Mereck publicly resigns as a Masked Lord.
- Logan, butler of Lord Moonstar, describes being recruited by a Masked Lord and told to pass his information to Eilir, a halfling, who lives in South Ward. He did not know what Eilir did with the information. He says the Masked Lord wanted to be informed about the activities of House Moonstar, particularly as related to an ancestor known as Lord Vanrak Moonstar.
- Eilir testifies he works for Lord Korras Anteos exclusively. He was given information by Logan, the Moonstar butler, and passed the same to Lord

Anteos. He did not know why Logan agreed to do this.

- Eilir also testifies that Lord Anteos asked him to arrange bandit attacks and other incidents.
- Eilir reports that he learned that Lord Anteos is a worshipper of Shar. He learned Anteos had a shrine to Shar in his cellar.
- Servants of House Anteos testify as to his erratic schedule and behavior.
- Darwin Tallfellow, Orsar of the City Watch, testifies as to the search of House Anteos, which includes discovery of Masked Lord regalia in a secret room next to Korras Anteos’ bedroom, correspondence connecting Korras to Eilir and related to House Moonstar, a holy symbol of Shar, a letter from Lord Vanrak Moonstar, and an underground shrine to Shar. Inside the helm were strands of Korras Anteos’ hair. Darwin also speaks to an incident a couple of years ago when a young male servant was “lost” while Korras Anteos was exploring the sewers of Waterdeep and later discovered a prisoner in a temple to Shar located in Downshadow, apparently intended to be a human sacrifice. Fortunately the boy was saved by adventurers.
- Vajra Safhar, the Blackstaff, testifies that the discovered regalia is genuine and that Mereck Anteos was a legitimate Masked Lord of Waterdeep.
- A Magister of Waterdeep testifies that a long standing warrant for Lord Vanrak Moonstar was issued by the Masked Lords of Waterdeep, naming him a traitor to Waterdeep, for attacks on Waterdeep and the House of the Moon.
- The PCs may testify or their previous statements are presented to the Masked Lords.
- When offered a chance to speak on his behalf, Korras says he believed the title of Masked Lord was rightfully his to assume as heir to his uncle.

Korras is convinced of multiple crimes which are sufficient to carry the penalty of death.

Korras pleads for his life, offering to provide a way for the City to reach Vanrakdoom. The default judgment of the court is as follows:

- If the PCs successfully retrieved the Ring of Sorrow, then the deal is rejected and Korras Anteos is executed.
- If the PCs failed to retrieve the Ring of Sorrows, then the deal is accepted, and Korras Anteos’s sentence is life imprisonment.
- If the PCs failed to retrieve the Covenant of Vanrak, a bargain is reached and Korras is

sentenced for 10 years imprisonment followed by exile. (Korras's information partially helps mitigate failures by the PCs.)

The PCs are not routinely asked for their opinion or recommendation by the court on the question of the sentence, but the PCs may ask to speak to the court, i.e., the court listens respectfully to their opinion as to a death sentence, exile or other sentence. The DM may ask (out of character) if the PCs want to speak, but be clear that the court is not asking, nor is there any pressure by the adventure for the players to decide Anteos' fate. The Writing Director prefers the offering of good reasons through role playing but ultimately the DM decides. Suggested lines of reasoning which might be convincing include:

- Upon his death, his soul would go to Shar.
- The faith (or beliefs) of particular PCs bear on the sentence. In Realmslore: the only truly pacifist deity was Eldath (who has not been around since the Spellplague). A worshipper of Ilmater might argue the virtues of suffering. The most influential case would be made by a worshipper of Siamorphe (an obscure exarch who is primarily based in Waterdeep and extols the virtues of nobility).
- PCs ask the favor of the court, relying on past favors (story awards).
- Waterdeep may need his knowledge later, or perhaps need him as a bargaining chip later.

None of these arguments are "ironclad" but the Masked Lords are not restrained by law; they may rule as they wish. If executed, the body is totally destroyed.

THE FATE OF LOGAN, THE BUTLER

Any criminal charges against Logan are dismissed by a Magister as he was with good intentions obeying the laws of Waterdeep. However, House Moonstar still questions if they can trust him. Accordingly, House Moonstar gives Logan a retirement pension and arranges for indefinite lodging in a boarding house in Waterdeep.

If the PCs wish to affect Logan's fate, to some extent they can. Logan is a first class butler or valet. The PCs can likely arrange another job or dwelling for Logan.

HONORS

Although only publicly recognizing the arrest of Korras Anteos, the traitor, the City honors the PCs for success

of his exposure and retrieve of the Covenant of Vanrak with Story Award WATE33.

If the PCs explained to Kelemvor (in Encounter 8) they were on a quest to defeat a death knight, they gain Story Award WATE35.

Assuming the PCs successfully reached the Foundation of Loss and obtained both items, they received Story Award WATE34.

All PCs who played this adventure gain Story Award WATE36 for being on the Brightcloaks Quest.

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: 2560 XP

- Identify who hired the attackers: +140 XP
- Discover the connection to Lord Anteos: +140 XP
- Discover the connection between Lord Anteos and the Masked Lord who ordered Logan to spy: +140 XP
- Identify the Spy in House Moonstar: +700 XP
- Retrieve the Ring of Sorrow: +420 XP
- Bring back Vanrak's Covenant: +700 XP

Maximum Possible XP: 4800 XP

Base Gold per PC: 3200 gp

(Encounter 2: 160 gp, Encounter 5: 800 gp, Encounter 6: 400 gp, Encounter 13: 240 gp, Encounter 16: 1600 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 3600 XP

- Identify who hired the attackers: +200 XP
- Discover the connection to Lord Anteos: +200 XP
- Discover the connection between Lord Anteos and the Masked Lord who ordered Logan to spy: +200 XP
- Identify the Spy in House Moonstar: +1000 XP
- Retrieve the Ring of Sorrow: +600 XP
- Bring back Vanrak's Covenant: +1000 XP

Maximum Possible XP: 6800 XP

Base Gold per PC: 5500 gp

(Encounter 2: 280 gp, Encounter 5: 1375 gp, Encounter 6: 700 gp, Encounter 13: 395 gp, Encounter 16: 2750 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 5020 XP

- Identify who hired the attackers: +280 XP
- Discover the connection to Lord Anteos: +280 XP
- Discover the connection between Lord Anteos and the Masked Lord who ordered Logan to spy: +280 XP
- Identify the Spy in House Moonstar: +1400 XP
- Retrieve the Ring of Sorrow: +840 XP
- Bring back Vanrak's Covenant: +1400 XP

Maximum Possible XP: 9500 XP

Base Gold per PC: 11,000 gp

(Encounter 2: 550 gp, Encounter 5: 2750 gp, Encounter 6: 1400 gp, Encounter 13: 800 gp, Encounter 16: 5500 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 7200 XP

- Identify who hired the attackers: +400 XP
- Discover the connection to Lord Anteos: +400 XP
- Discover the connection between Lord Anteos and the Masked Lord who ordered Logan to spy: +400 XP
- Identify the Spy in House Moonstar: +2000 XP
- Retrieve the Ring of Sorrow: +1200 XP
- Bring back Vanrak's Covenant: +2000 XP

Maximum Possible XP: 13,600 XP

Base Gold per PC: 22,000 gp

(Encounter 2: 1100 gp, Encounter 5: 5500 gp, Encounter 6: 2700 gp, Encounter 13: 1700 gp, Encounter 16: 11,000 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 10040 XP

- Identify who hired the attackers: +560 XP
- Discover the connection to Lord Anteos: +560 XP
- Discover the connection between Lord Anteos and the Masked Lord who ordered Logan to spy: +560 XP
- Identify the Spy in House Moonstar: +2800 XP
- Retrieve the Ring of Sorrow: +1680 XP
- Bring back Vanrak's Covenant: +2800 XP

Maximum Possible XP: 19,000 XP

Base Gold per PC: 33,000 gp

(Encounter 2: 1650 gp, Encounter 5: 8250 gp, Encounter 6: 4100 gp, Encounter 13: 2500 gp, Encounter 16: 16,500 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. Normally each player makes one and only one selection for their character (see tone box exception for this adventure); 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.

TWO ROUNDS, TWO TREASURES

To keep the PCs’ rewards in line with the campaign’s expected advancement rate, the PCs have the opportunity to select TWO of the listed Treasures (including More Gold). A character who wishes to find two magic items for his or her two Treasures still has to have two available found item slots. To be clear, a character who chooses More Gold twice receives no other Treasures. All other campaign rules regarding rarity and treasure still apply.

EACH PC SELECTS TWO OF THE FOLLOWING:

Treasure A: +3/+4 *staff of the magi* (Level 15 at AL 12, 14, Level 20 at AL 16 and up; DMK)
Found in Conclusion

Treasure B: winged boots (Lvl 13; DMK)
Found in Encounter 5

Treasure C: +3/+4 seeing stone of yandere (Level 15 at AL 12, 14, Level 20 at AL 16 and up; The Shadowfell)
Found in Encounter 13

Treasure D: +3/+4 *weapon of summer* (Level 15 at AL 12, 14, Level 20 at AL 16 and up; Dungeon)
Found in Conclusion

Treasure E: +3/+4 *melegaunt’s darkblade* (level 12 at AL 12, Level 17 at 14 and up; Dungeon)
Found in Encounter 11

Treasure F: +3/+4 *shadowdance armor* (level 15 at AL 12, 14, Level 20 at AL 16 and up; Seekers of the Ashen Crown)
Found in Encounter 13

Treasure G: +3/+4 *precise wand of shock sphere* (level 15 at AL 12, 14, Level 20 at AL 16 and up; DMK)
Found in Conclusion

Treasure H: +3/+4 *symbol of security* (level 13 at AL 12, level 18 at AL 14 and up; Manual of the Planes)
Found in Encounter 2

Treasure I: +3/+4 *rod of shadow’s caress* (level 15 at AL 12, 14 level 20 at AL 16 and up; Manual of the Planes)
Found in Encounter 15

Treasure H: +3/+4 *mantle of faith* (level 14 at AL 12, 14, level 19 at AL 16 and up; Manual of the Planes)
Found in Conclusion

Treasure H: +3/+4 *torc of fortune* (level 14 at AL 12, 14, level 19 at AL 16 and up; Manual of the Planes)
Found in Encounter 6

Treasure H: *sextant of the planes* (level 13; Manual of the Planes)
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: *potion of vitality* plus 0 gp

AL 14: *potion of vitality* plus 750 gp

AL 16: *potion of shadow's essence* plus 900 gp

AL 18: *bead of force (level 20)* plus 2000 gp

AL 20: *elixir of flying (level 21)* plus 2000 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

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their Story Awards. A PC may earn all 4 awards in this adventure, if appropriate.

WATE33 Honored of Waterdeep

You have been awarded the honorific of Valiant Griffon, recognized by the Blackstaff, the Lords of Waterdeep, and other elites of the City of Splendors. You receive the most favored reception and treatment by any Waterdeep official, free tickets or invitations local theatres and society events, a lifetime lease (at no cost) of a Grand House within the North Ward of Waterdeep (cannot be sublet or sold), and sufficient fine clothing for a tenday's worth of fancy balls and parties, all custom-tailored to your specifications. Nonresidents are encouraged, but not required, to become citizens of Waterdeep.

Your powerful friends have many connections. Circle one type of consumable from the following list: alchemical, ammunition, potion, reagent, or whetstone.

Once per adventure, you may draw upon your contacts to purchase up to three Uncommon consumables of your chosen type. (This could be three copies of the same item, one copy of three different items, or any other combination.) The item you buy must come from a player resource and must have an item level no greater than your character level (at the time of the purchase). You pay full market price. Consumable items do not count toward the limit of Uncommon magic items you are allowed to possess. This Story Award counts as 1 of 2 needed to qualify for membership in the Heirs of Mirt.

WATE34 Respect of Selûne, Enmity of Shar

You have gained the respect of Selûne and the enmity of Shar for having successfully penetrated the Foundation of Loss in the Shadowfell and pilfered its treasures. You gain a favorable reaction from priests of Selûne. Subject to the availability and situation in any given adventure (as decided by the DM), you may obtain divine rituals from a temple of Selûne at 50% of the usual NPC spellcasting cost. (Material component costs, if any, are not discounted.)

If you previously gained the disregard of Selûne from a different Story Award, this respect neutralizes it (void both awards). Worshipers of Shar attack you in preference to other targets.

WATE35 Conditional Respect of Kelemvor

You have earned the conditional respect of Kelemvor for having taken on a quest to destroy Lord Vanrak Moonstar, a death knight. Undead are abhorrent in the eyes of Kelemvor.

If you play (or have played) the adventure WATE3-3 and defeat Lord Vanrak, Kelemvor grants you a boon. One time only, you may treat a death saving throw you are about to roll as if you had rolled a natural 20 on the die. Strike through this paragraph (only) when you use the effect.

If you are undead, Kelemvor's respect will never be more than grudging; Kelemvor will never like you, but concedes that your continued existence may have some small amount of merit.

WATE36 Brightcloaks Quest

This Story Award denotes that you have continued the *Brightcloaks* Major Quest (Story Award WATE30). You have agreed to find and destroy Lord Vanrak Moonstar. Those who accept this responsibility are seen favorably by House Moonstar, the clergy of Selûne, the City of Waterdeep, and Selûne herself, unless they abandon the quest.

This Major Quest began in WATE3-1 *Moon Rising* and concludes in WATE3-3 *Dark Ranger*.

WATE3~2 EVENT SUMMARY

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/WATE0302LFR>

The survey period closes on **01 January 2014**. 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.

1. The identity of the butler as the spy was:

- a. Revealed
- b. Not discovered
- c. Discovered but not revealed

2. The masquerade of Lord Anteos as a Masked Lord of Waterdeep was:

- a. Revealed
- b. Not discovered
- c. Discovered but not revealed.

3. The PCs' meeting with Kelemvor was:

- a. Cordial and successful
- b. Strained but successful
- c. Not successful
- d. Never happened

4. Did the PCs find and retrieve the Covenant of Vanrak?

- a. Yes
- b. No
- c. Ran out of play time before then.

5. Did the PCs find and retrieve the Ring of Sorrow?

- a. Yes
- b. No
- c. Ran out of play time before then.

6. Was a deal made with Korras Anteos?

- a. No, he was executed.
- b. Yes, life imprisonment.
- c. Yes, 10 years, then exile.
- d. He was killed before the trial.
- e. He escaped.

NEW RULES

Staff of the Magi

Level 15+ Rare

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp

Weapon: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain an item bonus to Arcana checks equal to the staff's enhancement bonus.

Power • Encounter (Minor Action) An adjacent conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.

Power • Daily (Free Action) You regain the use of an expended arcane encounter power of the staff's level or lower.

Power (Zone) • Daily (Minor Action) You create a zone in a close burst 2. The zone lasts until the end of the encounter and remains centered on you when you move. As a move action, you can slide each creature within the zone 3 squares.

Reference: Dungeon Master's Kit, page 262.

Winged Boots

Level 13 Rare

Item Slot: Feet 17,000 gp

Property: You take no damage from a fall and always land on your feet.

Power • Daily (Minor Action) You gain a fly speed equal to your speed until the end of the encounter.

Source: Dungeon Master's Kit, page 265.

Seeing Stone of Yandere

Level 15+ Uncommon

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp

Implement: Ki focus

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Property: You gain a +5 item bonus to saving throws against fear effects.

Power • Daily (Immediate Interrupt)

Trigger: You are blinded, stunned, or dazed by an effect that a save can end.

Effect: You ignore the triggering effect.

Reference: The Shadowfell, page 85.

Weapon of Summer

Level 15+ Uncommon

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp

Weapon: Heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: You gain a +3 item bonus to damage rolls made with this weapon. This bonus damage is fire damage.

Power • Daily (Free Action)

Use this power to make you and this weapon glow with the bright light of the summer sun at high noon. This increases your defenses by +4 until the end of your next turn.

Reference: Dungeon Magazine 160, page 96.

Melegaunt's Darkblade

Level 12+ Uncommon

Lvl 12 +3 13,000 gp Lvl 22 +5 325,000 gp
Lvl 17 +4 65,000 gp Lvl 27 +6 1,625,000 gp

Weapon: Heavy blade or light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 cold damage per plus, or +1d10 cold damage per plus against shadow creatures.

Property: This weapon scores critical hits on a 19 or 20.

Reference: Dungeon Magazine 177, page 80.

Shadowdance Armor

Level 5+ Uncommon

Lvl 5 +1 1,000 gp Lvl 20 +4 125,000 gp
Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp

Armor: Cloth or leather

Enhancement: AC

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

Power • Daily (Free Action)

Trigger: You move more than 3 squares.

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

Reference: Seekers of the Ashen Crown, page 26.

NEW RULES (CONTINUED)

Precise Wand of Shock Sphere

Level 10+ Uncommon

Lvl 10 +2 5,000 gp Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp Lvl 30 +6 3,125,000 gp
Lvl 20 +4 125,000 gp

Implement: Wand

Enhancement: attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to shock sphere attack rolls made using this wand.

Power • Daily (Standard Action)

As the wizard's shock sphere power. If your first attack roll with the power hits, you score a critical hit.

Reference: Dungeon Master's Kit, page 263.

Symbol of Security

Level 13+ Uncommon

Lvl 13 +3 17,000 gp Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp

Implement: Holy symbol

Enhancement: attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Teleportation) • **Encounter** (Immediate Reaction)

Use this power when an ally within 10 squares of you is first bloodied in an encounter. That ally teleports to a square adjacent to you.

Reference: Manual of the Planes, page 154.

Rod of Shadow's Caress

Level 15+ Uncommon

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp
Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp

Implement: Rod

Enhancement: attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Power (Conjuration, Zone) • **Daily** (Standard Action)

You evoke the essence of the Shadowfell in an area burst 1 within 10 squares. The burst creates a zone of grasping tentacles. Any enemy that starts its turn within the zone is slowed until the start of its next turn. In the Shadowfell, the power has an area burst 2 within 10 squares. A minor action sustains the zone.

Reference: Manual of the Planes, page 155.

Mantle of Faith

Level 14+ Uncommon

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Healing) • **Daily** (Immediate Reaction)

Use this power when you take damage from an attack. Regain hit points equal to the damage taken up to twice your healing surge value.

Reference: Manual of the Planes, page 157.

Torc of Fortune

Level 14+ Uncommon

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp
Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You can shift 2 when you succeed on a saving throw on your turn.

Power • Daily (Free Action)

Add 2 to the result of a d20 roll you just made. Use the new result.

Reference: P1 King of the Trollhaunt Warrens, page 23.

Sextant of the Planes

Level 13 Uncommon

Wondrous Item

17,000 gp

Property: You can use the Plane Shift ritual as if you have the Ritual Caster feat and are of the appropriate level. When you perform the Plane Shift ritual, the component cost is halved, and it takes half the time to complete the ritual. You gain a +4 item bonus on the ritual's Arcana check.

Power • Daily

Special: Use this power only during a short or extended rest. You learn the direction and distance to a fixed location that you have previously visited.

Source: Manual of the Planes, page 158.

Potion of Vitality

Level 15 Common

Potion

1,000 gp

Power (Consumable • Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

Reference: Player's Handbook, page 255.

NEW RULES (CONTINUED)

Bead of Force Level 15+ Uncommon

Lvl 15 1,000 gp

Lvl 25 25,000 gp

Lvl 20 5,000 gp

Lvl 30 125,000 gp

Consumable

Power (Force) • Consumable (Minor Action)

Attack: Ranged 10 (one creature of size Medium or smaller); the bead's level + 3 vs. Reflex.

Hit: The target is restrained, cannot teleport, and takes ongoing 10 force damage (save ends all). Until the effect ends, line of effect cannot be traced into or out of the target's space, and attacks cannot enter or exit it.

Miss: The target is slowed and takes ongoing 5 force damage (save ends both).

Level 25 or 30: Ongoing 15 force damage, and ongoing 10 force damage on a miss.

Reference: Mordenkainen's Magnificent Emporium, page 98.

Elixir of Flying Level 11+Uncommon

Lvl 11 350 gp

Lvl 21 9,000 gp

Consumable: Elixir

Utility Power • Consumable (Minor Action)

Effect: You drink the elixir and gain a fly speed of 4 until the end of the encounter.

When the effect ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, you fall to the nearest such surface, taking damage accordingly.

Level 21: You gain a fly speed of 8 and can hover.

Reference: Mordenkainen's Magnificent Emporium, page 92

Potion of Shadow's Essence Level 17 Uncommon

Consumable: Potion 2,600 gp

Utility Power • Consumable (Minor Action) You drink the potion. Until the end of the encounter, you gain Darkvision and are insubstantial and phasing, but you are weakened. You can end this effect as a minor action.

Reference: Mordenkainen's Magnificent Emporium, page 97.

APPENDIX A: WATERDEEP LORE

LORDS OF WATERDEEP

One Open Lord (Dagult “Dagger” Neverember) and about twenty Masked Lords rule Waterdeep and meet usually once a tenday in secret conclave or open court. The Masked Lords all appear identical due to identical magical black helms, silver masks, and black robes that veil their appearance and voice. They all appear to be 6 feet tall with the same physique and their voices are deep, hollow baritones (even if the Lord is a lady). No magic reveals them and the items are rumored to offer magical protections. The Lords are rumored to have magic amulets and rings as well but the reliability of any streetwise information is suspect. The penalty for impersonating a Masked Lord is death, enforced by the Blackstaff. Denouncing a Masked Lord as false in recent years happened so frequently that the City Watch or Guard are unlikely to take such claims seriously unless they come from a ranking city official or person of considerable importance. Presenting evidence to the Blackstaff is currently the most likely avenue for swift action.

The Lords of Waterdeep have ruled the city for most of the past four centuries. The Lords set laws although many laws are unwritten and by custom. They also rule on legal matters. The Open Lord, at least two Masked Lords and two Magisters sit in the Lords’ Hall to hear appeals and all charges of severe offenses. Barristers are barred from working in the city. The Lords also make all major decisions of state. Because of the threat of assassination and blackmail, the identity of the Masked Lords is much more secret currently than in some earlier periods.

The Masked Lords of Waterdeep are a title which is totally unrelated to the nobility of a person. While some of the Masked Lords are from noble families, others are from guilds or in other professions and may be commoners. Few of the titled nobility who may be called Lord or Lady are also Masked Lords of Waterdeep.

LORDS’ PALACE AKA THE PALACE OF WATERDEEP

This elaborate palace was built by the third Open Lord. Its gleaming marble walls and seven towers house many of the city’s official offices, the Lords’ Hall, the Hall of Justice, embassies representing a few countries and other cities, living quarters for the Open Lord and apartments for visiting envoys and trade delegations. In the past the palace took its common name from that of the current Open Lord. But during the time of the guild wards, several Open Lords were assassinated and it became simpler to simply refer to it as the Lords’ Palace. Balconies, parapets and turrets give an almost festive air to this edifice.

A grand foyer opens into the central reception hall. Here a massive staircase leads up to the Lords’ Hall. There are a number of alcoves in the reception hall and four hallways provide access to various offices and meeting rooms. Various secret tunnels, doors and rooms are rumored to exist in the Palace. Certainly past attempts to observe the Masked Lords entering and leaving the Lords’ Palace were general failures.

THE BLACKSTAFF, ARCHMAGE OF WATERDEEP

Blackstaff, often called the Archmage of Waterdeep, is a title and role of the heir of Blackstaff Tower. Always a person of considerable arcane power in their own right, investiture as the Blackstaff is rumored to bestow considerable arcane powers from the Tower’s enchantments, items within, and knowledge from the previous Blackstaffs. The Blackstaff also controls many of the magical defenses of the City and may command the Watchful Order of Magists & Protectors. The Blackstaff is both guardian and, if need be, executioner of the Lords of Waterdeep. Vajra Safhar, a thin, small, dusky-skinned Tethyrian, is the current Blackstaff.

BROADSHEETS

At any given time, 10-20 different named broadsheets of news are printed and sold in Waterdeep and conveys more information than a “broadcruyer” but less than a bard. Each broadsheet tends to have a particular theme or scope of interest as decided by the publisher. Reliability of the content varies wildly and the articles are short and often tend towards a tabloid style. Physically, broadsheets in the Realms, like historical Earth, are large, vertical sheets of newsprint. Usually these are printed on one side and may be issued daily, weekly, or irregularly. A broadsheet sells for 1-2 cp.

APPENDIX B: LAWS OF WATERDEEP

The First Plaintiff: Crimes Against The Lords

Severe Offenses: Treason, Assault Upon or Impersonation of a Lord, Assault Upon or Impersonation of a Magister, Forgery of an Official Document

Serious Offenses: Theft, Vandalism or Arson Against the City, Impersonation of Guardsman or Officer of the Watch, Repetition of Lesser Offenses, Willful Disobedience of any Edict Uttered Against One by a Lord

Lesser Offenses: Unlawful Observation or Copying of an Official Document, Assault Upon Any City Officer Who is Acting in the Line of Duty.

Minor Offenses: Blasphemy against Lord, Magister or any City Officer

The Second Plaintiff: Crimes Against the City

Severe Offenses: Poisoning of City Wells, Murder, Spying, Sabotage

Serious Offenses: Fraud, Fencing Stolen Goods, Unlawful Dueling, Murder with Justification, Repetition of any Lesser Offenses

Lesser Offenses: Bribery of a City Officer or Official; Hindrance of City Watch/Guards in their Duty

Minor Offenses: Bribery, Unlawful Flight over the City, Blasphemy Against Foreign Ambassadors, Vagrancy, Littering (includes relief of human wastes in public), Brandishing a Weapon Dangerously or Threatening without Due Cause, Dangerous Operation of a Coach, Wagon or other Conveyance.

The Third Plaintiff: Crimes Against the Gods

Severe Offenses: Defiling of a Holy Place

Serious Offenses: Theft of Temple Goods or Offerings, Tomb-Robbing, Repetition of any Lesser Offense

Lesser Offenses: Assault Upon a Priest or Lay Worshipper

Minor Offenses: Public Blasphemy of a God or Priesthood, Drunkenness and Disorderly Conduct at Worship

The Fourth Plaintiff: Crimes Against Citizens

Severe Offenses: Arson, Rape, Assault Resulting in Mutilation or Crippling, Magical Assault, Forgery, Slavery

Serious Offenses: Robbery, Burglary, Theft or Killing of Livestock, Repetition of a Lesser Offense, Usury

Lesser Offenses: Damage to Property, Assault (Wounding), Assault on Livestock, Unlawful Hindrance of Business

Minor Offenses: Assault (without wounding or robbery), Excessive Noise

APPENDIX C: THE HEIRS OF MIRT

A SOCIETY OF WATERDHAVIAN ADVENTURERS WHOSE MEMBERS VOW TO DEFEND WATERDEEP AGAINST ALL ENEMIES, TO UPHOLD THE VALUES OF WATERDEEP (SUCH AS FIGHTING CORRUPTION), AND TO AID THE HELPLESS.

- There is no membership fee nor salary nor stipend for membership.
- The members are only required to be true to defending Waterdeep. If at anytime, they cannot do that, then they should resign.
- You may be a member of an Adventuring Company in addition to this Society.
- Foreigners are not accepted as members because their loyalties likely lie with other realms. If they make their residence in Waterdeep in the future, they may join at that time.
- As we prove the worth of the adventurers, it is hoped that the Society is seen as an informal militia or a group that would provide back up for the City Guard for the defense of the City.
- It is possible that the membership might decide to undertake civic projects in the future.

To become a member of this organization a PC must be a citizen of Waterdeep and have either story Award WATE14 or WATE24 or have a total of 2 favors (which are granted in story awards) from different organizations/personages. Most story wards that grant favors note that in the text. However, the following story awards can also be used for this purpose (they predate the forming of the organization) WATE2, WATE5, and WATE 10.

Benefits:

Membership benefits include the usage of the hall which serves as a social club with meals, drinks and private meeting rooms. The members' hall also offers long-term secure storage. Members may bring guests.

Patrons seeking adventurers may post notices here or come in person seeking help. Sometimes the society itself may sponsor an adventure.

Healing (from the local temples) is available at cost (no markup) when arranged through the Society.

The members may use a private permanent teleportation circle within the members' hall of the Heirs of Mirt.

Tickets to current entertainment events in Waterdeep are available at half price.

Additional benefits include:

The table gains one bonus action point if you are at a Society table (a table with 3 or more members of the Heirs of Mirt). These bonus action points follow the same rules as for adventuring companies and do not stack with an adventuring company's action point. A table can only have one bonus action point.

A member gains access to *Courtier's Cape* (uncommon, Adventurer's Vault 2) and *Ring of Retreat* (uncommon, Adventurer's Vault). You can purchase these items or choose them with your found item slots when your level plus four is equal to or greater than that of the item. You may upgrade the items. The default location for the *Ring of Retreat* is Waterdeep, specifically inside the members' hall of the Society of Mirt.

Members gain a +2 bonus to Streetwise checks within Waterdeep and a +1 bonus to Streetwise checks in any urban location.

Ex-Members: Should a member leave the Society, they are not allowed to rejoin later. Rumors circulating within Waterdeep about their departure result in a -2 penalty to Diplomacy checks within Waterdeep. If the story award favors (originally used to justify admission) had additional benefits, those favors are considered void (and should be marked such) as your patron feels betrayed. The ex-member is not welcomed as a guest within the members' hall.

APPENDIX D: THE DESPAIR DECK

The Despair Deck represents the unnatural behaviors and neuroses that can come over those who visit the Shadowfell. People from beyond the plane who travel through its dusky landscape find that cheer turns to gloom, friendship becomes enmity, and reason transforms into madness. Usually, these changes occur over months or years. Adventurers suffer the effects more rapidly, for they are constantly engaged in life-or-death struggles that test their physical and mental limits.

The Despair Deck consists of 30 cards, most of which represent an aspect of gloom: apathy, fear, or madness. Over the course of adventures, players draw cards from the Despair Deck to find out what aspect of despair afflicts their characters.

GAINING DESPAIR

The adventure directs you as to when the players should draw from the despair deck. If the PCs take an extended rest all PCs must draw from the despair deck.

OVERCOMING DESPAIR

The effects of despair cards can be debilitating, but adventurers have opportunities to overcome them. Whenever a character reaches a milestone, the player rolls a d20 to see if his or her character overcomes a despair effect. On a result of 10 or higher, a character overcomes the effect.

When an adventurer overcomes a despair effect, he or she is bolstered by the success. When the despair effect ends, the adventurer gains the benefit in the "Boon" entry on the respective card. In addition, that card no longer counts as an active despair card.

While adventuring in the Shadowfell the PCs draw from the Despair Deck. If you have a copy of The Shadowfell - Gloomwrought and Beyond, then feel free to use the Despair Deck included in that accessory. If you do not own a copy of The Shadowfell, then use normal playing cards as listed below or construct your own deck of despair cards.

Playing Card	Despair Card	Effect	Key Skill	Boon
Ace of Hearts	Indomitable Spirit			Discard any despair cards you currently have. You do not draw despair cards until the end of your next extended rest.
Ace of Spades	Rampant Despair	Immediately discard this card and draw two more despair cards.		
Ace of Clubs	Twist of Fate	Choose one player other than yourself to draw a new despair card. That player can then choose one of his or her despair cards to discard. You then discard this despair card and draw a new one.		
		APATHY CARDS		
Two of Spades	Clumsy	Until you overcome this despair effect, whenever you roll a natural 1 on an attack roll, a skill check, or a saving throw, you fall prone.	Acrobatics. If you are trained in Acrobatics, you gain a +2 bonus to the roll to overcome this despair effect.	After you overcome this despair effect, you can reroll a natural 1 on an attack roll once per encounter. This benefit lasts until the

Playing Card	Despair Card	Effect	Key Skill	Boon
				end of your next extended rest.
Three of Spades	Distracted	You take a -4 penalty to initiative until you overcome this despair effect.	Perception. If you are trained in Perception, you gain a +2 bonus to the roll to overcome this despair effect.	After you overcome this despair effect, you gain a +4 bonus to initiative until the end of your next extended rest.
Four of Spades	Drowsy	You cannot make opportunity attacks until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Perception. If you are trained in Perception, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you can make an opportunity attack against any enemy that shifts while adjacent to you. This benefit lasts until the end of your next extended rest.
Five of Spades	Fatalistic	Until you overcome this despair effect, you take a -5 penalty to death saving throws and die after two failed death saving throws.	Religion. If you are trained in Religion, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +5 bonus on death saving throws until the end of your next extended rest.
Six of Spades	Hopeless	You take a -2 penalty to saving throws until you overcome this despair effect.	Insight. If you are trained in Insight, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus on saving throws until the end of your next extended rest.
Seven of Spades	Indifferent	You cannot use action points until you overcome this despair effect.	Bluff. If you are trained in Bluff, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you can use 2 action points per encounter, but only 1 per round. This benefit lasts until the end of your next extended rest.
Eight of Spades	Lethargic	You take a -2 penalty to Fortitude until you overcome this despair effect.	Endurance. If you are trained in Endurance, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus to Fortitude until the end of your next extended rest.
Nine of Spades	Sluggish	You take a -1 penalty to speed until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Athletics. If you are trained in Athletics, you gain a +2 bonus to the roll to overcome this despair	After you have overcome this despair effect, you gain a +1 bonus to speed until the end of your next

Playing Card	Despair Card	Effect	Key Skill	Boon
			effect.	extended rest.
Ten of Spades	Unconcerned	You take a -2 penalty to Reflex until you overcome this despair effect.	Thievery. If you are trained in Thievery, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus to Reflex until the end of your next extended rest.
		FEAR CARDS		
Two of Clubs	Craven	You fall prone whenever an enemy pushes, pulls, slides, or charges you until you overcome this despair effect. You fall prone only after the forced movement or charge attack is complete.	Dungeoneering. If you are trained in Dungeoneering, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you can choose to ignore any forced movement you are subject to. This benefit lasts until the end of your next extended rest.
Three of Clubs	Frail	You gain vulnerable 4 to all damage.	Endurance. If you are trained in Endurance, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain resist 4 to all damage until the end of your next extended rest.
Four of Clubs	Insomnia	Your healing surge value is halved until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Nature. If you are trained in Nature, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, your healing surge value increases by 10 until the end of your next extended rest.
Five of Clubs	Jittery	You are dazed during your first turn in combat until you overcome this despair effect.	Streetwise. If you are trained in Streetwise, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you cannot be surprised, dazed, or stunned until the end of your next extended rest.
Six of Clubs	Mistrustful	You cannot move through allies' spaces until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Insight. If you are trained in Insight, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +1 bonus to attack rolls and all defenses while you are adjacent to an ally. This bonus lasts until the end of your next extended rest.
Seven of Clubs	Paranoid	You take a -2 penalty to Will until you overcome this despair effect.	Perception. If you are trained in Perception, you gain a +2 bonus	After you have overcome this despair effect, you gain a +2

Playing Card	Despair Card	Effect	Key Skill	Boon
			to the roll to overcome this despair effect.	bonus to Will until the end of your next extended rest.
Eight of Clubs	Phobic	You take a -1 penalty to all defenses until you overcome this despair effect.	Intimidate. If you are trained in Intimidate, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +1 bonus to all defenses until the end of your next extended rest.
Nine of Clubs	Scared Stiff	You cannot shift while adjacent to a Large or larger enemy until you overcome this despair effect.	Athletics. If you are trained in Athletics, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you cannot be immobilized until the end of your next extended rest.
Ten of Clubs	Trembling	You take a -1 penalty to attack rolls until you overcome this despair effect.	Acrobatics. If you are trained in Acrobatics, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +1 bonus to attack rolls until the end of your next extended rest.
		MADNESS CARDS		
Two of Hearts	Covetous	Until you overcome this despair effect, you cannot flank an enemy	Thievery. If you are trained in Thievery, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, any enemy grants combat advantage to you while adjacent to you and an ally. This benefit lasts until the end of your next extended rest.
Three of Hearts	Delusional	You take a -2 penalty to AC until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Nature. If you are trained in Nature, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus to AC until the end of your next extended rest.
Four of Hearts	Forgetful	You take a -2 penalty on skill checks until you overcome this despair effect.	History. If you are trained in History, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus to skill checks until the end of your next extended rest.
Five of Hearts	Haunted	You take a -4 penalty to all defenses against charm or fear powers until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Arcana. If you are trained in Arcana, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you ignore charm or fear effects until the end of your next extended rest.

Playing Card	Despair Card	Effect	Key Skill	Boon
Six of Hearts	Jealous	Until you overcome this despair effect, you cannot take the aid another, aid attack, or aid defense actions.	Diplomacy. If you are trained in Diplomacy, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you grant a +4 bonus for taking the aid another, aid attack, or aid defense action instead of +2. This benefit lasts until the end of your next extended rest.
Seven of Hearts	Quarrelsome	Allies grant combat advantage while adjacent to you until you overcome this despair effect.	Bluff. If you are trained in Bluff, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you grant allies a +2 bonus to all defenses while they are adjacent to you. This benefit lasts until the end of your next extended rest.
Eight of Hearts	Reckless	You cannot use your second wind, take the total defense action, or take the first aid action until you overcome this despair effect.	Stealth. If you are trained in Stealth, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you can use your second wind as a minor action, or as a free action during your turn if you can already use your second wind as a minor action. This benefit lasts until the end of your next extended rest.
Nine of Hearts	Squeamish	Until you overcome this despair effect, you take a -2 penalty to attack rolls against bloodied creatures.	Arcana. If you are trained in Arcana, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus to attack rolls against bloodied creatures. This benefit lasts until the end of your next extended rest.
Ten of Hearts	Wrathful	You grant combat advantage to enemies adjacent to you until you overcome this despair effect.	Intimidate. If you are trained in Intimidate, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, creatures do not gain combat advantage for flanking you until the end of your next extended rest.

APPENDIX E: RELEVANT STORY AWARDS

INTRODUCTION AND INFLUENCE:

PCs with the following story awards should receive Handout 1. These story awards might also influence an NPC's reaction or have other impact during the adventure.

- WATE01 Favor of House Moonstar (from *WATE1-1 Heirloom*)
- WATE18 Favor of House Moonstar (from *WATE2-1 Gilding a Noble*)
- WATE20 Favor of House Moonstar (from *WATE2-2 Closing a Deal*)
- WATE23 Hero of Waterdeep (from *WATE2-3 Noble Dangers*)
- WATE03 Lesser Favor of House Silmerhelve (from *WATE1-1 Heirloom*)
- WATE05 Favor of the House of the Moon (from *WATE1-2 Dark Secrets of Downshadow*)
- WATE09 Gratitude of the Guilds (from *WATE1-4 The Mystery of Deepwater Harbor*)
- DRAG01 Sister's Gratitude (from *DRAG1-1 Many Hands Make Light Work*)
- CORE19 Favor of Dernan (from *CORE1-10 Dancing Shadows*)
- CORE29 Mixed Blessings (from *CORE1-15 Where Dragons Die*)
- Membership in the Heirs of Mirt meta-organization

INFLUENCE

The story awards listed below might come into play during the adventure. The first two story awards listed below might have a negative impact on the reactions of some of the NPCs in the adventure.

- NETH03 Fury of the Moon (from *NETH3-1 Secrets and Shadows*)
- CORE30 Wrath of the Moon (from *CORE1-15 Where Dragons Die*).
- WATE02 Ally in the City Watch
- WATE10 Noted for your Honesty
- WATE13 Necromancer Bites the Dust
- WATE 16 Gratitude of the City Watch
- WATE23 Hero of Waterdeep
- WATE26 Favor of the City Watch

PLAYER HANDOUT 1

To My Brave and True Friend,

Circumstances conspire against me that I should contact you only in times of dire emergency. However events are as they are and not as you or I would have them. If you have any regard for me, I beg of you, please attend me for I am in need of your skills.

I invite you to Gounar's Tavern in Sea Ward to dine with me tonight.

Perhaps when the unpleasantness is concluded, you will stay a while and enjoy my hospitality.

.Lord Stedd Moonstar



PLAYER HANDOUT 2

Renowned Adventurer,

I am in need of mighty adventurers to deal with a matter of the utmost urgency and some discretion. Your reputation leads me to believe that you are well suited to the challenge.

I invite you to dine with me at Gounar's Tavern in Sea Ward tonight; the food and drink are excellent.

Lord Stedd Moonstar



PLAYER HANDOUT 3: PRIOR ADVENTURES

DETAILS FROM WATE2~3 NOBLE DANGERS

Adventurers discovered that a stationary earthmote over the Sword Mountains, north of Waterdeep, was inhabited by allies of Lord Vanrak Moonstar. These worshippers of Shar posed a threat to House Moonstar, the temple of Selune and Waterdeep, but they were eradicated by the adventurers. The citadel has a keyed portal to well-hidden part of Undermountain, that place where Lord Vanrak hides. House Moonstar, the temple of Selune and Vajra Safhar, the Archmage of Waterdeep and Blackstaff, are concerned about the continued threat by Lord Vanrak. The adventurers also discovered that someone was leaking information from House Moonstar to Vanrak and his allies.

PLAYER HANDOUT 4: PRIOR ADVENTURES

DETAILS FROM WATE3~1 MOON RISING

Recently adventurers were hired by one of the Masked Lords of the city to retrieve an artifact that, according to him, is one of the lost guardians of the city. The adventures traveled to the Gates of the Moon dominion. They discovered that the artifact was in fact a former inhabitant of the city, Lady Alathene Moonstar. Lady Alathene, an archlich, was transformed by the Spellplague into a crystal statue and she and the Vault of the Stars (her laboratory and personal library) were shifted to the Gates of the Moon. The fate of Alathene depended upon the decisions made by the adventurers. They may have either brought her back to the city or they may have brought back critical information (her journal) and a method for Stedd Moonstar to communicate with her (ritual scroll).

PLAYER HANDOUT 5: SEARCH FINDINGS

STUDY DESK:

Correspondence connecting Korras to Eilir. Notes regarding Logan and documents on House Moonstar.

LARGE SAFE IN STUDY:

The safe contains: deeds to various Waterdeep properties, notes that purport to be from a meeting of the Lords of Waterdeep in Korras's own handwriting and a holy symbol of Shar. Also wealth in the form of jewelry, heirlooms and gold bars and pieces, platinum pieces, and astral diamonds. A letter is present from Vanrak Moonstar.

SECRET ROOM OFF BEDROOM:

- A voluminous black robe
- An amulet made of light gold on a silver chain, stamped with the symbol of the goddess Waukeen (god of commerce).
- A helm with a removable, blank mask attached. Inside the helm are several strands of short, thick black hair.
- Gauntlets and gloves
- A ring with the crest of Waterdeep on it

These items are regalia of Masked Lords, worn to protect their personal identity and person while identifying themselves as rulers of the city. All items are magical, but only the Blackstaff can confirm they are actual regalia.

The hair in the helm belongs to Lord Korras Anteos the Third.

THE CELLARS AND VAULTS

A secret tunnel was discovered which led to a neighboring building on Immar Street which is also owned by Anteos. The tunnel also accesses the city sewer and an underground secret shrine to Shar. A secret staircase from the Lords bedroom leads to the tunnel from the cellars.

PLAYER HANDOUT 6: KEY MISSION POINTS

- The two items needed are The Covenant of Vanrak and the Ring of Sorrow.
- The Covenant of Vanrak is the agreement between Vanrak and Shar from where much of Vanrak's power springs. He is probably unkillable so long as that Covenant exists. The Covenant is stored in the Dark Library in the Foundation of Loss.
- Shar moved her place from the Shadowfell to the Towers of Night during at the time following the Spellplague.
- The Ring of Sorrow is one of a number of magical rings owned by Vanrak and his allies. The rings unlock certain portals that lead to Vanrakdoom. One of the rings was likely left behind in a sealed laboratory in the Foundation of Loss. We believe the ring is the key to accessing the earth mote entrance to Vanrakdoom.
- We are researching if a second route to Vanrakdoom exists but we are uncertain of that still.
- Vanrak makes his home in a section of Undermountain known as Vanrakdoom. Over the centuries many expeditions have been mounted in an attempt to find Vanrakdoom. None have succeeded. Alathene suspects the only entrances are via the Shadowfell.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM

WATE3~2 DEEPEST SHADOW

WATE33 Honored of Waterdeep

You have been awarded the honorific of Valiant Griffon, recognized by the Blackstaff, the Lords of Waterdeep, and other elites of the City of Splendors. You receive the most favored reception and treatment by any Waterdeep official, free tickets or invitations local theatres and society events, a lifetime lease (at no cost) of a Grand House within the North Ward of Waterdeep (cannot be sublet or sold), and sufficient fine clothing for a tenday's worth of fancy balls and parties, all custom-tailored to your specifications. Nonresidents are encouraged, but not required, to become citizens of Waterdeep.

Your powerful friends have many connections. Circle one type of consumable from the following list: alchemical, ammunition, potion, reagent, or whetstone. Once per adventure, you may draw upon your contacts to purchase up to three Uncommon consumables of your chosen type. (This could be three copies of the same item, one copy of three different items, or any other combination.) The item you buy must come from a player resource and must have an item level no greater than your character level (at the time of the purchase). You pay full market price. Consumable items do not count toward the limit of Uncommon magic items you are allowed to possess. This Story Award counts as 1 of 2 needed to qualify for membership in the Heirs of Mirt.

WATE34 Respect of Selûne, Enmity of Shar

You have gained the respect of Selûne and the enmity of Shar for having successfully penetrated the Foundation of Loss in the Shadowfell and pilfered its treasures. You gain a favorable reaction from priests of Selûne. Subject to the availability and situation in any given adventure (as decided by the DM), you may obtain divine rituals from a temple of Selûne at 50% of the usual NPC spellcasting cost. (Material component costs, if any, are not discounted.)

If you previously gained the disregard of Selûne from a different Story Award, this respect neutralizes it (void both awards). Worshipers of Shar attack you in preference to other targets.

WATE35 Conditional Respect of Kelemvor

You have earned the conditional respect of Kelemvor for having taken on a quest to destroy Lord Vanrak Moonstar, a death knight. Undead are abhorrent in the eyes of Kelemvor.

If you play (or have played) the adventure WATE3-3 and defeat Lord Vanrak, Kelemvor grants you a boon. One time only, you may treat a death saving throw you are about to roll as if you had rolled a natural 20 on the die. Strike through this paragraph (only) when you use the effect.

If you are undead, Kelemvor's respect will never be more than grudging; Kelemvor will never like you, but concedes that your continued existence may have some small amount of merit.

WATE36 Brightcloaks Quest

This Story Award denotes that you have continued the *Brightcloaks* Major Quest (Story Award WATE30). You have agreed to find and destroy Lord Vanrak Moonstar. Those who accept this responsibility are seen favorably by House Moonstar, the clergy of Selûne, the City of Waterdeep, and Selûne herself, unless they abandon the quest.

This Major Quest began in WATE3-1 *Moon Rising* and concludes in WATE3-3 *Dark Ranger*.

DUNGEONS & DRAGONS

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(This number was given to the organizer when the event was scheduled)

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

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