

# LAST TESTAMENT

## A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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Lord High Governor Thamalon Uskevren II of Sembia is dead, assassinated on his first visit to Urmlaspyr in forty years. But why do both the Netherese and the Harpers want your help investigating? A *Living Forgotten Realms* Adventure set in Urmlaspyr for Paragon levels (11-20)

This adventure takes place at the same time as the events of Chapter 3 of the *Desolation* series and shows consequences of the main plot line occurring around the world. CORE5-7, CORE5-8, and CORE5-9 can be played in any order.

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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## PREPARING FOR PLAY

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

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

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

## READING MONSTER STAT BLOCKS

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

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

## IMPORTANT DM INFORMATION

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

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

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

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

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

## APPROPRIATE CHARACTER LEVELS

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

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

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 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

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

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

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

## ADVENTURE BACKGROUND

Shortly after Netheril retook Urmlaspyr, they brought in Thamalon II, their puppet as regent of Sembia, to administrate the city's transition "back" to Sembian (and thus Netherese) control. Among the resources Thamalon used to bring supplies into the city and to evacuate residents in the persistent presence of shadows following the events of CORE5-1) was Sembia's shadow caravans (featured in the FRCG and in NETH3-2). These caravans use travel through the Shadowfell to move supplies secretly, quickly, and safely within territories controlled by Netheril. Thamalon accompanied the caravans on the first trip in order to develop effective rationing plans for the city.

On this first trip, Thamalon noticed an unusual concentration of Netherese troops in the middle of the Shadowfell's reflection of Sembia. It didn't make sense for this many Netherese troops to be there, as this part of Sembia had been firmly in Netherese control for decades. To further investigate, Thamalon joined other caravans in the next few weeks, on face to research new routes but in reality to figure out what these troops were doing. What Thamalon learned is that Netheril was transporting troops from Neverwinter to the outskirts of

Urmlaspyr, a move that could only be a preparation for possible conflict with Myth Drannor and Cormyr.

Thamalon grew concerned about the troop movements. All his actions as a political leader - going decades back to his initial decision to join forces with Netheril and support their rulership of Sembia - were designed with one end in mind: keeping the people of Sembia safe and secure. An all-out war between Cormyr and Netheril with Urmlaspyr as a battlefield would, regardless of the victor, lead to the deaths of many innocent Sembians. Seeing no way to prevent the conflict through his Netherese connections and being untrustworthy to Cormyr, Thamalon decided to make a third party aware of the Netherese troop movements - adventurers.

Thamalon knew that simply hiring adventurers to come to Sembia would be suspicious to the Netherese. He needed a specific reason for the adventurers to come, a task worthy of experienced adventurers. The only reason he could determine that Netheril would welcome adventurers to Sembia is if they thought they could prove wrongdoing by Cormyr and Myth Drannor... like a high-level political assassination where the victim's will named adventurers he trusted to investigate.

To set up his own assassination, Thamalon involved a number of likely suspects, or at least so he thought. His primary agent, a member of the Harpers, was able to obtain an eladrin-forged blade with the crest of a Cormyrian noble family and enchant it with shadow magic. The Harper agent, being a changeling, actually had a hand in almost all of the arrangements unbeknownst to Lord Thamalon. After assassinating Thamalon, the Harper agent would teleport away and stay away from the area, hiding the Harper's involvement in the scheme.

With the plan executed (no pun intended), the Netherese reviewed the contents of Thamalon's will, and set out to contact the named adventurers. The Harpers, hearing of the will (and being unaware of their agent's role in the scheme), move to reach out to the PCs first, suspecting some kind of foul play on the part of the Netherese.

As the Harpers are fairly loosely organized, it is not unheard of for Harper agents to be in the same area without knowledge of each other. Currently a number of agents operate out of the Dalelands in the area of Shadowdale. Muriel, an agent known to some PCs (NETH3-2) has been working in Sembia and the southeastern Dales. She is not aware of any agents being in Urmlaspyr. The information about the will came from connections she has in Selgaunt.

## DM's INTRODUCTION

Investigation is the central part of this adventure; however, it is hoped that the design of the adventure is such that those who prefer combat encounters are not bored. It is possible for the PCs to succeed at all experience-earning objectives without actually discovering that Lord Thamalon arranged his own death.

This is not a linear adventure. The **DM Appendices** are there to help understand the clues and so you have the details of what really happened in case the PCs do something the adventure does not anticipate.

Once the PCs start investigating, they can find themselves attacked in the street by a shadow incursion (Encounter 3) or sent to the Shadowfell to continue investigating (Encounters 4, 5 and 6) before returning to complete their investigation.

During the Introduction the PCs meet Muriel, a Harper agent (appeared in NETH3-2) who warns them that the Netherese might have some unknown motive for honoring Thamalon's wishes. The PCs are then rushed off to Urmlaspyr to meet with a Shade Prince.

Encounter 1: The PCs meet Prince Lamorak of Netheril and are informed of the bare facts of the case. The PCs are given papers to validate their right to question people in Urmlaspyr.

Encounter 2 A: The PCs get to investigate the crime scene and the personal effects of the victim.

Encounter 2 B: The PCs follow up on several leads found in Encounter 2A. While traveling around the town, the PCs find themselves in a location where there is a shadow incursion (Encounter 3); you determine when to insert this encounter. Also during Encounter 2B they are urged to continue their investigation by going to the village of Fellkirk in the Shadowfell. Lord Thamalon had visited the village several times.

Encounter 4 is a short skill challenge where the PCs need to keep their guides (less experienced than the PCs but happen to know where they are going) alive on the trip to the village. During the encounter the PCs have opportunities to notice the movement of troops.

In Encounter 5, the PCs get to talk to those in the village and get more insight to what is happening in the area. However, not everyone is happy with the PCs knowing what is happening in the area and as they leave they are attacked by a Netherese patrol.

If the PCs still have leads they want to follow up on, they can return to Encounter 2B.

When they are ready to report their findings, they can discuss their conclusions with the Watch Captain in Encounter 6 and report back to Muriel in the conclusion.

## PLAYER'S INTRODUCTION

Check if any of the PCs participated in the following adventures as it might influence aspects of the adventure: *NETH3-2 Flirting with Disaster*, *CORM1-2 Gangs of Wheloon*, *CORM1-3 Head above Water*, *CORE5-1 Churning Shadows*, or *CORE 4-3 Running Amok*.

For simplicity, the adventure assumes the PCs are acquainted with each other and already together at the start of the adventure.

***It is not often that a job wraps up so quickly-at least not the successful ones!***

The PCs had quickly taken care of some basilisks (mordant hydras at higher levels) that the lizardfolk of Glaun Bog had pushed out of their home into the farming community of Tasseldale (FRCG pg 113). This could be a MyRealms intro for a home group.

Give those PCs that do not know each other, some time to get acquainted but keep this brief.

### STORY AWARDS:

#### *CORE5-1 Churning Shadows*

Ask if any of these PCs played in *CORE5-1 Churning Shadows*. If any say "yes," then check the story award **CORE94 Unsung Hero of Urmlaspyr** and see if any had saved Shanariel Itharwen - male eladrin wizard and or Casadryn Baen - female human Sembian merchant (from *CORM 1-3*). If they saved those NPCs then you need use the adjustments in Encounter 2.

#### *CORE 4-3 Running Amok*

#### **CORE84 Gratitude of the Trader's District**

This Story Award could make some interactions easier within the city.

### MEMBERS OF THE HARPERS OR THOSE WITH HARPER FRIEND STORY AWARDS:

If any of the PCs have the Harper Agent character theme or Story Awards with connections to the Harpers then use that connection when presenting the following:

#### ***Your contact within the Harpers requests a meeting.***

Give these PCs Handout 1 and have them inform their group of the warning from the Harpers.

Note that PCs that participate in *NETH3-2 Flirting with Disaster*: met Muriel, human female, ritual caster and known Sand King agent. Some may have found out that she was a Harper acting as a double agent playing the Netherese against the Sand Kings (and vice versa) all to promote the greater good.

IF NO MEMBER OR FRIEND OF THE HARPERS PRESENT:

The PCs are having one last meal together before seeking other employment/ retuning home when they are approached by Muriel, a human female in her twenties. Do not let this section drag on. This should be a quick warning.

***“May I interrupt your meal for a few moments? I have news that may interest you.”***

If the PCs agree she tells them the following:

***It has come to our notice that you have been named in the will of Thamalon II. Apparently he included in his will a provision for his death to be investigated by adventurers. He named you (four, five or six) specifically.***

What she can tell them about Thamalon II:

- Thamalon Uskevern II was the Lord High Governor of Sembia. He had served in that post for over a century.
- He was the first of the merchant princes of Sembia to ally with the Netherese.
- They rewarded his service and adoption of their way of life by transforming him into a shade-hence his long reign.
- He died in Urmlaspyr-once a free city but recently (at their request) placed under the control of the Netherese.
- The will includes a bequest for each of you if you determine who killed him. The exact amount I am not sure of. He was a wealthy man.

***My friends, I am not sure why the Netherese are going agreeing to the request put forth in the will. I fear some sort of “trap.”***

If the PCs ask her why she cares, she explains that there are those of the region who still oppose the ambitions of the Shadovar. (She does not admit to being a Harper, the PC can discern that she is not revealing all that she knows with a high DC Insight check).

Note that having been in the area the PCs are aware that while Tasseldale is under Sembian control, the population resisted the takeover and there are said to still be resistance groups in the area still.

A Perception check (Moderate DC a passive check); The PC notices someone outside signaling to Muriel:

***They come; I should not be seen talking to you. Good hunting. With that she gets up and leaves through the kitchen.***

Barely two minutes after she leaves:

***Three male shadar-kai and a blond human man in leather armor enter the inn. From their demeanor the human is obviously in charge. He looks around the now quiet dining area and approaches your group. The guards stay by the door.***

***His voice is quiet and has a lilt as he asks: “Do I have the honor of speaking to” (he checks a list, and then rattles off each PC by name)?”***

Assuming the PCs admit their identities, he continues:

***“I am magistrate Kerlarn. You have been named in the Last Will and Testament of the honorable Thamalon Uskeven II and your presence is urgently required in Urmlaspyr. I have been detailed to see that this aspect of the will is executed. Please gather your equipment. Arrangements have been made to transport you and any mounts to the city, but time is of the essence.”***

Once the PCs have gathered their equipment and any mounts they might have, they are led to an area behind the mayor’s house where a teleportation circle has recently been created (Create Teleportation Circle ritual). A Linked Portal ritual has been cast.

***Through the portal a large dimly lit room can be seen.***

The PCs are being given the “honor” of being among the first to use the newly created teleportation circle in the recently expanded temple of Shar in Urmlaspyr. (One of the first things the Shadovar did was renew and start expanding the temple). The magistrate and a squad of Netherese military now escort the PCs from the circle to the city’s administration building.

***Magistrate Kerlarn assures you that all your questions shall soon be answered. “Prince Lamorak is personally overseeing the estate of Lord Thamalon.”***

There the PCs are ushered into a reception room and do not get to see the temple proper. Go to Encounter One: Meeting with a Dark Prince.

Not wanting the PCs to have the ability to use the teleportation circle in the temple at a later time, the temple staff has successfully disguised the circle. The PCs can NOT use it for a destination in a ritual.

# ENCOUNTER 1: MEETING WITH A DARK PRINCE

## IMPORTANT NPCs

**Lamorak:** prince of Netheril, shade

**Casele:** male shadar-kai; Sergeant of the Governor's personal guard.

**Sergeant Hakan:** male shadar-kai; Watch Sergeant.

The death of Thamalon has created a number of problems for Prince Lamorak. Lamorak must determine who is to replace Thamalon as well as discover who to blame for Thamalon's death. The Prince sees following the instructions in the will as a way to have one of those tasks go forward while he goes to Selgaunt (Sembia's capital city) to deal with the other. In addition, since he believes factions from either Cormyr or Myth Drannor are likely to be found guilty the investigation having conducted by those not part of the Netherese government absolves the Netherese of any blame or any allegations that the suspects were framed.

*Magistrate Kerlarn enters and bows to a figure seated behind a desk in the center of the room. "My Prince, I have completed the task you set me. Here are the adventurers named in Lord Thamalon's Will." With a flourish he waves to you to enter before backing out of the room.*

*Even in the dimly lit room, the figure behind the desk emanates a palpable aura of power. He looks up, but does not rise. Two expressionless shadar-kai stand against the wall behind the desk, one on each side. The one on the right has the crest of the city on his tabard, while the one on the left has the house crest of Thamalon Uskevern. Before the desk are enough chairs for your group. Two of your escorts, obviously members of Netheril's military, enter, closing the door behind them.*

*"Be seated. According to the wishes of the late Lord High Governor, you are designated as the investigators into his death. If you are successful in discovering who killed him, you are each bequeathed (1600 gp, 2750 gp, 5500 gp, 11,000 gp, 16,500 gp)."*

*"Thamalon was murdered in his study during the afternoon two days ago." He hands the PCs a small stack of papers. "Here are authorizations empowering you to question people and giving you access to his rooms."*

He introduces the Sergeant Hakan of the City Watch and Sgt. Casele of Lord Thamalon's personal guard. The

Prince assures the PCs that the City Watch and Thamalon's guards have been instructed to co-operate with them.

*"They are to answer any questions you might have and escort you to the crime scene. I have other matters to attend to. You may report your findings to Rom Belik, the Captain of the City Watch." With that he gets up, the guards open the door and form up around him.*

He does not linger, or answer any questions. In fact he is headed to the teleportation circle to go to Selgaunt.

The Sergeants can answer questions either here or at the crime scene. Player Handout 2 is provided so the players do not need to take notes. You might want to have at least 2 copies of this handout to keep the play from bogging down.

Answers to possible questions the PCs might have for the Sergeants:

- Thamalon was killed in the early evening 3 days ago
- Attempts to return him to life have failed (this is not unusual-Shar may have decided to reward him).
- He was in his study at the time.
- The servants saw someone enter but no one saw anyone leave.
- The butler did not get a name; he believed the person was a messenger. The man worn grey and was about 5'10".
- The guards were dealing with a rowdy group of drunks who insisted the building was a friends residence and they were invited to a party there.
- Lord Thamalon was found dead afterwards.
- The corpse has been transported to Selgaunt for the state funeral.
- His request for your involvement into the investigation was not immediately known.
- Sgt. Hakan did most of the investigating done before the Will was read.
- Sgt. Casele was promoted after the prince questioned the Sgt. Mabro regarding how the Sgt. let this happen. The Prince was not impressed by his answers and the Sgt. was did not survive the questioning. (Casele's squad was off duty when the murder occurred).
- The weapon used was left in the body. The weapon is at the residence.
- There guards were not aware of any recent threats against the Governor



If the PCs ask why Lord Thamalon was in Urmlaspyr?

*Sgt. Casele speaks up: "We were told he was coming here to help transition the city back into the rule of Sembia since they asked the Netherese to help them with incursions from the Shadowfell. We have been here a little over three tendays."*

## ENDING THE ENCOUNTER

Once the PCs are ready, they can start their investigation of the crime scene in Encounter 2A.

## MILESTONE

This encounter does not count towards a milestone.

## TREASURE

None.

## ENCOUNTER 2A: LOOKING AT THE EVIDENCE

### IMPORTANT NPCs

**Casele:** male shadar-kai; Sergeant of the Governor's personal guard.

**Sergeant Hakan:** male shadar-kai; Watch Sergeant.

The PCs are taken to Thamalon's residence to examine what evidence might be there.

*You leave the temple complex and enter the perpetual twilight that is Urmlaspyr. The cloud above the city makes telling time of day difficult. People cross the street to avoid your group, but that might be because of the grim-faced SSgt's that are leading you.*

*You travel a few blocks to the house where Thamalon had been residing while in Urmlaspyr. Slightly set back from the street the residence is a large 3 story brick building in good repair. Two guards stand in front of the house. Sgt. Casele introduces you to the guards and informs them that you are to have access to the house at all times.*

If asked Sgt. Casele tells the PCs:

*"The house was fully staffed when we arrived. I have no idea who hired them or how it was arranged."*

*"We (the guards) have rooms at a nearby inn. There were 12 of us, though there are now only ten. We worked 12-hour shifts. Two stand guard out front, 2 out back and we generally had 2 inside, though not necessarily in the room with the Lord."*

If he is asked why there is now only 10 guards, Casele explains that both the guard who was detailed to stay at the office door and Sgt. Mabro (the sergeant in command) were already executed for dereliction of duty by the Prince.

The furnishings are good quality, but nothing is new or ornately decorated. Sgt. Casele produces a ring of keys and informs the PCs that the study and his lord's bedroom have been kept locked.

### THE STUDY:

*Four comfortable chairs are placed in front of the fireplace. Against one wall a side board has an array of decanters, a bowl of fruit & nuts and candlesticks. A large desk sits in front of a bay window. A large blood stain mars the carpet in front of the desk. A straight-*

*back wooden chair lays on it side nearby. "You can tell where the body was found. The body's position made it seem like he had let someone in the room and was walking back to his desk when the first blow was struck. Lord Thamalon either thought to use the chair as a weapon or he simply was staggered by the blow and knocked it over."*

If the PCs look out the window:

*The study looks out on to a garden courtyard with ten foot high walls.*

### THE DESK:

On the desk are several papers (general government documents-nothing of import) and an appointment book.

*Sgt. Casele points out that there was no appointment scheduled for the time the murder occurred. The murder was only discovered when the butler came to check when his lordship wished dinner to be served*

- Looking back over the last 3 tendays in the appointment book the PC sees several meetings scheduled at the Lock & Key Inn in the Trade District, and the Old Keep Inn.
- There are also 3 instances when days are marked off with the notation Shadow Caravan.
- All other appointments seem to be connected to the city government, except for one.
- At an appointment eight days ago Lord Thamalon concluded a deal to buy the empty house next door for "investment purposes".

### THE WEAPON & THE BAG:

*Sgt Hakan opens a drawer in the sideboard and brings out a cloth-wrapped object. "I had started checking the murder weapon before the Prince informed us that His Lordships will designate you (4, 5 or 6) to investigate his death." He unwraps the short sword and offers it to one of the group. "I did not get very far in my investigation. No one in the house had seen it before."*

- Short sword has a family crest emblazoned on it.
- A large black gem seems to have been added to the hilt recently. (Arcana Check DC20 at AL12, 14, 16 & 18; DC21 for AL20 ) On a successful check the PC knows it is enchanted and of a necromantic nature. If the PC made a Hard DC check the PC knows it is a necroshard gem. (Any PC that already has a weapon with such a gem in it recognizes it automatically.)
- History check (Moderate DC unless Cormyr is their home region, or the PC has Story Award CORM03, or the PC played CORM1-3. Those PCs

automatically recognize the crest.) The crest is that of the Valwater family. Their reputation has improved over the last few years. They are known to be a loyal family to the Crown of Cormyr.

- PCs with CORM03 - Valwater's Gratitude: from Cormyr1-2 have a ring with that same crest on it.
- Lord Thalamon did not normally carry a sword. He did have a dagger on him. It was not drawn.
- When he did carry a sword, it was a rapier.

***Also from the drawer he pulls out a dark grey bag. "This small bag was found on the floor near the desk. The string used to attach such a bag to a belt appears to have been cut."***

The bag is made from a thick dark linen material. The Cormyrian crest (a purple dragon up on its haunches facing left.) is embroidered on the bag. Inside are coins worth 150gp. Inside are a mixture of Cormyrian coins, and coins used in Myth Drannor, worth a total of around 150gp.

#### **HIS BEDROOM**

***A four-poster bed with deep blue bedding and curtains dominates the bedroom. At its foot is a large trunk. An upholstered chair and side table are placed near the room's one window. A large armoire completes the furnishings.***

Except for a rapier and baldrick the trunk is empty. However, if anyone does an Arcana check in the room a moderate DC check reveals that several magical items had been stored in the trunk recently. If a Hard DC check is achieved then the PC knows that at least one necromantic item was in the trunk.

Several changes of clothes and a pair of boots are in the armoire. On the side table is a journal. Give them Player Handout 3. To speed play you might want to have at least 2 copies of this handout.

The handout should help the players determine several leads.

#### **QUESTIONING THE STAFF:**

The staff includes a butler, housekeeper, cook, 2 footmen, 4 maids, 2 kitchen help and a gardener. If you are running this adventure at an event where time is not an issue, you can expand on the information below, but beware of inserting red herrings. The staff worked for the former owner of the home, Cal Suncrest, a ship owner who had been on the city council. When the Council voted to invite in the Netherese he opted to leave even though he had been born in this city.

There are only a few pieces of information that are relevant:

- The butler remembers a gentleman calling on Thalamon shortly before the disturbance by the "young rowdies." A well-spoken man, perhaps 25-not more than 30, human, wearing a dark grey doublet and cloak. Very well dressed, though his cloak pin had not been polished recently. He had a scroll in his hand. He said it was a message that the Lord High Governor was expecting. I let him in and showed him to the study. It was then the ruckus occurred at the door. (If one of the PCs is 5'10 he'll use that PC as an example of the correct height.)
- If asked he elaborates: The gentleman was fairly pale of complexion and had brown eyes. He had dark hair pulled back from his face.
- If asked about the cloak pin: "I noticed it because unlike everything else about him, it was dingy. I could barely make out the thunderbolts on it. It looked like it was supposed to represent a cloud with three thunderbolts on it."
- Religion check moderate DC: the description resembles the holy symbol of the exarch Valkur (CG; sphere: sailors).
- I could hear loud voices and foolishly open the door to remonstrate with them. At that point they rushed the door. The guards from in front of the study rushed to the butler's aid. It was some time before they were able to clear the area.
- The maid confirms the butler story; she was coming out of the parlor having just cleaned it and saw the man enter the study. To the butler's description she adds the fact that the man's hair was pulled back with a dark ribbon tied at the nape of the neck. She went down to the kitchen and did not hear anything else.
- If asked however, she does have one point she disagrees with the butler. The pin looked more like a circle with waves in it. (Easy DC religion check that sounds more like Umberlee's holy symbol; CE ; sphere the sea)

They are not lying. The staff was happy to have their jobs and is worried about what happens now. None of the staff are related to each other.

#### **THE GUARDS:**

They can give the PCs a description of the young men who caused a disturbance. From their dress and attitude it appears to the guards that they were well-to-do sons of merchants. The location they were looking for is actually one street over and down a block.

One of the guards, Jak, thought he had seen two of them (he can give the PCs a description) at the Lock & Key Inn when Lord Thamalon visited there. Jak had been on duty on the outer door so he had a better look at the young men than the other guards.

If asked about the days with Shadow Caravan notation in his schedule:

- The guards were told Lord Thamalon was concerned about the problems with supplies coming into the city. Also some citizens were being relocated due to the shadow incursions having destroyed their homes.
- The guards were told he wanted to talk with the caravan masters about scouting out new routes, perhaps getting some farm areas to sell their produce here.
- Jak thinks there might have been other reasons; he heard Lord Thamalon mention evacuations once. However, once the Lord realized he (Jak) was within hearing distance, Lord Thamalon stopped speaking.
- Insight/Perception (Moderate DC) from your observations, Jak's observation skills are superior to most of his troop.

#### THE HOUSE & THE NEIGHBORHOOD:

If the PCs ask:

- Only a narrow walkway separates the houses in this part of the city. (only 1 square wide)
- From the window in the study a person can see the top of the garden wall (7 squares away) as well as the roof of the next house (at most 12 squares). That house is the one Lord Thamalon recently bought. It is currently unoccupied.
- If a PC asks about that house the neighbors tell her that the house had been the home of a mage. He left shortly before the Cormyrians did.
- They were not aware that Lord Thamalon had bought it.
- Searching the house PCs find a room on the third floor with a teleportation circle in it. There are some fragments of a scroll in the room (Arcana check moderate DC identifies it as the remains of a scroll teleportation and necrotic magic (Shadowfell destination). A moderate DC Perception check finds that the roof top access has been used recently.
- There are several methods that someone could employ to cross such distances unseen.
- A number of houses in the area are actually abandoned; their wealthy owners have fled.

## ENDING THE ENCOUNTER

Neither sergeant is interested in accompanying the PCs. The sergeants have been told to allow the PCs to investigate on their own. The PCs should have several leads to follow in Encounter 2B. The PCs are allowed to take the murder weapon with them.

#### MILESTONE

This encounter does not count towards a milestone.

#### TREASURE

None.

## ENCOUNTER 2B: FOLLOWING UP ON THE LEADS

The PCs do not need to complete the following scenes in any specific order. It is possible that the players might think of another avenue of investigation. If their idea makes sense, reward it with information that helps. One of the goals of the investigation (from the authors & DM's perspective) is for the PCs to have the opportunity to observe the military build-up in the Shadowfell version of Sembia. They also need to feel like they are making some progress in the investigation. They are not required to go to every location.

This encounter should be interrupted at some point when the PCs are moving from one location to another by Encounter 3. Consider doing this fairly early on as not all players enjoy investigations.

The PCs are currently close to the city's center.

The Key & Lock Inn is in the Trade district, closer to the docks. (Closest to their current location)

The Old Keep Inn is not far from the northeast edge of the city while the Shadow Caravan Master's office is on the western side of the city.

*You head out into the city to see what you can determine.*

### GENERAL GATHER INFORMATION:

*Traveling about the city you stop in various shops and inns to see what the people are talking about:*

Give each PC that makes the checks 2 or 3 bullet points from the list below:

The PCs can find out the following with an Easy DC:

- Townspeople were very disappointed that the Purple Dragon Knights could not anticipate nor control the incursions of shadow creatures
- In desperation the city turned to the Netherese
- That has only produced so-so results. The Netherese have not stopped attacks but they seem to respond quicker (than the Purple Dragon Knights).
- About a third of the City Council was replaced and they are now only an advisory pane
- Some think it was a mistake to invite the Netherese in. There have been rumors of assembling a resistance group.
- The Netherese did not take kindly to the murder of the Lord High Governor. Two of the guards

were killed for dereliction of duty shortly thereafter.

- The Head of the City Watch was demoted to assistant and a military officer replaced him.
- The harbor master was also replaced-too many ships managed to get out of port right before the Netherese entered the city.

### Gather Information Hard DC:

Those who seem the most opposed to the Netherese tend to congregate at the Old Keep Inn. A PC that spends 20 gp (and does not have the shadow or undead keyword) can reduce the DC of this check to Moderate. Those with shadow or undead keyword are assumed by the populous to be Netherese spies, for these PCs the DC of the check increases to Hard +10.

**NOTE:** If the PCs played CORE5-1 and assisted Casadryn Baen and Shanariel Itharwen in their efforts to flee the city, then feel free to change those names.

### THE KEY & LOCK INN

*The tavern room of this inn is fairly quiet. Only a few tables have people sitting at them. At one table some merchants appear to be having a meeting while partaking of some food and ale. At another some journeymen are celebrating someone's advancement. The only other group is two young men sitting near the window with a pitcher of mead. There seems to be two extra empty glasses on their table. No one is currently standing at the bar.*

None of the current clientele match the description of the rowdies given to the PCs by the guards. However, the bartender Kikko does recognize the description.

*"That would be the brothers Mellen. They should be in any time now". He nods to the table by the window "they usually come in for a drink or two with Serim and Tula over there". She barely gets done speaking when two young men enter and sit down at the table.*

### Intimidate (Easy DC) Diplomacy (Moderate DC)

It is not hard to get these young men to admit that they were the ones that caused a ruckus at the Lord Governors house.

- They did it as a favor for a friend. His lady love was trying to sneak out to see him, but with all the guards about, sneaking out would be difficult.
- She's one of the maids there; apparently her pa is the butler and disapproves of the relationship.
- Their friend's name is Cicao. He usually buys them a round or two. They have only known him for over a tenday.

- They describe him as a human with blond hair and a reddish beard. The ladies seemed to fall for his brown eyes, not sure why.
- Cicao is about their height (they range from 5'9 to 5'11) wears grey leathers, sometimes with a blue cloak. He had an old family pin on the cloak. It might have been the family crest, but it was tarnished. It looked a little like a shield with an eye and a candle on it (Religion check moderate DC: the description has elements of holy symbol for the god Deneir (Lord of Glyphs).
- He was talking about getting a position with the shadow caravans, nothing simple like a guard; he wanted to help negotiate deals he said. Claimed there was money to be made in the Shadowfell.
- He bought us drinks and was always willing to help out. (shrug) but he had some odd ideas.

If the PCs asked, the bartender she corroborates the boys' story about Cicao. He got into town about 2 tendays ago. He stayed here a couple of nights. When he moved out, he said he got a job that included lodging but not where it is. (The young men have no idea where he worked. Cicao always seemed to have money.). If ask, she can show the PCs the inn register where Cicao signed as "Cicao Tamurr of Everlund."

If any of the PCs have the Harper Agent character theme or Story Awards with connections to the Harpers then they get a History check (Easy DC) to remember that Everlund is where the new Harper organization arose.

If the PCs ask Kikko about Lord Thamalon coming here, she tells them:

- He came here several times trying to get the local merchants to talk to him about the local guilds, trade and business matters
- Not everyone appreciated his visits but they waited to grumble about it till afterwards.
- It did not hurt her business so Kikko did not care.

### THE OLD KEEP INN

*The Old Keep is an inn well known for its good food and its castle-like furniture and decorations. Since it is always dark outside in Urmlaspyr, even during the daytime, there are several chandeliers providing dim light.*

PCs who participate in CORE4-03 Running Amok have visited this tavern before (The Cormyrian ambassador used it frequently)

The innkeeper, Jaden, is a middle-aged balding man with a deep concern for his customers and his city. He admits that Lord Thamalon frequented the Inn. He is not entirely sure why. Lord Thamalon would come in at odd times and either chat-up the customers or sit at a table and wait for someone to come talk to him.

If given a description of the two young men that the guards saw:

***"That sounds like those young rowdies Mik and Dai Mellin, they're brothers and as like to run through their Family fortunes rather than improve them. They are no longer welcomed here. I hear they bother the folk at the Lock & Key now."***

If they ask him about Cicao Tamurr:

***"Cicao Tamurr? I do not know anyone of that name."***

If they describe Cicao Tamurr:

***"From the description I'd think it might be Rocci Maurat, a Cormyrian caravan guard that has been staying here for almost two tendays. Though I have not seen him about the last few days, he is paid up for another 5 days."***

***"He has been a quite undemanding guest. No special requests, though he did ask if I knew where Casadryn Baen's shop was."***

If asked he tells the PCs that Cicao wore grey leathers with a dark green cloak. The cloak pin: looked like an oak leaf, could have used a bit of polish. He confirms that Cicao has brown eyes, though he'd describe the hair and beard more reddish brown than reddish blond.

If the PCs want to check Cicao's room, they need either a Diplomacy check (Hard DC) or to show the authorizations the Prince gave them. Note that if they use the papers, the DCs below are increased by +4. Jaden informs them of the location of Casadryn Baen's shop.

### Diplomacy (Moderate DC)

It takes a bit of persuasion to get Jaden to admit that he is not really happy with the Netherese take -over of the city. He does not believe the situation has improved.

### Diplomacy (Hard DC)

While Jaden has not actually joined them, he does allow those disgruntled with the way things are to gather in his back room from time to time. Rocci however, was a member of the group that meets there. If the PCs wish he'll try and get one of the groups to meet with them.

## ROCCI'S ROOM

*The modest room shows signs of someone leaving in a hurry. The armoire hangs open and the bed appears to have been moved slightly. At first the window appears shut, but upon closer examination it is slightly raised. It appears the occupant has no intention of returning.*

- Marks on the floor show that the bed has recently been moved. Checking behind and underneath it, the PCs find a hiding place has been made.
- The marks on the floor imply the addition of this hiding place was recent.
- Within the hiding place is a captain's uniform appropriate for the Netherese military.
- In a pocket is a scrap of paper with the name Casadryn Baen written on it. The handwriting resembles that found in Lord Thamalon's journal. It does not match any of the signatures found in the Old Keep Inn's guest log.
- Jaden had no knowledge of the hiding place. He is actually worried that the uniform means that Rocci was actually a Netherese spy sent to eavesdrop on the dissatisfied populace that frequent his inn.

If the PCs press him, Jaden can arrange for them to meet some of the men considering resistance to the Netherese rule. This might take a while; he suggests they check back later. See the section titled "meeting with the resistance group."

## CASADRYN BAEN

She is a female human Sembian merchant (previously in CORM1-3 and CORE5-1). After her failure in purchasing the Valwater Estate in Cormyr (CORM1-3), she has been in disfavor with the Shadovar. For the past few years she has lived here in Urmlaspyr as a negotiator for many of her mercantile clients. In CORE5-1 she tried, unsuccessfully, to flee the city

### Diplomacy (Moderate DC)

- She makes her living occasionally brokering deals, working out barter, or simply buying items for resell.
- Business has been a little slow lately and she is hoping to relocate to New Velar and perhaps hire on with the New Velarian Trade Alliance.
- She admits to having spent some time in Cormyr attempting to purchase real estate for a client, but nothing more.

### Insight (Moderate DC)

She is trying to avoid answering any questions about questions about the Valwater family or short swords.

If shown the actual short sword used to murder Lord Thamalon, the PCs gain a +2 to the Diplomacy check below:

### Diplomacy (Hard DC)

- A Captain Arturo Camci, with the Netherese military, asked to meet with her.
- He was aware of some previous dealings she had for the Shadovar and though that affair was not successfully concluded (CORM1-3) he asked if she had perhaps kept any items that were related to the Valwater family
- She did some searching and found a short sword with the crest, as well as a small belt pouch.
- After some negotiation he paid me 20 gp for both (cost of a short sword normally 12gp).
- She does not believe the sword to have been enchanted and describes it as a plain sword, the only embellishment being the engraved crest.
- If asked, she denies that it had any gems on it.
- She describes him as being a shadar-kai and wearing a captain's uniform, a little shorter than six feet (if a PC is 5'10" she'll agree that the captain was about that height).
- She has seen no real benefit from the exchange bar the gold he paid her for the items.
- Somewhat bitterly, she adds that she has not benefited from helping Captain Camci in the same way that the ungrateful Shanariel Itharwen did, after all, she (Casadryn) recommended Shanariel when the Captain asked her about local wizards.
- She does not know what Shanariel did for him, but Shanariel managed to get passage on a Netherese ship headed to Westgate shortly thereafter.
- Shanariel was from Luruar, an eladrin merchant and wizard. (Appeared in LURU1-7 and CORE1-5).

## SHADOW CARAVAN MASTER

*Using your authorization from the Prince you manage to make your way in to talk to Del Cordian, the shadar-kai controller responsible for putting together caravans to travel from here*

- Yes, Lord Thamalon went on a number of caravan trips while he was here.
- I did not question him regarding why. He never confided in me.
- His trips were to Fellkirk, but he might have gone on to somewhere else from there.

- Fellkirk is a small village, used as a nexus for some of the caravans. When a town has things to ship, but not all to the same place, the shipper sometimes send the goods to the village so that they can be added to another caravan.
- One of the assistants of the Master Caravanner is frequently there to facilitate transfers.
- Perhaps Lord Thamalon spoke with one of them?
- If asked: The Master Caravanner never leaves the Fringe Grounds. (FRCG pg177)
- If asked about Cicao Taur: Yes a young man did enquire about an apprenticeship. He seemed very interested in what the Shadowfell was like, climate and other differences.
- No, I did not hire him. You need recommendations for that and to be willing to work at lower levels than he seemed interested in.
- If asked: He did seem interested in how frequently there were villages in the Shadowfell.
- If asked: cloak pin? It was a simple disk without engraving. A bit tarnished looking.

Prince Lamorak's authorization has so impressed Del, that he actually encourages the PCs to continue their investigation in the Shadowfell. He goes as far as arranging them a guide to take them to Fellkirk. He does not want anyone being able to point to him as having hindered the investigation into this dreadful occurrence.

It is possible that the PCs decide to interview that Shadow Caravan Master first. You can then either simply go to Encounter 4 and have them do the bulk of their investigation after running Encounter 6 or have Del tell them it can take him a little while to organize guides for them. He asks the PCs to give him 5 or 6 hours to make arrangements. This allows the PCs to make some progress on the investigation before going off in to the Shadowfell. You decide which method suits the group and /or your DM style.

Go to Encounter 4: Investigating in the Shadowfell.

#### MEETING WITH "RESISTANCE GROUP" FROM THE OLD KEEP INN

Whichever PC that was the most Diplomatic with Jaden the Innkeeper (or the group's obvious leader) is approached on the street by one of the street urchins often found in cities. True to his word, Jaden let some of the resistance knows that the PCs want to talk to them.

*"I have a message for you sir/madam, from some friends of Jaden."*

A brief meeting is arranged with two cloaked men. The PCs learn that:

- The group disavows any connection to the murder (True as far as this person knows).
- Rocci is more of an advisor to our group than a member. (false)
- A few of us think he might be a Harper (including the speaker).
- They do not believe the Netherese have improved conditions in the city, incursions still occur daily and trade is down.

If asked about the assassin (by describing him and/or giving them the name Marco Autric.):

*"Yes, they met at least twice that we know of. It was felt to be prudent to keep eyes on Lord Thamalon as he moved about the town, and his guards did not seem to care. Though I am not sure we always had someone available. On these two occasions, they met in a tavern near the dock, called the Rocky Seas."*

*"We did not get close enough to hear, unfortunately, since 2 guards were in the tavern as well-though not at the same table. On the second occasion Lord Thamalon did give him a pouch that looked to be a large payment of coin, unless it only contained coppers and a scroll case."*

If asked who Marco is; they answer that he is a mercenary and sometimes sailor. It is rumored that he has connections with a group of pirates.

The PCs can easily confirm these meetings when talking to the bartender of the location. Two of Lord Thamalon's guards remember going to the place, but they stood guard outside; the deceased members of the guard were the ones who actually entered with the Lord.

No one has seen Marco since Lord Thamalon's death.

#### ODDS & ENDS:

Some other places the PCs might go:

**Harbor Master:** Sterl Shae, a shade, is the new Harbor Master (since Netherese take over). He can tell the PCs:

- All ships in port when the murder was discovered were held in port for 3 days, until after the priests had determined the name of the killer.
- They were thoroughly searched and while some items of interest were found the murderer was not.
- If the PCs ask about any of the names they have discovered during the investigation, he has no



record of anyone leaving on those ships by those names.

- If asked: yes, Shanariel Itharwen did ship out on The Dark Sea two days before the Lord High Governor died.
- Diplomacy (moderate DC) The Harbor master admits it was a bit odd for someone, not a member of the military or part of a Netherese commercial group, to gain passage on a Netherese ship. But he believes he had a letter of recommendation from Lord Thamalon.

#### **Netherese Military:**

If the PCs want to check on how Rocci got the uniform, they eventually discover that it had been stolen from the effects of a captain who died shortly after the Netherese seized control of the city.

If they ask about Arturo Camci (the name given to Casadryn), none of his officers, living or deceased, had that named that.

#### **Asking Sgt. Hakan:**

The PCs might want to question the sergeant about some of the names of people they have come across:

- Cicao Tuar: young merchant only been in town a few months. Rumor has it he is looking at investing in a number of shops of local artisans. Pays his bills so far.
- Mellen brothers: hard workers equally hard drinkers, not a lick of sense between them
- Jaden & Old Keep Inn: respectable businessman, a little soft-hearted
- Rocci Maurat: caravan guard, not sure why he was staying so long here.
- Casadryn and/or Shanariel Itharwen: merchants-firmly among those not happy with the change in government-both tried to get out of town before the take-over but failed. (He sneers disdainfully) to worried about their merchandize to move quickly.

#### **Digging up the Guards Bodies**

Some groups may want to dig up the bodies of the two guards Prince Lamorak executed, in order to use Speak with Dead. They might want to do this because they do not trust why the Shadovar killed them so quickly, or perhaps to confirm that Lord Thamalon met with Marco Autric in the Rocky Seas tavern. If they do this they can find out any of the following depending on what questions they ask:

- The Prince lost his temper during the interrogation and killed them.
- Yes, Lord Thamalon met with Marco Autric.

- They do not know why.
- The last time Lord Thamalon paid Marco a hefty amount (based on size of the bag).
- No, the bag did not have a crest on it.

#### **HELPING TO PUT THINGS TOGETHER:**

Once the PCs have been to any two of the following locations: Old Keep Inn, Key & Lock Inn or Casadryn Baen (having been exposed to multiple names of the Harper Agent) then can make a Thievery Check (moderate DC), History check (Hard DC) to recognize that the names are anagrams.

The cloak pin (possible worn by Cicao Tamurr, Rocci Maurat and Marco Autric) appears to change depending on who views it. Arcana check (moderate DC) there have been magic items that try to disguise what they are by changing their appearance. PCs that have the Harper Agent character theme know that some rare *harper pins* can disguise themselves.

PCs with Story Awards with connections to the Harpers can attempt a History check (moderate DC) to also be aware of the above. All other PCs need a History check (hard DC) to know the information.

#### **ENDING THE ENCOUNTER**

This encounter ends when the PCs feel they have no other leads to follow or there is less than 30 minutes left in the game slot. They might know any of the following (not an exclusive list):

- The weapon used to kill Lord Thamalon may have been bought recently in town, or copied from one recently bought in town.
- The weapon possibly was enchanted afterwards
- Lord Thamalon recently bought the house that the assassin used in his escape
- The physical descriptions of the assassin, the fake Netherese Captain, Cicao Tuarr: the young merchant from Everlund and the Cormyrian caravan Guard Rocci Maurat have some similarities. All have the same height and build and the same color eyes (Known for only Rocci & Cicao)
- There is a possible connection (true) between the fake Netherese Captain and Rocci Maurat
- Rocci might have gotten Casadryn's name from Lord Thamalon (handwriting)
- Lord Thamalon/someone official wrote a letter of recommendation for Shanariel, a wizard to leave town.

- If the PCs look carefully at the names of the assassin, the Shadovar captain, and the Cormyrian caravan guard, the names are anagrams of each other.
- According to rumor Rocci Maurat might be a Harper agent.
- There is a growing resistance movement. (likely futile)
- Lord Thamalon might have paid the assassin to do something for him.
- Lord Thamalon may have given the assassin scrolls to help him escape.
- From Encounter 5:
  - While the journal speaks of discussing death threats with the Caravan master, she has no recollection of such.
  - According to the barkeep, some of the recent troops had coins from Neverwinter
  - The coin on most of the Netherese troops that attacked the PCs was from Neverwinter.

The PCs might come up with many theories, but the question is who are they going to blame for the murder of Lord Thamalon? Go to Encounter 6.

#### **MILESTONE**

This encounter does not count towards a milestone.

#### **TREASURE**

The PCs do not find any treasure in this encounter.

## ENCOUNTER 3: FRIENDLY NEIGHBORHOODS

### ENCOUNTER LEVEL 13/15/17/19/21

#### CREATURES

This encounter includes the following creatures at all ALs:

**2 dark flameskull (F)**

**6 abyssal ghoul hungerer (G)**

**1 shadow snake (S)**

**10 citizens (C)**

#### SCALING THE ENCOUNTER

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

**Four PCs:**

**At all ALs;** remove 1 dark flameskull

**Six PCs:**

**At all ALs;** add 4 abyssal ghoul hungerer.

#### SETUP

PCs are attacked by shadows and undead while traveling through city. Even though the Netherese control the city, Urmlaspyr is still suffering from the random appearance of shadow and undead creatures.

When you decide to run this encounter, read or paraphrase the following:

*The streets of Urmlaspyr are not empty. Merchants still ply their trade, but vacant shops bear mute testimony that not all of its citizens stayed for the change in government. The current street seems fairly unscathed. People are shopping at the two market stalls at one end of the street and most of the homes seem occupied.*

Have the players determine their marching order or location in the street before the monsters cross over from the Shadowfell.

*A cold chilling breeze runs down the street. The walls of one of the buildings seems to fade from existence. Creatures appear in the space where the building was and in the street in front of it. A heartbeat later the building returns but the creatures in the street remain.*

The map shows the positions the creatures are in when they cross over. The PCs can be anywhere in the main street.

While the citizens are becoming used to this new “normal” that does not mean they have reaction times like adventurers do. They freeze in place during the first round. They start to flee during the second round on their initiative. The oxen-pulled wagon quickly leaves the area.

#### FEATURES OF THE AREA

This area has a few important features.

**Illumination:** Dim light, natural light sources have their range halved.

**Buildings:** larger buildings are three stories (6 squares) tall smaller ones are 2 (4 squares) DC 20 to climb.

**Merchant stands and carts:** difficult terrain costing 3 squares. They can provide cover.

**Crates:** These are difficult terrain and can provide partial cover (+2) for one attack but if hit they break (AC/ Reflex 5, Fortitude 10, 1hp). The 2x2 squares of crates are stacked high enough to give superior cover (+5). These are a bit sturdier (AC/ Reflex 5, Fortitude 10, 20 hps per square).

**Pool:** This is actually a well with raised sides complete with a bucket and winch for retrieving water. It is blocking terrain and can provide partial to those standing behind it. The water in the well is 30’ deep (6 squares) and the total depth of the well is 50’ (10 squares). Creatures being pushed into the well gain a +2 bonus to avoid falling down the well. Creatures that fall in the well take 3d10 damage. The DC of an Athletics check for climbing out of the well is 25 (DC 15 if the bucket is lowered down to them).

**Citizens:** Treat these as minions with defenses of AC 13; Fortitude 13, Reflex 14, Will 13 and a speed of 6.

#### TACTICS

During the first round the shadow snake uses *vanish into night* (standard action) and cautiously moves out of the building using its phasing ability. Since Urmlaspyr always has dim light, he becomes invisible granting him combat advantage. If any of the PCs are carrying the murder weapon with them, then that PCs is the focus of the shadow snake’s first attack.

The abyssal ghoul hungerers spread out and attack nearest PCs as they are intelligent enough to grasp who is the bigger threat. However, if there is not a PC close they attack a citizen.

If the PCs are clustered together, the dark flameskulls open up with shadowfire. If any PC has the ability to fly or is an obvious controller, they focus their attacks on that PC. Otherwise their goal is to do as much damage from as far away as possible.

## ENDING THE ENCOUNTER

If the PCs are struggling with the encounter then at the end of round three a troop of Netherese soldiers appear and finishes the job (PCs expend no more resources). **You should also consider using this tactic if you are running this adventure in a setting with time constraints.**

## TROUBLESHOOTING

Might need stuff here

## MILESTONE

This encounter counts towards a milestone.

## EXPERIENCE:

If the PCs save at least five citizens lives, they meet the requirements for one of the minor objectives of the adventure. If they save all of the citizens' lives, then they meet the requirement of an additional minor objective.

## TREASURE:

None

## ENCOUNTER 3: FRIENDLY NEIGHBORHOODS (ADVENTURE LEVEL 12)

1-2 Dark Flameskull	Level 13 Artillery
Small natural animate (undead)	XP 8000
HP 86; Bloodied 43	Initiative +11
AC 25, Fortitude 25, Reflex 26, Will 25	Perception +14
Speed 0, fly 10 (hover)	
Immune disease, poison; Resist 15 fire, 10 necrotic;	
Vulnerable 5 radiant	
TRAITS	
<b>Illumination</b>	
The dark flameskull sheds dim light out to 5 squares.	
<b>Regeneration (healing)</b>	
The dark flameskull regains 10 hit points whenever it starts its turn and has at least 1 hit point.	
STANDARD ACTIONS	
m <b>Fiery Bite (fire) • At-Will</b>	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d4 damage plus 2d6 + 7 fire damage.	
r <b>Black Ray (fear, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +18 vs. Reflex	
Hit: 2d8 + 6 necrotic damage the flameskull slides the target 3 squares, and the target is dazed until the end of its next turn.	
A <b>Shadowfire (fire, necrotic, zone) • Encounter</b>	
Attack: Area burst 3 within 10 (enemies in the burst); +18 vs. Reflex	
Hit: 3d6 + 13 fire and necrotic damage	
Miss: half damage.	
Effect: The burst creates a zone that lasts until the end of the flameskull's next turn. Any creature that starts its turn within the zone takes 10 fire and necrotic damage.	
Skills Stealth +16	
Str 8 (0)	Dex 21 (+11) Wis 17 (+9)
Con 22 (+12)	Int 25 (+13) Cha 22 (+12)
Alignment unaligned	Languages Abyssal, Common
Adjusted for MM3 damage expressions	

Shadow Snake	Level 14 Skirmisher
Large shadow beast (reptile)	XP 1,000
HP 142; Bloodied 71	Initiative +16
AC 28, Fortitude 26, Reflex 27 Will 25	Perception +12
Speed 7, climb 7, see also <i>shifting shadowstrike</i>	Darkvision
Resist 10 poison	
STANDARD ACTIONS	
m <b>Bite (poison) • At-Will</b>	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 5 damage, and ongoing 10 poison damage (save ends).	
M <b>Double Attack • At-Will</b>	
The shadow snake makes two bite attacks and shifts 1 square before, between, or after the attacks.	
M <b>Shifting Shadow Strike (poison) • Encounter</b>	
The shadow snake shifts 7 squares and makes a bite attack against 2 different targets at any point during its move.	
<b>Vanish into the Night • Encounter</b>	
The shadow snake gains insubstantial and phasing, and is invisible in dim light until the end of its next turn.	
Skills Stealth +19	
Str 20 (+12)	Dex 25 (+14) Wis 10 (+7)
Con 22 (+13)	Int 4 (+4) Cha 20 (+12)
Alignment Evil	Languages -
Adjusted for MM3 damage expressions	

6-10 Abyssal Ghoul Hungerer	Level 12 Minion Soldier
Medium elemental humanoid (undead)	XP175
HP 1; a missed attack never damages a minion	Initiative +15
AC 28, Fortitude 25, Reflex 24, Will 22	Perception +11
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m <b>Claws • At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 10 damage.	
TRIGGERED ACTIONS	
C <b>Dead Blood (necrotic) • Encounter</b>	
Trigger: The ghoul drops to 0 hit points	
Effect (No Action): Close burst 1 (creatures in burst). Each target takes 5 necrotic damage	
Skills Stealth +18	
Str 26 (+14)	Dex 25 (+13) Wis 17 (+9)
Con 23 (+12)	Int 19 (+10) Cha 13 (+7)
Alignment chaotic evil	Languages Abyssal

## ENCOUNTER 3: FRIENDLY NEIGHBORHOODS (ADVENTURE LEVEL 14)

1-2 Dark Flameskull	Level 16 Artillery
Small natural animate (undead)	XP 1,400
HP 104; Bloodied 53	Initiative +13
AC 28, Fortitude 28, Reflex 29, Will 28	Perception +16
Speed 0, fly 10 (hover)	
Immune disease, poison; Resist 15 fire, 10 necrotic; Vulnerable 5 radiant	
TRAITS	
<b>Illumination</b>	
The dark flameskull sheds dim light out to 5 squares.	
<b>Regeneration (healing)</b>	
The dark flameskull regains 10 hit points whenever it starts its turn and has at least 1 hit point.	
STANDARD ACTIONS	
m <b>Fiery Bite (fire) • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d4 damage plus 2d8 + 10 fire damage.	
r <b>Black Ray (fear, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: 2d8 + 10 necrotic damage the flameskull slides the target 3 squares, and the target is dazed until the end of its next turn.	
A <b>Shadowfire (fire, necrotic, zone) • Encounter</b>	
Attack: Area burst 3 within 10 (enemies in the burst); +21 vs. Reflex	
Hit: 3d6 + 15 fire and necrotic damage	
Miss: half damage.	
Effect: The burst creates a zone that lasts until the end of the flameskull's next turn. Any creature that starts its turn within the zone takes 10 fire and necrotic damage.	
Skills Stealth +17	
Str 8 (+2)	Dex 21 (+13) Wis 17 (+11)
Con 22 (+13)	Int 25 (+15) Cha 22 (+14)
Alignment unaligned	Languages Abyssal, Common
Adjusted for MM3 damage expressions	

Shadow Snake	Level 16 Skirmisher
Large shadow beast (reptile)	XP 1,400
HP 158; Bloodied 79	Initiative +17
AC 30, Fortitude 28, Reflex 29 Will 27	Perception +13
Speed 7, climb 7, see also <i>shifting shadowstrike</i>	Darkvision
Resist 10 poison	
STANDARD ACTIONS	
m <b>Bite (poison) • At-Will</b>	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d6 + 7 damage, and ongoing 10 poison damage (save ends).	
M <b>Double Attack • At-Will</b>	
The shadow snake makes two bite attacks and shifts 1 square before, between, or after the attacks.	
M <b>Shifting Shadow Strike (poison) • Encounter</b>	
The shadow snake shifts 7 squares and makes a bite attack against 2 different targets at any point during its move.	
<b>Vanish into the Night • Encounter</b>	
The shadow snake gains insubstantial and phasing, and is invisible in dim light until the end of its next turn.	
Skills Stealth +20	
Str 20 (+13)	Dex 25 (+15) Wis 10 (+8)
Con 22 (+14)	Int 4 (+5) Cha 20 (+13)
Alignment Evil	Languages -
Adjusted for MM3 damage expressions	

6-10 Abyssal Ghoul Hungerer	Level 15 Minion Soldier
Medium elemental humanoid (undead)	XP300
HP 1; a missed attack never damages a minion	Initiative +16
AC 31, Fortitude 28, Reflex 27, Will 25	Perception +12
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m <b>Claws • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 11 damage.	
TRIGGERED ACTIONS	
C <b>Dead Blood (necrotic) • Encounter</b>	
Trigger: The ghoul drops to 0 hit points	
Effect (No Action): Close burst 1 (creatures in burst). Each target takes 10 necrotic damage	
Skills Stealth +19	
Str 26 (+15)	Dex 25 (+14) Wis 17 (+10)
Con 23 (+13)	Int 19 (+11) Cha 13 (+8)
Alignment chaotic evil	Languages Abyssal

## ENCOUNTER 3: FRIENDLY NEIGHBORHOOD (ADVENTURE LEVEL 16)

1-2 Dark Flameskull	Level 18 Artillery
Small natural animate (undead)	XP 2,000
HP 116; Bloodied 58	Initiative +14
AC 30, Fortitude 30, Reflex 31, Will 30	Perception +17
Speed 0, fly 10 (hover)	
Immune disease, poison; Resist 15 fire, 10 necrotic;	
Vulnerable 5 radiant	
TRAITS	
<b>Illumination</b>	
The dark flameskull sheds dim light out to 5 squares.	
<b>Regeneration (healing)</b>	
The dark flameskull regains 10 hit points whenever it starts its turn and has at least 1 hit point.	
STANDARD ACTIONS	
m <b>Fiery Bite (fire) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d8 damage plus 2d10 + 5 fire damage.	
r <b>Black Ray (fear, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 2d8 + 13 necrotic damage the flameskull slides the target 3 squares, and the target is dazed until the end of its next turn.	
A <b>Shadowfire (fire, necrotic, zone) • Encounter</b>	
Attack: Area burst 3 within 10 (enemies in the burst); +23 vs. Reflex	
Hit: 3d8 + 15 fire and necrotic damage	
Miss: half damage.	
Effect: The burst creates a zone that lasts until the end of the flameskull's next turn. Any creature that starts its turn within the zone takes 10 fire and necrotic damage.	
Skills Stealth +19	
Str 8 (+8)	Dex 21 (+14) Wis 17 (+12)
Con 22 (+15)	Int 25 (+16) Cha 22 (+15)
Alignment unaligned	Languages Abyssal, Common

Adjusted for MM3 damage expressions

Shadow Snake	Level 17 Skirmisher
Large shadow beast (reptile)	XP1,600
HP 166; Bloodied 83	Initiative +17
AC 31, Fortitude 29, Reflex 30 Will 28	Perception +13
Speed 7, climb 7, see also <i>shifting shadowstrike</i>	Darkvision
Resist 10 poison	
STANDARD ACTIONS	
m <b>Bite (poison) • At-Will</b>	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d8 + 7 damage, and ongoing 10 poison damage (save ends).	
M <b>Double Attack • At-Will</b>	
The shadow snake makes two bite attacks and shifts 1 square before, between, or after the attacks.	
M <b>Shifting Shadow Strike (poison) • Encounter</b>	
The shadow snake shifts 7 squares and makes a bite attack against 2 different targets at any point during its move.	
<b>Vanish into the Night • Encounter</b>	
The shadow snake gains insubstantial and phasing, and is invisible in dim light until the end of its next turn.	
Skills Stealth +20	
Str 20 (+13)	Dex 25 (+15) Wis 10 (+8)
Con 22 (+14)	Int 4 (+5) Cha 20 (+13)
Alignment Evil	Languages -

Adjusted for MM3 damage expressions

6-10 Abyssal Ghoul Hungerer	Level 17 Minion Soldier
Medium elemental humanoid (undead)	XP400
HP 1; a missed attack never damages a minion	Initiative +17
AC 33 Fortitude 30, Reflex 29, Will 27	Perception +13
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m <b>Claws • At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 12 damage.	
TRIGGERED ACTIONS	
C <b>Dead Blood (necrotic) • Encounter</b>	
Trigger: The ghoul drops to 0 hit points	
Effect (No Action): Close burst 1 (creatures in burst). Each target takes 10 necrotic damage	
Skills Stealth +20	
Str 26 (+16)	Dex 25 (+15) Wis 17 (+11)
Con 23 (+14)	Int 19 (+12) Cha 13 (+12)
Alignment chaotic evil	Languages Abyssal

## ENCOUNTER 3: FRIENDLY NEIGHBORHOODS (ADVENTURE LEVEL 18)

1-2 Dark Flameskull	Level 20 Artillery
Small natural animate (undead)	XP 2,800
HP 128; Bloodied 64	Initiative +15
AC 32, Fortitude 32, Reflex 33, Will 32	Perception +18
Speed 0, fly 10 (hover)	
Immune disease, poison; Resist 20 fire, 15 necrotic; Vulnerable 5 radiant	
TRAITS	
<b>Illumination</b>	
The dark flameskull sheds dim light out to 5 squares.	
<b>Regeneration (healing)</b>	
The dark flameskull regains 15 hit points whenever it starts its turn and has at least 1 hit point.	
STANDARD ACTIONS	
m <b>Fiery Bite (fire) • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d8 damage plus 2d10 + 7 fire damage.	
r <b>Black Ray (fear, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +25 vs. Reflex	
Hit: 2d8 + 15 necrotic damage the flameskull slides the target 3 squares, and the target is dazed until the end of its next turn.	
A <b>Shadowfire (fire, necrotic, zone) • Encounter</b>	
Attack: Area burst 3 within 10 (enemies in the burst); +25 vs. Reflex	
Hit: 3d8 + 17 fire and necrotic damage	
Miss: half damage.	
Effect: The burst creates a zone that lasts until the end of the flameskull's next turn. Any creature that starts its turn within the zone takes 15 fire and necrotic damage.	
Skills Stealth +20	
Str 8 (+9)	Dex 21 (+15) Wis 17 (+13)
Con 22 (+16)	Int 25 (+17) Cha 22 (+16)
Alignment unaligned	Languages Abyssal, Common

Adjusted for MM3 damage expressions

Shadow Snake	Level 20 Skirmisher
Large shadow beast (reptile)	XP 2,800
HP 182; Bloodied 91	Initiative +18
AC 34, Fortitude 32, Reflex 33 Will 31	Perception +14
Speed 7, climb 7, see also <i>shifting shadowstrike</i>	Darkvision
Resist 10 poison	
STANDARD ACTIONS	
m <b>Bite (poison) • At-Will</b>	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 9 damage, and ongoing 15 poison damage (save ends).	
M <b>Double Attack • At-Will</b>	
The shadow snake makes two bite attacks and shifts 1 square before, between, or after the attacks.	
M <b>Shifting Shadow Strike (poison) • Encounter</b>	
The shadow snake shifts 7 squares and makes a bite attack against 2 different targets at any point during its move.	
<b>Vanish into the Night • Encounter</b>	
The shadow snake gains insubstantial and phasing, and is invisible in dim light until the end of its next turn.	
Skills Stealth +22	
Str 20 (+15)	Dex 25 (+17) Wis 10 (+10)
Con 22 (+16)	Int 4 (+7) Cha 20 (+15)
Alignment Evil	Languages -

Adjusted for MM3 damage expressions

6-10 Abyssal Ghoul Hungerer	Level 19 Minion Soldier
Medium elemental humanoid (undead)	XP 600
HP 1; a missed attack never damages a minion	Initiative +18
AC 35, Fortitude 32, Reflex 31, Will 29	Perception +14
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
STANDARD ACTIONS	
m <b>Claws • At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 13 damage.	
TRIGGERED ACTIONS	
C <b>Dead Blood (necrotic) • Encounter</b>	
Trigger: The ghoul drops to 0 hit points	
Effect (No Action): Close burst 1 (creatures in burst). Each target takes 15 necrotic damage	
Skills Stealth +21	
Str 26 (+17)	Dex 25 (+16) Wis 17 (+12)
Con 23 (+15)	Int 19 (+13) Cha 13 (+10)
Alignment chaotic evil	Languages Abyssal



## ENCOUNTER 3: FRIENDLY NEIGHBORHOODS (ADVENTURE LEVEL 20)

1-2 Dark Flameskull	Level 22 Artillery
Small natural animate (undead)	XP 4,150
HP 140; Bloodied 70	Initiative +16
AC 34, Fortitude 34, Reflex 35, Will 34	Perception +19
Speed 0, fly 10 (hover)	
Immune disease, poison; Resist 20 fire, 15 necrotic; Vulnerable 5 radiant	
TRAITS	
<b>Illumination</b>	
The dark flameskull sheds dim light out to 5 squares.	
<b>Regeneration (healing)</b>	
The dark flameskull regains 15 hit points whenever it starts its turn and has at least 1 hit point.	
STANDARD ACTIONS	
m <b>Fiery Bite (fire) • At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 2d8 damage plus 2d10 + 9 fire damage.	
r <b>Black Ray (fear, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +27 vs. Reflex	
Hit: 3d8 + 15 necrotic damage the flameskull slides the target 3 squares, and the target is dazed until the end of its next turn.	
A <b>Shadowfire (fire, necrotic, zone) • Encounter</b>	
Attack: area burst 3 within 10 (enemies in the burst); +27 vs. Reflex	
Hit: 4d6 + 19 fire and necrotic damage	
Miss: half damage.	
Effect: The burst creates a zone that lasts until the end of the flameskull's next turn. Any creature that starts its turn within the zone takes 15 fire and necrotic damage.	
Skills Stealth +21	
Str 8 (+10)	Dex 21 (+16) Wis 17 (+14)
Con 22 (+18)	Int 25 (+18) Cha 22 (+17)
Alignment unaligned	Languages Abyssal, Common

Adjusted for MM3 damage expressions

Shadow Snake	Level 21 Skirmisher
Large shadow beast (reptile)	XP 3,200
HP 190; Bloodied 95	Initiative +19
AC 35, Fortitude 33, Reflex 34 Will 32	Perception +15
Speed 7, climb 7, see also <i>shifting shadowstrike</i>	Darkvision
Resist 10 poison	
STANDARD ACTIONS	
m <b>Bite (poison) • At-Will</b>	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 3d8 + 10 damage, and ongoing 15 poison damage (save ends).	
M <b>Double Attack • At-Will</b>	
The shadow snake makes two bite attacks and shifts 1 square before, between, or after the attacks.	
M <b>Shifting Shadow Strike (poison) • Encounter</b>	
The shadow snake shifts 7 squares and makes a bite attack against 2 different targets at any point during its move.	
<b>Vanish into the Night • Encounter</b>	
The shadow snake gains insubstantial and phasing, and is invisible in dim light until the end of its next turn.	
Skills Stealth +23	
Str 20 (+15)	Dex 25 (+17) Wis 10 (+10)
Con 22 (+16)	Int 4 (+7) Cha 20 (+15)
Alignment Evil	Languages -

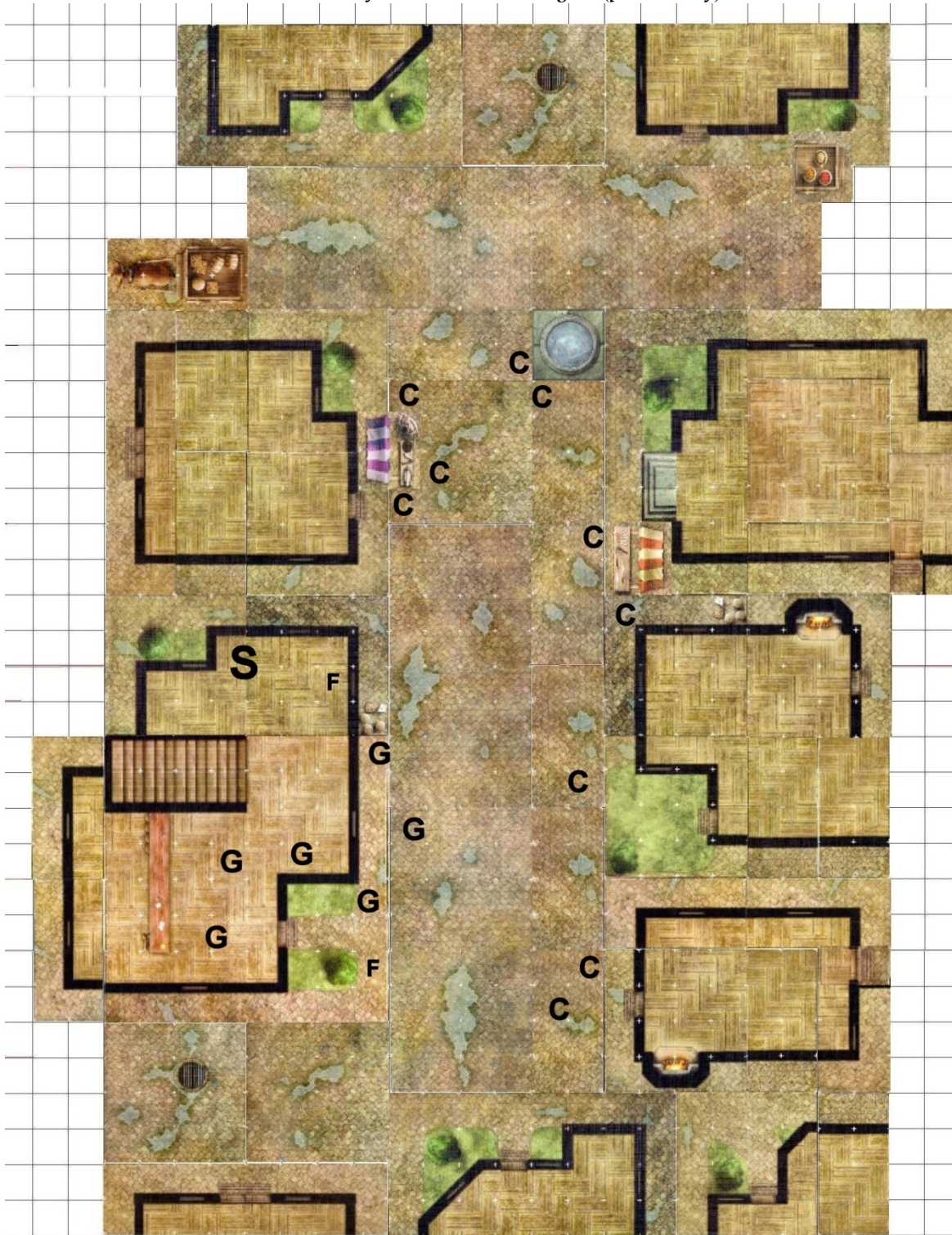
Adjusted for MM3 damage expressions

6-10 Abyssal Ghoul Hungerer	Level 20 Minion Soldier
Medium elemental humanoid (undead)	XP 800
HP 1; a missed attack never damages a minion	Initiative +19
AC 36, Fortitude 33, Reflex 32, Will 30	Perception +15
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 15 necrotic	
STANDARD ACTIONS	
m <b>Claws • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 14 damage.	
TRIGGERED ACTIONS	
C <b>Dead Blood (necrotic) • Encounter</b>	
Trigger: The ghoul drops to 0 hit points	
Effect (No Action): Close burst 1 (creatures in burst). Each target takes 15 necrotic damage	
Skills Stealth +22	
Str 26 (+18)	Dex 25 (+17) Wis 17 (+13)
Con 23 (+16)	Int 19 (+14) Cha 13 (+11)
Alignment chaotic evil	Languages -

# ENCOUNTER 3: FRIENDLY NEIGHBORHOODS

## TILE SETS NEEDED

DTMS: The City x2, DTMS: The Dungeon (pool tile only)



S= shadow snake, F= dark flameskulls , G= abyssal ghoul hungerers, C= citizens

## ENCOUNTER 4A: INTERESTING TRAVEL COMPANIONS

### IMPORTANT NPCs

**Tabita**, female shadar-kai

**Benden**, male shadar-kai

The PCs investigation of Thamalon's assassination has led the PCs to the Shadowfell.

*Benden and Tabita, your guides to the village of Fellkirk in the Shadowfell, are annoying but supposedly competent.*

*The Shadowfell is a grey and unwelcoming place. This area is a mirror of Sembia, but it is a dark and desolate mirror. Where there would be lush fields is grey and blacked stubble. Instead of healthy trees, bleached twisted limbs reach to trap those that pass by.*

True to their race they tend to boast and they seem to delight in taking the most difficult path. Their "shortcuts" might save time, but these paths are also hazardous. While most of this area of the Shadowfell is a reflection of Sembia, the village that Fellkirk is a reflection of was demolished during the Sembian civil war and not rebuilt. In the Sembia of today there is no longer a road or pathway to the overgrown ruins.

### SKILL CHALLENGE: IMPROVING THE ODDS

**Goal:** The PCs can improve their reception in Fellkirk by keeping their guides alive and unharmed on the way to the village.

**Complexity:** Special

**Primary Skills:** Arcana, Acrobatics, Athletics, Bluff, Diplomacy, Intimidate, Nature, Perception

**Complete Victory (4 successes without failures):** The PCs keep their guides unharmed from the dangers they blithely run into during their trip. The PCs gain a +4 to all skill checks when interacting with the villagers

**Partial Victory (4 successes with less than 3 failures):** As above except the PCs had to actually heal the guides once or twice. The PCs gain a +2 to all skill checks when interacting with the villagers

**Total Defeat (3 failures):** The PCs either did not offer healing, or the "allowed" the guides to get so damaged that the guides used all their surges and still had damage, or the PCs simply did not care to help the guides out of their difficulties. The PCs gain a -3 to all skill checks when interacting with the villagers. In

addition if the PCs attempts a purely physical skill check an NPC attempts to hinder them (causing an additional -1 to the check).

The skill checks have some examples of possible problems the guides might get into, but feel free to come up with other scenarios that perhaps fit your or your group's style of play.

### GETTING THERE IS HALF THE FUN

*True to their race, your guides tend to boast and they seem to delight in taking the most difficult path. Their "shortcuts" might save time, but these paths are also hazardous. They do make sure to point out landmarks along the way.*

Since there was no need for wagons, Benden and Tabita do not follow any of the roads but march the PCs cross country. They'll taunt PCs that protest doing so as being weak / scared. In actuality Benden and Tabita are returning home from their first foray into the "real" world. Their bravado is simply that and the path for PCs of this level is not that difficult.

The challenge for the PCs is to keep their guides alive & co-operative.

Tabita & Benden: HP 40, bloodied 20, AC16, Fort 12, Reflex 17, Will 12 (3 healing surges available)

### SCENE ONE: UNDERSTANDING THE SITUATION

*The taunts and antics of your guides are annoying-is this really worth the help?*

**Arcana, moderate DC** (0 success, 0 maximum)

Shadar-kai are creatures of the Shadowfell, it is in their nature to boast and try to push themselves into doing dangerous activities such as baiting experienced adventurers or attempting feats beyond their ability. Success with this check gives the PC a +2 to, Bluff, Diplomacy, or Intimidate.

**Insight, hard DC** (0 success, 0 maximum)

The taunts are more the bravado of the young who do not want the obviously experienced and successful PCs to look down on their youth and inexperience. Success with this check gives the PC a +2 to, Bluff, Diplomacy, or Intimidate.

### SCENE TWO: KEEPING THEM ALIVE

*The Shadowfell has numerous plants and terrain features that can be dangerous for the unwary or the*



*foolish. By their actions it could be that your guides are both!*

The PCs can use their own abilities or skills to rescue their guides. They can also try and convince the guides to be careful; which is actually the more difficult path to take. PCs can also try and discover the potential problems and stop the NPCs before they interact with the danger.

**Arcana, moderate DC** (1 success, 2 maximum)

Your knowledge of the Shadowfell allows you to keep Tabita and Benden from interacting with a poisonous plant. A Nature check (Hard DC) grants a +2 to this check.

**Athletics/Acrobatics, moderate DC** (1 success, 4 maximum)

The PC manages to rescue their guides before they fell off of a pile of rocks or being swallowed by some carnivorous plant. If the PC actually makes a Hard DC their action is so impressive that they gain a +2 bonus to any Bluff, Diplomacy or Intimidate skill used to convince the guides to take more caution.

On a failure the NPCs take 20 points of damage each.

**Diplomacy/Bluff, Hard DC** (2 success, 1 maximum)

The PC manages to dazzle the guides with either tales of their own prowess, or convince them somehow to leave off the more dangerous stunts on the journey.

On a failure the NPCs take 20 points of damage each from falling into a sinkhole.

### **Healing:**

They can use healing powers to assist Baden or Tabita. However a Diplomacy/Bluff check (moderate DC) is required to get them to accept help.

Standard stabilizing rules apply if necessary

**Intimidate, hard DC +4** (2 success, 1 maximum)

Because of the guides relish danger it actually takes a lot to get them to back down and simply take the PCs to the village without picking the most dangerous path there.

On a failure the NPCs take 20 points of damage each.

**Perception, hard DC** (1 success, 2 maximum)

The PC can notice a terrain feature, such as an imminent rockslide or similar feature. Something that is dangerous in its own right-not just because the PCs are in the Shadowfell. The PC notices in time to remove their guides from danger.

### **Use of powers:**

A PC can remove a failure if they successfully use an attack or utility power that allows them to move others in some manner that seems reasonable to the DM

### **Rituals:**

While rituals such as Phantom Steed make the journey faster, it does not preclude reckless acts by the guides. They might try and do tricks while riding or spot a wandering undead to attack while riding.

## **ENDING THE ENCOUNTER**

*The trip was perhaps more exciting than was strictly necessary but it was actually somewhat shorter than the day and half you were told to expect.*

### **Complete Victory (4 successes without no failures):**

The PCs keep their guides unharmed from the dangers they blithely run into during their trip. The PCs gain a +4 to all skill checks when interacting with the villagers in the next encounter

### **Partial Victory (4 successes without less than 3 failures):**

As above except the PCs had to actually heal the guides once or twice. The PCs gain a +2 to all skill checks when interacting with the villagers in the next encounter

**Total Defeat (3 failures):** The PCs either did not offer healing, or the “allowed” the guides to get so damaged that the guides used all their surges and still had damage. Or the PCs simply did not care to help the guides out of their difficulties. The PCs gain a -3 to all skill checks when interacting with the villagers in the next encounter. Also if the PCs attempt a purely physical skill check an NPC attempts to hinder them (-1 to the check).

### **DID YOU NOTICE?**

The PCs have chances along their trip and when they first arrive in the village to notice signs of the movement of large numbers across the countryside. A PC who has a Passive Perception equal to the moderate DC notices spots where it looks like a large number of people might have gone across the path the PCs are currently taking. They can then do an active check to get the information below:

**Perception, moderate DC** (Trained only) Hard DC if untrained

The movements of a large number of people is hard to hide, especially when they march in formation, from one trained to spot such things. Not only has there been

troop movements in the area, a large number of troops were also recently in the village.

#### **TROUBLESHOOTING:**

If the PCs fail the Perception check then they should get another check as they start their return to Urmlaspyr.

#### **MILESTONE**

This skill challenge counts towards a milestone

#### **TREASURE**

The PCs do not find any treasure in this encounter.

## ENCOUNTER 5: INVESTIGATING IN THE SHADOWFELL

### SETUP

The PCs have finally reached the village of Fellkirk. While the papers from the Prince help the PCs, the villagers are still not particularly inclined to be helpful. The massing army practically in their backyard is of more concern than some Lord who died in a city they have no intention of visiting.

However the PCs have been in the Shadowfell for some time and are not immune to the effect it can have on them. The PCs need to make a saving throw against the despair of the Shadowfell.

Those who fail the check are -1 to all attacks and damage until they reach the next milestone when they can attempt another save.

If the DM has access to the Despair Deck from *The Shadowfell: Gloomwrought and Beyond* you could substitute having the player pull a card from the Despair Deck to determine the effect.

*The village is a collection of perhaps ten buildings, some with large corrals. A few of those corrals have a few domestic herd animals (cows and goats) milling about.*

*Only one of the buildings has a second story, apparently it is the village inn.*

### TALKING TO THE VILLAGERS

The PCs might want to gather a bit of information from the villagers.

*People go about their everyday lives, even in a village in the Shadowfell. A blacksmith can be seen working at his forge. A young man is pulling up water from the village well.*

Other locations the PCs can gain this information:

- One building seems to be a general store.
- Some wagons are parked next to a barn.
- the inn

### Bluff/Diplomacy, moderate DC

The PCs ask questions about life in the village, recent occurrences. They are given truthful answers, but no mention of how unusual it is to have large movements of troops or where the troops came from.

- Some lord has been here of and on for the last 3 tendays.

- It's said he convinced the Master Caravanner that more trails are needed from Urmlaspyr now that the city is under Netherese control.
- They care not for the politics-it has brought a little excitement and challenge for the twenty odd souls that live here.

### Bluff/Diplomacy, Hard DC

The PCs ask questions about the troops and are reluctantly told that up until about 2 months ago there was not any military in the area.

- A large group moved through here from Selgaunt going to Urmlaspyr-they said they been asked for.
- Not long after, more troops moved into the area but set up their camps not far off the trails.
- Some times squads are allowed to visit the village inn.
- Most seem to have been recently posted in Neverwinter-whenever that is.

### Perception, moderate DC

All but one of the corrals is new, as is one of the warehouses (there are 2). Most likely the space needed for increase trade

### Nature, hard DC (0 success, 0 maximum)

The PCs knowledge of the nature assists in noticing inconsistencies in the topography of this strange place. A successful check gains the PC a +2 to their Perception check, a failure gains them a -2.

### TALKING TO CLAUT MELTAN

Claut is an assistant to the Master Caravanner and as such is very aware of rules. Claut is also somewhat paranoid. She is found in her office, a small building attached to one of the older barns.

*A thin woman looks up at your entrance. Her skin is very pale in stark contrast to the darkness of her short hair and the black leathers she wears. "Who are you? No caravans are scheduled to arrive? What are you doing here?" the questions flow fast and furious —he does not seem pleased to see you.*

The PCs need to show their authorization from Prince Lamorak and explain that Lord Thamalon was murdered before she considers even speaking to them.

Once she sees the papers, she tells the PCs:

*"Yes, Lord Thamalon has been here a number of times."*

*"He travel extensively and was interested in increasing trade."*

If asked about “death threats” she looks confused. She claims she knows nothing of any death threats. Insight check (moderate DC) confirms she seems surprised and confused by the question. Lord Thamalon never mentioned any such threats to her.

She has been stationed here for 3 months. She refuses to discuss troop movements

#### **Bluff/Diplomacy/Intimidate, Hard DC**

The PC pushes for more information regarding her interactions with Lord Thamalon and why he spent so much time here.

If the PCs are successful she admits:

*Lord Thamalon was concerned about possible evacuation routes for the people of Urmlaspyr. Some in the government feel that Cormyr and her allies won't accept Netherese control of the city and they expect a battle.*

If the PCs managed to achieve a Hard DC+5 when making their check then she also admits that that is why there are so many troops in the area; the government hopes to fool their enemies regarding the number of troops in the area by hiding them in the Shadowfell.

## **ENDING THE ENCOUNTER**

If the PCs want to go look for the troops, they can. Have them make a moderate DC Stealth check and then a Perception check (Moderate if they made the Stealth check or a Hard DC if they failed since that means they can not get as close). If they make the Perception check, then they learn that Netherese are amassing a sizable army. In this instance (assuming they have already gotten what information they can/need from the village) have the PCs run into a patrol (Encounter 6) as they return to the village.

In other instances:

When the PCs are content that they have found all that they can from the village, they can start the return trip home. Tabita and Benden are not returning to Urmlaspyr. (Fellkirk is their home village) The duo pointed out enough landmarks that the PCs can follow that path back (which is somewhat shorter) or they can try following the road back.

The PCs learn a few important things in this encounter:

- If Claut is telling the truth then Lord Thamalon might have lied in his journal about death threats, or he just never confided in her.

- A large number of troops have been moved into the Shadowfell's reflection of Sembia.

There is nothing else for the PCs to learn here, so encourage them to move on.

#### **DID YOU NOTICE?**

If the PCs did not succeed on their way into town then they have another chance now. A PC who has a Passive Perception equal to the moderate DC notices spots where it looks like a large number of people might have gone across the path the PCs are currently taking. They can then do an active check to get the information below:

**Perception, moderate DC** (Trained only) Hard DC if untrained

The movements of a large number of people is hard to hide, especially when they march in formation, from one trained to spot such things. Not only has there been troop movements in the area, a large number of troops were also recently in the village.

For the trip back go to Encounter 6: You Have Seen Too Much!

#### **MILESTONE**

This encounter does not count toward a milestone.

#### **TREASURE**

The PCs do not find any treasure in this encounter.

# ENCOUNTER 6: YOU'VE SEEN TOO MUCH!

## ENCOUNTER LEVEL 13/15/17/19/21

### CREATURES

This encounter includes the following creatures at all ALs:

- 2 shadar-kai dawnkiller (K)
- 1 ghost talon death dealer (D)
- 3 ebony initiate (E)
- 5 devoted soldier (S)

### SCALING THE ENCOUNTER

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

#### Four PCs:

Remove one shadar-kai dawnkiller.

#### Six PCs:

Add one shadar-kai dawnkiller.

### SETUP

As the PCs are traveling back they are spotted by a patrol of the Netherese army. The patrol is of the type to attack first and ask questions of the corpses later. They are aware of the terrain feature dangers.

*Scattered about the Shadowfell are ruins of buildings. All that is left of the one in front of you are the bases of a few walls and some broken paving stones. Branches bare of any sign of foliage dance to a music only they can hear.*

*Appearing out of the trees and from behind some rocks is a squad of 8 Netherese soldiers. They seem startled to see you. "Spies!" one of them shouts. "We cannot leave them alive."*

The squad is actually a sacrificial decoy. The Netherese hope is that the PCs focus on the obvious soldiers and not notice those that are hiding. As far as the soldiers are concerned it is important to eliminate outsiders that might spread the word of the army's location. Mention of Prince Lamorak's permission to investigate does not slow them down. To their mind the PCs are probably lying, after all the Lord High Governor was not killed in the Shadowfell.

### FEATURES OF THE AREA

This area has a few important features.

**Trees:** Trees are actually bare of foliage and their squares are difficult terrain as their branches reach out to entangle creatures.

**Small bushes:** these are scrawny leafless bundles of twigs and do not impede movement nor do they provide cover.

**Rocks:** The large flat rock on the map is 1 square (5 feet) high. PCs can climb onto them by spending 1 square of movement. The round rocks require moderate DC Acrobatic check before any action other than standing still while on top of them.

**Pools:** This brackish water, while not deep, seeps into your footwear and clings to your legs reducing your speed by 1 for the encounter.

**Brambles:** These are difficult terrain costing 3 squares of movement to move through without harm. If a creature pushes through attempting to ignore the terrain they can but they then receive 1d8+7 damage and ongoing 10 poison damage (save ends).

**Walls:** These remains of walls are barely a foot tall and do not impede movement nor provide cover.

### TACTICS

If the NPCs that are hiding gain initiative advantage over the PCs then those PCs ready actions. Since most are melee fighters they would rather the PCs get closer, perhaps allowing the NPCs to encircle them.

The dawnkillers open up with their *shadow jaunt* movement to become insubstantial and then charge, if possible, using their greater speed to their advantage.

The ebony initiates and devoted soldiers are very experienced in working together in order for the *furios* flock trait to be useful. This does not override the devoted soldier's *fanatic devotion* power. Between that power and the death dealer's aura is a decent synergy—do not forget to use it! Because of the dealer's intercession, minions within his aura won't immediately drop allowing the devoted soldier to get in an extra attack.

The death dealer needs the PCs to move closer to him, since his ranged attacks are only Range 5. However, he tries to keep within 3 to 7 squares of his devoted soldiers when possible.

### ENDING THE ENCOUNTER

None of the NPCs surrender. If the PCs manage to capture one of them, he taunts them that

*"My comrades are not far off and you have no hope of escaping the area with an army on their tail."*

An Insight check (easy DC) the captured enemy is not lying, there could be an army in the area. If the PCs investigate his claim then have them make the following checks:



Stealth (moderate DC) and then a Perception check (Moderate if they made the Stealth check or a Hard DC if they failed since that means they can not get as close). If they make the Perception check, then they learn that Netherese are amassing a sizable army.

PCs who succeed on a History check (easy DC) realize that this area of Sembia has long been under the control of Netherese. There is no apparent reason, not even the shadow incursions in Urmlaspyr, for such a large force to be here.

Once the troops are dealt with the PCs continue with either Encounter 2B (if they still have locations/people they need/wish to talk to) or Encounter 7 if they are ready to report to the Captain the results of their investigation.

### TROUBLESHOOTING

Paragon PCs might decide to (and have the wherewithal) to cross over to the “real” world immediately after leaving Fellkirk, thus avoiding the problems the Shadowfell can cause them. Sembia is basically a civilized country and, in theory, travel there should be safer.

In this instance the patrol spots them as they cross over and follows them through (since they are now doubly convinced the PCs must be spies!). You can then use the same map; however the PCs are more or less in the middle of the map with the patrol behind them. (See alternate map to get an idea of one way to place the road.) Remove all damage ability and slow effects from the terrain features. Difficult terrain remains.

In case the PCs purposely go to a road before crossing over, then you might consider having tiles (or the drawing) of a road that you can place upon the map for that purpose.

### MILESTONE

This encounter counts towards a milestone.

### TREASURE

The PCs find a *life-drinker weapon* +3 (+4 for ALs 18 & 20); a *black star pendant* +3 (+4 AL 20); and a *staff of the traveler* +3 (+4 for ALs 18 & 20).

## ENCOUNTER 6: YOU'VE SEEN TOO MUCH! (ADVENTURE LEVEL 12)

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	
TRAITS			
O Dealer's Intercession • Aura 3			
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.			
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 the 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			

3 Ebony Initiate		Level 12 Minion Brute	
Medium shadow humanoid, human		XP 175	
HP 1; a missed attack never damages a minion		Initiative +10	
AC 24, Fortitude 25, Reflex 23, Will 24		Perception +7	
Speed 6)		Low-light vision	
TRAITS			
Furious Flock			
The initiate can score a critical hit on a roll of 19-20 against an enemy that has one or more of the initiate's allies adjacent to it			
STANDARD ACTIONS			
M Morningstar (weapon) • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 11 damage or 18 on a critical hit.			
Str 22 (+12)	Dex 18 (+10)	Wis 12 (+7)	
Con 15 (+8)	Int 10 (+6)	Cha 20 (+11)	
Alignment unaligned		Languages Common	
Equipment morningstar			

1-3 Shadar-Kai Dawnkiller		Level 13 Lurker
Medium shadow humanoid		XP 800
HP 100; Bloodied 50		Initiative +17
AC 27, Fortitude 25, Reflex 27, Will 24		Perception +16
Speed 7		Low-light vision
TRAITS		
<b>Shadows of the Night</b> (necrotic)		
The dawnkiller does 4d6 extra damage on melee attacks against any creature that cannot see it.		
STANDARD ACTIONS		
m <b>Kukri</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 4d6 + 7 damage, and the target is shrouded in gloom (save ends).		
While shrouded in gloom, the target takes a -2 penalty to attack rolls and regains only half the normal hit points from healing effects.		
M <b>Shade Strike</b> (necrotic) • <b>At-Will</b>		
Attack: Melee 1 (one enemy shrouded in gloom); +18 vs. AC		
Hit: 4d8 + 5 necrotic damage and the target is blinded (save ends).		
MOVE ACTIONS		
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>		
Effect: the dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn.		
<b>Skills: Acrobatics +18, Stealth +18</b>		
<b>Str</b> 20 (+11)	<b>Dex</b> 24 (+13)	<b>Wis</b> 18 (+10)
<b>Con</b> 16 (+9)	<b>Int</b> 14 (+8)	<b>Cha</b> 11 (+6)
<b>Alignment</b> unaligned		<b>Languages</b> Common
<b>Equipment</b> kukri 2x, leather armor		

5 Devoted Soldier		Level 12 Minion Soldier	
Medium shadow humanoid, shadar-kai		XP 175	
HP 1; a missed attack never damages a minion		Initiative +11	
AC 28, Fortitude 24, Reflex 21, Will 22		Perception +7	
Speed 6		Darkvision	
STANDARD ACTIONS			
m <b>Thorn Club</b> (weapon) • <b>At-Will</b>			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 10 damage.			
TRIGGERED ACTIONS			
m <b>Fanatic Devotion</b> • <b>Encounter</b>			
Trigger: An enemy within 7 squares of the soldier hits the ghost talon death dealer and no other soldier has used this power during his turn.			
Effect (Immediate reaction): The soldier charges the triggering enemy.			
This movement does not provoke opportunity attacks.			
<b>Str</b> 19 (+10)	<b>Dex</b> 17 (+9)	<b>Wis</b> 12 (+7)	
<b>Con</b> 22 (+12)	<b>Int</b> 10 (+6)	<b>Cha</b> 18 (+10)	
<b>Alignment</b> unaligned		<b>Languages</b> Common	
<b>Equipment</b> club			
Renamed zealot of Arem			

## ENCOUNTER 6: YOU'VE SEEN TOO MUCH! (ADVENTURE LEVEL 14)

Ghost Talon Death Dealer		Level 17 Controller (Leader)	
Medium shadow humanoid, shadar-kai		XP 1,600	
HP 139; Bloodied 69		Initiative +8	
AC 31, Fortitude 27, Reflex 28, Will 31		Perception +15	
Speed 6		Low-light vision	
TRAITS			
O Dealer's Intercession • Aura 3			
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.			
STANDARD ACTIONS			
m Staff (cold, necrotic, weapon) • At-Will			
Attack: Melee 1 (one creature); +22 vs. AC			
Hit: 3d8 + 11 cold and necrotic damage.			
R Freezing Rebuke (cold, implement) • At-Will			
Attack: Ranged 5 (one creature); +20 vs. Reflex			
Hit: 2d10 + 8 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); +19 vs. Fortitude			
Hit: 2d6 + 7 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 the 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 (+8)	Dex 10 (+8)	Wis 24 (+15)	
Con 16 (+11)	Int 18 (+12)	Cha 15 (+10)	
Alignment unaligned		Languages Common	
Equipment staff implement			

3 Ebony Initiate		Level 14 Minion Brute	
Medium shadow humanoid, human		XP 250	
HP 1; a missed attack never damages a minion		Initiative +11	
AC 26, Fortitude 27, Reflex 25, Will 26		Perception +8	
Speed 6)		Low-light vision	
TRAITS			
<b>Furious Flock</b>			
The initiate can score a critical hit on a roll of 19-20 against an enemy that has one or more of the initiate's allies adjacent to it			
STANDARD ACTIONS			
<b>M Morningstar (weapon) • At-Will</b>			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 13 damage or 20 on a critical hit.			
<b>Str</b> 22 (+13)	<b>Dex</b> 18 (+11)	<b>Wis</b> 12 (+8)	
<b>Con</b> 15 (+9)	<b>Int</b> 10 (+7)	<b>Cha</b> 20 (+12)	
<b>Alignment</b> unaligned		<b>Languages</b> Common	
<b>Equipment</b> morningstar			

1-3 Shadar-Kai Dawnkiller		Level 15 Lurker
Medium shadow humanoid		XP 1,200
HP 112; Bloodied 56		Initiative +18
AC 29, Fortitude 27, Reflex 29, Will 26		Perception +16
Speed 7		Low-light vision
TRAITS		
<b>Shadows of the Night</b> (necrotic)		
The dawnkiller does 4d6 extra damage on melee attacks against any creature that cannot see it.		
STANDARD ACTIONS		
m <b>Kukri</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 4d6 + 9 damage, and the target is shrouded in gloom (save ends).		
While shrouded in gloom, the target takes a -2 penalty to attack rolls and regains only half the normal hit points from healing effects.		
M <b>Shade Strike</b> (necrotic) • <b>At-Will</b>		
Attack: Melee 1 (one enemy shrouded in gloom); +20 vs. AC		
Hit: 4d8 + 7 necrotic damage, and the target is blinded (save ends).		
MOVE ACTIONS		
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>		
Effect: the dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn.		
<b>Skills: Acrobatics +19, Stealth +19</b>		
<b>Str</b> 20 (+12)	<b>Dex</b> 24 (+14)	<b>Wis</b> 18 (+11)
<b>Con</b> 16 (+10)	<b>Int</b> 14 (+9)	<b>Cha</b> 11 (+7)
<b>Alignment</b> unaligned		<b>Languages</b> Common
<b>Equipment</b> kukri 2x, leather armor		

5 Devoted Soldier		Level 14 Minion Soldier	
Medium shadow humanoid, shadar-kai		XP 250	
HP 1; a missed attack never damages a minion		Initiative +12	
AC 30, Fortitude 26, Reflex 23, Will 24		Perception +8	
Speed 6		Darkvision	
STANDARD ACTIONS			
m <b>Thorn Club</b> (weapon) • <b>At-Will</b>			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 11 damage.			
TRIGGERED ACTIONS			
m <b>Fanatic Devotion</b> • <b>Encounter</b>			
Trigger: An enemy within 7 squares of the soldier hits the ghost talon death dealer and no other soldier has used this power during this turn.			
Effect (Immediate reaction): The soldier charges the triggering enemy.			
This movement does not provoke opportunity attacks.			
Str 19 (+11)	Dex 17 (+10)	Wis 12 (+8)	
Con 22 (+13)	Int 10 (+7)	Cha 18 (+10)	
Alignment unaligned		Languages Common	
Equipment club			
Renamed zealot of Arem			

## ENCOUNTER 6: YOU'VE SEEN TOO MUCH! (ADVENTURE LEVEL 16)

<b>Ghost Talon Death Dealer</b>	<b>Level 19 Controller (Leader)</b>
Medium shadow humanoid, shadar-kai	XP 2,400
<b>HP</b> 155; <b>Bloodied</b> 77	<b>Initiative</b> +9
<b>AC</b> 33, <b>Fortitude</b> 29, <b>Reflex</b> 30, <b>Will</b> 33	<b>Perception</b> +16
<b>Speed</b> 6	Low-light vision
TRAITS	
<b>O Dealer's Intercession • Aura 5</b>	
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
STANDARD ACTIONS	
<b>m Staff</b> (cold, necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 cold and necrotic damage.	
<b>R Freezing Rebuke</b> (cold, implement) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); +22 vs. Reflex	
Hit: 2d10 + 10 cold damage and ongoing 5 cold damage (save ends).	
The death dealer becomes insubstantial until the end of its next turn.	
<b>R Freeze to Death</b> (cold, implement) • <b>At-Will</b>	
Attack: Ranged 5 (one creature taking ongoing cold damage); +21 vs. Fortitude	
Hit: 2d6 + 9 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 the attack is resolved.	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (cold, necrotic, teleportation) • <b>Encounter</b>	
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
<b>Str</b> 11 (+9)	<b>Dex</b> 10 (+9) <b>Wis</b> 24 (+16)
<b>Con</b> 16 (+12)	<b>Int</b> 18 (+13) <b>Cha</b> 15 (+11)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> staff implement	

<b>3 Ebony Initiate</b>	<b>Level 16 Minion Brute</b>
Medium shadow humanoid, human	XP 350
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +12
<b>AC</b> 28, <b>Fortitude</b> 29, <b>Reflex</b> 27, <b>Will</b> 28	<b>Perception</b> +9
<b>Speed</b> 6	Low-light vision
TRAITS	
<b>Furious Flock</b>	
The initiate can score a critical hit on a roll of 19-20 against an enemy that has one or more of the initiate's allies adjacent to it	
STANDARD ACTIONS	
<b>M Morningstar</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 14 damage or 21 on a critical hit.	
<b>Str</b> 22 (+14)	<b>Dex</b> 18 (+12) <b>Wis</b> 12 (+9)
<b>Con</b> 15 (+10)	<b>Int</b> 10 (+8) <b>Cha</b> 20 (+13)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> morningstar	

<b>1-3 Shadar-Kai Dawnkiller</b>	<b>Level 17 Lurker</b>
Medium shadow humanoid	XP 1,600
<b>HP</b> 118; <b>Bloodied</b> 59	<b>Initiative</b> +19
<b>AC</b> 31, <b>Fortitude</b> 29, <b>Reflex</b> 31, <b>Will</b> 28	<b>Perception</b> +17
<b>Speed</b> 7	Low-light vision
TRAITS	
<b>Shadows of the Night</b> (necrotic)	
The dawnkiller does 4d6 extra damage on melee attacks against any creature that cannot see it.	
STANDARD ACTIONS	
<b>m Kukri</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 4d6 + 11 damage, and the target is shrouded in gloom (save ends). While shrouded in gloom, the target takes a -2 penalty to attack rolls and regains only half the normal hit points from healing effects.	
<b>M Shade Strike</b> (necrotic) • <b>At-Will</b>	
Attack: Melee 1 (one enemy shrouded in gloom); +22 vs. AC	
Hit: 4d8 + 9 necrotic damage, and the target is blinded (save ends).	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
Effect: the dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
<b>Skills: Acrobatics</b> +20, <b>Stealth</b> +20	
<b>Str</b> 20 (+13)	<b>Dex</b> 24 (+15) <b>Wis</b> 18 (+12)
<b>Con</b> 16 (+11)	<b>Int</b> 14 (+10) <b>Cha</b> 11 (+8)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> kukri 2x, leather armor	

<b>5 Devoted Soldier</b>	<b>Level 16 Minion Soldier</b>
Medium shadow humanoid, shadar-kai	XP 350
<b>HP</b> 1; a missed attack never damages a minion	<b>Initiative</b> +13
<b>AC</b> 32, <b>Fortitude</b> 28, <b>Reflex</b> 25 <b>Will</b> 26	<b>Perception</b> +9
<b>Speed</b> 6	Darkvision
STANDARD ACTIONS	
<b>m Thorn Club</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 12 damage.	
TRIGGERED ACTIONS	
<b>m Fanatic Devotion • Encounter</b>	
Trigger: An enemy within 7 squares of the soldier hits the ghost talon death dealer and no other soldier has used this power during this turn.	
Effect (Immediate reaction): The soldier charges the triggering enemy. This movement does not provoke opportunity attacks.	
<b>Str</b> 19 (+12)	<b>Dex</b> 17 (+11) <b>Wis</b> 12 (+9)
<b>Con</b> 22 (+14)	<b>Int</b> 10 (+8) <b>Cha</b> 18 (+12)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> club	
Renamed zealot of Arem	

## ENCOUNTER 6: YOU'VE SEEN TOO MUCH! (ADVENTURE LEVEL 18)

Ghost Talon Death Dealer    Level 21 Controller (Leader)	
Medium shadow humanoid, shadar-kai	XP 3,200
HP 171; Bloodied 85	Initiative +10
AC 35, Fortitude 31, Reflex 32, Will 35	Perception +17
Speed 6	Low-light vision
TRAITS	
<b>O Dealer's Intercession • Aura 5</b>	
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
STANDARD ACTIONS	
m <b>Staff</b> (cold, necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d6 + 15 cold and necrotic damage.	
R <b>Freezing Rebuke</b> (cold, implement) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); +24 vs. Reflex	
Hit: 3d10 + 8 cold damage and ongoing 10 cold damage (save ends). The death dealer becomes insubstantial until the end of its next turn.	
R <b>Freeze to Death</b> (cold, implement) • <b>At-Will</b>	
Attack: Ranged 5 (one creature taking ongoing cold damage); +23 vs. Fortitude	
Hit: 3d6 + 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 the attack is resolved.	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (cold, necrotic, teleportation) • <b>Encounter</b>	
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 10 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	

3 Ebony Initiate    Level 18 Minion Brute	
Medium shadow humanoid, human	XP 500
HP 1; a missed attack never damages a minion	Initiative +13
AC 30, Fortitude 31, Reflex 29, Will 30	Perception +10
Speed 6	Low-light vision
TRAITS	
<b>Furious Flock</b>	
The initiate can score a critical hit on a roll of 19-20 against an enemy that has one or more of the initiate's allies adjacent to it	
STANDARD ACTIONS	
M <b>Morningstar</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 15 damage or 22 on a critical hit.	
Str 22 (+15)	Dex 18 (+13)    Wis 12 (+10)
Con 15 (+11)	Int 10 (+9)    Cha 20 (+14)
Alignment unaligned    Languages Common	
Equipment morningstar	

1-3 Shadar-Kai Dawnkiller    Level 19 Lurker	
Medium shadow humanoid	XP 2,400
HP 136; Bloodied 68	Initiative +20
AC 33, Fortitude 31, Reflex 33, Will 30	Perception +18
Speed 7	Low-light vision
TRAITS	
<b>Shadows of the Night</b> (necrotic)	
The dawnkiller does 4d6 extra damage on melee attacks against any creature that cannot see it.	
STANDARD ACTIONS	
m <b>Kukri</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d6 + 13 damage, and the target is shrouded in gloom (save ends). While shrouded in gloom, the target takes a -2 penalty to attack rolls and regains only half the normal hit points from healing effects.	
M <b>Shade Strike</b> (necrotic) • <b>At-Will</b>	
Attack: Melee 1 (one enemy shrouded in gloom); +24 vs. AC	
Hit: 4d8 + 11 necrotic damage and the target is blinded (save ends).	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
Effect: the dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
<b>Skills: Acrobatics +21, Stealth +21</b>	
Str 20 (+14)	Dex 24 (+16)    Wis 18 (+13)
Con 16 (+12)	Int 14 (+11)    Cha 11 (+9)
Alignment unaligned    Languages Common	
Equipment kukri 2x, leather armor	

5 Devoted Soldier    Level 18 Minion Soldier	
Medium shadow humanoid, shadar-kai	XP 500
HP 1; a missed attack never damages a minion	Initiative +14
AC 34, Fortitude 30, Reflex 27, Will 28	Perception +10
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Thorn Club</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 13 damage.	
TRIGGERED ACTIONS	
m <b>Fanatic Devotion</b> • <b>Encounter</b>	
Trigger: An enemy within 7 squares of the soldier hits the ghost talon death dealer and no other soldier has used this power during this turn.	
Effect (Immediate reaction): The soldier charges the triggering enemy. This movement does not provoke opportunity attacks.	
Str 19 (+13)	Dex 17 (+12)    Wis 12 (+10)
Con 22 (+15)	Int 10 (+9)    Cha 18 (+13)
Alignment unaligned    Languages Common	
Equipment club	
Renamed zealot of Arem	

## ENCOUNTER 6: YOU'VE SEEN TOO MUCH! (ADVENTURE LEVEL 20)

Ghost Talon Death Dealer	Level 22 Controller (Leader)
Medium shadow humanoid, shadar-kai	XP 4,150
HP 179; Bloodied 89	Initiative +11
AC 36, Fortitude 32, Reflex 33, Will 36	Perception +18
Speed 6	Low-light vision
TRAITS	
O Dealer's Intercession • Aura 5	
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +25 vs. Reflex	
Hit: 3d10 + 9 cold damage and ongoing 15 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); +24 vs. Fortitude	
Hit: 3d6 + 5 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 the 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 15 cold and necrotic damage.	
Str 11 (+11)	Dex 10 (+11) Wis 24 (+18)
Con 16 (+14)	Int 18 (+15) Cha 15 (+13)
Alignment unaligned Languages Common	
Equipment staff implement	

3 Ebony Initiate	Level 20 Minion Brute
Medium shadow humanoid, human	XP 700
HP 1; a missed attack never damages a minion	Initiative +14
AC 32, Fortitude 33, Reflex 31, Will 32	Perception +11
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The initiate can score a critical hit on a roll of 18-20 against an enemy that has one or more of the initiate's allies adjacent to it	
STANDARD ACTIONS	
M Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 17 damage or 25 on a critical hit.	
Str 22 (+16)	Dex 18 (+15) Wis 12 (+11)
Con 15 (+12)	Int 10 (+10) Cha 20 (+15)
Alignment unaligned Languages Common	
Equipment morningstar	

1-3 Shadar-Kai Dawnkiller	Level 21 Lurker
Medium shadow humanoid	XP 3,200
HP 148; Bloodied 74	Initiative +21
AC 35, Fortitude 33, Reflex 35, Will 32	Perception +19
Speed 7	Low-light vision
TRAITS	
Shadows of the Night (necrotic)	
The dawnkiller does 5d6 extra damage on melee attacks against any creature that cannot see it.	
STANDARD ACTIONS	
m Kukri (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage, and the target is shrouded in gloom (save ends). While shrouded in gloom, the target takes a -2 penalty to attack rolls and regains only half the normal hit points from healing effects.	
M Shade Strike (necrotic) • At-Will	
Attack: Melee 1 (one enemy shrouded in gloom); +26 vs. AC	
Hit: 4d8 + 13 necrotic damage and the target is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: the dawnkiller teleports up to 3 squares and becomes insubstantial until the start of its next turn.	
Skills: Acrobatics +22, Stealth +22	
Str 20 (+15)	Dex 24 (+17) Wis 18 (+14)
Con 16 (+13)	Int 14 (+12) Cha 11 (+10)
Alignment unaligned Languages Common	
Equipment kukri 2x, leather armor	

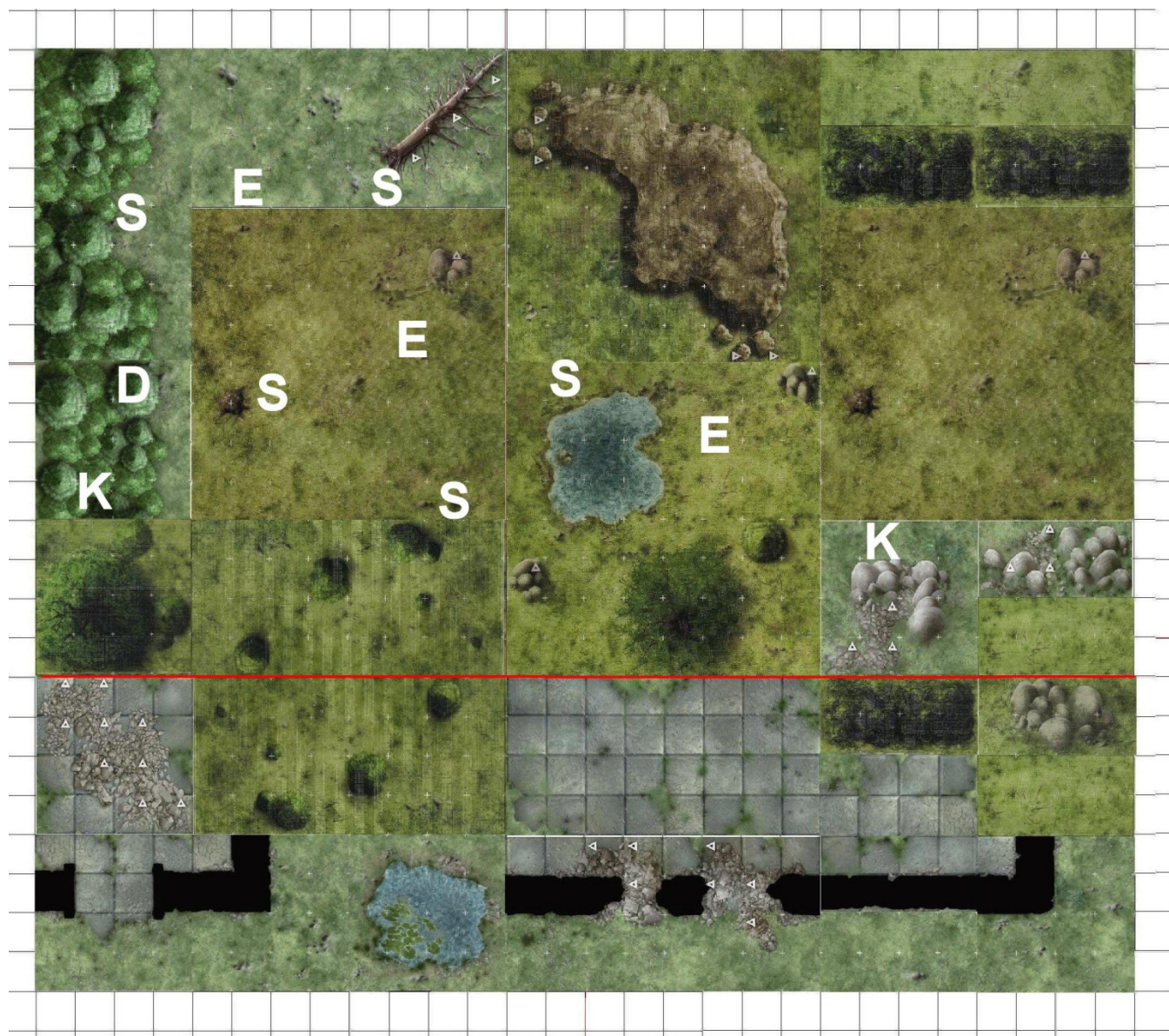
5 Devoted Soldier	Level 20 Minion Soldier
Medium shadow humanoid, shadar-kai	XP 700
HP 1; a missed attack never damages a minion	Initiative +16
AC 36, Fortitude 32, Reflex 29, Will 30	Perception +11
Speed 6	Darkvision
STANDARD ACTIONS	
m Thorn Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 14 damage.	
TRIGGERED ACTIONS	
m Fanatic Devotion • Encounter	
Trigger: An enemy within 7 squares of the soldier hits the ghost talon death dealer and no other soldier has used this power during this turn.	
Effect (Immediate reaction): The soldier charges the triggering enemy. This movement does not provoke opportunity attacks.	
Str 19 (+14)	Dex 17 (+13) Wis 12 (+11)
Con 22 (+16)	Int 10 (+10) Cha 18 (+14)
Alignment unaligned Languages Common	
Equipment club	
Renamed zealot of Arem	



# ENCOUNTER 6: YOU HAVE SEEN TOO MUCH!

## TILE SETS NEEDED

DU4: Sinister Woods x2, DTMS: the Wilderness x2



PCs can be anywhere below the red line

S=devoted soldier, E= ebony initiate, K= shadar-kai dawnkiller, D=ghost talon death dealer

## ENCOUNTER 7: REPORTING IN

**Important NPC:** Rom Belik, the Captain of the City Watch, male human, shade

When the PCs have determined who is to blame, or whom they are going to blame (or only 20 minutes is left in the game slot). The PCs need to report their findings Rom Belik

If the PCs do not go to the City Watch, then they are approached by a group that was simply told the Captain wanted a progress report. If time allows, run the NPCs as frustrated braggarts who saw the investigation as something they should have been running.

*Eventually you make your way to the Captains office. A stern-visage man with dull purple eyes and the pale complexion associated with being a shade awaits you. "Well, who caused his death? Where those interfering Cormyrians behind this? Who was this Marco Autric? Speak up!"*

The questions come fast and furious. The PC's job was to determine who is to blame for the assassination. Remind the players that the amount of proof is **not** equal to what is expected in the real world.

What the PCs tell him is based on both what they found out and what they actually decide to tell him.

Below are examples of how he reacts, you might have to adjust based on what the players say.

If they absolve Cormyr of complicity, he questions it but he can be convinced:

*"Are you sure? What about that sword with the crest?"*

Once the PCs inform him that they believe the sword was actually bought in a shop in Urmlaspyr, he reluctantly gives up the hope that he could blame this all on Cormyr.

*"Well, then, was it the Harpers?"*

If they absolve the Harpers of complicity, he is disappointed. If they admit that there is some indication that a Harper agent was involved, he is pleased.

*Was any citizen of Urmlaspyr involved?*

If the PCs inform him that there is some evidence that suggests Lord Thamalon actually arranged for his own death, or that his murder was caused by some business deal that went wrong.

*"So there was more than one reason to blame those in charge of his guards for his death then."*

If the PCs inform the Captain of any of the following:

- That someone good at disguises or a shapechanger was involved
- The PCs give the Captain the various names used and the similar physical descriptions.
- The PCs could inform the Captain that Lord Thamalon was seen meeting with and paying Marco Autric.
- The PCs show how Lord Thamalon was complicit in his own death.

Then the Captain is impressed with their findings:

*"Perhaps it was not a bad idea to have adventurers investigate this."*

If the PCs also admit that one of the "false" identities was Cormyrian and another claimed to be from Everlund in Luruar:

*"Well then, there is some possibility that those governments were involved, or those pesky Harpers. Good Work!"*

The PCs gain a bonus from the Prince if they give them reason to blame one of their enemies (Cormyr, Harpers, or Myth Drannor) for the death of Lord Thamalon. They also gain the Story Award CORE107 Friend of the Shadovar.

## ENDING THE ENCOUNTER

He is disappointed that the actual assassin appears to have escaped. Note that enterprising PCs might bring back one of those who attacked them in Encounter 6 and claim that person was behind the assassination for some political reason. In that case the Captain is disappointed but still accepts the PCs findings.

The PCs are then given what was bequeathed to them and offered free lodging for the night.

### MILESTONE

This encounter does not count towards a milestone.

### TREASURE

Base gold and a *necorshard* weapon (the murder weapon)  
Bonus for exposing the possible connecting to Cormyr or Harper's is access to Treasure E a *Melegaunt's darkblade*.



## CONCLUDING THE ADVENTURE

The PCs are offered transport out of Sembia either back to Tasseldale (in the same manner they arrived including precautions so that they cannot use the temple teleportation circle later) or passage on the only ship currently in port (it is bound to Scardale, a Sembian controlled Dale).

Eventually the PCs are approached by Muriel, the Harper agent. She is curious about the PCs mission.

If they covered up the possible involvement of a Harper agent, she thanks them. If the PCs did not blame the Harpers they gain the Story Award CORE108 Friend the Harpers.

If the PC mention that the assassin has a habit of using anagrams to create false names, Muriel asks if they could give her a description of a few of the personas used. If the PCs do so a look of concern crosses her face and she blurts out:

***“What the heck was he doing there in the first place?”***

Startled by the information she has let out an indiscreet comment. If pressed she admits to the PCs that the assassin could be a Harper Agent she knows. However, as far as she knew, said agent was supposed to be on his way to Luruar and not in Urmlaspyr or Sembia.

If the PCs inform Muriel or any contacts that they might have within Cormyr or Myth Drannor, about the build-up of Netherese Army in the Shadowfell, the PCs are visited by the ghost of Lord Thamalon:

***“Thank you. By letting those who might attack Urmlaspyr or Sembia know that the defensive force is greater than it appears you have protected the innocents. Too many have already suffered in Urmlaspyr and Sembia, but I could see no other way to avoid another war.***

***When you are in need call on me, I still owe you a life for what you have done” with the ghost fades away.***

The PC has gained the Story Award CORE109: The Last Will and Testament of Thamalon II.

In gratitude for the PCs fulfilling his Will, the ghost of Thamalon interposes himself to save the PC from one critical hit.

Immediate Reaction (No Action)

*Requirement:* The attack on the PC is a critical hit.

*Effect:* The ghost of Thamalon II appears and takes the blow meant for the PC absorbing the damage and any effects.

He can only do this once. The player determines when this award is used. Once used cross this section out.

## REWARDS SUMMARY

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

### EXPERIENCE POINTS AND BASE GOLD

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

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

#### ADVENTURE LEVEL 12

**Minimum Possible XP: 1280 XP**

Keep at least 5 citizens alive: +140 XP

Keep all 10 citizens alive: +140 XP ((in addition to the above reward)

Fulfill the terms of the will: +420 XP

Inform Cormyr or Harpers about the troops: +320 XP

**Maximum Possible XP: 2400 XP**

**Base Gold per PC: 1600 gp**

#### ADVENTURE LEVEL 14

**Minimum Possible XP: 1800 XP**

Keep at least 5 citizens alive: +200 XP

Keep all 10 citizens alive: +200 XP (in addition to the above reward)

Fulfill the terms of the will: +600 XP

Inform Cormyr or Harpers about the troops: +600 XP

**Maximum Possible XP: 3400 XP**

**Base Gold per PC: 2750 gp**

#### ADVENTURE LEVEL 16

**Minimum Possible XP: 2510 XP per PC**

Keep at least 5 citizens alive: +280 XP

Keep all 10 citizens alive: +280 XP (in addition to the above reward)

Fulfill the terms of the will: +840 XP

Inform Cormyr or Harpers about the troops: +840 XP

**Maximum Possible XP: 4750 XP per PC**

**Base Gold per PC: 5500 gp**

#### ADVENTURE LEVEL 18

**Minimum Possible XP: 3600 XP**

Keep at least 5 citizens alive: +400 XP

Keep all 10 citizens alive: +400 XP (in addition to the above reward)

Fulfill the terms of the will: +1200 XP

Inform Cormyr or Harpers about the troops: +1200 XP

**Maximum Possible XP: 6800 XP**

**Base Gold per PC: 11000 gp**

#### ADVENTURE LEVEL 20

**Minimum Possible XP: 5020 XP**

Keep at least 5 citizens alive: +560 XP

Keep all 10 citizens alive: +560 XP (in addition to the above reward)

Fulfill the terms of the will: +1680 XP

Inform Cormyr or Harpers about the troops: +1680 XP

**Maximum Possible XP: 9500 XP**

**Gold per PC: 16500 gp**

## TREASURE

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

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to

spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

#### EACH PC SELECTS ONE OF THE FOLLOWING:

**Treasure A:** *black star pendant +3/+4* (AL12, 14, 16 & 18 +3; AL20 +4)

Found in Encounter 6

**Treasure B:** *lifedrinker weapon +3 / +4* (AL12, 14 & 16 +3; AL 18 & Al 20 +4)

Found in Encounter 6

**Treasure C:** *staff of the traveler +3/+4* (AL12, 14 & 16 +3; AL 18 & Al 20 +4)

Found in Encounter 6

**Treasure D:** *necroshard weapon +3/+4* (AL12, 14 & 16 +3; AL 18 & Al 20 +4)

Found in Encounter 7

**ONLY available if the PCs blamed Cormyr, the Harpers or Myth Drannor:**

**Treasure E:** *Melegaunts darkblade +3/+4* (AL12, 14 & 16 +3; AL 18 & Al 20 +4)

Found in Encounter 7

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* (level 15) plus 0 gp

AL 14: *potion of vitality* (level 15) plus 750 gp

AL 16: *potion of vitality* (level 15)) plus 2,500 gp

AL 18: *potion of cure critical wounds* (level 20) plus 2,000 gp

AL 20: *potion of cure critical wounds* (level 20) plus 6,000 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).

AL12: 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. Note that CORE107 and CORE108 are mutually exclusive. Pass out certificates to the players for their Story Awards.

The PCs gain CORE107 by blaming the death of Lord Thamalon on Cormyr, the Harpers, Myth Drannor or one of those countries allies.

### CORE107 Friend of the Shadovar

By giving the Netherese evidence that either Cormyr or the Harpers were complicit in the assignation of Lord Thamalon, you have gained the favor of Prince Lamorak.

In any future dealings involving a Shade Prince you are viewed favorably by the Netherese (score an automatic success on the first Diplomacy or Bluff check you make during an appropriate encounter, and gain a +2 bonus on any subsequent checks, at the DM's discretion).

The PCs gain CORE108 by NOT blaming the death of Lord Thamalon on Cormyr, the Harpers, Myth Drannor or one of those countries allies.

**CORE108 Friend of the Harpers**

Muriel is impressed with how you covered up the actions of a Harper agent. In any further dealings with the Harpers you will be regarded favorably (you gain a +2 bonus on social skill checks with Harper NPCs, and/or other appropriate benefits at the DM's discretion).

This Story Award counts toward membership in the Harpers. For details, see the *LFR Meta-Organization Guide*.

The PCs gain CORE109 by informing the Harpers, Myth Drannor, and/or Cormyr about the Netherese Army.

**CORE109 Last Will and Testament of Thamalon II**

In gratitude for your fulfilling his last wishes, the ghost of Thamalon interposes himself to save you when your life is on the line. You gain the following single-use power. Void this Story Award when you use the power.

Immediate Interrupt (No Action)

*Trigger:* You suffer a critical hit.

*Effect:* The ghost of Thamalon II appears and intercepts the blow, absorbing all the damage you would have taken from the triggering attack.

## NEW RULES

### **Black Star Pendant** **Level 15+ Rare**

Lvl 15 +3 25,000 gp  
Lvl 20 +4 125,000 gp

Item Slot: Neck

Enhancement Bonus: Fortitude, Reflex, and Will

Property: You gain an item bonus to Stealth checks equal to your item's enhancement bonus. In addition, if you start your turn in darkness, you gain phasing until the end of your turn.

Utility Power - Daily (Minor Action):

Effect: You are insubstantial until the end of your next turn

Source: *Dungeon Magazine* 193

### **Staff of the Traveler** **Level 15+ Uncommon**

Lvl 15 +3 25,000 gp  
Lvl 20 +4 125,000 gp

Implement: Staff

Enhancement: attack rolls and damage rolls

Critical: You teleport 2 squares per plus

Property: When ever you shift , you can instead teleport the number of squares you would have shifted.

Power (Teleportation) - Encounter (Free Action).

Trigger: You teleport using a psionic teleportation power

Effect: You teleport the same number of squares that you teleported using the triggering power

Source: *Player's Handbook* 3 page 212

### **Necroshard Weapon** **Level 15+ Uncommon**

Lvl 15 +3 25,000 gp  
Lvl 20 +4 125,000 gp

Weapon: Any Melee

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d10 necrotic damage per plus

Property: Weapon attacks against living creatures gain a +1 bonus on attack rolls vs. Fortitude

Power (Necrotic) - Daily (Free Action).

Use this power when you hit with the weapon. The target takes an extra 2d8 necrotic damage and is weakened until the end of your next turn.

Source: *Dungeon Magazine* 176 page 37

### **Lifedrinker Weapon** **Level 15+ Uncommon**

Lvl 15 +3 25,000 gp  
Lvl 20 +4 125,000 gp

Weapon: Any Melee

Enhancement Bonus: attack rolls and damage rolls

Critical: 1d6 damage per plus

Property: Whenever you drop an enemy to 0 hit points with a melee attack made with this weapon, you gain 10 temporary hit points

Source: *Players Handbook* pg215, *Dungeon Master's Kit* pg 258

### **Potion of Cure Critical Wounds**

**Level 20 Uncommon**

Consumable: Potion 5,000gp

Power (Healing): Minor Action.

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 3d8 + 20 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Source: *Mordenkainen's Magnificent Emporium* pg 95

### **Potion of Vitality** **Level 15 Common**

Consumable: Potion 1,000gp

Power (Healing): Minor Action.

Effect: Drink this potion and spend a healing surge. Instead of the hit points you normally regain, regain 25 hit points and make one saving throw against an effect that a save can end.

Source: *Player's Handbook* pg255

### **Melegaunt's Darkblade**

**Level 12+ Uncommon**

Lvl 12 +3 13,000 gp  
Lvl 17 +4 65,000 gp

Weapon: Heavy or Light blade

Enhancement Bonus: 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

Source: *Dungeon Magazine* 177 page 80

## 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/CORE0509LFR>

The survey period closes on **01 August 2013**. 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.

If played at a convention, what slot:

Table Number:

DM's Name:

**Question 1: Did the PCs discover that the assassin was possibly a Harper?**

- a. Yes.
- b. No
- c. Never talked to the right people to find out
- d. Ran out of time to discover it.

**Question 2: Who did they tell the Watch Captain was behind the assassination?**

- a. Cormyr
- b. Resistance groups in the city
- c. Harpers
- d. Someone did it for personal reasons (not politically motivated)
- e. Rebel forces within the Netherese army
- f. Lord Thamalon
- g. Other

**Question 3: Who did they believe was behind the assassination?**

- a. Cormyr
- b. Resistance groups in the city
- c. Harpers.
- d. Lord Thamalon
- e. Two or more of the above groups working together.
- f. Netherese Army
- g. Other.

**Question 4: Did the PCs tell anyone about the movement of troops in the Shadowfell?**

- a. Yes, they told the Harpers.
- b. Yes they told people they knew in Cormyr (or other nation opposed to Netheril).
- c. All of the above.
- d. No, they did not tell anyone.
- e. No. They did not have time to finish the adventure
- f. No. They did not survive the adventure

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

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

**Question 6: How do you, the DM, rate this adventure, using the same 5-point scale?**

## DM APPENDIX: THE HARPER AGENT

### BACKGROUND

A Harper agent using the name Marco Autric entered Urmlaspyr. The Harper agent is a changeling and uses many false identities as both a way to gain information from various sources and a way not to get caught. However, he has a habit of using anagrams when coming up with new identities.

The Marco Autric identity background is that of a sailor, one with money and some shady connections.

Cicao Tamurr of Everlund identity background is that of a young man, the youngest son of a wealthy family, who plays at being a merchant and is a bit of a ladies man.

Rocci Maurat identity background is that of a Cormyrian caravan guard, sometimes poor other times well off depending on the needs of the moment. He uses this identity when he wants to appear sympathetic to those either opposing Netheril or those considering opposing Netheril.

Captain Arturo Camci is a new identity created simply to throw doubt about the innocence of the Shadovar in Lord Thamalon's death.

### HOW HE GOT INVOLVED

The Harper became curious about Urmlaspyr under Netherese rule and went there without a formal assignment. (Hence Muriel's not knowing that there is an agent in the city.)

He sets up lodging at the Rocky Seas in the dock area, before changing into Cicao and finding more upscale lodging at the Key & Lock Inn. There he hopes to gauge the attitude of the merchants and general populace. Hearing rumors of possible resistance groups forming he decides to move to the Old Keep Inn (using his Rocci Maurat identity).

He found Lord Thamalon's visiting the various taverns to be a bit odd for a man of his stature. He determined to see if he could make the acquaintance of Lord Thamalon and see what came of it. A cautious relationship on both sides, developed. When Thamalon asked if he knew anyone who did not mind getting his hands dirty the agent could not resist the temptation to offer the Marco Autric identity as a possible prospect. He agreed to arrange a meeting just between the two men (Lord Thamalon and Marco).

Marco was surprised at the mission but the pay offered was significant as was the possible opportunity to know why. (Lord Thamalon lied about the reason, not trusting him completely). Lord Thamalon did inform Marco that, in order to insure his (Marco's) escape from blame Lord Thamalon wanted to lay some false trails.

Lord Thamalon supplied the name Casadryn Baen as a likely source for a weapon or item that might implicate Cormyr. He also supplied the necroshard gem to be implanted in the weapon. To insure Marco's escape they planned carefully. Marco had the means to teleport short distances (ten squares). The plan then was for Marco to teleport from the room to the top of the wall and from there to the top of the house next door. Marco could then gain access through the roof to the house and use a scroll provided by Lord Thamalon that would transport Marco to the Shadowfell. Once the plan was in place, Lord Thamalon quietly bought the house next door to his residence.

## DM APPENDIX: WORKING OUT THE CLUES

Below is a break out of the various clues by what they point toward.

### Connecting the identities:

- Similar appearance between Cicao Tamurr and Rocci Maurat (height, weight, eye color)
- Captain Arturo Camci basic characteristics (height, weight) the same as the above, race different
- Marco, Cicao and Rocci all wear grey leathers, just different colored cloaks.
- Names are anagrams
- Cicao arranged the disturbance that kept the guards from hearing the murder.
- Rocci's possession of the Netherese uniform implies his involvement in the plot
- Marco's possession of the weapon that Arturo/Rocci bought
- Marco, Cicao & Rocci all wore a tarnished cloak pin that no one that saw it seems to agree on what it was (disguised Harper pin)

### Clues to go to the Shadowfell:

- Remnants of ritual scroll (Encounter 2A)
- Mellen brothers mention that their friend, Cicao, was interested in the Shadow Caravans.
- Journal entries mentioning Claut Meltan (who resides in Fellkirk in the Shadowfell) regarding confiding to her about "Threats"
- Discussion with Del Cordian (Shadow Caravan Master) regarding the trips Lord Thamalon took
- Del Cordian confirms Cicao's interest in the Shadowfell

### Clues to Lord Thamalon's involvement:

- Purchase of the house next door
- His handwriting on paper in Rocci's room and the name on that paper being that of the woman that appears to have sold the sword to a conspirator to the murder.
- Lord Thamalon wrote a letter of recommendation for a wizard who may have enchanted the murder weapon, insuring the wizard had transport out of the city
- Stolen uniform found in Rocci' Maurat's room links him to the murder weapon.
- Meetings with assassin in the Rocky Seas Tavern, paying Marco for something & handing him a scroll case
- Journal entry: apparent misinformation regarding talking to Claut about threats
- Journal entry implicating that R. M. (Rocci Maurat) was helping him



# PLAYER'S HANDOUT 1: MEETING WITH A FRIEND

Because of your standing within the Harpers (either as a member or a friend), a contact you know arranges a private meeting.

After exchanging a few pleasantries, your contact, Muriel a female human, proceeds to tell you the following:

- The Lord High Governor of Sembia, Thamalon Uskevern II, was assassinated recently.
- Apparently you along with a few others (She names the other PCs in your group) are beneficiaries of a sort in his will.
- According to his last will and testament the group of you is to investigate his death to determine the party responsible.
- You get your “inheritance” upon completion of this task.
- The Netherese seem strangely eager to have you look into this-we fear a trap of some kind.
- She expects the Shadovar to contact you very soon.
- She does not know how much you are to receive.
- She also has no idea who assassinated Lord Thamalon.

General information about Thamalon II:

- Thamalon Uskevern II was the Lord High Governor of Sembia. He had served in that post for over a century.
- He was the first of the merchant princes of Sembia to ally with the Netherese.
- They rewarded his service and adoption of their way of life by transforming him into a shade, hence his long reign.

## PLAYER'S HANDOUT 2: STARTING INFORMATION

### Who was Thamalon?

- Thamalon Uskevern II was the Lord High Governor of Sembia. He had served in that post for over a century.
- The first of the merchant princes of Sembia to ally with the Netherese.
- They rewarded his service and adoption of their way of life by transforming him into a shade-hence his long reign.
- He died in Urmlaspyr, once a free city but recently (at whose request) placed under the control of the Netherese.
- He was in the city to help with the transfer of government

### Basic information regarding his murder

- Thamalon was killed in the early evening 3 days ago
- Attempts to return him to life have failed (this is not unusual-Shar may have decided to reward him).
- He was in his study at the time.
- The servants saw someone enter but no one saw anyone leave.
- The butler did not get a name; he believed the person was a messenger. The man worn grey and was about 5'10".
- The guards were dealing with a rowdy group of drunks who insisted the building was a festhall and they wanted to be entertained.
- He was found dead afterwards.
- The corpse has been transported to Selgaunt for the state funeral.
- His request for your involvement into the investigation was not immediately known.
- Sgt. Hakan did most of the investigating done before the Will was read.
- Sgt. Casele was promoted after the prince questioned Sgt. Mabro regarding how the Sgt. let this happen. The Prince was not impressed by his answers and the Sgt. did not survive the questioning. (Casele's squad was off duty when the murder occurred).
- The weapon used was left in the body. The weapon is at the residence.
- There guards were not aware of any recent threats against the Governor.

### RESULTS FROM SPEAK WITH DEAD RITUAL:

Before sending the body on for the funeral an attempt at Speak with Dead was made. The questions they asked and the answers are below.

Who killed you?

*I knew him as Marco Autric.*

How well did you know him?

*He was a recent acquaintance.*

Why did he kill you?

*For money and political reasons.*

Sergeant Hakan has not yet been able to determine who Marco Autric is.

## PLAYER'S HANDOUT 3: JOURNAL ENTRIES

Lord Thamalon's Journal is a collection of thoughts about issues or problems at hand rather than a day-to-day recounting of what was to be done. After studying the Journal and his appointment book the following entries may be helpful in discovering leads:

*Not all here are happy with the decision-need to find replacements for current guildmasters*

*Regretfully number of incidences is not decreasing-this is not making the situation any easier*

*Not happy with supply routes, perhaps trip to Saerloon will show alternatives (shortly before first Shadow Caravan trip)*

*Stop in Fellkirk was informative. Madam Meltan agrees but the way ahead is murky*

*Increasing my visibility in Trade Quarter - respect shall be granted I am not afraid of them*

*Need to find a solution-too many innocents die-no matter how long they have been separate they are still Sembians.*

*Threats are every where-but not unexpected*

*Conditions near quarantine area worsening-do we need more troops or more competent priests? How many military losses before the Prince becomes involved?*

*Not so sure of friends at Lock & Key-think I was followed after leaving there...guard need to be more alert*

*Council now stable...but danger seems increasing*

*Before second trip: Another shadow incident on the harbor already fewer ships are docking -must explore more routes with Shadow Caravan how can we avoid rationing?*

*Confided in Claut Meltan regarding death threats her council helpful (post second trip with a Shadow Caravan).*

*Rumors of a resistance group are growing Old Keep Inn-can that be the center of the brewing rebellion?*

*Trust is difficult-history makes fools of us all.*

*Found like minded patriot-R. M.*

*Claut has helped, but it might not be enough, the numbers are still increasing---Duty can be a hard taskmaster (after third trip).*

*Situation has not been resolved. How can I help the people? Belief and trust do not mix well with politics.*

*R. M. found the perfect tool. Transport arranged bargain worth it. Time to do what must be done.*

*My work here is almost done, must consider suggestions for City Governor.*

## DUNGEONS & DRAGONS<sup>®</sup>

### LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM

**CORE5~ 9 LAST TESTAMENT**

#### **CORE107 Friend of the Shadovar**

By giving the Netherese evidence that either Cormyr or the Harpers were complicit in the assignation of Lord Thamalon, you have gained the favor of Prince Lamorak.

In any future dealings involving a Shade Prince you are viewed favorably by the Netherese (score an automatic success on the first Diplomacy or Bluff check you make during an appropriate encounter, and gain a +2 bonus on any subsequent checks, at the DM's discretion).

#### **CORE108 Friend of the Harpers**

Muriel is impressed with how you covered up the actions of a Harper agent. In any further dealings with the Harpers you will be regarded favorably (you gain a +2 bonus on social skill checks with Harper NPCs, and/or other appropriate benefits at the DM's discretion).

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In gratitude for your fulfilling his last wishes, the ghost of Thamalon interposes himself to save you when your life is on the line. You gain the following single-use power. Void this Story Award when you use the power.

**Immediate Interrupt (No Action)**

**Trigger:** You suffer a critical hit.

**Effect:** The ghost of Thamalon II appears and intercepts the blow, absorbing all the damage you would have taken from the triggering attack.

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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.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

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