

DIVIDE AND CONQUER

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

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Cormyr and its allies need the help of the good-aligned dragons in the upcoming battle against Netheril. The dragons are willing to join the cause, but only if they are first given assistance in retaking the Well of Dragons. Recent setbacks experienced by the Cult of the Dragon make this the right time to strike. The area is still heavily fortified, so a small, covert operation is needed. A *Living Forgotten Realms* adventure for characters of the Paragon tier (levels 11-20).

This adventure is part of the *Desolation* series, and takes place just before the events of ADCP6-1 *The End and the Beginning*.

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 are noted in the **New Rules Items** section at the end of the adventure.

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

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

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

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 12, level 13, and four level 15 characters may not choose to play the AL 16 version of an adventure because level 16 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 12 or AL 14, but they will probably choose AL 14 because that's the best fit for the group.

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

FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's

job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

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

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

In expectation of more battles with the Netherese, the Alliance (mainly Cormyr, Myth Drannor & the Dalelands, but also the exiled government of Elturgard, Waterdeep, Luruar, and Evereska) have petitioned the good dragons of Faerun for assistance. The dragons are reluctant. While Netheril does have many evil dragons under its thrall, it has never directly, or even indirectly, attacked the good dragons. However, the dragons are willing to make a deal.

Because of the events in *EPIC5-2 Dragons Deep*, the Cult of the Dragon is temporarily suffering a great deal of turmoil. A plot long in the hatching has gone awry and not all of the blame has landed on the adventurers involved. The Good Dragons, with the help of some Harpers, have seized this opportunity to create strife within the ranks of the cult cell that occupies the Well of Dragons. Note that the dragon's goal is only to take back the Well and not to destroy the cult. To that end rumors have been planted by Harper Agents that the Master of Ceremonies, Vargo the Faceless, is planning to ally the cult with the Church of Bane and take sole leadership of the Cult cell based at the Well of Dragons.

Why this is plausible:

- Vargo has the loyalty of the black dragons Amnemis (female adult) and Enixtryx (male adult) since he infused himself with black dragon blood before becoming a lich.
- Since the dracolich that is currently revered as the group's ultimate authority is also a black dragon can be used as a point in his favor.

- The cult has had strife of this nature before, including having an alliance with the Church of Bane.
- The Harper's have an agent inside the Cult of the Dragon. They had discovered the identity of a highly placed member and sent a doppelganger agent to learn all he could of him and then to take his place. (This is the same agent that instigated the events of *CORE5-9 Last Testament*). He currently goes by the name Grigor.

THE PLAN

The aim of the allies is to take out the Cults commanders, as well as some of its military forces to weaken the defenses. They hope that the use deception gains them not only a division between the leaders but also allow the infiltration of saboteurs.

PART ONE

The Lord of the Well of Dragons, the human death knight Naergoth Bladelord is lured out of the fortress to some ruins in the Farsea Swamp where "proof" of the plot can be found. It is expected that he would take some of his warriors with him and possibly one of the dragons who are loyal to him. (The swamp is known to be the home of some young black dragons). The Harpers are providing some additional agents along with Grigor to pose as members of the cult meeting with Banite priests. The PCs are to ambush him and his entourage.

PART TWO

The PCs must first gain control of Vargo's phylactery while the Harper agents get in place within the citadel. Once the Harper Agents have completed the sabotage of defenses, the attack on the citadel begins and the PCs are expected to keep Vargo from participating in the main battle. This results in the cultists being without visible leadership thereby lowering their effectiveness and morale.

DM'S INTRODUCTION

An Appendix on the Cult of the Dragon is provided for those without access to the information. You can use this to answer players/ PCs questions.

The PCs are contacted by either someone they know, or someone connected to an organization the PC is a member of regarding an opportunity to gain rich rewards for going on a high risk mission.

Encounter One: Dragons Briefing. The PCs meet with the Karasendrith (song dragon also appeared in *EPIC5-2 Dragons Deep* and the Forgotten Realms novels chronicling the Rage of Dragons by NAME) the representative from the dragons and a Purple Knight

Commander. They explain the overall plan to the PCs and the specifics of the first part of the mission.

Encounter Two: Ambushing a Death Knight, the PCs have time to explore the site before combat. The location is a mixture of ruins and swamp. The PCs can opt to change the plan from using the meeting site to attacking Naergoth while he is in route. By simply removing the tent dungeon tile and rearranging the NPC positions the same map can be used for the combat if this occurs. This should be a significant combat for the PCs, even though they have the upper hand regarding positioning.

Note that keeping Grigor and the Harper Agents alive impacts the outcome of the attack on the fortress.

Encounter 3: What's next? The PCs are given the details of their second mission and items to assist them. They are to find the phylactery of Vargo the Faceless; before the dragons attack the fortress (The Harper Agents are assisting the dragons). Then the PCs are to help with the attack by confronting Vargo before he can aid in the defense of the fortress, or flee.

Encounter 4: The Next Step, the PCs use a back entrance to the Well of Dragons (discovered in CORE1-15 *Where Dragons Die*). The route also gives them access to the portion of the Underdark where Vargo hid his phylactery. The PCs must deal with the traps protecting the phylactery and the guardians protecting the way into the fortress either via skills or combat.

Time Faults: The PCs face four challenges during this encounter, how they approach them and how efficiently they complete them determines if they reach the next encounter before the attack on the fortress has started. This then impacts that combat and the overall success of the attack. If combat takes too long, or they fail at certain skill checks then the PCs acquire time faults

Encounter 5: Conquer The PCs face Vargo the Faceless, a lich and one of the cults Sacred Ones (dracolich) in an audience chamber adjacent to Vargo's study area. Additional guards might be present, or join the combat based on the amount of time faults the PCs gained during Encounter 4.

When running this adventure in a time sensitive environment such as a convention or game day you have the option to call fights when certain conditions are met. These conditions are listed in the Ending the Encounter section of each combat encounter.

PLAYER'S INTRODUCTION

Cormyr and her allies have struck a blow against the strength of the empire minded Netherese. Now agents of the Cormyrian alliance have asked you to assist in a crucial task. Those who agree shall have the opportunity to gather great treasure-but the challenge is equally great. There are no guarantees.

If you are up to the challenge travel to the Purple Dragon barracks in Proskur.

PCs that are Harper Agents, Purple Dragon Knights or have a Cormyrian title are basically tasked to do this by either a superior officer, or someone they trust. Others are approached by someone they know and respect, retired adventurer or NPC they have favorable interacted with. They cannot promise payment.

Proskur is a town half way between Iraebor and Suzail that is under the Cormyrian dominion. It is assumed that the PCs are either someplace nearby when asked to help or have methods at their disposal to get there quickly (since they are Paragon tier).

Proskur sits on the main east west road and benefits from frequent trade caravans from both Cormyr and the cities of the Dragon Coast. Inns with large stables and numerous taverns dot the main street.

The Purple Dragon command post is situated on the western edge of town, a somewhat pointed reminder that as far as the knights are concerned the Cormyrian border begins here.

The local contingent is a well trained and disciplined group. They are expecting the adventurers and quickly show them into a meeting room. If the PCs are not acquainted with each other, then allow them time for introductions and descriptions before moving on to Encounter One.

RECENT CAMPAIGN HISTORY

Cormyr and Myth Drannor along with other good aligned nations became alarmed at various events that appeared to be caused by Netherese. They concluded that Netheril was gearing up to move against Cormyr and the Dalelands again in their never-ending quest to expand their empire. In order to thwart the Netherese, the allies attacked first and took over the floating city of Sakkors.

The alliance fully expects the Netherese to counter-attack and are seeking additional allies. This is vital as the elves have encountered problems of their own and may not be available.

ENCOUNTER 1: DRAGONS

BRIEFING

Important NPCs:

Nicos Morieth, male human Purple Knight Commander

Karasendrieth, song dragon, currently in human form

Shortly after you have settled into your seats the door opens and a graceful tall woman in white leathers with long silver hair and delicate features enters the room. She is followed by a man, barely 5'10", in the uniform of the Purple Dragons with a commander's knot on his shoulders. His tan face reflects years spent in the field and his large hands bear numerous scars.

The man speaks first: "Good, you are all here. I am Commander Morieth. This is Karasendrieth, an emissary of the good-aligned dragons."

In a voice that seems to include the sounds of crystal chimes, the woman says: "Please call me Kara. Thank you for agreeing to help with our plan. I have been assisted before by brave adventurers and have yet to be disappointed."

Morieth continues. "The dragons have agreed to help us in the fight against Netheril, on condition we assist them with a project of their own. Apparently the Harpers have already provided some assistance, but now it is time for the heavy lifting."

Kara smiles. "Yes. It is time we take back the Well of Dragons."

They can provide the following information.

- In the canyon lands near the Sunset Mountains north of the River Reaching is an extinct volcano known as the Well of Dragons.
- According to legend it is a place where old dragons go to die. In this case legend does not lie.
- Many years ago the Cult of the Dragon destroyed the ancient guardian of the Well and built a fortress on the site.
- The Cult of the Dragon was founded by a mad archmage named Sammaster who prophesied the eternal rule of Faerun by undead dragons, known as dracoliches.

"Recently a group of powerful adventurers managed to thwart an attempt to return the Cult's ancient leader to some semblance of life. This has caused some disruption within the Cult as they try to apportion blame, and seek replacements for the loss of wealth, prestige and personal. Now is the moment for us to strike."

- Recent events have made it easier for a few Harper agents to infiltrate the Cult.
- One agent in particular has managed to take the place of an assistant to Vargo the Faceless, who is

the Master of Ceremonies for the group inhabiting the Well of Dragons. (If pressed on this point Kara admits the agent is a doppelganger.)

- The Harper agents have managed to increase the distrust caused by the "calamity" with rumors that Vargo wishes to return to a time when the Cult was aligned with priests of Bane. This is something that Naergoth Bladelord, the lord of the Well of Soul fortress (military commander) would never agree to.
- Additionally the rumors imply that Vargo would use the priests backing to assume sole leadership of the Cult. (Currently the two share leadership.)
- The aim of the allies is to take out the Cult's commanders. They hope that the use of deception gains them not only a division between the leaders but also allows for the use of saboteurs to weaken the defenses.
- To that end they have allowed Naergoth Bladelord to learn of a supposed meeting between priests of Bane and Vargo.
- The plan is to have the PCs in hiding while the Harper agents and some constructs act as bait.
- Kara intends to be close by so that she can handle any dragon that Naergoth might ask to accompany him. The PCs need only concern themselves with Naergoth and his troops.
- While Grigor, the Harper agent, realizes the risks, he also has a part to play in the actual assault on the fortress, so keeping him and his co-conspirators alive is strongly desired.

"So that is the first part of your task. Thus we hope to divide the Cult's forces."

If the PCs insist on knowing what happens next then the NPCs briefly summarize the plan as follows: the PCs are to gain control of Vargo's phylactery while Grigor and the Harper agents return to the citadel. Once the Harpers are in place, the attack on the citadel begins. The PCs are to confront Vargo. This plan should result in the cultists being without visible leadership thereby lowering their effectiveness and morale.

ENDING THE ENCOUNTER

Once the PCs are briefed and accept the mission, transport to the ambush site is arranged. Kara has convinced a few young dragons (copper and adamantine) to assist her in transporting the PCs to the site. If the PCs have a mount capable of flying they can follow along. Continue with Encounter 2.

MILESTONE AND TREASURE

This encounter does not count towards a milestone and contains no treasure.

ENCOUNTER 2: AMBUSHING A DEATH KNIGHT

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures at all ALs

Naergoth Bladelord, deathknight (N)

2 cult guards (G)

2 cult snipers (S)

6 cult fanatics (F)

2 Banite constructs (C)

Grigor Welt (W)

2 Harper Agents (A)

At AL16, AL 18, and AL 20 add the following creature:
red dragon

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 cult guard and 2 cult fanatics

Six PCs: Add 1 cult guard and 2 cult fanatics

SETUP

The plan is to lure the Naergoth to this location. Grigor, the doppelganger Harper agent is acting as bait, as are two of his companions. The constructs are very basic, designed to only last a short while (they dissolve at the end of the encounter) and are wearing simple clothes with holy symbols of Bane displayed.

The PCs get to decide where they want to hide. The trees, rocks and surrounding ruins offer various opportunities even for those not naturally Stealthy. The PCs have two hours to plan, cast rituals or build traps. The dragons that assisted in transporting the PCs do not stay. Kara has a near by hiding place selected (far enough away to avoid detection but close enough to assist if a dragon is included in Naergoth's party.

The meeting site is on the edges of the swamp. Someone once lived here but all that remains is the ruins of a tower and what might have been a cabin or barracks building. The building still has two outer walls and an inner wall standing. The tower is missing a roof and a gaping hole in one side indicates that not just time is cause for the erosion.

Trees draped in strings of moss cluster near the shallow waters of the swamp. The air reeks of decaying foliage and stagnant water.

The PCs have the option to determine when the combat starts. They can wait for the NPCs to advance further into the area (using ready actions) or wait for them to attack first.

FEATURES OF THE AREA

This area has a few important features.

Trees: The trees provide partial cover for those on the ground (as well as those that climb into their branches) due to the Spanish moss like growths that hang from their limbs. The trunk of the tree is blocking terrain.

Flat rocks: The flat rocks that stick up from the water are 1 square above water level.

Water, marsh areas and pond: The water is not very deep, but small and tiny creatures have to swim to cross it. Medium size creatures can wade through the water but it is difficult terrain requiring 2 squares of movement. The green areas marked as difficult terrain in the water are marshy places that can support a medium or smaller creature, besides being difficult terrain they are slippery. This means if a creature attempts to run while crossing them they need to make an Acrobatics check (Moderate DC) or fall into the water ending their movement.

Burnt Tree area: This is actually the remains of a burnt building. Small creatures can hide in the debris

Boulders: The groups of rounded boulders taking a square or more can be used as cover. Taking an action while standing on top of them requires a successful Acrobatics check (Moderate DC). If failed the creature falls prone, but does not take damage.

Tower: The walls that are left are only 3 squares high. The walls are blocking terrain. The stairs go up 2 squares and they are difficult terrain going up.

Wood ruins: The remaining walls are 2 squares high and are blocking terrain. They have a break DC of 25. Each square of wall has 20 hit points with defenses of AC and Reflex 5, Fortitude 20, Will immune.

Tent: The canvas of the tent is treated to repel the elements (treat as resist 10 fire and resist 10 acid). It has AC 8, Reflex 4, Fortitude 17, Will immune; each square has 20 hp. If the tent collapses then creatures within the tent are considered grappled (Moderate DC to escape) and the squares become difficult terrain.

Map Options: By using a second set of DN2: Witchlight Fens Dungeon Tiles the lower right hand portion of the map can be filled in. Conversely if the size of the map is too large for your gaming table, omit the 8 x 16 bottom section (the red dash lined indicates the cut off section).

TACTICS

Grigor and the Harper Agents: Their first priority is staying alive so they can complete their mission. Helping out the PCs during the combat is secondary.

Naergoth Bladelord has sent some of his troops around so they can approach the meeting site from two sides (the ruins are a known location to many). A red 2 on the map indicates these NPCs. This group does not advance immediately. Group 1 advances first and only the cult sniper in group 2 acts during the first round other than defensively. Group 2 is using Stealth. The exception being if any of the cult fanatics drop during the first round, in that instance the triggered power *hate* still occurs. Note that Naergoth's triggered power *mirror flash* is an Encounter power for AL12 & 14 and an At-Will power for higher levels.

Until the PCs attack Naergoth focuses his attacks on Grigor (since Grigor is currently disguised to look like Vargo). If need be he uses his Action Point to move close enough to the false Vargo to use his *abyssal blast* during the first round of combat.

Until the PCs attack, the cultists focus their attacks on the Harpers and the Banite constructs.

The cult fanatics move around the battlefield angling for flanks or staying adjacent to a cult guard.

The cult snipers stay back while the melee fighters move up, using *acid bolt* initially (assuming targets within range) then moving on to *bleeding bolt* making the most of their ability to see concealed targets (see stat block). They may attempt to retreat if melee combat seems likely.

AL16, AL18, and AL 20 ONLY

Naergoth's companion, Arsekaslyx a female red dragon, swoops in and uses her *breath weapon* during the second round of combat, or as soon as Naergoth is bloodied (whichever comes first). She had been hiding up in the clouds waiting for sign that one of the black dragons aligned with Vargo was present. Once she shows herself Kara appears and attacks her. Arsekaslyx manages to use her *breath weapon* a maximum of three times on the PCs before Arsekaslyx focuses on the fight with Kara to the exclusion of all else. As it is not the intent that the PCs defeat Arsekaslyx's her stat block does not include all of her attack powers.

At lower ALs Kara spots the red dragon before it attacks the PCs and engages it.

ENDING THE ENCOUNTER

Unless time is not an issue, call the fight once Naergoth Bladelord is defeated and the standard monsters (cult sniper & cult guard) are bloodied.

TROUBLESHOOTING

The PCs can alter how and when the battle takes place. If possible when preparing your map leave the tent dungeon tile separate so you can use the same map if the players would rather attack the NPCs as they move toward the meeting place. In that instance simply move group 2 of cult NPCs 4 squares ahead of the group 1.

If a PC dies during this combat then arrangements can be made to return them to life, however this takes time so they enter Encounter 4 with a Time Fault already incurred.

However, unless it is a PC attempting it, any Raised Dead ritual used on Grigor fails.

MILESTONE

This encounter counts towards a milestone.

EXPERIENCE

If the PCs defeat Naergoth they accomplish one of the major objectives of the adventure.

TREASURE

AL 12 & 14: *focused shield* (level 13) *sword of melancholy* +3 (level 14) *mirrored plate* +3 (level 14)

AL16, AL 18, AL 20: *soul shield* (level 18) *sword of melancholy* +4 (level 19) *mirrored plate* +4 (level 18)
Gold (by AL) 184 / 316 / 632 / 1265 / 1897

DM Options

This can be a complicated encounter with friendly NPCs involved in the fighting. Feel free to base Grigor's survival on how much damage he takes in the first round of combat. Simply describe the Harper agents, Grigor, and the constructs as engaging additional enemies that entered from the north (in other words, enemies that the PCs need not fight) and they seem to be winning or at least holding their own.

Another option is to have the PCs run Grigor and the Harper agents. Handout One includes their statistics and is provided for your convenience if you choose this option.

ENCOUNTER 2: AMBUSH (ADVENTURE LEVEL 12)

1-3 Dragon Cult Guard	Level 14 Soldier
Medium natural humanoid, human	XP 1,000
HP 140; Bloodied 70	Initiative +14
AC 30, Fortitude 27, Reflex 26, Will 24	Perception +8
Resist10 necrotic	
Speed 6	
TRAITS	
Dragon Cult Defense	
A Dragon Cult guard gains resist 10 all when adjacent to at least one other dragon cult member.	
STANDARD ACTIONS	
m Spears (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6+9 + 1d8 lightning damage.	
Effect: The target is marked until the end of the guard's next turn.	
C Shocking Condemnation (lightning) • Encounter	
Attack: Close burst1 (enemies in burst); +19 vs. Reflex	
Hit: 3d8 +6 lightning damage and the target is immobilized until the end of the guards next turn.	
TRIGGERED ACTIONS	
M Jolting Reminder • At-Will	
Trigger: When a target marked by the guard makes an attack that does not include the guard	
Attack: Reach 2 (one creature); +19 vs. Reflex	
Hit: 2d8 + 5 lightning damage and the target is pushed 2 squares.	
Str 23 (+13) Dex 20 (+12) Wis 13 (+8)	
Con 20 (+12) Int 11 (+7) Cha 17 (+10)	
Alignment Evil	Languages Common, Draconic
Equipment: plate armor, spear	
Based on copper guard	

4-8 Dragon Cult Fanatics	Level 14 Minion Skirmisher
Medium natural humanoid, human	XP 250
HP 1; a missed attack never damages a minion	Initiative +13
AC 28, Fortitude 28, Reflex 26, Will 25	Perception +6
Immune fear, Resist10 necrotic	
Speed 6	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 11 damage.	
TRIGGERED ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses <i>flail</i> against the triggering enemy	
Str 22 (+13) Dex 19 (+11) Wis 8 (+6)	
Con 17 (+10) Int 11 (+7) Cha 16 (+10)	
Alignment Evil	Languages Common, Draconic
Equipment: leather armor, flail	
Based on Nhagruul fanatic	

2 Dragon Cult Sniper	Level 14 Artillery
Medium natural humanoid, human	XP 1,000
HP 105; Bloodied 52	Initiative +14
AC 26, Fortitude 23, Reflex 28, Will 26	Perception +17
Resist10 necrotic	
Speed 6	
TRAITS	
Sharp Eye	
When making a ranged attack, the sniper ignores concealment (but not total concealment).	
STANDARD ACTIONS	
m Bayonet (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d4 + 12 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +21 vs. AC	
Hit: 3d6 + 12 damage.	
R Bleeding Bolt • Recharge 6	
Attack: Ranged 15/30 (one creature); +21 vs. AC	
Hit: 3d8 + 12 damage and the target takes ongoing 5 damage (save ends).	
Aftereffect: Weakened until the end of the snipers next turn.	
A Acrid Bolt (weapon, acid) • Encounter	
Attack: Area burst 1 within 15 (creatures in burst); +21 vs. Fortitude	
Hit: 3d8 + 12 damage.	
Skills: Stealth 19	
Str 12 (+8) Dex 25 (+14) Wis 20 (+12)	
Con 15 (+9) Int 12 (+8) Cha 14 (+9)	
Alignment Evil	Languages Common, Draconic
Equipment: leather armor, cloak, poison bolts, crossbow	
Based on human sniper	

2 Banite Constructs	Level 14 Minion
Medium natural animate	XP 250
HP 1; a missed attack never damages a minion	Initiative +13
AC 28, Fortitude 28, Reflex 26, Will 25	Perception +6
Immune fear, Resist10 cold	
Speed 6	
Str 22 (+13) Dex 19 (+11) Wis 8 (+6)	
Con 17 (+10) Int 11 (+7) Cha 16 (+10)	
Alignment unaligned	Languages Common,

ENCOUNTER 2: AMBUSH (AL 12 CONTINUED)

Naergoth Bladelord	Level 15 Elite Skirmisher
Medium natural humanoid (undead)	XP 2400
HP 290; Bloodied 145	Initiative +15
AC 29, Fortitude 28, Reflex 27, Will 24	Perception +8
Speed 6	Darkvision
Immune disease, poison Resist 10 necrotic Vulnerable 10 radiant	
Saving Throws +2 Action Points 1	
TRAITS	
A Slayer of the Living (fear) • Aura 3	
When ever an enemy ends its turn in the aura, Naergoth slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m Soulsword (weapon, necrotic) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d10 + 6 necrotic damage. An additional 3d8 if a critical hit.	
Effect: Naergoth shifts up to 2 squares	
M Double Strike • At-Will	
Requirement: Naergoth must be wielding a soulsword	
Effect: Naergoth uses soulsword twice, making each attack against a different target.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Requirement: Naergoth must be wielding a soulsword	
Attack :Melee 1 (one or two creatures); +20 vs. Reflex	
Hit: 3d10 + 6 damage and he slides the target up to 2 squares.	
C Abyssal Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +18 vs. Reflex	
Hit: 5d6 + 13 fire and necrotic damage.	
Miss: half damage	
MINOR ACTIONS	
Chilling Glare (fear) • Recharge 5-6	
Effect: Close burst 5 (one enemy in burst); The target g rants combat advantage until the end of Naergoth's next turn	
TRIGGERED ACTIONS	
Implacable • At-Will	
Trigger: Naergoth becomes marked, slowed, immobilized, dazed, or stunned by an effect	
Effect (Opportunity Action): He makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
Mirror Flash • Encounter	
Trigger: An enemy scores a critical hit upon Naergoth	
Effect (Free Action): The enemy thathit Naergoth is blinded until the end of its next turn.	
Str 24 (+14)	Dex 22 (+13) Wis 13 (+8)
Con 17 (+10)	Int 14 (+9) Cha 20 (+13)
Alignment Evil Languages Common, Draconic	
Equipment: soulsword, light shield, plate armor	

Grigor (Doppelganger Master Assassin)	Level 15 Luker
Medium natural humanoid, human	XP 1,200
HP 118; Bloodied 59	Initiative +18
AC 29, Fortitude 27, Reflex 28, Will 25	Perception +10
Speed 6	
TRAITS	
Blend in	
While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d4 + 2 damage.	
M Assassin's Strike (weapon) • Recharge when the doppelganger uses <i>vanish</i>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d4 + 2 damage plus 4d10 + 12 necrotic damage	
Miss: 3d10 + 8 necrotic damage	
Vanish (illusion) • At-Will	
Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed.	
MINOR ACTIONS	
Alter Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses alter shape again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise.	
Skills: Bluff +18, Insight +15, Stealth +19	
Str 11 (+7)	Dex 25 (+14) Wis 16 (+10)
Con 22 (+13)	Int 13 (+8) Cha 17 (+13)
Alignment unaligned Languages Common, Draconic, Elven	
Equipment: dagger	

2 Harper Agents	Level 13 Artillery
Medium natural humanoid, human	XP 800
HP 96; Bloodied 48	Initiative +11
AC 27, Fortitude 25, Reflex 26, Will 23	Perception +9
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 10	
c Crossbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 2d8 + 12 damage.	
Skills Acrobatics +16, Athletics +16, Bluff+13, Insight +14, Stealth +16	
Str 18 (+10)	Dex 21 (+11) Wis 17 (+9)
Con 12 (+7)	Int 17 (+9) Cha 14 (+8)
Alignment unaligned Languages Common, Draconic, Elven	
Equipment hide armor, crossbow, bolts, dagger	

ENCOUNTER 2: AMBUSH (ADVENTURE LEVEL 14)

1-3 Dragon Cult Guard	Level 16 Soldier
Medium natural humanoid, human	XP 1,400
HP 156; Bloodied 78	Initiative +15
AC 32, Fortitude 29, Reflex 28, Will 26	Perception +9
Resist 10 necrotic	
Speed 6	
TRAITS	
Dragon Cult Defense	
A Dragon Cult guard gains resist 10 all when adjacent to at least one other dragon cult member.	
STANDARD ACTIONS	
m Spears (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6 + 11 + 1d8 lightning damage.	
Effect: The target is marked until the end of the guard's next turn.	
C Shocking Condemnation (lightning) • Encounter	
Attack: Close burst 1 (enemies in burst); +21 vs. Reflex	
Hit: 3d8 + 8 lightning damage and the target is immobilized until the end of the guards next turn.	
TRIGGERED ACTIONS	
M Jolting Reminder • At-Will	
Trigger: When a target marked by the guard makes an attack that does not include the guard	
Attack: Reach 2 (one creature); +21 vs. Reflex	
Hit: 2d8 + 7 lightning damage and the target is pushed 2 squares.	
Str 23 (+14)	Dex 20 (+13)
Con 20 (+13)	Int 11 (+8)
	Wis 13 (+9)
	Cha 17 (+11)
Alignment Evil	Languages Common, Draconic
Equipment: plate armor, spear	
Based on copper guard	

4-8 Dragon Cult Fanatics	Level 16 Minion Skirmisher
Medium natural humanoid, human	XP 350
HP 1; a missed attack never damages a minion	Initiative +14
AC 30, Fortitude 30, Reflex 28, Will 27	Perception +7
Immune fear, Resist 10 necrotic	
Speed 6	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 12 damage.	
TRIGGERED ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses <i>flail</i> against the triggering enemy	
Str 22 (+14)	Dex 19 (+12)
Con 17 (+11)	Int 11 (+8)
	Wis 8 (+7)
	Cha 16 (+11)
Alignment Evil	Languages Common, Draconic
Equipment: leather armor, flail	
Based on Nhagruul fanatic	

2 Dragon Cult Sniper	Level 16 Artillery
Medium natural humanoid, human	XP 1,400
HP 117; Bloodied 58	Initiative +15
AC 28, Fortitude 25, Reflex 30, Will 28	Perception +18
Resist 10 necrotic	
Speed 6	
TRAITS	
Sharp Eye	
When making a ranged attack, the sniper ignores concealment (but not total concealment).	
STANDARD ACTIONS	
m Bayonet (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d4 + 14 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +23 vs. AC	
Hit: 3d6 + 14 damage.	
R Bleeding Bolt • Recharge 6	
Attack: Ranged 15/30 (one creature); +23 vs. AC	
Hit: 3d8 + 14 damage and the target takes ongoing 5 damage (save ends).	
Aftereffect: Weakened until the end of the snipers next turn.	
A Acrid Bolt (weapon, acid) • Encounter	
Attack: Area burst 1 within 15 (creatures in burst); +23 vs. Fortitude	
Hit: 3d8 + 14 acid damage.	
Skills: Stealth 20	
Str 12 (+9)	Dex 25 (+15)
Con 15 (+10)	Int 12 (+9)
	Wis 20 (+13)
	Cha 14 (+10)
Alignment Evil	Languages Common, Draconic
Equipment: leather armor, cloak, poison bolts, crossbow	
Based on human sniper	

2 Banite Constructs	Level 16 Minion
Medium natural animate (construct)	XP 350
HP 1; a missed attack never damages a minion	Initiative +14
AC 30, Fortitude 30, Reflex 28, Will 27	Perception +7
Immune fear, Resist 10 cold	
Speed 6	
Str 22 (+14)	Dex 19 (+12)
Con 17 (+11)	Int 11 (+8)
	Wis 8 (+7)
	Cha 16 (+11)
Alignment unaligned	Languages Common

ENCOUNTER 2: AMBUSH (AL 14 CONTINUED)

Naergoth Bladelord	Level 17 Elite Skirmisher
Medium natural humanoid (undead)	XP 3,200
HP 322; Bloodied 161	Initiative +16
AC 31, Fortitude 30, Reflex 28, Will 26	Perception +9
Speed 6	Darkvision
Immune disease, poison Resist 10 necrotic Vulnerable 10 radiant	
Saving Throws +2 Action Points 1	
TRAITS	
A Slayer of the Living (fear) • Aura 3	
When ever an enemy ends its turn in the aura, Naergoth slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m Soulsword (weapon, necrotic) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d10 + 8 necrotic damage. An additional 3d8 if a critical hit.	
Effect: Naergoth shifts up to 2 squares	
M Double Strike • At-Will	
Requirement: Naergoth must be wielding a soulsword	
Effect: Naergoth uses soulsword twice, making each attack against a different target.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Requirement: Naergoth must be wielding a soulsword	
Attack: Melee 1 (one or two creatures); +22 vs. Reflex	
Hit: 3d10 + 8 damage and he slides the target up to 2 squares.	
C Abyssal Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +20 vs. Reflex	
Hit: 5d6 + 15 fire and necrotic damage.	
Miss: half damage	
MINOR ACTIONS	
Chilling Glare (fear) • Recharge 5-6	
Effect: Close burst 5 (one enemy in burst); the target grants combat advantage until the end of Naergoth's next turn	
TRIGGERED ACTIONS	
Implacable • At-Will	
Trigger: Naergoth becomes marked, slowed, immobilized, dazed, or stunned by an effect	
Effect (Opportunity Action): He makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
Mirror Flash • Encounter	
Trigger: An enemy scores a critical hit upon Naergoth	
Effect (Free Action): The enemy that hit Naergoth is blinded until the end of its next turn.	
Str 24 (+15)	Dex 22 (+14) Wis 13 (+9)
Con 17 (+11)	Int 14 (+10) Cha 20 (+14)
Alignment Evil Languages Common, Draconic	
Equipment: soulsword, light shield, plate armor	
Based on death knight blackguard	

Grigor (Doppelganger Master Assassin)	Level 15 Luker
Medium natural humanoid, human	XP 1,200
HP 118; Bloodied 59	Initiative +18
AC 29, Fortitude 27, Reflex 28, Will 25	Perception +10
Speed 6	
TRAITS	
Blend in	
While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d4 + 2 damage.	
M Assassin's Strike (weapon) • Recharge when the doppelganger uses vanish	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d4 + 2 damage plus 4d10 + 12 necrotic damage	
Miss: 3d10 + 8 necrotic damage	
Vanish (illusion) • At-Will	
Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed.	
MINOR ACTIONS	
Alter Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses alter shape again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise.	
Skills: Bluff +18, Insight +15, Stealth +19	
Str 11 (+7)	Dex 25 (+14) Wis 16 (+10)
Con 22 (+13)	Int 13 (+8) Cha 17 (+13)
Alignment unaligned Languages Common, Draconic, Elven	
Equipment: dagger	

2 Harper Agents	Level 13 Artillery
Medium natural humanoid, human	XP 800
HP 96; Bloodied 48	Initiative +11
AC 27, Fortitude 25, Reflex 26, Will 23	Perception +9
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 10	
c Crossbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 2d8 + 12 damage.	
Skills: Acrobatics +16, Athletics +16, Bluff +13, Insight +14, Stealth +16	
Str 18 (+10)	Dex 21 (+11) Wis 17 (+9)
Con 12 (+7)	Int 17 (+9) Cha 14 (+8)
Alignment unaligned Languages Common, Draconic, Elven	
Equipment: hide armor, crossbow, bolts, dagger	

ENCOUNTER 2: AMBUSH (ADVENTURE LEVEL 16)

1-3 Dragon Cult Guard	Level 18 Soldier
Medium natural humanoid, human	XP 2,000
HP 172; Bloodied 86	Initiative +16
AC 34, Fortitude 31, Reflex 30, Will 28	Perception +10
Resist10 necrotic	
Speed 6	
TRAITS	
Dragon Cult Defense	
A Dragon Cult guard gains resist 10 all when adjacent to at least one other dragon cult member.	
STANDARD ACTIONS	
m Spears (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d6 + 13 plus 1d8 lightning damage.	
Effect: The target is marked until the end of the guard's next turn.	
C Shocking Condemnation (lightning) • Encounter	
Attack: Close burst1 (enemies in burst); +23 vs. Reflex	
Hit: 3d8 + 7 lightning damage and the target is immobilized until the end of the guards next turn.	
TRIGGERED ACTIONS	
M Jolting Reminder • At-Will	
Trigger: When a target marked by the guard makes an attack that does not include the guard	
Attack: Reach 2 (one creature); +23 vs. Reflex	
Hit: 2d8 + 9 lightning damage and the target is pushed 2 squares.	
Str 23 (+15) Dex 20 (+14) Wis 13 (+10)	
Con 20 (+14) Int 11 (+9) Cha 17 (+12)	
Alignment Evil Languages Common, Draconic	
Equipment: plate armor, spear	
Based on copper guard	

4-8 Dragon Cult Fanatics	Level 18 Minion Skirmisher
Medium natural humanoid, human	XP 500
HP 1; a missed attack never damages a minion	Initiative +15
AC 31, Fortitude 32, Reflex 30, Will 29	Perception +8
Immune fear, Resist10 necrotic	
Speed 6	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 13 damage.	
TRIGGERED ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses flail against the triggering enemy	
Str 22 (+15) Dex 19 (+13) Wis 8 (+8)	
Con 17 (+12) Int 11 (+9) Cha 16 (+12)	
Alignment Evil Languages Common, Draconic	
Equipment: leather armor, flail	
Based on Nhagruul fanatic	

2 Dragon Cult Sniper	Level 18 Artillery
Medium natural humanoid, human	XP 2,000
HP 129; Bloodied 64	Initiative +16
AC 30, Fortitude 27, Reflex 32, Will 30	Perception +19
Resist10 necrotic	
Speed 6	
TRAITS	
Sharp Eye	
When making a ranged attack, the sniper ignores concealment (but not total concealment).	
STANDARD ACTIONS	
m Bayonet (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d4 + 16 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +25 vs. AC	
Hit: 3d6 + 16 damage.	
R Bleeding Bolt • Recharge 6	
Attack: Ranged 15/30 (one creature); +25 vs. AC	
Hit: 3d8 + 16 damage and the target takes ongoing 5 damage (save ends).	
Aftereffect: Weakened until the end of the snipers next turn.	
A Acrid Bolt (weapon, acid) • Encounter	
Attack: Area burst 1 within 15 (creatures in burst); +24 vs. Fortitude	
Hit: 3d8 + 14 acid damage.	
Skills: Stealth 20	
Str 12 (+10) Dex 25 (+16) Wis 20 (+14)	
Con 15 (+11) Int 12 (+10) Cha 14 (+11)	
Alignment Evil Languages Common, Draconic	
Equipment: leather armor, cloak, poison bolts, crossbow	

2 Banite Constructs	Level 18 Minion
Medium natural animate (construct)	XP 500
HP 1; a missed attack never damages a minion	Initiative +15
AC 31, Fortitude 32, Reflex 30, Will 29	Perception +8
Immune fear, Resist10 cold	
Speed 6	
Str 22 (+15) Dex 19 (+13) Wis 8 (+8)	
Con 17 (+12) Int 11 (+9) Cha 16 (+12)	
Alignment Unaligned Languages Common	

ENCOUNTER 2: AMBUSH (AL 16 CONTINUED)

Naergoth Bladelord	Level 19 Elite Skirmisher
Medium natural humanoid (undead)	XP 4,800
HP 354; Bloodied 169	Initiative +17
AC 33, Fortitude 32, Reflex 30, Will 28	Perception +10
Speed 6	Darkvision
Immune disease, poison Resist 10 necrotic Vulnerable 10 radiant	
Saving Throws +2 Action Points 1	
TRAITS	
A Slayer of the Living (fear) • Aura 3	
When ever an enemy ends its turn in the aura, Naergoth slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m Soulsword (weapon, necrotic) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d10 + 10 necrotic damage. An additional 4d8 if a critical hit.	
Effect: Naergoth shifts up to 2 squares	
M Double Strike • At-Will	
Requirement: Naergoth must be wielding a soulsword	
Effect: Naergoth uses soulsword twice, making each attack against a different target.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Requirement: Naergoth must be wielding a soulsword	
Attack: Melee 1 (one or two creatures); +24 vs. Reflex	
Hit: 3d10 + 10 damage and he slides the target up to 2 squares.	
C Abyssal Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +22 vs. Reflex	
Hit: 5d6 + 17 fire and necrotic damage.	
Miss: half damage	
MINOR ACTIONS	
Chilling Glare (fear) • Recharge 5-6	
Effect: Close burst 5 (one enemy in burst); the target grants combat advantage until the end of Naergoth's next turn	
TRIGGERED ACTIONS	
Implacable • At-Will	
Trigger: Naergoth becomes marked, slowed, immobilized, dazed, or stunned by an effect	
Effect (Opportunity Action): He makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
Mirror Flash • At-Will	
Trigger: An enemy scores a critical hit upon Naergoth	
Effect (Free Action): The enemy that hit Naergoth is blinded until the end of its next turn.	
Str 24 (+16)	Dex 22 (+15) Wis 13 (+10)
Con 17 (+12)	Int 14 (+11) Cha 20 (+15)
Alignment Evil Languages Common, Draconic	
Equipment: soulsword, light shield, plate armor	
Based on death knight blackguard	

Grigor (Doppelganger Master Assassin)	Level 15 Luker
Medium natural humanoid, human	XP 1,200
HP 118; Bloodied 59	Initiative +18
AC 29, Fortitude 27, Reflex 28, Will 25	Perception +10
Speed 6	
TRAITS	
Blend in	
While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d4 + 2 damage.	
M Assassin's Strike (weapon) • Recharge when the doppelganger uses vanish	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d4 + 2 damage plus 4d10 + 12 necrotic damage	
Miss: 3d10 + 8 necrotic damage	
Vanish (illusion) • At-Will	
Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed.	
MINOR ACTIONS	
Alter Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses alter shape again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise.	
Skills: Bluff +18, Insight +15, Stealth +19	
Str 11 (+7)	Dex 25 (+14) Wis 16 (+10)
Con 22 (+13)	Int 13 (+8) Cha 17 (+13)
Alignment unaligned Languages Common, Draconic, Elven	
Equipment: dagger	

2 Harper Agents	Level 13 Artillery
Medium natural humanoid, human	XP 800
HP 96; Bloodied 48	Initiative +11
AC 27, Fortitude 25, Reflex 26, Will 23	Perception +9
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 10	
c Crossbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 2d8 + 12 damage.	
Skills: Acrobatics +16, Athletics +16, Bluff +13, Insight +14, Stealth +16	
Str 18 (+10)	Dex 21 (+11) Wis 17 (+9)
Con 12 (+7)	Int 17 (+9) Cha 14 (+8)
Alignment unaligned Languages Common, Draconic, Elven	
Equipment: hide armor, crossbow, bolts, dagger	

ENCOUNTER 2: AMBUSH (AL 16 CONTINUED)

Elder Red Dragon		Level 17 Solo Soldier
Huge natural magical beast (dragon)		XP 8,000
HP 672; Bloodied 336		Initiative +14
AC 33, Fortitude 29, Reflex 28, Will 27		Perception +7
Speed 8, fly 10		Darkvision
Resist 20 fire		
Saving Throws +2 Action Points 2		
TRAITS		
Action Recovery		
Whenever the dragon ends its turn, any dazing, stunning or dominating effect ends.		
Instinctive Assault		
On an initiative of 10+ its initiative check, the dragon can use a free action to use <i>bite</i> or <i>claw</i> . If the dragon cannot use a free action due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.		
STANDARD ACTIONS		
m Bite (fire) • At-Will		
Attack: Melee 3 (one creature); +22 vs. AC		
Hit: 2d10 + 1 damage. The target is grabbed and takes ongoing 15 fire damage, or ongoing 25 fire damage if the dragon is bloodied, until the grab ends (escape DC25)		
M Claw • At-Will		
Attack: Melee 3 (one or two creatures); +22 vs. AC. If the dragon targets only one creature, it can make this attack twice against that creature.		
Hit: 3d10 + 9 damage. and the dragon grabs the target (escape DC22) if it has fewer than two creatures grabbed		
C Breath Weapon (fire) • Recharge 5-6		
Attack: Close blast 5 (creatures in blast); +20 vs. Reflex		
Hit: 4d12 + 12 fire damage. (38) damage		
Miss: Half damage		
Skills Bluff +14, Insight +15		
Str 26 (+16)	Dex 21 (+13)	Wis 17 (+11)
Con 24 (+15)	Int 14 (+10)	Cha 15 (+10)
Alignment Evil		Languages Common, Draconic

Partial stat block

ENCOUNTER 2: AMBUSH (ADVENTURE LEVEL 18)

1-3 Dragon Cult Guard	Level 20 Soldier
Medium natural humanoid, human	XP 2,800
HP 188; Bloodied 94	Initiative +17
AC 36, Fortitude 35, Reflex 32, Will 30	Perception +11
Resist 15 necrotic	
Speed 6	
TRAITS	
Dragon Cult Defense	
A Dragon Cult guard gains resist 15 all when adjacent to at least one other dragon cult member.	
STANDARD ACTIONS	
m Spears (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 9 plus 1d8 lightning damage.	
Effect: The target is marked until the end of the guard's next turn.	
C Shocking Condemnation (lightning) • Encounter	
Attack: Close burst1 (enemies in burst); +25 vs. Reflex	
Hit: 4d6 + 17 lightning damage and the target is immobilized until the end of the guards next turn.	
TRIGGERED ACTIONS	
M Jolting Reminder • At-Will	
Trigger: When a target marked by the guard makes an attack that does not include the guard	
Attack: Reach 2 (one creature); +25 vs. Reflex	
Hit: 3d8 + 9 lightning damage and the target is pushed 2 squares.	
Str 23 (+14)	Dex 20 (+13) Wis 13 (+9)
Con 20 (+13)	Int 11 (+8) Cha 17 (+11)
Alignment Evil Languages Common, Draconic	
Equipment: plate armor, spear	
Based on copper guard	

4-8 Dragon Cult Fanatics	Level 20 Minion Skirmisher
Medium natural humanoid, human	XP 700
HP 1; a missed attack never damages a minion	Initiative +16
AC 35, Fortitude 34, Reflex 32, Will 31	Perception +9
Immune fear, Resist 10 necrotic	
Speed 6	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 14 damage.	
TRIGGERED ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses <i>flail</i> against the triggering enemy	
Str 22 (+16)	Dex 19 (+14) Wis 8 (+9)
Con 17 (+13)	Int 11 (+10) Cha 16 (+13)
Alignment Evil Languages Common, Draconic	
Equipment: leather armor, flail	
Based on Nhagruul fanatic	

2 Dragon Cult Sniper	Level 20 Artillery
Medium natural humanoid, human	XP 2,800
HP 141; Bloodied 70	Initiative +17
AC 32, Fortitude 29, Reflex 34, Will 32	Perception +20
Resist 15 necrotic	
Speed 6	
TRAITS	
Sharp Eye	
When making a ranged attack, the sniper ignores concealment (but not total concealment).	
STANDARD ACTIONS	
m Bayonet (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d4 + 18 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +27 vs. AC	
Hit: 3d6 + 18 damage.	
R Bleeding Bolt • Recharge 6	
Attack: Ranged 15/30 (one creature); +27 vs. AC	
Hit: 3d8 + 16 damage and the target takes ongoing 5 damage (save ends).	
Aftereffect: Weakened until the end of the snipers next turn.	
A Acrid Bolt (weapon, acid) • Encounter	
Attack: Area burst 1 within 15 (creatures in burst); +25 vs. Fortitude	
Hit: 3d8 + 16 acid damage.	
Skills: Stealth 21	
Str 12 (+11)	Dex 25 (+17) Wis 20 (+15)
Con 15 (+12)	Int 12 (+11) Cha 14 (+12)
Alignment Evil Languages Common, Draconic	
Equipment: leather armor, cloak, poison bolts, crossbow	
Based on human sniper	

2 Banite Constructs	Level 20 Minion
Medium natural humanoid, human	XP 700
HP 1; a missed attack never damages a minion	Initiative +16
AC 35, Fortitude 34, Reflex 32, Will 31	Perception +9
Immune fear, Resist 10 cold	
Speed 6	
Str 22 (+16)	Dex 19 (+14) Wis 8 (+9)
Con 17 (+13)	Int 11 (+10) Cha 16 (+13)
Alignment Unaligned Languages Common	

ENCOUNTER 2: AMBUSH (AL 18 CONTINUED)

Naergoth Bladelord	Level 21 Elite Skirmisher
Medium natural humanoid (undead)	XP 6,400
HP 386; Bloodied 198	Initiative +18
AC 35, Fortitude 34, Reflex 32, Will 30	Perception +11
Speed 6	Darkvision
Immune disease, poison Resist 10 necrotic Vulnerable 10 radiant	
Saving Throws +2 Action Points 1	
TRAITS	
A Slayer of the Living (fear) • Aura 3	
When ever an enemy ends its turn in the aura, Naergoth slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m Soulsword (weapon, necrotic) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d10 + 12 necrotic damage. An additional 4d8 if a critical hit.	
Effect: Naergoth shifts up to 2 squares	
M Double Strike • At-Will	
Requirement: Naergoth must be wielding a soulsword	
Effect: Naergoth uses soulsword twice, making each attack against a different target.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Requirement: Naergoth must be wielding a soulsword	
Attack: Melee 1 (one or two creatures); +26 vs. Reflex	
Hit: 3d10 +12 damage and he slides the target up to 2 squares.	
C Abyssal Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +24 vs. Reflex	
Hit: 5d6 + 16 fire and necrotic damage.	
Miss: half damage	
MINOR ACTIONS	
Chilling Glare (fear) • Recharge 5-6	
Effect: Close burst 5 (one enemy in burst); the target g rants combat advantage until the end of Naergoth's next turn	
TRIGGERED ACTIONS	
Implacable • At-Will	
Trigger: Naergoth becomes marked, slowed, immobilized, dazed, or stunned by an effect	
Effect (Opportunity Action): He makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
Mirror Flash • At-Will	
Trigger: An enemy scores a critical hit upon Naergoth	
Effect (Free Action): The enemy thathit Naergoth is blinded until the end of its next turn.	
Str 24 (+17)	Dex 22 (+16) Wis 13 (+11)
Con 17 (+13)	Int 14 (+12) Cha 20 (+16)
Alignment Evil Languages Common, Draconic	
Equipment: soulsword, light shield, plate armor	
Based on death knight blackguard	

Grigor (Doppelganger Master Assassin)	Level 19 Luker
Medium natural humanoid, human	XP 2,400
HP 142; Bloodied 71	Initiative +20
AC 33, Fortitude 31, Reflex 32, Will 29	Perception +12
Speed 6	
TRAITS	
Blend in	
While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d4 + 6 damage.	
M Assassin's Strike (weapon) • Recharge when the doppelganger uses vanish	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d4 + 6 damage plus 4d10 + 16 necrotic damage	
Miss: 3d10 + 12 necrotic damage	
Vanish (illusion) • At-Will	
Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed.	
MINOR ACTIONS	
Alter Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses alter shape again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise.	
Skills: Bluff +20, Insight +17, Stealth +21	
Str 11 (+9)	Dex 25 (+16) Wis 16 (+12)
Con 22 (+15)	Int 13 (+10) Cha 17 (+15)
Alignment unaligned Languages Common, Draconic, Elven	
Equipment: dagger	

2 Harper Agents	Level 17 Artillery
Medium natural humanoid, human	XP 1,600
HP 120; Bloodied 60	Initiative +12
AC 313, Fortitude 29, Reflex 30, Will 27	Perception +11
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 14	
c Crossbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 2d8 + 16 damage.	
Skills Acrobatics +18, Athletics +18, Bluff+15, Insight +15, Stealth +17	
Str 18 (+12)	Dex 21 (+13) Wis 17 (+11)
Con 12 (+9)	Int 17 (+11) Cha 14 (+10)
Alignment unaligned Languages Common, Draconic, Elven	
Equipment hide armor, crossbow, bolts, dagger	

ENCOUNTER 2: AMBUSH (AL 18 CONTINUED)

Elder Red Dragon		Level 19 Solo Soldier
Huge natural magical beast (dragon)		XP 12,000
HP 736; Bloodied 368		Initiative +15
AC 35, Fortitude 31, Reflex 30, Will 29		Perception +8
Speed 8, fly 10		Darkvision
Resist 20 fire		
Saving Throws +2 Action Points 2		
TRAITS		
Action Recovery		
Whenever the dragon ends its turn, any dazing, stunning or dominating effect ends.		
Instinctive Assault		
On an initiative of 10+ its initiative check, the dragon can use a free action to use <i>bite</i> or <i>claw</i> . If the dragon cannot use a free action due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.		
STANDARD ACTIONS		
m Bite (fire) • At-Will		
Attack: Melee 3 (one creature); +22 vs. AC		
Hit: 2d10 + 1 damage. The target is grabbed and takes ongoing 15 fire damage, or ongoing 25 fire damage if the dragon is bloodied, until the grab ends (escape DC25)		
M Claw • At-Will		
Attack: Melee 3 (one or two creatures); +22 vs. AC. If the dragon targets only one creature, it can make this attack twice against that creature.		
Hit: 3d10 + 9 damage, and the dragon grabs the target (escape DC22) if it has fewer than two creatures grabbed		
C Breath Weapon (fire) • Recharge 5-6		
Attack: Close blast 5 (creatures in blast); +22 vs. Reflex		
Hit: 4d12 + 14 fire damage. (40) damage		
Miss: Half damage		
Skills Bluff +14, Insight +15		
Str 26 (+16)	Dex 21 (+13)	Wis 17 (+11)
Con 24 (+15)	Int 14 (+10)	Cha 15 (+10)
Alignment Evil		Languages Common, Draconic

Partial stat block

ENCOUNTER 2: AMBUSH (ADVENTURE LEVEL 20)

1-3 Dragon Cult Guard	Level 22 Soldier
Medium natural humanoid, human	XP 4,150
HP 204; Bloodied 102	Initiative +18
AC 38, Fortitude 37, Reflex 34, Will 32	Perception +12
Resist 20 necrotic	
Speed 6	
TRAITS	
Dragon Cult Defense	
A Dragon Cult guard gains resist 15 all when adjacent to at least one other dragon cult member.	
STANDARD ACTIONS	
m Spears (weapon) • At-Will	
Attack: Melee 1 (one creature); +29 vs. AC	
Hit: 4d6 + 10 plus 1d10 lightning damage. An additional 4d8 if a critical hit.	
Effect: The target is marked until the end of the guard's next turn.	
C Shocking Condemnation (lightning) • Encounter	
Attack: Close burst1 (enemies in burst); +27 vs. Reflex	
Hit: 4d6 + 19 lightning damage and the target is immobilized until the end of the guards next turn.	
TRIGGERED ACTIONS	
M Jolting Reminder • At-Will	
Trigger: When a target marked by the guard makes an attack that does not include the guard	
Attack: Reach 2 (one creature); +27 vs. Reflex	
Hit: 3d8 + 11 lightning damage and the target is pushed 2 squares.	
Str 23 (+15)	Dex 20 (+14)
Con 20 (+14)	Int 11 (+9)
	Wis 13 (+10)
	Cha 17 (+12)
Alignment Evil	Languages Common, Draconic
Equipment: plate armor, spear	
Based on copper guard	

2 Dragon Cult Sniper	Level 22 Artillery
Medium natural humanoid, human	XP 4,150
HP 153; Bloodied 76	Initiative +18
AC 34, Fortitude 31, Reflex 36, Will 34	Perception +21
Resist 20 necrotic	
Speed 6	
TRAITS	
Sharp Eye	
When making a ranged attack, the sniper ignores concealment (but not total concealment).	
STANDARD ACTIONS	
m Bayonet (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d6 + 12 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +29 vs. AC	
Hit: 4d6 + 12 damage.	
R Bleeding Bolt • Recharge 5-6	
Attack: Ranged 15/30 (one creature); +29 vs. AC	
Hit: 4d6 + 12 damage and the target takes ongoing 5 damage (save ends).	
Aftereffect: Weakened until the end of the snipers next turn.	
A Acrid Bolt (weapon, acid) • Encounter	
Attack: Area burst 1 within 15 (creatures in burst); +25 vs. Fortitude	
Hit: 4d6 + 12 acid damage.	
Skills: Stealth 22	
Str 12 (+12)	Dex 25 (+18)
Con 15 (+13)	Int 12 (+12)
	Wis 20 (+14)
	Cha 14 (+13)
Alignment Evil	Languages Common, Draconic
Equipment: leather armor, cloak, poison bolts, crossbow	
Based on human sniper	

4-8 Dragon Cult Fanatics	Level 22 Minion Skirmisher
Medium natural humanoid, human	XP 1,038
HP 1; a missed attack never damages a minion	Initiative +17
AC 35, Fortitude 36, Reflex 34, Will 33	Perception +10
Immune fear, Resist 15 necrotic	
Speed 6	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 15 damage.	
TRIGGERED ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses <i>flail</i> against the triggering enemy	
Str 22 (+17)	Dex 19 (+15)
Con 17 (+14)	Int 11 (+11)
	Wis 8 (+10)
	Cha 16 (+14)
Alignment Evil	Languages Common, Draconic
Equipment: leather armor, flail	
Based on Nhagruul fanatic	

2 Banite Constructs	Level 22 Minion
Medium natural animate (construct)	XP 1,038
HP 1; a missed attack never damages a minion	Initiative +17
AC 35, Fortitude 36, Reflex 34, Will 33	Perception +10
Immune fear, Resist 15 cold	
Speed 6	
Str 22 (+17)	Dex 19 (+15)
Con 17 (+14)	Int 11 (+11)
	Wis 8 (+10)
	Cha 16 (+14)
Alignment unaligned	Languages Common

ENCOUNTER 2: AMBUSH (AL 20 CONTINUED)

Naergoth Bladelord	Level 23 Elite Skirmisher
Medium natural humanoid (undead)	XP10,200
HP 418; Bloodied 209	Initiative +19
AC 37, Fortitude 36, Reflex 34, Will 32	Perception +12
Speed 6	Darkvision
Immune disease, poison Resist 20 necrotic Vulnerable 20 radiant	
Saving Throws +2 Action Points 1	
TRAITS	
A Slayer of the Living (fear) • Aura 3	
When ever an enemy ends its turn in the aura, Naergoth slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m Soulsword (weapon, necrotic) • At-Will	
Attack: Melee 1 (one creature); +28 vs. AC	
Hit: 3d10 + 14 necrotic damage.	
Effect: Naergoth shifts up to 2 squares	
M Double Strike • At-Will	
Requirement: Naergoth must be wielding a soulsword	
Effect: Naergoth uses soulsword twice, making each attack against a different target.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Requirement: Naergoth must be wielding a soulsword	
Attack: Melee 1 (one or two creatures); +28 vs. Reflex	
Hit: 3d10 +14 damage and he slides the target up to 2 squares.	
C Abyssal Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +26 vs. Reflex	
Hit: 5d6 + 18 fire and necrotic damage.	
Miss: half damage	
MINOR ACTIONS	
Chilling Glare (fear) • Recharge 5-6	
Effect: Close burst 5 (one enemy in burst); the target g rants combat advantage until the end of Naergoth's next turn	
TRIGGERED ACTIONS	
Implacable • At-Will	
Trigger: Naergoth becomes marked, slowed, immobilized, dazed, or stunned by an effect	
Effect (Opportunity Action): He makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
Mirror Flash • At-Will	
Trigger: An enemy scores a critical hit upon Naergoth	
Effect (Free Action): The enemy thathit Naergoth is blinded until the end of its next turn.	
Str 24 (+18)	Dex 22 (+17) Wis 13 (+12)
Con 17 (+14)	Int 14 (+14) Cha 20 (+18)
Alignment Evil Languages Common, Draconic	
Equipment: soulsword, light shield, plate armor	
Based on death knight blackguard	

Grigor (Doppelganger Master Assassin)	Level 19 Luker
Medium natural humanoid, human	XP 2,400
HP 142; Bloodied 71	Initiative +20
AC 33, Fortitude 31, Reflex 32, Will 29	Perception +12
Speed 6	
TRAITS	
Blend in	
While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d4 + 6 damage.	
M Assassin's Strike (weapon) • Recharge when the doppelganger uses vanish	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d4 + 6 damage plus 4d10 + 16 necrotic damage	
Miss: 3d10 + 12 necrotic damage	
Vanish (illusion) • At-Will	
Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed.	
MINOR ACTIONS	
Alter Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses alter shape again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise.	
Skills: Bluff +20, Insight +17, Stealth +21	
Str 11 (+9)	Dex 25 (+16) Wis 16 (+12)
Con 22 (+15)	Int 13 (+10) Cha 17 (+15)
Alignment unaligned Languages Common, Draconic, Elven	
Equipment: dagger	

2 Harper Agents	Level 17 Artillery
Medium natural humanoid, human	XP 1,600
HP 120; Bloodied 60	Initiative +12
AC 313, Fortitude 29, Reflex 30, Will 27	Perception +11
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 14	
c Crossbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 2d8 + 16 damage.	
Skills Acrobatics +18, Athletics +18, Bluff+15, Insight +15, Stealth +17	
Str 18 (+12)	Dex 21 (+13) Wis 17 (+11)
Con 12 (+9)	Int 17 (+11) Cha 14 (+10)
Alignment unaligned Languages Common, Draconic, Elven	
Equipment hide armor, crossbow, bolts, dagger	

ENCOUNTER 2: AMBUSH (AL 20 CONTINUED)

Elder Red Dragon	Level 21 Solo Soldier
Huge natural magical beast (dragon)	XP 16,000
HP 800; Bloodied 400	Initiative +16
AC 37, Fortitude 33, Reflex 32, Will 31	Perception +9
Speed 8, fly 10	Darkvision
Resist 20 fire	
Saving Throws +2 Action Points 2	
TRAITS	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning or dominating effect ends.	
Instinctive Assault	
On an initiative of 10+ its initiative check, the dragon can use a free action to use <i>bite</i> or <i>claw</i> . If the dragon cannot use a free action due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.	
STANDARD ACTIONS	
m Bite (fire) • At-Will	
Attack: Melee 3 (one creature); +22 vs. AC	
Hit: 2d10 + 1 damage. The target is grabbed and takes ongoing 15 fire damage, or ongoing 25 fire damage if the dragon is bloodied, until the grab ends (escape DC25)	
M Claw • At-Will	
Attack: Melee 3 (one or two creatures); +22 vs. AC. If the dragon targets only one creature, it can make this attack twice against that creature.	
Hit: 3d10 + 9 damage and the dragon grabs the target (escape DC22) if it has fewer than two creatures grabbed	
C Breath Weapon (fire) • Recharge 5-6	
Attack: Close blast 5 (creatures in blast); +24 vs. Reflex	
Hit: 4d12 + 16 fire damage. (42) damage	
Miss: Half damage	
Skills Bluff +14, Insight +15	
Str 26 (+16)	Dex 21 (+13)
Con 24 (+15)	Int 14 (+10)
	Wis 17 (+11)
	Cha 15 (+10)
Alignment Evil	Languages Common, Draconic

Partial stat block

ENCOUNTER 2: AMBUSH

TILE SETS NEEDED

DN2: Witchlight Fens x1, DN7: Ruins of Battle x1 DTMS: The Wilderness x2



F= cult fanatic, S= cult sniper, G =cult sniper N= Naergoth, positions shown are as they enter the area.
C= constructs dressed as priests of Bane, W= Grigor disguised as Vargo the Faceless, Harper Agents disguised as cult members.

ENCOUNTER 3: WHAT'S NEXT?

Important NPCs

Karasendrieth, song dragon, currently in human form

Grigor, doppelganger Harper spy (if alive)

SETUP

Once the PCs have defeated the death knight and his troops their next task is to enter the Well of Dragons from a long forgotten back door. This is the same route (in reverse) that PCs took at the end of CORE1-15 *Where Dragons Die*.

The PCs have time to recoup from injuries and regain encounter powers. When the PCs are ready Karasendrieth the song dragon explains the next step.

IF GRIGOR IS ALIVE:

"Well done, now for our next step. Grigor shall take a few of our compatriots and gain entrance to the fortress. There they engage in a bit of sabotage of the fortresses defenses. Once that is accomplished our main attack on the fortress shall commence."

Our mission for you is vital. There is a back way into the fortress discovered by some adventures a few years back. While Grigor is getting in place, you shall also enter the fortress. She reaches for a map. This map is based on the information from those adventurers and what Grigor has provided. We hope you can reach here before the battle commences. It is where the Master of Ceremonies is likely to be.

However, before that we need you to locate and acquire his phylactery. Vargo is a lich. We believe he has hidden his phylactery in cave near an entrance to the Underdark that is accessible to him while he is in the fortress.

With both leaders taken care of and the chaos that Grigor shall cause taking over the fortress should be easier."

IF GRIGOR IS DEAD:

"Without Grigor our plans are in jeopardy. But we must work with what we have."

Our mission for you is vital. There is a back way into the fortress found by some adventures a few years back. She reaches for a map. This map is based on the information from those adventurers and what Grigor has provided. We hope you can reach here before the battle commences. It is where the Master of Ceremonies is likely to be.

However, before that we need you to locate and acquire his phylactery. Vargo is a lich. We believe he has hidden phylactery in cave near an entrance to the Underdark that is accessible to him while he is in the fortress.

It is uncertain if any of the Harper Agents are going to be able to infiltrate the fortress defenses to disable them without Grigor. With both leaders taken care we still have a chance."

She describes the details:

- First we get you closer via portal. This gets you within 50 yards of the tunnel entrance.
- The tunnel takes you to this chamber that has multiple entrances, some have been closed off. You should be entering at point A. Tunnel B leads to the Underdark and the tunnel marked E leads to the fortress proper.
- Apparently this is where the previous group encounter a purple dragon, they slain that dragon, but it is possible another has taken its place.
- Unfortunately we only have a few descriptions of landmarks that can be used to find the location of the phylactery and a vague reference that something about the phylactery or its location is behind the reason Vargo is known as the Faceless.
- It might take you some time to find the phylactery. The sooner you find it the better, as then you can join us in our fight to take over the fortress.
- Liches know when their phylactery has been destroyed, so to avoid him fleeing the fight we want you to wait until he is defeated before you crush it.
- You need to avoid alarming any of the cult members you might run into on the way. Either quietly eliminating them or avoiding notice.
- These pins, taken from the bodies of some our enemies, may help you to pass as cult members if necessary.
- We do have some items that also might help.
- We have a few *elixirs of invisibility* (# of PCs +1), and two cloaks that may be of use. (*sneak's cloak* - AL 12 & AL 14 they are the level 14/+3 version; at AL 16+ they are level 19/+4).
- **AL 14 + only:** She pulls a ring from her finger; I also offer this *ring of invisibility* to aid you.
- **At AL 12 only** a *chameleon ring* is offered by Kara (instead of the *ring of invisibility*).

IF GRIGOR IS ALIVE:

"When Grigor is ready he shall break this." (She hands Grigor a small ivory stick.)

"When that happens these other sticks warm and glow. This then is the signal to attack."

She gives the PCs two of the other sticks. (There are two left: one for herself and one for the ground forces).

IF GRIGOR IS DEAD:

*“When you are ready to attack Vargo, break this.”
(She hands you a small ivory stick.)*

“When that happens these other sticks warm and glow. This then is our signal to attack. Hopefully some of the surviving Harper Agents that had infiltrated the cult manage to get in the fortress and sabotage some of the defenses. They do not have the same access Grigor did, we must trust it suffices.”

Handout Two: Map only shows the area with the tunnels. The PCs are also given a map that shows the basic layout of the Well of Dragons fortress including how to get from the tunnels to audience chamber adjacent to Vargo's study. The map shows guard stations and areas where people might be encountered within the fortress proper. Kara admits she has no true knowledge of what the PCs might encounter in the tunnel section.

Once the PCs are satisfied they know what is desired of them and they are ready to proceed:

The dragons have prepared for your quick transport to the secret entrance to the Well of Dragons. Passage through the temporary portal is quick.

ENDING THE ENCOUNTER

When the PCs are sure they understand the mission and have their supplies ready proceed to Encounter Four.

TROUBLESHOOTING

Note that if the PCs do not agree to go on this part of the mission then the items listed below are not available to them.

TREASURE

The PCs are offered: *sneak's cloak* (AL12 & AL 14 are offered level 14 /+3 versions AL16 + are offered level 19/+4 versions)

The PCs are offered *elixirs of invisibility* (level 16)

AL 14 + only: *ring of invisibility*

AL 12 a chameleon ring

Reminder: during the adventure the number of items available is limited to what is offered in the encounter. However, that does not impact the number of items available at the end of the adventure.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 4: THE NEXT STEP

SKILL CHALLENGE, OPTIONAL COMBAT

ENCOUNTER LEVEL 11/13/15/17/19

CREATURES

SCENE 1

This encounter includes the following creatures at ALs 12 & 14

primal storm, purple dragon (P)

1 drow battle wight (W)

3 zombie rager (Z)

This encounter includes the following creatures at ALs 16, 18 & 20

primal storm, purple dragon (P)

2 drow battle wight (W)

3 zombie rager (Z)

SCENE 2

This encounter includes the following traps or hazards at all ALs

webs of necrotic ice

sheets of necrotic rain

necrotized floor

SCENE 4

This encounter includes the following creatures at all ALs

3 cult guards (G)

1 cult fanatic (F)

SCALING THE ENCOUNTER

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

Four PCs:

Remove 1 drow battle wight

Lower the DCs of the traps/hazards by 2

Remove 1 cult guard

Six PCs:

Add 1 drow battle wight

Increase the defenses of the traps/hazards by 1

Add 1 cult guard

SETUP

The PCs are tasked with acquiring the phylactery of Vargo, the Faceless and getting to his audience rooms within the Well of Dragons in time to assist in the

battle to conquer the citadel. The PCs can choose to avoid combat during the encounter and reserve their resources for battling Vargo. While the combat included is not difficult, it does take time and resources the PCs may not have.

Some groups may just want to smash their way through. While that is their choice, combat takes longer.

SKILL CHALLENGE: GETTING THERE IS HALF THE FUN

Goal: Find the phylactery and be in place for the start of the battle.

Complexity: Special (4 challenge scenes)

Primary Skills: Varies by scene

Victory: The PCs reach Vargo's audience rooms before the attack starts with his phylactery. This is achieved by not having any time faults.

Partial Victory: The PCs recover the phylactery and get to the audience rooms as the attack has started. This is achieved by not having more than 2 time faults.

Defeat: The PCs reach the audience rooms but the attack started and guards have already alerted Vargo. This is achieved by having more than 2 time faults.

Disaster: The PCs reach the audience rooms but the attack started and only the guards and the dracolich is present. This is achieved by having more than 5 time faults.

For those scenes with possible combat, present the scene and only draw the map if actual combat happens. Players see a map and automatically expect combat to happen so if at all possible delay putting out maps.

SCENE 1: DEAD BUT NOT GONE (2 SUCCESSES NEEDED)

As expected the tunnel opens up ahead into a larger cavern with multiple tunnels leading out. According to your instructions this is where some adventurers defeated a purple dragon. In the middle of the cavern lies a rotting mass. The remaining scales have turned dingy; bone can be seen through the gaps. Smaller rotting piles can be seen scatter about the cavern floor.

Several undead guardians have been left in this one weak spot in the fortresses defenses.

The PCs can opt to attack and engage the undead now, or attempt to sneak past now and leave a possible fight for later. They can also opt to avoid combat.

It only takes one group success to get to the tunnel to tunnel B (entrance to Underdark) unnoticed. A second check is needed if the PCs wish to go from tunnel B to tunnel E. If the PCs opt to simply fight then a combat victory counts as 2 successes.

Stealth (group check)

Each PC can try to cross the chamber without disturbing anything. They can also attempt this to better position themselves for the fight. Let the players know of the options available for assisting other PCs. For the group to be successful half of the party needs to succeed on the check.

- **Hard DC + 10 Success:** The PC not only crosses the chamber successfully but also ensures one other PC also succeeds (that PC then does not have to make the check).
- **Hard DC Success:** The PC crosses the chamber successfully.
- **Moderate DC Success:** The PC can get halfway across the space to position himself before combat starts.

Perception

Each PC can try to determine what dangers the cavern might possess.

- **Hard DC Success:** The PC determines the location of all the potential threats in the chamber. This opens the use of Religion check
- **Moderate DC Success:** The PC determines that the larger pile of rotting flesh and bones is a potential threat. This opens the use of Religion check

Note: the PCs can simply assume that the pile of rotting flesh and bones are threats and go straight to a Religion or Arcana check. They are Paragon after all.

PCs might also use **Perception** to aid in their Stealth checks:

- **Hard DC Success:** The PCs determines the locations of any loose rocks or hazards that might make their task more difficult and gain a +3 to their Stealth check.
- **Moderate DC Success:** The PCs determines the locations of any loose rocks or hazards that might make their task more difficult and gain a +1 to their Stealth check.

Religion [Moderate DC] (1 success per PC max)

The PC determines that the large pile of rotting flesh is not undead, however four of the other piles are undead creatures (2 zombies and 1-2 wights)

Arcana [Moderate DC] (1 success per PC max)

The PC determines that the large pile of rotting flesh is a construct made from the remains of the purple dragon.

FEATURES OF THE AREA

Illumination: mossy growths emit a greenish light that provides dim illumination in the cavern.

Ceiling: The ceiling of the cavern is 6 squares (30') high.

Rocky areas and mushrooms: There are areas with loose rocks and growths of mushrooms. They are difficult terrain but provide no other benefit or hazard.

TACTICS

Attacks are not coordinated between these creatures. They pick separate targets and only change targets if someone does more damage to them than their original target (perceiving that PC as a greater threat) or if their original target drops.

They do not follow PCs that go into the tunnel B (the Underdark). The primal storm and the zombies never leave the cavern. If the PCs retreat from combat down Tunnel E (into the fortress) surviving wights would follow for one round.

Combat Time faults

If the PCs defeat the guardians in one round of combat they do not incur any time faults.

Each round of combat after that first round count as 1 time fault.

Collapsing tunnels: If the PCs wish to collapse a tunnel behind them to prevent pursuit then they need a Dungeoneering check (Moderate DC) to locate a good spot and a method to cause the collapse. The method could be a ritual, attack power or Athletics checks. In the case of Athletics checks a group check (half of the party needs to succeed) at a moderate DC would take the equivalent of 2 combat rounds. If they all make a High DC for the check then it would take only 1 round.

SCENE 2: EXPLORING THE UNDERDARK (2 SUCCESSES NEEDED)

The Underdark presents its own challenges and the directions given were a bit vague.

The PCs need to explore the tunnel into the Underdark and locate the cave where the phylactery is hidden.

Most PCs would have no way to determine this, however dice and the players do the oddest things. They should present a reason why they could possibly know so much about the geography of the

Underdark (Hard DC +30) or the history of the cult (Hard DC +40) in addition to good Perception checks along the way to figure out the following:

This tunnel is the start of one of the paths to the bottomless chasm of Lorosyr in the Deep Wastes of the Underdark where the runescribed dracolich Anabraxis the Black Talon lairs. Anabraxis is revered as the cults ultimate authority hence the placement of the phylactery.

Dungeoneering / Nature [Moderate DC] (1 success per PC max)

The PCs uses his knowledge to assist in avoiding surprises along the way such as poisonous spores, and dangerous rockfalls.

The PC gains a +2 bonus to their own Perception checks. If a PC makes a Hard DC then they also gain a +2 bonus to one other PCs Perception check.

Perception [Moderate DC] (1success, 2 max)

The PCs manages to match the written description of a landmark to a location along the tunnel allowing the group to pick the correct side tunnel along the way.

- A failed check represents time lost following a false trail that dead ends. One failure does not adversely impact the PCs.
- Each additional failure counts as a time fault. For example if the PCs failed 3 Perception checks then they have acquired 2 time faults.

SCENE 3: DEALING WITH TRAPS

One of the three openings before you is covered with strands of silvery ice stretching from floor to ceiling and into the area behind the opening.

A second opening has a shimmering curtain of luminescent purple rain that covers the opening and falls into a narrow crevasse. Light does not penetrate into the cave behind the rain.

The third opening is clear of obstructions. The cave seems to be only 30 feet deep. The floor is pockmarked with brown stains. On the wall directly across from the opening is carved a human face. The eye sockets of the face are empty.

The PCs can easily determine that they need some type of key to reveal the phylactery. The most obvious key would be placing gems in the eyes.

If the players do not get the hint, an Easy DC History check (to remember similar magical compartments), Thievery (to figure out what the key might be) or Insight check (the keys must be near by) can be used to help things along.

In each of the first 2 caves are gem stones that fit into the eye sockets of the face found in the third cave.

They are hidden in amongst a pile of similarly colored gems.

Determining which gem to use is a Perception check (Hard DC). A History or Religion check (Moderate DC) can assist (gain +2 to check). If the PC use trial and error to determine which gems to use they gain a time fault.

CAVE 1: WEBS OF NECROTIC ICE

This trap covers a 7 by 7 square area, filling it with a web of elemental ice. Creatures entering these spaces trigger an attack from the trap. Beyond is a pile of gleaming amethyst gems. Because of the magical nature of the trap, it is impossible to tell from outside of the cave if the gems are magical.

Arcana DC Moderate

The character recognizes the elemental ice for what it is and that character and all allies gain a +2 bonus to Acrobatic checks made to navigate its space.

Acrobatics DC Moderate

A successful check grants a +4 bonus to AC against the webs attacks.

Attacking the Webs:

The PCs can opt to simply destroy the webs. AC 10 + AL; all other defenses 6 + AL; hp: 50 (per square).

If they simply make a path 1 square wide 7 squares deep they do not gain a Time Fault. (do not penalize them if their attack naturally destroys a wider path)

If they insist on destroying all of the webs they gain a Time Fault.

Webs

Entering a square triggers an attack (Opportunity Action)

Attack: +18 vs. AC

Damage: necrotic equal to 1d10 + AL

Once on the other side of the webs the PC sees a shelf with a pile of amethysts, in among them is one of the stones needed to place inside the eye in the Face in Cave 3 to get the phylactery.

CAVE 2: SHEETS OF NECROTIC RAIN

This trap is deceptive. Once pass the initial barrier the PCs see a pile of amethyst sitting in a basin at the back of the cave. Pouring down the back wall and spilling into the gem filled basin before flowing into a crack in the floor is another sheet of necrotic rain.

Arcana DC Moderate

The character senses that there are tendrils with in the sheeting rain that are sensitive to living creatures.

Acrobatics DC Moderate

A successful check grants a +4 bonus to Reflex against the attacks of the tendrils with in the rain.

Necrotic Rain

Entering a square triggers an attack (Opportunity Action)

Attack: +20 vs. Reflex

Damage: necrotic equal to 2d8 + AL

The PCs is subject to the attack when taking the gems unless something such as Mage Hand or Unseen Servant is used.

CAVE 3: NECROTIZED FLOOR

On the wall before is you is carved a larger than life sized face. It appears to be that of a human man, with broad cheek bones, high forehead, a fairly nondescript nose and thin lipped mouth. Locks of curly hair frame the face and obscure his ears. Bushy eyebrows and laugh lines at the edges of the eyes make the gaping holes of the eye sockets stand out.

The stone of the floor in front of the face seems darker than that near the entrance.

The opening into this cave is as wide as the others, but it narrows so that at the back it is only 3 squares across.

Arcana DC Moderate

The character recognizes the process by which the necrotic energy has been imbued into the stone floor in front of the face, providing a +2 bonus to any thievery checks made to disable a square.

Perception DC Easy

Even when the PCs bring in more light the stones stay dark.

The 3x2 square sized space directly in front of the face (2 squares deep) is noticeably darker.

Thievery DC Moderate

An adjacent character can disable a trapped square with a successful check

Rituals, Powers, special movement

A PC using ability, ritual or a special movement such as spider walk can avoid the floor and place the eyes gems into the sockets.

Squares Attack

Entering a square triggers an attack (Opportunity Action)

Attack: +20 vs Fortitude

Damage: necrotic equal to 3d4 + AL. On a critical hit the target also loses one healing surge.

Miss: Half damage

Determining which gem to use is a Perception check (Hard DC). A History or Religion check (Moderate DC) can assist (gain +2 to check). If the PC use trial and error to determine which gems to use they gain a time fault.

Once the eye gems are placed the face melts into the stone and a shelf with a stone bottle appears.

A five inch tall stone jar in the shape of a head, with the same features that had been o the wall sits on a shelf. A red wax seal encircles the lid.

Note that the shelf is only there for one minute before the face reappears and the gems return to the caves they were found in. At this point the traps begin to rebuild themselves.

Remember the PCs have to go back through the room with undead guardians to get to the fortress. Return to Scene 1 unless the PCs have already defeated the guardians. In that case simply move on to the next section

SCENE 3: MAKING UP TIME

The trip back from the Underdark is uneventful. According to the map this section from the cavern to the fortress is strait forward, no turns or obstacles are marked on the map, perhaps if you run you can make up some time.

If the PCs are concerned they have taken too long they can attempt to move more quickly through this section in the hope they can make up time. Go ahead and tell them how many Time Faults they have accrued so the players can make an informed decision.

Athletics/Endurance: DC Moderate (group success)

A success indicates that the PC was able to move quickly, or hold a fast pace for a length of time sufficient to make up time.

Each group success erases one time fault The PCs can eliminate a total of 3 Time Faults in this manner.

Bluff/Diplomacy/Intimidate DC Hard

A PC can aid another by attempting a check to inspire that PC to achieve a better result. The PC so

inspired gets a reroll of their Athletics or Endurance check with a +2 bonus.

SCENE 4: GETTING PAST THE GUARDS (1 SUCCESS NEEDED)

According to your map, at the end of this corridor is a guard post and stairs leading up to the fortress.

The PCs have many options here they can attempt to use a combination of Stealth and Bluff to get past the guards. Here is where the items given to them in Encounter 3 can come into play (as well as player ingenuity). They could also opt to use the items simply to surprise the guards in order to quickly defeat them (combat)

Bluff/Diplomacy Moderate DC (group check)

The PCs talk their way past the guards. If the PCs use the pins given them and/or make other attempts to disguise themselves to resemble individuals they fought in Encounter Two then they can gain a +2 bonus as a minimum (+5 max) to the check. Allow ingenuity, but a failure should result in combat.

The group could also have one (or more) of the party approach the guards while the rest try to use Stealth to get past them. In that instance a successful Bluff check gains those using Stealth to gain a +2 to their check. If a Hard DC Bluff is made then the bonus to the Stealth check is +5.

Stealth Moderate DC (group check)

The PCs try to sneak past the guards. At least half of the group attempting to sneak past must succeed for this to work. Allow ingenuity, but a failure should result in combat.

FEATURES OF THE AREA

Illumination: Bright light

Portcullis: currently in the raised position (indicated by the broken blue line) the portcullis can be lowered as a move action. The lever to lower it is indicated by the short red line. The portcullis is considered to be in a down position at the end of the round in which the move action was taken.

TACTICS

While the guards are not expecting trouble, it is not that frequent that members of the cult enter the fortress through this location. The cult fanatic is tasked in these situations with going for back-up. He attempts to move to the stairs and get past the portcullis so that the guard standing next to the lever can lower it. The remaining guards stand side by side in front of the portcullis to protect the entrance.

Use the same stats for the cult guard and cult fanatic found in Encounter 2.

Combat Time Faults

If the PCs defeat the guards in one round of combat they do not incur any time faults.

Each round of combat after that first round counts as 1 time fault (at the start of the round).

Complete Victory: The PCs reach Vargo's audience rooms before the attack starts with his phylactery. This is achieved by not having any time faults:

The cult guards and cult fanatics are not already in the room at the start of combat **and** the doors are closed (guards do not enter until round 2 (they enter on their initiative, PCs have a chance to bar the door and eliminate the guards from the combat.

Partial Victory: The PCs recover the phylactery and get to the audience rooms as the attack has started. This is achieved by not having more than 2 time faults.

The guards have not entered the room and are surprised by the PCs presence. (They do not act until the end of the first round)

Defeat: The PCs reach the audience rooms but the attack started and guards have already alerted Vargo. This is achieved by having more than 2 time faults.

The guards are already in the room (locations marked on map).

ENDING THE ENCOUNTER

Once the PCs have the phylactery and get past the guard post move on to Encounter 5.

TROUBLESHOOTING

If you are concerned about time (for instances running this at a convention or game day) then call any combats after the first round and assign time faults based on how much damage the PCs have done. For example in Scene One, if over half the minions are gone and at least one of the standard monster is bloodied or one of the standard monsters is dead and others are damaged then it would be reasonable to believe that one more round and the PCs would succeed. Assign the PCs 1 time fault and move on.

TREASURE

Gems equal to (by AL) 552gp, 958gp, 1898gp, 3795gp, 5692gp

MILESTONE

This encounter (as a whole) counts toward a milestone.

ENCOUNTER 4: THE NEXT STEP (ADVENTURE LEVEL 12)

Primal Storm, Purple Dragon	Level 12 Artillery
Large natural animate (construct)	XP 700
HP 98; Bloodied 49	Initiative +14
AC 24, Fortitude 22, Reflex 24, Will 22	Perception +11
Immune poison Resist20 psychic	Tremorsense 5
Speed 10, fly 4	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d6 + 10 psychic damage,	
R Psychic Bolt (psychic) • At-Will	
Attack: Range 20 (one to 3 creatures within 10 squares of each other); +14 vs. Reflex	
Hit: 2d8 + 10 psychic damage and the target is dazed until the end of its next turn.	
Miss: Half damage and the target is not dazed.	
C Psychic Step (psychic, teleportation) • Recharge 6	
Attack: Close burst 2 (enemies in burst); +14 vs. Reflex	
Hit: 2d8 + 10 psychic damage and the target is dazed until the end of its next turn.	
Effect: the primal storm teleports 8 squares after making this attack.	
Str 17 (+9)	Dex 26 (+14) Wis 19 (+10)
Con 20 (+11)	Int 7 (+4) Cha 7 (+4)
Alignment Unaligned	Languages -
Adjusted for MM3	

0-2 Drow Battle Wight	Level 10 Soldier
Medium natural humanoid, human	XP 500
HP 106; Bloodied 53	Initiative +7
AC 26, Fortitude 22, Reflex 19, Will 22	Perception +4
Immune disease, poison, Resist10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 5	
STANDARD ACTIONS	
m Souldraining Longsword (weapon, necrotic) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d6 + 11 damage, and the target loses a healing surge and is immobilized.	
R Soul Reaping(healing, necrotic) • At-Will	
Attack: Ranged 5 (immobilized creature only); +17 vs. Fortitude	
Hit: 2d8 + 11 damage and the battle wight regains 10 hit points.	
Skills: Intimidate16	
Str 21 (+10)	Dex 14 (+7) Wis 9 (+4)
Con 18 (+9)	Int 12 (+6) Cha 21 (+10)
Alignment Evil	Languages Common, Elven
Equipment: plate armor, heavy shield, longsword	

3 Zombie Rager	Level 10 Minion Brute
Medium natural animate (undead)	XP 125
HP 1; a missed attack never damages a minion	Initiative +10
AC 22, Fortitude 24, Reflex 22, Will 21	Perception +9
Immune disease, poison, Resist10 necrotic Vulnerable 5 radiant	
Speed 4	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 11 damage or 13 if the target is bloodied.	
TRIGGERED ACTIONS	
M Death Grab	
Trigger: The zombie rager drops to 0 hit points	
Attack (No Action): Melee 2 (one creature); +13 vs. Reflex	
Hit: 11 damage and the target is grabbed. A creature takes a -5 penalty to checks made to escape the zombie's death grab	
Str 25 (+12)	Dex 20 (+10) Wis 19 (+9)
Con 18 (+9)	Int 3 (+1) Cha 6 (+3)
Alignment unaligned	Languages --

ENCOUNTER 4: THE NEXT STEP (ADVENTURE LEVEL 14)

Primal Storm, Purple Dragon	Level 14 Artillery
Large natural animate (construct)	XP 1,000
HP 110; Bloodied 55	Initiative +15
AC 26, Fortitude 24 Reflex 26, Will 24	Perception +12
Immune poison Resist 30 psychic	Tremorsense 5
Speed 10, fly 4	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d6 + 12 psychic damage,	
R Psychic Bolt (psychic) • At-Will	
Attack: Range 20 (one to 3 creatures within 10 squares of each other); +16 vs. Reflex	
Hit: 2d8 + 12 psychic damage and the target is dazed until the end of its next turn.	
Miss: Half damage and the target is not dazed.	
C Psychic Step (psychic, teleportation) • Recharge 6	
Attack: Close burst 2 (enemies in burst); +16 vs. Reflex	
Hit: 2d8 + 12 psychic damage and the target is dazed until the end of its next turn.	
Effect: the primal storm teleports 8 squares after making this attack.	
Str 17 (+10)	Dex 26 (+15) Wis 19 (+11)
Con 20 (+12)	Int 7 (+5) Cha 7 (+5)
Alignment Unaligned	Languages -
Adjusted for MM3	

3 Zombie Rager	Level 12 Minion Brute
Medium natural animate (undead)	XP 175
HP 1; a missed attack never damages a minion	Initiative +11
AC 24, Fortitude 26, Reflex 24, Will 23	Perception +10
Immune disease, poison, Resist10 necrotic Vulnerable 5 radiant	
Speed 4	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 12 damage or 14 if the target is bloodied.	
TRIGGERED ACTIONS	
M Death Grab	
Trigger: The zombie rager drops to 0 hit points	
Attack (No Action): Melee 2 (one creature); +15 vs. Reflex	
Hit: 12 damage and the target is grabbed. A creature takes a -5 penalty to checks made to escape the zombie's death grab	
Str 25 (+12)	Dex 20 (+10) Wis 19 (+9)
Con 18 (+9)	Int 3 (+1) Cha 6 (+3)
Alignment unaligned	Languages --

0-2 Drow Battle Wight	Level 12 Soldier
Medium natural humanoid, human	XP 700
HP 122; Bloodied 61	Initiative +8
AC 28, Fortitude 24, Reflex 21, Will 24	Perception +5
Immune disease, poison, Resist10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 5	
STANDARD ACTIONS	
m Souldraining Longsword (weapon, necrotic) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d6 + 13 damage, and the target loses a healing surge and is immobilized.	
R Soul Reaping(healing, necrotic) • At-Will	
Attack: Ranged 5 (immobilized creature only); +17 vs. Fortitude	
Hit: 2d8 + 13 damage and the battle wight regains 10 hit points.	
Skills: Intimidate16	
Str 21 (+11)	Dex 14 (+8) Wis 9 (+5)
Con 18 (+10)	Int 12 (+7) Cha 21 (+11)
Alignment Evil	Languages Common, Elven
Equipment: plate armor, heavy shield, longsword	
Adjusted for MM 3	

ENCOUNTER 4: THE NEXT STEP (ADVENTURE LEVEL 16)

Primal Storm, Purple Dragon	Level 16 Artillery
Large natural animate (construct)	XP 1,400
HP 122; Bloodied 611	Initiative +16
AC 28, Fortitude 26 Reflex 28, Will 26	Perception +13
Immune poison Resist 30 psychic	Tremorsense 5
Speed 10, fly 4	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d6 + 14 psychic damage,	
R Psychic Bolt (psychic) • At-Will	
Attack: Range 20 (one to 3 creatures within 10 squares of each other); +18 vs. Reflex	
Hit: 2d8 + 14 psychic damage and the target is dazed until the end of its next turn.	
Miss: Half damage and the target is not dazed.	
C Psychic Step (psychic, teleportation) • Recharge 6	
Attack: Close burst 2 (enemies in burst); +18 vs. Reflex	
Hit: 2d8 + 14 psychic damage and the target is dazed until the end of its next turn.	
Effect: the primal storm teleports 8 squares after making this attack.	
Str 17 (+11)	Dex 26 (+16) Wis 19 (+12)
Con 20 (+13)	Int 7 (+6) Cha 7 (+6)
Alignment Unaligned	Languages -
Adjusted for MM3	

3 Zombie Rager	Level 14 Minion Brute
Medium natural animate (undead)	XP 250
HP 1; a missed attack never damages a minion	Initiative +12
AC 26, Fortitude 28, Reflex 26, Will 25	Perception +11
Immune disease, poison, Resist10 necrotic Vulnerable 5 radiant	
Speed 4	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 13 damage or 15 if the target is bloodied.	
TRIGGERED ACTIONS	
M Death Grab	
Trigger: The zombie rager drops to 0 hit points	
Attack (No Action): Melee 2 (one creature); +17 vs. Reflex	
Hit: 13 damage and the target is grabbed. A creature takes a -5 penalty to checks made to escape the zombie's death grab	
Str 25 (+13)	Dex 20 (+11) Wis 19 (+10)
Con 18 (+10)	Int 3 (+2) Cha 6 (+4)
Alignment unaligned	Languages --

1-3 Drow Battle Wight	Level 14 Soldier
Medium natural humanoid, human	XP 1,000
HP 138; Bloodied 69	Initiative +9
AC 30, Fortitude 26, Reflex 23, Will 26	Perception +6
Immune disease, poison, Resist10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 5	
STANDARD ACTIONS	
m Souldraining Longsword (weapon, necrotic) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d6 + 15 damage, and the target loses a healing surge and is immobilized.	
R Soul Reaping(healing, necrotic) • At-Will	
Attack: Ranged 5 (immobilized creature only); +19 vs. Fortitude	
Hit: 2d8 + 15 damage and the battle wight regains 10 hit points.	
Skills: Intimidate17	
Str 21 (+12)	Dex 14 (+9) Wis 9 (+6)
Con 18 (+11)	Int 12 (+8) Cha 21 (+12)
Alignment Evil	Languages Common, Elven
Equipment: plate armor, heavy shield, longsword	
Adjusted for MM 3	

ENCOUNTER 4: THE NEXT STEP (ADVENTURE LEVEL 18)

Primal Storm, Purple Dragon	Level 18 Artillery
Large natural animate (construct)	XP 2,200
HP 134; Bloodied 67	Initiative +17
AC 31, Fortitude 29 Reflex 31, Will 29	Perception +13
Immune poison Resist 30 psychic	Tremorsense 5
Speed 10, fly 4	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 3d8 + 13 psychic damage,	
R Psychic Bolt (psychic) • At-Will	
Attack: Range 20 (one to 3 creatures within 10 squares of each other); +20 vs. Reflex	
Hit: 3d6 + 4 psychic damage and the target is dazed until the end of its next turn.	
Miss: Half damage and the target is not dazed.	
C Psychic Step (psychic, teleportation) • Recharge 6	
Attack: Close burst 2 (enemies in burst); +20 vs. Reflex	
Hit: 3d6 + 4 psychic damage and the target is dazed until the end of its next turn.	
Effect: the primal storm teleports 8 squares after making this attack.	
Str 17 (+12)	Dex 26 (+17) Wis 19 (+13)
Con 20 (+14)	Int 7 (+7) Cha 7 (+7)
Alignment Unaligned	Languages -
Adjusted for MM3	

3 Zombie Rager	Level 16 Minion Brute
Medium natural animate (undead)	XP350
HP 1 ; a missed attack never damages a minion	Initiative +13
AC 28, Fortitude 30, Reflex 28, Will 27	Perception +12
Immune disease, poison, Resist 10 necrotic Vulnerable 5 radiant	
Speed 4	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 14 damage or 16 if the target is bloodied.	
TRIGGERED ACTIONS	
M Death Grab	
Trigger: The zombie rager drops to 0 hit points	
Attack (No Action): Melee 2 (one creature); +19 vs. Reflex	
Hit: 14 damage and the target is grabbed. A creature takes a -5 penalty to checks made to escape the zombie's death grab	
Str 25 (+14)	Dex 20 (+12) Wis 19 (+11)
Con 18 (+11)	Int 3 (+3) Cha 6 (+5)
Alignment unaligned	Languages --

1-3 Drow Battle Wight	Level 16 Soldier
Medium natural humanoid, human	XP 1,400
HP 154; Bloodied 77	Initiative +10
AC 32, Fortitude 28, Reflex 25, Will 28	Perception +7
Immune disease, poison, Resist 10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 5	
STANDARD ACTIONS	
m Souldraining Longsword (weapon, necrotic) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 11 damage, and the target loses a healing surge and is immobilized.	
R Soul Reaping (healing, necrotic) • At-Will	
Attack: Ranged 5 (immobilized creature only); +21 vs. Fortitude	
Hit: 3d8 + 11 damage and the battle wight regains 15 hit points.	
Skills: Intimidate18	
Str 21 (+13)	Dex 14 (+10) Wis 9 (+7)
Con 18 (+12)	Int 12 (+9) Cha 21 (+13)
Alignment Evil	Languages Common, Elven
Equipment: plate armor, heavy shield, longsword	
Adjusted for MM 3	

ENCOUNTER 4: THE NEXT STEP (ADVENTURE LEVEL 20)

Primal Storm, Purple Dragon	Level 20 Artillery
Large natural animate (construct)	XP 2,800
HP 146; Bloodied 73	Initiative +18
AC 31, Fortitude 30 Reflex 32, Will 30	Perception +14
Immune poison Resist 30 psychic	Tremorsense 5
Speed 10, fly 4	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d6 + 14 psychic damage,	
R Psychic Bolt (psychic) • At-Will	
Attack: Range 20 (one to 3 creatures within 10 squares of each other); +22 vs. Reflex	
Hit: 3d8 + 5 psychic damage and the target is dazed until the end of its next turn.	
Miss: Half damage and the target is not dazed.	
C Psychic Step (psychic, teleportation) • Recharge 6	
Attack: Close burst 2 (enemies in burst); +22 vs. Reflex	
Hit: 3d8 + 4 psychic damage and the target is dazed until the end of its next turn.	
Effect: the primal storm teleports 8 squares after making this attack.	
Str 17 (+13)	Dex 26 (+18) Wis 19 (+14)
Con 20 (+15)	Int 7 (+8) Cha 7 (+8)
Alignment Unaligned	Languages -
Adjusted for MM3	

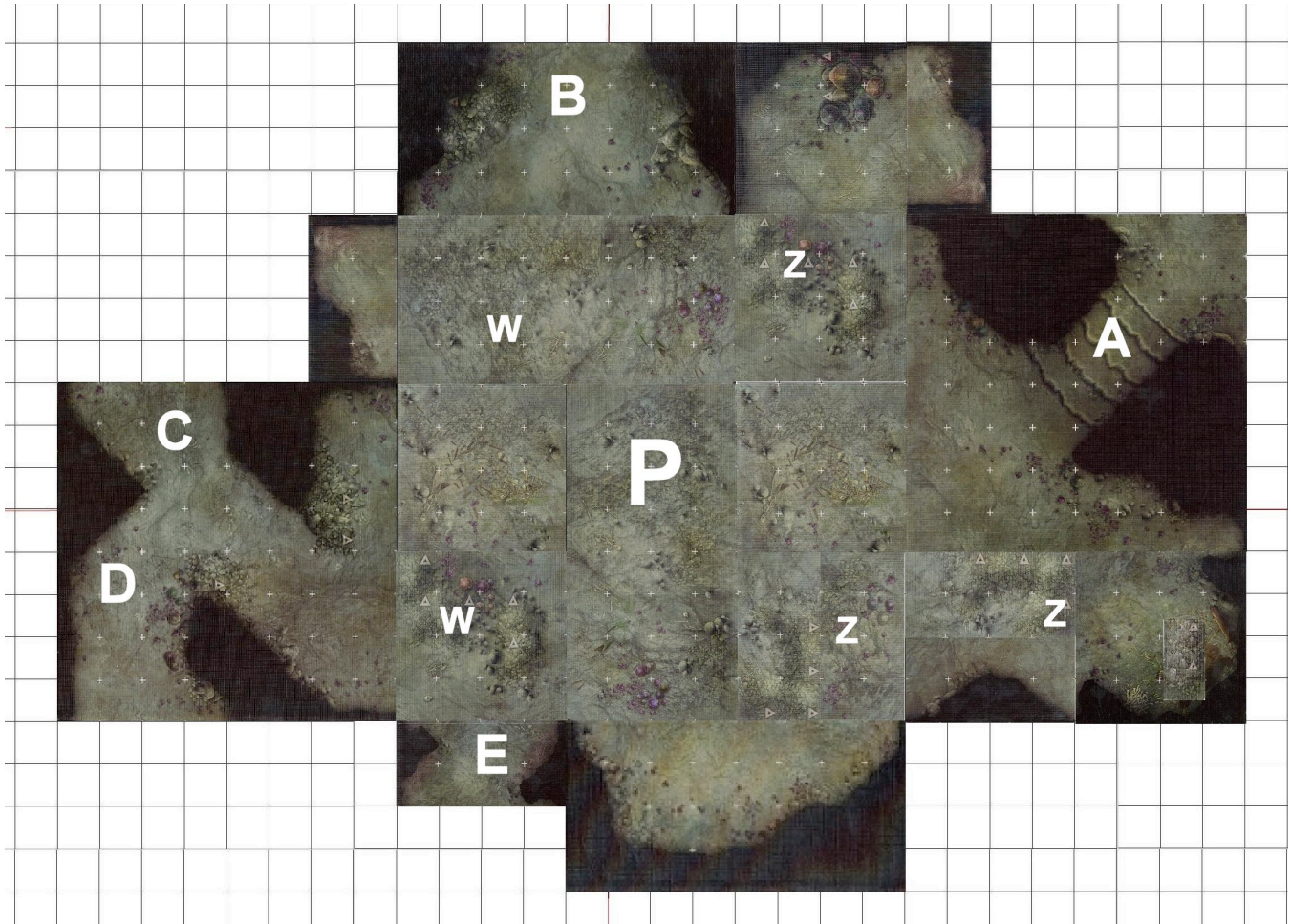
3 Zombie Rager	Level 18 Minion Brute
Medium natural animate (undead)	XP 500
HP 1; a missed attack never damages a minion	Initiative +14
AC 30, Fortitude 32, Reflex 30, Will 29	Perception +13
Immune disease, poison, Resist10 necrotic Vulnerable 5 radiant	
Speed 4	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 15 damage or 17 if the target is bloodied.	
TRIGGERED ACTIONS	
M Death Grab	
Trigger: The zombie rager drops to 0 hit points	
Attack (No Action): Melee 2 (one creature); +21 vs. Reflex	
Hit: 15 damage and the target is grabbed. A creature takes a -5 penalty to checks made to escape the zombie's death grab	
Str 25 (+15)	Dex 20 (+13) Wis 19 (+12)
Con 18 (+12)	Int 3 (+4) Cha 6 (+6)
Alignment unaligned	Languages --

1-3 Drow Battle Wight	Level 18 Soldier
Medium natural humanoid, human	XP 2,000
HP 170; Bloodied 85	Initiative +11
AC 34, Fortitude 30, Reflex 27, Will 30	Perception +8
Immune disease, poison, Resist10 necrotic	Darkvision
Vulnerable 5 radiant	
Speed 5	
STANDARD ACTIONS	
m Souldraining Longsword (weapon, necrotic) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 13 damage, and the target loses a healing surge and is immobilized.	
R Soul Reaping(healing, necrotic) • At-Will	
Attack: Ranged 5 (immobilized creature only); +23 vs. Fortitude	
Hit: 3d8 + 13 damage and the battle wight regains 15 hit points.	
Skills: Intimidate19	
Str 21 (+14)	Dex 14 (+11) Wis 9 (+8)
Con 18 (+13)	Int 12 (+10) Cha 21 (+14)
Alignment Evil	Languages Common, Elven
Equipment: plate armor, heavy shield, longsword	
Adjusted for MM 3	

ENCOUNTER 4:THE NEXT STEP SCENE 1

TILE SETS NEEDED

DN5: Urban Underdark x2



A= tunnel PCs enter; B= tunnel to Underdark; E= tunnel to main section of the Well of Dragons; C & D = tunnel entrance to a maze of caves and tunnels.

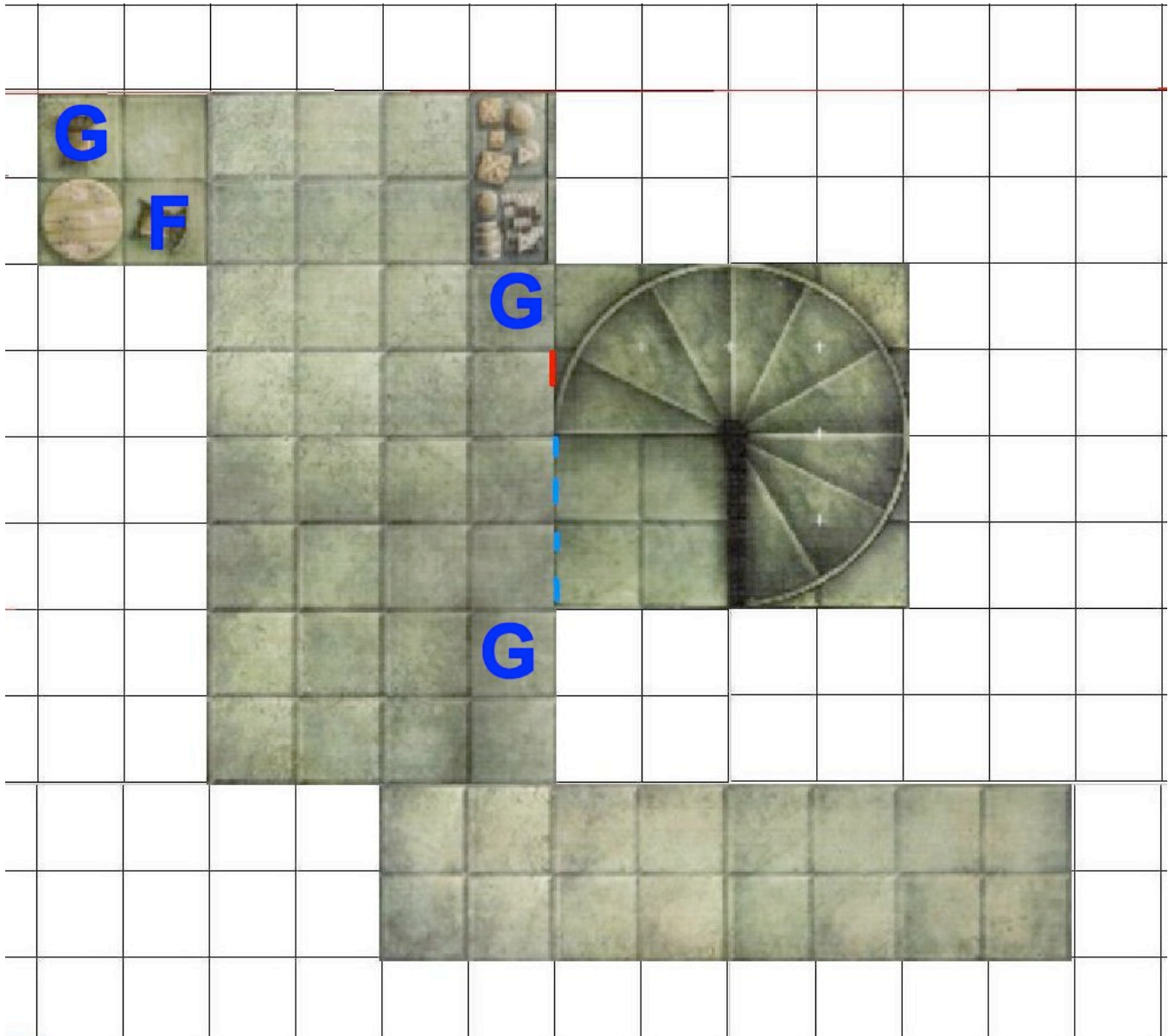
P= primal storm

W = wight (note in some instances there is only 1 wight or less)

Z= zombie rager

ENCOUNTER 4: THE NEXT STEP SCENE 2

TILE SETS NEEDED
DTMS: *The Dungeon* 1x



G= cult guard, F= cult fanatic

ENCOUNTER 5: VARGO

ENCOUNTER LEVEL 15/17/19/21/23

CREATURES

This encounter includes the following creatures at AL 12:

fettered dracolich (D)
Vargo the faceless (lich) (V)
1 cult guard (G)
2 cult fanatics (F)

This encounter includes the following creatures at AL 14:

fettered dracolich (D)
Vargo the faceless (lich) (V)
1 cult guard (G)
4 cult fanatics (F)

This encounter includes the following creatures at AL 16 and AL 18:

dracolich (D)
Vargo the faceless (lich) (V)
1 cult guard (G)
4 cult fanatics (F)

This encounter includes the following creatures at AL 20:

dracolich doomlord (D)
Vargo the faceless (lich) (V)
1 cult guard (G)
5 cult fanatics (F)

SCALING THE ENCOUNTER

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

Four PCs:

At all ALs remove 1 cult guard
Lower dracolich 2 levels (-64 hp, -2 to all defenses, to all attacks, and to damage)

Six PCs:

At all ALs add 1 cult guard
Increase Vargo, the Faceless by 1 level (add 12 hp, +1 to all defenses, attacks, and damage)

SETUP

Depending on the outcome of Encounter 4 the PCs face different situations at the start of the encounter.

- If they achieved **Complete Victory** then the guards are on the other side of the door (opposite their entrance). In this instance the guards do not

enter the room until the second round (but the guards do so on their own initiative). Also the PCs reach the room with enough time before the attack on the fortress starts to take a short rest. The stick Kara gave them starts to glow before the PCs enter the room. (unless Grigor died-then the PCs need to break the Stick to inform Kara they are in position.)

- If the achieved **Partial Victory** then the guards are not in the room, but the doors to the room, are open and the guards are in the hallway (2 x 2 formation with the cult guard in the first rank). In this instance the PCs have a surprise round to act and the guards act last in the initiative order. The stick starts to glow just before the PCs enter the hallway outside if the room. (Unless Grigor died-then the PCs need to break the Stick to inform Kara they are in position.)
- If the PCs **Failed** then the guards, are already in the room (locations marked in red on map) and alert for danger (+2 to NPC Perception checks) but Vargo is in his study and leaves on his Initiative. (If Grigor died in Encounter 2 their stick starts to glow—a lookout spotted the advancing dragons and has alerted the fortress)
- If the PCs achieved **“Disaster”** then the guards are in the room as noted, but Vargo is in his study and leaves on his Initiative and the dracolich is flying up near the ceiling. (If Grigor died in Encounter 2 their stick starts to glow—a lookout spotted the advancing dragons and has alerted the fortress)

How the PCs approach this encounter determines what they see.

The map given them indicates the approximate size of the room, location of the pillars, doors and “platform” (the platform is covered in tribute designed to appease the Sacred One (gold, master craft metal work and gems). Light sources are not indicated-nor have they been at any point along the route.

The PCs might take the time to use items or rituals to discern the locations of creatures within the room before entering.

Note that the light in the hallway is bright enough that it is noticeable when the doors are opened. You need to adjust the boxed text description to match the conditions.

Lanterns that encircle the pillars provide bright light in the center of the room, but the light quickly dims as if the vast space is swallowing the light. The walls are lost to darkness as is the ceilings. Past the pillars on the right a mound of items catch the light, gems, gold and other metals glint in the dimness and hint of a larger mass lying in the darkness beyond.

When the PCs see the dracolich:

The massive bones gleam dully, dark tattered skin stretches between the pinions of its wings, and a swirling blue light has replaced its eyes.

If the PCs destroy the phylactery before entering or while Vargo is still alive the following happens:

Vargo emits a chilling howl and where before there was only a shadowy suggestion of a skull now sits the yellowed bones of an ancient lich.

FEATURES OF THE AREA

This area has a few important features.

Ceiling Height: The hallways leading into the room are 3 squares high. The ceiling of the main room is 12 squares high (60'). The ceilings in Vargo's sitting room and study are only 2 squares high.

Pillars: These go from floor to ceiling and are blocking terrain.

Illumination: Light sources that the PCs bring into this room are dimmed to a maximum of 4 squares of bright light for magical lights and 1 square for mundane.

The light that is in the room: Lanterns that encircle the pillars provide bright light in a 2 square radius. They are located 10' (2 squares) up the pillars. Thus bright light only extends to a height of 20' (4 squares). Dim light extends up another ten feet. The rest (30' or 6 squares) is in darkness.

On the map the area within the white lines is bright light, between the white and blue lines it is dim light and the rest is darkness.

There are lights in the hallways leading to the room. Therefore when the doors are open bright light extends into the room illuminating the area immediately in front of the doors.

Doors: These are actually shut when the PCs arrive (unless they took too long in Encounter 4; in that case the doors opposite the PCs entrance are open. None of the doors are locked.

Platform: Covered in gems, gold and other tribute the platform is difficult terrain for creatures of Medium size or smaller. Most of this area is in darkness (unless the PCs bring light). The top is 2 squares higher than the floor. The stairs are difficult terrain going up, but not down.

Vargo's sitting room and study: The chairs and couches are difficult terrain the desk blocking terrain.

TACTICS

The cult guards and cult fanatics protect Vargo and the dracolich, defending which ever one is in greater danger or hurt the most.

As long as Vargo's phylactery is intact, he focused on destroying the PCs. However, if the PCs have destroyed his phylactery, then once bloodied he attempts to escape, possibly by using the exit from his study. If the PCs waited until they were in the room before destroying his phylactery then he focuses his attacks on the PC that did the deed. In most cases he saves his *shadow walk* power as a method of escape, either from a dangerous melee fighter with high defenses(if his *breath weapon* and *black flames* are not available) or to attempt to flee the combat.

The fettered dracolich moves to defend Vargo relying on his physical superiority and *breath weapon* to over power the PCs. He opens up with *breath weapon*, then moves in (if necessary) action points and depending on PC placement uses either his *frightful presence* or one of his melee attacks. He depends on his *crashed lashing* to bolster his defense.

The dracolich at the higher ALs, being not so tied to defense of the cult, is more willing to let the PCs come to them, or to use the darkness above as a way to avoid attacks and to get in better position for attacks.

ENDING THE ENCOUNTER

Once the PCs defeat Vargo and the dracolich, the main objective of the combat is completed. Continue on to the Conclusion.

CONCLUDING THE ADVENTURE

There are many factors that influence the success of this adventure.

Did the PCs destroy Naergoth, and keep Grigor, the doppelganger alive in Encounter Two?

If this is so then the chance of dragons retaking the Well increases dramatically.

Did the PCs destroy Naergoth and keep the Harper Agents alive, but not Grigor?

Then retaking the Well becomes more costly. Thus the chance of there being enough dragons to defend the Well once they take it and assist the alliance decreases.

What was Vargo's fate?

Defeating Vargo assures the retaking of the Well, if only temporarily (see above). If the PCs do not defeat him, then he rallies the cult's forces and the good-aligned dragons do not succeed in retaining the Well of Dragons.

Getting Vargo's Phylactery and destroying it after he is defeated ensures the Cult cannot mount a counter move to retake the Well (the good dragons do not need to leave as strong a force here to defend it, thus they can assist the alliance in the Battle; therefore even if Grigor died in Encounter 2 the Dragons still assist the alliance). Destroying the phylactery without defeating him is merely an inconvenience for Vargo.

STORY AWARDS

If the PCs destroy either Naergoth or Vargo the Faceless then they gain Story Award **SPEC74 Bane of the Cult of the Dragon**.

If the PCs' actions result in the Dragons retaking the Well of Dragons (even if the Dragons cannot assist the alliance) then they gain Story Award **SPEC75 Ally of the Dragons**.

TREASURE

Gems and gold: AL 12 - 1,104 gp; AL 14 - 1,898gp; AL 16 - 3,795gp; AL 18 - 7,590gp; AL 20 - 11,387gp

Any Common or Uncommon implement their level +4

Any Common or Uncommon head slot item their level +4

Items from Encounter 3 are also offered to the PCs to keep.

ENCOUNTER 5: VARGO (ADVENTURE LEVEL 12)

Fettered Dracolich	Level 12 Solo Controller
Large natural magical beast(dragon, undead)	XP 3,500
HP 620; Bloodied 310	Initiative +10
AC 30, Fortitude 31, Reflex 27, Will 27	Perception +10
Speed 8, fly 10 (clumsy)	Darkvision
Immune disease, fear, poison, Resist 20 necrotic; Vulnerable 10 radiant	
Saving Throws +5, Action Points 2	
TRAITS	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 2d10 + 9 damage. Against a stunned target this attack deals an extra 2d8 necrotic damage.	
M Claws • At-Will	
Attack: Melee 2 (one or two creatures); +18 vs. AC if the dracolich targets only one creature, it can make this attack twice against that creature.	
Hit: 3d6 + 9 damage.	
C Breath Weapon (necrotic) • Recharge 5-6	
Attack: Close blast 10 (enemies in blast); +16 vs. Reflex	
Hit: 3d12 + 8 necrotic damage and the target is stunned until the end of the fettered dracolich's next turn.	
Miss: Half damage and the target is not stunned.	
Hit or Miss: The target loses any necrotic resistance it has (save ends).	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 5 (enemies in burst); +15 vs. Will	
Effect: the target is stunned until the end of the fettered dracolich's next turn.	
Aftereffect: The target takes a -2 penalty to attack rolls until the end of the encounter.	
TRIGGERED ACTIONS	
M Crazy Lashing • At-Will	
Trigger (Immediate reaction): An enemy moves into a position that flanks the fettered dracolich	
Attack: Melee 2 (enemy that triggered the attack); tailslap+18 vs. AC	
Hit: 3d4 + 10 damage and the target is pushed one square.	
C Bloodied Breath • Encounter	
Trigger (Immediate reaction): When the dracolich is first bloodied	
Effect: The fettered dracolich's breath recharges automatically, and the dracolich uses it immediately.	
Skills Endurance +16	
Str 22(+12) Dex 18 (+10) Wis 9 (+5)	
Con 20 (+11) Int 9 (+5) Cha 16 (+9)	
Alignment chaotic evil Languages Common & Draconic	

Note that the creature understands the languages but cannot speak.

Based on fettered dracolich (FRCG) adjusted for MM3

Vargo the Faceless, lich	Level 12 Elite Artillery
Medium natural humanoid, human (dragon, undead)	XP 1,400
HP 192; Bloodied 96	Initiative +11
AC 26, Fortitude 22, Reflex 26, Will 25	Perception +9
Speed 6	Darkvision
Immune disease, poison, Resist 20 necrotic;	
Saving Throws +2, Action Points 1	
TRAITS	
Acidic Blood	
Whenever Vargo takes damaged while bloodied, each creature adjacent to it takes 10 acidic damage	
A Necromantic Aura • Aura 1	
Any living creature that ends its turn in the aura takes 10 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
m Vampiric Touch (healing, necrotic) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 5 necrotic damage and Vargo regains hit points equal to the damage dealt.	
R Dark Bolts (lightning, necrotic) • At-Will	
Attack: Range 20 (one or two creatures); +17 vs. Reflex	
Hit: 3d4 + 6 damage lightning and necrotic damage, and an ally adjacent to the target shifts up to 2 squares.	
C Breath Weapon (acid) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +16 vs. Reflex	
Hit: 3d6 + 5 acid damage and ongoing 10 acid damage (save ends)	
Miss: Half damage and ongoing 5 acid damage.	
B Black Flames (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +17 vs. Reflex	
Hit: 3d6 +12 fire and necrotic damage and the target takes ongoing 10 fire and necrotic damage and grants combat advantage (save ends both).	
Miss: half damage and ongoing 5 fire and necrotic damage.	
MOVE ACTIONS	
Shadow Walk (teleportation) • Encounter	
Effect: Vargo teleports up to twice his speed.	
TRIGGERED ACTIONS	
C Backblast flames • Encounter	
Trigger (Immediate reaction): When the lich is first bloodied	
Effect: The black flames power recharges.	
Skills Arcana +19, History +19, Insight +14	
Str 14(+8) Dex 20 (+11) Wis 17 (+14)	
Con 18 (+10) Int 27 (+15) Cha 24 (+13)	
Alignment evil Languages Abyssal, Common, Draconic	
Based on lich soulreaver, adjusted to elite, added black dragon connection (see FRCG)	

ENCOUNTER 5: VARGO (AL 12 CONTINUED)

0-2 Dragon Cult Guard	Level 12 Soldier
Medium natural humanoid, human	XP 700
HP 124; Bloodied 62	Initiative +13
AC 28, Fortitude 25, Reflex 24, Will 22	Perception +7
Resist 10 necrotic	
Speed 6	
TRAITS	
Dragon Cult Defense	
A Dragon Cult guard gains resist 10 all when adjacent to at least one other dragon cult guard.	
STANDARD ACTIONS	
m Spears (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6+7 +1d8 lightning damage.	
Effect: The target is marked until the end of the guard's next turn.	
C Shocking Condemnation (lightning) • Encounter	
Attack: Close burst 1 (enemies in burst); +17 vs. Reflex	
Hit: 3d8 +4 lightning damage and the target is immobilized until the end of the guards next turn.	
TRIGGERED ACTIONS	
M Jolting Reminder • At-Will	
Trigger: When a target marked by the guard makes an attack that does not include the guard	
Attack: Reach 2 (one creature); +17 vs. Reflex	
Hit: 2d8 + 3 lightning damage and the target is pushed 2 squares.	
Str 23 (+12) Dex 20 (+11) Wis 13 (+7)	
Con 20 (+11) Int 11 (+6) Cha 17 (+11)	
Alignment Evil Languages Common, Draconic	
Equipment: plate armor, spear	
Based on copper guard	

2 Dragon Cult Fanatics	Level 12 Minion Skirmisher
Medium natural humanoid, human	XP 175
HP 1; a missed attack never damages a minion	Initiative +12
AC 26, Fortitude 26, Reflex 24, Will 23	Perception +5
Immune fear, Resist 10 necrotic	
Speed 6	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 10 damage.	
TRIGGERED ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses flail against the triggering enemy	
Str 22 (+12) Dex 19 (+12) Wis 8 (+9)	
Con 17 (+11) Int 11 (+8) Cha 16 (+11)	
Alignment Evil Languages Common, Draconic	
Equipment: leather armor, flail	
Based on Nhagruul fanatic	

ENCOUNTER 5: VARGO (ADVENTURE LEVEL 14)

Fettered Dracolich	Level 13 Solo Controller
Large natural magical beast(dragon, undead)	XP 4,000
HP 652; Bloodied 326	Initiative +10
AC 31, Fortitude 32, Reflex 28, Will 28	Perception +10
Speed 8, fly 10 (clumsy)	Darkvision
Immune disease, fear, poison, Resist 20 necrotic; Vulnerable 10 radiant	
Saving Throws +5, Action Points 2	
TRAITS	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d10+ 10 damage. Against a stunned target this attack deals an extra 2d8 necrotic damage.	
M Claws • At-Will	
Attack: Melee 2 (one or two creatures); +19 vs. AC if the dracolich targets only one creature, it can make this attack twice against that creature.	
Hit: 3d6 + 10 damage.	
C Breath Weapon (necrotic) • Recharge 5-6	
Attack: Close blast 10 (enemies in blast); +17 vs. Reflex	
Hit: 3d12 + 9 necrotic damage and the target is stunned until the end of the fettered dracolich's next turn.	
Miss: Half damage and the target is not stunned.	
Hit or Miss: The target loses any necrotic resistance it has (save ends).	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 5 (enemies in burst); +16 vs. Will	
Effect: the target is stunned until the end of the fettered dracolich's next turn.	
Aftereffect: The target takes a -2 penalty to attack roles until the end of the encounter.	
TRIGGERED ACTIONS	
M Crazy Lashing • At-Will	
Trigger (Immediate reaction): An enemy moves into a position that flanks the fettered dracolich	
Attack: Melee 2 (enemy that triggered the attack); tailslap+19 vs. AC	
Hit: 3d4 + 10 damage and the target is pushed one square.	
C Bloodied Breath • Encounter	
Trigger (Immediate reaction): When the dracolich is first bloodied	
Effect: The fettered dracolich's breath recharges automatically, and the dracolich uses it immediately.	
Skills Endurance +16	
Str 22(+12) Dex 18 (+10) Wis 9 (+5)	
Con 20 (+11) Int 9 (+5) Cha 16 (+9)	
Alignment chaotic evil Languages Common & Draconic	

Note that the creature understands the languages but cannot speak.

Based on fettered dracolich (FRCG) adjusted for MM

Vargo the Faceless, lich	Level 14 Elite Artillery
Medium natural humanoid, human (dragon, undead)	XP 2,000
HP 204; Bloodied 102	Initiative +12
AC 28, Fortitude 24, Reflex 28, Will 27	Perception +10
Speed 6	Darkvision
Immune disease, poison, Resist 20 necrotic;	
Saving Throws +2, Action Points 1	
TRAITS	
Acidic Blood	
Whenever Vargo takes damaged while bloodied, each creature adjacent to it takes 10 acidic damage	
A Necromantic Aura • Aura 1	
Any living creature that ends its turn in the aura takes 10 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
m Vampiric Touch (healing, necrotic) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: 3d6 + 7 necrotic damage and Vargo regains hit points equal to the damage dealt.	
R Dark Bolts (lightning, necrotic) • At-Will	
Attack: Range 20 (one or two creatures); +19 vs. Reflex	
Hit: 3d4 + 8 damage lightning and necrotic damage, and an ally adjacent to the target shifts up to 2 squares.	
C Breath Weapon (acid) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +18 vs. Reflex	
Hit: 3d6 + 7 acid damage and ongoing 10 acid damage (save ends)	
Miss: Half damage and ongoing 5 acid damage.	
B Black Flames (fire , necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +19 vs. Reflex	
Hit: 3d6 +14 fire and necrotic damage and the target takes ongoing 10 fire and necrotic damage and grants combat advantage (save ends both).	
Miss: half damage and ongoing 5 fire and necrotic damage.	
MOVE ACTIONS	
Shadow Walk (teleportation) • Encounter	
Effect: Vargo teleports up to twice his speed.	
TRIGGERED ACTIONS	
C Backblast flames • Encounter	
Trigger (Immediate reaction): When the lich is first bloodied	
Effect: The black flames power recharges.	
Skills Arcana +20, History +20, Insight +15	
Str 14(+9) Dex 20 (+12) Wis 17 (+15)	
Con 18 (+11) Int 27 (+16) Cha 24 (+14)	
Alignment evil Languages Abyssal, Common , Draconic	
Based on lich soulreaver, adjusted to elite, added black dragon connection (see FRCG)	

ENCOUNTER 5: VARGO (AL 14 CONTINUED)

0-2 Dragon Cult Guard	Level 14 Soldier
Medium natural humanoid, human	XP 1,000
HP 140; Bloodied 70	Initiative +14
AC 30, Fortitude 27, Reflex 26, Will 24	Perception +8
Resist 10 necrotic	
Speed 6	
TRAITS	
Dragon Cult Defense	
A Dragon Cult guard gains resist 10 all when adjacent to at least one other dragon cult guard.	
STANDARD ACTIONS	
m Spears (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6+9 +1d8 lightning damage.	
Effect: The target is marked until the end of the guard's next turn.	
C Shocking Condemnation (lightning) • Encounter	
Attack: Close burst 1 (enemies in burst); +19 vs. Reflex	
Hit: 3d8 +6 lightning damage and the target is immobilized until the end of the guards next turn.	
TRIGGERED ACTIONS	
M Jolting Reminder • At-Will	
Trigger: When a target marked by the guard makes an attack that does not include the guard	
Attack: Reach 2 (one creature); +19 vs. Reflex	
Hit: 2d8 + 5 lightning damage and the target is pushed 2 squares.	
Str 23 (+13) Dex 20 (+12) Wis 13 (+8)	
Con 20 (+12) Int 11 (+7) Cha 17 (+12)	
Alignment Evil Languages Common, Draconic	
Equipment: plate armor, spear	
Based on copper guard	

4 Dragon Cult Fanatics	Level 14 Minion Skirmisher
Medium natural humanoid, human	XP 250
HP 1; a missed attack never damages a minion	Initiative +13
AC 28, Fortitude 28, Reflex 26, Will 25	Perception +6
Immune fear, Resist 10 necrotic	
Speed 6	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 11 damage.	
TRIGGERED ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses flail against the triggering enemy	
Str 22 (+13) Dex 19 (+13) Wis 8 (+10)	
Con 17 (+12) Int 11 (+9) Cha 16 (+12)	
Alignment Evil Languages Common, Draconic	
Equipment: leather armor, flail	
Based on Nhagruul fanatic	

ENCOUNTER 5: VARGO (ADVENTURE LEVEL 16)

Dracolich		Level 15 Solo Controller	
Huge natural magical beast (dragon, undead)		XP 6,000	
HP 684; Bloodied 342		Initiative +14	
AC 33, Fortitude 34, Reflex 30, Will 30		Perception +17	
Speed 8, fly 10 (clumsy)		Darkvision	
Immune disease, fear, poison, Resist 20 necrotic; Vulnerable 10 radiant			
Saving Throws +5, Action Points 2			
TRAITS			
Action Recovery			
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.			
Instinctive Domination			
On an initiative of 10 + its initiative check, the dragon can use a free action to use mesmerizing glance. This attack does not provoke opportunity attacks. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.			
STANDARD ACTIONS			
m Bite • At-Will			
Attack: Melee 2 (one creature); +20 vs. AC			
Hit: 2d10 + 12 damage. Against a stunned target this attack deals an extra 2d12 necrotic damage.			
M Claws • At-Will			
Attack: Melee 2 (one or two creatures); +20 vs. AC if the dracolich targets only one creature, it can make this attack twice against that creature.			
Hit: 3d6 +12 damage.			
C Breath Weapon (necrotic) • Recharge 5-6			
Attack: Close blast 10 (enemies in blast); +18 vs. Reflex			
Hit: 3d12 + 11 necrotic damage and the target is weakened (save ends)			
Miss: Half damage and the target is weakened until the end of its next turn.			
MINOR ACTIONS			
R Mesmerizing Glance (charm, psychic) • At-Will (1/round)			
Attack: Range10 (one creature); +16 vs. Will			
Hit: The target is dominated (save ends).			
Miss: If the target willingly moves to a square nearer to or adjacent to eh dracolich before the end of its next turn, it takes 15 psychic damage.			
Effect: The dracolich slides the target up to 2 squares.			
TRIGGERED ACTIONS			
C Bloodied Breath • Encounter			
Trigger (Immediate reaction): When the dracolich is first bloodied			
Effect: The fettered dracolich's breath recharges automatically, and the dracolich uses it immediately.			
Skills Arcana +16, Endurance +20, History +16, Insight +17, Intimidate +16, Religion +16			
Str 26 (+16)		Dex 22 (+14)	
Con 25 (+15)		Int 17 (+11)	
		Wis 18 (+12)	
		Cha 16 (+11)	
Alignment chaotic evil		Languages Common, Draconic	
Adjusted for MM3 and consistency			

Adjusted for MM3 and consistency

Vargo the Faceless, lich		Level 17 Elite Artillery	
Medium natural humanoid, human (dragon, undead)		XP 3,200	
HP 240; Bloodied 120		Initiative +13	
AC 31 Fortitude 27, Reflex 31, Will 30		Perception +14	
Speed 6		Darkvision	
Immune disease, poison, Resist 20 necrotic;			
Saving Throws +2, Action Points 1			
TRAITS			
Acidic Blood			
Whenever Vargo takes damaged while bloodied, each creature adjacent to it takes 10 acidic damage			
A Necromantic Aura • Aura 2			
Any living creature that ends its turn in the aura takes 10 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich’s next turn.			
Soul Phylactery			
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 10 days within 1 square of its phylactery, unless the phylactery is destroyed.			
STANDARD ACTIONS			
m	Vampiric Touch (healing, necrotic) • At-Will		
Attack: Melee 1 (one creature); +20 vs. Fortitude			
Hit: 3d6 + 10 necrotic damage and Vargo regains hit points equal to the damage dealt.			
R	Dark Bolts (lightning, necrotic) • At-Will		
Attack: Range 20 (one or two creatures); +22 vs. Reflex			
Hit: 3d4 + 11 damage lightning and necrotic damage, and an ally adjacent to the target shifts up to 2 squares.			
C	Breath Weapon (acid) • Recharge 5-6		
Attack: Close blast 5 (enemies in blast); +21 vs. Reflex			
Hit: 3d6 + 10 acid damage and ongoing 10 acid damage (save ends)			
Miss: Half damage and ongoing 5 acid damage.			
B	Black Flames (fire, necrotic) • Encounter		
Attack: Close burst 5 (enemies in burst); +22 vs. Reflex			
Hit: 3d6 +17 fire and necrotic damage and the target takes ongoing 10 fire and necrotic damage and grants combat advantage (save ends both).			
Miss: half damage and ongoing 5 fire and necrotic damage.			
MOVE ACTIONS			
Shadow Walk (teleportation) • Encounter			
Effect: Vargo teleports up to twice his speed.			
TRIGGERED ACTIONS			
C	Backblast flames • Encounter		
Trigger (Immediate reaction): When the lich is first bloodied			
Effect: The black flames power recharges.			
Skills Arcana +21, History +21, Insight +16			
Str 14(+10)	Dex 20 (+13)	Wis 17 (+16)	
Con 18 (+12)	Int 27 (+17)	Cha 24 (+15)	
Alignment evil		Languages Abyssal, Common, Draconic	
Based on lich soulreaver, adjusted to elite, added black dragon powers (see FRCG)			

Based on lich soulreaver, adjusted to elite, added black dragon powers (see FRCG)

ENCOUNTER 5: VARGO (AL 16 CONTINUED)

0-2 Dragon Cult Guard	Level 16 Soldier
Medium natural humanoid, human	XP 1,400
HP 156; Bloodied 78	Initiative +15
AC 32, Fortitude 29, Reflex 28, Will 26	Perception +9
Resist 10 necrotic	
Speed 6	
TRAITS	
Dragon Cult Defense	
A Dragon Cult guard gains resist 10 all when adjacent to at least one other dragon cult guard.	
STANDARD ACTIONS	
m Spears (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6+11 +1d8 lightning damage.	
Effect: The target is marked until the end of the guard's next turn.	
C Shocking Condemnation (lightning) • Encounter	
Attack: Close burst 1 (enemies in burst); +21 vs. Reflex	
Hit: 3d8 + 8 lightning damage and the target is immobilized until the end of the guards next turn.	
TRIGGERED ACTIONS	
M Jolting Reminder • At-Will	
Trigger: When a target marked by the guard makes an attack that does not include the guard	
Attack: Reach 2 (one creature); +21 vs. Reflex	
Hit: 2d8 + 7 lightning damage and the target is pushed 2 squares.	
Str 23 (+14) Dex 20 (+13) Wis 13 (+9)	
Con 20 (+13) Int 11 (+8) Cha 17 (+11)	
Alignment Evil Languages Common, Draconic	
Equipment: plate armor, spear	
Based on copper guard	

4 Dragon Cult Fanatics	Level 16 Minion Skirmisher
Medium natural humanoid, human	XP 350
HP 1; a missed attack never damages a minion	Initiative +14
AC 30, Fortitude 30, Reflex 28, Will 27	Perception +7
Immune fear, Resist 10 necrotic	
Speed 6	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 12 damage.	
TRIGGERED ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses flail against the triggering enemy	
Str 22 (+14) Dex 19 (+12) Wis 8 (+7)	
Con 17 (+11) Int 11 (+8) Cha 16 (+11)	
Alignment Evil Languages Common, Draconic	
Equipment: leather armor, flail	
Based on Nhagruul fanatic	

ENCOUNTER 5: VARGO (ADVENTURE LEVEL 18)

Dracolich	Level 17 Solo Controller
Huge natural magical beast (dragon, undead)	XP 8,000
HP 716; Bloodied 358	Initiative +15
AC 35, Fortitude 36, Reflex 32, Will 32	Perception +18
Speed 8, fly 10 (clumsy)	Darkvision
Immune disease, fear, poison, Resist 20 necrotic; Vulnerable 10 radiant	
Saving Throws +5, Action Points 2	
TRAITS	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Domination	
On an initiative of 10 + its initiative check, the dragon can use a free action to use mesmerizing glance. This attack does not provoke opportunity attacks. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 2d10 + 14 damage. Against a stunned target this attack deals an extra 2d12 necrotic damage.	
M Claws • At-Will	
Attack: Melee 2 (one or two creatures); +22 vs. AC if the dracolich targets only one creature, it can make this attack twice against that creature.	
Hit: 3d6 + 14 damage.	
C Breath Weapon (necrotic) • Recharge 5-6	
Attack: Close blast 10 (enemies in blast); +20 vs. Reflex	
Hit: 3d12 + 13 necrotic damage and the target is weakened (save ends)	
Miss: Half damage and the target is weakened until the end of its next turn.	
MINOR ACTIONS	
R Mesmerizing Glance (charm, psychic) • At-Will (1/round)	
Attack: Range 10 (one creature); +18 vs. Will	
Hit: The target is dominated (save ends).	
Miss: If the target willingly moves to a square nearer to or adjacent to the dracolich before the end of its next turn, it takes 15 psychic damage.	
Effect: The dracolich slides the target up to 2 squares.	
TRIGGERED ACTIONS	
C Bloodied Breath • Encounter	
Trigger (Immediate reaction): When the dracolich is first bloodied	
Effect: The fettered dracolich's breath recharges automatically, and the dracolich uses it immediately.	
Skills Arcana +17, Endurance +21, History +17, Insight +18, Intimidate +17, Religion +17	
Str 26 (+17) Dex 22 (+15) Wis 18 (+13)	
Con 25 (+16) Int 17 (+12) Cha 16 (+12)	
Alignment chaotic evil Languages Common, Draconic	

Adjusted for MM3 and consistency between versions

Vargo the Faceless, lich	Level 18 Elite Artillery
Medium natural humanoid, human (dragon, undead)	XP 4,000
HP 252; Bloodied 126	Initiative +14
AC 32 Fortitude 28, Reflex 32, Will 31	Perception +15
Speed 6	Darkvision
Immune disease, poison, Resist 20 necrotic;	
Saving Throws +2, Action Points 1	
TRAITS	
Acidic Blood	
Whenever Vargo takes damage while bloodied, each creature adjacent to it takes 10 acidic damage	
A Necromantic Aura • Aura 3	
Any living creature that ends its turn in the aura takes 10 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
m Vampiric Touch (healing, necrotic) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: 3d6 + 11 necrotic damage and Vargo regains hit points equal to the damage dealt.	
R Dark Bolts (lightning, necrotic) • At-Will	
Attack: Range 20 (one or two creatures); +23 vs. Reflex	
Hit: 3d4 + 12 damage lightning and necrotic damage, and an ally adjacent to the target shifts up to 2 squares.	
C Breath Weapon (acid) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +22 vs. Reflex	
Hit: 3d6 + 10 acid damage and ongoing 15 acid damage (save ends)	
Miss: Half damage and ongoing 10 acid damage.	
B Black Flames (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +23 vs. Reflex	
Hit: 3d6 + 17 fire and necrotic damage and the target takes ongoing 15 fire and necrotic damage and grants combat advantage (save ends both).	
Miss: half damage and ongoing 10 fire and necrotic damage. (save ends)	
MOVE ACTIONS	
Shadow Walk (teleportation) • Encounter	
Effect: Vargo teleports up to twice his speed.	
TRIGGERED ACTIONS	
C Backblast flames • Encounter	
Trigger (Immediate reaction): When the lich is first bloodied	
Effect: The black flames power recharges.	
Skills Arcana +22, History +22, Insight +17	
Str 14 (+11) Dex 20 (+14) Wis 17 (+17)	
Con 18 (+13) Int 27 (+18) Cha 24 (+16)	
Alignment evil Languages Abyssal, Common, Draconic	

Based on lich soulreaver, adjusted to elite, added black dragon powers (see FRCG)

ENCOUNTER 5: VARGO (AL 18 CONTINUED)

0-2 Dragon Cult Guard	Level 18 Soldier
Medium natural humanoid, human	XP 2,000
HP 172; Bloodied 86	Initiative +16
AC 34, Fortitude 31, Reflex 30, Will 28	Perception +10
Resist 10 necrotic	
Speed 6	
TRAITS	
Dragon Cult Defense	
A Dragon Cult guard gains resist 10 all when adjacent to at least one other dragon cult guard.	
STANDARD ACTIONS	
m Spears (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d6+13+1d8 lightning damage.	
Effect: The target is marked until the end of the guard's next turn.	
C Shocking Condemnation (lightning) • Encounter	
Attack: Close burst 1 (enemies in burst); +23 vs. Reflex	
Hit: 3d8 + 7 lightning damage and the target is immobilized until the end of the guards next turn.	
TRIGGERED ACTIONS	
M Jolting Reminder • At-Will	
Trigger: When a target marked by the guard makes an attack that does not include the guard	
Attack: Reach 2 (one creature); +23 vs. Reflex	
Hit: 2d8 + 9 lightning damage and the target is pushed 2 squares.	
Str 23 (+15)	Dex 20 (+14)
Con 20 (+14)	Int 11 (+9)
	Cha 17 (+12)
Alignment Evil	Languages Common, Draconic
Equipment: plate armor, spear	
Based on copper guard	

4 Dragon Cult Fanatics	Level 18 Minion Skirmisher
Medium natural humanoid, human	XP 500
HP 1; a missed attack never damages a minion	Initiative +15
AC 31, Fortitude 32, Reflex 30, Will 29	Perception +8
Immune fear, Resist 10 necrotic	
Speed 6	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 13 damage.	
TRIGGERED ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses flail against the triggering enemy	
Str 22 (+15)	Dex 19 (+13)
Con 17 (+12)	Int 11 (+9)
	Cha 16 (+12)
Alignment Evil	Languages Common, Draconic
Equipment: leather armor, flail	
Based on Nhagruul fanatic	

ENCOUNTER 5: VARGO (ADVENTURE LEVEL 20)

Dracolich Doomlord	Level 19 Solo Controller
Huge natural magical beast (dragon, undead)	XP12,000
HP 744; Bloodied 468	Initiative +16
AC 33, Fortitude 35, Reflex 34, Will 32	Perception +19
Speed 8, fly 10 (clumsy)	Darkvision
Immune disease, fear, poison, Resist 15 necrotic; Vulnerable 10 radiant	
Saving Throws +5, Action Points 2	
TRAITS	
Aura of Doom • Aura 3	
Enemies cannot regain hit points or gain temporary hit points while in the aura	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Domination	
On an initiative of 10 + its initiative check, the dragon can use a free action to use mesmerizing glance. This attack does not provoke opportunity attacks. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 2d8 + 5 damage, and ongoing 10 necrotic damage (save ends).	
M Claws • At-Will	
Attack: Melee 2 (one or two creatures); +24 vs. AC if the dracolich targets only one creature, it can make this attack twice against that creature.	
Hit: 3d8 + 16 damage.	
Effect: The dracolich slides the target 2 squares.	
C Breath Weapon (necrotic) • Recharge 5-6	
Attack: Close blast 10 (enemies in blast); +22 vs. Reflex	
Hit: 5d12 + 14 necrotic damage and the target is weakened (save ends)	
Miss: Half damage and the target is weakened until the end of its next turn.	
Effect: Each target loses any necrotic resistance (save ends)	
MINOR ACTIONS	
R Mesmerizing Glance (charm, psychic) • At-Will (1/round)	
Attack: Range 5 (one creature); +22 vs. Will	
Hit: The target is dominated (save ends).	
Effect: The dracolich slides the target up to 2 squares.	
TRIGGERED ACTIONS	
C Bloodied Breath • Encounter	
Trigger (Immediate reaction): When the dracolich is first bloodied	
Effect (Free Action): breath weapon recharges and the dracolich uses it.	
Skills Insight +19,	
Str 27 (+17) Dex 24 (+16) Wis 20 (+14)	
Con 26 (+17) Int 18 (+13) Cha 17 (+12)	
Alignment evil Languages Common, Draconic	

Adjusted for MM3 and consistency between versions

Vargo the Faceless, lich	Level 21 Elite Artillery
Medium natural humanoid, human (dragon, undead)	XP 6,400
HP 288; Bloodied 144	Initiative +15
AC 35 Fortitude 31, Reflex 35, Will 34	Perception +16
Speed 6	Darkvision
Immune disease, poison, Resist 20 necrotic;	
Saving Throws +2, Action Points 1	
TRAITS	
Acidic Blood	
Whenever Vargo takes damage while bloodied, each creature adjacent to it takes 10 acidic damage	
A Necromantic Aura • Aura 3	
Any living creature that ends its turn in the aura takes 10 necrotic damage. Whenever the lich takes radiant damage, its aura is deactivated until the end of the lich's next turn.	
Soul Phylactery	
When the lich drops to 0 hit points, its body and possessions crumble into dust and it disappears, but it is not destroyed. It reappears (along with its possessions) in 10 days within 1 square of its phylactery, unless the phylactery is destroyed.	
STANDARD ACTIONS	
m Vampiric Touch (healing, necrotic) • At-Will	
Attack: Melee 1 (one creature); +24 vs. Fortitude	
Hit: 3d6 + 14 necrotic damage and Vargo regains hit points equal to the damage dealt.	
R Dark Bolts (lightning, necrotic) • At-Will	
Attack: Range 20 (one or two creatures); +26 vs. Reflex	
Hit: 3d4 + 15 damage lightning and necrotic damage, and an ally adjacent to the target shifts up to 2 squares.	
C Breath Weapon (acid) • Recharge 5-6	
Attack: Close blast 5 (enemies in blast); +25 vs. Reflex	
Hit: 3d6 + 13 acid damage and ongoing 15 acid damage (save ends)	
Miss: Half damage and ongoing 10 acid damage.	
B Black Flames (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +26 vs. Reflex	
Hit: 3d8 + 15 fire and necrotic damage and the target takes ongoing 15 fire and necrotic damage and grants combat advantage (save ends both).	
Miss: half damage and ongoing 10 fire and necrotic damage. (save ends)	
MOVE ACTIONS	
Shadow Walk (teleportation) • Encounter	
Effect: Vargo teleports up to twice his speed.	
TRIGGERED ACTIONS	
C Backblast flames • Encounter	
Trigger (Immediate reaction): When the lich is first bloodied	
Effect: The black flames power recharges.	
Skills Arcana +23, History +23, Insight +18	
Str 14(+12) Dex 20 (+15) Wis 17 (+18)	
Con 18 (+14) Int 27 (+19) Cha 24 (+17)	
Alignment evil Languages Abyssal, Common, Draconic	

Based on lich soulreaver, adjusted to elite, added black dragon powers (see FRCG)

ENCOUNTER 5: VARGO (AL 20 CONTINUED)

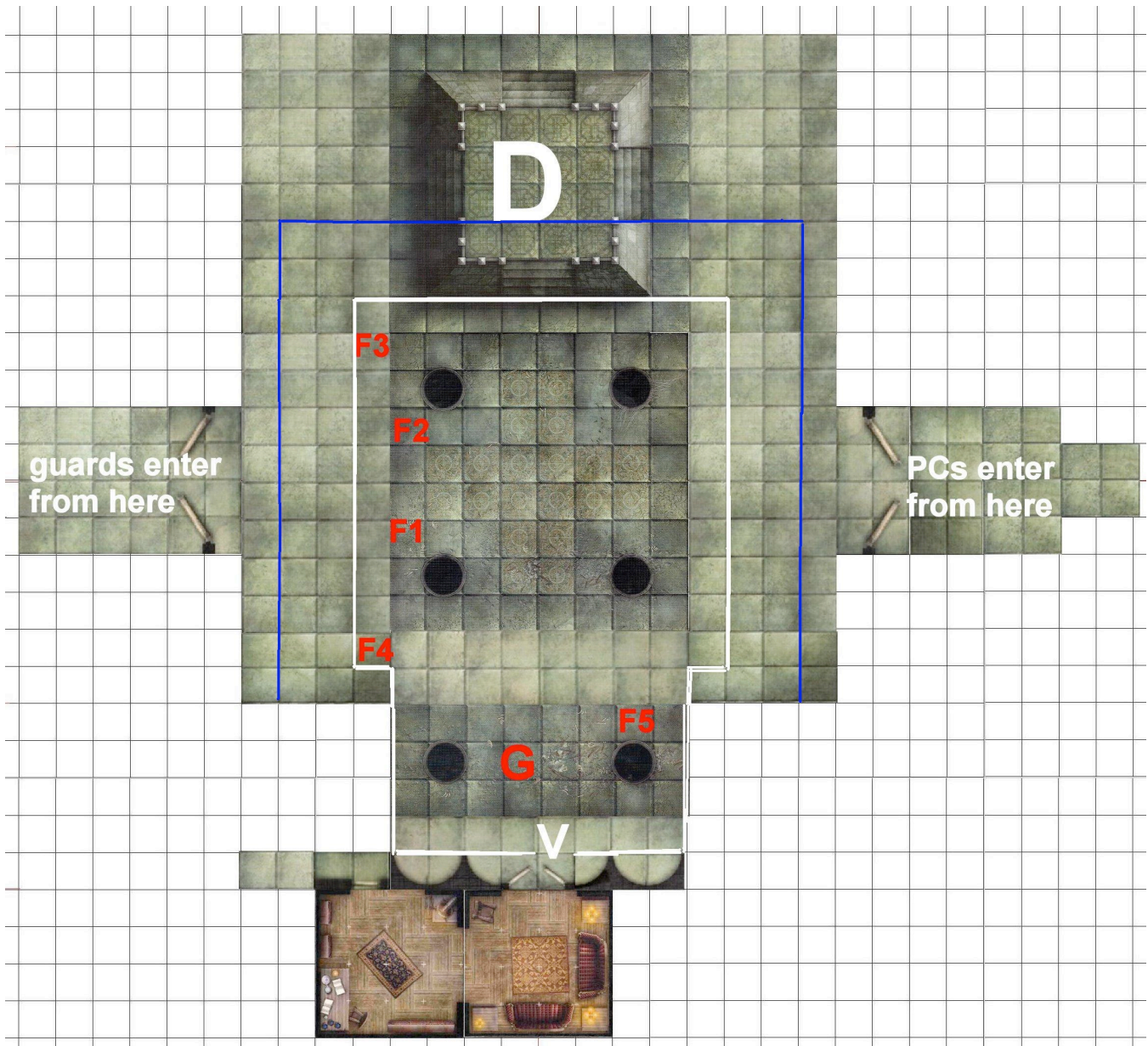
0-2 Dragon Cult Guard	Level 21 Soldier
Medium natural humanoid, human	XP 3,200
HP 196; Bloodied 98	Initiative +17
AC 37, Fortitude 34, Reflex 33, Will 31	Perception +11
Resist 20 necrotic	
Speed 6	
TRAITS	
Dragon Cult Defense	
A Dragon Cult guard gains resist 10 all when adjacent to at least one other dragon cult guard.	
STANDARD ACTIONS	
m Spears (weapon) • At-Will	
Attack: Melee 1 (one creature); +28 vs. AC	
Hit: 4d6+13 and 1d10 lightning damage.	
Effect: The target is marked until the end of the guard's next turn.	
C Shocking Condemnation (lightning) • Encounter	
Attack: Close burst 1 (enemies in burst); +26 vs. Reflex	
Hit: 3d8 +12 lightning damage and the target is immobilized until the end of the guards next turn.	
TRIGGERED ACTIONS	
M Jolting Reminder • At-Will	
Trigger: When a target marked by the guard makes an attack that does not include the guard	
Attack: Reach 2 (one creature); +26 vs. Reflex	
Hit: 2d8 + 12 lightning damage and the target is pushed 2 squares.	
Str 23 (+16)	Dex 20 (+15) Wis 13 (+11)
Con 20 (+15)	Int 11 (+10) Cha 17 (+13)
Alignment Evil	Languages Common, Draconic
Equipment: plate armor, spear	
Based on copper guard	

4 Dragon Cult Fanatics	Level 20 Minion Skirmisher
Medium natural humanoid, human	XP 700
HP 1; a missed attack never damages a minion	Initiative +16
AC 35, Fortitude 34, Reflex 32, Will 31	Perception +9
Immune fear, Resist 10 necrotic	
Speed 6	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 14 damage.	
TRIGGERD ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses flail against the triggering enemy	
Str 22 (+16)	Dex 19 (+14) Wis 8 (+9)
Con 17 (+13)	Int 11 (+10) Cha 16 (+13)
Alignment Evil	Languages Common, Draconic
Equipment: leather armor, flail	
Based on Nhagruul fanatic	

ENCOUNTER 5: VARGO (BATTLE MAP)

TILE SETS NEEDED

DN4: Cathedral of Chaos x1, DTMS: The Dungeon x1



D = dracolich, V = Vargo the Faceless, G = cult guard, F = cult fanatics (numbered since how many varies by AL)

REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

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

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

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP

Defeat Naergoth: +525 XP

Get the Phylactery: +450 XP

Defeat Vargo: +525 XP

Maximum Possible XP: 2780 XP

Base Gold per PC: 1840 gp

(Encounter Two: 184 gp, Encounter Four: 552 gp
Encounter 5: 1104 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP

Defeat Naergoth: +755 XP

Get the Phylactery: +600 XP

Defeat Vargo: +755 XP

Maximum Possible XP: 3910 XP

Base Gold per PC: 3162 gp

(Encounter Two: 316 gp, Encounter Four: 948 gp
Encounter 5: 1898 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 2512 XP

Defeat Naergoth: +1000 XP

Get the Phylactery: +950 XP

Defeat Vargo: +1000 XP

Maximum Possible XP: 5462 XP

Base Gold per PC: 6325 gp (Encounter Two: 632 gp,
Encounter Four: 1898 gp Encounter 5: 3795 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 7820 XP

Defeat Naergoth: +1510 XP

Get the Phylactery: +1200 XP

Defeat Vargo: +1510 XP

Maximum Possible XP: 7820 XP

Base Gold per PC: 12650 gp

(Encounter Two: 1265 gp, Encounter Four: 3795 gp
Encounter 5: 7590 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 5025 XP

Defeat Naergoth: +2100 XP

Get the Phylactery: +1700 XP

Defeat Vargo: +2000 XP

Maximum Possible XP: 10925 XP

Base Gold per PC: 18975 gp

(Encounter Two: 1897 gp, Encounter Four: 5692 gp
Encounter 5: 11387 gp)

TREASURE

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

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

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

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: AL 12 ONLY *chameleon ring* (level 16, AV)
Found in Encounter 3

Treasure B: AL 14 and above: *ring of invisibility* (level 18, PHB or DM Master’s Kit)
Found in Encounter 3

Treasure C: Any Common or Uncommon implement of the PC’s level + 4 or less from a player resource
Found in Encounter 5

Treasure D: Any Common or Uncommon head slot item of the PC’s level + 4 or less from a player resource
Found in Encounter 5

Treasure E: *sneaks cloak* (level 14 for AL 12 & AL 14; level 19 for AL 16, AL 18 & AL 20, MME)
Found in Encounter 3

Treasure F: *sword of melancholy* (level 14 AL12 & AL 14 level 19 AL16, AL18 & AL 20; AV)
Found in Encounter 2

Treasure G: *mirrored plate* (level 13 AL 12 & AL 14, level 18 for AL 16, AL 18 & AL20; AV)
Found in Encounter 2

Treasure H: AL 12 and 14 ONLY *focused shield* (level 13, PP)
Found in Encounter 2

Treasure B: AL 16 and above: *soul shield* (level 18, *Dragon Magazine* 385)
Found in Encounter 2

ALL ALs:

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

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

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

AL 12: *elixir of invisibility* (level 6) plus 1,075 gp*

AL 14: *elixir of invisibility* (level 16) plus 287 gp

AL 16: *elixir of invisibility* (level 16) plus 2,300 gp

AL 18: *elixir of invisibility* (level 16) plus 6,325gp

AL 10: *elixir of invisibility* (level 16) plus 10,925gp

*at AL 12 the Player can opt to pay 650gp for their PC to gain a level 16 *elixir of invisibility*

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

AL 12: 1,150 gp

AL 14: 2,012 gp

AL 16: 4,025 gp

AL 18: 8,050 gp

AL 20: 12,650 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is possible for a character to earn both Story Awards in this adventure. Pass out certificates to the players for their Story Awards.

If the PCs destroy either Naergoth or Vargo the Faceless then they gain Story Award **SPEC74 Bane of the Cult of the Dragon**.

SPEC74 Bane of the Cult of the Dragon

Because of the decentralized command structure used by the Cult of the Dragon, wiping out one of their cells, even a cell of great power, is not enough to destroy the cult. However, it does earn their enmity.

You are now a favored enemy of members of the Cult of the Dragon, meaning that they will preferentially target you in combat if possible. Such creatures gain a +1 bonus to their attack rolls against you. You suffer a –2 penalty on all Bluff and Diplomacy checks made against Cult members and their sympathizers; however, your Intimidate checks against them gain a +2 bonus.

If the PCs' actions result in the Dragons retaking the Well of Dragons (even if the Dragons cannot assist the alliance) then they gain Story Award **SPEC75 Ally of the Dragons**.

SPEC75 Ally of the Dragons

For your assistance in retaking the Well of Dragons, the good-aligned dragons are willing to make arrangements for a ritual caster to upgrade the enhancement bonus of one of your magic items by 1, to a maximum of +5. (For example, you could upgrade a +2 enhancement bonus item to the +3 version of that same item, but could not upgrade a +5 item to a +6 item.)

This follows the normal rules for upgrading items in the *Living Forgotten Realms Campaign Guide*, but it does not cost you any gold or a found-item slot. The item level of the affected item increases by 5.

You need not use this Story Award immediately upon receipt. You can wait and apply the upgrade at the beginning or end of any adventure.

NEW RULES

Sword of Melancholy Level 14/19 Uncommon

Weapon: Heavy or light blade

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

Critical: +1d8 damage per plus

Power (fear) Daily: Free Action.

Trigger: you make a melee attack against an enemy using this weapon and miss.

Effect: That enemy takes a -2 penalty to all defenses (save ends)

Aftereffect: If you're adjacent to the enemy when it succeeds on its saving throw against this effect, you can make a melee basic attack using this weapon against that enemy as a free action.

Source: *Adventurer's Vault* 2 page 124

Mirrored Plate Level 13/18 Uncommon

Armor: plate

Enhancement: AC

Properties: You gain an item bonus to Diplomacy checks equal to the armor's enhancement bonus.

Trigger: An enemy scores a critical hit against you

Effect: That enemy is blinded until the end of its next turn.

Source: *Adventurer's Vault* 2 page 110

Sneak's Cloak Level 14/19 Uncommon

Neck Slot

Enhancement: Fortitude, Reflex, Will

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

Utility Power (illusion): Daily (no Action).

Trigger: You hit a creature with a melee or ranged attack while you have any cover or concealment.

Effect: The creature treats you as invisible (save ends)

Source: *Mordenkainen's Magnificent Emporium* page 75

Soul Shield Level 18 Uncommon

Arms Slot: any shield

Properties: This shield can be used as a one-handed melee weapon with a +2 proficiency, 1d8 damage, axe, off-hand. It grants a +4 enhancement bonus to attack rolls and damage rolls when used as a melee weapon, and it deals 4d12 extra damage on a critical hit.

In addition, when you reduce an enemy to 0 hit points with this shield, you gain a +2 power bonus to your next attack roll before the end of your next turn.

Source: *Dragon Magazine* 385 page 45

Focus Shield Level 13 Uncommon

Arms Slot: any shield

Properties: You gain resist 5 to all damage from ranged attacks.

Power (augmentable) Daily: Immediate Reaction

Trigger: A ranged attack misses you

Effect: That enemy takes a -2 penalty to attack rolls that include you as a target

Augment 1: The triggering enemy takes a -2 penalty to attack rolls (save ends)

Source: *Psionic Power* page 158

Ring of Invisibility Level 18 Rare

Ring Slot

Property: you gain a +4 item bonus to Stealth checks

Power (illusion) Encounter Standard Action

You become invisible until the end of your next turn

If you have reached at least one milestone today, using this power requires only a minor action.

Source: *Player's Handbook* page 252, *Dungeon Master's Kit* page 267

Chameleon Ring Level 16 Uncommon

Ring Slot

Property: you gain a +2 item bonus to Stealth checks. Gain a +4 bonus instead if you have not moved since the start of your last turn.

Power Daily Minor Action

You do not require cover or concealment to make Stealth checks until the end of your next turn. If you've reached at least one milestone today, this power lasts until the end of the encounter.

Source: *Adventurer's Vault* page 156

Elixir of Invisibility Level 6 / 16 Uncommon

Lvl 6 75 gp

Lvl 16 1,800 gp

Consumable: elixir

Utility Power (illusion): Consumable Minor Action.

Effect: You drink the elixir and become invisible until the end of your next turn

Level 16: You become invisible until the end of the encounter or until you attack.

Source: *Adventurer's Vault* page 187, *Mordenkainen's Magnificent Emporium* page 93

EVENT SUMMARY: SPEC6~1

The events in this adventure impact ADCP6-1

If played at a convention, what slot:

Slot Number:

Table Number:

DM's Name:

Question 1: Did Grigor survive Encounter 2?

- a. Grigor died.
- b. Grigor survived.

Question 2: Did Naergoth survive Encounter 2?

- a. Yes
- b. No

Question 3: Did the PCs acquire the Phylactery?

- a. Yes
- b. No
- c. Did not complete that encounter (ran out of time in game slot or other reason)
- d. Yes, but Vargo got it back

Question 4: Did the PCs reach Encounter Five?

- a. Before the attack started.
- b. As the attack was starting.
- c. After the attack had started
- d. Did not reach the encounter (time ran out)
- e. Did not reach the encounter (PC death).

Question 5: Did the PCs destroy Vargo?

- a. Yes
- b. No, he escaped

Question 6: Did the PCs defeat the dracolich?

- a. Yes
- b. No, he escaped

APPENDIX: THE CULT OF THE DRAGON

The cult of the Dragon is highly secretive with a web of autonomous cells hiding behind legitimate fronts and innocent dupes. Other than in the kingdom of Murghom, few are the places where the cult acts openly and even there they are viewed with suspicion. Besides the Tower of the Talon in Murghom and the stronghold at the Well of Dragons they have hidden fortresses in Tymanner and in the Dragonspine mountains. Smaller cells can be found in the regions of Neverwinter and Westgate.

Leadership: each cell has leaders, referred to as Wearers of the Purple, but the organization as a whole no longer has a single leader. The runescribed dracolich Anabraxis the Black Talon, is revered as the group's ultimate authority, it lairs in the Deep Wastes of the Underdark.

Hierarchy: Most cultists hold a position based on their purpose and the goals of the individual cells. Smaller cells might only have one Wearer of the Purple. They do not use any religious terms to refer to one another. Those who control the treasury may have equal footing with those capable of performing the ritual to create dracolich. Each cell has a copy of the *Tome of the Dragons*.

The PCs can learn the following:

History DC30: half a millennium has passed since the Cult of the Dragon formed under the archmage Sammaster. He gathered followers who were drawn to his delusional visions that prophesized the eternal rule of Faerun by undead dragons. He formulated a process to create the first dracolich, which he recorded in his *Tome of the Dragon*. Sammaster is dead but his sinister legacy continues.

Streetwise DC30: The Cult of the Dragon needs exotic goods to perform dark rituals. Thus it is as much a criminal and trade organization as it is a magical cabal. Some of its members are legitimate merchants who use their money to fund cult projects. Others engage in criminal activities from peddling vice to smuggling, blackmail, extortion and kidnapping. Some cells engage in open banditry and espionage.

HANDOUT ONE: HARPER SPIES

AL 12, AL 14 & AL 16

Grigor (Doppelganger Master Assassin)	Level 15 Luker
Medium natural humanoid, human	XP 1,200
HP 118; Bloodied 59	Initiative +18
AC 29, Fortitude 27, Reflex 28, Will 25	Perception +10
Speed 6	
TRAITS	
Blend in	
While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d4 + 2 damage.	
M Assassin's Strike (weapon) • Recharge when the doppelganger uses <i>vanish</i>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d4 + 2 damage plus 4d10 + 12 necrotic damage	
Miss: 3d10 + 8 necrotic damage	
Vanish (illusion) • At-Will	
Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed.	
MINOR ACTIONS	
Alter Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses alter shape again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise.	
Skills: Bluff +18, Insight +15, Stealth +19	
Str 11 (+7)	Dex 25 (+14)
Con 22 (+13)	Int 13 (+8)
	Cha 17 (+13)
Alignment unaligned	Languages Common, Draconic, Elven
Equipment: dagger	

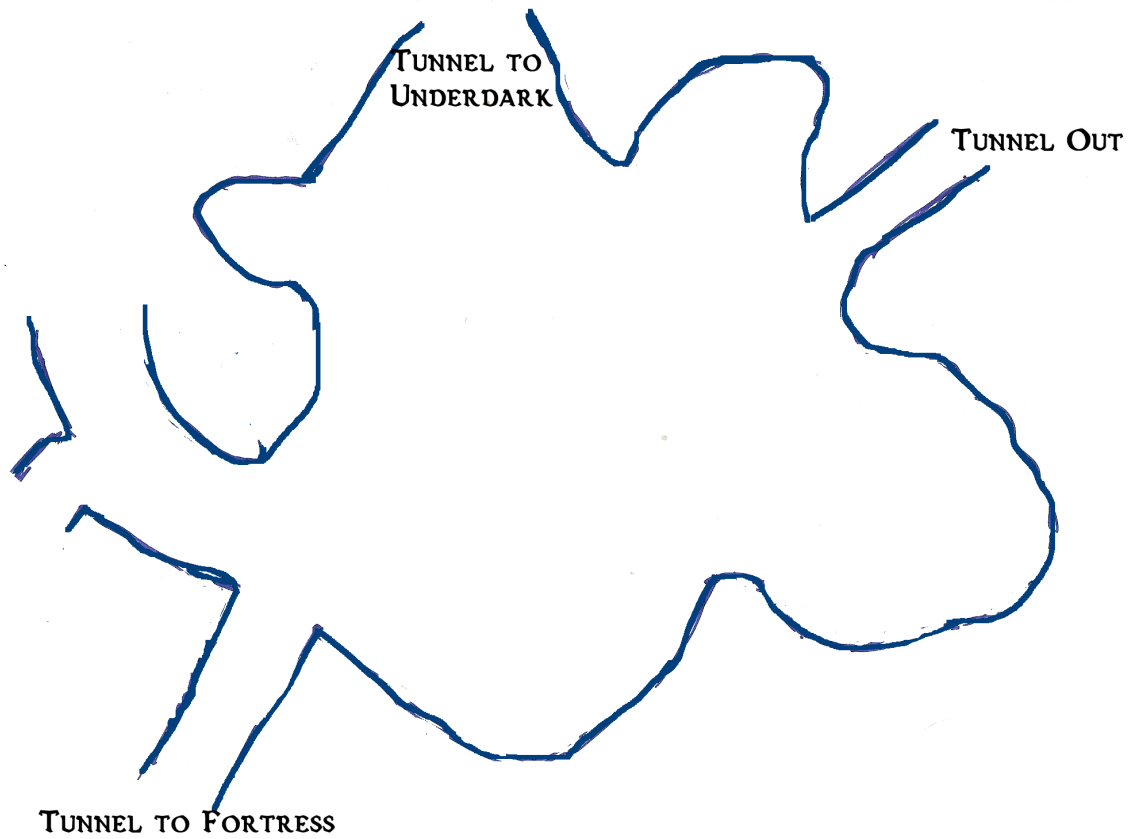
2 Harper Agents	Level 13 Artillery
Medium natural humanoid, human	XP 800
HP 96; Bloodied 48	Initiative +11
AC 27, Fortitude 25, Reflex 26, Will 23	Perception +9
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 10	
c Crossbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 2d8 + 12 damage.	
Skills: Acrobatics +16, Athletics +16, Bluff+13, Insight +14, Stealth +16	
Str 18 (+10)	Dex 21 (+11)
Con 12 (+7)	Int 17 (+9)
	Cha 14 (+8)
Alignment unaligned	Languages Common, Draconic, Elven
Equipment hide armor, crossbow, bolts, dagger	

AL18 & AL20

Grigor (Doppelganger Master Assassin)	Level 19 Luker
Medium natural humanoid, human	XP 2,400
HP 142; Bloodied 71	Initiative +20
AC 33, Fortitude 31, Reflex 32, Will 29	Perception +12
Speed 6	
TRAITS	
Blend in	
While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment.	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d4 + 6 damage.	
M Assassin's Stike (weapon) • Recharge when the doppelganger uses <i>vanish</i>	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d4 + 6 damage plus 4d10 + 16 necrotic damage	
Miss: 3d10 + 12 necrotic damage	
Vanish (illusion) • At-Will	
Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed.	
MINOR ACTIONS	
Alter Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses alter shape again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise.	
Skills: Bluff +20, Insight +17, Stealth +21	
Str 11 (+9)	Dex 25 (+16)
Con 22 (+15)	Int 13 (+10)
	Cha 17 (+15)
Alignment unaligned	Languages Common, Draconic, Elven
Equipment: dagger	

2 Harper Agents	Level 17 Artillery
Medium natural humanoid, human	XP 1,600
HP 120; Bloodied 60	Initiative +12
AC 313, Fortitude 29, Reflex 30, Will 27	Perception +11
Speed 6	
STANDARD ACTIONS	
m Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 14	
c Crossbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 2d8 + 16 damage.	
Skills: Acrobatics +18, Athletics +18, Bluff+15, Insight +15, Stealth +17	
Str 18 (+12)	Dex 21 (+13)
Con 12 (+9)	Int 17 (+11)
	Cha 14 (+10)
Alignment unaligned	Languages Common, Draconic, Elven
Equipment hide armor, crossbow, bolts, dagger	

HANDOUT 2: MAP



DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
SPEC6~1 DIVIDE AND CONQUER

SPEC74 Bane of the Cult of the Dragon

Because of the decentralized command structure used by the Cult of the Dragon, wiping out one of their cells, even a cell of great power, is not enough to destroy the cult. However, it does earn their enmity.

You are now a favored enemy of members of the Cult of the Dragon, meaning that they will preferentially target you in combat if possible. Such creatures gain a +1 bonus to their attack rolls against you. You suffer a -2 penalty on all Bluff and Diplomacy checks made against Cult members and their sympathizers; however, your Intimidate checks against them gain a +2 bonus.

SPEC75 Ally of the Dragons

For your assistance in retaking the Well of Dragons, the good-aligned dragons are willing to make arrangements for a ritual caster to upgrade the enhancement bonus of one of your magic items by 1, to a maximum of +5. (For example, you could upgrade a +2 enhancement bonus item to the +3 version of that same item, but could not upgrade a +5 item to a +6 item.)

This follows the normal rules for upgrading items in the *Living Forgotten Realms Campaign Guide*, but it does not cost you any gold or a found-item slot. The item level of the affected item increases by 5.

You need not use this Story Award immediately upon receipt. You can wait and apply the upgrade at the beginning or end of any adventure. The upgrade is not valid until you fill out the information below.

Item enhanced:

From + To +

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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From + To +

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
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