

HANDOUT 1: SKILL CHECKS DURING ENCOUNTER 1

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

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

- as a minor action against the Hard DC, or
- as a move action against the Moderate DC.

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

HANDOUT 2: ORDERS

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

-Xavier Raskin