

SECRETS AND SHADOWS

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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Following a secret meeting with the high priests of Selûne, a recently obtained artifact, the *Last Grasp of Shadowbane*, has vanished. With its hunger to conquer shadow creatures, the weapon could forever change the balance of power in Netheril. Someone is needed to locate the artifact and ensure that it is used for the purpose it was intended. A *Living Forgotten Realms* adventure set in Netheril for characters of the Paragon tier (levels 11-20). This adventure is the first part of the *Sand and Shadows* Major Quest, which continues in NETH3-2 and concludes in NETH3-3. We strongly recommend that you play these three adventures in order, with the same character, if at all possible.

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Paragon tier of play (levels 11-20).

Any character of the appropriate tier may play the adventure, 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 role-playing encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players

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

LASTING EFFECTS

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

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

This adventure takes place following the events in the *Bane of Shadows* trilogy started in *CORE1-10 Dancing Shadows*, continued in *CORE1-12 Songs of the Heart*, and concluded in *CORE1-15 Where Dragons Die*. In the *Bane of Shadows* trilogy, Dernan Moonbrow, a Silverstar (priest) of Selûne (goddess of the moon), was on a quest to seek *Last Grasp of Shadowbane*. *Shadowbane* is a legendary weapon created many millennia ago during the dragon wars, which was used in particular to slay shadow dragons bent on domination at the time. When the wars ended, the weapon no longer had any use, and its final location was lost to the passage of time.

Dernan learned that the artifact was located at The Well of Dragons, once the last resting place of all dragons. An adventuring party under Dernan's employ retrieved the artifact. Dernan returned to the Temple of Selûne in Waterdeep where he presented the artifact to the high priests.

Recently, Azaryth, an old man, arrived in Waterdeep astride a great silver dragon. In a secret meeting with the high priests of the temple, Azaryth brought news of a grave prophecy foretelling the doom of Faerûn. In response to the forewarned threat, the priests agreed to send *Last Grasp of Shadowbane* back

with Azaryth to a secret temple in the Star Mounts to safeguard it until needed.

Ever since *Last Grasp of Shadowbane* was whisked away, Dernan Moonbrow has been quietly plotting to get it back. While the artifact was briefly in Dernan's possession (see *CORE1-15*), it dominated him and made it known that it desired to go into battle against the Shadovar, the most prevalent modern shadow threat. The artifact's mission became Dernan's obsession.

Following rumors surrounding the secret meeting and talk of a recently unearthed artifact, a group of Bedine nomads known as the Sand Kings, vicious rebels against Netherese dominance of the region, sought Dernan. Knowing that Dernan was involved in the original recovery of *Shadowbane*, the Sand Kings hoped to negotiate release of the weapon to aid the Sand Kings in their fight against the Netherese. To their dismay, the artifact had already been spirited away by the Selûnites to a secret location.

The Sand Kings and Dernan immediately started planning an expedition to recover the artifact. Having good results with adventuring parties in his original quest to obtain the artifact, Dernan suggested hiring a similar group to lead the expedition.

DM'S INTRODUCTION

Before you start the game find out if any of the PCs have the following story awards that may affect the progression of the adventure:

- Story awards that indicate favor with Dernan Moonbrow, such as **CORE19 Favor of Dernan** from *CORE1-10*.
- Story awards that indicate favor or disfavor with the Temple of Selûne, such as **CORE29 Mixed Blessings** from *CORE1-15*, **CORE30 Wrath of the Moon** from *CORE1-15*, or **WATE05 Favor of House of the Moon** from *WATE1-2 Dark Secrets of Downshadow*.
- Story awards that indicate favor or disfavor with the Sand Kings, such as **ADAP09 Kings of the Sand** from *ADAP2-2 The Spiral Gate*.
- Story awards that indicate favor or disfavor with the Empire of Netheril and/or followers of Shar, such as any story award that grants a Shade Coin (such as **ADAP10 Gratitude of Netheril** from *ADAP2-2* or **CORE02 Shade Coin** from *CORE1-1*) or such as **CORE15** from *CORE1-8*).
- Favors or disfavors pertaining to the PC's standing in the city of Waterdeep, such as **WATE23 Heroes of Waterdeep** from *WATE2-3 Noble Dangers*.

The adventure starts when the PCs are approached by Dernan Moonbrow, who requests a meeting to discuss a quest to locate and retrieve *Last Grasp of Shadowbane*, an artifact capable of destroying shadow creatures.

Through research in the temple archives and with the help of an elderly druid, the PCs follow a trail of clues that leads them to the base of the Star Mounts where they face a group of treant guardians charged with protecting the safest pass up the mountain.

At the Temple of the Near Moon on the highest peak, the PCs meet with the temple guardian, Azaryth, and angels of Selûne to negotiate the weapon's release. Failing negotiations, the PCs may resort to obtaining the weapon through force.

After gaining the artifact, Shadovar agents arrive to steal it away in the hopes that it can be permanently destroyed by the Shade Princes that sent them.

NOTE: The artifact *Last Grasp of Shadowbane* is often referred to in this adventure as just *Shadowbane*.

SHADOWBANE

Some encounters have boxed text that looks like this. Read this text for information on how *Shadowbane* interacts with Dernan or the PC who wields the sword. Text specific to Dernan is only relevant if Dernan travels with the PCs. If he remains in Waterdeep, ignore any text directed specifically at Dernan.

PLAYER'S INTRODUCTION

This adventure begins as the PCs are visiting the city of Waterdeep for their own reasons. They may have recently completed another adventure in Waterdeep, or for those who call this region home, perhaps they are returning after some time on the road.

For PCs with either story award CORE19 or CORE29, read or paraphrase the following:

You are going about your own business in the city of Waterdeep when a feeling of déjà vu overcomes you. Suddenly an image forms in your mind and you see the face of Dernan Moonbrow, the Silverstar of Selûne whom you recently helped to recover the artifact Last Grasp of Shadowbane from the Well of Dragons. As you are remembering the quest to retrieve the sword for Dernan, his voice speaks to you in your mind:

"The Last Grasp of Shadowbane has vanished and there is an urgent need for it! Meet me at Pilgrims' Rest tonight!"

After the brief message is delivered, the image of Dernan fades from your mind and you are left to contemplate the implications.

For PCs with the story award CORE30, read or paraphrase the following:

You are going about your own business in the city of Waterdeep when a human priest of Selûne approaches you from out of the crowd. Quickly, and with apparent urgency, the man gains your attention.

"At last, someone who is not afraid to stand against the authority of my order." He surveys the area briefly as if to make sure no one is spying and then continues. "There isn't much time. A great weapon is urgently needed to aid in the battle against the Netherese, but my superiors have seen fit to spirit it away from those who would use it for the purpose it was created. My employer will pay handsomely for your assistance in rescuing the weapon for use by his oppressed people. Meet me tonight at Pilgrims' Rest and I will explain everything."

The man looks over his shoulder as if he has been spotted and then quickly disappears into the crowd.

For PCs without any of the three listed story awards, read or paraphrase the following:

You are going about your own business in the city of Waterdeep when a human priest of Selûne approaches you from out of the crowd. Quickly, and with apparent urgency, the man gains your attention.

"At last, here is a worthy adventurer who can help me." He surveys the area briefly as if to make sure no one is spying and then continues. "There isn't much time. A great weapon is urgently needed to aid in the battle against the Netherese, but my superiors have seen fit to spirit it away from those who would use it for the purpose it was created. My employer will pay handsomely for your assistance in rescuing the weapon for use by his oppressed people. Meet me tonight at Pilgrims' Rest and I will explain everything."

The man looks over his shoulder as if he has been spotted and then quickly disappears into the crowd.

Pilgrims' Rest is an inn located in the Sea Ward in the triangular northwestern angle of the intersection of Diamond Street and Satchel Alley. This is the humblest of Sea Ward's inns and the cheapest. It's usually crammed with faithful worshippers who have come to the city to visit one of the temples (hence its name). The PCs can get directions by asking around.

If the PCs decide to meet with Dernan at Pilgrims' Rest then proceed to Encounter 1; otherwise the adventure is over.

ENCOUNTER 1: A VITAL TASK

SETUP

Dernan Moonbrow, Silverstar of Selûne, human male.

The PCs arrive at Pilgrims' Rest that evening to meet with Dernan Moonbrow.

Dernan Moonbrow: Dernan is a small man with blonde hair and deep blue eyes. He is in his mid-late twenties. He wears robes associated with clerics of Selûne. Around his neck, attached to a silver chain, is a holy symbol of Selûne.

Dernan is a loyal servant of the Moonmaiden who has recently become disillusioned by the temple's actions. He should be portrayed as an individual with a strong moral compass who borders on the fanatical about fighting the forces of shadow. PCs who have worked with Dernan before notice he no longer appears to be withdrawn, nervous, or frightened. Now he is confident, assertive, and intensely focused.

You arrive amidst an outbreak of activity in the lobby of the inn. Numerous disgruntled patrons are gathered here en masse. They are clearly upset about something – some to the point that they are leaving the inn with luggage in hand. It is difficult to tell exactly what is causing the commotion, but it seems to have something to do with the Temple of Selûne.

Before the PCs even get a chance to discern what is happening, they are solicited by one of the inn's employees who asks if they need a room. He assures them that they have plenty of vacancies. Even if they politely refuse, the employee continues to banter about reduced rates, the quality of the rooms, the fine food, outstanding service, etc. A sterner refusal finally sends the employee off in search of someone with less sales resistance.

If the PCs scan the room they do not spot Dernan among the people present. However, as they listen to the conversations they can learn the following information:

- The people are upset because they've come to visit or worship at the Temple of Selûne, but have been refused entry.
- After waiting for several days or even weeks in some cases, some people are giving up and are leaving for their hometowns.
- All the trouble seems to have started after some great conference of High Priests.

- Someone in the crowd says something about a dragon, but what that has to do with the situation is unknown.

While the PCs listen to the crowd, Dernan comes down an open stairway at the back of the lobby. His obvious Selûnite clothing causes the crowd to quiet and turn their attention to him. He is suddenly bombarded with a flurry of questions about the temple, but the specifics are hard to make out. Dernan motions them to quiet down and then he simply says that he understands their feelings and he shares their pain. He assures them that he is doing all he can to change things. This momentarily calms the crowd and Dernan is allowed to pass through. Dernan finds the PCs and instructs them to follow him.

Dernan leads the PCs up the stairway to the second floor. If any PCs do not know him by name, he introduces himself as they enter his private room.

“Thank you for your willingness to come to my aid. I fear that my superiors in the Church are taking the will of Our Lady of Silver into their own hands, and their misguided efforts may spell doom for us all.

“After I retrieved the Last Grasp of Shadowbane from the Well of Dragons, I sought guidance as to how to best use this tool to fight the forces of shadow. I was guided here, to the temple of the Moonmaiden. I thought that the silverstars here would assist me in putting the powerful artifact to work, but instead they insisted that Shadowbane was too precious to risk “in the field of battle”.

“Since that time, the Last Grasp of Shadowbane has been calling me to release it from what it considers its new prison. A weapon of this nature should not be bound and saved for a future threat; we have threats now that call for its use. Parts of this land have long languished under the thumb of the Netherese, whose dark, oppressive rule spreads like a cancer throughout the region. The tendrils of their evil will soon reach into the surrounding lands and threaten to engulf all of Faer ŷn.

“I implore you to help me free Shadowbane so that it can be put into the hands of those who would use it against the Netherese and make Toril safe against the shadows once more!”

Dernan is able to provide the following further information:

- An old man riding a silver dragon flew to Waterdeep several weeks ago. The silver dragon stayed outside the walls because of Ahgrairon's Dragon Ward, but the rider was given a special

audience with the highest ranking priests of Selûne at the House of the Moon.

- Other Silverstars were not allowed to attend and as yet have not been given any details on what transpired there.
- After the meeting, the temple was shut down and all activities were suddenly shrouded in secrecy.
- That evening, the rider and dragon left Waterdeep heading east. Dernan senses that the weapon went with them.
- Dernan came to the realization that he needed to get the weapon back. However, not wanting to alert suspicion, he didn't dig too deeply into the matter.

If none of the PCs are acquainted with Dernan and have not participated in the *Bane of Shadows* major quest, they'll still be in the dark about what the artifact is and how it was obtained in the first place. If anyone asks for that information, Dernan relays the following details:

- The artifact, known as *Last Grasp of Shadowbane*, is a legendary weapon created many millennia ago during the dragon wars that was used in particular to slay shadow dragons bent on domination at the time. When the wars ended, the weapon no longer had any use, and its final location became obscured in time.
- Dernan visited the ruins of Spellgard, seeking answers from Lady Saharel, a powerful undead oracle. He learned that the artifact was located at the Well of Dragons, once the last resting place of all dragons.
- An adventuring party under Dernan's employ was able to retrieve the artifact and place it into Dernan's possession.
- Dernan returned to the Temple of Selûne in Waterdeep where he turned the artifact over to Jhessail Eveningfall, the high priest of the temple.
- Dernan does have a group he intends to work with to make use of *Shadowbane* against the Netherese. He is reluctant to reveal this group at first, but if pressed admits that he intends to work with the Sand Kings.
- The Sand Kings are a group of Bedine human tribesmen who oppose Netherese occupation of their ancestral lands.
- If asked, he admits that their methods tend to be of a direct and ruthless nature, but they come recommended by *Shadowbane*, and few groups have more vitriol for the Netherese and their Shadovar agents.

It is now time for the PCs to decide on a course of action. Their goal is clear, but no one yet knows how they take the first step to achieving that goal. The PCs need to figure out the location of the artifact.

Dernan can provide the following additional information to assist in deciding how to proceed:

- It was Jhessail Eveningfall's encouragement that led Dernan on a quest to seek *Last Grasp of Shadowbane*. He believes he could arrange a meeting with her, but he doubts that she will be cooperative. It angers Dernan that he so naively relinquished the weapon to her.
- Activity at the Temple of Selûne has all but shut down since the secret meeting of the high priests. Gaining access of any kind may be impossible.
- Few, if any, Selûnites in the direct employ of the Temple would be in favor of their mission. Revealing their true intentions to anyone could put their objectives at risk.
- The temple has extensive archives of church documents going back hundreds of years, but access is only granted by special permission. Dernan received access when he was doing research that led him to the discovery of *Last Grasp of Shadowbane*.
- If the PCs are at a loss on how to proceed, Dernan says that they should visit the temple archives. Although the location is secret, he believes there must be some record of its existence and that the archives would be the place to find that information. He also suggests a pretense of hunting for more information on items that could be used to fight the Shadovar.

What *Last Grasp of Shadowbane* has imparted to Dernan:

- The priests were given a prophecy by Selûne that caused great concern. In response, they took it upon themselves to send *Shadowbane* into hiding until they could call upon it to fulfill some task in relation to the prophecy. It was not a decision *Shadowbane* agreed with and it was definitely not a directive from Selûne herself.
- *Shadowbane* is locked away in a secluded place built before the Spellplague; a secret location that has strong ties to the order of Selûne.
- *Shadowbane* is being held against its will.
- In *Shadowbane's* weakened state it is unable to teleport itself out of captivity.
- At the current time, *Shadowbane* is unable to report its exact location to Dernan or explain why it is unable to do so.

The PCs have 3 basic options for proceeding:

- **Option 1:** The PCs can confront the High Priestess, Jhessail Eveningfall, and ask where the artifact is. Dernan is against this option, as he has tried this on his own and does not believe that Jhessail is open to negotiation in this regard; he recommends Option 2 instead if the PCs insist on speaking to Jhessail. If the PCs persist, proceed to Encounter 2, Scene 1.
- **Option 2:** The PCs can ask the High Priestess, Jhessail Eveningfall, for permission to enter the archives. Dernan suggests that they go in under the pretense that they are doing more research to find other relics or artifacts that might help in the war against the Shadovar. If some of the PCs previously helped Dernan recover *Shadowbane* then he is even more confident of this approach. However, if any of the PCs have the story award **CORE30 Wrath of the Moon** or any other disfavor with the Church of Selûne, Dernan discourages them from coming along to meet with Jhessail. If they choose this option, proceed to Encounter 2, Scene 2.
- **Option 3:** If the PCs are unwilling to speak with Jhessail (or if they're previously incurred the wrath of the Lady of Silver's faithful), they can instead sneak into the temple archives. This is risky, but if the PCs propose it, Dernan agrees to the plan. If most of the PCs have the story award **CORE30 Wrath of the Moon** or another disfavor with the Church of Selûne, he says that he believes this is their best course of action. If they choose this option, proceed to Encounter 2, Scene 2.

It is, as always, possible that the players come up with something entirely different. If this is the case, improvise. A path that the DM deems to be less difficult should require two successes before moving on to Encounter 2, Scene 3, and a more difficult path should require no more than four successes before moving on. The research doesn't necessarily have to be in the Temple; PCs who know sages or other persons of knowledge in Waterdeep from story awards can use of their connections.

ENDING THE ENCOUNTER

The encounter ends when the PCs decide on a course action and depart. Proceed with Encounter 2.

If the PCs indicate that they wish to proceed without Dernan, they may do so; Dernan informs the PCs that he remains at the Pilgrims' Rest as long as the PCs are in town, and then departs to meet his contacts

from the Sand Kings in the Sembian free city of Urmlaspyr. He gives them a piece of parchment with directions.

MILESTONE

This encounter does NOT count toward a milestone.

TREASURE

For completing the task, Dernan promises the PCs 800 / 1375 / 2750 / 5500 / 8250 gp each and the use of the Sand Kings's resources in future battles against the Netherese.

ENCOUNTER 2: WHERE IS THE ARTIFACT HIDDEN?

SKILL CHALLENGE, COMPLEXITY 3 (2100/3000/4200/6000/8400 XP)

SETUP

This encounter represents the non-combat actions that the PCs perform in an attempt to discover the location of *Last Grasp of Shadowbane*. There are roughly 3 phases to this encounter:

- Gain access to the temple archives.
- Research the temple archives.
- Travel to the location found in the archives.

As the PCs begin this encounter, they might believe that they have the liberty of taking their time in locating and freeing the weapon. However, as they proceed they come to realize that they are not the only ones looking for the artifact and that urgency is warranted. Failure to complete this skill challenge results in the Shadovar agents reaching the Temple of the Near Moon before the PCs do.

SKILL CHALLENGE: HIDDEN ARTIFACT

Goal: The PCs have to find the location of *Last Grasp of Shadowbane*, and get there before the Netherese do.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Varies.

Other Skills: Varies.

Victory: The PCs arrive at the Temple of the Near Moon ahead of the Shadovar and have time to negotiate for the weapon's release. Proceed to Encounter 4A.

Defeat: The PCs arrive at the Temple of the Near Moon after the Shadovar. They face a powerful force of shadow creatures that have already laid waste to the temple and are preparing to take the artifact for their own. Proceed to Encounter 4B.

The skill challenge is broken down into multiple scenes with branching options. Some scenes are comprised solely of role-playing and require no skill checks to advance the encounter. Begin with Scene 1. Text in each scene describes how to proceed to the next appropriate scene based on the outcome and/or choices made.

Each scene in the skill challenge brings the PCs one step closer to finding the Temple of the Near Moon where the artifact is being held captive. One location features a tactical combat encounter; so you must temporarily leave this encounter to run Encounter 3.

Throughout the skill challenge, the PCs may use a variety of skills other than the example skills that are provided in each scene. You should feel free to improvise as much as needed. If something seems plausible, use the moderate DCs. If something seems unlikely or difficult, use the hard DCs. If the characters come up with a particularly brilliant plan, you can use the easy DCs or just allow it to succeed.

SCENE 1: MEETING WITH HIGH PRIESTESS (2 SUCCESSES)

Important NPCs:

Jhessail Eveningfall, High Priestess of temple of Selûne, half moon elf female.

Rahyn, Silverstar of Selûne, genesai female.

The PCs can meet with Jhessail with Dernan's help. Dernan arranges the meeting and return to the temple with the PCs later the same day.

The Temple of Selûne, located in the Sea Ward, is more commonly known as the House of the Moon. It is a large, majestic structure. It is usually a more open and welcoming place, but all the windows and doors are closed and temple guards are posted at the main entrance. When the PCs arrive at the temple, the temple guards usher them inside. Read or paraphrase the following:

The guards escort you into the temple vestibule. The area, which is normally bustling with activity, is utterly vacant. After a few moments of waiting, the doors open and a tall, elegant woman dressed in robes of blue and silver enters. Beside her comes a large, muscular watersoul genesai also dressed in clerical robes.

The woman inspects you before resting her gaze on Dernan. "This is certainly not the best time to entertain visitors, Dernan. Didn't I order you to take a sabbatical?"

"A suggestion," Dernan responds.

"One that was taken lightly, I see. No matter. What have you come for? And be quick about it."

Jhessail: The silver hair and the lime green eyes of this woman proclaim her moon elf heritage. The beautiful half-elf is dressed in robes of blue and silver. Her holy symbol and the moon-head mace at her waist indicate she is a priestess of Selûne.

Rayhn: A large, muscular female watersoul genasi with angry green skin and deep blue lines of energy coursing throughout her body.

Depending on the PCs goals, run the appropriate section below. If the characters ask point-blank for the location of the artifact, run Option 1. If they want to gain access to the archives, run Option 2.

OPTION 1: ASK FOR INFORMATION

Jhessail does not reveal anything in regards to the whereabouts of the artifact. She does not outright deny anything, including the fact that the sword is no longer

in Waterdeep, but she won't give specifics either. If the PCs have favors granting them the good will of the Temple, she declines their requests for direct information more kindly. Some things she might say to placate Dernan and the PCs are as follows:

- She thanks Dernan and any PCs involved in obtaining the artifact for their participation in the venture.
- The sword is safely in their possession and they need not concern themselves with it.
- She says that important discussions are currently underway with the high priests of Selûne from many regions in Faerun. All members of the order are eventually filled in on the details, but that time has not come yet.
- She anticipates that the temple re-opens soon and that there is no cause for concern.

If the PCs accept her answers and try to gain access to the temple archives instead, proceed to Option 2.

If the PCs persist in trying to learn more, or if they resort to intimidation, Jhessail ends the meeting. At that point she'll order Dernan and any PC clerics of Selûne to take a sabbatical and tell them to make sure they take it far from Waterdeep. She'll then tell Silverstar Rayhn to escort them out. At this point, the PCs have no choice but to try to sneak into the temple if they want the information. If the PCs are willing to do this, proceed to Scene 2.

If the PCs are escorted out, they cannot attempt Option 2. They are denied another meeting with Jhessail and cannot gain approved access to the archives.

OPTION 2: ASK FOR TEMPLE ARCHIVE ACCESS

If any of the PCs have the story award CORE29 and/or WATE23 (or a story award of similar impact), apply an automatic success to the scene. A character with both gains automatic access, or removes the effects of one disfavor with the church of Selûne. Characters with WATE05 (or a story award of similar impact) gain a +2 bonus on any interaction with Jhessail.

For every two PCs (round up) that has the story award CORE30 Wrath of the Moon or another disfavor of the Church of Selûne, apply an automatic failure to the scene.

Members of the Heirs of Mirt meta-organization gain a +2 bonus to social checks.

Arcana, History or Religion [Moderate DC] (1 success; 1 maximum)

The character uses his or her knowledge about artifacts to argue they are the right person to search the archives for more artifacts.

Bluff [Easy DC] (group check from those present; 1 success)

The character needs to think of a convincing reason to gain access to the archives without revealing their interest in *Shadowbane*. If the characters fail the check, they are more thoroughly interrogated about the reasons. A good lie or smooth words help them recover. If a character succeeds at a Hard DC check, one individual failure in the group check is removed.

Diplomacy [Moderate DC] (1 success)

Good etiquette and calm reasoning is a great boon when dealing with Jhessail. Simply giving a good reason is not enough to gain access. The characters need to offer something that the temple stands to gain or at least not to lose, whether a simple promise to deliver any found artifacts, not to use it for evil or a sizable donation to the temple.

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

Jhessail is a calm polite woman who respects the same kind of behavior in others. She feels a bit indebted to Dernan, and possibly the PCs, for recovering *Shadowbane* and the good it did to the church. As long as the characters are subtle about it, they can use that to their advantage. A successful check provides everybody with a +2 bonus on any social check in the scene.

ENDING THE SCENE

Success: Once the PCs obtain two successes in this scene, Jhessail allows the PCs supervised access to the temple archives; she insists that Silverstar Rahyne and two temple guards accompany them. Proceed to Scene 3.

Failure: The PCs can abandon this path any time, or are forced to do so after three failures. Either way, they are denied access to the temple archives. At this point, if the PCs do not yet have three failures, they may attempt to break into the archives. If they don't realize this, Dernan suggests it. Proceed to Scene 2.

If the PCs have reached three failures for the Encounter 2 as a whole, they still need to proceed with the skill challenge. If they fail to gain access to the archives at all, or do not gain the required information from other sources in Waterdeep, *Last Grasp of*

Shadowbane eventually makes itself known to the PC with whom it has the greatest affinity (see Appendix 1) and calls to that PC to assist it.

This PC is able to use the artifact's summons as a beacon to guide the party to the Temple of the Near Moon. The party must still face the defenders of the grove, and climb the slopes of the mountains. They arrive at the Temple of the Near Moon after the Shadovar, facing a powerful force of shadow creatures who have already laid waste to the temple and are preparing to take the artifact for their own. Proceed to Encounter 3 and follow it with Encounter 4B.

SCENE 2: BREAK INTO TEMPLE ARCHIVES (2 SUCCESSES)

Run this part only if the PCs attempt to sneak into the temple archives. If they have been granted permission to be there or Rayhn is assisting them, go directly to Scene 3.

The PCs must approach and enter the temple undetected or making the appearance that they belong there. Once inside, they must break the seals that protect the archive door without raising an alarm. If one check fails, characters with WATE05 or WATE23 (or a story award of similar impact) can remove that failure once and reroll the check.

Skill checks related to sneaking into and moving about inside the temple undetected:

Bluff or Stealth [Moderate DC] (group check from those present; 1 success)

It takes skill to get at the temple libraries unnoticed, whether through a skillful disguise or by sneaking through the corridors. Characters that succeed at the Hard DC can turn an individual failure into a success. Characters that are members of the clergy of Selûne (use your judgment) make the check against the Easy DC instead.

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

The characters gain a +2 bonus to Bluff checks during this scene.

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

A successful Perception check gives all PCs a +2 bonus to Stealth checks in this scene.

Skill checks related to breaking into the sealed temple archives:

Arcana or Thievery [Moderate DC] (1 success)

Whether through arcane knowledge or the art of thievery the character disables the wards and bypasses the locks without triggering an alarm. If the check fails, a Hard DC Bluff or Stealth check allows the characters to turn it into a success instead.

ENDING THE SCENE

The PCs get to the temple archives entrance without being spotted and are able to break in undetected.

Success: Once the PCs obtain two successes in this scene, they gain access to the temple archives; proceed with Scene 3.

Failure: If the PCs have reached three failures for Encounter 2 as a whole, they are spotted by temple guards and an alarm is raised. Allow the PCs to escape, but they cannot make another attempt without being caught. The characters can try alternative investigations in the city, but it is time consuming, and failures are not counted anymore. If even that fails, *Last Grasp of Shadowbane* makes itself known to the PC with whom it has the greatest affinity (see Appendix 1) and calls to that PC to assist it.

This PC is able to use the artifact's summons as a beacon to guide the party to the Temple of the Near Moon. They still face difficulty scaling the Star Mounts, and the party must still face the defenders of the grove. They arrive at the Temple of the Near Moon after the Shadovar, facing a powerful force of shadow creatures that have already laid waste to the temple and are preparing to take the artifact for their own. Proceed to Encounter 3 and follow it with Encounter 4B.

SCENE 3: RESEARCH ARCHIVES (3 SUCCESSES)

The PCs find themselves amongst nearly endless ranks of bookshelves containing scrolls, charts, folios, tomes, and maps. There are several large books set upon pedestals to aid in finding the information stored here, but their maintenance leaves a lot to be desired. It takes some diligent research to track down the kind of information the PCs seek.

Arcana, History or Religion [Moderate DC] (1 success)

Knowledge about books and libraries and some basic information on the topics are required to find what the characters are looking for.

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

Through lies the PCs manage to convince a librarian to help with the research without arousing any suspicion, even once the information is found.

Perception [Hard DC] (not a success or a failure)

While of little help in the actual research, the PC notices at some point during the research that someone else has obviously been looking at the same documents and scrolls related to the secret temple.

ENDING THE SCENE

Success: Three successes in this scene allow the PCs learn about a secret temple of Selûne located in the Star Mounts. It was built before the Spellplague. The temple construction was initiated by a High Priest of Selûne by the name of Erindal. The exact location of the temple is not given, but there is also information to suggest that traveling up the Unicorn Run River is the best route to locating the star peak containing the temple. If the characters do so, proceed with Scene 4.

Failure: If the PCs reach three failures for Encounter 2 as a whole, they do not learn the information. *Last Grasp of Shadowbane* makes itself known to the PC with whom it has the greatest affinity (see Appendix 1) and calls to that PC to assist it. This PC is able to use the artifact's summons as a beacon to guide the party to the Temple of the Near Moon. Run the rest of the encounter as normal, but don't count the failures anymore. They arrive at the Temple of the Near Moon after the Shadovar, facing a powerful force of shadow creatures who've already laid waste to the temple and are preparing to take the artifact for their own. Proceed to Encounter 3 and follow it with Encounter 4B.

INFORMATION ON THE STAR MOUNTS

History DC 15: The Star Mounts are an ancient range of mountains that mark the southern boundary of the High Forest. They take their name from the queer lights that shine from its heights. Legends claim that these mysterious mountains are home to dragons, elves, strange bird folk, and more. Clouds, snow, and inhospitable weather blanket the peaks year round making climbing hazardous. By air, it is considered impossible for anything less powerful than a dragon to approach the Star Peaks with any degree of safety due to incredibly high winds which are a constant feature of the place.

History DC 20: The most unusual story about the Star Mounts is that in the upper reaches, great crystal towers grow out of the rock. It is uncertain just who or what lives inside these towers (if they even exist).

INFORMATION ON THE UNICORN RIVER

History DC 15: Bards and sages pass down the tale that the headwaters of the Unicorn Run are, in truth, the Font of Life, and a cradle of fecundity. Each natural race is said to have emerged onto Toril at the river's source, and then traveled down the Unicorn Run to the outside world.

Regardless of the truth, the elves, korreds and halflings all agree that the Unicorn Run is sacred to life and a site of incredible purity. As a result, all three races have strong taboos about extended trips up the run, for if the river is ever fouled, then no new races will ever be born on Toril again.

SCENE 4: THE DRUID

Important NPCs:

Erindal, eladrin male druid.

The PCs journey to the Unicorn Run River to attempt to locate the correct path that leads to the secret temple mentioned in the archives in Scene 3. As they travel up river they encounter an elder druid who has information that can help them complete the trip.

Travel to the mouth of the Unicorn Run River is approximately 270 miles. Dernan can assist the PCs with securing a boat or land mounts if they need them. Feel free to role-play the journey to the Unicorn Run River, but be conscious of time. Dernan is not wealthy enough to provide additional funds for rituals such as Eagles Flight. The journey is without incident.

NOTE: It is not required that Dernan continue on with the PCs at this point. He has a particular obsession about getting the sword back. He points out the fact that he senses the sword and sometimes even receives mental images or telepathic communications from the sword, which he believes is a strong reason for bringing him along. However, if the PCs refuse to take him, Dernan does not challenge them.

THE UNICORN RUN RIVER

The PCs find that the river has dangerous whitewater rapids running down from the mountains and emptying into the Grayflow River. It is impossible to travel up river by boat. If the PCs came by boat, they must dock at the mouth of the Unicorn Run and continue on foot or other means.

Rough hills, gullies, and gnarled and broken ridges mark the landscape along the river. Numerous waterfalls are common along the river on both sides. Once there was little to no vegetation in this region, but now trees and other plant life have been growing amongst the broken terrain for many years now. The trees, plants, and moss covered rocks combine to give the area an almost surreal beauty.

After following the river for several hours, the PCs come upon a kind of oasis along the east bank. Read or paraphrase the following:

Along the east bank of the river within a cove surrounded by trees is what appears to be a small home built into the rock-face. Set beside the home is a multi-tiered waterfall that empties into a pool and continues down to the river below. Birds and other indigenous animals find refuge in this beautiful oasis.

When the characters enter the cove, an elderly eladrin with white hair and wearing brown robes comes out of the home. He smiles cheerfully and hobbles towards the characters with the help of a walking staff. He raises a hand in greeting. If the PCs continue along, proceed with Broken Lands.

Erindal: Erindal is an elderly eladrin druid who retired to the wilderness many years ago. He lives in seclusion with his animal friends and is content to remain that way for the rest of his life. Erindal doesn't mind if an occasional adventurer drops in on him and he is welcoming with an uplifting spirit. He has long white hair and lightly tanned skin. He wears brown robes and uses a wooden staff to assist him when he walks. Erindal is the grandson of the Erindal that built the Temple of the Near Moon on the highest star peak of the Star Mounts.

The PCs can learn the following information if they ask the right questions:

- Erindal used to be a Silverstar of Selûne.
- Erindal left his old life as a Silverstar of Selûne and retired to this wilderness nearly 20 years ago. He forsake the priesthood and has been studying the druidic ways ever since.
- If asked about the temple mentioned in the church documents, he tells the PCs that they are mistaking him for his grandfather. He does have knowledge of the temple they seek, but he believes that its existence is more likely fiction than fact.
- His grandfather was very well respected, but he was a dreamer. He wasn't content with serving as a lowly Silverstar or even as a high priest and he did both. He dreamed of someday building a great temple on the uppermost star peak of the Star Mounts—the highest elevation on this earthly plane. From there he aspired to reach the moon itself and touch the very face of Selûne.
- He has not seen nor heard from his grandfather in over 100 years. The old fool probably died a long time ago chasing after his dream.
- Erindal remembers a place that his grandfather took him to when he was just a boy that would be the most likely location to begin a search for the alleged temple. He is willing to draw a crude map and provide some notes about various landmarks that might help them find it.

Before the PCs depart, Erindal thanks them for visiting him and wishes them well. He promises them a magic item in return for a return visit before they leave the region. He would love to hear how their quest turned

out and whether or not they find out anything about the fate of his grandfather.

BROKEN LANDS

Read or paraphrase the following text as the PCs leave the druid's home and head north toward the Star Mounts:

The lands to the north are a sharp contrast to the area you have been traveling in thus far. The ground is made up of broken rocks littered upon uneven ground. Trees and other vegetation are rare amongst the hills, gullies, and small ravines. The gnarled and twisted earth makes for difficult and slow travel.

The PCs must navigate the broken lands south of the Star Mounts using the druid's map and notes in order to find the base of the star peak that contains Erindal's crystal temple.

PCs with flying mounts can skip the hardship of traveling along the difficult terrain, but they must keep close to the ground in order to spot the landmarks noted on Erindal's map.

If the PCs refuse to follow the map and just head to the Star Mounts to find the temple, they automatically score 1 failure. Remind them that the region is quite large and that trying to locate the temple by blindly flying over the terrain is very time consuming. They may return to the druid's home and start the skill challenge over, but if they insist on ignoring the map for a prolonged duration of time, they do not arrive before the Shadovar and automatically fail the skill challenge. Proceed with Encounter 3.

EVIDENCE OF THE SHADOVAR

The PCs come upon the remains of a temporary campsite while they navigate the terrain. The camp can also be spotted from the air even if the PCs are travelling over the area on flying mounts. A DC Easy Dungeoneering or Nature check reveals that the camp is recent. A DC Moderate Nature check reveals that there are two sets of tracks in the camp. One is of a large, four-legged, clawed creature while the other is of a medium humanoid wearing boots. The tracks are only in the immediate vicinity of the camp and do not appear to lead anywhere.

If the PCs search the camp, they find a piece of black cloth; perhaps an armband torn from a uniform. The cloth is decorated with a sigil depicting a black circle surrounded by a purple ring and containing purple fire. The black circle surrounded by a purple ring is the symbol of Shar, the goddess of darkness. The purple fire is some sort of addition to the standard

symbol that is not recognizable. PCs that succeed at a DC 25 History check they realize that the addition of the purple fire within the symbol of Shar denotes the sigil of a Shade Prince (one of the powerful rulers of Netheril), but the specific prince is unknown. The cloth might have belonged to the Shade Prince himself or more likely one of his agents.

SHADOWBANE

When Dernan sees the black cloth, he receives a sharp, mental image of a black knight with a shield that has the same symbol. The vision is so powerful that it causes a sharp pain. The vision lasts for only a second, but Dernan believes the sword is warning him of something.

ENDING THE SCENE

The encounter ends when the PCs arrive in the treant grove. The PCs have located the base of the peak that contains the Temple of the Near Moon, which harbors *Last Grasp of Shadowbane*.

Proceed to Encounter 3 to handle the tactical combat there. When the PCs complete Encounter 3 or circumvent it through flight, return to this encounter. If flying, go to Scene 5A, else go to Scene 5B.

SCENE 5A: TREACHEROUS FLIGHT (3 SUCCESSES)

The PCs opt to use mounted flight to reach the top of the peak. Initially, the flight is easy and without incident, but soon becomes treacherous as the high winds, ice, snow, and freak lightning make the remainder of the journey especially dangerous. The PCs must remain in stable flight in a dangerous winter storm while locating the entrance to the Temple of the Near Moon.

Read or paraphrase the following:

As you take to the air, a flash of lightning followed quickly by a searing crack of thunder is a not-so gentle reminder that you are about to enter a brutal storm that hasn't relented in years.

If the PCs continue to take this route, read or paraphrase the following:

The calmer winds and forgiving weather have given way to snow, ice, and powerful winds. Visibility is almost non-existent. The occasional flash of lightning is about the only source of light to assist you. If one such bolt doesn't blast you out of the sky, it might just lead you to your destination.

To successfully navigate the dangerous storm and locate the Temple of the Near Moon requires both rider and mount to make successful skill and/or ability checks.

This scene has special conditions that must be achieved in order to gain victory.

- All rider/mount tandems must complete the scene individually. Each success they achieve counts only toward their own victory. However, the rider/mount pairs may follow a leader (not necessarily a PC with the leader role) and rely on the leader to show the way. If so, the leader's successes and failures influence those following him. For example, if the leader fails a skill check then those following him suffer a -2 penalty on their next skill check. However, if the leader succeeds on a skill check then all those that follow gain a +2 bonus to their next skill checks.
- Rider and mount must both succeed on their simultaneous checks to obtain a success. If both fail the check, it counts as a failure. If one succeeds and the other fails, it counts as neither a success nor a failure.

Skill checks that the PCs might use:

Acrobatics or Athletics [Moderate DC] (1 success)

The character manages to keep hold of the mount while being battered by the storm.

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

Keeping the mount in the air requires many soothing or threatening words. If the mount is a natural beast with an animal intellect use Nature instead.

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

The trip is demanding. Failing this check leads to the loss of 1 healing surge.

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

Knowledge of the wind helps finding a save path through the storm.

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

Find a path through the storm by sight is not easy while being battered by snow, hail and freezing winds.

Skill checks that the mounts might use:

Acrobatics or Athletics [Moderate DC] (1 success)

Performing aerobatic maneuvers in the raging storm is not easy.

Endurance [Moderate DC] (1 success)

The trip is demanding.

ENDING THE SCENE

It is possible that some PCs may have a different accumulation of failures than others. If this is the case, the challenge continues until all PCs have accumulated either eight successes for Encounter 2 as a whole or three failures for Encounter 2 as a whole. Apply the Success and Failure conditions to individual PCs as appropriate, and use the results of the majority of the party to determine success for the purposes of adventure questions and Encounter 4. If there is a tie, consider the party to be successful. If some, but not all, of the PCs wish to abandon flight as described in Call It A Draw below, allow those PCs to and run Scene 5B for those PCs only. Try to keep the group together though.

Call It A Draw: At any time, the party can abandon this scene, land on the mountain side, and continue on foot. If they decide to do this, they neither succeed nor fail this scene (and thus do not lose healing surges as described in Failure), but instead go to Scene 5B and continue the challenge there instead. Apply all successes and failures from this scene to that scene. For example,

if the PC already achieved two successes in this challenge then they would only need to make one check to complete that scene.

Success: Each PC/mount pair that obtains three successes in this scene reaches the top of the star peak safely. Proceed to Encounter 4A.

Failure: Each PC/mount pair that reaches a total of three failures for Encounter 2 as a whole crash land on the side of the mountain and must continue the journey on foot. Each PC that fails the skill challenge loses two healing surges and each and mount that fails loses one healing surge. If the mount does not have a healing surge value, the mount takes damage equal to $\frac{1}{4}$ of the mount's maximum hit points.

If all PCs have failed the skill challenge, *Last Grasp of Shadowbane* makes itself known to the PC with whom it has the greatest affinity (see Appendix 1) and calls to that PC to assist it. This PC is able to use the artifact's summons as a beacon to guide the party to the Temple of the Near Moon. While they face no further difficulty scaling the Star Mounts, they arrive at the Temple of the Near Moon after the Shadovar, facing a powerful force of shadow creatures that have already laid waste to the temple and are preparing to take the artifact for their own. Proceed to Encounter 4B.

SCENE 5B: TREACHEROUS CLIMB (3 SUCCESSES)

The PCs begin this encounter by entering the secret passage at the base of the Star Mounts. The first two-thirds of the journey up the mountain are under the protective covering of a tunnel that was built over a hundred years ago.

The PCs must begin making skill checks once they reach the collapsed portion of the tunnel that leaves the exposed mountainside as the only means for continuing their climb.

When the PCs open the doorway to the secret tunnel, read or paraphrase the following:

The huge stone door slides open to reveal an unnatural cavern. The walls and floor are almost perfectly smooth and contain heavy greenish-black discolorations. Some sort of petrified carcass at least eighty feet long is heaped against the right wall. About sixty feet in, a wide tunnel leads up the mountain and disappears into darkness. A mine track and mine cart operating on a pulley system was obviously used to transport materials up the tunnel. It doesn't appear to be operational anymore.

The petrified carcass is that of a dead purple worm. The colored residue on the tunnel walls is from the acid of a purple worm. The mine track and mine cart system is no longer functioning, but could be jury rigged if PCs find some use for it.

Two-thirds up the mountain, the ceiling is collapsed, which prevents further travel in the protective tunnel. The PCs must exit the tunnel and make a treacherous climb up the remaining third of the mountain. High winds, snow, ice, and freak lightning make the journey ever more difficult.

As the PCs exit the protective tunnel into the harsh weather, read or paraphrase the following:

The collapsed tunnel opens onto the side of the mountain where you are suddenly exposed to heavy snow, ice, and powerful winds. Visibility is almost non-existent. The occasional flash of freak lightning is about the only source of light to assist you. Ahead you can see the skeleton of a huge, winged creature partially embedded in the mountainside.

The bones are the remains of an ancient dragon. If the PCs succeed at a DC 30 History check, they realize that the bones are most likely the remains of the ancient wyrm Elaacrimalicros who once ruled the highest peak in the pre-Spellplague era. It is rumored that the

arakocra population in this region was all but depleted by Elaacrimalicros. Aarakocra are a race of bird-like humanoids that dwell in high mountain places.

Acrobatics, Athletics or Endurance [Moderate DC] (group check; 1 success)

Climbing a mountain through a freezing storm is difficult and tiring. Each character can pick one of the three skills for the check.

Perception [Moderate DC] (1 success)

Finding a safe path is important. A successful check provides both a success and a +2 bonus to all Acrobatics, Athletics and Endurance checks in this scene.

Nature [Moderate DC] (1 success)

Finding a safe path is important. A successful check provides both a success and a +2 bonus to all Acrobatics, Athletics and Endurance checks in this scene. The bonus stacks with that from Perception.

ENDING THE SCENE

It is possible, due to the nature of Scene 5A, that some PCs may have a different accumulation of failures than others. If this is the case, the challenge continues until all PCs have accumulated either eight successes or three failures for the skill challenge as a whole. Apply the Success and Failure conditions to individual PCs as appropriate, and use the results of the majority of the party to determine success for the purposes of adventure questions and Encounter 4. If there is a tie, consider the party to be successful.

Success: Each PC who reaches three successes for this scene (added to the successes from Scene 5A if appropriate) safely reaches the top of the star peak. Proceed to Encounter 4A.

Failure: PCs who reach three failures for Encounter 2 as a whole successfully make it to the top of the peak, but lose a healing surge each. If all PCs fail the skill challenge, *Last Grasp of Shadowbane* makes itself known to the PC with whom it has the greatest affinity (see Appendix 1) and calls to that PC to assist it. This PC is able to use the artifact's summons as a beacon to guide the party to the Temple of the Near Moon. While they face no further difficulty scaling the Star Mounts, they arrive at the Temple of the Near Moon after the Shadovar, facing a powerful force of shadow creatures that have already laid waste to the temple and are preparing to take the artifact for their own. Proceed to Encounter 4B.

ENCOUNTER 3: ANCIENT GUARDIANS

ENCOUNTER LEVEL 13/15/17/19/21
(4200/6000/8400/12000/16800 XP)

SETUP

This encounter includes the following creatures and hazards at Adventure Level 12:

- 1 ivy heart elemental (level 12) (H)
- 3 treant grove protectors (level 12) (T)
- 1 black sleep briar (level 12)

This encounter includes the following creatures and hazards at Adventure Level 14:

- 1 Ivy heart elemental (level 14) (H)
- 3 treant grove protectors (level 14) (T)
- 1 black sleep briar (level 14)

This encounter includes the following creatures and hazards at Adventure Level 16:

- 1 Ivy heart elemental (level 16) (H)
- 3 treant grove protectors (level 16) (T)
- 1 black sleep briar (level 16)

This encounter includes the following creatures and hazards at Adventure Level 18:

- 1 Ivy heart elemental (level 18) (H)
- 3 treant grove protectors (T)
- 1 black sleep briar (level 18)

This encounter includes the following creatures and hazards at Adventure Level 20:

- 1 Ivy heart elemental (level 20) (H)
- 3 treant grove protectors (level 20) (T)
- 1 black sleep briar (level 20)

The PCs have come upon a particularly lush grove of trees just at the base of the Star Mounts. The trees were transplanted here around the time that the Temple of the Near Moon was being built. Their purpose is to disguise a secret entrance to a tunnel leading up to the temple. Treants and an ivy heart elemental are forever guarding the entrance and have sworn to protect it from intruders.

Do not place miniatures or tokens on the map until the monsters are spotted by the PCs. As the adventurers enter the area, read:

The broken and gnarled countryside abruptly ends at the base of the Star Mounts. Lining the base of the imposing mountain range is a band of trees stretching as far as the eye can see. The area ahead of you is particularly lush. Hundreds of trees grow around a clearing to form a peaceful looking grove. It appears to be a dead-end. Just beyond the trees, monolithic rocks jut from the ground with sharp edges and smooth surfaces that appear to block all ways up the mountainside.

A stone circle surrounding a fifteen foot tall stone column is at the center of the grove. The stones and column are completely covered in thick, black briars.

SHADOWBANE

If Dernan is not present, then the following vision comes to an appropriate PC (see guidance text in Appendix 1) instead.

Another vision assaults Dernan as he enters the grove. His focus suddenly shifts to the base of the mountain and his mind's eye flies through the air and rapidly up the mountain into the raging storm above. In his mind he hears the sword speak: "*Come to me!*"

In an instant, the vision dissolves once again.

The guardians attempt to use Stealth to hide from the PCs; if successful, allow one round for the PCs to position their characters in the area before activating the plants' surprise round.

As the guardians wade into battle, one of them shouts to the PCs in Elven:

"All those who come to defile our land must be vanquished. We do not deal lightly with intruders."

The fact that one of the guardians speaks to the PCs should be a hint that they can be reasoned with. The guardians believe that the PCs are intruders who have come to defile their lands. If they can be convinced that they are incorrect then a full-out battle may not be necessary. See the Tactics section for more details on negotiating with the guardians.

THE IVY HEART ELEMENTAL

The ivy heart elemental is an ancient animated plant that has been in this region for so long that it has developed a synergetic connection to the surrounding land and the perpetual storm raging in the Star Mounts. It's elementally infused nature is evidence of this special relationship. As lightning crackles in the sky overhead,

the ivy heart elemental also crackles with electricity as if in response. When the ivy heart elemental uses its *elemental dissipation* power, it does so immediately following a crack of thunder from the storm above. When it speaks, its voice resonates deeply with a tone that sends vibrations that can be felt by those nearby.

FEATURES OF THE AREA

Rock Piles: Two rock piles are marked on the map. Both provide cover and are blocking terrain. Treant grove protectors can pick up stones from these piles and hurl them at targets.

Tree Patches: The perimeter of the grove and the entire base of the Star Mounts are filled with dense tree growth. These areas provide superior cover and are difficult terrain costing 3 squares of movement to enter. Treants and the ivy heart elemental have *forest walk* and do not suffer penalties for moving through these areas.

Mountain Base: The rocks at the base of the mountain are tall, sharp, and nearly impossible to scale by normal means. Climbing each rock requires a DC 30/ 31/ 33/ 34/ 36 Athletics Check. Failure results in the PC falling and suffering 1d10 damage for every 10 feet fallen. If the PCs can successfully climb 10 of these monolithic stones, they can continue up the mountain on foot. Go to Encounter 4b. Making any progress up the mountain from the base is unlikely and unwarranted.

Stone Circle and Column: At the center of the grove is a circle of rectangular stone rocks surrounding a ten foot square (2 squares), fifteen foot high (3 squares) stone column. The stones comprising the circle are about 2-1/2 feet high (1/2 square) and cannot be moved by any means. They provide partial cover only for medium or smaller creatures that are adjacent to the stones and that remain prone. The entire circular area, including the stones and the column, are covered with black sleep briar.

TACTICS

The treants try to keep the PCs surrounded and tend to remain near the edges of the tree patches. This allows them to quickly move into the woods if necessary.

The ivy heart elemental immediately moves to the center of the area and climbs atop the stone column in the middle of the stone circle. It uses *twin vines* (*winding vine*) to attempt to grab up to 2 PCs at a time. Once it has 2 PCs grabbed, it uses *twin vines* (*slashing vine*) to slash PCs that it already has in its grasp. Once it bloodies grabbed opponents it uses its *swallow* attack on that creature. If it is bloodied, it uses *elemental dissipation* to vanish for that round and punishes them with *burst of brambles* when it returns to the battlefield.

Treant grove protectors take turns using *stump stomp* to sweep through the battlefield along with *sweeping slam* to hit multiple targets every round. They use *distracting illusion* to keep the PCs off guard and take turns using *feywild positioning* whenever it is to their advantage. If near a rock pile they use *throw stone* at ranged opponents if there is no other option.

If attacked by PCs on flying mounts at range, all treants move into the tree patches, where they receive superior cover. Grabbing a couple of rocks along the way also allows them to attack flying opponents from the edge of the forest. The ivy heart elemental remains on the column and can attack flying enemies up to 65 feet in the air (13 squares).

The guardians fight to the death unless the PCs attempt to persuade them to stop and talk. The guardians speak only Elven and only respond to characters speaking their language. Trying to convince the guardians that they are on an honorable mission and only wish to talk requires successful completion of an in-combat social skill challenge.

SKILL CHALLENGE: BEFRIEND THE GUARDIANS

Goal: To convince the grove guardians that their intentions are honorable and that they've not come to defile the grove.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate

Other Skills: Insight

Victory: The grove guardians cease their attack and are willing to speak with the PCs about the grove and their purpose there.

Defeat: The grove guardians continue to attack.

NOTE: All skill checks in this in-combat skill challenge can be taken as minor actions at the Hard DC, otherwise it is a standard action.

If half of the guardians' forces are bloodied, apply an automatic success to any primary skill check. Each PC may only achieve one success per turn. If an individual character succeeds at a check, that character is not targeted for that round by the treants.

Bluff, Diplomacy or Intimidate [Moderate DC] (standard action) or **[Hard DC]** (minor action)

(1 success, no maximum, 1 attempt PC per turn)

Whether through false pretense, honeyed words or threats the character tries the treants to cease their attacks.

SCALING THE ENCOUNTER

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

Four PCs: Remove one treant grove protector.

Six PCs: Add one treant grove protector.

ENDING THE ENCOUNTER

If the PCs convince the guardians to cease their attack, one of them speaks for the group and says the following:

"We have been dormant for so long, but I sensed that our duty was to protect this grove and guard against all intruders. I realize that you have not come to pillage our sacred land nor act maliciously against those who set us here. We will allow you to pass."

If the PCs ask the guardians questions, they may learn some or all of the following:

- They don't remember why they are guarding the grove or who charged them with the task.
- They've been guardians of the grove for over four hundred seasons (100 years), but they haven't been awake in at least forty seasons (10 years).
- If asked about a temple, they say they are aware of a great crystal temple on the highest star peak.
- If asked how to get to the temple, they look confused for a moment before suddenly remembering that there is a secret entrance inside the mountain that provides safe passage to the crystal temple. They can show the PCs where the entrance is if asked.

If the PCs end this encounter on good terms with the guardians, they give them a *writhing vine weapon* and a *grace ward ring* (AL 12/14) or *ring of forgetful touch* (AL 16/18/20) as a gesture of good faith.

If the PCs have not been told where the tunnel entrance is, they can search for a way up the mountain by simply spreading out and scouring the base of the mountains beyond the grove. After several rounds of searching, they find a secret passage in one of the monolithic rocks that is heavily covered with vines and moss.

The encounter ends when the PCs have found the secret entrance into the base of the Star Mounts or leave the area by other means. If the PCs have flying mounts then they may abandon the fight at any time and attempt to reach the star peak through flight. If possible, the treants attack them at range as they flee the grove.

If the PCs take to the air, proceed to Encounter 2, Scene 5a. If the PCs take the secret mountain entrance, proceed to Encounter 2, Scene 5b.

MILESTONE

This encounter counts toward a milestone.

TREASURE

If the PCs end the encounter on good terms with the guardians, they are given 400 / 687 / 1375 / 2750 / 4125 gp per character, a *writhing vine weapon* and a *grace ward ring* or *ring of forgetful touch*. Otherwise they find these buried in the stone circle.

ENCOUNTER 3: ANCIENT GUARDIANS (ADVENTURE LEVEL 12)

Ivy Heart Elemental (level 12)		Level 12 Elite Controller
Large fey animate (plant)		XP 1,400
HP 244; Bloodied 122		Initiative +6
AC 26, Fortitude 23, Reflex 23, Will 25		Perception +10
Speed 5 (forest walk), climb 3		
Immune sleep; Resist 15 poison		
Saving Throws +2; Action Points 1		
TRAITS		
O Tendrils of Thorns • Aura 2		
Squares within the aura are difficult terrain for enemies. Any enemy within the aura that is hit with an attack takes 5 extra poison damage.		
E Entangling Vine		
A creature can attack one of the ivy heart's vines that is grabbing a creature in order to free that creature, but the attack does not harm the ivy heart. The vine uses the ivy heart's defenses.		
STANDARD ACTIONS		
m Winding Vine • At-Will		
Requirement: The ivy heart must not have two creatures grabbed.		
Attack: Melee 8 (one creature); +15 vs. Reflex		
Hit: 2d8 + 7 damage, and the target is grabbed. Until the grab ends, the target is dazed.		
m Slashing Vine (poison) • At-Will		
Attack: Melee 8 (one creature); +15 vs. Reflex		
Hit: 2d8 + 3 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both).		
Miss: The target is slowed until the end of the ivy heart's next turn.		
M Twin Vines • At-Will		
Effect: The ivy heart uses <i>winding vine</i> and <i>slashing vine</i> , or uses either one twice.		
E Elemental Dissipation (lightning) • Encounter		
Effect: This creature is removed from play. At the start of its next turn, it appears in its last location or the nearest unoccupied space. Enemies adjacent to this creature when it appears take 2d10 lightning damage and grant combat advantage until the end of this creature's next turn.		
M Swallow (lightning) • Encounter		
Requirement: The elemental has a bloodied medium or smaller creature grabbed.		
Attack: Melee 8 (one bloodied creature grabbed); +15 vs. Fortitude		
Hit: The target is swallowed and restrained (no saving throw) and takes 10 damage plus 10 lightning damage on subsequent rounds at the start of the ivy heart elemental's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the ivy heart elemental dies, any creature trapped in its stomach can escape as a move action, ending that action in a square formerly occupied by the ivy heart elemental.		
A Burst of Brambles (zone) • Recharge 6		
Attack: Area 2 within 12 (creatures in the burst); +15 vs. Reflex		
Hit: 3d8 + 10 damage.		
Effect: The burst creates a zone of difficult terrain that lasts until the end of the ivy heart's next turn. Any creature that starts its turn within the zone takes 5 damage and is immobilized (save ends). After the zone ends, the area of the burst remains difficult terrain until the end of the encounter.		

MINOR ACTIONS		
M Shoving Vine • At-Will		
Attack: Melee 8 (one creature grabbed by the ivy heart); +15 vs. Fortitude		
Hit: The ivy heart slides the target 5 squares to a square within 8 squares of the ivy heart.		
TRIGGERED ACTIONS		
E Elemental Persistence (lightning) • Recharge 5-6		
Trigger: This creature hits with a basic attack.		
Effect (Free Action): The target of the attack takes ongoing 10 lightning damage (save ends).		
Skills Arcana +17, History +17, Insight +15		
Str 20 (+11)	Dex 11 (+6)	Wis 19 (+10)
Con 18 (+10)	Int 23 (+12)	Cha 22 (+12)
Alignment unaligned Languages Elven		

Note: Modified with the elementally infused monster theme. The soul drain power is replaced with the swallow power taken from elder dragon eel. Changed language to Elven.

Treant Grove Protector (level 12)		Level 12 Brute
Huge fey magical beast (plant)		XP 700
HP 152; Bloodied 76		Initiative +8
AC 24, Fortitude 25, Reflex 22, Will 25		Perception +12
Speed 8 (forest walk)		Low-light vision
TRAITS		
E Wooden Body		
Whenever the treant takes fire damage, it also takes ongoing 5 fire damage (save ends).		
STANDARD ACTIONS		
m Sweeping Slam • At-Will		
Attack: Melee 3 (one or two creatures); +17 vs. AC		
Hit: 2d12 + 9 damage, and the target falls prone.		
A Distracting Illusion (illusion) • At-Will		
Attack: Area burst 2 within 10 (enemies in the burst); +17 vs. Will		
Hit: The target is slowed and can't shift until the end of the treant grove protector's next turn.		
R Throw Stone • At-Will		
Attack: Ranged 20 (one creature); +17 vs. AC		
Hit: 3d6 + 10 damage.		
M Stump Stomp • Encounter		
Effect: The treant moves up to its speed and can move through enemies' spaces during the move. Each time the treant enters an enemy's space for the first time during the move, it can use <i>slam</i> against that enemy.		
MINOR ACTIONS		
E Feywild Positioning • Encounter		
Effect: Each fey ally within 5 squares of this creature can shift 2 squares as a free action. The creatures ignore difficult terrain during the shift.		
Skills Acrobatics +10, Bluff +9, Nature +13, Stealth +10		
Str 25 (+13)	Dex 14 (+8)	Wis 23 (+12)
Con 22 (+12)	Int 14 (+8)	Cha 12 (+7)
Alignment unaligned Languages Elven		

Note: Treant grove guardian with *throw stone* power from Bramblewood Treant and Feywild denizen theme (DMG2).

Black Sleep Briar (Level 12)	Level 12 Hazard
Terrain	XP 700
Detect automatic	Initiative -
HP 60 per square	
AC 24, Fortitude 22, Reflex 22, Will -	
Immune psychic, forced movement, all conditions; Vulnerable 10 fire	
TRIGGERED ACTIONS	
M Attack (poison) • At-Will	
<i>Trigger:</i> A creature enters one of the hazard's squares.	
<i>Attack (Immediate Reaction):</i> Melee 0 (triggering creature); +17 vs. AC	
<i>Hit:</i> 3d6 + 10 poison damage, and the target is immobilized (save ends).	
<i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 10 poison damage (save ends both).	

ENCOUNTER 3: ANCIENT GUARDIANS (ADVENTURE LEVEL 14)

Ivy Heart Elemental (level 14)		Level 14 Elite Controller
Large fey animate (plant)		XP 2,000
HP 276; Bloodied 138		Initiative +7
AC 28, Fortitude 25, Reflex 25, Will 27		Perception +11
Speed 5 (forest walk), climb 3		
Immune sleep; Resist 15 poison		
Saving Throws +2; Action Points 1		
TRAITS		
O Tendrils of Thorns • Aura 2		
Squares within the aura are difficult terrain for enemies. Any enemy within the aura that is hit with an attack takes 5 extra poison damage.		
E Entangling Vine		
A creature can attack one of the ivy heart's vines that is grabbing a creature in order to free that creature, but the attack does not harm the ivy heart. The vine uses the ivy heart's defenses.		
STANDARD ACTIONS		
m Winding Vine • At-Will		
Requirement: The ivy heart must not have two creatures grabbed.		
Attack: Melee 8 (one creature); +17 vs. Reflex		
Hit: 2d8 + 9 damage, and the target is grabbed. Until the grab ends, the target is dazed.		
m Slashing Vine (poison) • At-Will		
Attack: Melee 8 (one creature); +17 vs. Reflex		
Hit: 2d8 + 5 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both).		
Miss: The target is slowed until the end of the ivy heart's next turn.		
M Twin Vines • At-Will		
Effect: The ivy heart uses <i>winding vine</i> and <i>slashing vine</i> , or uses either one twice.		
E Elemental Dissipation (lightning) • Encounter		
Effect: This creature is removed from play. At the start of its next turn, it appears in its last location or the nearest unoccupied space. Enemies adjacent to this creature when it appears take 2d10 lightning damage and grant combat advantage until the end of this creature's next turn.		
R Swallow (lightning) • Encounter		
Requirement: The elemental has a bloodied medium or smaller creature grabbed.		
Attack: Melee 8 (one bloodied creature grabbed); +17 vs. Fortitude		
Hit: The target is swallowed and restrained (no saving throw) and takes 10 damage plus 10 lightning damage on subsequent rounds at the start of the ivy heart elemental's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the ivy heart elemental dies, any creature trapped in its stomach can escape as a move action, ending that action in a square formerly occupied by the ivy heart elemental.		
A Burst of Brambles (zone) • Recharge 6		
Attack: Area 2 within 12 (creatures in the burst); +17 vs. Reflex		
Hit: 3d8 + 11 damage.		
Effect: The burst creates a zone of difficult terrain that lasts until the end of the ivy heart's next turn. Any creature that starts its turn within the zone takes 5 damage and is immobilized (save ends). After the zone ends, the area of the burst remains difficult terrain until the end of the encounter.		

MINOR ACTIONS		
M Shoving Vine • At-Will		
Attack: Melee 8 (one creature grabbed by the ivy heart); +17 vs. Fortitude		
Hit: The ivy heart slides the target 5 squares to a square within 8 squares of the ivy heart.		
TRIGGERED ACTIONS		
E Elemental Persistence (lightning) • Recharge 5-6		
Trigger: This creature hits with a basic attack.		
Effect (Free Action): The target of the attack takes ongoing 10 lightning damage (save ends).		
Skills Arcana +18, History +18, Insight +16		
Str 20 (+12)	Dex 11 (+7)	Wis 19 (+11)
Con 18 (+11)	Int 23 (+13)	Cha 22 (+13)
Alignment unaligned Languages Elven		

Note: This creature has been modified with the elementally infused monster theme. The *soul drain* power was replaced with the *swallow* power taken from elder dragon eel. Changed language to Elven.

Treant Grove Protector (level 14)		Level 14 Brute
Huge fey magical beast (plant)		XP 1,000
HP 172; Bloodied 86		Initiative +9
AC 26, Fortitude 27, Reflex 24, Will 27		Perception +13
Speed 8 (forest walk)		Low-light vision
TRAITS		
W Wooden Body		
Whenever the treant takes fire damage, it also takes ongoing 5 fire damage (save ends).		
STANDARD ACTIONS		
m Sweeping Slam • At-Will		
Attack: Melee 3 (one or two creatures); +19 vs. AC		
Hit: 3d12 + 4 damage, and the target falls prone.		
A Distracting Illusion (illusion) • At-Will		
Attack: Area burst 2 within 10 (enemies in the burst); +19 vs. Will		
Hit: The target is slowed and can't shift until the end of the treant grove protector's next turn.		
R Throw Stone • At-Will		
Attack: Ranged 20 (one creature); +19 vs. AC		
Hit: 3d6 + 12 damage.		
M Stump Stomp • Encounter		
Effect: The treant moves up to its speed and can move through enemies' spaces during the move. Each time the treant enters an enemy's space for the first time during the move, it can use <i>slam</i> against that enemy.		
MINOR ACTIONS		
E Feywild Positioning • Encounter		
Effect: Each fey ally within 5 squares of this creature can shift 2 squares as a free action. The creatures ignore difficult terrain during the shift.		
Skills Acrobatics +11, Bluff +10, Nature +14, Stealth +11		
Str 25 (+14)	Dex 14 (+9)	Wis 23 (+13)
Con 22 (+13)	Int 14 (+9)	Cha 12 (+8)
Alignment unaligned Languages Elven		

Note: Treant grove guardian with *throw stone* power from bramblewood treant and feywild denizen theme (DMG2).

Black Sleep Briar (Level 14)	Level 14 Hazard
Terrain	XP 1,000
Detect automatic	Initiative -
HP 70 per square	
AC 26, Fortitude 24, Reflex 24, Will -	
Immune psychic, forced movement, all conditions; Vulnerable 10 fire	
TRIGGERED ACTIONS	
M Attack (poison) • At-Will	
<i>Trigger:</i> A creature enters one of the hazard's squares.	
<i>Attack (Immediate Reaction):</i> Melee 0 (triggering creature); +19 vs. AC	
<i>Hit:</i> 3d6 + 12 poison damage, and the target is restrained (save ends).	
<i>First Failed Saving Throw:</i> The target is restrained and takes ongoing 10 poison damage (save ends both).	

ENCOUNTER 3: ANCIENT GUARDIANS (ADVENTURE LEVEL 16)

Ivy Heart Elemental (level 16)	Level 16 Elite Controller
Large fey animate (plant)	XP 2,800
HP 308; Bloodied 154	Initiative +8
AC 30, Fortitude 27, Reflex 27, Will 29	Perception +12
Speed 5 (forest walk), climb 3	
Immune sleep; Resist 15 poison	
Saving Throws +2; Action Points 1	
TRAITS	
O Tendrils of Thorns • Aura 2 Squares within the aura are difficult terrain for enemies. Any enemy within the aura that is hit with an attack takes 5 extra poison damage.	
Entangling Vine A creature can attack one of the ivy heart's vines that is grabbing a creature in order to free that creature, but the attack does not harm the ivy heart. The vine uses the ivy heart's defenses.	
STANDARD ACTIONS	
m Winding Vine • At-Will <i>Requirement:</i> The ivy heart must not have two creatures grabbed. <i>Attack:</i> Melee 8 (one creature); +19 vs. Reflex <i>Hit:</i> 2d8 + 11 damage, and the target is grabbed. Until the grab ends, the target is dazed.	
m Slashing Vine (poison) • At-Will <i>Attack:</i> Melee 8 (one creature); +19 vs. Reflex <i>Hit:</i> 2d8 + 7 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both). <i>Miss:</i> The target is slowed until the end of the ivy heart's next turn.	
M Twin Vines • At-Will <i>Effect:</i> The ivy heart uses <i>winding vine</i> and <i>slashing vine</i> , or uses either one twice.	
Elemental Dissipation (lightning) • Encounter <i>Effect:</i> This creature is removed from play. At the start of its next turn, it appears in its last location or the nearest unoccupied space. Enemies adjacent to this creature when it appears take 2d10 lightning damage and grant combat advantage until the end of this creature's next turn.	
R Swallow (lightning) • Encounter <i>Requirement:</i> The elemental has a bloodied medium or smaller creature grabbed. <i>Attack:</i> Melee 8 (one bloodied creature grabbed); +19 vs. Fortitude <i>Hit:</i> The target is swallowed and restrained (no saving throw) and takes 10 damage plus 10 lightning damage on subsequent rounds at the start of the ivy heart elemental's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the ivy heart elemental dies, any creature trapped in its stomach can escape as a move action, ending that action in a square formerly occupied by the ivy heart elemental.	
A Burst of Brambles (zone) • Recharge 6 <i>Attack:</i> Area 2 within 12 (creatures in the burst); +19 vs. Reflex <i>Hit:</i> 3d8 + 12 damage. <i>Effect:</i> The burst creates a zone of difficult terrain that lasts until the end of the ivy heart's next turn. Any creature that starts its turn within the zone takes 5 damage and is immobilized (save ends). After the zone ends, the area of the burst remains difficult terrain until the end of the encounter.	

MINOR ACTIONS
M Shoving Vine • At-Will <i>Attack:</i> Melee 8 (one creature grabbed by the ivy heart); +19 vs. Fortitude <i>Hit:</i> The ivy heart slides the target 5 squares to a square within 8 squares of the ivy heart.
TRIGGERED ACTIONS
Elemental Persistence (lightning) • Recharge 5-6 <i>Trigger:</i> This creature hits with a basic attack. <i>Effect (Free Action):</i> The target of the attack takes ongoing 10 lightning damage (save ends).
Skills Arcana +19, History +19, Insight +17 Str 20 (+13) Dex 11 (+8) Wis 19 (+12) Con 18 (+12) Int 23 (+14) Cha 22 (+14)
Alignment unaligned Languages Elven Note: This creature has been modified with the elementally infused monster theme. The soul drain power was replaced with the swallow power taken from elder dragon eel. Changed language to Elven.

Treant Grove Protector (level 16)	Level 16 Brute
Huge fey magical beast (plant)	XP 1,400
HP 192; Bloodied 96	Initiative +10
AC 28, Fortitude 29, Reflex 26, Will 29	Perception +14
Speed 8 (forest walk)	Low-light vision
TRAITS	
Wooden Body Whenever the treant takes fire damage, it also takes ongoing 5 fire damage (save ends).	
STANDARD ACTIONS	
m Sweeping Slam • At-Will <i>Attack:</i> Melee 3 (one or two creatures); +21 vs. AC <i>Hit:</i> 3d12 + 6 damage, and the target falls prone.	
A Distracting Illusion (illusion) • At-Will <i>Attack:</i> Area burst 2 within 10 (enemies in the burst); +21 vs. Will <i>Hit:</i> The target is slowed and can't shift until the end of the treant grove protector's next turn.	
R Throw Stone • At-Will <i>Attack:</i> Ranged 20 (one creature); +21 vs. AC <i>Hit:</i> 2d6 + 8 damage.	
M Stump Stomp • Encounter <i>Effect:</i> The treant moves up to its speed and can move through enemies' spaces during the move. Each time the treant enters an enemy's space for the first time during the move, it can use <i>slam</i> against that enemy.	
MINOR ACTIONS	
Feywild Positioning • Encounter <i>Effect:</i> Each fey ally within 5 squares of this creature can shift 2 squares as a free action. The creatures ignore difficult terrain during the shift.	
Skills Acrobatics +12, Bluff +11, Nature +15, Stealth +12 Str 25 (+15) Dex 14 (+10) Wis 23 (+14) Con 22 (+14) Int 14 (+10) Cha 12 (+9)	
Alignment unaligned Languages Elven Note: Treant grove guardian with <i>throw stone</i> power from bramblewood treant and feywild denizen theme (DMG2).	

Black Sleep Briar (Level 16)	Level 16 Hazard
Terrain	XP 1,400
Detect automatic	Initiative -
HP 80 per square	
AC 28, Fortitude 26, Reflex 26, Will -	
Immune psychic, forced movement, all conditions; Vulnerable 10 fire	
TRIGGERED ACTIONS	
M Attack (poison) • At-Will	
<i>Trigger:</i> A creature enters one of the hazard's squares.	
<i>Attack (Immediate Reaction):</i> Melee 0 (triggering creature); +21 vs. AC	
<i>Hit:</i> 3d8 + 11 poison damage, and the target is restrained (save ends).	
<i>First Failed Saving Throw:</i> The target is restrained and takes ongoing 10 poison damage (save ends both).	

ENCOUNTER 3: ANCIENT GUARDIANS (ADVENTURE LEVEL 18)

Ivy Heart Elemental (level 18) Level 18 Elite Controller	
Large fey animate (plant)	XP 4,000
HP 340; Bloodied 170	Initiative +9
AC 32, Fortitude 29, Reflex 29, Will 31	Perception +13
Speed 5 (forest walk), climb 3	
Immune sleep; Resist 15 poison	
Saving Throws +2; Action Points 1	
TRAITS	
O Tendrils of Thorns • Aura 2	
Squares within the aura are difficult terrain for enemies. Any enemy within the aura that is hit with an attack takes 5 extra poison damage.	
Entangling Vine	
A creature can attack one of the ivy heart's vines that is grabbing a creature in order to free that creature, but the attack does not harm the ivy heart. The vine uses the ivy heart's defenses.	
STANDARD ACTIONS	
m Winding Vine • At-Will	
Requirement: The ivy heart must not have two creatures grabbed.	
Attack: Melee 8 (one creature); +21 vs. Reflex	
Hit: 2d8 + 13 damage, and the target is grabbed. Until the grab ends, the target is dazed.	
m Slashing Vine (poison) • At-Will	
Attack: Melee 8 (one creature); +21 vs. Reflex	
Hit: 2d8 + 9 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both).	
Miss: The target is slowed until the end of the ivy heart's next turn.	
M Twin Vines • At-Will	
Effect: The ivy heart uses <i>winding vine</i> and <i>slashing vine</i> , or uses either one twice.	
Elemental Dissipation (lightning) • Encounter	
Effect: This creature is removed from play. At the start of its next turn, it appears in its last location or the nearest unoccupied space. Enemies adjacent to this creature when it appears take 2d10 lightning damage and grant combat advantage until the end of this creature's next turn.	
R Swallow (lightning) • Encounter	
Requirement: The elemental has a bloodied medium or smaller creature grabbed.	
Attack: Melee 8 (one bloodied creature grabbed); +21 vs. Fortitude	
Hit: The target is swallowed and restrained (no saving throw) and takes 15 damage plus 15 lightning damage on subsequent rounds at the start of the ivy heart elemental's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the ivy heart elemental dies, any creature trapped in its stomach can escape as a move action, ending that action in a square formerly occupied by the ivy heart elemental.	
A Burst of Brambles (zone) • Recharge 6	
Attack: Area 2 within 12 (creatures in the burst); +21 vs. Reflex	
Hit: 3d8 + 13 damage.	
Effect: The burst creates a zone of difficult terrain that lasts until the end of the ivy heart's next turn. Any creature that starts its turn within the zone takes 5 damage and is immobilized (save ends). After the zone ends, the area of the burst remains difficult terrain until the end of the encounter.	

MINOR ACTIONS		
M Shoving Vine • At-Will		
Attack: Melee 8 (one creature grabbed by the ivy heart); +21 vs. Fortitude		
Hit: The ivy heart slides the target 5 squares to a square within 8 squares of the ivy heart.		
TRIGGERED ACTIONS		
Elemental Persistence (lightning) • Recharge 5-6		
Trigger: This creature hits with a basic attack.		
Effect (Free Action): The target of the attack takes ongoing 10 lightning damage (save ends).		
Skills Arcana +20, History +20, Insight +18		
Str 20 (+14)	Dex 11 (+9)	Wis 19 (+13)
Con 18 (+13)	Int 23 (+15)	Cha 22 (+15)
Alignment unaligned Languages Elven		

Note: This creature has been modified with the elementally infused monster theme. The *soul drain* power was replaced with the *swallow* power taken from elder dragon eel. Changed language to Elven.

Treant Grove Protector		Level 18 Brute
Huge fey magical beast (plant)		XP 2,000
HP 212; Bloodied 106		Initiative +12
AC 30, Fortitude 31, Reflex 28, Will 31		Perception +15
Speed 8 (forest walk)		Low-light vision
TRAITS		
Wooden Body		
Whenever the treant takes fire damage, it also takes ongoing 5 fire damage (save ends).		
STANDARD ACTIONS		
m Sweeping Slam • At-Will		
Attack: Melee 3 (one or two creatures); +23 vs. AC		
Hit: 3d12 + 8 damage, and the target falls prone.		
A Distracting Illusion (illusion) • At-Will		
Attack: Area burst 2 within 10 (enemies in the burst); +23 vs. Will		
Hit: The target is slowed and can't shift until the end of the treant grove protector's next turn.		
R Throw Stone • At-Will		
Attack: Ranged 20 (one creature); +23 vs. AC		
Hit: 3d8 + 13 damage.		
M Stump Stomp • Encounter		
Effect: The treant moves up to its speed and can move through enemies' spaces during the move. Each time the treant enters an enemy's space for the first time during the move, it can use <i>slam</i> against that enemy.		
MINOR ACTIONS		
Feywild Positioning • Encounter		
Effect: Each fey ally within 5 squares of this creature can shift 2 squares as a free action. The creatures ignore difficult terrain during the shift.		
Skills Acrobatics +13, Bluff +12, Nature +16, Stealth +13		
Str 25 (+16)	Dex 14 (+11)	Wis 23 (+15)
Con 22 (+15)	Int 14 (+11)	Cha 12 (+10)
Alignment unaligned		Languages Elven

Note: Treant grove guardian with *throw stone* power from bramblewood treant and feywild denizen theme (DMG2).

Black Sleep Briar (Level 18)	Level 18 Hazard
Terrain	XP 2,000
Detect automatic	Initiative -
HP 90 per square	
AC 30, Fortitude 28, Reflex 28, Will -	
Immune psychic, forced movement, all conditions; Vulnerable 15 fire	
TRIGGERED ACTIONS	
M Attack (poison) • At-Will	
<i>Trigger:</i> A creature enters one of the hazard's squares.	
<i>Attack (Immediate Reaction):</i> Melee 0 (triggering creature); +23 vs. AC	
<i>Hit:</i> 3d8 + 13 poison damage, and the target is restrained (save ends).	
<i>First Failed Saving Throw:</i> The target is restrained and takes ongoing 10 poison damage (save ends both).	

ENCOUNTER 3: ANCIENT GUARDIANS (ADVENTURE LEVEL 20)

Ivy Heart Elemental (level 20)	Level 20 Elite Controller
Large fey animate (plant)	XP 5,600
HP 392; Bloodied 196	Initiative +10
AC 34, Fortitude 31, Reflex 31, Will 33	Perception +14
Speed 5 (forest walk), climb 3	
Immune sleep; Resist 20 poison	
Saving Throws +2; Action Points 1	
TRAITS	
○ Tendrils of Thorns • Aura 2	
Squares within the aura are difficult terrain for enemies. Any enemy within the aura that is hit with an attack takes 10 extra poison damage.	
Entangling Vine	
A creature can attack one of the ivy heart's vines that is grabbing a creature in order to free that creature, but the attack does not harm the ivy heart. The vine uses the ivy heart's defenses.	
STANDARD ACTIONS	
m Winding Vine • At-Will	
Requirement: The ivy heart must not have two creatures grabbed.	
Attack: Melee 8 (one creature); +23 vs. Reflex	
Hit: 3d8 + 11 damage, and the target is grabbed. Until the grab ends, the target is dazed.	
m Slashing Vine (poison) • At-Will	
Attack: Melee 8 (one creature); +23 vs. Reflex	
Hit: 2d8 + 11 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both).	
Miss: The target is slowed until the end of the ivy heart's next turn.	
M Twin Vines • At-Will	
Effect: The ivy heart uses <i>winding vine</i> and <i>slashing vine</i> , or uses either one twice.	
Elemental Dissipation (lightning) • Encounter	
Effect: This creature is removed from play. At the start of its next turn, it appears in its last location or the nearest unoccupied space. Enemies adjacent to this creature when it appears take 2d10 lightning damage and grant combat advantage until the end of this creature's next turn.	
R Swallow (lightning) • Encounter	
Requirement: The elemental has a bloodied medium or smaller creature grabbed.	
Attack: Melee 8 (one bloodied creature grabbed); +23 vs. Fortitude	
Hit: The target is swallowed and restrained (no saving throw) and takes 15 damage plus 15 lightning damage on subsequent rounds at the start of the ivy heart elemental's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the ivy heart elemental dies, any creature trapped in its stomach can escape as a move action, ending that action in a square formerly occupied by the ivy heart elemental.	
A Burst of Brambles (zone) • Recharge 6	
Attack: Area 2 within 12 (creatures in the burst); +23 vs. Reflex	
Hit: 4d8 + 10 damage.	
Effect: The burst creates a zone of difficult terrain that lasts until the end of the ivy heart's next turn. Any creature that starts its turn within the zone takes 10 damage and is restrained (save ends). After the zone ends, the area of the burst remains difficult terrain until the end of the encounter.	

MINOR ACTIONS
M Shoving Vine • At-Will
Attack: Melee 8 (one creature grabbed by the ivy heart); +23 vs. Fortitude
Hit: The ivy heart slides the target 5 squares to a square within 8 squares of the ivy heart.
TRIGGERED ACTIONS
Elemental Persistence (lightning) • Recharge 5-6
Trigger: This creature hits with a basic attack.
Effect (Free Action): The target of the attack takes ongoing 10 lightning damage (save ends).
Skills Arcana +21, History +21, Insight +19
Str 20 (+15) Dex 11 (+10) Wis 19 (+14)
Con 18 (+14) Int 23 (+16) Cha 22 (+16)
Alignment unaligned Languages Elven

Note: This creature has been modified with the elementally infused monster theme. The *soul drain* power was replaced with the *swallow* power taken from elder dragon eel. Changed language to Elven.

Treant Grove Protector (level 20)	Level 20 Brute
Huge fey magical beast (plant)	XP 2,800
HP 232; Bloodied 116	Initiative +13
AC 32, Fortitude 33, Reflex 30, Will 33	Perception +16
Speed 8 (forest walk)	Low-light vision
TRAITS	
Wooden Body	
Whenever the treant takes fire damage, it also takes ongoing 5 fire damage (save ends).	
STANDARD ACTIONS	
m Sweeping Slam • At-Will	
Attack: Melee 3 (one or two creatures); +25 vs. AC	
Hit: 3d12 + 10 damage, and the target falls prone.	
A Distracting Illusion (illusion) • At-Will	
Attack: Area burst 2 within 10 (enemies in the burst); +25 vs. Will	
Hit: The target is slowed and can't shift until the end of the treant grove protector's next turn.	
R Throw Stone • At-Will	
Attack: Ranged 20 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
M Stump Stomp • Encounter	
Effect: The treant moves up to its speed and can move through enemies' spaces during the move. Each time the treant enters an enemy's space for the first time during the move, it can use <i>slam</i> against that enemy.	
MINOR ACTIONS	
Feywild Positioning • Encounter	
Effect: Each fey ally within 5 squares of this creature can shift 2 squares as a free action. The creatures ignore difficult terrain during the shift.	
Skills Acrobatics +14, Bluff +13, Nature +17, Stealth +145	
Str 25 (+17) Dex 14 (+12) Wis 23 (+16)	
Con 22 (+16) Int 14 (+12) Cha 12 (+11)	
Alignment unaligned Languages Elven	
Note: Treant grove guardian with <i>throw stone</i> power from bramblewood treant and feywild denizen theme (DMG2).	

Black Sleep Briar (Level 20)	Level 20 Hazard
Terrain	XP 2,000
Detect automatic	Initiative -
HP 100 per square	
AC 32, Fortitude 30, Reflex 30, Will -	
Immune psychic, forced movement, all conditions; Vulnerable 10 fire	
TRIGGERED ACTIONS	
M Attack (poison) • At-Will	
<i>Trigger:</i> A creature enters one of the hazard's squares.	
<i>Attack (Immediate Reaction):</i> Melee 0 (triggering creature); +25 vs. AC	
<i>Hit:</i> 3d8 + 15 poison damage, and the target is restrained (save ends).	
<i>First Failed Saving Throw:</i> The target is restrained and takes ongoing 10 poison damage (save ends both).	

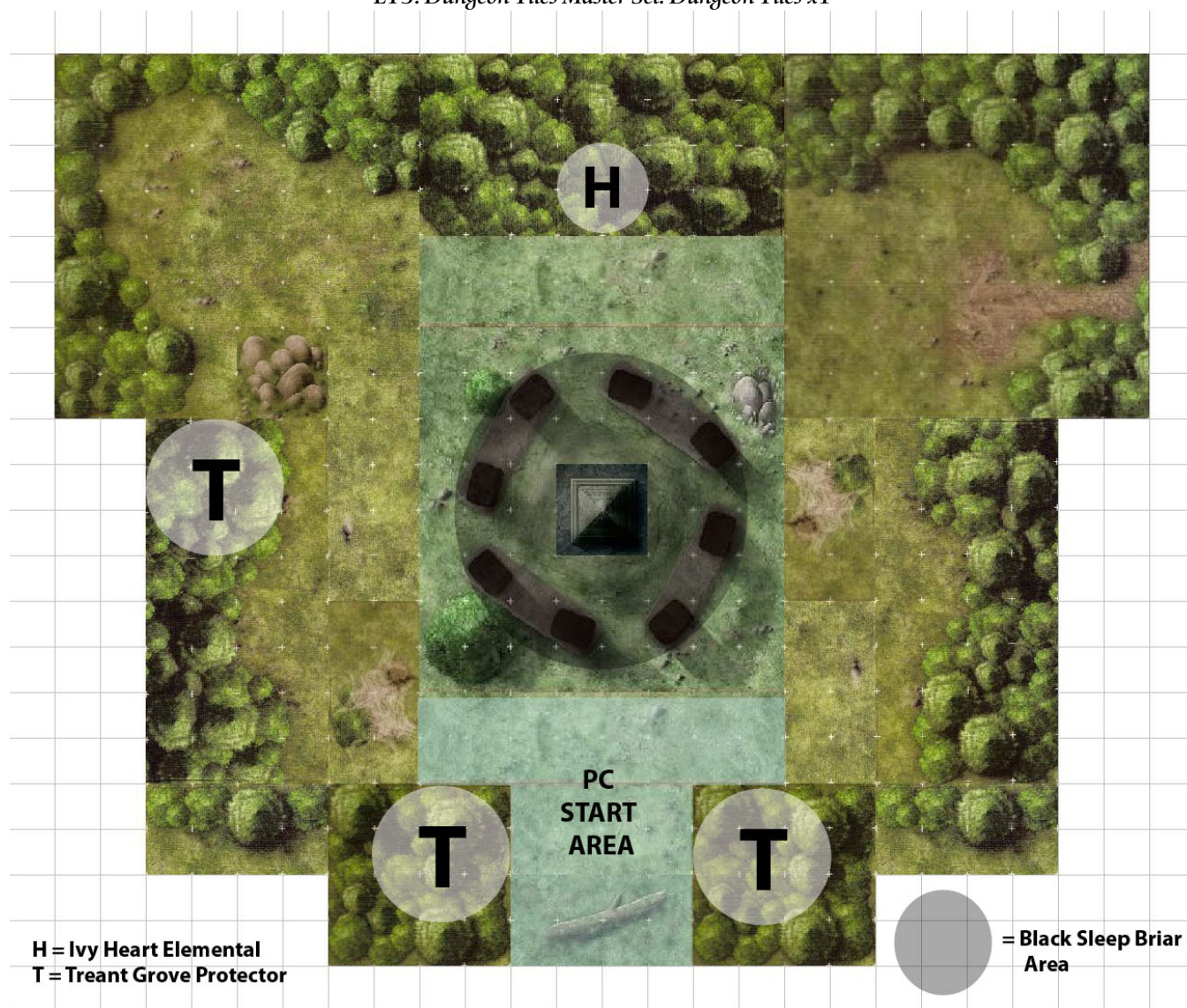
ENCOUNTER 3: ANCIENT GUARDIANS MAP

TILE SETS NEEDED

DU5: Sinister Woods x2

ET1: Dungeon Tiles Master Set: The Wilderness x2

ET3: Dungeon Tiles Master Set: Dungeon Tiles x1



ENCOUNTER 4A: TEMPLE OF THE NEAR MOON

SETUP

Azaryth, human male temple guardian.

If the PCs failed the skill challenge in Encounter 2, skip this encounter and proceed to Encounter 4B.

After successful completion of the skill challenge in Encounter 2, the PCs arrive at the entrance to the Temple of the Near Moon. As the PCs enter the area, read or paraphrase the following:

Suddenly the weather clears. The high winds, beating ice, snow, and freak lightning have ceased. You appear to be inside some sort of protective bubble, which is shielding you from the elemental chaos raging all around.

You face a towering mountain peak that glows with eerie lights. Interwoven within the natural rock appear to be mammoth crystalline shards. A silvery dragon and an old man stand before you in front of a huge crystal door embedded in the rock face.

The area outside the temple entrance is protected by magic and is shielded from the elements. For purposes of this adventure, the protective bubble extends to include the indicated area on the map for Encounter 6B. Walking or flying outside the bubble's range returns creatures to the treacherous blizzard conditions. As the PCs come closer, read or paraphrase the following:

The silver dragon postures itself as if to attack, but the old man quickly holds his hand up to stay the beast.

"No, my friend, I sense these adventurers have come for good purpose."

The man beckons you with his hand. "Approach, I am Azaryth. Tell me why you have come to the Temple of the Near Moon. I have been expecting you."

Azaryth: Azaryth is a prophet and champion of Selûne. He is tasked with guarding the temple entrance and patrolling the Star Mounts on the lookout for trouble. Azaryth has gray hair and wears silver garments.

The last thing that Azaryth says should tip the players off that he probably already knows why they are there. Why then does he ask for them to tell them why they've come? How they answer him tells him whether they can be trusted or not.

As a champion and prophet of Selûne, Azaryth has direct access to the power of his god. Azaryth is able to receive impressions, and visions.

SHADOWBANE

The sword begins to communicate with either Dernan or the PC it has chosen (see Appendix 1 for guidelines). It wants to be freed and believes that any negotiations would be a waste of time. As the PCs arrive at the temple entrance, *Shadowbane* communicates telepathically:

"The shadows are coming! I feel them drawing near! You must free me now or it will be too late! There is no time to talk with the guardians here! They serve only their own interests and cannot be trusted! Why else would they imprison me so unjustly?"

If the PCs ask about the weapon, Azaryth confirms that it is safely in the care of the priests of the temple. However, he is not willing to divulge the reason for why it was taken there, only that the future of all Toril depends upon it. He says that more is not for him to say.

If the players are interested in more role-playing opportunities, Azaryth is a friendly guardian and more than willing to engage them in conversation. They can learn the following:

- The temple was built well before the Spellplague by a High Priest of Selûne named Erindal.
- Erindal died before the temple was completed.
- Only a select few High Priests of Selûne even know about the temple's existence.
- Until Azaryth's recent trip to Waterdeep, there had been no contact between the priests of the Temple of the Near Moon and other Selûnites for nearly 50 years.
- The temple is a source of great divine power. The guardians here are closer to their god than any others in all of Faerun.
- Azaryth is 62 years old.
- Azaryth's dragon is Mystralena and she has been his companion since he was a young man training to be the temple guardian.
- Azaryth was chosen by the High Priests of Selûne to be the most recent guardian of the temple. It has been the only life he has ever known.
- Mystralena is over 80 years old and has had one previous master, the temple guardian who preceded Azaryth. She was just a young dragon at that time.

GAINING ENTRANCE TO THE TEMPLE

Simply telling the truth about their mission gains the PCs entrance into the temple. Azaryth already knows that leaving *Shadowbane* at rest is risky and may weaken the weapon to the point of uselessness. The PCs' mission could ensure that *Shadowbane* is prepared when the shadow beast prophecy is at hand.

To gain access to the temple and an audience with the priests, the PCs must explain their mission to Azaryth. If the players do a good job of explaining their mission truthfully then Azaryth trusts that their intentions are good and escorts them inside.

The PCs can easily mess things up if they lie about their mission, are disrespectful, belligerent, or acting in a generally untrustworthy manner. Making demands and being forceful gets them nowhere - Azaryth denies them access and respectfully asks them to leave the area. His silver dragon companion snarls at them to emphasize that he means business.

PCs that have the story award CORE30 Wrath of the Moon or similar disfavours with the Church of Selûne gives Azaryth cause to be suspicious. Those PCs are asked to give an explanation of why they carry the mark and why he should trust them. It is DM's discretion whether their explanations are acceptable. Note that Azaryth leans toward trusting them and it takes overtly bad behavior to convince him otherwise. Perhaps the PC explains that he realizes his mistake and wants to make amends now.

If the PCs successfully gain entrance to the temple, read or paraphrase the following:

Azaryth walks over to a blue crystal shard near the large door and places the palm of his hand on a flat indentation on the side of the shard. The shard glows brightly and, a moment later, the huge crystalline doorway splits in two sections, sliding open to reveal a long crystal tunnel leading deep into the mountain peak.

ENDING THE ENCOUNTER

Once the PCs have entered the crystal tunnel leading to the temple, proceed to Encounter 5.

If the PCs are acting dishonorably or with obvious evil intentions, Azaryth does not permit them entry. If they try to force their way in, he and his dragon attack. During the battle, the Selûnites arrive to help in the battle. This effectively jumpstarts Encounter 6A, but with the terrain from Encounter 6B. Use the stats from Encounter 6A and notes from Encounter 6B to run the combat.

When the Selûnites arrive, the crystal doorway opens from the inside. The door remains open for 2 rounds and the PCs may gain access at this time. If the battle moves inside, draw a simple map that is 20 feet wide (4 squares) and at least 100 feet long (20 squares).

If the PCs win the battle, but did not enter the temple while the doors were open, they must either break open the huge crystal doors or use Thievery and/or Arcana to bypass the palm recognition mechanism that opens the doors. Arcana requires a Moderate DC check and Thievery requires a Hard DC check. Breaking into the door requires inflicting 100 points of damage against AC 30.

MILESTONE

This encounter does NOT count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4B: TEMPLE OF THE NEAR MOON ~ UNDER SIEGE

SETUP

Azaryth, temple guardian, human male.

If the PCs succeeded in the skill challenge in Encounter 2, do not run this encounter. Go back to Encounter 4A and run that encounter instead.

After failing the skill challenge in Encounter 2, the PCs arrive at the entrance to the Temple of the Near Moon after the Shadovar have already been here. They come upon the remains of the defeated Selûnites and the dying prophet of Selûne—the guardian of the temple.

As the PCs enter the area, read or paraphrase the following:

Suddenly, the weather clears. The high winds, beating ice, snow, and freak lightning have ceased. You appear to be inside some sort of protective bubble, which is shielding you from the elemental chaos raging all around.

Before you is a towering mountain peak that glows with eerie lights. Interwoven within the natural rock appear to be mammoth crystalline shards.

It appears that you have arrived too late. You have come upon the site of a gruesome battle. The bodies of several angelic beings lie dead in the snow drifts. A huge crystal door embedded in the rock face has been destroyed through powerful forces and the burned fragments of crystal are scattered on the ground before a gaping hole in the mountain. There appear to be more dead creatures within the tunnel.

The area outside the temple entrance is protected by permanent divine magic and is partially shielded from the elements. For purposes of this adventure, the protective bubble extends to include the indicated area on the map for Encounter 6B. Walking or flying outside the bubble's range returns creatures to the treacherous blizzard conditions.

As the PCs enter the tunnel, read or paraphrase the following:

A silver dragon and a blight dragon lie dead within the crystal tunnel. Beside the dragons is an old man in silvery robes. Appearing to be dead at first, the old man suddenly stirs to life, straining to remain conscious. Choking as he struggles to speak, he beckons you to draw closer. "Quickly," he pleads, "The shadows have

come. Do not let them take Shadowbane!" He points down the tunnel and adds, "In the sanctuary."

Azaryth dies if the PCs do not act quickly. Using healing or administering potions to Azaryth restores him to health. If someone tries to help him, he says that they should leave him to die. However, if he is restored to at least half his original hit points, he thanks them and then rushes into the temple sanctuary to join the battle.

If the PCs decide to role-play with Azaryth, use the information from Encounter 4A to facilitate the conversation.

Azaryth: Azaryth is prophet and champion of Selûne. He is tasked with guarding the temple entrance and patrolling the Star Mounts on the lookout for trouble. Azaryth has gray hair and wears silver garments.

ENDING THE ENCOUNTER

The encounter ends when all the PCs head to the temple sanctuary. Proceed to Encounter 6D.

MILESTONE

This encounter does NOT count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: NEGOTIATIONS

SKILL CHALLENGE, COMPLEXITY 2
(1400/2000/2800/4000/5600 XP)

SETUP

Mathavar, deva male Guardian of Selûne.

The PCs enter the temple sanctuary where a deva and various angels of Selûne are worshiping. When the outer temple doors open, they become aware that the adventurers are approaching.

Mathavar: Mathavar is 6'6" tall and slender. His skin alternates between light colored chalk white patterns and dark colored purple. His hair is the same chalk white base color with purple highlights.

When Mathavar died, he re-appeared in the Temple of the Near Moon where his goddess, Selûne, decreed that he serve until he dies once again.

Mathavar is calm, refined, and polite when dealing with outsiders. He upholds the highest moral standards, but he is not afraid to use violence to uphold all that is good.

When the PCs enter the area, read or paraphrase the following:

A statue of the moon goddess stands before you as if greeting you when you enter. A tall, slender man with purple skin wearing gossamer robes stands beside the statue. Five angelic figures float in mid-air around a luminescent pool of bluish liquid; one of these is much larger than the others. A beam of bluish light emanating from a crystal shard in the ceiling magnifies as it strikes the water and four other crystal shards in alcoves along the left and right walls. A bluish haze hangs in the air surrounding the pool and seems to pulsate with tangible energy. An altar etched with silver symbols is set against the far wall; the symbols glow brightly with variable intensity.

The purple-skinned humanoid and the larger angel turn at your approach. The humanoid speaks. "I am Mathavar. Welcome to the Temple of the Near Moon; the most sacred sanctuary of our mother goddess, Selûne."

If Dernan is with the PCs, Mathavar adds the following:
"A special welcome to you, Dernan, and we thank you for the fruit of your quest to the Well of Dragons. What can we do for you and your companions?"

SHADOWBANE

As soon as Dernan enters the sanctuary, he can sense the presence of the sword within a secret compartment in the altar. The voice of the sword speaks in his mind again:

"Rescue me, Dernan. Claim me now! I hunger so much! Free me!"

If Dernan is not with the group, choose a PC that Shadowbane would be inclined to accept as his possessor (see Appendix 1 for guidelines) and read the following text to him/her:

A voice speaks inside your mind, "Rescue me. Claim me now! I hunger so much! Free me!"

You can sense that the source of the voice is coming from somewhere within the altar. It must be the artifact.

Mathavar does not deny or hide the fact that they have possession of *Last Grasp of Shadowbane*. However, they are not inclined to give up the weapon. If asked for it, they refuse to turn it over, but do not give a specific reason why. If the PCs are really persistent in wanting to know the reason, they reveal that they have been given serious warnings of a coming disaster; a great shadow beast that threatens all of Faerûn. They took the initiative to secure a powerful anti-shadow weapon to prepare to defend against the forewarned threat. They believe Shadowbane is the only hope for changing the course of this future event and that it must be protected at all costs. They know Shadowbane disagrees with them, but since the fate of the entire world depends on it, they do not concern themselves with the personal needs of a single sapient item.

SHADOWBANE

Shadowbane is alerted to the presence of the Shadovar in the region. He becomes anxious for his freedom and does not feel there is time to dawdle any longer. He speaks telepathically to either Dernan or the PC he has chosen if Dernan is not present.

"The shadows are coming! There is no time for negotiation! Free me now or all is lost!"

If the sword told this to Dernan then Dernan immediately shouts out the following:

"The shadows are coming! There is no time for negotiation! Give us Shadowbane or we will take it by force!"

If the PCs question Dernan, he tells them that the Shadowbane senses the Shadovar approaching and that they must move quickly.

If the PCs choose to ignore the warning then Shadowbane is restless during the negotiations and continues to plead for his release. While Shadowbane is correct that the Shadovar are approaching, it is exaggerating the urgency of the situation.

The PCs must engage in a skill challenge to convince the Selûnites to relinquish the artifact. Failing the challenge forces them to decide whether to abandon their quest or attack the temple guardians to obtain the weapon. If the PCs refuse to negotiate and choose to attack instead, proceed to Encounter 6B. If the PCs decide to begin negotiations, run the skill challenge below.

SKILL CHALLENGE: RELEASE SHADOWBANE

Goal: The PCs need to convince the Selûnites to release *Last Grasp of Shadowbane* into their possession.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Religion.

Other Skills: Insight.

Victory: The Selûnites agree to release *Last Grasp of Shadowbane* into the PCs' possession.

Defeat: The Selûnites refuse to release *Last Grasp of Shadowbane* into the PCs' possession.

If the PCs attempt to use the black cloth found in the broken lands (Scene 3 of Encounter 2) as evidence that

the Shadovar are in the area, then they gain a +4 bonus to a single Diplomacy or Bluff check.

If any of the PCs have the story award CORE30 Wrath of the Moon or a similar disfavor with the Church of Selûne, they receive an automatic failure in this skill challenge.

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

It is difficult to lie to the Selûnites, but not impossible.

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

The characters make a good case for the Sand Kings, and the fact that keeping Shadowbane locked up is not a good idea. Direct threats do not work, but mentioning the risks of keeping the blade here for the world and the faith does work.

Insight [Moderate DC] (not a success or failure)

Another PC gains a +2 to a Bluff, Diplomacy, or Intimidate check during this challenge.

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

Prophecies are dangerous in that one's behavior might very well cause the event. There is no guarantee that keeping the blade hidden would protect it, and it might actually trigger the prophecy.

Similarly, the religious tenets of Selûne do not look kindly upon the imprisonment of free willed non-evil sapient creatures, nor of passively observing evil without intervening.

ENDING THE ENCOUNTER

During the course of negotiations the PCs may also ask the Selûnites about the druid's grandfather, the original Erindal. They learn that Erindal did indeed spearhead the construction of the temple, but that he died before seeing its completion. He ascended to Selûne and serves her on other planes of existence.

Success: Mathavar hands the blade to an appropriate PC (see Appendix 1). As Mathavar and the angel are giving their blessings to send the PCs off, a guard enters the chamber in haste and informs them that the Shadovar have learned of the artifact's location and that powerful agents are on their way to steal it. This confirms what the sword has been communicating during the encounter. The PCs can remain at the temple, helping to protect the Selûnites and fend off the attack (Encounter 6B) or flee with the weapon to draw the Shadovar away from the secret temple location (Encounter 6C).

Failure: As failed negotiations come to a close, allow the PCs a few minutes to decide on a course of action. Dernan is beginning to feel a deep urge to get his hands on the weapon at this point. If the PCs don't suggest it, he quietly tells them he wants to take the artifact by force. If they choose to attack the Selûnites now, proceed to Encounter 6A. If they choose to leave the temple without the weapon, the Shadovar attack after Azaryth escorts the PCs back outside. Proceed to Encounter 6B.

EXPERIENCE POINTS

If the PCs obtain *Last Grasp of Shadowbane*, they each earn 700 / 1000 / 1400 / 2000 / 2800 XP for completing a major objective.

MILESTONE

This encounter counts toward a milestone.

TREASURE

If the PCs successfully negotiate with the Selûnites, they are given custody of *Last Grasp of Shadowbane*.

ENCOUNTER 6A: SELÛNITE RESISTANCE

ENCOUNTER LEVEL 13/15/17/19/21
(4300/6100/8600/12200/17350 XP)

SETUP

This encounter includes the following creatures at Adventure Level 12:

- 1 Azaryth (level 12) (A)
- 1 adult silver dragon mount (level 10) (M)
- 1 Mathavar (level 12) (P)
- 1 angel of battle (level 12) (B)
- 4 angel of valor veterans (level 14) (V)

This encounter includes the following creatures at Adventure Level 14:

- 1 Azaryth (level 14) (A)
- 1 adult silver dragon mount (M)
- 1 Mathavar (P)
- 1 angel of battle (level 14) (B)
- 4 angel of valor veterans (V)

This encounter includes the following creatures at Adventure Level 16:

- 1 Azaryth (level 16) (A)
- 1 adult silver dragon mount (level 14) (M)
- 1 Mathavar (level 16) (P)
- 1 angel of battle (level 16) (B)
- 4 angel of valor veterans (level 18) (V)

This encounter includes the following creatures at Adventure Level 18:

- 1 Azaryth (level 18) (A)
- 1 adult silver dragon mount (level 16) (M)
- 1 Mathavar (level 18) (P)
- 1 angel of battle (level 18) (B)
- 4 angel of valor veterans (level 20) (V)

This encounter includes the following creatures at Adventure Level 20:

- 1 Azaryth (level 20) (A)
- 1 adult silver dragon mount (level 18) (M)
- 1 Mathavar (level 20) (P)
- 1 angel of battle (level 20) (B)
- 4 angel of valor Veterans (level 22) (V)

This encounter only occurs if the PCs attack the Selûnites.

Given the fact that the guardians are so close to their god here and have divine favors bestowed upon their temple, they are not to be dealt with trivially. In addition to the properties listed under Features of the Area, the *moon pool* also has the ability to warn the guardians when they are in danger. As soon as the PCs decide to attack, the guardians become aware of it and are able to gain a surprise round.

Two rounds after the start of the fight, Azaryth and his dragon mount arrive in the positions indicated on the map.

SKILL CHALLENGE: SHUT DOWN THE MOON POOL

Goal: To shut down the moon pool so that it has neither positive nor negative effects for allies and enemies. Each success disables a single crystal shard in the chain. Disabling two shards reduces the moon pool aura down to a 4x4 area.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Religion, Thievery.

Other Skills: None

Victory: The moon pool is temporarily rendered inoperative. It does not function for the duration of the adventure. If the final shard is deactivated by attacking it, a surge of divine energy engulfs all enemies in the aura, causing them to lose a healing surge.

Defeat: A surge of divine energy engulfs all enemies in the aura, causing them to lose a healing surge.

NOTE: All skill checks (but not attacks) in this in-combat skill challenge can be taken as minor actions.

Arcana or Religion [Moderate DC] (minor action, 1 success)

The PC must be within 2 squares of a crystal shard to attempt this check. The character uses his or her knowledge of magical forces to disrupt the pool.

Thievery [Hard DC] (minor action, 1 success)

Disrupting the crystals through mundane methods is not easy, but not impossible.

Attacking Crystal Shards (standard action)

Attacks directed at the crystal shards can disable the shards as well. Close or area attacks made against the shards only affect one shard of the attacker's choice. Each shard has AC 20 / 22 / 24 / 26 / 28 and 20 / 30 / 40 / 50 / 60 hit points.

FEATURES OF THE AREA

Ceiling: The ceiling is 30 feet (6 squares) high.

Moon Pool: This pool of bluish liquid sits underneath a crystal shard in the ceiling that leads to an opening at the top of the star peak. The pool is powered by divine energy that creates an 8x6 aura. The aura accrues positive effects for allies and negative effects for enemies of the priests. They are as follows:

- All allies who start their turn in the aura gain regeneration 5 (AL 12/14/16) or regeneration 10 (AL 18/20).
- Allies within the aura are immune to the adult silver dragon's *breath weapon*.
- All squares within the aura are difficult terrain for enemies.
- Attempting to teleport into a square within the aura from outside the aura is blocked for enemies.

TACTICS

Mathavar opens combat with *holy shackles* in an attempt to immobilize as many PCs as possible. The angel of battle opens with *storm of blades* and then momentarily retreats to the protection of the moon pool aura. All angel of valor veterans attack with *greatsword*. Once these actions are complete, the PCs may act in initiative order.

Mathavar attempts to dominate a PC using *holy shackles* followed by *inquisitor's query*. Afterwards, he utilizes *divine command* to give his allies free attacks while he remains within the protection of the moon pool aura. Mathavar comes forth to use his *quarterstaff* only when absolutely necessary. As the battle progresses, he continues to speak with the PCs to convince them to cease their attack and leave peacefully.

The angel of battle uses *mobile melee attack* for the remainder of the encounter. The angel of valor veterans try to block PCs from reaching Mathavar and continue to use their *greatsword* attack until vanquished.

Azaryth uses *eldritch cage* to restrain enemies and then pelts them with *eldritch bolt* from a distance. The adult silver dragon mount uses *frightful presence* followed by *breath weapon* before resorting to claw attacks. It uses *breath weapon* as often as it recharges and it can do so without endangering an ally (which it can do while the allies are within the aura of the moon pool).

SCALING THE ENCOUNTER

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

Four PCs: Remove the silver dragon mount. Azaryth's dragon remains outside to guard the entrance.

Six PCs: Add 2 angel of valor veterans.

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated the Selûnites. When the battle is over, the artifact can be retrieved from the secret compartment in the altar beyond the moon pool. *Shadowbane* is very particular about who wields him. See Appendix 1 for guidelines.

For attacking the guardians at the Temple of the Near Moon, the PCs earn the story award **NETH03 Fury of the Moon**.

If the PCs go through the doors on the left wall, they go to other areas of the temple. If the PCs attempt to explore these areas, *Shadowbane* informs them that shadow creatures are drawing near to the temple. If the PCs persist in exploring, other areas of the temple should be improvised, and the fight against the Netherese (if applicable) should be handled.

EXPERIENCE POINTS

If the PCs obtain *Last Grasp of Shadowbane*, they earn 700 / 1000 / 1400 / 2000 / 2800 XP for completing a major objective.

MILESTONE

This encounter counts toward a milestone.

TREASURE

The PCs find *Last Grasp of Shadowbane* in a secret compartment inside the temple altar.

CONCLUDING THE ADVENTURE

If the PCs did not avoid the combat in Encounter 3 then this concludes the adventure. However, if they were able to avoid the combat in Encounter 3 by flying to the top of the star peak, proceed to Encounter 6C to conclude the adventure there. Otherwise proceed to Encounter 7 for the Conclusion.

ENCOUNTER 6A: SELÛNITE RESISTANCE (ADVENTURE LEVEL 12)

Azaryth (level 12)	Level 12 Elite Soldier (Leader)
Medium natural humanoid	XP 1400
HP 244; Bloodied 122	Initiative +10
AC 26, Fortitude 24, Reflex 24, Will 25	Perception +10
Speed 6	
Saving Throws +2, +4 against fear and charm effects; Action Points 1	
TRAITS	
O Selune's Blessing • Aura 3	
Each bloodied ally within the aura deals 2d6 extra damage with melee attacks.	
STANDARD ACTIONS	
m Eldritch Spear (force) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 9 force damage, and Azaryth slides the target 1 square.	
r Eldritch Bolt (force) • At-Will	
Attack: Ranged 10 (one creature); +17 vs. AC	
Hit: 3d6 + 9 force damage, and Azaryth pushes the target 2 squares.	
A Eldritch Cage (force) • Recharge 5-6	
Attack: Area 2 within 10 (creatures in burst); +16 vs. Reflex	
Hit: The target is restrained and takes ongoing 10 force damage (save ends both).	
MINOR ACTIONS	
C Inspiring Carnage • Recharge 6	
Effect: Close burst 3 (allies in burst); +10 vs. Reflex	
Effect: The target can make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Last Command • At-Will	
Trigger: An ally within 10 squares of Azaryth drops to 0 hit points	
Effect (Immediate Interrupt): The triggering ally can make a melee basic attack as a free action with a +2 bonus to the attack roll.	
Skills Insight +15, Intimidate +16, Religion + 15	
Str 14 (+8)	Dex 15 (+8) Wis 19 (+10)
Con 18 (+10)	Int 18 (+10) Cha 21 (+11)
Alignment good Languages Common	
Equipment: ritual scroll of dramij's instant summons (used)	
Note: Human templar of Tyr with champion of Bane template re-flavored for Selûne.	

Adult Silver Dragon Mount (level 10)	Level 10 Brute
Large natural magical beast (mount, dragon)	XP 700
HP 134; Bloodied 67	Initiative +11
AC 22, Fortitude 24, Reflex 21, Will 20	Perception +13
Speed 8, fly 8 (hover), overland flight 12	Darkvision
Resist 20 cold	
TRAITS	
Threatening Reach	
An adult silver dragon can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 3d6 + 10 damage.	
C Breath Weapon (cold) • Recharge 5-6	
Attack: Close blast 5 (creatures in the blast); +11 vs. Reflex	
Hit: 2d6 + 6 cold damage, and the target gains vulnerable 5 to all damage (save ends).	
TRIGGERED ACTIONS	
M Wing Slice • At-Will	
Trigger: When an enemy attacks the adult silver dragon while flanking it.	
Attack (Immediate Reaction): Melee 2 (triggering enemy); +15 vs. AC	
Hit: 2d8 + 7 damage.	
C Bloodied Breath • Encounter	
Trigger: The adult silver dragon is first bloodied.	
Effect (Free Action): Breath weapon recharges, and the adult silver dragon uses it.	
Skills Athletics + 21, Insight + 13	
Str 28 (+14)	Dex 22 (+11) Wis 12 (+6)
Con 24 (+12)	Int 12 (+6) Cha 20 (+11)
Alignment unaligned Languages Common, Draconic	
Note: This creature was converted to a mount by removing the solo attributes.	

Mathavar (level 12)		Level 12 Controller (Leader)	
Medium immortal humanoid (deva)		XP 700	
HP 118; Bloodied 59		Initiative +6	
AC 24, Fortitude 23, Reflex 22, Will 25		Perception +10	
Speed 6			
Resist 10 Necrotic, 10 Radiant			
TRAITS			
Bloodied Defenses			
Mathavar's defenses are +1 against bloodied enemies.			
STANDARD ACTIONS			
m Quarterstaff (psychic, weapon) • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 2d8 + 9 damage , and one enemy within 5 squares of Mathavar other than the primary target takes 5 psychic damage.			
R Holy Shackles (charm, psychic) • Recharge when the target makes a save to end the effect			
Attack: Ranged 10 (one creature); +16 vs. Will			
Hit: 2d8 + 6 psychic damage, and the target is restrained (save ends). Each enemy that starts its turn adjacent to the target while the target is restrained by this power is immobilized (save ends).			
C Divine Command • At-Will			
Effect: Close burst 5 (targets one ally or two minion allies Mathavar can see); The target makes a basic attack as a free action.			
MINOR ACTIONS			
R Inquisitor's Query (psychic, radiant) • Recharge 5-6			
Attack: Ranged 10 (one immobilized creature); +16 vs. Will			
Hit: The target is dominated (save ends), and the immobilized condition ends.			
Miss: The target takes 10 psychic damage.			
TRIGGERED ACTIONS			
Memory of A Thousand Lifetimes • Encounter			
Trigger: when Mathavar makes an attack roll, a skill check, or an ability check and dislikes the result.			
Effect (Free Action): Mathavar adds 1d6 to the triggering roll.			
Skills History +14, Religion +14			
Str 19 (+10)	Dex 11 (+6)	Wis 19 (+10)	
Con 14 (+8)	Int 16 (+9)	Cha 22 (+12)	
Alignment unaligned		Languages Common, Chondathan	
Equipment chainmail, quarterstaff			
Note: Cobalt Inquisitor.			

Angel of Battle (level 12)		Level 12 Skirmisher
Large immortal humanoid (angel)		XP 700
HP 124; Bloodied 62		Initiative +12
AC 26, Fortitude 24, Reflex 22, Will 25		Perception +10
Speed 8, fly 12 (hover)		
Immune fear; Resist 10 Radiant		
TRAITS		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD ACTIONS		
m Falchion (weapon) • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 2d10 + 7 damage, and the target grants combat advantage until the start of the angel's next turn.		
M Mobile Melee Attack • At-Will		
Effect: The angel moves up to half its speed and uses falchion once at any point during the movement. The angel does not provoke opportunity attacks when moving away from the target of the attack.		
C Storm of Blades • Encounter		
Attack: Close burst 3 (enemies in burst); +17 vs. AC		
Hit: 6d8 + 6 damage.		
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.		
Str 23 (+12)	Dex 19 (+10)	Wis 18 (+10)
Con 20 (+11)	Int 15 (+8)	Cha 25 (+13)
Alignment unaligned		Languages Supernal
Equipment falchion		

Angel of Valor Veteran (level 14)		Level 14 Minion Soldier	
Medium immortal humanoid (angel)		XP 250	
HP 1; a missed attack never damages a minion		Initiative +11	
AC 30, Fortitude 28, Reflex 25, Will 24		Perception +9	
Speed 6, fly 9 (hover)			
STANDARD ACTIONS			
m Greatsword (fire, weapon) • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 10 fire damage.			
Str 24 (+14)	Dex 18 (+11)	Wis 14 (+9)	
Con 18 (+11)	Int 12 (+8)	Cha 16 (+10)	
Alignment unaligned		Languages Supernal	
Equipment chainmail, greatsword			

ENCOUNTER 6A: SELÛNITE RESISTANCE (ADVENTURE LEVEL 14)

Azaryth (level 14)	Level 14 Elite Soldier (Leader)
Medium natural humanoid	XP 2000
HP 276; Bloodied 138	Initiative +11
AC 28, Fortitude 26, Reflex 26, Will 27	Perception +11
Speed 6	
Saving Throws +2, +4 against fear and charm effects; Action Points 1	
TRAITS	
O Selune's Blessing • Aura 3	
Each bloodied ally within the aura deals 2d6 extra damage with melee attacks.	
STANDARD ACTIONS	
m Eldritch Spear (force) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 11 force damage, and Azaryth slides the target 1 square.	
r Eldritch Bolt (force) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. AC	
Hit: 3d6 + 11 force damage, and Azaryth pushes the target 2 squares.	
A Eldritch Cage (force) • Recharge 5-6	
Attack: Area 2 within 10 (creatures in burst); +18 vs. Reflex	
Hit: The target is restrained and takes ongoing 10 force damage (save ends both).	
MINOR ACTIONS	
C Inspiring Carnage • Recharge 6	
Effect: Close burst 3 (allies in burst); +12 vs. Reflex	
Effect: The target can make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Last Command • At-Will	
Trigger: An ally within 10 squares of Azaryth drops to 0 hit points	
Effect (Immediate Interrupt): The triggering ally can make a melee basic attack as a free action with a +2 bonus to the attack roll.	
Skills Insight +16, Intimidate +17, Religion + 16	
Str 14 (+9)	Dex 15 (+9) Wis 19 (+11)
Con 18 (+11)	Int 18 (+11) Cha 21 (+12)
Alignment good Languages Common	
Equipment: ritual scroll of dramij's instant summons (used)	
Note: Human templar of Tyr with champion of Bane template re-flavored for Selûne.	

Adult Silver Dragon Mount	Level 12 Brute
Large natural magical beast (mount, dragon)	XP 700
HP 154; Bloodied 77	Initiative +12
AC 24, Fortitude 27, Reflex 23, Will 21	Perception +12
Speed 8, fly 8 (hover), overland flight 12	darkvision
Resist 20 cold	
TRAITS	
Threatening Reach	
An adult silver dragon can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 12 damage.	
C Breath Weapon (cold) • Recharge 5-6	
Attack: Close blast 5 (creatures in the blast); +15 vs. Reflex	
Hit: 2d8 + 6 cold damage, and the target gains vulnerable 5 to all damage (save ends).	
TRIGGERED ACTIONS	
M Wing Slice • At-Will	
Trigger: When an enemy attacks the adult silver dragon while flanking it.	
Attack (Immediate Reaction): Melee 2 (triggering enemy); +17 vs. AC	
Hit: 2d8 + 9 damage.	
C Bloodied Breath • Encounter	
Trigger: The adult silver dragon is first bloodied.	
Effect (Free Action): Breath weapon recharges, and the adult silver dragon uses it.	
Skills Athletics + 21, Insight + 13	
Str 28 (+15)	Dex 22 (+12) Wis 12 (+7)
Con 24 (+13)	Int 12 (+7) Cha 20 (+12)
Alignment unaligned Languages Common, Draconic	
Note: This creature was converted to a mount by removing the solo attributes.	

Mathavar		Level 14 Controller (Leader)	
Medium immortal humanoid (deva)		XP 1000	
HP 134; Bloodied 67		Initiative +7	
AC 26, Fortitude 25, Reflex 24, Will 27		Perception +11	
Speed 6			
Resist 10 Necrotic, 10 Radiant			
TRAITS			
Bloodied Defenses			
Mathavar's defenses are +1 against bloodied enemies.			
STANDARD ACTIONS			
m Quarterstaff (psychic, weapon) • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 3d6 + 10 damage , and one enemy within 5 squares of Mathavar other than the primary target takes 10 psychic damage.			
R Holy Shackles (charm, psychic) • Recharge when the target makes a save to end the effect			
Attack: Ranged 10 (one creature); +18 vs. Will			
Hit: 2d8 + 7 psychic damage, and the target is restrained (save ends). Each enemy that starts its turn adjacent to the target while the target is restrained by this power is immobilized (save ends).			
C Divine Command • At-Will			
Effect: Close burst 5 (targets one ally or two minion allies Mathavar can see); The target makes a basic attack as a free action.			
MINOR ACTIONS			
R Inquisitor's Query (psychic, radiant) • Recharge 5-6			
Attack: Ranged 10 (one immobilized creature); +18 vs. Will			
Hit: The target is dominated (save ends), and the immobilized condition ends.			
Miss: The target takes 10 psychic damage.			
TRIGGERED ACTIONS			
Memory of A Thousand Lifetimes • Encounter			
Trigger: when Mathavar makes an attack roll, a skill check, or an ability check and dislikes the result.			
Effect (Free Action): Mathavar adds 1d6 to the triggering roll.			
Skills History +15, Religion +15			
Str 19 (+11)	Dex 11 (+7)	Wis 19 (+11)	
Con 14 (+9)	Int 16 (+10)	Cha 22 (+13)	
Alignment unaligned		Languages Common, Chondathan	
Equipment chainmail, quarterstaff			
Note: Cobalt Inquisitor. Added Chondathan language.			

Angel of Battle (level 14)		Level 14 Skirmisher
Large immortal humanoid (angel)		XP 1000
HP 140; Bloodied 70		Initiative +13
AC 28, Fortitude 26, Reflex 24, Will 27		Perception +11
Speed 8, fly 12 (hover)		
Immune fear; Resist 10 Radiant		
TRAITS		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD ACTIONS		
m Falchion (weapon) • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 3d10 + 4 damage, and the target grants combat advantage until the start of the angel's next turn.		
M Mobile Melee Attack • At-Will		
Effect: The angel moves up to half its speed and uses falchion once at any point during the movement. The angel does not provoke opportunity attacks when moving away from the target of the attack.		
C Storm of Blades • Encounter		
Attack: Close burst 3 (enemies in burst); +19 vs. AC		
Hit: 6d8 + 7 damage.		
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.		
Str 23 (+13)	Dex 19 (+11)	Wis 18 (+11)
Con 20 (+12)	Int 15 (+9)	Cha 25 (+14)
Alignment unaligned		Languages Supernal
Equipment falchion		

Angel of Valor Veteran		Level 16 Minion Soldier	
Medium immortal humanoid (angel)		XP 350	
HP 1; a missed attack never damages a minion		Initiative +12	
AC 32, Fortitude 30, Reflex 27, Will 26		Perception +10	
Speed 6, fly 9 (hover)			
STANDARD ACTIONS			
m Greatsword (fire, weapon) • At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 11 fire damage.			
Str 24 (+15)	Dex 18 (+12)	Wis 14 (+10)	
Con 18 (+12)	Int 12 (+9)	Cha 16 (+11)	
Alignment unaligned		Languages Supernal	
Equipment chainmail, greatsword			

ENCOUNTER 6A: SELÛNITE RESISTANCE (ADVENTURE LEVEL 16)

Azaryth (level 16)	Level 16 Elite Soldier (Leader)
Medium natural humanoid	XP 2800
HP 308; Bloodied 154	Initiative +12
AC 30, Fortitude 28, Reflex 28, Will 29	Perception +12
Speed 6	
Saving Throws +2, +4 against fear and charm effects; Action Points 1	
TRAITS	
O Selune's Blessing • Aura 3	
Each bloodied ally within the aura deals 2d6 extra damage with melee attacks.	
STANDARD ACTIONS	
m Eldritch Spear (force) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d6 + 13 force damage, and Azaryth slides the target 1 square.	
r Eldritch Bolt (force) • At-Will	
Attack: Ranged 10 (one creature); +21 vs. AC	
Hit: 3d6 + 13 force damage, and Azaryth pushes the target 2 squares.	
A Eldritch Cage (force) • Recharge 5-6	
Attack: Area 2 within 10 (creatures in burst); +20 vs. Reflex	
Hit: The target is restrained and takes ongoing 15 force damage (save ends both).	
MINOR ACTIONS	
C Inspiring Carnage • Recharge 6	
Effect: Close burst 3 (allies in burst); +14 vs. Reflex	
Effect: The target can make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Last Command • At-Will	
Trigger: An ally within 10 squares of Azaryth drops to 0 hit points	
Effect (Immediate Interrupt): The triggering ally can make a melee basic attack as a free action with a +2 bonus to the attack roll.	
Skills Insight +17, Intimidate +18, Religion + 17	
Str 14 (+10)	Dex 15 (+10) Wis 19 (+12)
Con 18 (+12)	Int 18 (+12) Cha 21 (+13)
Alignment good Languages Common	
Equipment: ritual scroll of dramij's instant summons (used)	
Note: Human templar of Tyr with champion of Bane template re-flavored for Selûne.	

Adult Silver Dragon Mount (level 14)	Level 14 Brute
Large natural magical beast (mount, dragon)	XP 1,000
HP 174; Bloodied 87	Initiative +13
AC 26, Fortitude 29, Reflex 25, Will 23	Perception +13
Speed 8, fly 8 (hover), overland flight 12	darkvision
Resist 20 cold	
TRAITS	
Threatening Reach	
An adult silver dragon can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d8 + 11 damage.	
C Breath Weapon (cold) • Recharge 5-6	
Attack: Close blast 5 (creatures in the blast); +17 vs. Reflex	
Hit: 2d8 + 7 cold damage, and the target gains vulnerable 5 to all damage (save ends).	
TRIGGERED ACTIONS	
M Wing Slice • At-Will	
Trigger: When an enemy attacks the adult silver dragon while flanking it.	
Attack (Immediate Reaction): Melee 2 (triggering enemy); +19 vs. AC	
Hit: 3d6 + 10 damage.	
C Bloodied Breath • Encounter	
Trigger: The adult silver dragon is first bloodied.	
Effect (Free Action): Breath weapon recharges, and the adult silver dragon uses it.	
Skills Athletics + 21, Insight + 13	
Str 28 (+16)	Dex 22 (+13) Wis 12 (+8)
Con 24 (+14)	Int 12 (+8) Cha 20 (+13)
Alignment unaligned Languages Common, Draconic	
Note: This creature was converted to a mount by removing the solo attributes.	

Mathavar (level 16)	Level 16 Controller (Leader)
Medium immortal humanoid (deva)	XP 1400
HP 150; Bloodied 75	Initiative +8
AC 28, Fortitude 27, Reflex 26, Will 29	Perception +12
Speed 6	
Resist 10 Necrotic, 10 Radiant	
TRAITS	
Bloodied Defenses	
Mathavar's defenses are +1 against bloodied enemies.	
STANDARD ACTIONS	
m Quarterstaff (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 12 damage, and one enemy within 5 squares of Mathavar other than the primary target takes 10 psychic damage.	
R Holy Shackles (charm, psychic) • Recharge when the target makes a save to end the effect	
Attack: Ranged 10 (one creature); +20 vs. Will	
Hit: 2d8 + 8 psychic damage, and the target is restrained (save ends). Each enemy that starts its turn adjacent to the target while the target is restrained by this power is immobilized (save ends).	
C Divine Command • At-Will	
Effect: Close burst 5 (targets one ally or two minion allies Mathavar can see); The target makes a basic attack as a free action.	
MINOR ACTIONS	
R Inquisitor's Query (psychic, radiant) • Recharge 5-6	
Attack: Ranged 10 (one immobilized creature); +20 vs. Will	
Hit: The target is dominated (save ends), and the immobilized condition ends.	
Miss: The target takes 10 psychic damage.	
TRIGGERED ACTIONS	
Memory of A Thousand Lifetimes • Encounter	
Trigger: when Mathavar makes an attack roll, a skill check, or an ability check and dislikes the result.	
Effect (Free Action): Mathavar adds 1d6 to the triggering roll.	
Skills History +16, Religion +16	
Str 19 (+12)	Dex 11 (+8)
Con 14 (+10)	Int 16 (+11)
	Wis 19 (+12)
	Cha 22 (+14)
Alignment unaligned Languages Common, Chondathan	
Equipment chainmail, quarterstaff	
Note: Cobalt Inquisitor. Added Chondathan language.	

Angel of Battle (level 16)	Level 16 Skirmisher
Large immortal humanoid (angel)	XP 1400
HP 156; Bloodied 78	Initiative +14
AC 30, Fortitude 28, Reflex 26, Will 29	Perception +12
Speed 8, fly 12 (hover)	
Immune fear; Resist 10 Radiant	
TRAITS	
Angelic Presence	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD ACTIONS	
m Falchion (weapon) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d10 + 6 damage, and the target grants combat advantage until the start of the angel's next turn.	
M Mobile Melee Attack • At-Will	
Effect: The angel moves up to half its speed and uses falchion once at any point during the movement. The angel does not provoke opportunity attacks when moving away from the target of the attack.	
C Storm of Blades • Encounter	
Attack: Close burst 3 (enemies in burst); +21 vs. AC	
Hit: 6d8 + 8 damage.	
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.	
Str 23 (+14)	Dex 19 (+12)
Con 20 (+13)	Int 15 (+10)
	Wis 18 (+12)
	Cha 25 (+15)
Alignment unaligned Languages Supernal	
Equipment falchion	

Angel of Valor Veteran (level 18)	Level 18 Minion Soldier
Medium immortal humanoid (angel)	XP 500
HP 1; a missed attack never damages a minion	Initiative +13
AC 34, Fortitude 32, Reflex 29, Will 28	Perception +11
Speed 6, fly 9 (hover)	
STANDARD ACTIONS	
m Greatsword (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 12 fire damage.	
Str 24 (+16)	Dex 18 (+13)
Con 18 (+13)	Int 12 (+10)
	Wis 14 (+11)
	Cha 16 (+12)
Alignment unaligned Languages Supernal	
Equipment chainmail, greatsword	

ENCOUNTER 6A: SELÛNITE RESISTANCE (ADVENTURE LEVEL 18)

Azaryth (level 18)	Level 18 Elite Soldier (Leader)
Medium natural humanoid	XP 4000
HP 340; Bloodied 170	Initiative +13
AC 32, Fortitude 30, Reflex 30, Will 31	Perception +13
Speed 6	
Saving Throws +2, +4 against fear and charm effects; Action Points 1	
TRAITS	
O Selune's Blessing • Aura 3	
Each bloodied ally within the aura deals 3d6 extra damage with melee attacks.	
STANDARD ACTIONS	
m Eldritch Spear (force) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 11 force damage, and Azaryth slides the target 1 square.	
r Eldritch Bolt (force) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. AC	
Hit: 3d8 + 11 force damage, and Azaryth pushes the target 3 squares.	
A Eldritch Cage (force) • Recharge 5-6	
Attack: Area 2 within 10 (creatures in burst); +22 vs. Reflex	
Hit: The target is restrained and takes ongoing 15 force damage (save ends both).	
MINOR ACTIONS	
C Inspiring Carnage • Recharge 6	
Effect: Close burst 3 (allies in burst); +16 vs. Reflex	
Effect: The target can make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Last Command • At-Will	
Trigger: An ally within 10 squares of Azaryth drops to 0 hit points	
Effect (Immediate Interrupt): The triggering ally can make a melee basic attack as a free action with a +2 bonus to the attack roll.	
Skills Insight +18, Intimidate +19, Religion + 18	
Str 14 (+11)	Dex 15 (+11) Wis 19 (+13)
Con 18 (+13)	Int 18 (+13) Cha 21 (+14)
Alignment good Languages Common	
Equipment: ritual scroll of dramij's instant summons (used)	
Note: Human templar of Tyr with champion of Bane template re-flavored for Selûne.	

Adult Silver Dragon Mount	Level 16 Brute
Large natural magical beast (mount, dragon)	XP 1,400
HP 194; Bloodied 97	Initiative +14
AC 28, Fortitude 31, Reflex 27, Will 25	Perception +14
Speed 8, fly 8 (hover), overland flight 12	darkvision
Resist 20 cold	
TRAITS	
Threatening Reach	
An adult silver dragon can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 13 damage.	
C Breath Weapon (cold) • Recharge 5-6	
Attack: Close blast 5 (creatures in the blast); +19 vs. Reflex	
Hit: 3d6 + 8 cold damage, and the target gains vulnerable 10 to all damage (save ends).	
TRIGGERED ACTIONS	
M Wing Slice • At-Will	
Trigger: When an enemy attacks the adult silver dragon while flanking it.	
Attack (Immediate Reaction): Melee 2 (triggering enemy); +21 vs. AC	
Hit: 3d6 + 12 damage.	
C Bloodied Breath • Encounter	
Trigger: The adult silver dragon is first bloodied.	
Effect (Free Action): Breath weapon recharges, and the adult silver dragon uses it.	
Skills Athletics + 21, Insight + 13	
Str 28 (+17)	Dex 22 (+14) Wis 12 (+9)
Con 24 (+15)	Int 12 (+9) Cha 20 (+14)
Alignment unaligned Languages Common, Draconic	
Note: This creature was converted to a mount by removing the solo attributes.	

Mathavar (level 18)	Level 18 Controller (Leader)
Medium immortal humanoid (male, deva)	XP 2000
HP 166; Bloodied 83	Initiative +9
AC 30, Fortitude 29, Reflex 28, Will 31	Perception +13
Speed 6	
Resist 15 Necrotic, 15 Radiant	
TRAITS	
Bloodied Defenses	
Malthavar's defenses are +1 against bloodied enemies.	
STANDARD ACTIONS	
m Quarterstaff (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 11 damage, and one enemy within 5 squares of Mathavar other than the primary target takes 10 psychic damage.	
R Holy Shackles (charm, psychic) • Recharge when the target makes a save to end the effect	
Attack: Ranged 10 (one creature); +22 vs. Will	
Hit: 3d6 +9 psychic damage, and the target is restrained (save ends). Each enemy that starts its turn adjacent to the target while the target is restrained by this power is immobilized (save ends).	
C Divine Command • At-Will	
Effect: Close burst 5 (targets one ally or two minion allies Mathavar can see); The target makes a basic attack as a free action.	
MINOR ACTIONS	
R Inquisitor's Query (psychic, radiant) • Recharge 5-6	
Attack: Ranged 10 (one immobilized creature); +22 vs. Will	
Hit: The target is dominated (save ends), and the immobilized condition ends.	
Miss: The target takes 10 psychic damage.	
TRIGGERED ACTIONS	
Memory of A Thousand Lifetimes • Encounter	
Trigger: when Mathavar makes an attack roll, a skill check, or an ability check and dislikes the result.	
Effect (<i>Free Action</i>): Mathavar adds 1d6 to the triggering roll.	
Skills History +17, Religion +17	
Str 19 (+13) Dex 11 (+9) Wis 19 (+13)	
Con 14 (+11) Int 16 (+12) Cha 22 (+15)	
Alignment unaligned Languages Common, Chondathan	
Equipment chainmail, quarterstaff	
Note: Cobalt Inquisitor. Added Chondathan language.	

Angel of Battle (level 18)	Level 18 Skirmisher
Large immortal humanoid (angel)	XP 2000
HP 172; Bloodied 86	Initiative +15
AC 32, Fortitude 30, Reflex 28, Will 31	Perception +13
Speed 8, fly 12 (hover)	
Immune fear; Resist 10 Radiant	
TRAITS	
Angelic Presence	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD ACTIONS	
m Falchion (weapon) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d10 + 8 damage, and the target grants combat advantage until the start of the angel's next turn.	
M Mobile Melee Attack • At-Will	
Effect: The angel moves up to half its speed and uses falchion once at any point during the movement. The angel does not provoke opportunity attacks when moving away from the target of the attack.	
C Storm of Blades • Encounter	
Attack: Close burst 3 (enemies in burst); +23 vs. AC	
Hit: 6d8 + 9 damage.	
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.	
Str 23 (+15) Dex 19 (+13) Wis 18 (+13)	
Con 20 (+14) Int 15 (+11) Cha 25 (+16)	
Alignment unaligned Languages Supernal	
Equipment falchion	

Angel of Valor Veteran (level 20)	Level 20 Minion Soldier
Medium immortal humanoid (angel)	XP 700
HP 1; a missed attack never damages a minion	Initiative +14
AC 36, Fortitude 34, Reflex 31, Will 30	Perception +12
Speed 6, fly 9 (hover)	
STANDARD ACTIONS	
m Greatsword (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 13 fire damage.	
Str 24 (+17) Dex 18 (+14) Wis 14 (+12)	
Con 18 (+14) Int 12 (+11) Cha 16 (+13)	
Alignment unaligned Languages Supernal	
Equipment chainmail, greatsword	

ENCOUNTER 6A: SELÛNITE RESISTANCE (ADVENTURE LEVEL 20)

Azaryth (level 20)	Level 20 Elite Soldier (Leader)
Medium natural humanoid	XP 5600
HP 372; Bloodied 186	Initiative +14
AC 34, Fortitude 32, Reflex 32, Will 33	Perception +14
Speed 6	
Saving Throws +2, +4 against fear and charm effects; Action Points 1	
TRAITS	
O Selune's Blessing • Aura 3	
Each bloodied ally within the aura deals 3d6 extra damage with melee attacks.	
STANDARD ACTIONS	
m Eldritch Spear (force) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 13 force damage, and Azaryth slides the target 1 square.	
r Eldritch Bolt (force) • At-Will	
Attack: Ranged 10 (one creature); +25 vs. AC	
Hit: 3d8 + 13 force damage, and Azaryth pushes the target 3 squares.	
A Eldritch Cage (force) • Recharge 5-6	
Attack: Area 2 within 10 (creatures in burst); +24 vs. Reflex	
Hit: The target is restrained and takes ongoing 15 force damage (save ends both).	
MINOR ACTIONS	
C Inspiring Carnage • Recharge 6	
Effect: Close burst 3 (allies in burst); +18 vs. Reflex	
Effect: The target can make a melee basic attack as a free action.	
TRIGGERED ACTIONS	
Last Command • At-Will	
Trigger: An ally within 10 squares of Azaryth drops to 0 hit points	
Effect (Immediate Interrupt): The triggering ally can make a melee basic attack as a free action with a +2 bonus to the attack roll.	
Skills Insight +19, Intimidate +20, Religion + 19	
Str 14 (+12)	Dex 15 (+12) Wis 19 (+14)
Con 18 (+14)	Int 18 (+14) Cha 21 (+15)
Alignment good Languages Common	
Equipment: ritual scroll of dramij's instant summons (used)	
Note: Human templar of Tyr with champion of Bane template re-flavored for Selûne. Alignment changed to good.	

Adult Silver Dragon Mount (level 20)	Level 18 Brute
Large natural magical beast (mount, dragon)	XP 2,000
HP 214; Bloodied 107	Initiative +15
AC 30, Fortitude 33, Reflex 29, Will 27	Perception +15
Speed 8, fly 8 (hover), overland flight 12	darkvision
Resist 20 cold	
TRAITS	
Threatening Reach	
An adult silver dragon can make opportunity attacks against all enemies within its reach (2 squares).	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 15 damage.	
C Breath Weapon (cold) • Recharge 5-6	
Attack: Close blast 5 (creatures in the blast); +21 vs. Reflex	
Hit: 3d6 + 9 cold damage, and the target gains vulnerable 10 to all damage (save ends).	
TRIGGERED ACTIONS	
M Wing Slice • At-Will	
Trigger: When an enemy attacks the adult silver dragon while flanking it.	
Attack (Immediate Reaction): Melee 2 (triggering enemy); +23 vs. AC	
Hit: 3d8 + 11 damage.	
C Bloodied Breath • Encounter	
Trigger: The adult silver dragon is first bloodied.	
Effect (Free Action): Breath weapon recharges, and the adult silver dragon uses it.	
Skills Athletics + 21, Insight + 13	
Str 28 (+18)	Dex 22 (+15) Wis 12 (+10)
Con 24 (+16)	Int 12 (+10) Cha 20 (+15)
Alignment unaligned Languages Common, Draconic	
Note: This creature was converted to a mount by removing the solo attributes and retaining the old-style attack and damage values.	

Mathavar (level 20)	Level 20 Controller (Leader)
Medium immortal humanoid (male, deva)	XP 2800
HP 182; Bloodied 91	Initiative +10
AC 32, Fortitude 31, Reflex 30, Will 33	Perception +14
Speed 6	
Resist 15 Necrotic, 15 Radiant	
TRAITS	
Bloodied Defenses	
Mathavar's defenses are +1 against bloodied enemies.	
STANDARD ACTIONS	
m Quarterstaff (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 13 damage, and one enemy within 5 squares of Mathavar other than the primary target takes 15 psychic damage.	
R Holy Shackles (charm, psychic) • Recharge when the target makes a save to end the effect	
Attack: Ranged 10 (one creature); +24 vs. Will	
Hit: 3d6 + 11 psychic damage, and the target is restrained (save ends). Each enemy that starts its turn adjacent to the target while the target is restrained by this power is immobilized (save ends).	
C Divine Command • At-Will	
Effect: Close burst 5 (targets one ally or two minion allies Mathavar can see); The target makes a basic attack as a free action.	
MINOR ACTIONS	
R Inquisitor's Query (psychic, radiant) • Recharge 5-6	
Attack: Ranged 10 (one immobilized creature); +24 vs. Will	
Hit: The target is dominated (save ends), and the immobilized condition ends.	
Miss: The target takes 15 psychic damage.	
TRIGGERED ACTIONS	
Memory of A Thousand Lifetimes • Encounter	
Trigger: when Mathavar makes an attack roll, a skill check, or an ability check and dislikes the result.	
Effect (<i>Free Action</i>): Mathavar adds 1d6 to the triggering roll.	
Skills History +18, Religion +18	
Str 19 (+14)	Dex 11 (+10) Wis 19 (+14)
Con 14 (+12)	Int 16 (+13) Cha 22 (+16)
Alignment unaligned Languages Common, Chondathan	
Equipment chainmail, quarterstaff	
Note: Cobalt Inquisitor. Added Chondathan language.	

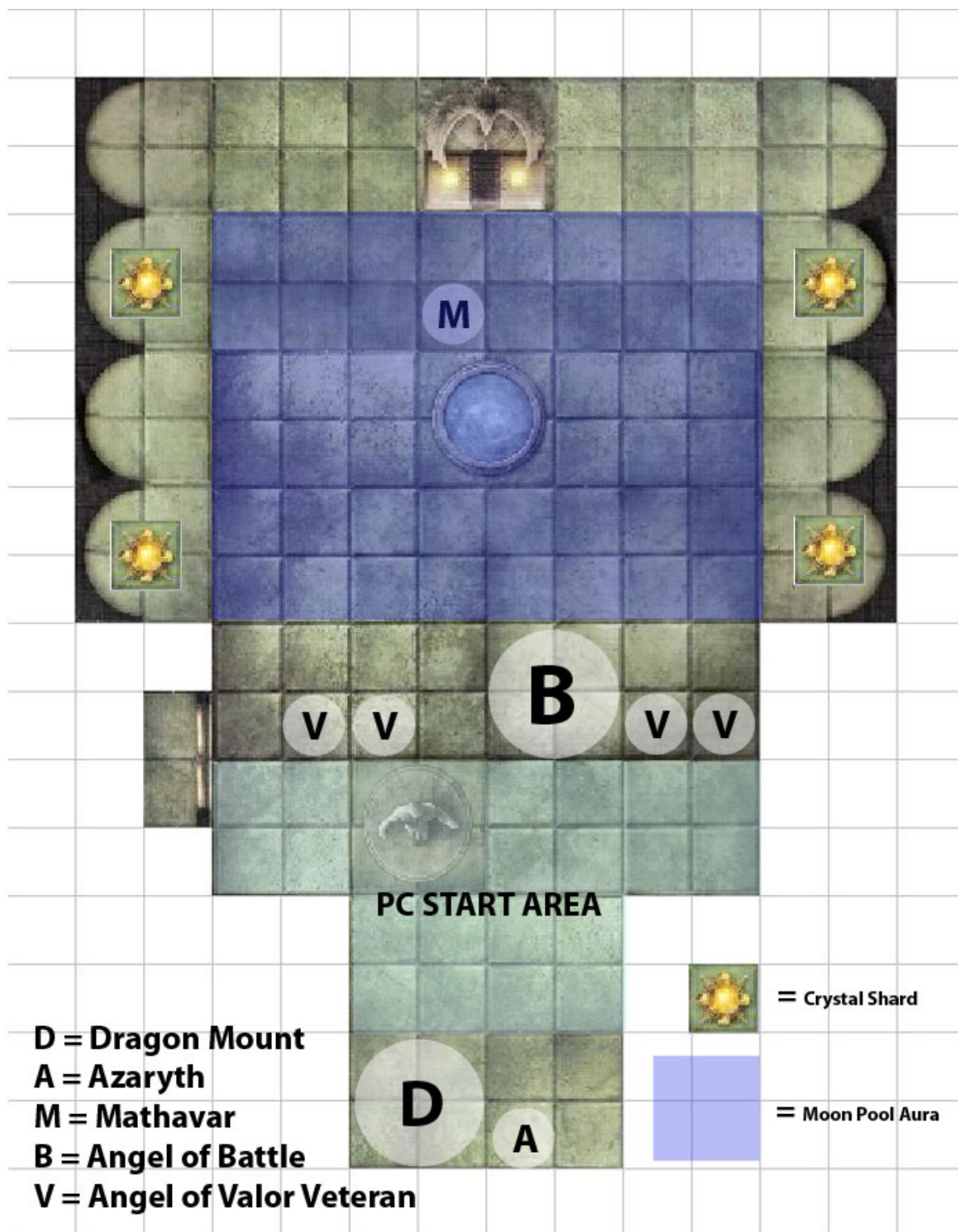
Angel of Battle (level 20)	Level 20 Skirmisher
Large immortal humanoid (angel)	XP 2800
HP 186; Bloodied 93	Initiative +17
AC 34, Fortitude 32, Reflex 30, Will 33	Perception +14
Speed 8, fly 12 (hover)	
Immune fear; Resist 10 Radiant	
TRAITS	
Angelic Presence	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD ACTIONS	
m Falchion (weapon) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d10 + 10 damage, and the target grants combat advantage until the start of the angel's next turn.	
M Mobile Melee Attack • At-Will	
Effect: The angel moves up to half its speed and uses falchion once at any point during the movement. The angel does not provoke opportunity attacks when moving away from the target of the attack.	
C Storm of Blades • Encounter	
Attack: Close burst 3 (enemies in burst); +25 vs. AC	
Hit: 6d8 + 10 damage.	
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.	
Str 23 (+16)	Dex 19 (+14) Wis 18 (+14)
Con 20 (+15)	Int 15 (+12) Cha 25 (+17)
Alignment unaligned Languages Supernal	
Equipment falchion	

Angel of Valor Veteran (level 22)	Level 22 Minion Soldier
Medium immortal humanoid (angel)	XP 1038
HP 1; a missed attack never damages a minion	Initiative +15
AC 38, Fortitude 36, Reflex 33, Will 32	Perception +13
Speed 6, fly 9 (hover)	
STANDARD ACTIONS	
m Greatsword (fire, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 14 fire damage.	
Str 24 (+18)	Dex 18 (+15) Wis 14 (+13)
Con 18 (+15)	Int 12 (+12) Cha 16 (+14)
Alignment unaligned Languages Supernal	
Equipment chainmail, greatsword	

ENCOUNTER 6A: SELÛNITE RESISTANCE MAP

TILE SETS NEEDED

ET1: Dungeon Tiles Master Set - The Dungeon x2



Note: Monster positioning is approximate only and should be adjusted based on PC placement for maximum tactical advantage.

ENCOUNTER 6B: AWAKENING

ENCOUNTER LEVEL 13/15/17/19/21
(4100/5400/8200/11600/16000 XP)

SETUP

This encounter includes the following creatures
Adventure Level 12:

- 1 adult blight dragon (level 11) (D)
- 1 adult blight dragon mount (M)
- 1 Blakuuld (level 12)
- 4 wrath spirit (level 10) (W)

This encounter includes the following creatures
Adventure Levels 14:

- 1 adult blight dragon (level 13) (D)
- 1 adult blight dragon mount (level 14) (M)
- 1 Blakuuld (level 14)
- 4 wrath spirit (level 12) (W)

This encounter includes the following creatures
Adventure Level 16:

- 1 adult blight dragon (level 15) (D)
- 1 adult blight dragon mount (level 16) (M)
- 1 Blakuuld (level 16)
- 4 wrath spirit (level 14) (W)

This encounter includes the following creatures
Adventure Level 18:

- 1 adult blight dragon (level 17) (D)
- 1 fell wyvern mount (level 18) (M)
- 1 Blakuuld (level 18)
- 4 wrath spirit (level 16) (W)

This encounter includes the following creatures
Adventure Level 20:

- 1 adult blight dragon (level 20) (D)
- 1 fell wyvern mount (M)
- 1 Blakuuld (level 21)
- 4 wrath spirit (W)

Azaryth warns the PCs that powerful agents of the Shadovar are on their way to steal the artifact.

If the PCs **succeeded** in the Skill Challenge in Encounter 5, the PCs have some time to set up their defenses outside the temple doors. Allow 5 minutes of real time to pass before starting combat. The players can position their characters anywhere on the map during the 5 minutes allowed.

If the PCs **failed** the Skill Challenge in Encounter 5, they have no time to prepare their defenses. Moments after exiting the temple, the Shadovar are upon them.

SHADOWBANE

Shadowbane begins to stir. As the Shadovar draw near, Shadowbane senses their approach and becomes restless. The sword speaks telepathically to the PC who wields it (or, if the PCs failed the skill challenge in Encounter 5, the PC who would wield it based on Appendix 1):

"I sense the shadows approaching; their foul stench is heavy in the air. At last, I shall feast on their dark souls and my hunger will be sated!"

Moments later, the Shadovar storm the divine bubble. Read or paraphrase the following:

A dark knight riding a dragon[wyrvern] bursts through the protective bubble and is followed closely by a dragon. The knight wears a black uniform underneath chainmail armor. His shield is emblazoned with the symbol of a black circle surrounded by a purple ring and containing purple fire.

SHADOWBANE

Just before the wrath spirits enter combat, Shadowbane issues a warning to its wielder:

"Quickly, behind you!"

Suddenly, four headless spirits in elaborate armor phase through the mountain rock behind you.

RELINQUISHING SHADOWBANE

Prior to initiative, Blakuuld offers to pay the PCs for the artifact. He offers the PCs the same reward offered to them by Dernan at the start of the adventure. If all the PCs in the group agree, Blakuuld trades fairly and leaves the star peak without attacking them. If this occurs, Blakuuld gives them a shade coin and each PC receives the story award **NETH02 Shade Coin**. Proceed to the Conclusion section.

FEATURES OF THE AREA

Illumination: Inside the divine bubble there is dim light. Outside the divine bubble there is no illumination.

Divine Bubble: Divine magic encompasses the indicated map area providing shielding from the

hazardous weather conditions raging throughout the Star Mounts. However, it is possible for NPCs, PCs and/or their mounts to fly or walk outside the protective bubble. There are several things to note about the bubble and the areas outside its protective radius.

- The bubble blocks line of sight and line of effect.
- Re-entering the protective bubble requires a PC to make a Moderate DC Perception check and a Moderate DC Athletics check, or the mount to make a Moderate DC Strength check and its rider a Moderate DC Perception check. Failure means that they were driven back by the winds, snow, and ice or simply lost their way. Finish the move, but choose a random direction away from the protective bubble.
- All squares outside the bubble are difficult terrain.

Snow Drifts: Terrain marked with triangles indicates three to six foot high snow drifts and count as difficult terrain.

Wind Blasts: Although the divine bubble provides some shielding from the hazardous weather, it does not provide complete immunity. Random blasts of wind strike within the bubble every round that can cause difficulty for all combatants. At the start of every round, randomly choose a 2 x 2 area within the bubble where a wind blast occurs. On that round, all creatures within the area must make a Moderate DC Athletics check if on the ground or a Moderate DC Acrobatics check if in the air. Failure and the creature suffers a -2 penalty to attacks and defenses for that round.

Cliffs: The east, west, and south edges of the map end in cliffs. Creatures pushed off the cliffs fall 1d8 x 10 squares before landing. Climbing the cliffs afterward requires a Moderate DC Athletics check.

TACTICS

Blakuuld has been sent by his Shade Prince master to retrieve the artifact and destroy those in possession of it. His primary target is always the PC who wields the sword even if he is marked by another. PCs not in possession of the sword with story award **ADAP09** or members of the Harpers meta-organization are Blakuuld's secondary targets. PCs who have a Shade Coins, as long as they are not the wielder of *Shadowbane*, are warned by Blakuuld that this is not their fight and they would be wise to remain neutral; as long as such PCs do not attack Blakuuld or his allies, the Shadovar do not attack them.

Azaryth and his silver dragon engage the adult blight dragon, which keeps the dragon occupied and unable to join in the battle against the PCs. If allowed to battle it out without assistance, Azaryth and his mount

dispose of the dragon about the same time as the PCs finish off the rest of the monsters. There is no need to roll attacks or damage for Azaryth, his mount, and the blight dragon. Simply describe the ongoing battle and make it clear that Azaryth and his mount are doing well and don't appear to need assistance. If the PCs persist in trying to help Azaryth, he shouts to them that he can handle it and that they better deal with the shadow knight because he is the greater threat. If they insist in helping Azaryth, allow them to interfere, but Blakuuld and his allies have fewer targets to deal with and can double their efforts to bring down isolated PCs.

Blakuuld begins combat by using *force of shadow* followed by *longbow* on the PC with *Shadowbane*. A hit marks his intended victim, and he follows with *grim nexus* to teleport behind the target, targeting as many PCs as possible with the power. Blakuuld's teleportation triggers his *coalescing darkness* power, enshrouding him in supernatural darkness and giving him total concealment. On subsequent rounds, Blakuuld stands toe-to-toe with the PC wielding *Shadowbane* and strikes with his *warhammer*. If weakened, Blakuuld retreats with *shadow stride* and attempts to regenerate before returning to battle.

Wrath spirits begin combat by using *exploding head* to hit all possible targets. They then close to melee and use *keen sword* until their exploding head power recharges. Whenever they attack their weapons emit shrieking, tormented cries.

The adult blight dragon mount begins combat by using *life leech* at range before closing to use its *breath weapon* and *bite* attacks. It coordinates with Blakuuld to target the PC wielding *Shadowbane* if possible.

The fell wyvern begins combat by using *pestilent breath*, attempting to hit as many enemies as possible. It then hovers above a target where it repeatedly uses *necrovenom sting* until it is bloodied. It then resorts to its *flyby attack*. It coordinates with Blakuuld to target the PC wielding *Shadowbane* if possible.

Blakuuld and his allies fight to the death. They never surrender and they never give information that the PCs can use against the Shadovar.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of all enemies by 1.

Six PCs: Increase the level of all of the enemies by 1.

ENDING THE ENCOUNTER

If the PCs relinquish the sword to Blakuuld, Azaryth uses *dramij's instant summons* to regain possession and fight the Shadovar and PCs as necessary to keep possession. Blakuuld reminds the PCs that they only get paid if he leaves with the artifact. If the PCs remain out of combat, the battle goes quickly against Azaryth and he and his dragon are killed. Blakuuld retrieves the sword and leaves the region, once again thanking them for their assistance and paying them the agreed upon rate. If the PCs participate in the battle, run combat normally, but the Shadovar and PCs are now considered allies.

The encounter ends when the PCs have defeated the Shadovar, or the Shadovar leave the region with *Shadowbane*.

MILESTONE

This encounter counts toward a milestone.

EXPERIENCE POINTS

If the PCs defeat the Shadovar they complete a minor objective worth 210 / 300 / 420 / 600 / 840 XP each.

TREASURE

The PCs each receive 400 / 687 / 1375 / 2750 / 4125 gp taken from the Shadovar agent. In addition, if the PCs failed the skill challenge in Encounter 5, Azaryth now understands that *Last Grasp of Shadowbane* is safer in the PCs' possession than at the temple and gives it to them.

CONCLUDING THE ADVENTURE

Regardless of how the PCs obtained *Last Grasp of Shadowbane* and unless they relinquished the weapon, Azaryth lets them keep possession at the conclusion of this battle. Azaryth encourages them to leave the region immediately so that they don't attract more agents of the Netherese. Proceed to Encounter 7 for the conclusion.

ENCOUNTER 6B: AWAKENING (ADVENTURE LEVEL 12)

Adult Blight Dragon Mount	Level 12 Controller
Large shadow magical beast (dragon, mount)	XP 700
HP 127; Bloodied 63	Initiative +10
AC 28, Fortitude 28, Reflex 24, Will 27	Perception +11
Speed 8, fly 5 (hover)	Darkvision
Resist 10 fire, 10 necrotic; Vulnerable 10 radiant	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d10 + 4 damage, and the target takes ongoing 5 necrotic damage (save ends).	
R Life Leech (healing, necrotic) • Recharge 4-6	
Attack: Ranged 10; +16 vs. Fortitude	
Hit: 2d6 + 5 necrotic damage, and the blight dragon regains a number of hit points equal to the amount of damage dealt.	
C Breath Weapon (fire, necrotic) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +16 vs. Fortitude	
Hit: 1d10 + 6 fire damage, and the target takes ongoing 10 necrotic damage (save ends).	
Aftereffect: The target takes a -2 penalty to attack rolls until the end of the dragon's next turn.	
MINOR ACTIONS	
C Dust Storm • Recharge when first bloodied	
Attack: Close burst 2 (enemies in burst); +14 vs. Fortitude	
Hit: 1d8 + 4 damage, and the target is dazed (save ends). The blight dragon has concealment against any creature that is dazed by this effect.	
Skills Endurance +17, Stealth +15	
Str 19 (+10)	Dex 19 (+10) Wis 21 (+11)
Con 23 (+12)	Int 17 (+9) Cha 14 (+8)
Alignment evil Languages Draconic	
Note: This creature was converted to a mount by removing the elite properties.	

Adult Blight Dragon (level 11)	Level 11 Elite Controller
Large shadow magical beast (dragon)	XP 1,200
HP 238; Bloodied 119	Initiative +9
AC 27, Fortitude 27, Reflex 23, Will 26	Perception +10
Speed 8, fly 5 (hover)	Darkvision
Resist 10 fire, 10 necrotic; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 3d6 + 9 damage, and the target takes ongoing 5 necrotic damage (save ends).	
R Life Leech (healing, necrotic) • Recharge 4-6	
Attack: Ranged 10; +15 vs. Fortitude	
Hit: 3d6 + 9 necrotic damage, and the blight dragon regains a number of hit points equal to the amount of damage dealt.	
C Breath Weapon (fire, necrotic) • Recharge 5-6	
Attack: Close blast 8 (creatures in blast); +15 vs. Fortitude	
Hit: 2d6 + 7 fire damage, and the target takes ongoing 10 necrotic damage (save ends).	
Aftereffect: The target takes a -2 penalty to attack rolls until the end of the dragon's next turn	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 10 (targets enemies); +13 vs. Will	
Hit: The target is stunned until the end of the dragon's next turn.	
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Shadowdance (teleportation) • Recharge 4-6	
Effect: The blight dragon teleports up to its speed, but it must begin or end this movement adjacent to a creature or at least 3 squares away from a light source.	
MINOR ACTIONS	
C Dust Storm • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +13 vs. Fortitude	
Hit: 2d6 + 7 damage, and the target is dazed (save ends). The blight dragon has concealment against any creature that is dazed by this effect.	
Skills Endurance +16, Stealth +14	
Str 19 (+9)	Dex 19 (+9) Wis 21 (+10)
Con 23 (+11)	Int 17 (+8) Cha 14 (+7)
Alignment evil Languages Draconic	
Note: Adjusted damage expression.	

Blakuuld	Level 12 Elite Soldier
Medium shadow humanoid	XP 1,400
HP 234; Bloodied 117	Initiative +12
AC 27, Fortitude 28, Reflex 25, Will 24	Perception +10
Speed 5	Darkvision
Saving Throws +2; Action Point 1	
TRAITS	
O Benighted Presence • Aura 10	
Light producing effects within the aura whose level is lower than Blakuuld's can create only dim light.	
Regeneration	
Blakuuld regains 10 hit points whenever he starts his turn and has at least 1 hit point. When Blakuuld takes radiant damage, his regeneration doesn't function on his next turn.	
Phantom Strike	
While insubstantial, Blakuuld scores a critical hit on 18 - 20.	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage, and the target is marked until the end of Blakuuld's next turn.	
R Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage, and the target is marked.	
M Double Attack (weapon) • At-Will	
Effect: Blakuuld makes either two <i>warhammer</i> attacks or two <i>longbow</i> attacks. Each attack may target a different enemy.	
C Grim Nexus (teleportation) • Encounter	
Effect: Blakuuld teleports up to 8 squares.	
Attack: Close burst 2 (enemies in the burst); +15 vs. Fortitude	
Hit: The target takes 10 ongoing damage (save ends). If the target ends its next turn farther away from this creature than where it started its turn, it cannot make a saving throw against the ongoing damage.	
MINOR ACTIONS	
Force of Shadow (force) • Recharge 4-6	
Effect: Until the start of Blakuuld's next turn, he gains concealment and his weapon attacks target Will instead of AC.	
MOVE ACTIONS	
Shadow Stride (teleportation) • Recharge 5-6	
Effect: Blakuuld can teleport 20 squares but must end his move in dim light or darkness. At the end of his move, Blakuuld becomes insubstantial until the end of his next turn.	
TRIGGERED ACTIONS	
M Watchful Eye	
Trigger: An adjacent enemy shifts or an adjacent enemy marked by Blakuuld attacks an ally.	
Effect (Immediate Interrupt): Blakuuld makes a <i>warhammer</i> attack against the enemy.	
Coalescing Darkness	
Trigger: Blakuuld moves 3 or more squares by any means.	
Effect (No Action): Blakuuld is cloaked with supernatural darkness, gaining total concealment until the end of his next turn.	
Skills Endurance +15, Intimidate +13, Thievery +16, Stealth +5	
Str 22 (+12)	Dex 19 (+10) Wis 18 (+10)
Con 17 (+9)	Int 12 (+7) Cha 12 (+7)
Alignment unaligned Languages Common, Netherese	
Equipment chainmail, light shield, warhammer, longbow, arrow x20	
Note: This creature was built using the Shadovar shadow knight as a base and has been modified with the shade template from <i>FRCG</i> . Damage expression adjusted.	

Wrath Spirit (level 10)	Level 10 Soldier
Medium shadow humanoid (undead)	XP 500
HP 103; Bloodied 56	Initiative +10
AC 24, Fortitude 20, Reflex 22, Will 23	Perception +9
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The wrath spirit takes half damage from all attacks, except those that deal force damage. Whenever the wrath spirit takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Keening Sword (psychic) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 psychic damage and the target is marked until the end of the wrath spirit's next turn.	
A Exploding Head (fear, necrotic) • Recharge 5-6	
Attack: Area 2 within 10 (creatures in the burst); +13 vs. Fortitude	
Hit: 2d6 + 6 necrotic damage, and the target is slowed and marked (save ends both).	
Miss: Half damage, and the target is marked (save ends).	
TRIGGERED ACTIONS	
Burning Challenge (psychic) • At-Will	
Trigger: A target marked by the wrath spirit makes an attack that does not include the wrath spirit.	
Effect (Immediate Reaction): The triggering enemy takes ongoing 10 psychic damage and is slowed (save ends both).	
Str 16 (+8)	Dex 17 (+8) Wis 18 (+9)
Con 15 (+7)	Int 22 (+11) Cha 24 (+12)
Alignment evil Languages Common, Netheril	
Note: Adjusted damage expression.	

ENCOUNTER 6B: AWAKENING (ADVENTURE LEVEL 14)

Adult Blight Dragon Mount (level 14)	Level 14 Controller
Large shadow magical beast (dragon, mount)	XP 1,000
HP 143; Bloodied 71	Initiative +11
AC 30, Fortitude 30, Reflex 26, Will 29	Perception +12
Speed 8, fly 5 (hover)	Darkvision
Resist 10 fire, 10 necrotic; Vulnerable 10 radiant	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 2d10 + 6 damage, and the target takes ongoing 10 necrotic damage (save ends).	
R Life Leech (healing, necrotic) • Recharge 4-6	
Attack: Ranged 10; +18 vs. Fortitude	
Hit: 2d6 + 7 necrotic damage, and the blight dragon regains a number of hit points equal to the amount of damage dealt.	
C Breath Weapon (fire, necrotic) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +18 vs. Fortitude	
Hit: 1d10 + 7 fire damage, and the target takes ongoing 10 necrotic damage (save ends).	
Afterside: The target takes a -2 penalty to attack rolls until the end of the dragon's next turn.	
MINOR ACTIONS	
C Dust Storm • Recharge when first bloodied	
Attack: Close burst 2 (enemies in burst); +16 vs. Fortitude	
Hit: 1d8 + 5 damage, and the target is dazed (save ends). The blight dragon has concealment against any creature that is dazed by this effect.	
Skills Endurance +18, Stealth +16	
Str 19 (+11)	Dex 19 (+11) Wis 21 (+12)
Con 23 (+13)	Int 17 (+10) Cha 14 (+9)
Alignment evil Languages Draconic	
Note: This creature was converted to a mount by removing the elite properties.	

Adult Blight Dragon (level 13)	Level 13 Elite Controller
Large shadow magical beast (dragon)	XP 1,600
HP 270; Bloodied 135	Initiative +10
AC 29, Fortitude 29, Reflex 25, Will 28	Perception +11
Speed 8, fly 5 (hover)	Darkvision
Resist 10 fire, 10 necrotic; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 11 damage, and the target takes ongoing 5 necrotic damage (save ends).	
R Life Leech (healing, necrotic) • Recharge 4-6	
Attack: Ranged 10; +17 vs. Fortitude	
Hit: 3d6 + 11 necrotic damage, and the blight dragon regains a number of hit points equal to the amount of damage dealt.	
C Breath Weapon (fire, necrotic) • Recharge 5-6	
Attack: Close blast 8 (creatures in blast); +17 vs. Fortitude	
Hit: 2d8 + 7 fire damage, and the target takes ongoing 10 necrotic damage (save ends).	
Afterside: The target takes a -2 penalty to attack rolls until the end of the dragon's next turn	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 10 (targets enemies); +15 vs. Will	
Hit: The target is stunned until the end of the dragon's next turn.	
Afterside: The target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Shadowdance (teleportation) • Recharge 4-6	
Effect: The blight dragon teleports up to its speed, but it must begin or end this movement adjacent to a creature or at least 3 squares away from a light source.	
MINOR ACTIONS	
C Dust Storm • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +15 vs. Fortitude	
Hit: 2d8 + 7 damage, and the target is dazed (save ends). The blight dragon has concealment against any creature that is dazed by this effect.	
Skills Endurance +17, Stealth +15	
Str 19 (+10)	Dex 19 (+10) Wis 21 (+11)
Con 23 (+12)	Int 17 (+9) Cha 14 (+8)
Alignment evil Languages Draconic	
Note: Adjusted damage expression.	

Blakuuld (level 14)	Level 14 Elite Soldier
Medium shadow humanoid	XP 2,000
HP 266; Bloodied 133	Initiative +13
AC 29, Fortitude 30, Reflex 27, Will 26	Perception +11
Speed 5	darkvision
Saving Throws +2	
Action Point 1	
TRAITS	
O Benighted Presence • Aura 10	
Light producing effects within the aura whose level is lower than Blakuuld's can create only dim light.	
Regeneration	
Blakuld regains 10 hit points whenever he starts his turn and has at least 1 hit point. When Blakuuld takes radiant damage, his regeneration doesn't function on his next turn.	
Phantom Strike	
While insubstantial, Blakuuld scores a critical hit on 18 - 20.	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and the target is marked until the end of Blakuuld's next turn.	
R Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and the target is marked.	
M Double Attack (weapon) • At-Will	
Effect: Blakuuld makes either two <i>warhammer</i> attacks or two <i>longbow</i> attacks. Each attack may target a different enemy.	
C Grim Nexus (teleportation) • Encounter	
Effect: Blakuuld teleports up to 8 squares.	
Attack: Close burst 2 (enemies in the burst); +17 vs. Fortitude	
Hit: The target takes 10 ongoing damage (save ends). If the target ends its next turn farther away from this creature than where it started its turn, it cannot make a saving throw against the ongoing damage.	
MINOR ACTIONS	
Force of Shadow (force) • Recharge 4-6	
Effect: Until the start of Blakuuld's next turn, he gains concealment and his weapon attacks target Will instead of AC.	
MOVE ACTIONS	
Shadow Stride (teleportation) • Recharge 5-6	
Effect: Blakuuld can teleport 20 squares but must end his move in dim light or darkness. At the end of his move, Blakuuld becomes insubstantial until the end of his next turn.	
TRIGGERED ACTIONS	
M Watchful Eye	
Trigger: An adjacent enemy shifts or an adjacent enemy marked by Blakuuld attacks an ally.	
Effect (Immediate Interrupt): Blakuuld makes a <i>warhammer</i> attack against the enemy.	
Coalescing Darkness	
Trigger: Blakuuld moves 3 or more squares by any means.	
Effect (No Action): Blakuuld is cloaked with supernatural darkness, gaining total concealment until the end of his next turn.	
Skills Endurance +15, Intimidate +13, Thievery +16, Stealth +5	
Str 22 (+13) Dex 19 (+11) Wis 18 (+11)	
Con 17 (+10) Int 12 (+8) Cha 12 (+8)	
Alignment unaligned Languages Common, Netherese	
Equipment chainmail, light shield, warhammer, longbow, arrow x20	
Note: This creature was built using the Shadovar shadow knight as a base and has been modified with the shade template from FRCG. Damage expression adjusted.	

Wrath Spirit (level 12)	Level 12 Soldier
Medium shadow humanoid (undead)	XP 700
HP 119; Bloodied 59	Initiative +11
AC 26, Fortitude 22, Reflex 24, Will 25	Perception +10
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The wrath spirit takes half damage from all attacks, except those that deal force damage. Whenever the wrath spirit takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Keening Sword (psychic) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 psychic damage, and the target is marked until the end of the wrath spirit's next turn.	
A Exploding Head (fear, necrotic) • Recharge 5-6	
Attack: Area 2 within 10 (creatures in the burst); +15 vs. Fortitude	
Hit: 2d8 + 6 necrotic damage, and the target is slowed and marked (save ends both).	
Miss: Half damage, and the target is marked (save ends).	
TRIGGERED ACTIONS	
Burning Challenge (psychic) • At-Will	
Trigger: A target marked by the wrath spirit makes an attack that does not include the wrath spirit.	
Effect (Immediate Reaction): The triggering enemy takes ongoing 10 psychic damage and is slowed (save ends both).	
Str 16 (+9) Dex 17 (+9) Wis 18 (+10)	
Con 15 (+8) Int 22 (+12) Cha 24 (+13)	
Alignment evil Languages Common	
Note: Adjusted damage expression.	

ENCOUNTER 6B: AWAKENING (ADVENTURE LEVEL 16)

Adult Blight Dragon Mount (level 16)	Level 16 Controller
Large shadow magical beast (dragon, mount)	XP 1,400
HP 169; Bloodied 79	Initiative +12
AC 32, Fortitude 32, Reflex 28, Will 31	Perception +13
Speed 8, fly 5 (hover)	Darkvision
Resist 10 fire, 10 necrotic; Vulnerable 10 radiant	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 2d10 + 8 damage, and the target takes ongoing 10 necrotic damage (save ends).	
R Life Leech (healing, necrotic) • Recharge 4-6	
Attack: Ranged 10; +20 vs. Fortitude	
Hit: 2d8 + 7 necrotic damage, and the blight dragon regains a number of hit points equal to the amount of damage dealt.	
C Breath Weapon (fire, necrotic) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +20 vs. Fortitude	
Hit: 2d6 + 7 fire damage, and the target takes ongoing 10 necrotic damage (save ends).	
Aftereffect: The target takes a -2 penalty to attack rolls until the end of the dragon's next turn.	
MINOR ACTIONS	
C Dust Storm • Recharge when first bloodied	
Attack: Close burst 2 (enemies in burst); +18 vs. Fortitude	
Hit: 2d6 + 5 damage, and the target is dazed (save ends). The blight dragon has concealment against any creature that is dazed by this effect.	
Skills Endurance +19, Stealth +17	
Str 19 (+12)	Dex 19 (+12) Wis 21 (+13)
Con 23 (+14)	Int 17 (+11) Cha 14 (+10)
Alignment evil Languages Draconic	
Note: This creature was converted to a mount by removing the elite properties.	

Adult Blight Dragon (level 15)	Level 15 Elite Controller
Large shadow magical beast (dragon)	XP 2,400
HP 302; Bloodied 151	Initiative +11
AC 31, Fortitude 31, Reflex 27, Will 30	Perception +12
Speed 8, fly 5 (hover)	Darkvision
Resist 10 fire, 10 necrotic; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 13 damage, and the target takes ongoing 5 necrotic damage (save ends).	
R Life Leech (healing, necrotic) • Recharge 4-6	
Attack: Ranged 10; +19 vs. Fortitude	
Hit: 3d6 + 13 necrotic damage, and the blight dragon regains a number of hit points equal to the amount of damage dealt.	
C Breath Weapon (fire, necrotic) • Recharge 5-6	
Attack: Close blast 8 (creatures in blast); +19 vs. Fortitude	
Hit: 2d8 + 8 fire damage, and the target takes ongoing 10 necrotic damage (save ends).	
Aftereffect: The target takes a -2 penalty to attack rolls until the end of the dragon's next turn	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 10 (targets enemies); +17 vs. Will	
Hit: The target is stunned until the end of the dragon's next turn.	
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Shadowdance (teleportation) • Recharge 4-6	
Effect: The blight dragon teleports up to its speed, but it must begin or end this movement adjacent to a creature or at least 3 squares away from a light source.	
MINOR ACTIONS	
C Dust Storm • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +17 vs. Fortitude	
Hit: 2d8 + 8 damage, and the target is dazed (save ends). The blight dragon has concealment against any creature that is dazed by this effect.	
Skills Endurance +18, Stealth +16	
Str 19 (+11)	Dex 19 (+11) Wis 21 (+12)
Con 23 (+13)	Int 17 (+10) Cha 14 (+9)
Alignment evil Languages Draconic	
Note: Adjusted damage expression.	

Blakuuld (level 16)	Level 16 Elite Soldier
Medium shadow humanoid	XP 2,800
HP 298; Bloodied 149	Initiative +14
AC 31, Fortitude 32, Reflex 29, Will 28	Perception +12
Speed 5	darkvision
Saving Throws +2; Action Point 1	
TRAITS	
O Benighted Presence • Aura 10	
Light producing effects within the aura whose level is lower than Blakuuld's can create only dim light.	
Regeneration	
Blakuuld regains 10 hit points whenever he starts his turn and has at least 1 hit point. When Blakuuld takes radiant damage, his regeneration doesn't function on his next turn.	
Phantom Strike	
While insubstantial, Blakuuld scores a critical hit on 18 - 20.	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage, and the target is marked until the end of Blakuuld's next turn.	
R Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +21 vs. AC	
Hit: 3d8 + 9 damage, and the target is marked.	
M Double Attack (weapon) • At-Will	
Effect: Blakuuld makes either two <i>warhammer</i> attacks or two <i>longbow</i> attacks. Each attack may target a different enemy.	
C Grim Nexus (teleportation) • Encounter	
Effect: Blakuuld teleports up to 8 squares.	
Attack: Close burst 2 (enemies in the burst); +19 vs. Fortitude	
Hit: The target takes 10 ongoing damage (save ends). If the target ends its next turn farther away from this creature than where it started its turn, it cannot make a saving throw against the ongoing damage.	
MINOR ACTIONS	
Force of Shadow (force) • Recharge 4-6	
Effect: Until the start of Blakuuld's next turn, he gains concealment and his weapon attacks target Will instead of AC.	
MOVE ACTIONS	
Shadow Stride (teleportation) • Recharge 5-6	
Effect: Blakuuld can teleport 20 squares but must end his move in dim light or darkness. At the end of his move, Blakuuld becomes insubstantial until the end of his next turn.	
TRIGGERED ACTIONS	
M Watchful Eye	
Trigger: An adjacent enemy shifts or an adjacent enemy marked by Blakuuld attacks an ally.	
Effect (Immediate Interrupt): Blakuuld makes a <i>warhammer</i> attack against the enemy.	
Coalescing Darkness	
Trigger: Blakuuld moves 3 or more squares by any means.	
Effect (No Action): Blakuuld is cloaked with supernatural darkness, gaining total concealment until the end of his next turn.	
Skills Endurance +15, Intimidate +13, Thievery + 16, Stealth +5	
Str 22 (+14)	Dex 19 (+12)
Con 17 (+11)	Int 12 (+9)
	Cha 12 (+9)
Alignment unaligned Languages Common, Netherese	
Equipment chainmail, light shield, warhammer, longbow, arrow x20	
Note: This creature was built using the Shadovar shadow knight as a base and has been modified with the shade template from <i>FRCG</i> . Damage expression adjusted.	

Wrath Spirit (level 14)	Level 14 Soldier
Medium shadow humanoid (undead)	XP 1,000
HP 135; Bloodied 67	Initiative +12
AC 28, Fortitude 24, Reflex 26, Will 27	Perception +11
Speed 0, fly 6 (hover); phasing	darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The wrath spirit takes half damage from all attacks, except those that deal force damage. Whenever the wrath spirit takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Keening Sword (psychic) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 psychic damage, and the target is marked until the end of the wrath spirit's next turn.	
A Exploding Head (fear, necrotic) • Recharge 5-6	
Attack: Area 2 within 10 (creatures in the burst); +17 vs. Fortitude	
Hit: 2d8 + 7 necrotic damage, and the target is immobilized and marked (save ends both).	
Miss: Half damage, and the target is marked (save ends).	
TRIGGERED ACTIONS	
Burning Challenge (psychic) • At-Will	
Trigger: A target marked by the wrath spirit makes an attack that does not include the wrath spirit.	
Effect (Immediate Reaction): The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).	
Str 16 (+10)	Dex 17 (+10)
Con 15 (+9)	Int 22 (+13)
	Cha 24 (+14)
Alignment evil Languages Common	
Note: Adjusted damage expression.	

ENCOUNTER 6B: AWAKENING (ADVENTURE LEVEL 18)

Fell Wyvern Mount (level 18)	Level 18 Skirmisher
Large shadow beast (reptile, mount)	XP 2,000
HP 177; Bloodied 88	Initiative +16
AC 32, Fortitude 33, Reflex 30, Will 27	Perception +16
Speed 6, fly 12 (hover)	Darkvision
Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
m Claws • At-Will	
Requirement: The fell wyvern must be flying.	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d6 + 13 damage, and the target is knocked prone.	
M Necrovenom Sting (necrotic, poison) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d6 + 9 damage, and the fell wyvern makes a secondary attack against the same target.	
Secondary Attack: +21 vs. Fortitude	
Hit: Ongoing 15 necrotic and poison damage (save ends).	
M Flyby Attack • At-Will	
Effect: The fell wyvern flies up to its speed and makes one melee basic attack at any point during that movement. The fell wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.	
C Pestilent Breath (necrotic) • Recharge 5-6	
Attack: Close blast 5 (creatures in the blast); +21 vs. Fortitude	
Hit: 3d6 + 9 necrotic damage, and ongoing 10 necrotic damage (save ends).	
Str 27 (+17)	Dex 20 (+14)
Con 25 (+16)	Int 2 (+5)
	Wis 15 (+11)
	Cha 6 (+7)
Alignment unaligned Languages --	
Note: Adjusted damage expression.	

Adult Blight Dragon (level 17)	Level 17 Elite Controller
Large shadow magical beast (dragon)	XP 3,200
HP 334; Bloodied 167	Initiative +12
AC 33, Fortitude 33, Reflex 29, Will 32	Perception +13
Speed 8, fly 5 (hover)	Darkvision
Resist 10 fire, 10 necrotic; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 12 damage, and the target takes ongoing 5 necrotic damage (save ends).	
R Life Leech (healing, necrotic) • Recharge 4-6	
Attack: Ranged 10; +21 vs. Fortitude	
Hit: 3d8 + 12 necrotic damage, and the blight dragon regains a number of hit points equal to the amount of damage dealt.	
C Breath Weapon (fire, necrotic) • Recharge 5-6	
Attack: Close blast 8 (creatures in blast); +21 vs. Fortitude	
Hit: 3d6 + 9 fire damage, and the target takes ongoing 10 necrotic damage (save ends).	
Aftereffect: The target takes a -2 penalty to attack rolls until the end of the dragon's next turn	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 10 (targets enemies); +19 vs. Will	
Hit: The target is stunned until the end of the dragon's next turn.	
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Shadowdance (teleportation) • Recharge 4-6	
Effect: The blight dragon teleports up to its speed, but it must begin or end this movement adjacent to a creature or at least 3 squares away from a light source.	
MINOR ACTIONS	
C Dust Storm • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +19 vs. Fortitude	
Hit: 3d6 + 9 damage, and the target is dazed (save ends). The blight dragon has concealment against any creature that is dazed by this effect.	
Skills Endurance +19, Stealth +17	
Str 19 (+12)	Dex 19 (+12)
Con 23 (+14)	Int 17 (+11)
	Wis 21 (+13)
	Cha 14 (+10)
Alignment evil Languages Draconic	
Note: Adjusted damage expression.	

Blakuuld (level 18)	Level 18 Elite Soldier
Medium shadow humanoid	XP 4,000
HP 330; Bloodied 165	Initiative +15
AC 33, Fortitude 34, Reflex 31, Will 30	Perception +13
Speed 5	darkvision
Saving Throws +2; Action Point 1	
TRAITS	
O Benighted Presence • Aura 10	
Light producing effects within the aura whose level is lower than Blakuuld's can create only dim light.	
Regeneration	
Blakuuld regains 10 hit points whenever he starts his turn and has at least 1 hit point. When Blakuuld takes radiant damage, his regeneration doesn't function on his next turn.	
Phantom Strike	
While insubstantial, Blakuuld scores a critical hit on 18 - 20.	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage, and the target is marked until the end of Blakuuld's next turn.	
R Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage, and the target is marked.	
M Double Attack (weapon) • At-Will	
Effect: Blakuuld makes either two warhammer attacks or two longbow attacks. Each attack may target a different enemy.	
C Grim Nexus (teleportation) • Encounter	
Effect: Blakuuld teleports up to 8 squares.	
Attack: Close burst 2 (enemies in the burst); +21 vs. Fortitude	
Hit: The target takes 15 ongoing damage (save ends). If the target ends its next turn farther away from this creature than where it started its turn, it cannot make a saving throw against the ongoing damage.	
MINOR ACTIONS	
Force of Shadow (force) • Recharge 4-6	
Effect: Until the start of Blakuuld's next turn, he gains concealment and his weapon attacks target Will instead of AC.	
MOVE ACTIONS	
Shadow Stride (teleportation) • Recharge 5-6	
Effect: Blakuuld can teleport 20 squares but must end his move in dim light or darkness. At the end of his move, Blakuuld becomes insubstantial until the end of his next turn.	
TRIGGERED ACTIONS	
M Watchful Eye	
Trigger: An adjacent enemy shifts or an adjacent enemy marked by Blakuuld attacks an ally.	
Effect (Immediate Interrupt): Blakuuld makes a warhammer attack against the enemy.	
Coalescing Darkness	
Trigger: Blakuuld moves 3 or more squares by any means.	
Effect (No Action): Blakuuld is cloaked with supernatural darkness, gaining total concealment until the end of his next turn.	
Skills Endurance +15, Intimidate +13, Thievery +16, Stealth +5	
Str 22 (+15)	Dex 19 (+13) Wis 18 (+13)
Con 17 (+12)	Int 12 (+10) Cha 12 (+10)
Alignment unaligned Languages Common, Netherese	
Equipment chainmail, light shield, warhammer, longbow, arrow x20	
Note: This creature was built using the Shadovar shadow knight as a base and has been modified with the shade template from FRCG. Damage expression adjusted.	

Wrath Spirit (level 16)	Level 16 Soldier
Medium shadow humanoid (undead)	XP 1,400
HP 151 Bloodied 75	Initiative +13
AC 30, Fortitude 26, Reflex 28, Will 29	Perception +12
Speed 0, fly 6 (hover), phasing	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The wrath spirit takes half damage from all attacks, except those that deal force damage. Whenever the wrath spirit takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Keening Sword (psychic) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 psychic damage, and the target is marked until the end of the wrath spirit's next turn.	
A Exploding Head (fear, necrotic) • Recharge 5-6	
Attack: Area 2 within 10 (creatures in the burst); +19 vs. Fortitude	
Hit: 3d6 + 8 necrotic damage, and the target is immobilized and marked (save ends both).	
Miss: Half damage, and the target is marked (save ends).	
TRIGGERED ACTIONS	
Burning Challenge (psychic) • At-Will	
Trigger: A target marked by the wrath spirit makes an attack that does not include the wrath spirit.	
Effect (Immediate Reaction): The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).	
Str 16 (+11)	Dex 17 (+11) Wis 18 (+12)
Con 15 (+10)	Int 22 (+14) Cha 24 (+15)
Alignment evil Languages Common	
Note: Adjusted damage expression.	

ENCOUNTER 6B: AWAKENING (ADVENTURE LEVEL 20)

Fell Wyvern Mount	Level 21 Skirmisher
Large shadow beast (reptile, mount)	XP 2,000
HP 201; Bloodied 100	Initiative +17
AC 35, Fortitude 36, Reflex 33, Will 30	Perception +17
Speed 6, fly 12 (hover)	Darkvision
Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage.	
m Claws • At-Will	
Requirement: The fell wyvern must be flying.	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d4 + 15 damage, and the target is knocked prone.	
M Necrovenom Sting (necrotic, poison) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d4 + 15 damage, and the fell wyvern makes a secondary attack against the same target.	
Secondary Attack: +21 vs. Fortitude	
Hit: Ongoing 15 necrotic and poison damage (save ends).	
M Flyby Attack • At-Will	
Effect: The fell wyvern flies up to its speed and makes one melee basic attack at any point during that movement. The fell wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.	
C Pestilent Breath (necrotic) • Recharge 5-6	
Attack: Close blast 5 (creatures in the blast); +24 vs. Fortitude	
Hit: 3d8 + 9 necrotic damage, and ongoing 10 necrotic damage (save ends).	
Str 27 (+18)	Dex 20 (+15)
Con 25 (+17)	Int 2 (+6)
	Wis 15 (+12)
	Cha 6 (+8)
Alignment unaligned	Languages --
Note: Adjusted damage expression.	

Adult Blight Dragon (level 20)	Level 20 Elite Controller
Large shadow magical beast (dragon)	XP 5,600
HP 382; Bloodied 191	Initiative +14
AC 36, Fortitude 36, Reflex 32, Will 35	Perception +15
Speed 8, fly 5 (hover)	Darkvision
Resist 15 fire, 15 necrotic; Vulnerable 15 radiant	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 3d8 + 15 damage, and the target takes ongoing 5 necrotic damage (save ends).	
R Life Leech (healing, necrotic) • Recharge 4-6	
Attack: Ranged 10; +24 vs. Fortitude	
Hit: 3d8 + 15 necrotic damage, and the blight dragon regains a number of hit points equal to the amount of damage dealt.	
C Breath Weapon (fire, necrotic) • Recharge 5-6	
Attack: Close blast 8 (creatures in blast); +24 vs. Fortitude	
Hit: 3d6 + 11 fire damage, and the target takes ongoing 10 necrotic damage (save ends).	
Aftereffect: The target takes a -2 penalty to attack rolls until the end of the dragon's next turn	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 10 (targets enemies); +23 vs. Will	
Hit: The target is stunned until the end of the dragon's next turn.	
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Shadowdance (teleportation) • Recharge 4-6	
Effect: The blight dragon teleports up to its speed, but it must begin or end this movement adjacent to a creature or at least 3 squares away from a light source.	
MINOR ACTIONS	
C Dust Storm • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +23 vs. Fortitude	
Hit: 3d6 + 11 damage, and the target is dazed (save ends). The blight dragon has concealment against any creature that is dazed by this effect.	
Skills Endurance +21, Stealth +19	
Str 19 (+14)	Dex 19 (+14)
Con 23 (+16)	Int 17 (+13)
	Wis 21 (+15)
	Cha 14 (+12)
Alignment evil	Languages Draconic
Note: Adjusted damage expression.	

Blakuuld (level 21)	Level 21 Elite Soldier
Medium shadow humanoid	XP 6,400
HP 378; Bloodied 189	Initiative +16
AC 36, Fortitude 37, Reflex 34, Will 33	Perception +14
Speed 5	darkvision
Saving Throws +2; Action Point 1	
TRAITS	
O Benighted Presence • Aura 10	
Light producing effects within the aura whose level is lower than Blakuuld's can create only dim light.	
Regeneration	
Blakuuld regains 10 hit points whenever he starts his turn and has at least 1 hit point. When Blakuuld takes radiant damage, his regeneration doesn't function on his next turn.	
Phantom Strike	
While insubstantial, Blakuuld scores a critical hit on 18 - 20.	
STANDARD ACTIONS	
m Warhammer (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d6 + 15 damage, and the target is marked until the end of Blakuuld's next turn.	
R Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +25 vs. AC	
Hit: 4d6 + 15 damage, and the target is marked.	
M Double Attack (weapon) • At-Will	
Effect: Blakuuld makes either two <i>warhammer</i> attacks or two <i>longbow</i> attacks. Each attack may target a different enemy.	
C Grim Nexus (teleportation) • Encounter	
Effect: Blakuuld teleports up to 8 squares.	
Attack: Close burst 2 (enemies in the burst); +23 vs. Fortitude	
Hit: The target takes 15 ongoing damage (save ends). If the target ends its next turn farther away from this creature than where it started its turn, it cannot make a saving throw against the ongoing damage.	
MINOR ACTIONS	
Force of Shadow (force) • Recharge 4-6	
Effect: Until the start of Blakuuld's next turn, he gains concealment and his weapon attacks target Will instead of AC.	
MOVE ACTIONS	
Shadow Stride (teleportation) • Recharge 5-6	
Effect: Blakuuld can teleport 20 squares but must end his move in dim light or darkness. At the end of his move, Blakuuld becomes insubstantial until the end of his next turn.	
TRIGGERED ACTIONS	
M Watchful Eye	
Trigger: An adjacent enemy shifts or an adjacent enemy marked by Blakuuld attacks an ally.	
Effect (Immediate Interrupt): Blakuuld makes a <i>warhammer</i> attack against the enemy.	
Coalescing Darkness	
Trigger: Blakuuld moves 3 or more squares by any means.	
Effect (No Action): Blakuuld is cloaked with supernatural darkness, gaining total concealment until the end of his next turn.	
Skills Endurance +15, Intimidate +13, Thievery + 16, Stealth +5	
Str 22 (+16)	Dex 19 (+14) Wis 18 (+14)
Con 17 (+13)	Int 12 (+11) Cha 12 (+11)
Alignment unaligned Languages Common, Netherese	
Equipment chainmail, light shield, warhammer, longbow, arrow x20	
Note: This creature was built using the Shadovar shadow knight as a base and has been modified with the shade template from FRCG. Damage expression adjusted.	

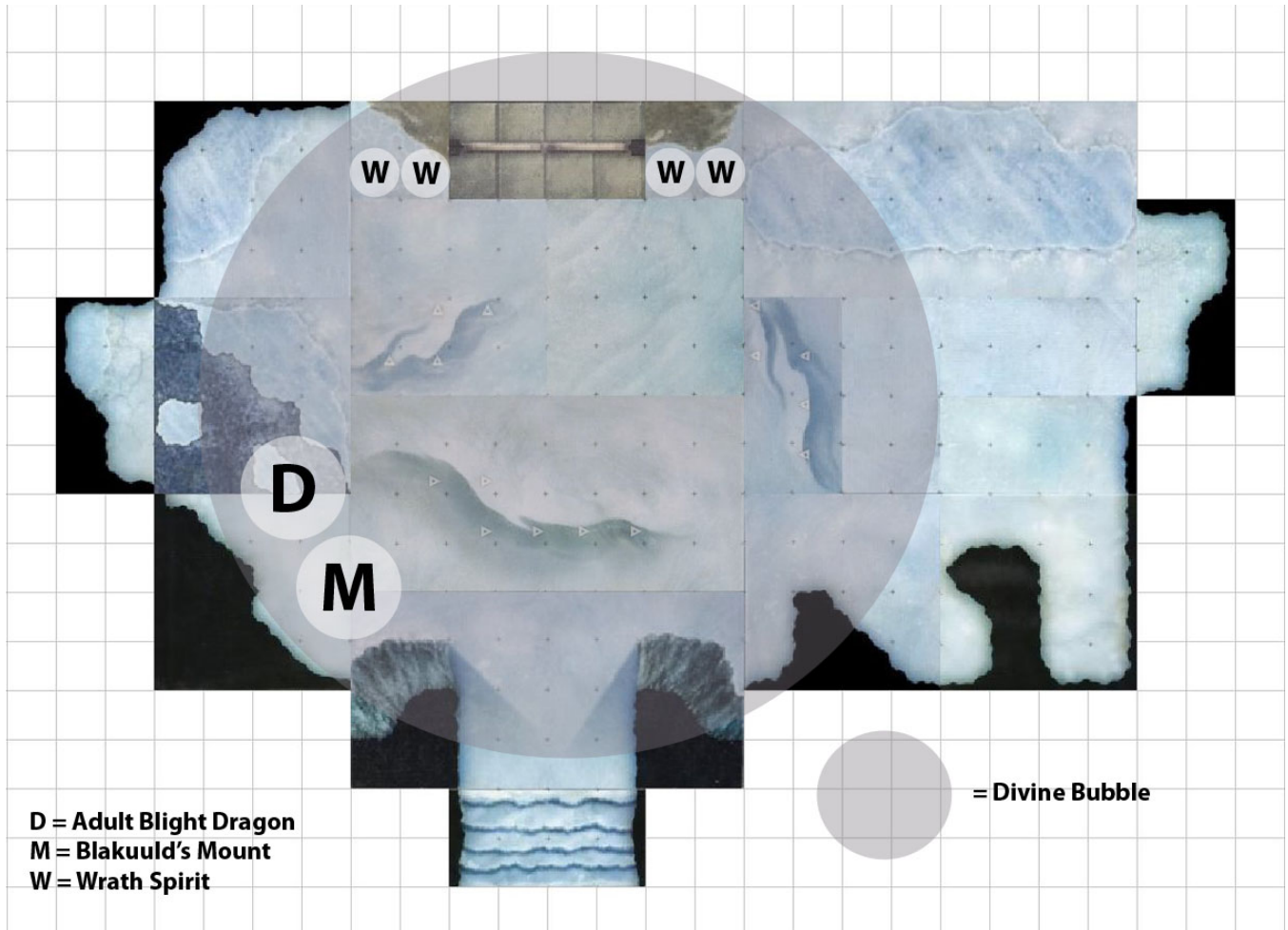
Wrath Spirit	Level 17 Soldier
Medium shadow humanoid (undead)	XP 1,600
HP 159; Bloodied 79	Initiative +13
AC 31, Fortitude 27, Reflex 29, Will 30	Perception +12
Speed 0, fly 6 (hover)	Darkvision
Immune disease, poison	
TRAITS	
Insubstantial	
The wrath spirit takes half damage from all attacks, except those that deal force damage. Whenever the wrath spirit takes radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Keening Sword (psychic) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 psychic damage, and the target is marked until the end of the wrath spirit's next turn.	
A Exploding Head (fear, necrotic) • Recharge 5-6	
Attack: Area 2 within 10 (creatures in the burst); +20 vs. Fortitude	
Hit: 3d6 + 9 necrotic damage, and the target is immobilized and marked (save ends both).	
Miss: Half damage, and the target is marked (save ends).	
TRIGGERED ACTIONS	
Burning Challenge (psychic) • At-Will	
Trigger: A target marked by the wrath spirit makes an attack that does not include the wrath spirit.	
Effect (Immediate Reaction): The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).	
Str 16 (+11)	Dex 17 (+11) Wis 18 (+12)
Con 15 (+10)	Int 22 (+14) Cha 24 (+15)
Alignment evil Languages Common	
Note: Adjusted damage expression.	

ENCOUNTER 6B: AWAKENING MAP

TILE SETS NEEDED

DN1: Caverns of Icewind Dale x1

ET1: Dungeon Tiles Master Set - The Dungeon x1



Note: Blakuuld starts the combat on his mount. There is no token to represent him on the map. If Blakuuld dismounts, place a token on the map at that time.

ENCOUNTER 6C: FLEE

ENCOUNTER LEVEL 13/15/17/19/21
(4100/5800/8200/11600/16000 XP)

SETUP

This encounter includes the following creatures
Adventure Level 12 (see Encounter 6B for statistics):

- 1 adult blight dragon mount (M)
- 1 Blakuuld (level 12)
- 4 wrath spirit (level 10) (W)

This encounter includes the following creatures
Adventure Levels 14 (see Encounter 6B for statistics):

- 1 adult blight dragon mount (level 14) (M)
- 1 Blakuuld (level 14)
- 4 wrath spirit (level 12) (W)

This encounter includes the following creatures
Adventure Level 16 (see Encounter 6B for statistics):

- 1 adult blight dragon mount (level 16) (M)
- 1 Blakuuld (level 16)
- 4 wrath spirit (level 14) (W)

This encounter includes the following creatures
Adventure Level 18 (see Encounter 6B for statistics):

- 1 fell wyvern mount (level 18) (M)
- 1 Blakuuld (level 18)
- 4 wrath spirit (level 16) (W)

This encounter includes the following creatures
Adventure Level 20 (see Encounter 6B for statistics):

- 1 fell wyvern mount (M)
- 1 Blakuuld (level 21)
- 4 wrath spirit (W)

As the PCs flee the region, the Shadovar agent and his allies catch up with them. Before the Shadovar are actually spotted, *Shadowbane* communicates telepathically with its wielder to warn them of their approach.

SHADOWBANE

As the Shadovar draw near, *Shadowbane* senses their approach and becomes restless. The sword speaks telepathically to the PC who wields it:

"I sense the shadows approaching; their foul stench is heavy in the air. At last, I shall feast on their dark souls and my hunger will be sated!"

Moments later, the Shadovar can be spotted coming from the west. Flying very low, they suddenly rise up over a ridge and bear down on the PCs. Read or paraphrase the following:

A dark knight riding a dragon[wyrvern] flies over a ridge to the west and is followed closely four headless spirits in elaborate armor. The knight wears a black uniform underneath chainmail armor. His shield is emblazoned with the symbol of a black circle surrounded by a purple ring and containing purple fire.

If the PCs failed the Skill Challenge in Encounter 5, the Shadovar gain +10 to their initiative rolls for this encounter.

RELINQUISHING SHADOWBANE

Prior to initiative, Blakuuld offers to pay the PCs for the artifact. He offers the PCs the same reward offered to them by Dernan at the start of the adventure. If all the PCs in the group agree, Blakuuld trades fairly and leaves the star peak without attacking them. If this occurs, Blakuuld gives them a shade coin and each PC receives the story award **NETH02 Shade Coin**. Proceed to the Conclusion section.

FEATURES OF THE AREA

Illumination: The area is lit with bright light during the day and only dim light during the night.

Rock Ridges: The map has several rock ridges that rise up from the rest of the gnarled and broken land. These ridges are each between 30 and 40 feet high with uneven surfaces. Creatures can climb ridges by making a Moderate DC Athletics check.

Broken Terrain: Areas of the map marked with a triangle are broken and uneven ground that is difficult terrain.

TACTICS

Blakuuld has been sent by his Shade Prince master to retrieve the artifact and destroy those in possession of it. His primary target is always the PC who wields the sword even if he is marked by another. PCs not in possession of the sword with story award ADAP09 or members of the Harpers meta-organization are Blakuuld's secondary targets. PCs who have Shade Coins, as long as they are not the wielder of *Shadowbane*, are warned by Blakuuld that this is not their fight and they would be wise to remain neutral; as long as such PCs do not attack Blakuuld or his allies, the Shadovar do not attack them.

Blakuuld begins combat by using *force of shadow* followed by *longbow* on the PC with *Shadowbane*. A hit marks his intended victim, and he follows with *grim nexus* to teleport behind the target, targeting as many PCs as possible with the power. Blakuuld's teleportation triggers his *coalescing darkness* power, enshrouding him in supernatural darkness and giving him total concealment. On subsequent rounds, Blakuuld stands toe-to-toe with the PC wielding *Shadowbane* and strikes with his *warhammer*. If weakened, Blakuuld retreats with *shadow stride* and attempts to regenerate before returning to battle.

Wrath spirits begin combat by using *exploding head* to hit all possible targets. They then close to melee and use *keening sword* until their exploding head power recharges. Whenever they attack their weapons emit shrieking, tormented cries.

The adult blight dragon mount begins combat by using *life leech* at range before closing to use its *breath weapon* and *bite* attacks. It coordinates with Blakuuld to target the PC wielding *Shadowbane* if possible.

The fell wyvern opens with *pestilent breath* attempting to hit as many enemies as possible. It then hovers above a target where it repeatedly uses *necrovenom sting* until it is bloodied. It then resorts to its *flyby attack*. It coordinates with Blakuuld to target the PC wielding *Shadowbane* if possible.

Blakuuld and his allies fight to the death. They never surrender and they never give information that the PCs can use against the Shadovar.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of all enemies by 1.

Six PCs: Increase the level of all of the enemies by 1.

ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated the Shadovar, or the Shadovar leave the region with *Shadowbane*.

MILESTONE

This encounter counts toward a milestone.

EXPERIENCE POINTS

If the PCs defeat the Shadovar they complete a minor objective worth 210 / 300 / 420 / 600 / 840 XP each.

TREASURE

The PCs each receive 400 / 687 / 1375 / 2750 / 4125 gp taken from the Shadovar agent.

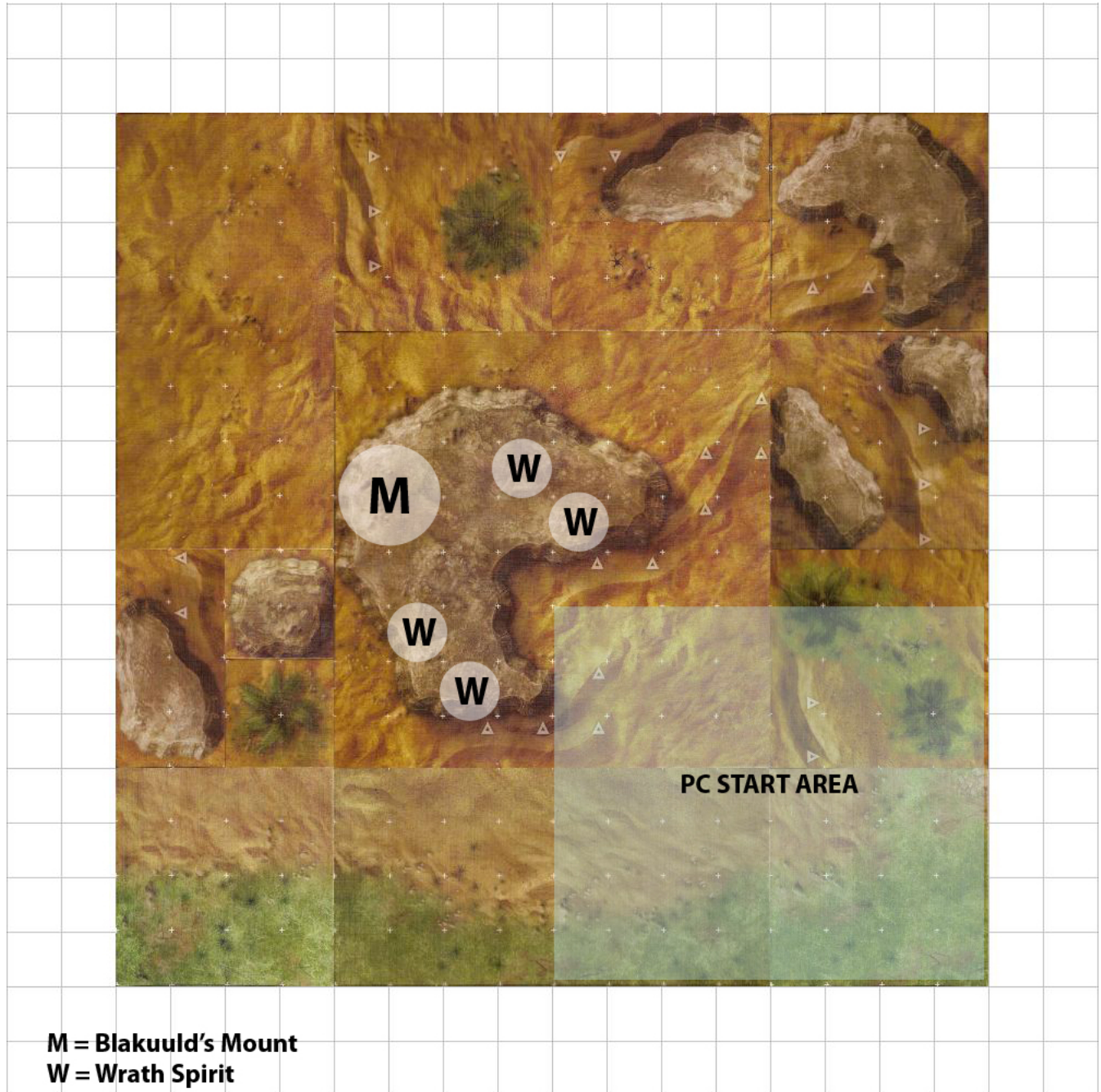
CONCLUDING THE ADVENTURE

Proceed to Encounter 7 for the conclusion.

ENCOUNTER 6C: FLEE MAP

TILE SETS NEEDED

DU7: *Desert of Athas* x 1



Note: Blakuuld starts the combat on his mount. There is no token to represent him on the map. If Blakuuld dismounts, place a token on the map at that time.

ENCOUNTER 6D: DYING LIGHT

ENCOUNTER LEVEL 13/15/17/19/21
(4100/5800/8200/11600/16000 XP)

SETUP

This encounter includes the following creatures
Adventure Level 12 (see Encounter 6B for statistics):

- 1 adult blight dragon mount (M)**
- 1 Blakuuld (level 12)**
- 4 wrath spirit (level 10) (W)**

This encounter includes the following creatures
Adventure Levels 14 (see Encounter 6B for statistics):

- 1 adult blight dragon mount (level 14) (M)**
- 1 Blakuuld (level 14)**
- 4 wrath spirit (level 12) (W)**

This encounter includes the following creatures
Adventure Level 16 (see Encounter 6B for statistics):

- 1 adult blight dragon mount (level 16) (M)**
- 1 Blakuuld (level 16)**
- 4 wrath spirit (level 14) (W)**

This encounter includes the following creatures
Adventure Level 18 (see Encounter 6B for statistics):

- 1 fell wyvern mount (level 18) (M)**
- 1 Blakuuld (level 18)**
- 4 wrath spirit (level 16) (W)**

This encounter includes the following creatures
Adventure Level 20 (see Encounter 6B for statistics):

- 1 fell wyvern mount (M)**
- 1 Blakuuld (level 21)**
- 4 wrath spirit (W)**

This encounter only occurs if the PCs fail the skill challenge in Encounter 2 and arrive at the temple after the Shadovar.

When the PCs enter the area, read or paraphrase the following:

You've come upon the remains of the temple sanctuary, which has been laid waste by a group of Shadovar. A statue of the moon goddess erected near the entrance to the sanctuary is about the only thing left intact. A luminescent pool of liquid is dimly glowing from a beam of bluish light striking the waters from a crystal shard in the ceiling. Four crystal shards set into alcoves along the walls have been blasted into fragments. An altar etched

with silver symbols is set against the far wall; the symbols glow brightly with variable intensity.

A dark knight wearing a black uniform underneath chainmail armor is examining the altar. His shield is emblazoned with the symbol of a black circle surrounded by a purple ring and containing purple fire. Four headless spirits in elaborate armor float about near the blue pool.

Unless the PCs are using Stealth, the Shadovar notice them as they enter the chamber and immediately turn their attention to the new threat.

SHADOWBANE

As soon as Dernan enters the sanctuary, he can sense the presence of the sword within a secret compartment in the altar. The voice of the sword speaks in his mind again:

"Rescue me, Dernan. Claim me now! I hunger so much! Free me!"

If Dernan is not with the group, choose a PC that *Shadowbane* would be inclined to accept as his possessor (see Appendix 1 for guidelines) and read the following text to him/her:

A voice speaks inside your mind, "Rescue me. Claim me now! I hunger so much! Free me!"

You can sense that the source of the voice is coming from somewhere within the altar. It must be the artifact.

If the PCs can get to the altar, they can retrieve *Shadowbane* during the battle. Finding the secret compartment requires a Moderate DC Perception check. Opening it and taking the weapon requires 1 standard action and 1 minor action. However, Blakuuld and the wrath spirits try to prevent them from getting it if possible.

SKILL CHALLENGE: ACTIVATING THE MOON POOL

Goal: To activate the moon pool so that it has positive effects for allies and negative effects for enemies. Each success enables a single crystal shard in the chain. Enabling two shards increases the moon pool aura up to a 4x4 area.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Arcana, Dungeoneering, Religion, Thievery.

Other Skills: None

Victory: The moon pool is rendered operative. If the final shard is activated with a Religion check, a surge of divine energy engulfs all characters and their allies in the aura, allowing them to spend a healing surge.

Defeat: A surge of divine energy engulfs all characters in the aura, causing them to lose a healing surge. The PCs must start over in the challenge to restore the moon pool.

NOTE: All skill checks in this in-combat skill challenge can be taken as minor actions, but against a Hard DC.

Arcana, Dungeoneering or Religion [Moderate DC] (standard action, 1 success) or **[Hard DC]** (minor action, 1 success)

The PC must be within 2 squares of a crystal shard to attempt this check. The character uses his or her knowledge of magical forces to restore the gems in the pool.

Thievery [Moderate DC] (standard action, 1 success) or **[Hard DC]** (minor action, 1 success)

Replacing the crystals through mundane methods requires a steady hand.

FEATURES OF THE AREA

Ceiling: The ceiling is 30 feet (6 squares) high.

Moon Pool: This pool of bluish liquid sits underneath a crystal shard in the ceiling that leads to an opening at the top of the star peak. The pool is powered by divine energy that creates an 8x6 aura. Once activated (see the Activating the Moon Pool skill challenge above), the aura accrues positive effects for allies and negative effects for enemies of the priests. They are as follows:

- All characters who start their turn in the aura gain regeneration 2 (AL 12/14/16) or regeneration 4 (AL 18/20) while bloodied.
- Allies within the aura gain a +2 power bonus to defenses against attacks made by shadow creatures.
- The area reduces all concealment due to darkness by 1 step (total concealment to partial concealment and partial concealment to no concealment).

TACTICS

Blakuuld has been sent by his Shade Prince Master to retrieve the artifact and destroy those in possession of it. His primary targets are PCs with the story award ADAP09 or members of the Harpers meta-organization.

PCs who have Shade Coins are warned by Blakuuld that they should not interfere with their mission; as long as such PCs do not attack Blakuuld or his allies, the Shadovar do not attack them.

Blakuuld begins combat by using *force of shadow* followed by *longbow* on the PC with *Shadowbane*. A hit marks his intended victim, and he follows with *grim nexus* to teleport behind the target, targeting as many PCs as possible with the power. Blakuuld's teleportation triggers his *coalescing darkness* power, enshrouding him in supernatural darkness and giving him total concealment. On subsequent rounds, Blakuuld stands toe-to-toe with one of his primary targets and strikes with his *warhammer*. If weakened, Blakuuld retreats with *shadow stride* and attempts to regenerate before returning to battle.

Wrath spirits begin combat by using *exploding head* to hit all possible targets. They then close to melee and use *keenings sword* until their exploding head power recharges. Whenever they attack their weapons emit shrieking, tormented cries.

The adult blight dragon mount begins combat by using *life leech* at range before closing to use its *breath weapon* and *bite* attacks. It coordinates with Blakuuld to attack his primary targets if possible.

The fell wyvern begins combat by using *pestilent breath*, attempting to hit as many enemies as possible. It then hovers above a target where it repeatedly uses *necrovenom sting* until it is bloodied. It then resorts to its *flyby attack*. It coordinates with Blakuuld to target the same PC if possible.

Blakuuld and his allies fight to the death. They never surrender and they never give information that the PCs can use against the Shadovar.

SCALING THE ENCOUNTER

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

Four PCs: Reduce the level of all enemies by 1.

Six PCs: Increase the level of all of the enemies by 1.

ENDING THE ENCOUNTER

If the PCs do not interfere with the Shadovar, Blakuuld retrieves the sword and leaves the region. Otherwise, the PCs must defeat the Shadovar to retrieve *Shadowbane* for themselves. Once the Shadovar are destroyed, they can fetch *Shadowbane* from a secret compartment in the altar.

MILESTONE

This encounter counts toward a milestone.

EXPERIENCE POINTS

If the PCs defeat the Shadovar they complete a Minor Objective worth 210/ 300/ 420/ 600/ 840 XP each.

TREASURE

The PCs each receive 400 / 687 / 1375 / 2750 / 4125 gp taken from the Shadovar agent.

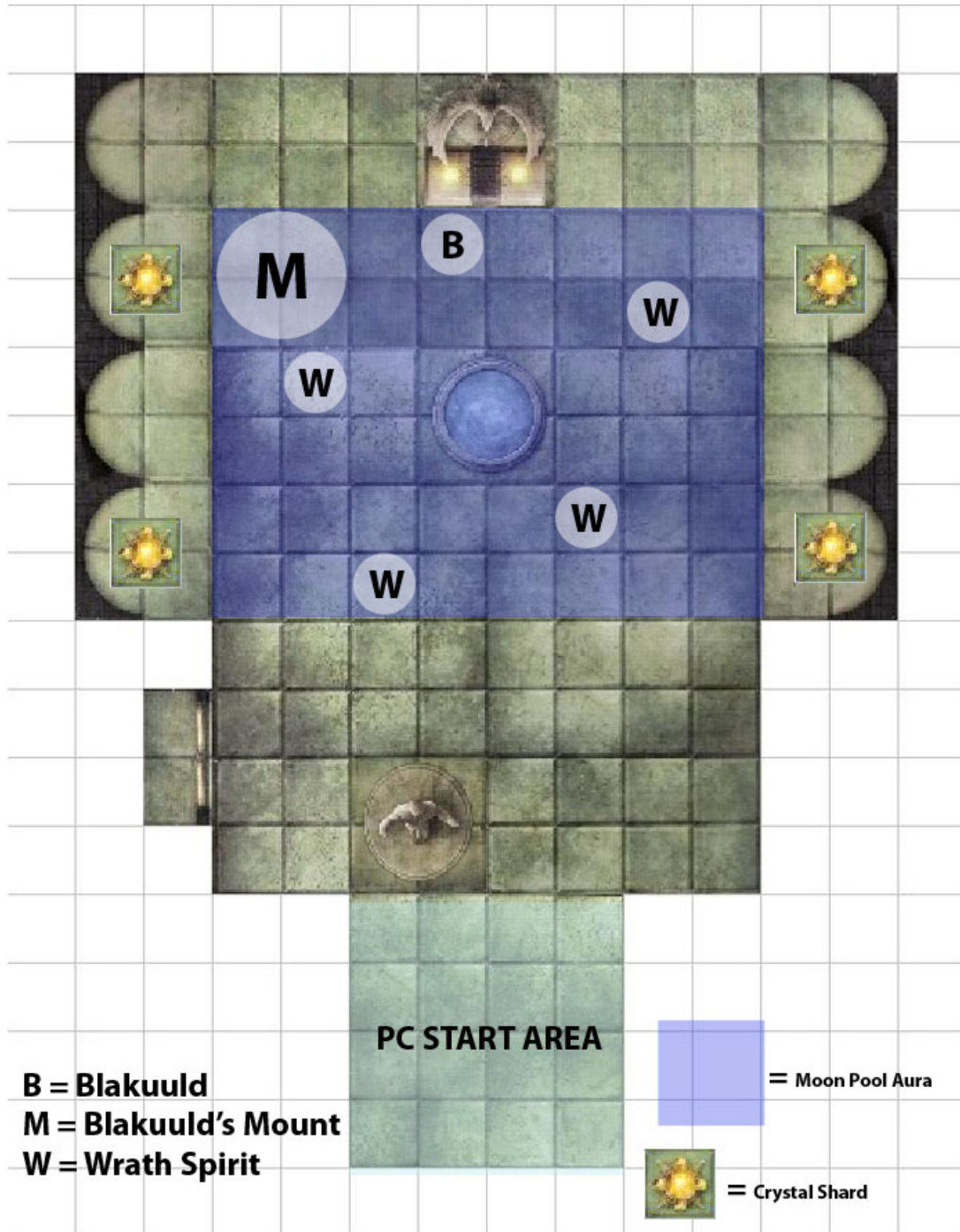
CONCLUDING THE ADVENTURE

Proceed to Encounter 7 for the conclusion.

ENCOUNTER 6D: DYING LIGHT MAP

TILE SETS NEEDED

ET1: Dungeon Tiles Master Set - The Dungeon x2



Note: At the start of the encounter, there is no moon pool aura. If the PCs restore 2 gems, it becomes a 4x4 square area, affecting them as if they are allies of the temple. If all 4 gems are restored, it takes the size as printed on the map.

ENCOUNTER 7: CONCLUSION

If the PCs obtained *Shadowbane*, it begins to communicate its desire to slay shadow creatures and insists that it be taken into the empire of Netheril where it can feast.

At this time the PCs can safely leave the region and head to Urmlaspyr to meet up with Dernan. You are encouraged to role-play the PCs departure from the Star Mounts, including a return trip to Erindal, but anything beyond that pertaining to Dernan's mission and use of *Last Grasp of Shadowbane* are dealt with in other adventures.

The PCs may choose not to return to Dernan; after all, he already lost *Last Grasp of Shadowbane* once. If this is the case, the artifact respects their decision. However, the sword insists upon moving on, letting the PCs know that it will return to them if and when they continue to pursue its quest.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

EXPERIENCE POINTS AND BASE GOLD

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

Locate the Secret Temple of Selûne: +210 XP
Defeat the Shadovar Agents: +210 XP
Retain Possession of Shadowbane: +700 XP

Maximum Possible XP: 2400 XP per PC

Base Gold per PC: 1600 gp
(Encounter 1: 800 gp, Encounter 3: 400 gp, Encounter 6b/6c/6d: 400 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP per PC

Locate the Secret Temple of Selûne: +300 XP
Defeat the Shadovar Agents: +300 XP
Retain Possession of Shadowbane: +1000 XP

Maximum Possible XP: 3400 XP per PC

Base Gold per PC: 2750 gp
(Encounter 1: 1375 gp, Encounter 3: 687 gp, Encounter 6b/6c/6d: 687 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP per PC

Locate the Secret Temple of Selûne: +420 XP
Defeat the Shadovar Agents: +420 XP
Retain Possession of Shadowbane: +1400 XP

Maximum Possible XP: 4750 XP per PC

Base Gold per PC: 5500 gp
(Encounter 1: 2750 gp, Encounter 3: 1375 gp, Encounter 6b/6c/6d: 1375 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP per PC

Locate the Secret Temple of Selûne: +600 XP
Defeat the Shadovar Agents: +600 XP
Retain Possession of Shadowbane: +2000 XP

Maximum Possible XP: 6800 XP per PC

Base Gold per PC: 11000 gp
(Encounter 1: 5500 gp, Encounter 3: 2750 gp, Encounter 6b/6c/6d: 2750 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP per PC

Locate the Secret Temple of Selûne: +840 XP
Defeat the Shadovar Agents: +840 XP
Retain Possession of Shadowbane: +2800 XP

Maximum Possible XP: 9500 XP per PC

Base Gold per PC: 16500 gp
(Encounter 1: 8250 gp, Encounter 3: 4125 gp, Encounter 6b/6c/6d: 4125 gp)

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the

listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING:

Adventure Level 12 and above:

Treasure A: *writhing vine weapon +3* (level 13; *Adventurer's Vault* 2).

Found in Encounter 3

Treasure B: *grace ward ring* (level 14; *Adventurer's Vault* 2)

Found in Encounter 3

Treasure C: An uncommon neck slot item of the PC's level +2 or lower from a player legal source.

Given to the PCs by Dernan if successful at the mission.

Treasure D: *Shar's dark blessings* (as *Sehanine's mark of the dark moon*) (level 13; *Dungeon Master's Guide* 2)

Given to the PCs if they kill the guardians of the Temple of the Near Moon

Adventure Level 16 and above:

Treasure E: *writhing vine weapon +4* (level 18; *Adventurer's vault* 2).

Found in Encounter 3

Treasure F: *ring of forgetful touch* (level 16; *Adventurer's Vault*)

Found in Encounter 3

Treasure G: *Shar's dark blessings* (as *Sehanine's mark of the dark moon*) (level 18; *Dungeon Master's Guide* 2)

Given to the PCs if they kill the guardians of the Temple of the Near Moon

All Adventure Levels:

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

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

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

AL 12: *potion of vitality* plus 0 gp

AL 14: *potion of vitality* plus 750 gp

AL 16: *potion of vitality* plus 2,500 gp

AL 18: *potion of vitality* plus 6,000 gp

AL 20: *potion of vitality* plus 10,000 gp

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

AL 12: 1,000 gp

AL 14: 1,750 gp

AL 16: 3,500 gp

AL 18: 7,000 gp

AL 20: 11,000 gp

STORY AWARDS

In this adventure, the PCs may earn all the listed awards for which they qualify. It is not possible to earn both NETH01 and NETH02.

All PCs receive **NETH01** if they successfully retrieve *Shadowbane* for Dernan:

NETH01 Gratitude of the Sand Kings

While you did not directly encounter Dernan's allies, he has reported your success to them. The Sand Kings are pleased by your actions and offer to help you improve your equipment so that you will be an even more effective ally in their fight against Netheril.

This Story Award grants you one-time purchase access to a single Uncommon weapon, suit of armor, or implement of your choice. The item level must be no greater than your character level at the time you spend this favor, and you pay full market price. The item does not cost you a found-item slot, but it does count against the total number of Uncommon items you are allowed to possess. Strike through this paragraph once you have used this favor to purchase an item, and record the item purchased on your log sheet.

All PCs earn **NETH02** if, through their deliberate intent, *Shadowbane* is in Shadovar hands at the end of the adventure:

NETH02 Shade Coin

For relinquishing *Last Grasp of Shadowbane*, the shadow knight Blakuuld provides you with a shade coin in recognition of your service to the Empire of Netheril.

The coin is a silver triangle with one-inch sides. One side of the token is featureless. The other side of the coin depicts a personalized symbol of Shar. As long as the person who earned the token has it in his possession, it feels remarkably cold. Showing the coin to other Netherese agents or governments under the control of Netheril might induce them to assist you (DM's discretion), but it could also create the opposite effect due to the ever-shifting politics and enmities between various factions among the Shadovar. Showing it to enemies of Netheril is guaranteed to generate distrust.

If you already have a shade coin (such as the one gained from story award **CORE02** or **ADAP10**) you do not gain a new coin. Instead, your existing coin is imbued with shadow magic. As long as you have the coin in your possession, you gain resist radiant 5 and you can call upon shadows to make you more imposing, giving you a +2 item bonus to Intimidate checks in dim light or darkness.

The magic is tied to the coin and to your soul, so nobody else can gain the benefits from this coin. The coin does not cost you a found-item slot, and it does not count toward the total limit of Uncommon items you may possess. It has no sale value. If your shade coin is already imbued with an upgrade, you may either decline the benefit in this Story Award or replace the previous benefit with this one (indicate which on this certificate).

All PCs who attack the guardians of the Temple of the Near Moon receive **NETH03**. It is possible to obtain the both NETH02 and NETH03, but not all PCs who earn one of these awards will necessarily earn both of them.

NETH03 Fury of the Moon

By attacking the guardians at the Temple of the Near Moon, you have declared yourself an enemy of the Order of Selûne. The Moon Goddess has marked you such that her agents always exhibit enmity towards you. You are neither welcomed by her followers nor allowed to enter her temples.

The Empire of Netheril, however, is pleased by your actions in striking at Shar's enemies, and grants you a shade coin in recognition of your service. See NETH02 for details.

Finally, any PC who wields *Shadowbane* in combat against the Shadovar gains **NETH04**:

NETH04 Concordance with *Shadowbane*

While the *Last Grasp of Shadowbane* has moved on for now, you have attained Concordance with the artifact.

In the event that you continue *Shadowbane's* quest, your current Concordance score is: _____.

EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Netheril story area!

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/NETH0301LFR>

The survey period closes on **01 September 2011**. 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:

1. How did the PCs obtain *Last Grasp of Shadowbane*?

- a. They received it through successful negotiations.
- b. They received it after failing negotiations.
- c. They attacked the Selûnites and stole it.
- d. They received it after defeating the Shadovar who arrived at the temple before them.
- e. They did not obtain *Last Grasp of Shadowbane*.

2. Did *Last Grasp of Shadowbane* fall into the hands of the Shadovar?

- a. Yes, it was taken from them by force.
- b. Yes, the PCs relinquished it.
- c. Yes, the PCs never had possession of it.
- d. No.

3. What was the relationship between the PCs and the Temple of the Near Moon?

- a. The PCs defended the temple from the invading Shadovar.
- b. The PCs fled with *Shadowbane*, leaving the temple to its fate.
- c. The PCs attacked the temple themselves, earning the enmity of the priests of Selune.
- d. The PCs never made it to the temple.

4. What was Azaryth's fate?

- a. The PCs successfully negotiated with him.
- b. The PCs fought him, but they spared his life.
- c. The PCs killed him.
- d. The Shadovar killed him.
- e. The PCs never met him.

5. How do the players rate this adventure (on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?)

- a. 1 star (worst possible rating)
- b. 2 stars (below expectations)
- c. 3 stars (average / met expectations)
- d. 4 stars (above expectations)
- e. 5 stars (best possible rating)

6. How do you, the DM, rate this adventure (on the same 5-point scale)?

NEW RULES

GRACE WARD RING

LEVEL 14 UNCOMMON

Price: 21,000 gp

Item Slot: Ring

Property: You gain a +1 item bonus to saving throws against dazing or stunning effects.

Power (Encounter): No Action. *Trigger:* You are conscious and end your turn without having made an attack during it. *Effect:* You push one creature adjacent to you 1 square.

Reference: *Adventurer's Vault 2*, page 70.

RING OF FORGETFUL TOUCH

LEVEL 16 UNCOMMON

Price: 45,000 gp

Item Slot: Ring

Property: Gain a +1 item bonus to Bluff checks.

Power (Daily • Charm): Standard Action. Make an attack: Melee 1; Dexterity + 4 vs. Will; on a hit, the target forgets everything that took place in the last minute and is surprised until the end of your next turn. If you've reached at least one milestone today, the subject does not notice the memory loss and does not regain the memory until 1 minute has passed.

Reference: *Adventurer's Vault*, page 159.

SHAR'S DARK BLESSING (SEHANINE'S MARK OF THE DARK MOON)

LEVEL 13/18 UNCOMMON

Price: 17,000 gp/85,000 gp

Divine Boon

Property: If a creature cannot see you, you take half damage from its attacks that hit you and no damage from its attacks that deal damage on a miss.

Power (Daily • Teleportation): Immediate Reaction. *Trigger:* You take damage. *Effect:* You teleport 4 squares, become invisible until the end of your next turn, and can make a Stealth check to hide as a free action.

Level 18: You teleport 6 squares instead of 4.

Reference: *Dungeon Master's Guide 2*, page 142

WRITHING VINE WEAPON

LEVEL 13/18 UNCOMMON

Price: 17,000 gp / 85,000 gp

Weapon: Any melee

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

Critical: +1d6 damage per plus

Property: When you immobilize a target with a melee attack using this weapon, that target grants combat advantage to you until the end of your next turn.

Power (Daily): Minor Action. Make an attack: Close burst 3; target one enemy in burst; Constitution + this weapon's enhancement bonus vs. Fortitude; on a hit, you pull that enemy 3 squares.

Reference: *Adventurer's Vault 2*, page 25.

APPENDIX 1: LAST GRASP OF SHADOWBANE (DM INFORMATION)

The following information is intended to help you adjudicate the artifact *Last Grasp of Shadowbane*, from its initial receipt by the PCs to its Concordance.

Goals of the *Last Grasp of Shadowbane*:

- Destroy all shadow creatures.
- Destabilize all empires ruled by forces of shadow.
- Prevent the possibility of the Shadow Weave being reformed.

Roleplaying the *Last Grasp of Shadowbane*:

The sword is motivated primarily to destroy shadow energy and its servants. It does so honorably as it tends towards a good perspective. Before coming into Dernan's possession, it had slept for centuries and had no knowledge of the death of Mystra or other major events of the last centuries. Dernan has brought the sword up to speed, including information about Netheril and their devotion to Shar. Since learning this information, it has been restless and wants to go to Netheril so that it may battle its way to the heart of the empire.

Shadowbane is increasingly impatient and restless at any hesitation to engage shadow creatures exhibited by its wielder. It communicates regularly with its wielder, encouraging him to attack all shadow creatures and to head toward Netheril without delay. The sword continues to rant about its hunger for shadow flesh and that it must feast so that it may be satisfied. In truth, the sword is never satisfied. The more that it feeds on shadow flesh, the more it presses its wielder to give it more. Its craving is seemingly insatiable.

Determining the artifact's initial wielder:

1. *Shadowbane* only accepts a wielder who is proficient with one-handed military weapons or the bastard sword and does not already wield a unique or named weapon. If no PC meets this condition, *Shadowbane* travels with the PC who best meets the remaining conditions, but refuses to be wielded by any PC.
2. If any PC who meets Condition 1 already has Concordance with *Shadowbane* from a previous story award, *Shadowbane* offers itself to the PC who has the highest Concordance.
3. If no PC meets Condition 2, *Shadowbane* selects as its wielder the PC who meets Condition 1 and the greatest number of the following criteria:
 - a. Uses melee weapons in combat on a regular basis
 - b. Has feats that specifically apply to heavy blades
 - c. Alignment Good or Lawful Good
 - d. Has one or more powers using the divine power source
 - e. Does not have the shadow origin
 - f. Is a member of the Harpers
4. If there is a tie, determine wielder randomly or by PC choice.

Concordance: While Concordance is important to determine the extent of *Shadowbane*'s abilities, it is important that the wielder does not know precisely what causes the Concordance to change. Keep track of the various effects on your own, and let the player know if his or her PC's Concordance with *Shadowbane* changes. This is also tracked via the story award for this adventure.

- Starting score 5
- Owner successfully completes an adventure wielding the item in combat +2
- Owner is a member of a divine class and worships a Good or Lawful Good deity +2
- Owner is a member of the Harpers +2
- Owner has killed a shadow creature (per day) +2
- Owner is a member of a race with the shadow origin -2
- Owner willingly allows a shadow creature to live (max. once per day) -2
- Owner acquires a shade coin (per coin) -5

Pleased (16-20)

Property: Shadowbane's item bonus to Athletics checks, Insight checks, and Religion checks increases to +5.

Property: Shadowbane's item bonus to attack rolls and damage rolls against shadow creatures increases to +3.

Property: The wielder takes a -5 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether the wielder is using Shadowbane or even has it in his possession.

Power (Daily): Free action. Use this power when you reduce a shadow creature to 0 hit points. The creature's soul is trapped within the blade. While the soul is trapped within the blade, the creature cannot be raised, nor can any rituals or other effects communicate or commune with the creature or its soul.

Satisfied (12-15)

Property: Shadowbane's item bonus to Athletics checks, Insight checks, and Religion checks increases to +2.

Property: The wielder takes a -2 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether the wielder is using Shadowbane or even has it in his possession.

Normal (5-11)

Unsatisfied (1-4)

Property: The wielder takes a -2 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether the wielder is using Shadowbane or even has it in his possession.

Special: Once per day at any time, Shadowbane attempts to take control of its wielder's body. It makes a special attack against the wielder's Will, rolling 1d20 + the wielder's level. If this attack hits, the wielder is dominated (save ends). This attack is possible whether the wielder is using Shadowbane or even has it in his possession.

Shadowbane typically attempts to take control when the wielder ignores an opportunity to strike against a shadow creature, and uses its wielder's action to attack the most powerful shadow creature nearby. While dominated, Shadowbane's wielder can draw Shadowbane as a free action in addition to the actions typically allocated to a dominated creature.

Angered (0 or lower)

Property: The wielder takes a -5 penalty to Bluff checks, Stealth checks, and Thievery checks. This penalty applies whether the wielder is using Shadowbane or even has it in his possession.

Special: Once per day at any time, Shadowbane attempts to take control of its wielder's body. It makes a special attack against the wielder's Will, rolling 1d20 + the wielder's level. If this attack hits, the wielder is dominated (save ends). This attack is possible whether the wielder is using Shadowbane or even has it in his possession.

Shadowbane typically attempts to take control when the wielder ignores an opportunity to strike against a shadow creature, and uses its wielder's action to attack the most powerful shadow creature nearby. While dominated, Shadowbane's wielder can draw Shadowbane as a free action in addition to the actions typically allocated to a dominated creature.

Special: Each time the wielder rolls initiative, there is a 25% chance that Shadowbane refuses to perform any attacks during the encounter except to attack shadow creatures.

Moving On

There are two circumstances under which *Shadowbane* moves on.

- The first, and most typical, is at the end of any Living Forgotten Realms adventure in which it is used. Each such adventure will provide one of two options at its end. In most adventures, a story award will be provided on which the PC's Concordance at the adventure's conclusion can be recorded. In some, however, *Shadowbane* may complete what it considers to be a major achievement, in which case it may reward its wielder with a special bundle choice. This bundle choice will be labeled as such in the adventure, and will vary based on the PC's Concordance when the artifact moves on.
- In the event that an encounter ends with *Shadowbane*'s wielder having a Concordance score of 0 or lower (possible in a party with many PCs who have the shadow origins), *Shadowbane* refuses to work for that PC any longer. Possession of *Shadowbane* immediately passes to the PC who best meets the criteria to wield the artifact. The PC with whom *Shadowbane* was angered takes a -1 penalty to Athletics checks, Endurance checks, and Insight checks until that PC gains a level.

PLAYER'S HANDOUT 1: LAST GRASP OF SHADOWBANE

Last Grasp of Shadowbane is a +4 magic bastard sword with the following properties and powers:

- **Property:** Any PC who is proficient with military weapons is proficient with *Shadowbane*.
- **Property:** You gain a +1 item bonus to Athletics checks, Insight checks, and Religion checks.
- **Property:** You gain a +1 item bonus to attack rolls and damage rolls against shadow creatures.
- **Property:** You are immune to fear effects and you gain resist 10 necrotic.
- **Property:** When making an attack using a power granted by *Shadowbane*, you can apply the modifier of your highest ability score instead of the primary ability modifier normally used by the power.
- **Power (At-Will):** Standard Action. You can use *holy strike* (paladin 1).
- **Power (Encounter):** Standard Action. You can use *divine reverence* (paladin 7), applying *Shadowbane's* enhancement bonus as if it were a holy symbol.
- **Power (Daily):** Standard Action. You can use *hand of the gods* (paladin 17), applying *Shadowbane's* enhancement bonus as if the Sword were a holy symbol.

While these are the base abilities of this artifact, actions you take that are consistent with the goals of *Last Grasp of Shadowbane* improve your Concordance with the item, pleasing it and improving its abilities. Your DM has specific information about the artifact's Concordance and what properties may be added or removed.

GOALS OF THE LAST GRASP OF SHADOWBANE:

- Destroy all shadow creatures.
- Destabilize all empires ruled by forces of shadow.
- Prevent the possibility of the Shadow Weave being reformed.

HOLY STRIKE; PALADIN ATTACK 1

You strike an enemy with your weapon, which ignites with holy light.

At-Will; Divine, Radiant, Weapon

Standard Action; Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier.

DIVINE REVERENCE; PALADIN ATTACK 7

You present yourself with such conviction that your enemies cannot help but be awestruck by the power of your faith.

Encounter; Divine, Implement, Radiant

Standard Action; Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn.

HAND OF THE GODS; PALADIN ATTACK 17

You hold your holy symbol high above your head, and a brilliant flash of divine light explodes from it. The radiance sears your foes and inspires your closest allies.

Encounter; Divine, Implement, Radiant

Standard Action; Close burst 1

Target: Each enemy in the burst

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier radiant damage, and the target is marked until the end of your next turn.

Effect: Until the end of your next turn, allies in the burst gain a power bonus to attack rolls equal to your Wisdom modifier.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
NETH3~1 SECRETS AND SHADOWS

NETH01 Gratitude of the Sand Kings

While you did not directly encounter Dernan's allies, he has reported your success to them. The Sand Kings are pleased by your actions and offer to help you improve your equipment so that you will be an even more effective ally in their fight against Netheril.

This Story Award grants you one-time purchase access to a single Uncommon weapon, suit of armor, or implement of your choice from any player resource. The item level must be no greater than your character level at the time you spend this favor, and you pay full market price. The item does not cost you a found-item slot, but it does count against the total number of Uncommon items you are allowed to possess. Strike through this paragraph once you have used this favor to purchase an item, and record the item purchased on your log sheet.

NETH02 Shade Coin

The shadow knight Blakuuld has provided you with a shade coin in recognition of your service to the Empire of Netheril. The coin is a silver triangle with one-inch sides. One side of the token is featureless. The other side of the coin depicts a personalized symbol of Shar. Whenever you have the coin in your possession, it feels remarkably cold.

Showing this coin to other Netherese agents or governments under the control of Netheril might induce them to assist you (DM's discretion), but it could also create the opposite effect due to the ever-shifting politics and enmities between various factions among the Shadovar. Showing it to enemies of Netheril is guaranteed to generate distrust.

If you already have a shade coin (such as **CORE02** or **ADAP10**) you do not gain a new coin. Instead, your existing coin is imbued with shadow magic. As long as you have the coin in your possession, you gain resist radiant 5 and you can call upon shadows to make you more imposing, giving you a +2 item bonus to Intimidate checks in dim light or darkness. The magic is tied to the coin and to your soul, so nobody else can gain the benefits from this coin.

The coin does not cost you a found-item slot, and it does not count toward the total limit of Uncommon items you may possess. It has no sale value. If your shade coin is already imbued with an upgrade, you may either decline the benefit in this Story Award or replace the previous benefit with this one (indicate which on this certificate).

NETH03 Fury of the Moon

By attacking the guardians at the Temple of the Near Moon, you have declared yourself an enemy of the Order of Selûne. The Moon Goddess has marked you such that her agents always exhibit enmity towards you. You are neither welcomed by her followers nor allowed to enter her temples.

The Empire of Netheril, however, is pleased by your actions in striking at Shar's enemies, and grants you a shade coin in recognition of your service. See NETH02 for details.

NETH04 Concordance with Shadowbane

While the *Last Grasp of Shadowbane* has moved on for now, you have established a bond with the artifact. Record your current Concordance score on this certificate in the event that you choose to continue *Shadowbane's* quest and encounter the artifact again in a future adventure:

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
NETH3~1 SECRETS AND SHADOWS

NETH01 Gratitude of the Sand Kings

While you did not directly encounter Dernan's allies, he has reported your success to them. The Sand Kings are pleased by your actions and offer to help you improve your equipment so that you will be an even more effective ally in their fight against Netheril.

This Story Award grants you one-time purchase access to a single Uncommon weapon, suit of armor, or implement of your choice from any player resource. The item level must be no greater than your character level at the time you spend this favor, and you pay full market price. The item does not cost you a found-item slot, but it does count against the total number of Uncommon items you are allowed to possess. Strike through this paragraph once you have used this favor to purchase an item, and record the item purchased on your log sheet.

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The Empire of Netheril, however, is pleased by your actions in striking at Shar's enemies, and grants you a shade coin in recognition of your service. See NETH02 for details.

NETH04 Concordance with Shadowbane

While the *Last Grasp of Shadowbane* has moved on for now, you have established a bond with the artifact. Record your current Concordance score on this certificate in the event that you choose to continue *Shadowbane's* quest and encounter the artifact again in a future adventure:

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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